

DAYS & NIGHTS RED ARMY PACK



Soldier Miniatures



Tank Miniatures



Sniper Miniatures



Scenario Cards



Leader Cards

DAYS & NIGHTS: RED ARMY PACK

Campaign expansion for Days of Ire: Budapest 1956 and Nights of Fire: Battle for Budapest.

Nights of Fire is required to play, Days of Ire is required only for campaign style games.

This rulebook uses DoI and NoF as abbreviations for Days of Ire and Nights of Fire respectively.

Components

- 9x Tank miniatures
- 14x Soldier miniatures
- 5x Sniper miniatures
- 14x Scenario cards
- 16x Leader cards

ABOUT THE MINIATURES

The miniatures can be used in Days of Ire and Nights of Fire.

For DoI:

- Use 8 Tanks to replace the Tank tokens in the game.
- Use all 14 Soldiers to replace the Militia tokens.
- Use all 5 Snipers to replace the Sniper tokens.

For NoF:

- Use all 9 Tanks to replace the Soviet Regiment tokens.
- Use 10 of the Soldiers to replace the Soviet Garrison tokens.
- Note: When a Regiment or a Garrison is disabled, tip the miniature on its side.

There are no game play changes in either game when using the miniatures; they add aesthetic value only.

LEADER CARDS - NO EXPANSION

Changes In Setup

Shuffle the Leader cards to form a draw deck.

Playing with Leader cards makes the game slightly easier for the Revolutionary player(s). If players want to maintain the challenge (especially if playing a Conflict game), consider increasing the starting Prestige by 1.

Also, as an additional way of changing the difficulty of the game, the Revolutionary player(s) may start with one Leader – this will make it even easier for the Revolutionary player.

Changes In Gameplay


Draw Phase

Leader cards do not count against hand limit.

Reinforcement Phase

Skip the Reinforcement Phase in the first round.

In the Reinforcement Phase, the Revolutionary player(s) **may** play one card to add some of the available fighters from the reinforcement pool to their forces, or recruit Leaders. If playing with two Revolutionary players, only one card is played in total, and the players should discuss which of them should play the one card, if any.

To play a card for reinforcement, it must have a  icon on it. For each point of ops on the played card the Revolutionary player may either:

- Move one fighter from the reinforcement pool to the board (following the conditions explained in the base game rulebook).
- Draw a Leader card (as long as the deck is not empty) and add it to their hand. Remember that Leader cards do not count against the hand limit.

The card used for the reinforcement is then discarded as normal.

Operations Phase

A Revolutionary player may play a Leader card as one of the three cards played per turn. The Leader card does not add to the Ops value of any action, but instead allows the player to execute its written text.

Alternatively, some Leader cards allow a player to cancel a Soviet rally, attack, or arrest. These cards are played immediately as an interrupt to the action, and do not count against the limit of three Revolutionary cards played on the Revolutionary player's next turn. It is possible to counterattack after a cancelled attack.

Used Leaders are removed from the game.



SCENARIO CARDS

These cards are used to alter the rules and setup of Nights of Fire. It's possible to use them in a standalone NoF game, or they can facilitate an epic campaign game of DoI followed by NoF.

Standalone Rules


Before setting up a game of NoF, shuffle the red and the green scenarios separately, and reveal a few of them: It is recommended to reveal two red and one green the first time you try these cards, but later on you can reveal more red cards to make the game harder and/or more green cards to compensate (or make the game easier). The game is playable with any number of red and/or green scenarios revealed, as long as the players can remember all the rule changes they cause.










Simply follow the instructions on the card, and ignore the bottom half marked "Trigger".

Campaign Rules

The Campaign can be played by up to 2 Revolutionary players against a live Soviet opponent or against the Zhukov and Konev AIs.

Use Wound tokens from DoI and NoF to keep track of the , on the track printed on the back of this rulebook.

1. Set up a normal game of DoI.
2. Randomly reveal 3 red and 3 green scenarios.
 - Feel free to increase either number to adjust the difficulty of the challenge, or select a random mix of red and green for a more unpredictable game.

3. Play a normal game of DoI.
 - Each time a Revolutionary reaches 4 injuries (5 in a solo game), remove 2 injuries immediately, and score one .
 - Each time Morale reaches the , shift Morale twice towards  and score one .
4. During the game, keep track of all the revealed scenarios' triggers. Mark scenarios that have been triggered (using Wound tokens from NoF). Some triggers contain an effect as well (besides a condition); resolve that effect once, immediately when first triggered.
5. At the end of the game, score one  for each event left on the board.
 - "Multi-party Government" event counts as two events for this purpose.
6. Remove every Leader from the Leader deck that corresponds to a fighter killed during DoI.
 - Fighters removed from the board by "Eisenhower Refuses to Help" are not considered killed.
7. Select every Leader from the Leader deck that corresponds by name to a fighter active at the end of the game, and distribute them evenly between the Revolutionary players. These Leaders will be available to the Revolutionary players at the beginning of the NoF game, in their starting card hands. Do not shuffle them into the Leaders draw deck when setting up the game.
8. Discard each scenario that has NOT been triggered.
9. Set up a normal game of NoF, while following the instructions of all triggered scenarios.
 - The Leader deck will consist only of cards that were neither removed in step 6, nor added to players' hands in step 7.
10. Play a normal game of NoF.
11. At the end of the game, add or remove s equal to the final Soviet Prestige of the game (adding for positive Prestige, removing for negative Prestige).
 - In the unlikely event of a Revolutionary Grand Victory, the Revolutionary player(s) win the campaign.
 - Otherwise it's a Revolutionary Victory if there are 5 or less s. At 6 or more, it's a Soviet Victory.

CREDITS

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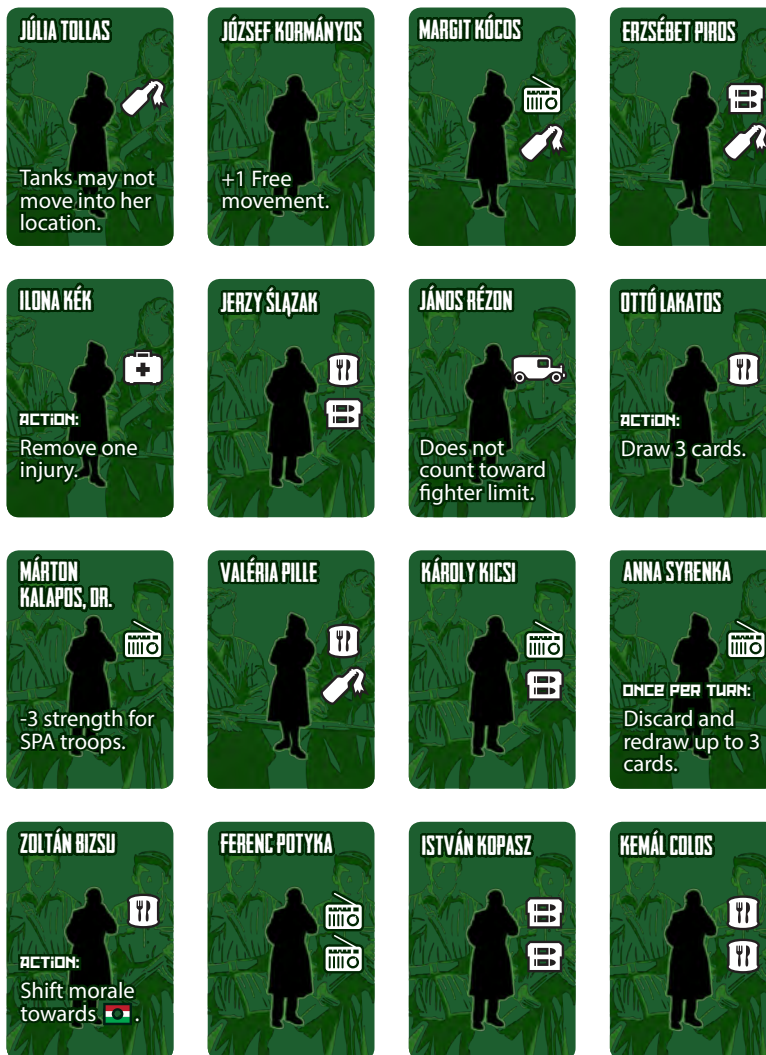
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DOI FIGHTERS WITH A NOF LEADER CARD



HUNGARIAN VICTORY



SOVIET VICTORY

0 1 2 3 4 5 6 7 8 9 10