THE SIRENS OF SILOAM

Chapter 1 · The Siloam Series

PLAYER REFERENCE AIDS

Version 23

A Solitaire Conflict System (SCoS) game

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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 (2) during combat.	Stops in Rough terrain unless on a road; only enters Difficult via road.

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).

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. While a Leader is in range, ★ chits score 1 hit + 1 bonus draw for your side.
 Truck	A	Replaces the Infantry's movement (Truck mobility — stops on Rough). Not adjacent to enemy.
 HQ	D	Range 5. 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.
 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.

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.

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, free, on the placement turn or any later turn; 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 5). Allied units participating in Group Attacks cost 0 CP. Artillery support is automatic and free (no CP). 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 Infantry or 3 CP per Tank/Artillery + CICS morale −1 (cascades if CICS cannot fully pay) to deploy Combat Units from Reinforcement Pool to hex 0601 or 0107.
7	Strategic Planning	Initiate plans (1 CP each) and execute ready plans (free; Morale Check with draws by preparation level). Multiple plan actions allowed — but a plan executed this activation cannot be re-initiated until a later activation. Raise morale (CP cost shown on board).
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. Clear the list of plans executed this activation.

Combat Procedure

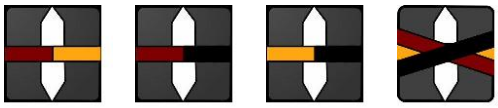
Attacker must choose a lead unit — its combat symbol is used for all Tactics Chit draws. A participating unit is any Combat Unit involved in the combat in any role (lead, Group Attacker, Coordinated Defense, or Artillery support). Hits may be assigned to any participating Combat Unit. Support Units cannot 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. CICS/Allies need a Leader. Defender Artillery Support is automatic — no Leader needed (each Artillery in Combat Mode within printed range adds +1 draw and enables ⊕ hits). Vang never join Coordinated Defense — Vang units defend alone.
3	Defense Mode	Defender declares Cautious or Aggressive Defense. Vang always choose Aggressive.
4	Defender Draws	Draw 1 Tactics Chit per combat symbol on the defending unit + each joiner's combat-symbol count (Guerrillas add 1) + 1 per supporting Artillery (all draws use the lead defender's symbol). Add Attachment bonuses (MG +1; Anti-Tank +2 vs Armor). Evaluate per chosen defense mode. Artillery alone: 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 the lead attacker + each joiner's combat-symbol count (Guerrillas add 1) + 1 per supporting Artillery (all use lead's symbol). +1 if defense failed. Add Attachment bonuses (Flamethrower +1; Mechanized +2 vs Infantry).
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 chit showing: the matching combat symbol; an applicable terrain symbol (~ Rough, D Difficult, T Fortification, ≈ unbridged river); ⊕ with Artillery Support; or ★ with a Leader in range. EVERY hit grants 1 bonus draw — the bonus chit hits on ↓ only (no further bonus). Fails if no hits. Riskier but more damaging.
Failed Defense	Attacker draws 1 additional Tactics Chit in Step 6.

Vang Activation Sequence



The three Two-Banner chits and the Tri-Banner.

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 or Guerrillas within 5 hexes → Movement Mode. Enemy Combat Units or Guerrillas 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. 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). Legal targets: the hex must not hold another Vang Combat Unit (Garrisons don't block), and its number must be lower than the unit's current hex — the Vang always press forward. An empty color-matched VP Space is a valid target 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.

Step	Phase	Details
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)



Siloam and Caledonia Activation Chits.

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 (either ally): the ally does not activate — place a Guerrilla (auto-placement).
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	Caledonia: Deploy	One Deploy action. Costs: 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): 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) — 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	Commit Interceptors	Intercepting side commits fighters from Runway. Player chooses how many; Vang commit all.
3	Declare Escort	Bombing side may scramble fighters as escort. Vang always scramble all.
4	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.
5	Air Combat: Escorts	Remaining escort fighters repeat the same process against interceptors.
6	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.
4	Aftermath	CICS: all used planes to Hangar. Vang: all used planes returned to Vang Support Cup.

CICS Bombing Run: Triggered via Strategic Plan during your Combat Phase — as a standalone air action or before initiating a ground combat. Requires Morale Check.