

Unit & Support Reference v13

UNIT & SUPPORT REFERENCE v13

CICS COMBAT UNIT TYPES

Type	Description	Terrain Restrictions
Infantry	Flexible in attack and defense	Must stop upon entering Difficult terrain unless on a road.
Tank	Strong in assault; limited by terrain	Must stop upon entering Rough terrain; may only enter Difficult terrain via road.
Artillery	Provides fire support to friendly units within its printed range during combat	Must stop upon entering Rough terrain; may only enter Difficult terrain via road.

COMBAT RATINGS

Symbol	Rating	Notes
▲ Triangle	Green (low firepower)	Lowest rating
● Circle	Veteran (moderate firepower)	Mid rating
■ Square	Elite (high firepower)	Highest rating

Additional symbols: Artillery (provides support to lead units within printed range); Shield (unit may hold 1 Armor Marker). Artillery loses support ability in Movement Mode. Some symbols change based on current mode.

COMBAT UNIT MODES

Mode	Movement	Combat
Movement Mode (red arrow)	Increased movement	Reduced combat effectiveness. Some special symbols removed.
Combat Mode (no arrow)	Reduced movement	Increased combat effectiveness.

Units may defend in either mode. All combat is resolved using current mode.

DAMAGE CAPACITY

A unit's Damage Capacity is the total number of markers it can hold before being removed or eliminated. Damage Capacity = Hit Marker slots (black dots) + Armor Marker slots (blue shields). These are additive. Example: 2 dots + 1 shield = Damage Capacity of 3.

STACKING

End of activation: 1 Combat Unit + 1 attached Support Unit per hex. OR 1 Detachment alone. If

exceeded: move excess Combat Units to adjacent empty hexes; each takes 1 Hit.

CICS SUPPORT UNITS

Attachments (A) must be placed with a friendly Infantry unit. Detachments (D) are placed in an empty hex adjacent to an allied Combat Unit. Active abilities (Engineer, Scout): cannot use on the turn placed. Activate for free on subsequent turns if not moved. When a Combat Unit retreats, all Attachments on that unit are removed to the faction's Reinforcement Pool.

Unit	Role / Restrictions	Effect
MG	Attachment. Removed to Reinforcement Pool if Infantry moves/retreats.	Passive. +1 chit draw from Tactics Cup during defense.
Flamethrower	Attachment. Removed to Reinforcement Pool if Infantry moves/retreats.	Passive. +1 chit draw during attack.
Mechanized	Attachment. Removed to Reinforcement Pool if Infantry moves/retreats. No difficult terrain.	Passive. +2 chit draw during attack vs Infantry.
Anti-Tank	Attachment. Removed to Reinforcement Pool if Infantry moves/retreats. No difficult terrain.	Passive. +2 chit draws when defending vs Armor.
Spotter	Detachment. Adjacent to allied Combat Unit. Removed to Reinforcement Pool if all adjacent allies retreat.	Passive. Range 2. During CICS Bombing Run Step 2, draw 2 chits per bomber for each targeted hex in range (instead of 1). Does not affect Vang Bombing Runs.
Scout	Detachment. Adjacent to allied Combat Unit. Removed to Reinforcement Pool if all adjacent allies retreat.	Active. Range 2. Place Scout Marker on enemy Combat Unit in range without a Scout Marker. Scouted enemy cannot draw from Vang Support Cup. Removed at end of scouted unit's banner group activation.
HQ	Detachment. No difficult terrain. Removed to Reinforcement Pool if enemy moves/advances into adjacent hex.	Passive. Range 4. Friendly stacks within 4 hexes activate for 0 CP.
Leader	Attachment. Removed to Reinforcement Pool if Infantry moves/retreats.	Passive. Range 2. Enables Group Attacks and Defensive Support for friendly units (CICS, Siloam, or Caledonia) within range.
Truck	Attachment. Must stop in Rough; only enter Difficult via road. Cannot occupy hex adjacent to enemy. Removed to Reinforcement Pool if enemy moves or advances adjacent, or when attached Infantry retreats.	Passive. Replaces movement allowance of attached Infantry unit.
Engineer	Detachment. No Difficult terrain. No hex adjacent to enemy. Removed to Reinforcement Pool if enemy moves/advances into adjacent hex.	Active. Choose one: Place Level-1 Fortification, OR flip Level-1 Fortification to Level-2.

ENEMY ADJACENCY REMOVAL

When an enemy unit moves or advances into a hex adjacent to an Engineer, Truck, or HQ, that support unit is immediately removed to the faction's Reinforcement Pool. These represent rear-echelon assets that cannot operate near the front line.

Fighters & Bombers

Placed on CICS Airfield Runway (not on map; don't count for stacking). Activated via Strategic Plans or in response to enemy Bombing Runs. Fighters: Interception or Escort. Bombers: Bombing Run Strategic Plan. Damaged CICS planes are removed to the CICS Reinforcement Pool (never permanently destroyed).

VANG SUPPORT COUNTERS (14 in Cup)

Drawn during Vang attacks only (not defense). Assigned to one Vang unit per attack. Scouted units (with Scout Marker) do not draw. Returned to cup at end of Vang activation. Planes go to Vang Runway instead of being assigned. If unit is removed, non-plane support returns to cup immediately.

Counter	Qty	Effect
Tank	1	+2 draw during attack against Infantry.
Flamethrower	1	+1 draw during attack.
Leader	1	If a leader symbol (star) is drawn during combat, score 1 hit and redraw.
Artillery	1	+1 draw; if an artillery symbol is drawn, score 1 hit and redraw.
Bombers	4	Place on Vang Airfield Runway. Used for Bombing Runs.
Fighters	3	Place on Vang Airfield Runway. Used to intercept enemy Bombing Runs.
Bombing Run	1	Immediately conduct a Vang Bombing Run using all planes on the Vang Runway.
Bolster	1	Vang unit removes all Hit Markers (to Casualty Box) and Armor Markers (to supply).
Sabotage	1	All adjacent CICS/Ally Support Units (except Guerrillas) are removed to their Reinforcement Pool.

SILOAM SPECIAL UNITS

Unit	Rules
Conscript	Siloam Support Unit. Attachment — may attach to CICS or Siloam Infantry. No special abilities in combat. Unique ability: Can be removed to satisfy 1 hit for its stack (the only support unit that can do this). Return Conscript to Siloam Reinforcement

	Pool and draw 1 Hit Marker to Siloam Casualty Box.
Guerrilla	Siloam Detachment. Placed when Siloam fails activation morale check (highest-numbered non-VP Priority Hex that is empty) or by event. If no eligible empty hex, not placed. Combat rating: ▲ (Triangle). Always chooses Aggressive Defense. Damage Capacity: 1. Cannot be player-controlled. Cannot stack with any units. When eliminated: permanently removed from the game (never returns to pool); Siloam morale moves 1 space left. No Hit Marker drawn, no casualty. Not affected by Sabotage.

There are 10 Conscript/Guerrilla counters (dual-sided). Each starts as a Conscript and is flipped to its Guerrilla side when placed as a Guerrilla.

HIT & ARMOR QUICK REFERENCE

Situation	Resolution
Unit takes a hit	Player chooses: place Armor Marker (if armor capacity available) OR draw Hit Marker from cup and place beneath unit (if hit capacity available).
Unit at max Damage Capacity	Unit is removed or eliminated. CICS → Hit Markers to Casualty Box, unit removed to Reinforcement Pool. Allies → Hit Markers to Casualty Box, unit eliminated (permanently out of game). Vang → Hit Markers to Casualty Box, unit removed to bottom of Beach Landing stack.
Overflow hits	When a unit is removed/eliminated by exceeding Damage Capacity, draw Hit Markers for all remaining unresolved hits and place directly in faction's Casualty Box.
Fortification	Level-1: remove to satisfy 1 defender hit. Level-2: flip to satisfy 1 hit, or remove to satisfy 2 hits.
Bolster	Remove all Hit Markers (to Casualty Box) and Armor Markers (to supply) from one Combat Unit. Unit stays on map.
Conscript	Only support unit that can absorb hits. Remove to satisfy 1 hit; return to Siloam Reinforcement Pool; draw 1 Hit Marker to Siloam Casualty Box.
Supports on removed/eliminated unit	Attached supports → faction Reinforcement Pool. Vang Support Chits → Vang Support Cup.
Artillery support from range	Artillery providing support from outside the target/defending hex cannot have hits assigned to it. Contributes draws only.

End of round: count coffin icons in Casualty Boxes → add to Casualty Total → return Hit Markers to cup. Armor Markers to supply (not counted).