

# Sirens of Siloam Rulebook v13

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## SIRENS OF SILOAM

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### RULEBOOK v13

Designed by Henri Whitehead

Art by Henri Whitehead

*14th of March, 1927*

*Commander,*

*By now you will have received your orders. I wanted to write before you sailed—not as Ambassador, but as a friend.*

*The posting is genuine. The Vang have consolidated their banners along the eastern coast and Governor Pareth has formally requested CICS intervention under the Mutual Defence Compact. Caledonia has committed a small expeditionary contingent under Ambassador Dunleith, though I suspect their parliament will need constant reassurance.*

*I must be candid about the political situation at home. Your appointment moved through the Council faster than I expected. Alderman Cross and his caucus endorsed it without debate, which is unusual—Cross has opposed every military appropriation for the last three years. I may be reading too much into it. But I have learned to pay attention when men who want the military to fail suddenly become enthusiastic about a military venture.*

*I am stationed here in Siloam and will do what I can to keep the supply lines open. Governor Pareth is a decent man, if perhaps too cautious for the times. His real difficulty is not the Vang—it is his own people. There is a commander in the highland guerrilla bands, a man called Kael Maren, who has built something close to a parallel government in the villages. Pareth tolerates him because he needs the fighters. I am not certain that arrangement will hold.*

*Trust your instincts. Hold the interior. And write to me when you can—I will make sure your requests reach the right desks.*

*Yours in service,*

*Leandra Espérance Ambassador, CICS Council Delegation Port Aran, Kingdom of Siloam*

## 1 Introduction

Sirens of Siloam is a solo hex-and-counter wargame set in an alternate world with a 1920s–1930s aesthetic. You command the CICS (Council of Independent City-States) expeditionary force, tasked with defending the allied nation of Siloam against a sudden invasion by the Vangarians (the Vang).

Siloam is a struggling nation with a turbulent political past. Democracy is young, but cultural traditions run deep. For decades, successive leaders have tried to exploit the country's resource-rich mountains—efforts that have repeatedly failed due to fierce local resistance. The mountains remain sacred; attempts to control them through diplomacy or force have been repelled.

Now Siloam faces its gravest threat. The Vang, a wealthy and expansionist power, have launched a surprise invasion. Their aim is not merely conquest, but regional domination.

The Caledonians, Siloam's natural northern ally, have been drawn into the conflict by proximity. Though hesitant, their involvement may prove critical to the region's survival.

The CICS, long self-appointed stewards of democracy and global peacekeepers, view the defense of Siloam as more than a military obligation—it is a test of freedom itself. Political pressure at home and a looming election threaten to undermine the war effort, adding urgency and uncertainty to every decision you make on the battlefield.

### 1.1 Gameplay Overview

Sirens of Siloam combines a multi-cup chit-draw system with a solitaire bot to deliver accessible yet tactical play. You'll manage Command Points, prepare Strategic Plans, and make hard choices while reacting to bot activations and events.

A complete session typically lasts 3-6 hours, depending on your decisions and the events that unfold.

### 1.2 Victory Conditions

You win if, at the end of Round 10, the CICS and/or allied factions have control over more VP spaces than the Vangarians. If tied, you lose.

**Decisive Victory:** If Vang casualties reach 40 or more at any time, the CICS wins immediately.

**Control:** A side controls a location if a friendly Combat Unit occupies the hex. Support Units alone do not establish control.

### 1.3 Loss Conditions

You lose immediately if any of the following occur:

- All VP spaces are occupied by Vang Combat Units at any time.
- Any of the CICS, Siloam, or Caledonia have more than 20 casualties.

**Note:** Failed event checks do not cause an immediate loss. Instead, they apply VP penalties at the end of Round 10 (see Section 9.2).

## 2 Map and Components

The game includes a hex-map battlefield, multiple draw cups, Combat Units, Support Units, Tactics Chits, Support Chits, Strategic Plan counters, and numerous markers used to track morale, casualties, Command Points (CP), and air operations.

### Components

- Game Map (hex grid): 17" x 22"
- Siloam Combat Units (¾"): Veteran Infantry x4
- Siloam Support Units (½"): Conscript/Guerrilla x10 (dual-sided)
- Caledonia Combat Units (¾"): Veteran Infantry x2; Medium Tanks x2
- CICS Combat Units (¾"): Green Infantry x4; Veteran Infantry x4; Elite Infantry x2; Light Tanks x2; Medium Tanks x1; Artillery x2
- CICS Support Units (½"): Leaders/HQ x2; MG/Flamethrowers x2; Mechanized/Anti-Tank x1; Engineers/Trucks x1; Scout/Spotter x1; Bombers/Fighters x5
- Vang Combat Units (¾"): Red Banner: Veteran Infantry x3, Medium Tanks x2; Yellow Banner: Veteran Infantry x3, Medium Tanks x2; Black Banner: Veteran Infantry x3, Medium Tanks x2
- Vang Support Units (½"): Bombers x4; Fighters x3; Bombing Run x1; Flamethrower x1; Tank x1; Leader x1; Artillery x1; Bolster x1; Sabotage x1
- Chits & Markers: Command Point Chits x10; Tactics Chits x20; Tactic Bonus Chits x8;

Activation Chits ×10; Weather Chit ×1; Weather Miss Chits ×8; Event Chits ×15; Hit Markers ×40; Armor Markers ×12; Strategic Plan Chits ×5; Morale Markers ×3; Fortification Markers; Combat Board Track Markers ×2; Round Tracker ×1; Reference Aid ×1

**Note:** “Counter” refers to the physical cardboard component; “Unit,” “Marker,” and “Chit” describe its function.

## 2.1 Map Elements

**Map Grid Format:** The game map is a hex grid with 20 Columns × 13 Rows. Each hex is identified using a four-digit CCRR code (Column–Row).

**General Records Track** — Tracks the current Round, Command Points drawn during each CICS Activation, and faction Casualty Totals.

**Reinforcement Pools (CICS, Siloam, Caledonia)** — Off-map holding areas for units awaiting Deployment.

**Strategic Planning Track** — A left-to-right track used for Strategic Plan preparation levels.

**Morale Trackers** — One per faction (CICS, Siloam, Caledonia), showing each faction’s Morale Level and Success Symbol.

**Deployment Locations** — Marked hexes where new units Deploy during play.

**Priority Hexes** — Hexes marked with a colored star matching a Vang banner color (Red, Yellow, or Black). These are the objectives that Vang units move toward and prioritize for attack. Some hexes have multiple stars if prioritized by more than one banner group.

**VP Spaces** — A higher-priority subset of hexes marked with a large star and a number indicating their VP value. VP Spaces are used to determine victory at the end of Round 10 (see 1.2).

**Allied Flag Hexes** — Hexes marked on the map with a Siloam or Caledonia flag. Allied reinforcements are deployed to these hexes (see 7.2).

**Vang Beachheads** — Coastal hexes where Vang units begin the assault.

**CICS Airfield** — Divided into Runway (ready planes) and Hangar.

**Vang Airfield** — Runway only; Vang aircraft always return to the Support Cup after missions.

**Casualty Boxes** — Track Hit Markers from removed or eliminated units. Hit Markers are counted here at end of round and added to the faction’s Casualty Total.

## 2.2 CICS Combat Unit Overview

CICS Combat Units are the larger  $\frac{3}{4}$ ” counters representing the core military forces of the CICS. Each Combat Unit may stack with one Support Unit at end of activation.

### 2.2.1 Combat Unit Anatomy

Each Combat Unit counter shows:

**Combat symbol** — (▲/●/■) indicates unit attack quality, or a special symbol used by certain units.

**Movement value** — the number of hexes the unit may move when activated or retreating.

**Damage Capacity** — the total number of markers (Hit Markers and Armor Markers combined) a unit can hold before it is removed or eliminated. Damage Capacity is the sum of the unit’s Hit Marker slots and Armor Marker slots:

- **Hit Marker slots** are shown as black dots on the bottom right of the counter (1 dot = 1 slot, 2 dots = 2 slots, etc.). Each slot can hold one Hit Marker.

- **Armor Marker slots** are shown as blue shield icons. Each shield allows the unit to absorb one hit with an Armor Marker instead of a Hit Marker (see 2.7.6). Armor Markers do not generate casualties when counted at end of round.
- Hit Marker slots and Armor Marker slots are **additive**. For example, a unit with 2 black dots and 1 blue shield has a Damage Capacity of 3: it can hold up to 2 Hit Markers and 1 Armor Marker.

**Mode indicator:**

- Red arrow: Movement Mode
- No arrow: Combat Mode

**2.2.2 Types of Combat Units**

Type	Description	Terrain Restrictions
Infantry	Flexible in attack and defense	Must stop upon entering Difficult terrain unless moving along 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.

**2.2.3 Combat Unit Modes**

Combat Units are double-sided; the face-up side sets the current mode.

**Movement Mode (red arrow):**

- Increased movement
- Reduced combat effectiveness
- Some special symbols are removed in this mode.

**Combat Mode (no arrow):**

- Increased combat effectiveness
- Reduced movement

Units may defend in either mode; all combat is resolved using the unit’s current mode.

**2.2.4 Combat Ratings**

Combat Ratings use three symbols to represent unit quality, ranked from lowest to highest:

- **Triangle ▲:** Green unit (low firepower) — lowest rating
- **Circle ●:** Veteran unit (moderate firepower)
- **Square ■:** Elite unit (high firepower) — highest rating

**Additional Symbols:**

**Artillery:** Provides Artillery Support to lead attacking and defending units within the Artillery unit’s printed range. Different Artillery units may have different printed ranges. If a Tactics Chit showing the Artillery symbol is drawn during combat, the side with Artillery Support immediately adds 1 Hit to enemy and draws 1 additional Tactics Chit. Artillery units lose their support ability in Movement Mode (no artillery symbol shown) and therefore cannot provide support while in Movement Mode.

**Exception:** An Artillery unit providing support from range (not in the attacked or defending

hex) cannot have hits assigned to it during that combat. It is a participating unit for the purpose of adding draws only.

**Armor (shield):** Indicates the unit may hold 1 Armor Marker, which may satisfy 1 Hit. Armor Markers function like Hit Markers for the purpose of filling Damage Capacity, except they do not cause casualties.

Some symbols change based on the unit's current mode.

## 2.3 CICS Support Units

CICS Support Units are smaller ½" counters representing specialized personnel, equipment, and tactical assets. While less powerful than Combat Units, they provide critical enhancements to combat and strategic flexibility.

Support Units operate in one of two roles: **Attachment (A)** or **Detachment (D)**.

- **Attachments** must be placed with a friendly Infantry unit.
- **Detachments** may be placed in any legal empty hex.

### 2.3.1 Support Unit Anatomy

Support Units share a similar layout to Combat Units, with these differences:

**Special Symbols** — indicates the special ability of the Support Unit.

**Unit Type** — Displays either A (Attachment) or D (Detachment) instead of movement.

**Effect Range** — If Support Unit's ability has an area of effect, this number will indicate its range in hexes. If the Support Unit has a range of 1, that means all adjacent hexes are in its range. If the Support Unit has a range of 2, that means all hexes that are within 2 hexes from the Support Unit are in its range.

Support Units have two types of abilities: **Passive** and **Active**. Passive abilities have automatic effects during certain game elements like combat or bombing runs. They apply as soon as the unit is placed on the map. Active abilities require the unit to take an action on its turn. Units with active abilities cannot use those abilities on the turn they are placed—they only become available on subsequent CICS activations, as long as the unit is not moved that turn.

### 2.3.2 Types of Support Units and Their Effects

Support Units are limited counters with two functional sides. A Support Unit's current ability is based on the side that is face-up. Each Support Unit has either a passive or active ability. Passive abilities apply automatically during combat or events. Active abilities must be activated (see 5.2).

Unit	Role/Restrictions	Effect
MG	Attachment. If attached Infantry Unit moves or retreats, remove MG to Reinforcement Pool.	Passive. +1 chit draw from Tactics Cup during defense.
Flamethrower	Attachment. If attached Infantry Unit moves or retreats, remove Flamethrower to Reinforcement Pool.	Passive. +1 chit draw during attack.
Mechanized	Attachment. If attached Infantry Unit moves or retreats, remove Mechanized to Reinforcement Pool. Cannot be placed in difficult terrain.	Passive. +2 chit draw during attack vs Infantry.
Anti-Tank	Attachment. If attached Infantry Unit moves or retreats, remove	Passive. +2 chit draws when defending vs Armor.

	Anti-Tank to Reinforcement Pool. Cannot be placed in difficult terrain.	
Spotter	Detachment. Must occupy an empty hex adjacent to an allied Combat Unit. If all adjacent allied Combat Units retreat, remove the Spotter to Reinforcement Pool.	Passive. Range 2. During Step 2 of the CICS Bombing Run (see 8.2), for each attacked hex inside the Spotter's range, draw 2 chits per bomber rather than 1. Does not affect Vang Bombing Runs.
Scout	Detachment. Must occupy an empty hex adjacent to an allied Combat Unit. If all adjacent allied Combat Units retreat, remove the Scout to Reinforcement Pool.	Active. Range 2. When this unit activates, place a Scout Marker on an enemy Combat Unit within range that does not already have a Scout Marker. A Scouted enemy unit cannot draw from the Vang Support Cup. The Scout Marker is removed at the end of the scouted unit's banner group activation (when Vang Support Counters return to cup in Step 5). In a Tri-Banner activation, each group's Scout Markers are removed after that group completes its steps.
HQ	Detachment. Cannot be placed in difficult terrain. Removed to Reinforcement Pool if an enemy unit moves or advances into an adjacent hex.	Passive. Range 4. Any friendly stack within 4 hexes may activate for 0 CP during this activation.
Leader	Attachment. If attached Infantry Unit moves or retreats, remove Leader to Reinforcement Pool.	Passive. Range 2. Enables Group Attacks and Defensive Support for friendly units (CICS, Siloam, or Caledonia) within 2 hexes.
Truck	Attachment. Must stop upon entering Rough terrain; may only enter Difficult terrain via road. Cannot occupy a hex adjacent to an enemy unit. Removed to Reinforcement Pool if an enemy unit moves or advances into an adjacent hex, or when the attached Infantry retreats (as with all Attachments).	Passive. Replaces movement allowance of Attached Infantry unit.
Engineer	Detachment. Engineers cannot be placed in Difficult Terrain or in any hex that is adjacent to an enemy unit. Removed to Reinforcement Pool if an enemy unit moves or advances into an adjacent hex.	Active. When the Engineer activates, choose one: Place a Level-1 Fortification Marker in the Engineer's hex, or Flip a Level-1 Fortification Marker in the Engineer's hex to its Level-2 side.

### 2.3.3 Fighters and Bombers

Fighters and Bombers are Special Support Units that represent the air power of the CICS Expeditionary Force. Each plane counter is double-sided, with a Fighter on one side and a Bomber on the other. Unlike ground-based support units, they operate from the CICS Airfield and are governed by unique rules for activation, movement, and combat.

**Note:** Planes on the Airfield are not considered in a hex and do not count toward stacking limits.

**Anatomy and Placement:** Each plane counter is double-sided, with a Fighter on one side and a Bomber on the other. When a player places a plane from the Reinforcement Pool into the CICS Hangar (1 CP), they choose which side is face-up, committing the plane to that role. The plane's role cannot be changed while it is in the Hangar or on the Runway. To change a plane's role, the player must first remove it from the Runway to the Reinforcement Pool (free action during the Support Units phase), then place it back into the Hangar on the desired side (1 CP). Planes in the Hangar move to the Runway at the end of the round.

**Activation and Strategic Use:** Fighters and Bombers are activated through Strategic Plans (see Section 10) or in response to enemy actions:

- Fighters: Used during Interception (see 8.1) or as Escort during a Bombing Run (see 8.1, Step 4)
- Bombers: Used during the Bombing Run Plan

**Damaged Planes:** When a CICS fighter or bomber is damaged, it is removed to the CICS Reinforcement Pool. CICS planes are never permanently destroyed.

## 2.4 Vang Combat Units

The Vangarians (or Vang) are the primary antagonists in Sirens of Siloam. Their forces are represented by  $\frac{3}{4}$ " counters, similar in size and structure to CICS Combat Units. However, Vang units are controlled by a solitaire bot system, and their behavior follows automated activation rules rather than player decisions (see Section 6).

Each banner group (Red, Yellow, Black) has 5 units: 2 Medium Tanks and 3 Veteran Infantry. Units are numbered 1-5 and activate in ascending order.

### 2.4.1 Vang Combat Unit Anatomy

Vang Combat Units share the same basic anatomy as CICS Combat Units with the following additions:

**Banner color (Red, Yellow, or Black):** Indicates the unit's group affiliation.

**Unit number:** Determines activation order within the group (lowest number activates first).

**Note:** Banner color and number are critical for bot logic during activation and deployment.

## 2.5 Vang Support Units

Unlike the CICS, Vang Support Counters are drawn from the Vang Support Cup during combat and are not permanent on-map units. These counters represent superior Vang coordination, mechanization, and air power, adding unpredictability to the bot's behavior.

### 2.5.1 Vang Support Unit Overview

**Size:**  $\frac{1}{2}$ " counters drawn during combat.

**Assignment:** Each counter provides a temporary bonus to one Vang Combat Unit during an attack. A Vang unit may only have one support counter assigned at a time. Vang units do not draw support when defending.

**Duration:** Assigned counters remain with that unit until the end of the Vang activation, then return to the Vang Support Cup.

**Exception (Planes):** If the counter is a Fighter or Bomber, place it on the Vang Airfield Runway instead of assigning it to a unit.

**Removal timing:** If the host Vang unit is removed from the map during the round, return its assigned (non-plane) support counter to the Vang Support Cup immediately.

**Scout Restriction:** A Vang unit with a Scout Marker on it cannot draw from the Vang Support

Cup.

### 2.5.2 Types of Vang Support Counters

There are 14 counters in the Vang Support Cup.

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 that side's 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 the Vang Airfield Runway (off-map). Used for Bombing Runs
Fighters	3	Place on the Vang Airfield Runway (off-map). Used to intercept enemy bombing runs
Bombing Run	1	Trigger: Immediately conduct a Vang Bombing Run using all planes on the Vang Runway
Bolster	1	Vang unit removes all Hit Markers (placed in Vang Casualty Box) and all Armor Markers (returned to supply).
Sabotage	1	When drawn, all adjacent CICS or Ally support units (except Guerrillas) are removed to their faction's Reinforcement Pool.

### 2.5.3 Vang Planes and Bombers

Fighter and Bomber counters drawn from the Support Cup are not assigned to individual units. Place each on the Vang Airfield Runway when drawn. These planes remain on the Runway until:

- Used in a Bombing Run, or
- Removed by interception/air combat.

When the Bombing Run support chit is drawn, execute the Vang Bombing Run Procedure and then resolve air combat per Section 8 if an interception occurs.

When a Vang fighter or bomber is hit, it is removed from the Vang Airfield Runway and returned to the Vang Support Cup.

### 2.6 Siloam and Caledonian Units

Siloam and Caledonian units operate the same way as CICS units for movement, combat, modes, and stacking.

**Control & Modes:** They use the same Movement/Combat Mode rules and terrain restrictions as CICS.

**Activation:** When an allied faction activates, you control its actions during that activation.

**Stacking:** Allies may stack with CICS units, observing the end-of-activation limit of 1 Combat Unit + 1 Support Unit per hex.

**Group Attacks:** Allied units may participate in Group Attacks with CICS units. All participating units must be within a Leader's range (CICS or allied) and adjacent to the enemy being attacked. See 5.5.2 for cross-faction Group Attack rules.

**Victory control:** Support Units alone do not establish control of a hex. However, Allied Combat Units (Siloam or Caledonia) do establish control and count for victory.

**Elimination:** Allied Combat Units that are eliminated are permanently lost for the rest of the game and cannot be redeployed.

### 2.6.1 Conscripts (Siloam Only)

Conscripts are a Siloam-only Support Unit type used to sustain the line.

**Placement:** May be used as an attachment with both CICS and Siloam Infantry units. They function identically in both (no special abilities in combat). If the target Infantry unit already has an Attachment, the player may remove the existing Attachment to the faction's Reinforcement Pool and replace it with the Conscript. If no eligible Infantry unit exists (or the player chooses not to replace), the Conscript is not placed.

**Unique Ability — Absorb Hit:** A Conscript is the only support unit in the game that can be removed to satisfy 1 required hit for its stack. This is a player choice made during the Applying Hits step (5.5.8). When removed, return the Conscript to the Siloam Reinforcement Pool and draw 1 Hit Marker from the Hit Marker Cup. Place that Hit Marker directly in Siloam's Casualty Box (it will be counted at the end of the round as normal).

**Role:** Conscripts allow Combat Units to absorb more hits without exceeding their Damage Capacity and being removed from the map.

### 2.6.2 Guerrillas (Siloam Only)

Guerrillas are Siloam-only Detachment Support Units representing irregular fighters and local resistance cells.

**Placement:** Guerrillas are placed on the map when Siloam fails its activation morale check (see 7.1), or when directed by an event. When placed, Guerrillas go in the highest-numbered Priority Hex that is not a VP hex and is empty (contains no Combat Units or Support Units). If no eligible empty hex exists, the Guerrilla is not placed.

**Control:** Once placed, Guerrillas cannot be controlled by the player. They do not move, attack, or activate under player direction.

**Stacking:** Guerrillas may not stack with any CICS, Siloam, or Caledonian Combat Units or Support Units.

**Defense:** Guerrillas defend as a normal unit when attacked. Their combat rating is ▲ (Triangle). They always choose Aggressive Defense. Guerrillas have a Damage Capacity of 1 (one hit marker slot, no armor slots).

**Removal:** Guerrillas are **permanently removed from the game** when eliminated. They never return to the Siloam Reinforcement Pool. When a Guerrilla is eliminated, Siloam's morale moves 1 space to the left. No Hit Marker is drawn and no casualty is generated.

**Sabotage Immunity:** Guerrillas are not affected by the Vang Sabotage support counter.

**Note:** There are 10 Conscript/Guerrilla counters (dual-sided). Once a Guerrilla is eliminated, that counter is out of the game permanently — reducing the total pool of Conscripts available for future deployment.

## 2.7 Other Components

This section describes additional game elements that support deployment, combat, strategic planning, and event resolution.

### 2.7.1 Strategic Plan Counters

Represent long-term operations that players can prepare and later execute.

Placed in the Strategic Planning Boxes (see 2.1). Progress from Initiating → Rushed → Prepared → Well-Prepared during Cleanup (see 5.8). The preparation level determines how many Tactics Chits are drawn when executing the plan (see Section 10).

Executed during specific timing windows depending on the plan (see Section 10) and resolved using a Tactics Chit draw based on current morale (see 9.1).

### 2.7.2 Command Points (CP)

Command Points are the primary resource for deploying units, activating stacks, and executing Strategic Plans.

At the start of each CICS activation, draw one CP chit from the Command Point Cup and set the CP Marker accordingly. Any unspent CP can carry over to the next activation.

### 2.7.3 Tactics Chits

Tactics Chits are drawn during combat, Strategic Plan resolution, and morale and event checks. They determine hits, special effects, terrain interactions, and plan success.

Weather Miss Chits and Tactic Bonus Chits are added when triggered by rules or events.

### 2.7.4 Activation Chits

All game chits are drawn from a single Activation Cup.

The Activation Cup contains: CICS Activation Chits, Siloam Activation Chit, Caledonia Activation Chit, Vang Activation Chits, Event Chits, and the Weather Chit.

When the Weather Chit is drawn from the Activation Cup, add 4 Weather Miss Chits from the supply to the Tactics Cup. If fewer than 4 are available in the supply, add as many as are available. Return the Weather Chit to the Activation Cup at the end of the round as normal.

### 2.7.5 Event Chits

Event 1 begins the game in the Activation Cup. Other events are placed on the Round Tracker as instructed by the event rules. At the start of the indicated round, those event chits are added to the Activation Cup.

Event Chits generate political, military, or strategic consequences when drawn. When an Event Chit is drawn, resolve its instructions immediately.

### 2.7.6 Hit and Armor Markers

Hit and Armor Markers represent damage taken during play.

#### Taking a Hit

When a unit receives a hit, the controlling player chooses one of the following options:

- **Place an Armor Marker** on the unit (if the unit has armor capacity remaining). Armor Markers fill one Damage Capacity slot but do not generate casualties when counted at end of round.
- **Draw a Hit Marker** from the Hit Marker Cup and place it beneath the unit (if the unit has hit marker capacity remaining). Hit Markers fill one Damage Capacity slot and their coffin icons are counted as casualties.

**Hit Marker Cup Depletion:** If the Hit Marker Cup is empty when a Hit Marker must be drawn, place a substitute marker beneath the unit to represent the hit. At the earliest opportunity (when Hit Markers return to the cup, typically at end of round), replace the substitute with a real Hit Marker drawn from the cup.

The player may choose either option when both are available. Strategically, placing an Armor Marker first is advantageous: if the unit is later bolstered, Armor Markers return to supply without generating casualties, effectively restoring the unit to full strength.

### **Damage Capacity & Removal**

A unit's Damage Capacity is the total number of Hit Markers and Armor Markers it can hold (see 2.2.1). If a unit would receive a hit but has already reached its maximum Damage Capacity, the unit is removed or eliminated:

- **CICS Units:** Place the unit's Hit Markers in the CICS Casualty Box. Armor Markers return to supply. The unit is removed to the CICS Reinforcement Pool, where it may be redeployed later.
- **Allied Units (Siloam and Caledonia):** Place Hit Markers in that faction's Casualty Box. Armor Markers return to supply. The unit is eliminated and cannot be redeployed—it is lost for the rest of the game.
- **Vang Units:** Place Hit Markers in the Vang Casualty Box. Armor Markers return to supply. The unit is removed to the bottom of the matching Beach Landing stack.

**Overflow Hits:** When a unit is removed or eliminated by exceeding its Damage Capacity, any additional unresolved hits that were assigned to that unit must still be resolved. For each remaining hit, draw a Hit Marker from the Hit Marker Cup and place it directly in the faction's Casualty Box. These overflow hits count as casualties at end of round.

**Bolster:** When a unit is bolstered (see 7.2 and 10.2), all Hit Markers and Armor Markers are removed. Hit Markers are placed in the faction's Casualty Box. Armor Markers are returned to the supply. Bolstering preserves units on the battlefield by preventing them from exceeding their Damage Capacity and being removed.

**Conscripts:** A Conscript attached to a stack can be removed to satisfy 1 hit (see 2.6.1). This is a unique ability of the Conscript — no other support unit can absorb hits.

### **Supports on Removed/Eliminated Units**

If a Combat Unit with attached Support Units is removed or eliminated:

- The attached supports are removed to that faction's Reinforcement Pool.
- Any Vang Support Chits assigned to the removed unit return to the Vang Support Cup.

### **Casualty Box**

At the end of the round, count the coffin icons on all Hit Markers in each faction's Casualty Box. Add the totals to that faction's Casualty Total on the General Records Track. Then return all Hit Markers from the Casualty Boxes to the Hit Marker Cup. Armor Markers are returned to the supply and are not counted.

Casualty totals are used for event checks.

**Note:** Hit Markers vary in severity. Each marker shows 0 to 3 coffin icons. A 0-coffin marker occupies Damage Capacity but generates no casualties when counted. A 3-coffin marker is devastating. Because markers are drawn blind, the true cost of taking hits is uncertain until end of round. This variance affects decisions about whether to Bolster (which sends markers to the Casualty Box) versus absorbing additional hits.

### **2.7.7 Fortification Markers**

Fortification Markers represent defensive positions that provide the Fortification terrain bonus in combat. A Level-1 Fortification Marker may be removed to satisfy one defender hit. A Level-

2 Fortification Marker may be flipped to satisfy 1 hit or be removed to satisfy 2 hits.

### **2.7.8 Morale Markers**

Each faction (CICS, Siloam, Caledonia) tracks morale using its Morale Marker.

Morale affects: Strategic Plan success, event outcomes, and allied activation triggers.

Morale cannot exceed the maximum or drop below its minimum amount on the morale track.

### **2.7.9 Round Tracker**

The Round Tracker marks the current Round on the General Records Track. Advance it at the end of each Round. Check victory conditions at the end of Round 10.

## **3 Setup**

This section explains how to prepare the board, units, markers, and draw cups before starting play.

### **3.1 Setting Up the Board**

The game is played primarily on the main map. Players may also use the Battle Board to organize units and resolve combat steps.

#### **3.1.1 CICS Deployment**

Place 1 Light Tank in CICS deployment space (hex 0601).

On the CICS Airfield, place 2 Fighters and 1 Bomber on the Runway.

In the CICS Reinforcement Pool, place: 2 Green Infantry; 1 Veteran Infantry; 1 Artillery; 1 MG/Flamethrower; 1 Scout/Spotter; 1 Leader/HQ; 1 Engineer/Truck.

Place the remaining CICS units in the locked Reinforcement Pool boxes:

- **Pool A:** 1 Medium Tank, 1 Artillery, 1 Mechanized/Anti-Tank
- **Pool B:** 2 Elite Infantry
- **Locked Extra:** 2 Green Infantry, 2 Veteran Infantry, 1 Light Tank, 1 MG/Flamethrower

These units become available through events (see Event 1A). When Pool A unlocks, all Locked Extra units also move into the general CICS Reinforcement Pool.

#### **3.1.2 Siloam Deployment**

Place 4 Siloam Infantry in the following hexes: 1712, 1909, 1708, 1904.

Place a Level-1 Fortification Marker at each Siloam deployment hex.

Place all 10 Conscript/Guerrilla counters in the Siloam Reinforcement Pool.

#### **3.1.3 Caledonian Deployment**

Place 1 Caledonian Infantry on hex 0913 (Caledonia flag hex).

Stack the remaining Caledonian units in the Caledonian Reinforcement Pool in this order (top to bottom): Infantry, Tank, Tank.

#### **3.1.4 Vang Deployment**

Place 1 unit per banner on the map:

- Red Tank 1 at hex 1812
- Yellow Tank 1 at hex 2008

- Black Tank 1 at hex 2003

At each Vang Beachhead, place the remaining units of the matching banner color (units 2-4) in ascending order (lowest number on top).

Each banner has 5 units total: Tank 1, Infantry 2, Infantry 3, Tank 4, Infantry 5. Unit 5 is not placed at setup — it is added to beachheads during later events (see Event 1D).

### **3.1.5 Morale Track**

Place Morale Markers on the Morale Track as follows: CICS: 4th space from the left; Siloam: 5th space from the left; Caledonia: 3rd space from the left.

## **3.2 Setting Up the Draw Cups**

There are five draw cups used in the game. You may use physical cups or the designated areas on the map. Shuffle and place all chits face-down.

### **3.2.1 Activation Cup**

Place the following chits in the Activation Cup: 3 CICS Activation Chits; 1 Siloam Activation Chit; 1 Caledonia Activation Chit; 3 Vang Two-Banner Chits (Red/Yellow, Red/Black, Yellow/Black); Event Chit 1 (A Call to the Colors); Weather Chit.

The Tri-Banner chit is resolved as an opening activation before Round 1 (see 3.3). It returns to the Activation Cup at the end of each round from Round 2 onward.

No other Event Chits begin in the Activation Cup.

### **3.2.2 Command Point Cup**

Place all 10 Command Point Chits in the cup. The CP Cup contains the following chits: 3 × value 6 (red); 2 × value 4; 3 × value 7; 2 × value 8.

### **3.2.3 Tactics Cup**

Place the 20 standard Tactics Chits in the cup. Set aside the 8 Weather Miss Chits (added by Weather activation). Set aside all Tactic Bonus Chits (added by Tactical Maneuver).

### **3.2.4 Vang Support Cup**

Place all 14 Vang Support Counters into the Vang Support Cup.

### **3.2.5 Hit Marker Cup**

Place all 40 hit markers into a cup: 8 × 0-coffin, 14 × 1-coffin, 12 × 2-coffin, 6 × 3-coffin. When a unit receives a hit, markers will be drawn from this cup and returned at the end of each round.

## **3.3 Tri-Banner Opening Activation**

Before Round 1 begins, resolve a Tri-Banner activation: activate all three banner groups in order (Red, then Yellow, then Black). Each group completes its full activation sequence (Steps 1-5, see Section 6) before proceeding to the next. After the Tri-Banner is resolved, begin the Activation Phase normally by drawing chits from the Activation Cup.

## **4 Sequence of Play**

Each game round consists of two phases: Activation Phase and End of Round Phase.

These phases determine which factions act, resolve events, and advance the game state. The

game lasts 10 rounds.

#### 4.1 Activation Phase

During this phase, draw one chit at a time from the Activation Cup and resolve its effect. Continue until the Activation Cup is empty.

#### 4.2 End of Round Phase

##### 4.2.1 End of Round Phase Procedure

When the Activation Cup is empty and all chits have been resolved:

1. Advance the Round Tracker one space.
2. Add any Event Chits on the Round Tracker that match the new round number to the Activation Cup.
3. Return all activation chits to the Activation Cup, except Events removed from play. The Tri-Banner chit returns to the cup from Round 2 onward.
4. Return all Command Point Chits to the Command Point Cup.
5. Return all discarded Tactics Chits to the Tactics Cup unless they are Weather Miss or Tactic Bonus Chits.
6. Count coffin icons on Hit Markers in each faction's Casualty Box. Add the totals to each faction's Casualty Total on the General Records Track. Return Hit Markers to the Hit Marker Cup. Return Armor Markers to the supply (they are not counted as casualties).
7. Move all CICS planes from the Hangar to the Runway.
8. Begin a new round by returning to the Activation Phase.

### 5 CICS (Player) Turn

When a CICS Flag Chit is drawn during the Activation Phase, the player takes a full turn using the sequence outlined in this section.

**Note:** Some Strategic Plans execute during specific phases of your turn or the Vang turn. Pay attention to timing windows for each Strategic Plan.

**Activation Scope:** The move-or-attack restriction applies per activation, not per round. If a unit acts during one activation, it may act again when a new activation chit is drawn for its faction or an allied faction. Each activation is a clean slate.

#### 5.1 Draw Command Point Chit

Draw 1 chit from the Command Point Cup. Move up the Command Point Marker on the General Records Track the number indicated on the drawn Command Point Chit.

##### 5.1.1 Command Points

CP is used for deployment, activation, and strategic planning. Unspent CP can carry over to your next turn. There is no maximum CP.

##### 5.1.2 Removing CP Chits

The red 6 CP chits can be permanently removed from the CP Cup by the Restructure Strategic Plan (see 10.3). Events may also permanently remove CP chits: CP rewards remove the lowest-value chit; CP penalties remove the highest-value chit.

#### 5.2 Place and Activate Support Units

At the start of each CICS activation, you may:

- Place any available Support Units from the Reinforcement Pool onto the map following any placement rules for that Support Unit. When placing a Support Unit from the Reinforcement Pool, the player chooses which side of the counter is face-up, determining its current role (e.g., Engineer or Truck).
- Move any on-map Support Units to a different location on the map following placement rules for that Support Unit. When moved, Support Units can flip to the other side of their counter.
- Place any planes from the CICS Reinforcement Pool into the CICS Hangar, choosing Fighter or Bomber side when placed. They will move to the Runway at the end of the round.
- Remove any planes from the CICS Runway to the CICS Reinforcement Pool at no CP cost.

**Cost:** Each time a Support Unit is placed, moved, or a plane is placed into the Hangar, it costs 1 CP.

### Active and Passive Abilities

**Passive Abilities:** Most Support Units (MG, Flamethrower, Mechanized, Anti-Tank, Leader, HQ, Truck, Conscript) have passive abilities. Their benefits apply automatically during combat or events as long as they are on the map. Passive abilities take effect immediately when the unit is placed.

**Active Abilities:** Engineers and Scouts have active abilities that must be activated. Units with active abilities do not activate on the turn they are placed. On each subsequent CICS activation, if an Engineer or Scout is already on the map and is not moved this turn, it activates for free at no CP cost.

## 5.3 Activate Combat Units

Spend 1 CP per stack to activate Combat Units. When activating a stack, declare whether it will move or attack this turn. A stack cannot do both.

**HQ Bonus:** Any stack entirely within 4 hexes of a friendly HQ may activate for 0 CP.

**CP Costs:** You only pay CP for CICS Combat Units. Allied Combat Units (Siloam and Caledonia) do not cost CP to activate when participating in a CICS activation (such as joining a Group Attack). Artillery providing support to an attack also costs 1 CP for activation (0 if within HQ range).

### 5.3.1 Choose Mode

Before acting, Combat Units may flip:

- **Movement Mode (red arrow):** Increased movement, reduced combat.
- **Combat Mode (blank):** Increased combat, reduced movement.

## 5.4 Move

Activated stacks may move up to their movement allowance. Each hex = 1 movement point (MP), but terrain type may force movement to stop.

### 5.4.1 Combat Unit Movement Allowance

Use the printed value in the lower-left corner of the counter.

**Truck Bonus:** Infantry stacked with a Truck use the truck's movement allowance.

### 5.4.2 Attachment Movement Allowance

Attachments move at the speed of their attached unit. (Exception: Trucks replace the infantry's movement allowance.)

### 5.4.3 Terrain Effects on Movement

Terrain Type	Effect
Roads	Units traveling along 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 movement cost. Unbridged: Unit must start adjacent and spend all MP to cross.

### 5.4.4 Proximity to Enemy Units

Units must stop when entering a hex adjacent to an enemy unit. If a unit starts its activation next to an enemy unit, it may only move 1 space that turn regardless of movement allowance.

### 5.4.5 Stacking Limit

At the end of the current activation (before drawing the next Activation Chit or beginning the End of Round Phase): each hex may contain 1 Combat Unit + 1 Attached Support Unit. A hex may instead contain a single Detachment with no other units.

If exceeded: Move excess Combat Units to adjacent empty hexes. Each Combat Unit moved this way must take 1 Hit.

## 5.5 CICS/Ally Combat

After all movement is resolved, resolve combat for each stack that was activated to attack. An attacking stack must target an adjacent enemy unit.

Follow the Combat Procedure and apply special rules for Group Attacks, Defensive Support, and Defense Modes.

### 5.5.1 Combat Procedure

Before beginning combat, the attacking player must choose a lead unit from the participating stacks. The lead unit's combat symbol is used for all Tactics Chit draws during the attack.

**Participating Units:** A participating unit is any Combat Unit involved in the combat in any role — the lead attacking or defending unit, units in a Group Attack, units providing Defensive Support, and Artillery providing support from within its printed range. Participating units may have hits assigned to them, allowing the controlling player to spread damage across multiple Combat Units rather than one unit absorbing all hits. Support Units (other than Conscripts) cannot absorb hits. Exception: Artillery providing support from range cannot have hits assigned to it during that combat; it contributes draws only.

#### Step 1: Declare Target

The attacker declares which enemy hex is being attacked. If a Leader is within range of the attacking units, the attacker may initiate a Group Attack (see 5.5.2). The attacker also declares which friendly Artillery units in Combat Mode within its printed range of the lead unit will provide Artillery Support.

#### Step 2: Defensive Support

The defender declares which friendly units will provide defensive support (see 5.5.3), including any Artillery units in Combat Mode within its printed range of the defending lead unit. CICS and allied defenders require a Leader for defensive support. Vang units will always utilize units

adjacent to the defending unit for defensive support and don't require a leader.

### **Step 3: Defense Mode**

The defender chooses either Cautious Defense (see 5.5.4) or Aggressive Defense (see 5.5.5). Vang units will always choose Aggressive Defense.

### **Step 4: Defender Draws Chits**

Draw one Tactics Chit for each combat symbol on the defending unit. Draw one additional chit for each supporting combat unit. If the supporting combat unit has a different combat symbol than the defending unit, use the defending unit's combat symbol. Apply any special rules from participating attachments/detachments. Evaluate the defense based on the chosen mode (see 5.5.4 for Cautious, 5.5.5 for Aggressive). Any hits scored by the defender are applied to the attacker in Step 5. If the defense fails, the attacker will draw 1 additional chit in Step 6 (see 5.5.6).

### **Step 5: Attacker Applies Hits**

The attacker applies any hits received following the Applying Hits rules (see 5.5.8). If the attacker no longer has a unit with a combat symbol adjacent to the defender, then the combat ends.

### **Step 6: Attacker Draws Chits**

Draw one chit for each combat symbol on the remaining attacking units. If performing a Group Attack, draw one additional chit per additional attacking unit. The attacker must choose a lead unit. If attacking units have different combat symbols, use the lead unit's combat symbol for all tactic draws. If the defender's defense failed in Step 4, draw 1 additional chit (see 5.5.6). Apply any special rules from attachments/detachments.

### **Step 7: Defender Applies Hits**

The defender applies any hits received following the Applying Hits rules (see 5.5.8).

### **Step 8: Attacker Advance**

If the defending stack retreats or is eliminated, the attacker can advance a participating stack into the hex vacated by the defender.

### **Step 9: Return Tactics Chits**

Return all drawn Tactics Chits to the Tactics Cup except any drawn Tactic Bonus Chits and Weather Miss Chits (see 5.5.7), which are placed back in the supply.

## **5.5.2 Group Attack**

CICS and allies may group attack only if all participating units are within a Leader's range and adjacent to the enemy being attacked. The player must choose a lead unit from the participating stacks. The lead unit's combat symbol is used for all tactic draws. All other participating units add 1 draw to the attack. All participating attachments and detachments apply their symbols as normal.

**Cross-Faction Group Attacks:** CICS, Siloam, and Caledonian units may Group Attack together during any friendly activation, provided all participating units are within a Leader's range (from any friendly faction) and adjacent to the enemy. A Leader from any friendly faction enables Group Attacks for all friendly units within range. Allied units (Siloam and Caledonia) participating in a CICS Group Attack do not cost CP. Units that already moved during the current activation cannot participate. Participating in a Group Attack during one activation does not prevent a unit from acting during a later activation.

Vang units do not require a Leader to group attack and they always group attack if they have units adjacent to the attacked hex.

## **5.5.3 Defensive Support**

CICS and allied defending units may receive defensive support from friendly Combat Units within a Leader's range that are also adjacent to an enemy unit participating in the attack. A Leader is required for CICS and allied defensive support. The Leader may be from any friendly faction (CICS, Siloam, or Caledonia). For each Combat Unit providing defensive support, the defender will add 1 draw to the defense. The defending unit is the lead unit; the lead unit's combat symbol is used for all tactic draws. All attachments and detachments supporting the defense apply their symbols as normal.

**Restriction:** Units providing defensive support may have hits assigned to them (as participating Combat Units), but they cannot retreat to cancel hits. Only the lead defending unit in the target hex may retreat.

Vang units do not require a Leader for defensive support (see 5.5.1, Step 2).

#### 5.5.4 Cautious Defense

If the defender chooses Cautious Defense, their success is dependent on drawing the Maneuver symbol (↓). The Maneuver symbol is more likely to appear than combat symbols, making Cautious Defense a safer option. For each Maneuver symbol drawn, the defender scores 1 hit against the attacker (ignoring all combat and terrain symbols). If no Maneuver symbols are drawn, the defense fails (see 5.5.6).

#### 5.5.5 Aggressive Defense

If the defender chooses Aggressive Defense, their success is dependent on drawing the combat symbol that matches their lead unit. For each matching combat symbol drawn, the defender scores 1 hit against the attacker.

If an applicable terrain symbol is drawn (Rough, Difficult, Fortification) or an applicable special symbol (artillery), the defender scores 1 hit and then draws an additional Tactics Chit.

If no matching combat, terrain, or special symbols are drawn, the defense fails (see 5.5.6).

#### 5.5.6 Failed Defense

If the defender fails their defense (draws no matching symbols for their chosen defense mode), the attacker draws 1 additional Tactics Chit during Step 6.

#### 5.5.7 Weather Effects and Tactic Bonus Chits

Weather Miss Chits always count as a miss. Tactic Bonus Chits are applied the same as regular Tactics Chits if drawn by the player. If drawn by the Vang, they count as a miss. Any Weather Miss Chits and Tactic Bonus Chits drawn during combat do not return to the Tactics Cup at the end of combat. Instead, they return to the supply.

#### 5.5.8 Applying Hits

During Step 5 (attacker applies hits) and Step 7 (defender applies hits), the controlling player assigns each hit to a participating Combat Unit. Each required hit is resolved by one of the following:

- **Place an Armor Marker** on the affected Combat Unit (if the unit has armor capacity remaining), or
- **Draw a Hit Marker** from the Hit Marker Cup and place it beneath the affected Combat Unit (if the unit has hit marker capacity remaining), or
- **Remove a Conscript** attached to the affected stack — return the Conscript to the Siloam Reinforcement Pool and draw 1 Hit Marker, placing it directly in Siloam's Casualty Box (see 2.6.1). This is a unique ability of the Conscript; no other support unit may absorb hits.

Additionally, during **Step 7 only**, the defending lead unit may retreat (see 5.5.9), canceling 1 hit per hex retreated. Fortification Markers in the defender's hex may also be used to absorb hits (see 2.7.7).

**Overflow Hits:** If a Combat Unit must take a hit and has no remaining Damage Capacity, the unit is removed or eliminated (see 2.7.6). Any remaining unresolved hits that were assigned to that unit still generate Hit Markers — draw a Hit Marker for each and place them directly in the faction's Casualty Box.

The side assigning hits chooses which of its participating Combat Units satisfy the hits, observing any scenario/bot priorities.

**Exception:** Artillery units providing support from range (not in the attacked or defending hex) cannot have hits assigned to them during that combat. They contribute draws but do not absorb damage.

### 5.5.9 Retreating, Attachments, and Advancing

#### Retreating

Retreat is mix-and-match: for each pending hit in Step 7, the defender may choose to take the hit normally OR retreat 1 hex to cancel it. The defender uses their current movement allowance as the retreat budget (the number of hexes they may retreat total). No mode flip is allowed during retreat.

Each retreat hex must be **away from the lead attacker** (strictly farther from the attacking unit's hex). The retreat hex may not contain an enemy Combat Unit. The retreating unit may enter a hex occupied by a friendly Combat Unit; if this creates an overstack (2 Combat Units in one hex), resolve stacking after combat ends.

If the retreat hex contains a **Guerrilla**, the Guerrilla is displaced (standard displacement rules) and the retreat costs **2 retreat budget** instead of 1 (1 for the hex, 1 for the displacement).

*Example: If the defender suffers 3 hits and has a movement allowance of 2, they may retreat 2 hexes to cancel 2 hits and must take the third hit normally. Alternatively, they may take 1 hit, retreat 1 hex, and take 1 more hit.*

Retreat is always optional for the defender.

**Attachment Removal on Retreat:** When a Combat Unit retreats (on the first hex of retreat), all Attachments on that unit are removed and returned to the faction's Reinforcement Pool. This includes Leaders, MGs, Flamethrowers, Mechanized, Anti-Tank, Trucks, Engineers, and Conscripts. This is a significant cost of retreating — the Combat Unit is preserved, but it loses all of its support enhancements.

**Defensive Support units** (participating Combat Units providing support from adjacent hexes) cannot retreat to cancel hits. Only the lead defending unit in the target hex may retreat.

**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 support units represent rear-echelon assets that cannot operate near the front line.

**Attacker Advance:** If the defender retreats or is removed/eliminated, the attacker may advance one participating stack into the vacated hex.

#### 5.5.10 Vang and Retreat

Vang units never retreat. They always absorb hits until removed. When a Vang unit is removed, it is returned to the bottom of its banner's deployment stack and may be redeployed on a future activation.

### 5.6 Deployment

Spend 2 CP per unit to deploy Combat Units from the CICS Reinforcement Pool to the CICS Deployment Hex (0601).

## 5.7 Strategic Planning Phase

After all units have been activated and performed any actions, players may engage in strategic planning by paying command points to do the following actions:

**Make Preparations:** Place a strategic plan counter in the Initiating box (leftmost) and pay 1 command point per initiated plan.

**Raise Morale:** Spend command points to advance any one faction's Morale Marker (CICS, Siloam, or Caledonia) one space on the Morale Track. The cost per space is shown on the board above the Morale Track. Players can do this action as much as they can afford, and may raise different factions' morale in the same phase. (See 9.1)

## 5.8 Cleanup

Move all strategic plan counters in the strategic planning track one box to the right. If a strategic plan is in the Well-Prepared box (farthest right) and has not been executed, it is removed from the track and returned to the Strategic Plans supply. The player may re-initiate it later by paying 1 CP.

## 6 Vang Activation

When a Vang Banner Chit (Two-Banner or Tri-Banner) is drawn from the Activation Cup, follow the steps below to resolve the bot's turn.

### 6.1 Determine Active Group

**Two-Banner Chit:** Activate both banner groups shown on the chit, in order from left to right. Complete each group's full activation (Steps 1-5) before proceeding to the next.

**Tri-Banner Chit:** Activate all three banner groups in order: Red, then Yellow, then Black. Complete each group's full activation (Steps 1-5) before proceeding to the next.

Within each group, activate units in numerical order (lowest to highest unit number).

### 6.2 Activation Procedures

#### Step 1: Mode Selection

Determine if you need to change modes for the units in the activated group (6.2.1). Each unit checks independently.

#### Step 2: Attack

Vang Units adjacent to enemy units will perform an attack. Vang units always group attack and don't require a leader. All attacking units draw one Vang Support Counter from the Vang Support Cup (see 6.2.2). Exception: Scouted units (with a Scout Marker) do not draw from the Support Cup.

If a plane is drawn, then the Vang receive no support this attack, but the unit still attacks as normal. The plane is placed on the Vang Airfield Runway. If a Bombing Run chit is drawn, then perform the Bombing Run before any attacks (see 6.2.5).

#### Step 3: Move

Any Vang units that did not attack will move based on move priorities (see 6.2.3).

#### Step 4: Deploy

Deploy one eligible unit (see 6.2.4).

#### Step 5: Return Support Counters

Return all assigned Vang Support Counters (non-plane) to the Vang Support Cup. Remove Scout Markers from this banner's units.

### 6.2.1 Mode Selection

Each Vang unit checks its own surroundings independently:

Condition	Mode
No enemy Combat Units within 5 hexes of this unit	Movement Mode
Enemy Combat Units within 5 hexes of this unit	Combat Mode

### 6.2.2 Vang Attack Phase

**Eligibility to Attack:** Vang units adjacent to enemy units will perform an attack. Vang units will always group attack if possible and the lowest numbered unit in the group will be the lead unit.

**Vang Support Draw:** At the start of the attack (before any combat steps), all participating Vang units draw one Vang Support Counter each from the Vang Support Cup. Complete all draws before proceeding. Apply each support chit's combat bonus if applicable (see 2.5.2). If a plane is drawn, place it on the Vang Airfield Runway immediately. If the Bombing Run chit is drawn, set it aside; after all support draws are complete, resolve the Vang Bombing Run using all bombers currently on the Runway, including any just drawn (see 6.2.5). After the Bombing Run resolves (or if none was triggered), proceed to the ground combat procedure. A unit with a Scout Marker cannot draw from the Vang Support Cup.

**Target Selection:** When a Vang unit is adjacent to multiple enemies and must choose a target, use the following priorities:

1. Target an enemy unit occupying a priority hex.
2. Target an enemy where a Group Attack is possible.
3. Target the enemy in the lowest hex number.

**Movement Restriction:** Units that attack do not move during the movement step.

### 6.2.3 Movement Phase

Only units that did not attack may move. Move toward the nearest priority hex. If multiple movement options are valid, choose the lowest hex number.

### 6.2.4 Deployment Phase

Deploy only one unit per activation. Always deploy the lowest-numbered unit from the Deployment Stack of the activated group. Place the unit on the lowest-numbered available hex matching the activated group's banner color. If no matching banner hex is available (all are occupied), skip deployment for this activation.

### 6.2.5 Vang Bombing Run Procedure

If the Bombing Run chit is drawn:

If no bombers are on the Vang Airfield Runway, the Bombing Run chit has no effect. Assign it to the Vang unit as normal.

If bombers are available:

**Select target hexes using the straight-line rule (see 8.2):** The first target is always the hex being attacked by the unit that drew the chit. From that hex, the Vang select a direction along one of the six hex-grid axes to determine the second and third hexes in the line.

**Vang line selection priorities:**

1. Eliminate any direction that would include a hex occupied by a Vang unit. The Vang will never bomb their own forces.
2. From remaining directions, choose the direction that hits the most enemy-occupied hexes along the three-hex line (empty hexes are skipped but the line continues through them).
3. If tied, choose the direction where the second hex is closer to a priority hex.
4. If still tied, choose the direction with the lowest hex number for the second hex.
5. If no valid direction exists (all directions would include a Vang-occupied hex), the bombing run is cancelled.

Player may attempt Interception (see 8.1). Resolve Air Combat (see Section 8). If bombers remain, resolve the Bombing Run (see 8.2).

## 7 Siloam/Caledonian Activation

Allied factions (Siloam and Caledonia) can join the fight under certain conditions. They operate similarly to CICS units but follow unique deployment and morale rules.

### 7.1 Activation Triggers

Allied forces (Siloam and Caledonia) activate only when their faction's flag chit is drawn from the Activation Cup. When drawn, conduct a morale check for that faction before activation. Draw Tactics Chits based on the faction's Casualty Total: 0 casualties: Draw 3 Tactics Chits; 1-10 casualties: Draw 2 Tactics Chits; 11+ casualties: Draw 1 Tactics Chit. If at least one drawn chit matches the faction's current morale success symbol (see 9.1), the activation succeeds and the player controls all of its actions for that activation. If the check fails: Siloam must place a Guerrilla unit following Guerrilla placement rules (see 2.6.2). Caledonia skips its activation entirely.

### 7.2 Activation Procedure

When an allied faction activates:

**Move:** All allied units may move following standard movement rules. No CP cost is required.

**Attack:** Allied units that did not move may attack, following standard combat rules. A stack cannot both move and attack.

**Deploy or Bolster:** Choose one of the following:

- **Deploy** — Caledonia places the top unit from their reinforcement stack on any unoccupied Caledonia flag hex. Siloam places a Conscript from the Siloam Reinforcement Pool; the Conscript may be attached to any CICS or Siloam Infantry unit on the map. If the target Infantry unit already has an Attachment, the player may remove the existing Attachment to the faction's Reinforcement Pool and replace it with the Conscript. If no eligible Infantry unit exists (or the player chooses not to replace), the Conscript is not placed.
- **Bolster** — Choose one allied Combat Unit and remove all of its Hit Markers and Armor Markers. Hit Markers are placed in the faction's Casualty Box. Armor Markers are returned to the supply.

**Player control:** You make all tactical decisions for allied units during this activation.

### 7.3 Allied Unit Special Rules

**Stacking:** Allied units may stack with CICS units, following the standard limit (1 Combat Unit + 1 Support Unit per hex).

**Group Attacks:** Allied units may join a Group Attack with CICS or other allied units, provided all participating units are within a Leader's range (from any friendly faction) and adjacent to the target. No CP cost for allied units during a CICS activation.

## 8 Air Operations

### 8.1 Interception

When one side initiates a Bombing Run, the opposing side may attempt to intercept with fighters from its Airfield Runway.

#### Step 1: Declare Interception

The intercepting side decides whether to attempt interception. The CICS player always has the choice. The Vang will always intercept if they have fighters on the Runway.

#### Step 2: Player Morale Check

Draw one Tactics Chit. If the current morale success symbol is drawn (see 9.1), the interception attempt succeeds. If the check fails, the interception is skipped entirely. Fighters remain on the Runway as if they never participated.

#### Step 3: Declare Intercepting Fighters

If successful, the intercepting side commits fighters from its Airfield Runway. The player may choose how many fighters to commit. The Vang always commit all available fighters. Fighters in the Hangar cannot be used.

#### Step 4: Declare Escort (Defending Fighters)

The side performing the Bombing Run may now scramble any fighters on its runway to escort and protect its bombers. The Vang always scramble all available fighters to escort their bombers.

#### Step 5: Resolve Air Combat

Air combat works similar to the standard combat procedure. Each fighter has a combat rating printed on its counter. For each intercepting fighter, draw one Tactics Chit. If the drawn symbol matches the fighter's combat rating, remove one enemy plane (escort fighters first, then bombers). A successful fighter may continue drawing until it fails.

#### Step 6: Escort Fighters Respond

If any escort fighters remain, repeat the same process as Step 5 for each of them against the intercepting fighters.

#### Step 7: Proceed to Bombing Run

If any bombers remain after air combat, resolve the Bombing Run (see 8.2).

### 8.2 Bombing Run Resolution

If bombers remain after interception:

#### Step 1: Select Targets

The bombing player selects a first target hex, then chooses one of the six hex-grid directions. The second and third target hexes are the next two hexes along that straight line in the chosen direction. Only hexes containing enemy units are resolved for bombing — empty hexes along the line are skipped, but the line continues through them. If the line extends off the map edge, the bombing run simply has fewer targets.

**Friendly Fire Restriction:** No faction may select a bombing line that includes any hex occupied by their own units. If no valid direction exists that avoids friendly-occupied hexes, the bombing run is cancelled entirely. This rule applies equally to the player and the Vang.

For each targeted hex adjacent to a Spotter, apply the Spotter's bonus to Step 2.

#### Step 2: Draw Tactics Chits

For each targeted hex containing enemy units, draw one Tactics Chit per bomber. If a Spotter is in range of the targeted hex, draw two Tactics Chits per bomber instead.

If a drawn Tactics Chit matches the bomber's combat rating, assign a hit to units in the targeted hex. If multiple units are present, the defender assigns hits following the normal rules for applying hits (see 5.5.8).

### **Step 3: Aftermath**

CICS: All used bombers and fighters are placed in the CICS Hangar.

Vang: All used bombers and fighters are returned to the Vang Support Cup.

## **9 Morale and Events**

Morale represents the will to fight for each faction: CICS, Siloam, and Caledonia. Track morale separately for each faction on the Morale Track.

### **9.1 Morale Track**

Each faction starts at the level shown in Setup (3.1.5). Morale ranges from 1 to 8. It cannot go below 1 or above 8.

Players may spend Command Points (CP) during the Strategic Planning Phase to raise morale. The cost per space is shown on the board above the Morale Track (see Section 5.7).

The current success symbol is used when executing Strategic Plans (see Section 10) and resolving certain Event Chits (see Section 9.2).

### **9.2 Events**

#### **Overview**

Event 1 begins the game in the Activation Cup. All other events are placed on the Round Tracker as instructed. At the start of the indicated round, add those event chits to the Activation Cup. When an Event Chit is drawn, resolve it immediately—if the event presents options, the player must choose at once.

Events are organized into three parallel story arcs:

- **Arc 1: CICS** — The Council's Shadow
- **Arc 2: Siloam** — The Kingdom Divided
- **Arc 3: Caledonia** — The Reluctant Ally

Each arc spans multiple events with branching consequences. Some events present player choices; others are Support Checks that test the war's progress.

**Support Check Resolution:** Score = Vang casualties – (2 × faction casualties). If score > 10: draw 3 Tactics Chits. If score 1–10: draw 2 Tactics Chits. If score < 1: draw 1 Tactics Chit. If at least one drawn chit matches the faction's current morale success symbol, the check succeeds. If none match, the check fails.

**CP Rewards and Penalties:** Some events remove CP chits from the game. CP rewards remove the lowest-value chit from the CP Cup (check discard first). CP penalties remove the highest-value chit.

**Free Plans:** Some events grant a free Strategic Plan execution (no CP cost, no morale check, automatic success).

For the full event reference, see the Events & Strategic Plans Aid.

## **10 Strategic Plans**

Strategic Plans represent large-scale operations that require preparation and morale to succeed. Preparing a plan costs 1 CP; executing a plan costs no additional CP unless stated otherwise.

There are 5 Strategic Plans: Bombing Run, Bolster, Restructure, Ambush, and Tactical Maneuver.

**Preparation:** Place a plan in the Strategic Planning Boxes during the Strategic Planning Phase (see 5.7). Plans advance one box to the right during each Cleanup (see 5.8).

**Execution:** When the plan's timing window occurs and the plan has advanced beyond the Initiating box, attempt a morale check:

Draw Tactics Chits based on the plan's current preparation level:

- **Initiating (1st box):** Plan cannot be executed. It must advance at least once before use.
- **Rushed (2nd box):** Draw 1 Tactics Chit.
- **Prepared (3rd box):** Draw 2 Tactics Chits.
- **Well-Prepared (4th box):** Draw 3 Tactics Chits.

If at least one drawn chit matches the current morale success symbol (see 9.1), the plan succeeds. If none match, the plan fails and has no effect.

Multiple plans may occupy the Strategic Planning Boxes simultaneously.

**Cost:** Unless otherwise stated, executing a plan costs no CP beyond the cost to prepare it.

**After Execution:** Remove the plan from the Strategic Planning track and return it to the Strategic Plans supply, regardless of success or failure. Plans returned to the supply may be re-initiated later by paying 1 CP.

**Execution is Optional:** When a plan's timing window occurs, the player may choose not to attempt execution. However, plan advancement during Cleanup is mandatory — plans always move one box to the right. If a plan reaches the Well-Prepared box and is not executed before the next Cleanup, it is removed from the track and returned to supply.

## 10.1 Bombing Run

The player performs a bombing run on up to 3 enemy hexes in a straight line.

**Timing:** At the start of any combat you initiate (before Step 1).

### Procedure:

1. Attempt morale check using CICS morale symbol.
2. If successful, commit any bombers on the CICS Runway.
3. Select a first target hex and a direction along one of the six hex-grid axes. The second and third target hexes are the next two hexes along that straight line. The bombing line cannot include any hex occupied by CICS or allied units. If no valid direction exists, the bombing run is cancelled.
4. Resolve air combat (enemy intercepts automatically if it has fighters).
5. If bombers remain, resolve Bombing Run (see 8.2).

## 10.2 Bolster

Player removes hit markers from one CICS Combat Unit.

**Timing:** During the player's unit activation (see 5.3), not during the Strategic Planning Phase.

### Procedure:

1. Attempt morale check using CICS morale symbol.
2. If successful, choose one CICS Combat Unit on the map. Remove all Hit Markers from that unit and place them in the CICS Casualty Box. Remove all Armor Markers from that unit and return them to the supply.

## 10.3 Restructure

The player restructures the command points by either removing a red chit or receiving 4 CP to

use.

**Timing:** During the player's activation.

**Procedure:**

1. Attempt morale check using CICS morale symbol.
2. Choose one:
  - **Gain 4 CP** — added to your current CP total (follows normal carryover rules).
  - **Remove a red 6-value CP chit** permanently (improving your average future draws). Check the discard (drawn chits not yet returned to the cup) first; if no red chit is in the discard, remove one from the CP Cup.

If no red 6-value CP chits remain anywhere (neither in the discard nor the CP Cup), you must choose the Gain 4 CP option.

## 10.4 Ambush

**Timing:** At the start of any combat you initiate (before Step 1).

**Procedure:**

1. Attempt morale check using CICS morale symbol.
2. If successful, the combat order is reversed: the attacker draws Tactics Chits first (Step 6), and the defender applies hits. Then the defender draws Tactics Chits (Step 4) and the attacker applies hits. During an Ambush, the defender must choose Aggressive Defense (Cautious Defense is not available). The Failed Defense bonus (+1 attacker draw) does not apply during an Ambush. Vang units always declare Aggressive Defense regardless.

## 10.5 Tactical Maneuver

The player seeds the Tactics Cup with short-lived Tactic Bonus Chits to spike upcoming combats. Tactic Bonus Chits behave like Weather Miss Chits: once drawn, remove them from the Tactics Cup and return them to the supply; they do not return.

**Timing:** During the player's Move phase (Step 4). The morale check and chit placement occur before combat is resolved in Step 5. If the morale check fails, the plan is removed to supply as normal.

**Procedure:**

1. Attempt morale check using CICS morale symbol.
2. On success, add 2 Tactic Bonus Chits to the Tactics Cup.

**Tactic Bonus Chit Effects:**

Each Tactic Bonus Chit shows a combination of symbols (e.g., terrain, special). If drawn by the player during a combat where any printed symbol on the chit is applicable, the player scores 1 hit and takes one bonus draw. If no printed symbols on the chit are applicable, it counts as a Miss. If drawn by the Vang, it always counts as a Miss. Like Weather Miss Chits, once drawn, remove Tactic Bonus Chits from the Tactics Cup and return them to the supply. They do not return to the Tactics Cup.

## 11 Glossary — Sirens of Siloam

**Activation:** The process by which a faction's units take their turn. Triggered by drawing an Activation Chit from the Activation Cup. The move-or-attack restriction applies per activation, not per round.

**Activation Cup:** The main draw cup containing all Activation Chits, Event Chits, and the Weather Chit. Chits are drawn one at a time during the Activation Phase.

**Aggressive Defense:** A defense mode where the defender scores hits by drawing matching

combat symbols. Riskier but potentially more damaging than Cautious Defense (see 5.5.5).

**Armor Marker:** A marker placed on a unit with armor capacity to absorb a hit without generating a casualty. Fills one Damage Capacity slot.

**Attachment (A):** A Support Unit that must be placed with a friendly Infantry unit. Removed to the faction's Reinforcement Pool if the attached unit moves or retreats.

**Banner:** The color group (Red, Yellow, or Black) identifying a Vang unit's affiliation. Determines activation order and deployment locations. Each banner has 5 units.

**Bolster (Allied):** An allied activation option (Siloam or Caledonia). Choose one allied Combat Unit and remove all Hit Markers (to Casualty Box) and Armor Markers (to supply). Distinct from the Bolster Strategic Plan, which targets CICS units and requires a morale check.

**Bombing Run:** An air operation targeting up to 3 hexes in a straight line along one hex-grid axis. May be initiated by the player via a Strategic Plan or by the Vang via the Bombing Run Support Chit (see 8.2). The bombing line cannot include hexes occupied by the bombing faction's own units.

**Casualty Box:** A holding area for Hit Markers from removed or eliminated units. Coffin icons are counted at end of round and added to the faction's Casualty Total.

**Casualty Total:** The running count of coffin icons accumulated by a faction. Used for event checks and loss conditions.

**Cautious Defense:** A defense mode where the defender scores hits by drawing Maneuver symbols. Safer but less aggressive than Aggressive Defense (see 5.5.4).

**CICS (Council of Independent City-States):** The player's primary faction and expeditionary force.

**Combat Mode:** The default unit mode (no arrow). Increased combat effectiveness, reduced movement.

**Combat Rating:** A symbol (Triangle, Circle, or Square) representing a unit's quality. Used to determine hits during Tactics Chit draws.

**Combat Unit:** A 3/4" counter representing a core military formation (Infantry, Tank, or Artillery). May occupy and control hexes.

**Command Points (CP):** The primary resource used for deploying units, activating stacks, and executing Strategic Plans. Drawn from the Command Point Cup at the start of each CICS activation.

**Conscript:** A Siloam-only Support Unit that can be removed to satisfy 1 hit for its stack — the only support unit in the game with this ability. Returns to the Siloam Reinforcement Pool when removed (see 2.6.1).

**Control:** A side controls a hex if a friendly Combat Unit occupies it. Support Units alone do not establish control.

**Damage Capacity:** The total number of Hit Markers and Armor Markers a unit can hold before it is removed or eliminated. Equal to the sum of the unit's hit marker slots (black dots) and armor marker slots (blue shields). See 2.2.1.

**Detachment (D):** A Support Unit placed in an empty hex adjacent to an allied Combat Unit. Operates independently of stacking with Combat Units.

**Deployment:** Placing a unit from a Reinforcement Pool onto a designated hex on the map.

**Difficult Terrain:** Terrain that Infantry must stop upon entering (unless on a road). Tanks, Artillery, Trucks, HQs, and Engineers may not enter except via road (where applicable).

**Eliminated:** A unit that is permanently removed from the game and cannot return. Applies to allied Combat Units (Siloam and Caledonia) when they exceed their Damage Capacity, and to Guerrillas when they take their single hit. Eliminated units are out of the game entirely.

**Empty Hex:** A hex containing no Combat Units and no Support Units of any kind.

**Failed Defense:** When a defender draws no matching symbols for their chosen defense mode. The attacker draws 1 additional Tactics Chit (see 5.5.6).

**Fortification Marker:** A defensive marker placed by Engineers. Provides terrain bonuses in combat and may be removed to absorb hits (see 2.7.7). Level-1: remove for 1 hit. Level-2: flip for 1 or remove for 2.

**Free Activation:** An activation that skips the faction's morale check and costs no CP. The faction proceeds directly to movement, attack, and deploy/bolster steps.

**Group Attack:** A coordinated attack by multiple adjacent units. CICS and allies require a Leader within range; Vang always group attack if possible. CICS, Siloam, and Caledonian units may Group Attack together during any friendly activation (see 5.5.2).

**Guerrilla:** A Siloam-only Detachment representing irregular resistance fighters. Combat rating: ▲ (Triangle). Always chooses Aggressive Defense. Damage Capacity: 1. Cannot be controlled by the player; defends in place. Placed in the highest-numbered non-VP Priority Hex that is empty. If no eligible empty hex exists, the Guerrilla is not placed. When eliminated: permanently removed from the game; Siloam morale moves 1 space left. Not affected by Sabotage (see 2.6.2).

**Hit Marker:** A marker drawn from the Hit Marker Cup when a unit takes damage. Placed beneath the affected unit. Coffin icons on Hit Markers count as casualties. Fills one Damage Capacity slot.

**Interception:** An attempt by the opposing side's fighters to engage enemy bombers before a Bombing Run (see 8.1).

**Lead Unit:** The primary unit in a Group Attack or defense. Its combat symbol is used for all Tactics Chit draws.

**Maneuver Symbol (↓):** The symbol on Tactics Chits used for Cautious Defense resolution. Each Maneuver symbol drawn scores 1 hit during Cautious Defense.

**Morale:** A per-faction value (1-8) representing the will to fight. Affects Strategic Plan success and event outcomes.

**Movement Mode:** A unit mode (red arrow). Increased movement, reduced combat effectiveness.

**Overflow Hits:** When a unit is removed or eliminated by exceeding Damage Capacity, any remaining unresolved hits assigned to that unit still generate Hit Markers, placed directly in the faction's Casualty Box.

**Participating Unit:** Any Combat Unit involved in a combat in any role — lead unit, group attacker, defensive support provider, or Artillery providing support. Participating units may have hits assigned to them, except Artillery providing support from range (which contributes draws only). Support Units (other than Conscripts) cannot absorb hits.

**Priority Hex:** A hex marked with a colored star matching a Vang banner. Vang units move toward and prioritize these hexes.

**Reinforcement Pool:** An off-map holding area for units awaiting deployment. Units that are removed (not eliminated) return here.

**Removed:** A unit that leaves the map temporarily and can return to play later. Always goes to a specified destination (Reinforcement Pool, deployment stack, or Support Cup). Compare with Eliminated.

**Rough Terrain:** Terrain that forces units to stop upon entering (unless following a road).

**Stack:** One Combat Unit and up to one attached Support Unit occupying the same hex.

**Strategic Plan:** A long-term operation requiring preparation and a morale check to execute. Placed during the Strategic Planning Phase and advances each round (see Section 10).

**Success Symbol:** The Tactics Chit symbol matching a faction's current morale level. Used for

Strategic Plan checks and event resolution.

**Support Check:** A test used during events to determine success or failure. Score = Vang casualties – (2 × faction casualties). Higher scores yield more draws.

**Support Unit:** A 1/2" counter representing specialized assets (MG, Flamethrower, Engineer, etc.). Provides bonuses to Combat Units. Cannot absorb hits (exception: Conscripts).

**Tactics Chit:** A chit drawn during combat, Strategic Plan resolution, and event checks. Determines hits, special effects, and plan outcomes.

**Vang (Vangarians):** The enemy faction controlled by the solitaire bot system.

**VP Space:** A high-priority hex marked with a star and VP value. Used to determine victory at the end of Round 10.

**Weather Chit:** When drawn from the Activation Cup, adds 4 Weather Miss Chits to the Tactics Cup. Weather Miss Chits always count as a miss.