

Events & Strategic Plans v13

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SUPPORT CHECK FORMULA

Score = Vang casualties – (2 × faction casualties).

Score	Draws
> 10	3 Tactics Chits
1-10	2 Tactics Chits
< 1	1 Tactics Chit

Check vs. faction's current morale success symbol. At least 1 match = success.

CP REWARD/PENALTY

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

EVENT 1 (Starts in Activation Cup)

Event 1: A Call to the Colors

Timing	Begins in Activation Cup (Round 1).
Option A	"Send it now." CICS morale –2. Place E1A (The Requisition) on Round 3. Place E2A (A Nation Divided) on Round 3. Place E3A (The Price of Alliance) on Round 4. Remove Event 1.
Option B	"Route it properly." CICS morale –1. Place E1A on Round 4. Place E2A on Round 3. Place E3A on Round 5. Remove Event 1.

ARC 1 — CICS: THE COUNCIL'S SHADOW

Event 1A: The Requisition

Option A	"Send everything." Fast path. Pool A unlocked immediately. CICS morale –2. ★ Free Restructure. Place E1B on Round 5. Remove E1A.
Option B	"Keep your cover." Slow path. Pool A delayed (unlocks at E1B). CICS morale –1. Place E1B on Round 5. Remove E1A.

Event 1B: The Auditor's Eye

Fast path	Support Check vs CICS (Pool A already unlocked).

	Success: Remove lowest CP chit. Place E1C on Round 7.
	Failure: CICS morale -2. Remove highest CP chit. Place E1C on Round 7.
Slow path	Pool A unlocked now. Remove lowest CP chit. Place E1C on Round 7. Remove E1B. (No check.)

Event 1C: Whispers of Interference

Option A	"Can you block the motion?" CICS morale -2. Remove lowest CP chit. Place E1D on Round 8.
Option B	"Don't expose yourself." CICS morale -1. Remove highest CP chit. Place E1D on Round 8.

Event 1D: The Censure Vote

Slow path	Pool B unlocks automatically before the check (slow path reward).
Support Check	vs CICS. Deploy Vang Infantry #5 to all beachheads (both outcomes).
Success	CICS morale +1. ★ Free Bolster. Place E1E on Round 9.
Failure	CICS morale -2. Remove highest CP chit. Place E1E on Round 9.

Event 1E: The Council's True Face

Support Check	vs CICS.
Success	CICS morale +2. Remove lowest CP chit. ★ Free Bolster.
Failure	CICS morale set to 1. Remove ALL CP chits with value ≥6.

ARC 2 — SILOAM: THE KINGDOM DIVIDED

Event 2A: A Nation Divided

Option A	"Your regulars, Governor." Siloam morale +1. Place E2B on Round 5.
Option B	"The guerrillas know this land." Deploy 2 Guerrillas (standard placement). Siloam morale -2. Place E2B on Round 4.

Event 2B: The People's Commander

Option A	"Coordinate through Pareth." Siloam morale +1. Remove highest CP chit. Place E2C on Round 6.
Option B	"I'll work with you directly, Maren." Deploy 1 Guerrilla. ★ Free Tac. Maneuver. Siloam morale -2. Place E2C on Round 6.

Event 2C: Cracks in the Palace

Support Check	vs Siloam.
Success	Siloam morale +1. Remove lowest CP chit. Place E2D on Round 8.
Failure	Siloam morale -2. Recall 1 Siloam Combat Unit

	(player choice — unit returns to Reinforcement Pool). Place E2D on Round 8.
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Event 2D: The Ultimatum

Support Check	vs Siloam.
Success	Siloam morale +1. ★ Free Bolster. Place E2E on Round 9.
Failure	Maren takes power. Remove all Siloam regular Combat Units from map (return to pool). Guerrillas remain. Siloam morale set to 2. Place E2E on Round 9.

Event 2E: The Kingdom's Last Stand

Support Check	vs Siloam. (If Maren is in power, narrative changes but mechanics are the same.)
Success	Siloam morale +1.
Failure	Siloam morale set to 1. Eliminate ALL Siloam units from the map (including Guerrillas — permanently removed).

ARC 3 — CALEDONIA: THE RELUCTANT ALLY

Event 3A: The Price of Alliance

Option A	"We need Caledonia in the field. Now." Free Caledonia activation. Caledonia morale -2. Place E3B on Round (current + 1).
Option B	"Buy us time, Ambassador." Caledonia morale +1. Free Caledonia activation. Place E3B on Round (current + 2).

Both options grant a free Caledonia activation (skip morale check, proceed directly to move/attack/deploy or bolster).

Event 3B: The Casualty Lists

Support Check	vs Caledonia.
Success	Caledonia morale +1. ★ Free Bolster. Place E3C (The Envoy's Offer) on next round (max Round 8).
Failure	Caledonia morale -2. Remove 1 Caledonia unit (last on-map unit, or last in pool). Place E3C on next round (max Round 8).

Event 3C: The Envoy's Offer

Option A	"Show them Caledonia's strength." ★ Free Tac. Maneuver. Caledonia morale -2. Place E3D on Round 9.
Option B	"Hold steady." Remove lowest CP chit. Caledonia morale -1. Place E3D on Round 9.

Event 3D: The Peace Vote

Support Check	vs Caledonia.

Success	Caledonia morale +1. ★ Free Bolster. Place E3E on Round 10.
Failure	Caledonia morale set to 1. Eliminate all Caledonia units from the map. Arc ends (E3E does not occur).

Event 3E: The Final Commitment

Support Check	vs Caledonia.
Success	Caledonia morale +2. Remove lowest CP chit. Deploy 1 Caledonia unit to hex 0913 (flag hex).
Failure	Caledonia morale set to 1. Eliminate all Caledonia units from the map.

VANG INFANTRY #5

Vang Infantry #5 (one per banner) is added to all beachheads during Event 1D resolution. These units do not begin the game in play or in the beachhead stacks.

STRATEGIC PLANS

Preparation cost: 1 CP to initiate. No additional CP to execute (unless stated). Plans advance one box right each Cleanup. Execution: Morale check — draw Tactics Chits per preparation level. Need 1 match of CICS morale success symbol. After execution (success or fail), return plan to supply. May re-initiate later for 1 CP. If plan reaches Well-Prepared box and is not executed, it is removed and must be re-initiated.

Preparation Levels

Initiating (1st)	Rushed (2nd)	Prepared (3rd)	Well-Prepared (4th)
Cannot execute	Draw 1 Tactics Chit	Draw 2 Tactics Chits	Draw 3 Tactics Chits

Strategic Plans

Plan	Timing	Effect (on successful morale check)
Bombing Run	Start of any combat you initiate (before Step 1)	Commit bombers from CICS Runway. Select first target hex and direction (straight line of up to 3 hexes; no friendly units in line). Resolve air combat (Vang intercept automatically). If bombers remain, resolve Bombing Run.
Bolster	During unit activation (5.3)	Remove all Hit Markers from one CICS Combat Unit on map → CICS Casualty Box. Remove all Armor Markers → supply. Note: Hit Markers still count as casualties at end of round.
Restructure	During activation	Choose one: Gain 4 CP (added to current total, follows normal carryover), OR permanently remove one red 6-value CP chit (check discard first, then CP Cup).

		If no red chits remain, must choose 4 CP.
Ambush	Start of any combat you initiate (before Step 1)	Reverse combat order: attacker draws first (Step 6), defender applies hits, then defender draws (Step 4), attacker applies hits. Defender must choose Aggressive Defense (Cautious not available). Failed Defense bonus does not apply. Vang always Aggressive.
Tactical Maneuver	During Move phase (Step 4), before combat	Add 2 Tactic Bonus Chits to Tactics Cup. If drawn by player and any printed symbol applies: 1 hit + bonus draw. If no symbol applies or drawn by Vang: Miss. Once drawn, return to supply (do not return to Tactics Cup).

MORALE QUICK REFERENCE

Each faction tracks morale separately (range 1-8). Set during setup: CICS = 4th space, Siloam = 5th space, Caledonia = 3rd space. Raise morale: Spend CP during Strategic Planning Phase (cost shown on board above Morale Track). Morale success symbol: Used for Strategic Plan checks, event Support Checks, Interception attempts, and allied activation morale checks.

VICTORY & LOSS CONDITIONS

Victory: At end of Round 10, CICS/Allies control more VP spaces than Vang (after VP penalties). Alternative victory: Vang casualties reach 40 or more at any time (decisive victory). Ties = loss. Immediate Loss: All VP spaces occupied by Vang Combat Units at any time, OR any faction (CICS, Siloam, Caledonia) exceeds 20 casualties. Control: A side controls a hex if a friendly Combat Unit occupies it. Support Units alone do not establish control.