

THE SIRENS OF SILOAM

CHAPTER ONE · THE SILOAM SERIES

Player Reference Aids

v22

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A Solitaire Conflict System (SCoS) game

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).

Detailed placement and removal rules are in the rulebook; the table below is a quick lookup. A = Attachment (placed on a friendly Infantry, removed if that Infantry retreats); D = Detachment (occupies its own empty hex).

Unit	Type	Effect
MG	A	+1 draw on defense.
Flamethrower	A	+1 draw on attack.
Mechanized	A	+2 draws on attack vs Infantry. No Difficult terrain.
Anti-Tank	A	+2 draws on defense vs Armor. No Difficult terrain.
Leader	A	Range 2. Enables Group Attacks and Coordinated Defense for friendly units (any faction) in range.
Truck	A	Replaces the Infantry's movement (Truck mobility — stops on Rough). Not adjacent to enemy.
HQ	D	Range 4. Friendly stacks within range activate for 0 CP. Not in Difficult terrain or adjacent to enemy.
Engineer	D	Active: place a Level-1 Fortification, or flip a Level-1 to Level-2. Not in Difficult terrain or adjacent to enemy.

Unit	Type	Effect
Scout	D	Active, range 2. Mark an enemy Combat Unit; it cannot draw Vang Support. Must border a friendly and an enemy unit.
Spotter	D	Range 2. Doubles bomber draws on CICS Bombing Runs in range. Must border a friendly and an enemy unit.

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.
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

Conscript (Siloam Support — Attachment)

- Attaches only to a Siloamese Infantry whose hex has no other Support. CICS and Caledonian Infantry are not eligible.
- No combat ability. Unique trait: the only Support that can absorb a hit — remove it to satisfy 1 hit, return it to the Siloam pool, and draw 1 Hit Marker to the Siloam Casualty Box.
- To replace an existing Support, return that Support first, then place the Conscript.

Guerrilla (Siloam Detachment — combat rating ▲, Damage Capacity 1)

- Placed automatically (failed morale check, displacement, auto-deploy events) on the highest-numbered empty mountain hex, excluding 1412 and 1413; if none, the highest-numbered empty Priority Hex.
- Placed by you (Phase 3 Request Guerrillas, event rewards) on any empty hex bordering both a friendly and an enemy Combat Unit. If no hex qualifies, an event reward instead places it on the highest-numbered empty mountain hex so it is never wasted; a Phase 3 request with no legal hex simply fails.
- In combat: when within Leader range and adjacent to an enemy, joins a Group Attack or Coordinated Defense for 1 ▲ draw. May absorb hits as a defender but may never retreat. Always defends Aggressively when targeted directly.
- Cannot be moved or otherwise controlled, and cannot stack with any unit.
- When eliminated: removed for good (never returns to the pool) and Siloam morale -1. No Hit Marker, no casualty. Immune to Sabotage.

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	Choose: place an Armor Marker (if it has armor capacity) or draw a Hit Marker beneath the unit (if it has hit capacity).
Unit at max capacity	Removed/eliminated. CICS → pool. Allies → out of game. Vang → bottom of beachhead stack. Hit Markers to the Casualty Box. Draw markers for any overflow hits straight to the Casualty Box.
Fortification	Ground combat: L1 removes for 1 hit; L2 flips for 1 or removes for 2 — only where combat began. Bombing: absorbs hits first (L2 flips then is destroyed; L1 destroyed).
Bolster	Remove all Hit and Armor Markers from one Combat Unit; it stays on the map. (Those hits still count as casualties at end of round.)
Conscript	The only Support that can absorb a hit. Remove for 1 hit; return to the Siloam pool; draw 1 Hit Marker to the Siloam Casualty Box.
Supports & ranged Artillery	Attached Supports on a removed unit go to the pool (Vang chits to the cup). Artillery supporting from range cannot take hits — it only adds draws.

End of round: count coffin icons in the Casualty Boxes, add to the Casualty Total, return Hit Markers to the cup, and return 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.
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) 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, the defender draws 0 chits.
5	Attacker Applies Hits	Apply hits to participating Combat Units. If attacker no longer adjacent, combat ends.
6	Attacker Draws	Draw 1 per combat symbol on attacking units + 1 per additional Group Attack unit (use lead unit's symbol). +1 if defense failed. Apply attachments/detachments.
7	Defender Applies Hits	Apply hits to participating Combat Units. Lead defending unit may retreat 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. 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 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.

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).

Artillery Defending Alone (v19): If an Artillery unit is attacked with no Coordinated Defense joiners, the defender draws 0 chits — all attacker hits land.

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. May absorb hits as a Coordinated Defense joiner but may not retreat.

Vang: Always Group Attack if possible (no Leader required). Never Coordinated Defense — Vang units fight alone when targeted, even with adjacent friendlies (v20).

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) — all adjacent Vang units join, lowest-numbered leads. Never coordinate defense (v20). At start of attack, each unit draws 1 Vang Support Counter (scouted units skip). If Bombing Run chit drawn, resolve after all draws using all Runway bombers. Target priority: (1) enemy on priority hex, (2) Group Attack possible, (3) lowest enemy hex number.
3	Move	Units that did not attack pursue priority hexes (banner color or color-matched VP Spaces). Filters: target hex not occupied by another Vang Combat Unit (Garrisons don't block); target hex number lexicographically lower than current hex (Vang advance). Empty color-matched VP Space is valid regardless of hex number. Vang Infantry passes Rough freely; Tanks stop on Rough unless on a road. VP Garrison: when Vang unit moves off a VP Space, leave a Vang Garrison marker.
4	Deploy	Deploy 1 unit: lowest-numbered from activated group's stack to lowest-numbered matching banner hex. If no matching hex available, skip.
5	Return Support	Return all non-plane Vang Support Counters to the Vang Support Cup. Plane chits stay on Runway. Remove Scout Markers from this banner's units.

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

Allied Activation (Siloam / Caledonia)

Step	Phase	Details
1	Morale Check	Draw 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); 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.

Step	Phase	Details
4a	Caledonia: Deploy	One Deploy action. Costs (v20): Caledonia morale -2 Infantry / -3 Tank for Combat Unit deploy, -1 for Leader/MG Support. Never blocked outright; cascades if Caledonia cannot fully pay. Either: DEPLOY a Combat Unit from pool to any unoccupied Caledonia flag hex, 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 Leader/MG counter is on the map, return it to the pool as a free action.
4b	Siloam: Conscript or Guerrillas	Choose one: CONSCRIPT (Siloam morale -1, cascades; never blocked outright in v20) — place a Conscript as 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.
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.
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 or artillery symbol (⊕) → 1 hit to units in that hex (v20).
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).

Morale Cascade (v20)

When a faction must take a forced morale penalty it cannot fully absorb (already at or near the floor of 1), the unpaid amount cascades to each other allied faction. Used for event option costs, event failures, final-arc failures, deployments, and bolsters.

Rule:

- Apply as much as possible to the target faction (floor 1).
- For each unpaid point, **each surviving ally** (still above floor) takes the full unpaid amount as a separate penalty.
- If a cascaded ally also can't fully pay, recurse on its unpaid amount.
- A faction at floor takes no penalty from cascade — its share rolls forward, or vanishes if no ally is standing.

Example: CICS at 1, Siloam at 2, Caledonia at 5. CICS owes -2:

- CICS pays 0, unpaid 2 → Siloam takes -2 and Caledonia takes -2.
- Siloam pays only -1 (drops to 1), unpaid 1 → Caledonia takes another -1 (CICS at floor, no longer absorbs).
- **Final:** CICS 1, Siloam 1, Caledonia 2. Caledonia lost 3.

At-commit warning: For player-initiated cascades (deployment, bolster, event option choices) the game shows a warning naming the affected factions and amounts; the player may cancel. Forced outcomes (Support Check failures, final-arc failures) cascade automatically with a clear log entry.

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 — A Call to the Colors

Begins in the Activation Cup (Round 1).


Option A	"Send it now. We need every advantage." CICS morale -2 (cascade). Begins the rush track . Place E1A on Round 2. Place E2A and E3A on Round 2. Remove Event 1.
Option B	"Route it properly. We'll manage." CICS morale +1. Begins the patient track . Place E1A on Round 3. Place E2A and E3A on Round 2. Remove Event 1.

Arc 1 — CICS: The Council's Shadow

■ Event 1A — The Requisition


The choice palette is **path-locked** by the player's decision at Event 1. Each track presents its own two-option refinement; no path-reset is possible.

Rush Track (from E1.A)

Option A	"Press the advantage. Send the full package."  Pool A unlocks immediately . Pool B arrives Round 7. Event 1B will be a Support Check (<i>red chit side</i>).
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Option B	<i>“Hold what we have. Let it cool.”</i> Pool A delayed (unlocks at E1B). Pool B arrives Round 6. CICS morale +1 (the team takes a breath). Event 1B will release Pool A with no check (<i>green chit side</i>).
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Patient Track (from E1.B)

Option A	<i>“Now’s the time. Send everything.”</i>  Pool A unlocks immediately. Pool B arrives Round 7. CICS morale -1 cascade (the late escalation costs Espérance political capital). Event 1B will be a Support Check (<i>red chit side</i>).
Option B	<i>“Stay the course.”</i> Pool A delayed (unlocks at E1B). Pool B arrives Round 6. CICS morale +1 (the discipline holds). Event 1B will release Pool A with no check (<i>green chit side</i>).

Chit colors: After you resolve Event 1A, flip the Event 1B and 1D chits to the side matching your track — red if Pool A unlocked early, green if it is still pending — so you know which version of each event to read.

■ Event 1B — The Auditor’s Eye

Red chit side	Pool A already unlocked — Support Check vs CICS.
Green chit side	Pool A unlocks now. Remove lowest CP chit. Place E1C on Round 5. (No check.)

■ Event 1C — Whispers of Interference

Option A	<i>“Can you block the motion?”</i> CICS morale -2 (cascade). Remove lowest CP chit. Place E1D.
Option B	<i>“Don’t expose yourself.”</i> Remove highest CP chit. Place E1D.

■ Event 1D — The Censure Vote

Green chit side	Pool B unlocks automatically before the check (patient-track reward).
Check	Support Check vs CICS.
Success	CICS morale +1 . ★ Free Bolster (CICS). Place E1E on Round 8.
Failure	CICS morale -2 (cascade). Remove highest CP chit. Place E1E on Round 8.

■ Event 1E — The Council’s True Face

Check	Support Check vs CICS.
Success	CICS morale +2 . Remove lowest CP chit. ★ Free Bolster (CICS).
Flavor	<i>“I presented the evidence. The Council erupted — but Cross had his allies prepared. By morning he was already reframing the Vangarian meetings as ‘preliminary trade discussions, nothing more.’ The partition motion is dead for now. The Chancellor still walks the chamber. But now he knows what we know — and from here, every move he makes will be in the open.”</i>
Failure	Remove all CP chits of value 8 or higher from the game permanently. No further CICS-arc events.

Arc 2 — Siloam: The Kingdom Divided

■ Event 2A — A Nation Divided

Remember which side you back here — the King or Maren. Your choice shapes the reward you receive if you pass Event 2D.

Option A	<i>“Your regulars, Your Majesty. Discipline wins wars.”</i> ★ Free Bolster (Siloam or CICS unit, player’s choice). Siloam morale -1 (cascade; sending reserves to the front). You have backed the King. Place E2B on Round 3.
Option B	<i>“The guerrillas know this land. We need them.”</i> ★ Place 1 Guerrilla (any empty hex adjacent to both a friendly and enemy Combat Unit; mountains fallback). You have backed Maren. Place E2B on Round 3.

■ Event 2B — The People’s Commander

Both choices	Deploy Vang Infantry #5 to all beachheads (the court’s distraction is the enemy’s opening).
Option A	<i>“Coordinate through Pareth.”</i> Siloam morale +1 . Remove highest CP chit. Place E2C on Round 5.
Option B	<i>“I’ll work with you directly, Maren.”</i> ★ Place 1 Guerrilla (any empty hex adjacent to both a friendly and enemy Combat Unit; mountains fallback). ★ Free Tac. Maneuver . Siloam morale -2 (cascade). Place E2C on Round 5.

■ Event 2C — Cracks in the Palace

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

■ Event 2D — The Ultimatum

The success reward depends on whom you backed at Event 2A: if you backed the King, a Free Bolster; if you backed Maren, a new Guerrilla.

Check	Support Check vs Siloam.
Success — if you backed the King	Siloam morale +1 . ★ Free Bolster (Siloam or CICS unit, player’s choice). Place E2E on Round 8.
Success — if you backed Maren	Siloam morale +1 . ★ Place 1 Guerrilla (any empty hex adjacent to both a friendly and enemy Combat Unit; mountains fallback). Place E2E on Round 8.
Failure	Maren takes power. For the rest of the game, Maren governs Siloam. Remove all Siloam regular Combat Units from map (return to pool). Guerrillas remain. Place E2E on Round 8.

■ Event 2E — The Kingdom’s Last Stand

The flavor text differs depending on whether Pareth or Maren is in power; the mechanics are identical on both versions.

Check	Support Check vs Siloam.
Success — Pareth in power	<i>“Pareth steadies himself before the words come out. ‘The parliament held. Barely. The motion to sue for terms failed by four votes. We bought ourselves more time, Commander — and time is what we needed.’”</i> Siloam morale +1 .
Success — Maren in power	<i>“Maren reads the dispatch twice before he speaks. ‘They tried to force my hand. They failed. The factions who wanted negotiations have lost their nerve. We fight on, Commander — and now I owe you that.’”</i> Siloam morale +1 .
Failure	Siloam government withdraws. Eliminate all Siloam Combat Units from the map. Guerrillas remain on the map (the resistance keeps fighting). Siloam morale -3 (cascade). Siloam Activation Chit permanently removed — Siloam will not activate again for the rest of the game.

Arc 3 — Caledonia: The Reluctant Ally

■ Event 3A — The Price of Alliance

Remember which choice you make here — committing now or buying time. It shapes both the reward and the setback you face at Event 3D.

Option A	"We need Caledonia in the field. Now." Commits Caledonia's locked reserve (1 Infantry, 1 Tank). Caledonia morale -3 (cascade). You have committed early. Place E3B on Round (current + 1).
Option B	"Buy us time, Ambassador." Caledonia morale +1 . Locked reserve will release automatically at E3B. You have bought time. Place E3B on Round (current + 2).

■ Event 3B — The Casualty Lists

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 (Caledonia or CICS unit, player's choice). Place E3C on next round (max Round 7).
Failure	Caledonia morale -2 (cascade). Recall 1 Caledonia Combat Unit (highest-numbered hex; attached Caledonian supports return with it). If no Cal Combat Unit on map, remove last Combat Unit from pool. If neither exists, morale penalty stands alone. Place E3C on next round (max Round 7).

■ Event 3C — The Envoy's Offer

Option A	"Show them Caledonia's strength." ★ Free Tac. Maneuver. Caledonia morale -2 (cascade). Place E3D on Round 8.
Option B	"Hold steady." Caledonia morale -1 (cascade). Remove lowest CP chit. Place E3D on Round 8.

■ Event 3D — The Peace Vote

Both the reward and the setback depend on your choice at Event 3A. Failure no longer removes Caledonia — it is a survivable setback, and Event 3E still follows as the true final vote.

Check	Support Check vs Caledonia.
Success — if you committed at 3A	Caledonia morale +1 . ★ Free Bolster (Caledonia or CICS unit, player's choice). Place E3E on Round 9.
Success — if you bought time at 3A	Caledonia morale +1 . Remove lowest CP chit . Place E3E on Round 9.
Failure — if you committed at 3A	Caledonia morale -3 (cascade). 2 Caledonia combat units recalled to pool (highest-numbered hexes; attached supports go with them). Highest CP chit removed. Caledonia stays in the game . Place E3E on Round 9 — the last chance.

Failure — if you bought time at 3A	Caledonia morale -3 (cascade). 1 Caledonia combat unit recalled to pool (highest-numbered hex; attached supports go with it). Caledonia stays in the game. Place E3E on Round 9 — the last chance.
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■ Event 3E — The Final Commitment

Check	Support Check vs Caledonia.
Success	Caledonia morale +2 . Remove lowest CP chit. ★ Free Bolster (Caledonia or CICS unit, player's choice).
Failure	Caledonia withdraws permanently. Eliminate all Caledonia units from the map. Caledonia morale -3 (cascade). Caledonia Activation Chit permanently removed — 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.

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.

Plan	Timing	Effect (on successful morale check)
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.
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.
- 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 at Event 1A. Pressing forward (rush track) or committing now (patient track) unlocks it immediately; holding back delays release to Event 1B.
Locked Pool B	2 Elite Infantry	Unlocked at Event 1D. On the patient track it unlocks automatically before the check; on the rush track it arrives Round 7.

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).

Location	Units	Notes
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 2B.
Yellow	2008	Yellow Tank 1	Yellow units 2–4 at Yellow Beachhead, ascending order. Unit 5 added by Event 2B.
Black	2003	Black Tank 1	Black units 2–4 at Black Beachhead, ascending order. Unit 5 added by Event 2B.

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.	—

Cup	Contents at Start	Set Aside
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.