

THE SIRENS OF SILOAM

Player Reference Aids

v19

Aid I — Unit & Support Reference

Aid II — Procedures Reference

Aid III — Events & Strategic Plans

Aid IV — Setup Reference Card

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Aid I — Unit & Support Reference

CICS Combat Unit Types

Type	Description	Terrain Restrictions
Infantry	Flexible in attack and defense.	Stops in Difficult terrain unless on a road. Passes through Rough terrain freely (unless attached to a Truck — see below).
Tank	Strong in assault; limited by terrain.	Stops in Rough terrain unless on a road; only enters Difficult via road.
Artillery	Provides fire support to friendly units within its printed range during combat.	Stops in Rough terrain unless on a road; only enters Difficult via road.

Combat Ratings

Symbol	Rating	Notes
▲ Triangle	Green (low firepower)	Lowest rating.
● Circle	Veteran (moderate firepower)	Mid rating.
■ Square	Elite (high firepower)	High rating.
◆ Diamond	Peak	Max rating; also the morale success symbol at levels 7–8.

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

Combat Unit Modes

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

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

Damage Capacity

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

Example: 2 dots + 1 shield = Damage Capacity of 3.

Stacking

Combat Units

End of activation: 1 Combat Unit + 1 attached Support Unit per hex, OR 1 Detachment alone. If exceeded: move excess Combat Units to adjacent empty hexes; each takes 1 Hit.

Support Units

Two friendly Support Units may not occupy the same hex at end of activation OR at placement. Movement THROUGH a hex with another friendly Support is allowed (e.g., a Truck-attached Infantry passing through an Engineer's hex).

If two Supports end an activation in the same hex, choose one to return to its faction's Reinforcement Pool. No hit penalty.

CICS Support Units

Attachments (A) must be placed with a friendly Infantry unit.

Detachments (D) occupy their own hex. **A Detachment cannot share a hex with any other friendly unit** (Combat, Attachment, or other Detachment). At end of any unit's movement and after any CICS/ally retreat, a Detachment sharing a hex with a friendly unit is returned to its faction's Reinforcement Pool. Guerrillas are exempt (see Siloam Special Units).

Scout / Spotter placement: must be on an empty hex adjacent to BOTH a friendly Combat Unit AND an enemy Combat Unit. If either condition is lost, return to Reinforcement Pool.

HQ / Engineer placement: empty hex (per Detachment rule above), not in Difficult terrain, not adjacent to enemy.

Active abilities (Engineer, Scout) **may activate on the same turn the unit is placed** (v19). However, once a counter has used its active ability, it cannot be returned to the Reinforcement Pool that turn — it is locked in place. This prevents the place-then-flip-to-other-side exploit on dual-sided counters (Engineer↔Truck, Scout↔Spotter). A counter that was placed but has not yet activated may still be

returned freely. When a Combat Unit retreats, all Attachments on that unit are removed to the faction's Reinforcement Pool.

Unit	Role / Restrictions	Effect
MG	Attachment. Removed if Infantry retreats.	Passive. +1 chit draw from Tactics Cup during defense.
Flamethrower	Attachment. Removed if Infantry retreats.	Passive. +1 chit draw during attack.
Mechanized	Attachment. Removed if Infantry retreats. No Difficult terrain.	Passive. +2 chit draws during attack vs Infantry.
Anti-Tank	Attachment. Removed if Infantry retreats. No Difficult terrain.	Passive. +2 chit draws when defending vs Armor.
Spotter	Detachment. Empty hex adjacent to BOTH a friendly Combat Unit AND an enemy Combat Unit. Removed if either adjacency is lost, OR if a Vang unit moves/advances into the Spotter's hex.	Passive. Range 2. During CICS Bombing Run Step 2, draw 2 chits per bomber for each targeted hex in range (instead of 1). Does not affect Vang Bombing Runs.
Scout	Detachment. Empty hex adjacent to BOTH a friendly Combat Unit AND an enemy Combat Unit. Removed if either adjacency is lost, OR if a Vang unit moves/advances into the Scout's hex.	Active. Range 2. Place Scout Marker on enemy Combat Unit in range without a Scout Marker. Scouted enemy cannot draw from Vang Support Cup. Removed at end of scouted unit's banner group activation.
HQ	Detachment. Empty hex (per Detachment rule). Not in Difficult terrain, not adjacent to enemy. Removed if enemy moves/advances adjacent.	Passive. Range 4. Friendly stacks within 4 hexes activate for 0 CP.
Leader	Attachment. Moves with attached Infantry. Removed if Infantry retreats.	Passive. Range 2. Enables Group Attacks and Coordinated Defense for friendly units (CICS, Siloam, or Caledonia) within range.
Truck	Attachment. Moves with attached Infantry. Stops in Rough; only enters Difficult via road. Cannot occupy hex	Passive. Replaces movement allowance of attached Infantry. Truck-attached Infantry uses

Unit	Role / Restrictions	Effect
	adjacent to enemy. Removed if enemy moves/advances adjacent, or if Infantry retreats.	the Truck's mobility (stops on Rough).
Engineer	Detachment. Empty hex (per Detachment rule). Not in Difficult terrain, not adjacent to enemy. Removed if enemy moves/advances adjacent.	Active. Choose one: place Level-1 Fortification, OR flip Level-1 Fortification to Level-2.

Enemy Adjacency Removal

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

Fighters & Bombers

Placed on CICS Airfield Runway (not on map; don't count for stacking). Activated via Strategic Plans or in response to enemy Bombing Runs.

Fighters: Interception or Escort.

Bombers: Bombing Run Strategic Plan.

Damaged CICS planes are removed to the CICS Reinforcement Pool (never permanently destroyed).

Vang Support Counters (12 in Cup)

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

Counter	Qty	Effect
Tank	1	+2 draw during attack against Infantry.
Flamethrower	1	+1 draw during attack.
Leader	1	If a Leader symbol (★) is drawn during combat, score 1 hit and redraw.

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

Siloam Special Units

Unit	Rules
Conscript	Siloam Support Unit. Attachment — may attach only to a Siloamese Infantry whose hex contains no other Support (CICS and Caledonian Infantry are not eligible parents). No special abilities in combat. Unique ability: can be removed to satisfy 1 hit for its stack (the only support unit that can do this). Return Conscript to Siloam Reinforcement Pool and draw 1 Hit Marker to Siloam Casualty Box. To replace an existing Support, return that Support first (Phase 2: Move/Flip), then place the Conscript.
Guerrilla	Siloam Detachment. Placement (auto) — failed morale check, displacement, events that auto-deploy: highest-numbered empty Difficult-terrain hex (mountains), excluding 1412 and 1413; falls back to highest-numbered empty Priority Hex if none available. Placement (player-directed) — Phase 3 Request Guerrillas, event reward: any

Unit	Rules
	<p>empty hex adjacent to BOTH a friendly Combat Unit AND an enemy Combat Unit. Auto-fallback for event placements (v19): if no friendly+enemy adjacency exists anywhere on the map, an event-triggered Guerrilla placement falls back to the auto-placement rule (mountains/priority hex) so the reward never disappears. Phase 3 Request Guerrillas without an eligible hex still simply fails. Group Attack & Coordinated Defense: when within Leader range AND adjacent to the enemy, joins as a participant — contributes 1 ▲ (Triangle) draw. May absorb hits as a Coordinated Defense joiner; may not retreat. Combat rating ▲. Always Aggressive Defense when targeted directly. Damage Capacity 1. Cannot otherwise be player-controlled. Cannot stack with any units. When eliminated: permanently removed (never returns to pool); Siloam morale -1. No Hit Marker drawn, no casualty. Not affected by Sabotage.</p>

There are 10 Conscript/Guerrilla counters (dual-sided). Each starts as a Conscript and is flipped to its Guerrilla side when placed as a Guerrilla. Once a Guerrilla is eliminated, that counter is permanently out of the game.

Hit & Armor Quick Reference

Situation	Resolution
Unit takes a hit	Player chooses: place Armor Marker (if armor capacity available) OR draw Hit Marker from cup and place beneath unit (if hit capacity available).
Unit at max Damage Capacity	Unit is removed or eliminated. CICS → Hit Markers to Casualty Box; unit removed to Reinforcement Pool. Allies → Hit Markers to Casualty Box; unit eliminated (permanently out of game). Vang → Hit Markers to Casualty Box; unit removed to bottom of Beach Landing stack.
Overflow hits	When a unit is removed/eliminated by exceeding Damage Capacity, draw Hit Markers for all remaining unresolved hits and place directly in faction's Casualty Box.

Situation	Resolution
Fortification (ground combat)	Level-1: remove to satisfy 1 defender hit. Level-2: flip to satisfy 1 hit, or remove to satisfy 2 hits. Only usable at the hex where combat began — not at a hex entered via retreat.
Fortification (Bombing Run)	Fortifications automatically absorb bombing hits before any reach the units in the hex. L2 absorbs the first hit (flips to L1), then absorbs the second (destroyed). L1 absorbs 1 hit and is destroyed.
Bolster (CICS Strategic Plan)	Remove all Hit Markers (to Casualty Box) and Armor Markers (to supply) from one CICS Combat Unit. Unit stays on map. Hit Markers still count as casualties at end of round.
Bolster (event reward)	Some events (E1D, E1E, E2D, E3B, E3D, E3E pass) grant a free Bolster on a CICS unit. No morale check; no CP cost. <i>Caledonia's regular ally Bolster was removed in v18.</i>
Conscript	Only support unit that can absorb hits. Remove to satisfy 1 hit; return to Siloam Reinforcement Pool; draw 1 Hit Marker to Siloam Casualty Box.
Supports on removed/eliminated unit	Attached supports → faction Reinforcement Pool. Vang Support Chits → Vang Support Cup.
Artillery support from range	Artillery providing support from outside the target/defending hex cannot have hits assigned to it. Contributes draws only.

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

Aid II — Procedures Reference

CICS Activation Sequence

Step	Phase	Details
1	Draw CP Chit	Draw 1 from CP Cup. Advance CP Marker. Unspent CP carries over.
2	Support Units	Place/move Support Units from Reinforcement Pool (1 CP each). Place planes in Hangar (1 CP each; choose Fighter or Bomber side). Remove planes from Runway to Reinforcement Pool (free). Active abilities (Engineer, Scout) may activate on the placement turn or any subsequent turn the unit is not moved; activation locks the counter in place for the rest of that turn.
3	Activate Stacks	Spend 1 CP per stack (0 CP if within HQ range 4). Allied units participating in Group Attacks cost 0 CP. Artillery providing support costs 1 CP (0 if in HQ range). Declare Move or Attack for each. Choose mode (Movement/Combat) before acting. Move-or-attack restriction is per activation, not per round.
4	Resolve Movement	All movement resolves FIRST, before any combat. Move up to movement allowance. Stop adjacent to enemies. 1 hex if starting adjacent to enemy.
5	Resolve Combat	All attacks resolve AFTER movement. Follow Combat Procedure below.
6	Deploy	Spend 2 CP per unit + CICS morale -1 (blocked at morale 1)

Step	Phase	Details
		to deploy Combat Units from Reinforcement Pool to hex 0601.
7	Strategic Planning	Initiate Strategic Plans (1 CP each). Raise morale (CP cost shown on board). One plan-action per activation: initiate OR execute, not both.
8	Cleanup	Advance all Strategic Plans one box right (Initiating → Rushed → Prepared → Well-Prepared). Plans in Well-Prepared at next Cleanup are removed to supply. Reset per-activation plan-action flag.

Terrain Effects on Movement

Terrain	Effect on Movement
Roads	Ignore terrain stop rules.
Rough	Infantry passes through freely. Tanks, Artillery, and Trucks must stop unless on a road. An Infantry with a Truck attached uses the Truck's mobility profile and stops on Rough.
Difficult	Infantry must stop unless on a road. Tanks/Artillery/Trucks may only enter and leave via road. HQs/Engineers prohibited.
River	Bridges: cross at normal cost. Unbridged: start adjacent, spend all MP to cross.

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

Combat Procedure

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

Step	Action	Details
1	Declare Target	Attacker declares enemy hex. If Leader present, may initiate Group Attack. Declare Artillery Support (Artillery in Combat Mode within its printed range of lead unit).
2	Coordinated Defense	Defender declares supporting Combat Units (including Artillery in Combat Mode within its printed range). CICS/Allies need a Leader. Vang always use units adjacent to the defending unit (no Leader needed).
3	Defense Mode	Defender declares Cautious or Aggressive Defense. Vang always choose Aggressive.
4	Defender Draws	Draw 1 Tactics Chit per combat symbol on defending unit + 1 per supporting Combat Unit (use lead unit's symbol). Apply attachments/detachments. Evaluate per chosen defense mode. Artillery alone (v19): if the defending unit is an Artillery type AND no Combat Units join the defense (no Coordinated Defense), the defender draws 0 chits — Artillery has no meaningful close-quarters defense without infantry escort. All attacker hits land.
5	Attacker Applies Hits	Apply hits to participating Combat Units. If attacker no longer adjacent, combat ends.
6	Attacker Draws	Draw 1 per combat symbol on attacking units + 1 per additional Group Attack unit (use lead unit's symbol). +1 if defense failed. Apply attachments/detachments.
7	Defender Applies Hits	Apply hits to participating Combat Units. Lead defending

Step	Action	Details
		unit may retreat to cancel hits (1 hit per hex retreated). Retreat is mix-and-match: for each hit, choose to take it or retreat 1 hex. Coordinated Defense units cannot retreat.
8	Attacker Advance	If defender retreated or removed/eliminated, attacker may advance a participating stack into vacated hex.
9	Return Chits	Return Tactics Chits to Tactics Cup. Weather Miss and Tactic Bonus Chits go to supply instead.

Defense Modes

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

Applying Hits

Each hit is assigned to a participating Combat Unit and resolved by ONE of: (a) place Armor Marker (if armor capacity remains); (b) draw Hit Marker and place beneath unit (if hit capacity remains); (c) remove an attached Conscript to satisfy 1 hit (Conscript to Siloam Reinforcement Pool; draw 1 Hit Marker to Siloam Casualty Box). No other support unit may absorb hits.

Exception: Artillery providing support from range cannot have hits assigned to it.

Step 7 only: Lead defending unit may retreat, canceling 1 hit per hex retreated. Retreat is mix-and-match — for each pending hit, choose whether to take it or retreat 1 hex.

- **No mode flip during retreat.**
- Tanks may not retreat into Difficult terrain.
- Rough terrain stops Tanks, Artillery, and Truck-attached Infantry during retreat (unless on a road); plain Infantry passes through Rough freely.
- **River crossing:** A retreating unit may cross an unbridged river only on the FIRST step of the retreat from the original combat hex. After crossing, all remaining retreat budget is consumed.
- Retreat stops on enemy adjacency.
- All Attachments are removed to Reinforcement Pool on first retreat.
- Coordinated Defense units cannot retreat.

Fortifications may absorb hits (Level-1: remove for 1 hit; Level-2: flip for 1 or remove for 2) — usable only at the hex where combat began.

Overflow: if a unit exceeds Damage Capacity, it is removed/eliminated; draw Hit Markers for all remaining unresolved hits and place directly in faction's Casualty Box.

Group Attack & Coordinated Defense

CICS/Allies: All participating units must be within a Leader's range AND adjacent to the enemy. A Leader from any friendly faction (CICS, Siloam, or Caledonia) enables Group Attacks for all friendly units within range. Lead unit's symbol used for all draws. Each additional unit adds +1 draw. Allied units cost 0 CP in a CICS activation. Units that moved this activation cannot participate. Participating in one activation does not prevent acting in a later activation.

Coordinated Defense: CICS/Allies need a Leader. Supporting Combat Units must be adjacent to an attacking enemy. Each adds +1 draw to defense. Coordinated Defense units can have hits assigned to them but cannot retreat (exception: Artillery providing support from range cannot have hits assigned). Coordinated Defense is available whenever a friendly unit is attacked, regardless of whose activation it is.

Artillery Defending Alone (v19): If an Artillery unit is attacked with no Coordinated Defense joiners, the defender draws 0 chits — all attacker hits land. Applies symmetrically to player-faction Artillery and Vang Artillery.

Guerrilla Participation: A Guerrilla joins as a participant in either Group Attack or Coordinated Defense when within Leader range AND adjacent to the enemy, contributing 1 ▲ (Triangle) draw. Coordinated Defense joiners (including Guerrillas) may absorb hits but may not retreat.

Vang: Always Group Attack if possible (no Leader required). Always use Coordinated Defense from adjacent units.

Vang Activation Sequence

Step	Phase	Details
0	Determine Group	Two-Banner: activate both groups shown on chit, left to right (full sequence each). Tri-Banner: activate Red, then Yellow, then Black (full sequence each). Within group: lowest unit number first.
1	Mode Selection	Each unit checks independently. No enemy Combat Units within 5 hexes → Movement Mode. Enemy Combat Units within 5 hexes → Combat Mode.
2	Attack	Units adjacent to enemies attack. Always Group Attack (no Leader needed). At start of attack, each unit draws 1 Vang Support Counter (all draws first; scouted units skip). If Bombing Run chit drawn, resolve after all draws using all Runway bombers. Then ground combat. Target priority: (1) enemy occupying priority hex, (2) Group Attack possible, (3) lowest enemy hex number.
3	Move	Units that did not attack pursue a target priority hex. Targets: priority hexes of the activating banner's color + VP Spaces tagged with that color. Filters: (a) target hex is not occupied by another Vang Combat Unit (Garrisons don't block — they're passable structures), (b) target hex number is lexicographically lower than the unit's current hex (Vang advance — they don't fall back to hexes they've passed). Empty-color-VP exception: an empty color-matched VP Space is a valid target regardless of hex number. Per-step movement: choose adjacent

Step	Phase	Details
		<p>hex that strictly improves distance to target (ties → lowest hex number); the lower-hex-number rule applies per step too unless pursuing an empty color-matched VP Space.</p> <p>Passable hexes: only Vang Combat Units block movement. Garrisons are passable. CICS/ally Detachments and Attachments don't block — when a Vang unit moves into a hex containing one, that support is removed to its faction's Reinforcement Pool. Vang Infantry passes through Rough freely; Vang Tanks stop on Rough unless on a road. VP Garrison: when a Vang unit moves off a VP Space, leave a Vang Garrison marker on the vacated hex to maintain Vang control.</p>
4	Deploy	<p>Deploy 1 unit: lowest-numbered from activated group's stack to lowest-numbered matching banner hex. If no matching hex available, skip.</p>
5	Return Support	<p>Return all non-plane Vang Support Counters to the Vang Support Cup — this includes Tank, Flamethrower, Leader, Artillery, Bombing Run, Bolster, and Sabotage chits drawn during this banner's combat. (Plane chits — Fighter, Bomber — go to the Runway and return separately when discharged.) Remove Scout Markers from this banner's units.</p>

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

Allied Activation (Siloam / Caledonia)

Step	Phase	Details
1	Morale Check	Draw 1 Tactics Chit by default; Political Cost may add 1 or 2 chits (max 3 total). Need 1 match of faction’s morale success symbol. On failure: Siloam places a Guerrilla (auto-placement, see Aid I); Caledonia skips activation entirely.
2	Move	All allied units may move (no CP cost). Standard movement rules.
3	Attack	Units that did not move may attack. Standard combat rules.
4a	Phase 3 — Caledonia: Deploy	One Deploy action (cost: Caledonia morale -1; blocked at morale 1). Either: DEPLOY a Combat Unit — player chooses which Combat Unit from Caledonia’s Reinforcement Pool to place on any unoccupied Caledonia flag hex (v19: matters once locked reserve unlocks at E3A Option A or E3B and the pool contains both Infantry and a Tank), OR place the Caledonian Leader/MG support counter (choose face) on any Caledonian Infantry whose hex contains no other Support. Recall Support (free, v19): if the Caledonian Leader/MG counter is on the map, return it to the pool as a free action — useful for swapping the deployed face (Leader ↔ MG); does not consume the Deploy slot. <i>Caledonia’s regular Bolster was</i>

Step	Phase	Details
		<i>removed in v18 — too strong. Free Bolsters from events (E3D / E3E pass) still trigger but apply to a CICS unit.</i>
4b	Phase 3 — Siloam: Conscript or Request Guerrillas	Choose one: CONSCRIPT (cost: Siloam morale -1; blocked at morale 1) — place a Conscript as an Attachment on any Siloamese Infantry whose hex contains no other Support. REQUEST GUERRILLAS (free, no morale cost) — place a Guerrilla in any empty hex adjacent to both a friendly Combat Unit and an enemy Combat Unit.

Interception Procedure

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

Step	Action	Details
6	Air Combat: Escorts	Remaining escort fighters repeat the same process against interceptors.
7	Proceed to Bombing	If bombers remain, resolve Bombing Run (see below).

Bombing Run Resolution

Step	Action	Details
1	Select Targets	Select first target hex, then choose one of the six hex-grid directions. Second and third targets are the next two hexes along that straight line. Empty hexes are skipped but the line continues. Bombing line cannot include hexes with friendly units; if no valid direction exists, bombing run is cancelled. Apply Spotter bonus for targeted hexes in Spotter's range.
2	Fortification Absorption	Before hits are applied to units in a targeted hex, any Fortification in that hex automatically absorbs hits. L2 absorbs first hit (flips to L1) then second hit (destroyed). L1 absorbs 1 hit and is destroyed. Only remaining hits are assigned to units.
3	Draw Tactics Chits	Per targeted hex with enemy units: draw 1 chit per bomber. Spotter bonus: 2 chits per bomber in Spotter's range. Match bomber's rating → 1 hit to units in that hex.
4	Aftermath	CICS: all used planes to Hangar. Vang: all used planes returned to Vang Support Cup.

CICS Bombing Run: Triggered via Strategic Plan at start of any combat you initiate (before Step 1).

Requires morale check.

Vang Bombing Run: Triggered when Bombing Run chit drawn from Support Cup. First target = hex being attacked by unit that drew chit. Vang line selection: (1) eliminate directions with Vang-occupied hexes; (2) most enemy-occupied hexes; (3) second hex closer to priority hex; (4) lowest hex number. No valid direction = cancel.

Damaged CICS planes → removed to Reinforcement Pool (never destroyed). Damaged Vang planes → returned to Vang Support Cup.

Support Check Formula (Events)

Default: 1 Tactics Chit draw. The player may spend Political Cost (see below) to add 1 or 2 chits, for up to 3 total draws. At least 1 chit matching the faction’s current morale success symbol = success.

Political Cost (Events & Allied Morale Checks)

Before drawing chits for a Support Check (events) or an Allied Morale Check (Siloam/Caledonia activation), the player may add up to 2 Political Cost (–1 CP) chits to the CP Cup. Each adds +1 Tactics draw on the current check.

Political Cost Spent	Tactics Draws
0	1
1	2
2	3

When a –1 chit is later drawn from the CP Cup, it reduces the next positive CP draw by 1 (stacks; floor 0), then is permanently removed from the game. Unused –1 chits remain in the cup across rounds. CP Reward/Penalty events do not target –1 chits.

CP Reward / Penalty (Events)

CP rewards remove the lowest-value positive chit available. Tiered search: 4-discard → 4-cup → 6-discard → 6-cup → 8-discard → 8-cup. Within each value, discard is preferred over cup (immediate benefit).

CP penalties remove the highest-value chit. Symmetric tier order: 8-cup → 8-discard → 6-cup → 6-discard → 4-cup → 4-discard (cup-first because the chit is being permanently lost).

Political Cost (–1) chits are never targeted by these effects.

Aid III — Events & Strategic Plans

Support Check Formula

Default: 1 Tactics Chit draw. The player may spend Political Cost to add chits.

Political Cost	Tactics Draws
0 (default)	1
1	2
2	3

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

Note: Failed Support Checks apply in-game consequences only (morale loss, CP chit changes, forced choices described in each event). They do not apply VP penalties at end of Round 10.

CP Reward / Penalty

CP rewards remove the lowest-value positive chit available. Tiered search: 4-discard → 4-cup → 6-discard → 6-cup → 8-discard → 8-cup (within each value, discard preferred). CP penalties remove the highest-value chit using the symmetric tier order (8-cup → 8-discard → 6-cup → 6-discard → 4-cup → 4-discard, cup-first). Political Cost (-1) chits are never targeted by these effects.

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 2. Place E2A (A Nation Divided) on Round 2. Place E3A (The Price of Alliance) on Round 2. Remove Event 1.
Option B	“Route it properly.” CICS morale +1. Place E1A on Round 3. Place E2A on Round 2. Place E3A on Round 2. Remove Event 1.

Arc 1 — CICS: The Council’s Shadow

Event 1A: The Requisition

Option	Effect
Option A	“Send everything.” Fast path. Pool A unlocked immediately. Place E1B on Round 4. Remove E1A.
Option B	“Keep your cover.” Slow path. Pool A delayed (unlocks at E1B). Place E1B on Round 4. Remove E1A.

Event 1B: The Auditor’s Eye

Path	Effect
Fast path	Support Check vs CICS (Pool A already unlocked).
Slow path	Pool A unlocked now. Remove lowest CP chit. Place E1C on Round 5. Remove E1B. (No check.)

Event 1C: Whispers of Interference

Option	Effect
Option A	“Can you block the motion?” CICS morale -2. Remove lowest CP chit. Place E1D on Round 6.
Option B	“Don’t expose yourself.” Remove highest CP chit. Place E1D on Round 6.

Event 1D: The Censure Vote

Stage	Effect
Slow path	Pool B unlocks automatically before the check (slow path reward).
Check	Support Check vs CICS.
Success	CICS morale +1. ★ Free Bolster. Place E1E on Round 8.
Failure	CICS morale -2. Remove highest CP chit. Place E1E on Round 8.

Event 1E: The Council’s True Face

Stage	Effect
Check	Support Check vs CICS.
Success	CICS morale +2. Remove lowest CP chit. ★ Free Bolster.
Failure	CICS morale set to 1. Remove all CP chits of value 8 from the game.

Arc 2 — Siloam: The Kingdom Divided

Event 2A: A Nation Divided

Option	Effect
Option A	“Your regulars, Governor.” Siloam morale +1. Place E2B on Round 3.
Option B	“The guerrillas know this land.” ★ Place 1 Guerrilla (player choice; any empty hex adjacent to a friendly Combat Unit AND an enemy Combat Unit; auto-fallback to mountains if no eligible hex). Place E2B on Round 3.

Event 2B: The People’s Commander

Option	Effect
Both	Deploy Vang Infantry #5 to all beachheads (the court’s distraction is the enemy’s opening).
Option A	“Coordinate through Pareth.” Siloam morale +1. Remove highest CP chit. Place E2C on Round 5.
Option B	“I’ll work with you directly, Maren.” ★ Place 1 Guerrilla (player choice; auto-fallback to mountains if no eligible hex). ★ Free Tac. Maneuver. Siloam morale –2. Place E2C on Round 5.

Event 2C: Cracks in the Palace

Stage	Effect
Check	Support Check vs Siloam.
Success	Siloam morale +1. Remove lowest CP chit. Place E2D on Round 6.
Failure	Siloam morale -2. Recall 1 Siloam Combat Unit (player choice — unit returns to Reinforcement Pool). Place E2D on Round 6.

Event 2D: The Ultimatum

Stage	Effect
Check	Support Check vs Siloam.
Success	Siloam morale +1. ★ Free Bolster. ★ Place 1 Guerrilla (player choice; auto-fallback to mountains if no eligible hex). Place E2E on Round 8.
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 8.

Event 2E: The Kingdom's Last Stand

Stage	Effect
Check	Support Check vs Siloam. (If Maren is in power, narrative changes but mechanics are the same.)
Success	Siloam morale +1.
Failure	Siloam government withdraws. <i>“The parliament has spoken. Siloam’s regulars lay down their arms — but the highlands will not. The resistance keeps fighting, with or without the crown.”</i> Eliminate all Siloam Combat Units from the map. Guerrillas remain on the map (v19 — Siloam abandons the field but not the resistance fighters). Siloam morale -3 (v19; was hard-set to 1 in v18). Siloam Activation Chit permanently removed from the Activation Cup (v19) —

Stage	Effect
	Siloam will not activate again for the rest of the game.

Arc 3 — Caledonia: The Reluctant Ally

Event 3A: The Price of Alliance

Option	Effect
Option A	“We need Caledonia in the field. Now.” Commits Caledonia’s locked reserve (1 Infantry, 1 Tank). Caledonia morale -3. Place E3B on Round (current + 1). Requires Caledonia morale 4+.
Option B	“Buy us time, Ambassador.” Caledonia morale +1. Locked reserve will release automatically at E3B. Place E3B on Round (current + 2).

If Option B was chosen, Caledonia’s locked reserve releases automatically at the start of E3B — pass or fail. (The free Caledonia activation that this event previously granted was removed in v18.)

Event 3B: The Casualty Lists

Stage	Effect
Pre-check	If Caledonia’s locked reserve was not yet released at E3A, release it now (regardless of pass or fail).
Check	Support Check vs Caledonia.
Success	Caledonia morale +1. ★ Free Bolster (CICS). Place E3C (The Envoy’s Offer) on next round (max Round 7).
Failure	Caledonia morale -2. Recall 1 Caledonia Combat Unit at the highest-numbered hex (lexicographic compare on the 4-digit hex ID). If no Caledonia unit is on the map, remove the last unit from the Caledonia reinforcement pool instead. Place E3C on next round (max Round 7).

Event 3C: The Envoy’s Offer

Option	Effect
Option A	“Show them Caledonia’s strength.” ★ Free Tac. Maneuver. Caledonia morale -2. Place E3D on Round 8.
Option B	“Hold steady.” Remove lowest CP chit. Caledonia morale -1. Place E3D on Round 8.

Event 3D: The Peace Vote

Stage	Effect
Check	Support Check vs Caledonia.
Success	Caledonia morale +1. ★ Free Bolster (CICS). Place E3E on Round 9.
Failure	Caledonia withdraws. <i>“The vote carried. Dunleith does not shake your hand when he leaves.”</i> Eliminate all Caledonia units from the map. Caledonia morale -3 (v19; was hard-set to 1 in v18). Caledonia Activation Chit permanently removed from the Activation Cup (v19) — Caledonia will not activate again for the rest of the game. Arc ends (E3E does not occur).

Event 3E: The Final Commitment

Stage	Effect
Check	Support Check vs Caledonia.
Success	Caledonia morale +2. Remove lowest CP chit. ★ Free Bolster (CICS).
Failure	Caledonia withdraws. <i>“I’m sorry, Commander. I’m to recall all forces effective immediately.”</i> Eliminate all Caledonia units from the map. Caledonia morale -3 (v19; was hard-set to 1 in v18). Caledonia Activation Chit permanently removed from the Activation Cup (v19) — Caledonia will not activate again for the rest of the game.

Vang Infantry #5

Vang Infantry #5 (one per banner) is added to all beachheads during Event 2B resolution (both options). These units do not begin the game in play or in the beachhead stacks. *(In v17 and earlier, this deployment occurred at E1D. Moved forward to E2B in v18 to give the late game more pressure earlier.)*

Strategic Plans

Preparation cost: 1 CP to initiate. No additional CP to execute (unless stated). Plans advance one box right at each Cleanup, which runs at the end of every CICS activation (not at end of round). A plan placed during your CICS turn becomes Rushed (1 draw) by the end of that same turn.

One plan-action per CICS activation: A player may either initiate one plan or execute one plan during a single CICS activation, but not both.

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 at the next Cleanup 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 (Step 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.

Plan	Timing	Effect (on successful morale check)
Restructure	During activation.	Choose one: ADD an 8-value CP chit to the CP Cup, OR PERMANENTLY REMOVE the lowest-value CP chit from the CP discard. If the discard is empty, the removal option is unavailable.
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 is used for Strategic Plan checks, event Support Checks, Interception attempts, and allied activation morale checks.

Morale Level	Success Symbol	Description
1–2	▲ Triangle	Green / low
3–4	● Circle	Veteran / moderate
5–6	■ Square	Elite / high
7–8	◆ Diamond	Peak

Victory & Loss Conditions

Victory (end of Round 10)

VP Spaces Held	Outcome
0–4	Defeat
5–7	Narrow Victory
8–9	Decisive Victory

Bonus VP: If Vang casualties reach 60 or more at any time during play, CICS/Allies earn +1 VP at end-of-game resolution.

Instant Defeat

- All 9 VP Spaces occupied by Vang Combat Units at any time.
- Combined CICS + Siloam + Caledonia casualties reach 30 (v19; replaces the v18 per-faction “exceeds 20” rule).
- All three factions sit at morale 1 simultaneously (coalition collapse).

Control: A side controls a hex if a friendly Combat Unit occupies it. Support Units alone do not establish control. Vang Garrisons maintain Vang control of VP Spaces after a Vang unit moves off.

Aid IV — Setup Reference Card

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 Combat Units to hex 0601 for 2 CP each + CICS morale -1 (blocked at morale 1). Support Units cost 1 CP to place.
Locked 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).

Siloam Deployment

Location	Units	Notes
Hex 1712	1 Siloam Veteran Infantry	Level-1 Fortification.
Hex 1909	1 Siloam Veteran Infantry	Level-1 Fortification.
Hex 1904	1 Siloam Veteran Infantry	Level-1 Fortification.
Siloam Reinforcement Pool	10 Conscript/Guerrilla (dual-sided)	Conscripts deploy via Siloam activation Phase 3. Guerrillas placed on failed morale checks, by events, or via Siloam Phase 3 Request Guerrillas.

Caledonia Deployment

Location	Units	Notes
Hex 1611	1 Caledonian Infantry	Starting on-map unit (Caledonia flag hex).
Hex 1311	1 Caledonian Infantry	Starting on-map unit (Caledonia flag hex).
Caledonia Reinforcement Pool	1 Leader/MG support counter	Available from Round 1.
Caledonia Locked Pool	1 Infantry, 1 Medium Tank	Released when Event 3A (Option A) commits forces, or automatically at Event 3B if 3A was declined.

Vang Deployment

Banner	On-Map Hex	Unit Placed	Beachhead Stack (remaining)
Red	1812	Red Tank 1	Red units 2–4 at Red Beachhead, ascending order. Unit 5 added by Event 1D.
Yellow	2008	Yellow Tank 1	Yellow units 2–4 at Yellow Beachhead, ascending order. Unit 5 added by Event 1D.
Black	2003	Black Tank 1	Black units 2–4 at Black Beachhead, ascending order. Unit 5 added by Event 1D.

Before Round 1: Resolve opening Tri-Banner activation (Red → Yellow → Black, full Steps 1–5 each). The Tri-Banner chit is not in the Activation Cup at setup; it is added at the start of Round 2 and returns thereafter.

Beachhead Hex Sequences

When a Vang unit deploys from a beachhead during the Deployment Phase (6.2.4), it enters the first unoccupied hex in its banner’s sequence:

- **Red Beachhead:** 1812, 1713
- **Yellow Beachhead:** 2008, 2009, 2007

- **Black Beachhead:** 2003, 2004, 1903

Draw Cups

Cup	Contents at Start	Set Aside
Activation Cup	3 CICS, 1 Siloam, 1 Caledonia, 3 Two-Banner (R/Y, R/B, Y/B), Event 1 (A Call to the Colors), Weather. Total: 10 chits.	Tri-Banner added at start of Round 2. Other Events placed on Round Tracker per event rules; added to cup at start of indicated round.
CP Cup	10 chits: 4 × value 4; 4 × value 6; 2 × value 8.	—
Tactics Cup	20 standard Tactics Chits.	8 Weather Miss Chits; all Tactic Bonus Chits.
Vang Support Cup	12 counters: 3 Bombers, 2 Fighters, 1 Bombing Run, 1 Tank, 1 Flamethrower, 1 Leader, 1 Artillery, 1 Bolster, 1 Sabotage.	—
Hit Marker Cup	40 markers: 8 × 0-coffin, 14 × 1-coffin, 12 × 2-coffin, 6 × 3-coffin.	—

Morale Track

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

If all three factions sit at morale 1 simultaneously, the game ends immediately in defeat (coalition collapse).

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	3 placed at Siloam hexes (Level-1) at 1712, 1909, 1904. 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 (3 units) and Pool B (2 units).
- Siloam Infantry on 1712, 1909, 1904. Level-1 Fortification on each. 10 Conscript/Guerrillas in pool.
- Caledonia: 1 Infantry on 1611, 1 Infantry on 1311. 1 Leader/MG support in pool. 1 Infantry + 1 Tank in locked pool.
- Vang: Red Tank 1 → 1812, Yellow Tank 1 → 2008, Black Tank 1 → 2003. Units 2–4 to beachheads.
- Resolve opening Tri-Banner activation (Red → Yellow → Black).
- Morale: CICS = 4, Siloam = 5, Caledonia = 3.
- Fill all cups. Set aside Weather Miss, Tactic Bonus, Armor, Fortification Markers, Strategic Plans.

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