

Procedures Reference v13

PROCEDURES REFERENCE v13

CICS ACTIVATION SEQUENCE

Step	Phase	Details
1	Draw CP Chit	Draw 1 from CP Cup. Advance CP Marker. Unspent CP carries over.
2	Support Units	Place/move Support Units from Reinforcement Pool (1 CP each). Place planes in Hangar (1 CP each; choose Fighter or Bomber side). Remove planes from Runway to Reinforcement Pool (free). Active abilities (Engineer, Scout) activate for free if already on map and not moved.
3	Activate Stacks	Spend 1 CP per stack (0 CP if within HQ range 4). Allied units participating in Group Attacks cost 0 CP. Artillery providing support costs 1 CP (0 if in HQ range). Declare Move or Attack for each. Choose mode (Movement/Combat) before acting. Move-or-attack restriction is per activation, not per round.
4	Resolve Movement	All movement resolves FIRST, before any combat. Move up to movement allowance. Stop adjacent to enemies. 1 hex if starting adjacent to enemy.
5	Resolve Combat	All attacks resolve AFTER movement. Follow Combat Procedure (see below).
6	Deployment	Spend 2 CP per Combat Unit deployed from Reinforcement Pool to hex 0601.
7	Strategic Planning	Initiate plans (1 CP each). Raise any faction's morale (cost on track).
8	Cleanup	Advance all Strategic Plans one box right. Remove any plan in Well-Prepared box that was not executed.

TERRAIN EFFECTS ON MOVEMENT

Terrain	Effect on Movement
Roads	Ignore terrain effects on movement.
Rough	Must stop upon entering unless following a road.
Difficult	Infantry must stop unless on a road. Tanks/Artillery/Trucks may only enter and leave via road. HQs/Engineers prohibited.
River	Bridges: cross at normal cost. Unbridged: start adjacent, spend all MP to cross.

Units must stop when entering a hex adjacent to an enemy. If starting adjacent, may only move 1 hex.

COMBAT PROCEDURE

Attacker must choose a lead unit — its combat symbol is used for all Tactics Chit draws. A participating unit is any Combat Unit involved in the combat in any role (lead, group attacker, defensive support, or Artillery support). Hits may be assigned to any participating Combat Unit. Support Units cannot absorb hits (exception: Conscripts).

Step	Action	Details
1	Declare Target	Attacker declares enemy hex. If Leader present, may initiate Group Attack. Declare Artillery Support (Artillery in Combat Mode within its printed range of lead unit).
2	Defensive Support	Defender declares supporting Combat Units (including Artillery in Combat Mode within its printed range). CICS/Allies need a Leader. Vang always use units adjacent to the defending unit (no Leader needed).
3	Defense Mode	Defender declares Cautious or Aggressive Defense. Vang always choose Aggressive.
4	Defender Draws	Draw 1 Tactics Chit per combat symbol on defending unit + 1 per supporting Combat Unit (use lead unit's symbol). Apply attachments/detachments. Evaluate per chosen defense mode.
5	Attacker Applies Hits	Apply hits to participating Combat Units. If attacker no longer adjacent, combat ends.
6	Attacker Draws	Draw 1 per combat symbol on attacking units + 1 per additional Group Attack unit (use lead unit's symbol). +1 if defense failed. Apply attachments/detachments.
7	Defender Applies Hits	Apply hits to participating Combat Units. Lead defending unit may retreat away from lead attacker to cancel hits (1 hit per hex retreated, limited by unit's

		movement allowance). Retreat is mix-and-match: for each hit, choose to take it or retreat 1 hex. May retreat into friendly-occupied hexes (stacking rules apply after combat). Entering a Guerrilla hex costs 1 extra retreat movement and displaces the Guerrilla. Defensive support units cannot retreat.
8	Attacker Advance	If defender retreated or removed/eliminated, attacker may advance a participating stack into vacated hex.
9	Return Chits	Return Tactics Chits to Tactics Cup. Weather Miss and Tactic Bonus Chits go to supply instead.

Defense Modes

Mode	Resolution
Cautious Defense	Score 1 hit per Maneuver symbol (↓) drawn (ignore combat/terrain symbols). Fails if no Maneuver symbols drawn. Safer option.
Aggressive Defense	Score 1 hit per matching combat symbol drawn. Terrain symbols (Rough, Difficult, Fortification) and special symbols (Artillery) also score 1 hit + 1 bonus draw. Fails if no matching combat, terrain, or special symbols drawn. Riskier but more damaging.
Failed Defense	Attacker draws 1 additional Tactics Chit in Step 6.

Applying Hits

Applying Hits (Steps 5 & 7) Each hit is assigned to a participating Combat Unit and resolved by ONE of: (a) Place Armor Marker (if armor capacity remains), (b) Draw Hit Marker and place beneath unit (if hit capacity remains), (c) Remove an attached Conscript to satisfy 1 hit (Conscript to Siloam Reinforcement Pool; draw 1 Hit Marker to Siloam Casualty Box). No other support unit may absorb hits. Exception: Artillery providing support from range cannot have hits assigned to it. Step 7 only: Lead defending unit may retreat away from the lead attacker, canceling 1 hit per hex retreated (limited by unit's movement allowance). Retreat is mix-and-match — for each pending hit, choose whether to take it or retreat 1 hex. May retreat into friendly-occupied hexes; if this creates an overstack, resolve stacking after combat. Entering a Guerrilla hex costs 1 extra retreat movement and displaces the Guerrilla (standard displacement rules). All Attachments are removed to Reinforcement Pool on first retreat. Defensive support units cannot retreat. Fortifications may absorb hits (Level-1: remove for 1 hit; Level-2: flip for 1 or remove for 2). Overflow: if a unit exceeds Damage Capacity, it is removed/eliminated; draw Hit Markers for all remaining unresolved hits and place directly in faction's Casualty Box.

Group Attack & Defensive Support

CICS/Allies: All participating units must be within a Leader's range AND adjacent to the enemy. A Leader from any friendly faction (CICS, Siloam, or Caledonia) enables Group Attacks for all friendly units within range. Lead unit's symbol used for all draws. Each additional unit adds +1 draw. Allied units cost 0 CP in a CICS activation. Units that moved this activation cannot participate. Participating in one activation does not prevent acting in a later activation. **Defensive Support:** CICS/Allies need a Leader. Supporting Combat Units must be adjacent to an attacking enemy. Each adds +1 draw to defense. Defensive support units can have hits assigned to them but cannot retreat (exception: Artillery providing support from range cannot have hits assigned). Defensive Support is available whenever a friendly unit is

attacked, regardless of whose activation it is. Vang: Always Group Attack if possible (no Leader required). Always use Defensive Support from adjacent units.

VANG ACTIVATION SEQUENCE

Step	Phase	Details
0	Determine Group	Two-Banner: activate both groups shown on chit, left to right (full sequence each). Tri-Banner: activate Red, then Yellow, then Black (full sequence each). Within group: lowest unit number first.
1	Mode Selection	Each unit checks independently. No enemy Combat Units within 5 hexes → Movement Mode. Enemy Combat Units within 5 hexes → Combat Mode.
2	Attack	Units adjacent to enemies attack. Always Group Attack (no Leader needed). At start of attack, each unit draws 1 Vang Support Counter (all draws first; scouted units skip). If Bombing Run chit drawn, resolve after all draws using all Runway bombers. Then ground combat. Target priority: (1) enemy occupying priority hex, (2) Group Attack possible, (3) lowest enemy hex number.
3	Move	Units that did not attack move toward nearest priority hex. Tie: lowest hex number.
4	Deploy	Deploy 1 unit: lowest-numbered from activated group's stack to lowest-numbered matching banner hex. If no matching hex available, skip.
5	Return Support	Return all non-plane Vang Support Counters to the Vang Support Cup. Remove Scout Markers from this banner's units.

Vang and Retreat Vang units never retreat. They always absorb hits until removed. Removed Vang units return to the bottom of their banner's deployment stack and may be redeployed on a future activation.

ALLIED ACTIVATION (Siloam / Caledonia)

Step	Phase	Details
1	Morale Check	Draw Tactics Chits based on faction casualties: 0 cas = 3 chits; 1-10 cas = 2 chits; 11+ cas = 1 chit. Need 1 match of faction's morale success symbol. Fail: Siloam places Guerrilla (standard placement; see 2.6.2); Caledonia skips activation.

2	Move	All allied units may move (no CP cost). Standard movement rules.
3	Attack	Units that did not move may attack. Standard combat rules.
4	Deploy or Bolster	Choose one: Deploy (Caledonia: top unit to any unoccupied Caledonia flag hex; Siloam: 1 Conscript to any CICS or Siloam Infantry unit; may replace existing Attachment) OR Bolster (remove all Hit/Armor Markers from one allied Combat Unit; Hit Markers to Casualty Box, Armor to supply).

INTERCEPTION PROCEDURE

Step	Action	Details
1	Declare Interception	Opposing side may intercept. Player always may; Vang always do if they have fighters.
2	Player Morale Check	Draw 1 Tactics Chit. Must match CICS morale success symbol to succeed. Vang skip this step.
3	Commit Interceptors	Intercepting side commits fighters from Runway. Player chooses how many; Vang commit all.
4	Declare Escort	Bombing side may scramble fighters as escort. Vang always scramble all.
5	Air Combat: Interceptors	Per interceptor: draw 1 Tactics Chit. Match fighter's combat rating → remove 1 enemy plane (escorts first, then bombers). Successful fighter keeps drawing until miss.
6	Air Combat: Escorts	Remaining escort fighters repeat same process against interceptors.
7	Proceed to Bombing	If bombers remain, resolve Bombing Run (see below).

BOMBING RUN RESOLUTION

Step	Action	Details
1	Select Targets	Select first target hex, then choose one of the six hex-grid directions. Second and third targets are the next two hexes along that straight line. Empty hexes are skipped but line continues. Bombing line cannot include hexes with friendly units;

		if no valid direction exists, bombing run is cancelled. Apply Spotter bonus for targeted hexes in Spotter's range.
2	Draw Tactics Chits	Per targeted hex with enemy units: draw 1 chit per bomber. Spotter bonus: draw 2 chits per bomber for each targeted hex in Spotter's range (instead of 1). Match bomber's rating → 1 hit to units in that hex.
3	Aftermath	CICS: all used planes to Hangar. Vang: all used planes returned to Vang Support Cup.

CICS Bombing Run: Triggered via Strategic Plan at start of any combat you initiate (before Step 1). Requires morale check. Vang Bombing Run: Triggered when Bombing Run chit drawn from Support Cup. First target = hex being attacked by unit that drew chit. Vang line selection: (1) eliminate directions with Vang-occupied hexes, (2) most enemy-occupied hexes, (3) second hex closer to priority hex, (4) lowest hex number. No valid direction = cancel. Damaged CICS planes → removed to Reinforcement Pool (never destroyed). Damaged Vang planes → returned to Vang Support Cup.

SUPPORT CHECK FORMULA (Events)

Score = Vang casualties – (2 × faction casualties). If score > 10: draw 3 chits. If score 1-10: draw 2 chits. If score < 1: draw 1 chit. Check vs. faction's current morale success symbol. At least 1 match = success.

CP REWARD/PENALTY (Events)

CP rewards remove the lowest-value chit from the CP Cup (or discard). CP penalties remove the highest-value chit from the CP Cup (or discard).