

Setup Reference Card v13

SIRENS OF SILOAM

SETUP REFERENCE CARD v13

■ CICS DEPLOYMENT

Location	Units	Notes
CICS Deployment Hex (0601)	1 Light Tank	Starting on-map unit.
CICS Airfield Runway	2 Fighters, 1 Bomber	Place face-up on Runway (ready to fly Round 1).
CICS Reinforcement Pool	2 Green Infantry 1 Veteran Infantry 1 Artillery 1 MG/Flamethrower 1 Scout/Spotter 1 Leader/HQ 1 Engineer/Truck	Available for deployment from Round 1. Deploy to hex 0601 for 2 CP each (Combat Units). Support Units cost 1 CP to place.
Locked Pool A	Pool A: 1 Medium Tank, 1 Artillery, 1 Mechanized/Anti-Tank	Unlocked by Event 1A (Option A: immediate; Option B: delayed to Event 1B).
Locked Pool B	2 Elite Infantry	Unlocked by Event 1D (slow path: automatic before check).
Locked (remaining)	2 Green Infantry, 2 Veteran Infantry, 1 Light Tank, 1 MG/Flamethrower	Unlocked alongside Pool A.

■ SILOAM DEPLOYMENT

Location	Units	Notes
Hex 1712	1 Siloam Veteran Infantry	Level-1 Fortification.
Hex 1909	1 Siloam Veteran Infantry	Level-1 Fortification.
Hex 1708	1 Siloam Veteran Infantry	Level-1 Fortification.
Hex 1904	1 Siloam Veteran Infantry	Level-1 Fortification.
Siloam Reinforcement Pool	10 Conscript/Guerrilla (double sided)	Conscripts deploy via Siloam activation. Guerrillas placed on failed morale checks or by events.

■ CALEDONIA DEPLOYMENT

Location	Units	Notes
Caledonia Flag Hex (0913)	1 Infantry	Starting on-map unit.
Caledonia Reinforcement Pool	1. Infantry (top) 2. Tank 3. Tank (bottom)	Deploy one at a time (top first) to any unoccupied Caledonia flag hex during Caledonia activation.

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VANG DEPLOYMENT

Banner	On-Map Hex	Units Placed	Beachhead Stack (remaining)
RED	1812	Red Tank 1	Red units 2-4 at Red Beachhead, ascending order. Unit 5 added by events.
YELLOW	2008	Yellow Tank 1	Yellow units 2-4 at Yellow Beachhead, ascending order. Unit 5 added by events.
BLACK	2003	Black Tank 1	Black units 2-4 at Black Beachhead, ascending order. Unit 5 added by events.

Before Round 1: Resolve opening Tri-Banner activation (Red → Yellow → Black, full Steps 1-5 each).

DRAW CUPS

Cup	Contents at Start	Set Aside
Activation Cup	3 CICS, 1 Siloam, 1 Tri-Banner added Caledonia, 3 Two-Banner after opening (R/Y, R/B, Y/B), Event 1, activation. Other Weather (10 chits) Events per tracker.	
CP Cup	3×6 (red), 2×4, 3×7, 2×8 — (10 chits)	
Tactics Cup	20 standard Tactics Chits	8 Weather Miss; all Tactic Bonus Chits.
Vang Support Cup	14 counters: 4 Bombers, 3 — Fighters, 1 Bombing Run, 1 Tank, 1 Flamethrower, 1 Leader, 1 Artillery, 1 Bolster, 1 Sabotage	
Hit Marker Cup	40 markers: 8×0, 14×1, 12×2, — 6×3 coffins	

MORALE TRACK

Faction	Starting Space	Notes
CICS	4th space	Range: 1-8.
Siloam	5th space	-1 when Guerrilla eliminated.
Caledonia	3rd space	Affected by Arc 3 events.

OTHER MARKERS & TRACKS

Item	Starting Position
Round Tracker	Round 1.
CP Marker	0.
Casualty Totals	0 for all factions.
Strategic Planning Track	Empty. 5 plans in supply.
Armor Markers	12 in supply.
Fortification Markers	4 placed at Siloam hexes (Level-1). Rest in supply.

QUICK SETUP CHECKLIST

- CICS Light Tank on 0601. 2 Fighters + 1 Bomber on Runway.
- CICS Reinforcement Pool (7 units). Lock Pool A / Pool B / Remaining.
- Siloam Infantry on 1712, 1909, 1708, 1904. Level-1 Fortification on each. 10 Conscript/Guerrillas in pool.

- 1 Caledonia Infantry on 0913. Remaining (Inf, Tank, Tank) in pool.
- Vang: Red Tank 1→1812, Yellow Tank 1→2008, Black Tank 1→2003. Units 2-4 to beachheads.
- Resolve opening Tri-Banner (Red → Yellow → Black).
- Morale: CICS=4, Siloam=5, Caledonia=3.
- Fill all cups. Set aside Weather Miss, Tactic Bonus, Armor, Fortification Markers, Strategic Plans.
- Round 1. All casualties 0. CP 0. Begin Activation Phase.