

Striking Flint

A co-operative game of solidarity and resistance for 1-5 workers by John du Bois

Introduction

It's 1936 in Flint, Michigan, and your newly formed union has been ignored by General Motors, the city's largest employer. As a final effort to gain leverage, you and your fellow union members shut the factory down with a sit-down strike. If you can withstand GM's efforts to take the factory back using its considerable resources – the city authorities, finances, and hired thugs – for long enough, you can force them to make a deal.

Objective

Occupy factories in the plant complex through 40 days of the strike without getting too fatigued, getting overwhelmed with strikebreakers, or getting evicted from the factory.

Components

6 Maps
20 (black) Fatigue cubes
5 Time Trackers
12 Event Cards
1 Die (standard six-sided)
15 Strikebreaker tokens (5 Authority, 5 Money, 5 Violence)

5 Role Cards
8 (white) Newspaper cubes
20 Workers (4 of each color)
1 Time Track

Component Overview

6 Maps

The Maps form the plant complex in which the players will be striking. The maps contain gray spaces, called **Stations**, and white spaces, called **Corners**. Each group of connected Stations is called a **Factory**, and all white spaces together are referred to as the **Street**.

5 Role Cards

The role cards indicate the five cooperating factions within the union. In addition to naming the faction, the role cards remind players what actions they can take and how much Fatigue each role gains from each action.

20 Fatigue Cubes

The Fatigue cubes measure how much exhaustion each player's faction has accumulated. When the cubes run out, so does the union's will to continue the strike.

15 Strikebreaker Tokens

The three different kinds of Strikebreaker tokens (Authority, Money, and Violence) represent the people the corporation is sending in to stop the union.

20 Workers (4 of each color)

The Worker meeple are the players' actors in the plant complex, occupying Factories and resisting strikebreakers.

1 Time Track and 5 Time Trackers

The time trackers are used to track the union's progress toward the 40 days needed to extract concessions from the company.

1 Die

The die is used to randomly generate the corporation's actions when players cross their matched spaces on the time track.

8 Newspaper cubes

The Newspaper cubes are used to mark where new Events are drawn on the Time Track, as well as which events have one Objective complete.

12 Event Cards

National Guard Intervention

Players cannot use the Occupy action.

When you activate , the active player removes a Worker.

Objective 1: Two Workers are in the same space as .

Objective 2: There are no // in Factories.

Action: Add  to a Station, + 

The events represent challenges the union faces during the strike. Event cards have the following elements:

Effect: Some events have an ongoing effect that change how players can take actions or interact with the map, Strikebreakers, or the time track. If an event has such an effect, it is listed above the event's objectives.

Factory Action: Each event lists an effect that occurs each time a player's time tracker lands on or passes through a space of its color. The Factory effects on event cards happen before the player rolls the die.

Objectives: Objectives describe conditions that must be met to resolve the event. They must be completed in order, but are completed any time the conditions are met. If both are met at the same time, both can be completed.

Action: Some events give the players an action that can be performed during their turns in place of the actions listed on their role card. Sometimes the action listed on the event allows some players to perform an action they already have while gaining less Fatigue; other times the players gain a new action they couldn't previously use.

Setup

Take a number of map boards equal to the number of players plus one and arrange them as square as possible in the play area. When arranging them, make sure there are at least three separate Factories (groupings of connected gray spaces).

Take four Fatigue cubes per player and place them near the board to form a supply. Return the rest to the box.

Put the Time Track near the map. Place Newspaper cubes on each Newspaper icon.

Each player takes a role card and the time tracker and Workers of the same color. Players put their role cards and workers in front of them. Stack the players' time trackers randomly on the 1 space of the Time Track.

Roll the die twice. Each time, place Strikebreakers on Factories and Streets on the spaces showing their icons matching the die results. Reroll duplicate results until you have rolled two unique numbers.

In reverse turn order (bottom to top), players take either an *Occupy* or *Picket* action. This action does not cost players Time, but does add Fatigue.

Shuffle events, and draw and reveal one to be the starting Event.



Example: In this two-player game, the Socialists player is about to take their turn. They do not have any Workers in the same space as Strikebreakers, so they are ready to take their action. First, they advance their Time Tracker three spaces. This will cause them to collect the Newspaper cube, triggering an Event to be drawn later, and also land on a space of their own color, causing a Factory Action. Because the Newspaper cube was encountered before the red space, the new Event's Factory Action will be triggered when the Factory activates.

Next, perform one of the Actions listed on your role card. You can use the Action on your own Workers at no additional cost or use any Action except Rest on another player's Workers if you advance your time tracker an additional space on the Time Track:

- **Occupy:** Place a Worker on a Station. Workers can Occupy spaces that contain Strikebreaker tokens or other Workers.
- **Picket:** Place a Worker on a Corner. As with Occupy, Workers can Picket in a space that contains Strikebreaker tokens or other Workers.
- **Move:** Move any number of Workers from the Station or Corner they are in to an adjacent space. Workers can move from Stations to Corners or vice versa freely. If you use this action on another player's Workers, you may only move one player's Workers.
- **Resist:** Remove a Strikebreaker token that is in the same space as, or adjacent to, a Worker.
- **Rest:** Return all your Fatigue cubes to the supply.



Playing the Game

Turn Order

Each turn is taken by the player whose time tracker is on the lowest number, with the token on top of the stack breaking a tie between tokens on the same number.

Turn Sequence

At the start of your turn, remove all of your Workers in the same Station or Corner as a Strikebreaker token from the board and return it to your supply.

Then, advance your time tracker a number of spaces equal to the number of Fatigue cubes you have, noting how many spaces of your color you pass or land on and taking any Newspaper cubes on spaces you pass or land on. If you land on the same space as one or more other players' time trackers, place yours on top of theirs to form a stack.

At the end of your Action (or at any other point during the game), if you have completed Objective 1 on any Event cards, indicate this by putting a Newspaper cube on the card. If you've completed Objective 2 on any Event cards that already have a Newspaper cube (or just had one placed), discard the Event card.

After you take an Action, take the number of Fatigue cubes indicated to the right of that Action on your role card, then resolve any spaces of your color passed or Newspaper cubes collected, in the order that you encountered them:

For each space of your color that your time tracker passed through or landed on, first perform the Factory Action on

each Event card in play, then roll the die. Any Station or Corner whose number matches the die icon activates:

- Matching spaces with Workers on them do not perform an action.
- In each matching space that has a Strikebreaker token, move the Strikebreaker token one space closer to the nearest Worker. If two or more Workers are equally close, move the Strikebreaker toward the Worker whose player is next in turn order. If there is a choice between two or more Workers controlled by the same player, the player chooses which way the Strikebreaker goes.
- In each matching space that has neither a Worker nor a Strikebreaker, perform the space's Action:



: Add a Strikebreaker of the indicated type to the space.



: The active player gains a Fatigue cube from the supply.



: Remove the Worker nearest the activated space. See above for how to handle a situation where two or more Workers are equally close.

For each **Newspaper cube** you picked up, reveal a new Event card and place it next to any cards that are already active. Do not discard any active Event cards.

After your action and its consequences are over, the next player in turn order (furthest back, on the top of the stack) takes their turn.

Ending the Game

There are a number of ways the game can end in loss:

- If you need to add a Strikebreaker to the board, and there are no Strikebreakers of that type in the supply, the game is over and the players lose.
- If you need to gain a Fatigue cube and there are not enough in the supply, the game is over and the players lose.
- If at any time there are no Workers in any Factories, the player lose.

The players win when any player's time tracker reaches or passes the "40" space. All players share victory.

Sample Turns



Eugene, playing the Socialists, Genora, playing the Women's Emergency Brigade, and Rosie, playing the Rank-and-File, are playing the 3-player game pictured above. They've successfully completed two events and are approaching their next Newspaper cube. Rosie, is on the 9 space on the Time Track and goes next.

Rosie's turn starts with advancing her time tracker three spaces for the three Fatigue she currently has. She's crossed a blue space (number 10), so will need to activate the Factory after her action. It also places her tracker on top of Eugene's marker, so she will take her next turn directly before him.

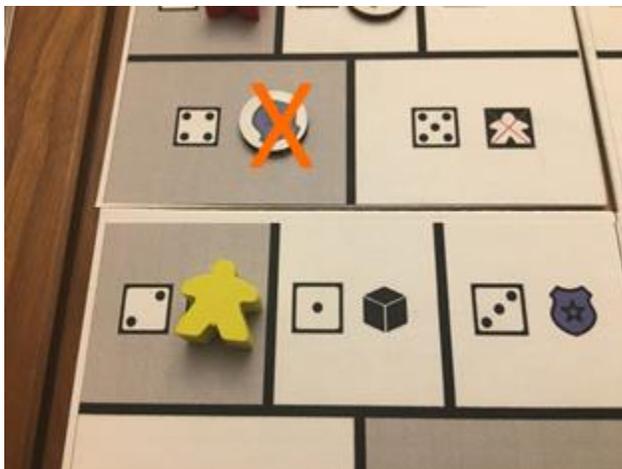


Rosie could Resist to get rid of the Money or Authority Strikebreakers, but that would bring her Fatigue up to six. Instead, she decides to Occupy a Station, gaining only one Fatigue and getting another Worker on the board.

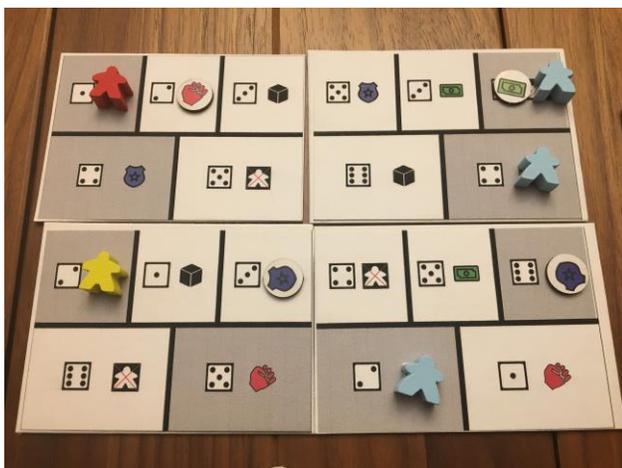
To finish her turn, Rosie activates the Factory and rolls a 4. This adds an Authority to the Station in the matching space on the top left map card, does nothing on the top right card because Rosie has a worker on the matching space, does nothing on the bottom left card because it does not have a matching space, and removes the nearest Worker on the bottom right map card – one of Eugene's Socialists.



Genora's turn with her Women's Emergency Brigade is next. Her faction's specialty is Resisting, and she chooses to do this on her turn. She advances her tracker (which lands her on a space of her color), then Resists and removes the Authority token next to her Worker.



Genora then rolls the die to activate the Factory and gets a 3. She gets a Fatigue because of the top left map card, the Money Strikebreaker on the top right card moves into one of Rosie's Workers' spaces, an Authority Strikebreaker is added to the bottom right map card, and the bottom left card has no activation because it does not have a 3.



Because Genora's time tracker is still the furthest back (11 compared to Rose's and Eugene's 13), she gets another turn. She advances her tracker two spaces, and decides to Resist again, but this time using one of Rose's Workers. She advances her tracker another space, which lands her

on the Newspaper cube, and removes the Money Strikebreaker in the Station with Rosie's Worker.



Genora draws an Event card for the group, and gets Legal Injunction.

Legal Injunction

All Actions taken in a Factory add +.

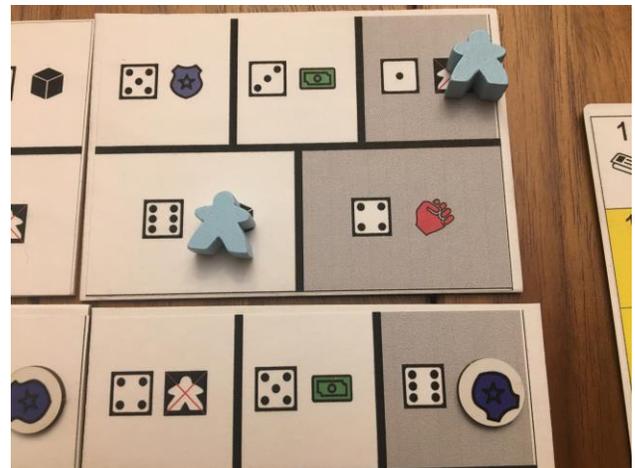
When you activate , the active player moves a Worker out of a Factory.

Objective 1: At least two Workers occupy spaces with .

Objective 2: No  adjacent to Workers.

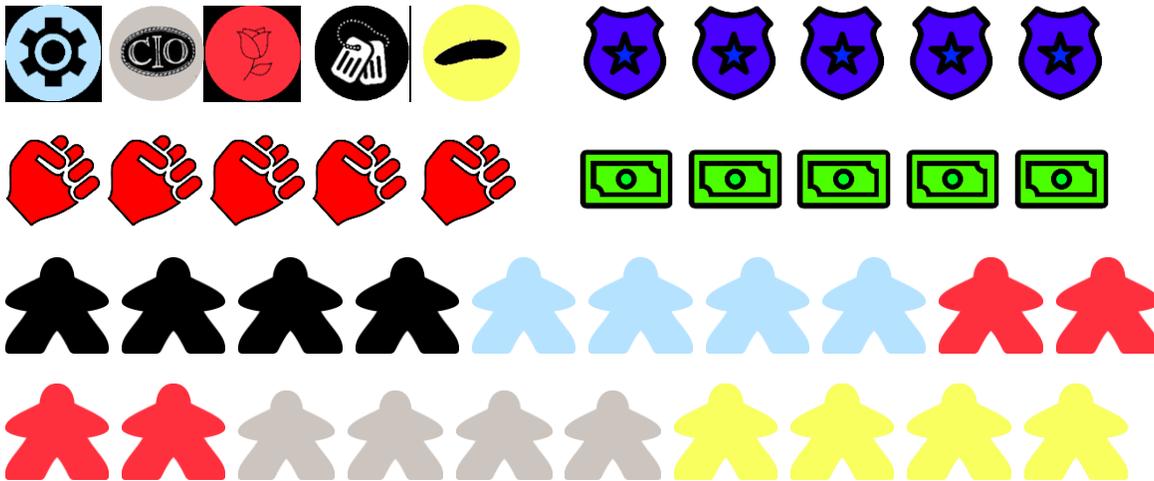
Rosie's up next, since her tracker is on top of Eugene's. She must mover her tracker four spaces due to her four Fatigue, crossing a space of her color yet again. She decided to Rest to return some Fatigue to the supply.

This time, when activating the Factory, Rosie starts with activating the Event's Factory Action. She needs to move one of her Workers out of a Factory. She decides to move her worker that's next to a Strikebreaker into the Street away from that Strikebreaker.



Components

You'll need to supply your own cubes and die, and the cards are in a separate file, but the other components (Workers, Time Trackers, and the Time Track) are here.



1 	2	3	4	5	6	7 	8	9	10
11	12	13	14 	15	16	17	18	19	20
21 	22	23	24	25	26	27	28 	29	30
31	32	33	34	35 	36	37	38	39	40 