THE SIRENS OF SILOAM

Chapter 1 · The Siloam Series

RULEBOOK

Version 23

A Solitaire Conflict System (SCoS) game

Designed and illustrated by Henri Whitehead

WORK IN PROGRESS

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1 Introduction

Sirens of Siloam is a solo hex-and-counter wargame. You command the CICS (Council of Independent City-States) expeditionary force, tasked with defending the allied kingdom of Siloam against a sudden invasion by the Vangarians (the Vang).

You are not the most qualified candidate for this command. A low-rank soldier turned social advocate, you won a surprise election in your home city-state of Ander on a platform that threatened the political establishment. The CICS Council appointed you to this post not as an honor, but as a removal — a popular figure sent to fail in a war they expect to lose. You accepted anyway, because you believe the Vang will not stop with Siloam.

Siloam is a struggling kingdom with a turbulent political past. Democracy is young, but cultural traditions run deep. The Dahren — Siloam's sacred mountain range — has been fought over for generations. Successive rulers have tried to exploit its resources; each attempt has been repelled by fierce local resistance. The latest inheritor of this struggle is King Pareth, a ruler who holds his throne through bloodlines rather than merit. In the highlands, a guerrilla movement called the Dahr Vakhan — Defenders of the Mountain — has built something close to a parallel government under a former mine worker named Kael Maren.

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

Caledonia, Siloam's natural northern ally, have been drawn into the conflict by proximity and treaty obligations. Though reluctant, their involvement may prove critical to the region's survival — if their parliament does not pull them out first.

The CICS is a coalition of roughly a dozen city-states united under one military banner. They position themselves as stewards of democracy and global peacekeepers. But the Council's leadership is more concerned with maintaining power than winning wars. Chancellor Cross and his faction see this expedition as a political tool — not a military campaign. Your supply lines, your reinforcements, and your reputation are all at risk from the people who sent you.

1.1 Gameplay Overview

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

A complete session typically lasts 3–6 hours, depending on your decisions and the events that unfold. The game lasts 10 rounds.

1.2 Victory Conditions

At the end of Round 10, count the VP Spaces controlled by the CICS and allied factions. Outcomes are graded by VP Spaces held:

VP Spaces Held	Outcome
0–2	Defeat
3–5	Narrow Victory
6+	Decisive Victory

There are 8 VP Spaces on the map; the Bonus VP below can raise a final total to 9.

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

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

1.3 Loss Conditions

You lose immediately if any of the following occur:

- All VP Spaces are occupied by Vang Combat Units at any time.
- Combined CICS + Siloam + Caledonia casualties reach 30. The coalition collapses when total losses across the player and allied factions hit 30, regardless of how those losses are distributed.
- All three factions (CICS, Siloam, and Caledonia) sit at the lowest level of morale simultaneously — the coalition has collapsed.

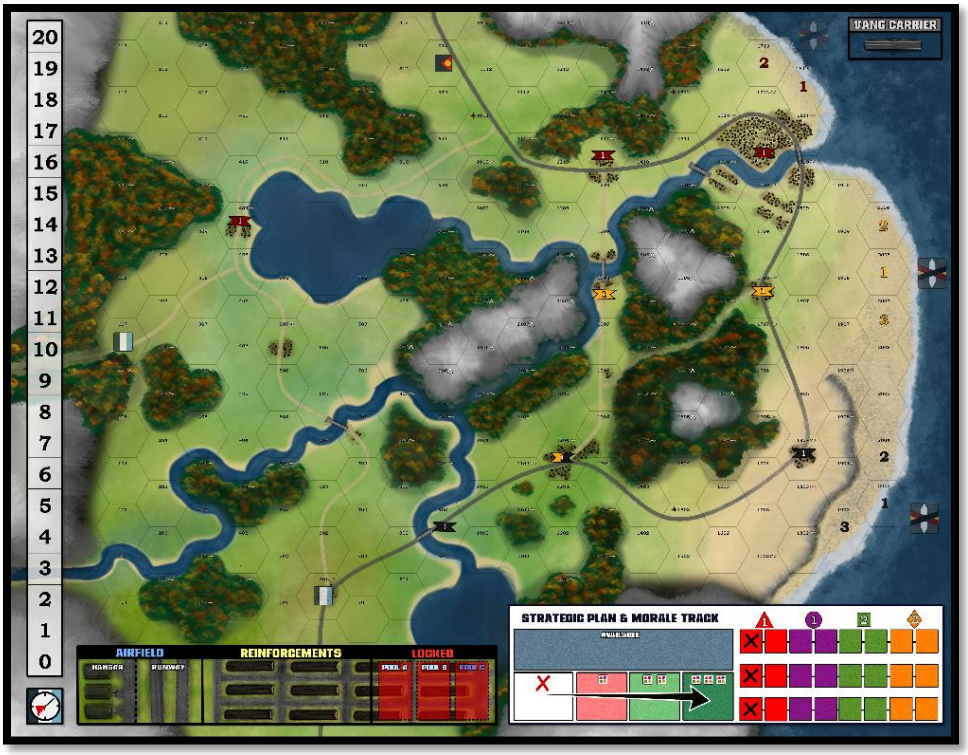
2 Map and Components

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

Components

- **Game Map (hex grid):** 17" × 22"
- **Siloam Combat Units (¾"):** Veteran Infantry ×3
- **Siloam Support Units (½"):** Conscript/Guerrilla ×10 (dual-sided)
- **Caledonia Combat Units (¾"):** Veteran Infantry ×3; Medium Tank ×1
- **CICS Combat Units (¾"):** Green Infantry ×2; Veteran Infantry ×1; Elite Infantry ×2; Light Tank ×1; Medium Tank ×1; Artillery ×2
- **CICS Support Units (½"):** Leader/HQ ×1; MG/Flamethrower ×1; Mechanized/Anti-Tank ×1; Engineer/Truck ×1; Scout/Spotter ×1; Fighter/Bomber ×7 (dual-sided); Ace Fighter/Ace Bomber ×3 (dual-sided, earned in play — see 2.3.3)
- **Vang Combat Units (¾"):** Red, Yellow, and Black banners — each with 3 Veteran Infantry + 2 Medium Tanks (5 units per banner, 15 total)
- **Vang Support Units (½") — 12 counters:** Tank ×1; Flamethrower ×1; Leader ×1; Artillery ×1; Bomber ×3; Fighter ×2; Bombing Run ×1; Bolster ×1; Sabotage ×1
- **Chits & Markers:** Command Point Chits ×10; Tactics Chits ×20; Tactic Bonus Chits ×8; Activation Chits; Weather Chit ×1; Weather Miss Chits ×8; Event Chits; Hit Markers ×40; Armor Markers ×12; Fortification Markers; Strategic Plan Chits ×5; Morale Markers ×3; Round Tracker ×1; Reference Aid ×1; Battle Board ×1 (player aid)

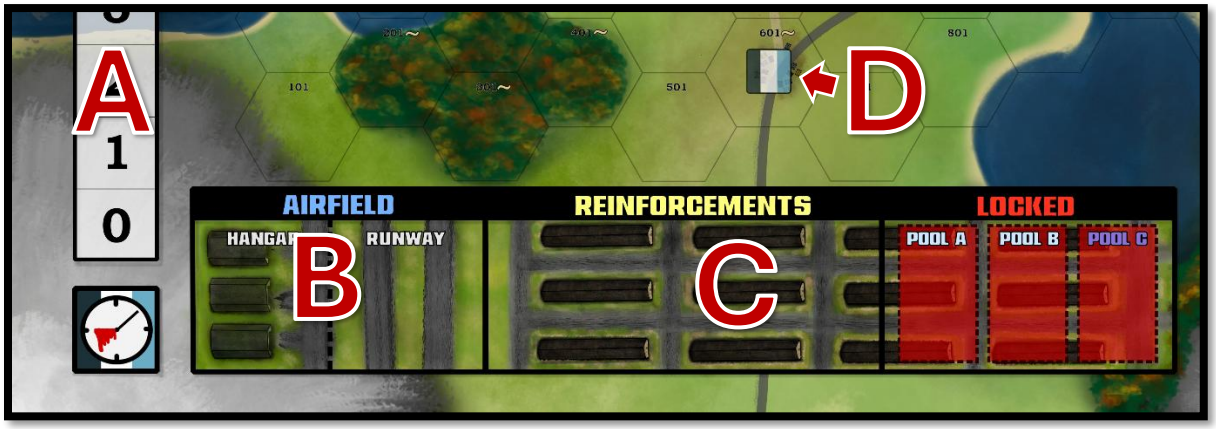
Note: "Counter" refers to the physical cardboard component; "Unit," "Marker," and "Chit" describe its function.



2.1 Map Elements

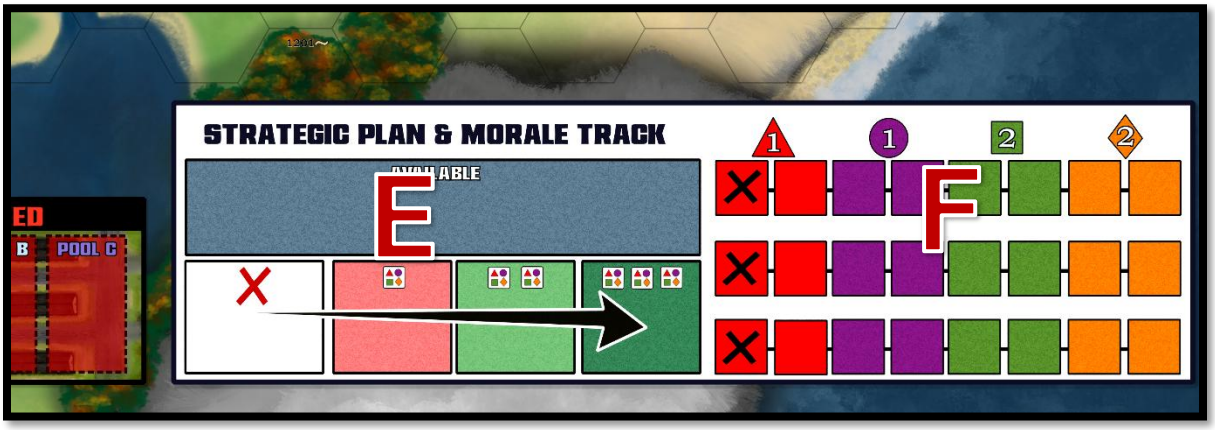
Map Grid Format: The game map is a hex grid with 20 Columns × 13 Rows. Each hex is identified using a four-digit CCRR code (Column–Row).

- **A.** **General Records Track** — Tracks the current Round, Command Points drawn during each CICS Activation, and Casualty Totals.
- **B.** **CICS Airfield** — Divided into Runway (ready planes) and Hangar.
- **C.** **Reinforcement Pools (CICS, Siloam, Caledonia)** — Off-map holding areas for units awaiting Deployment.
- **D.** **Deployment Locations** — Hexes marked with flag where new units Deploy during play.



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

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

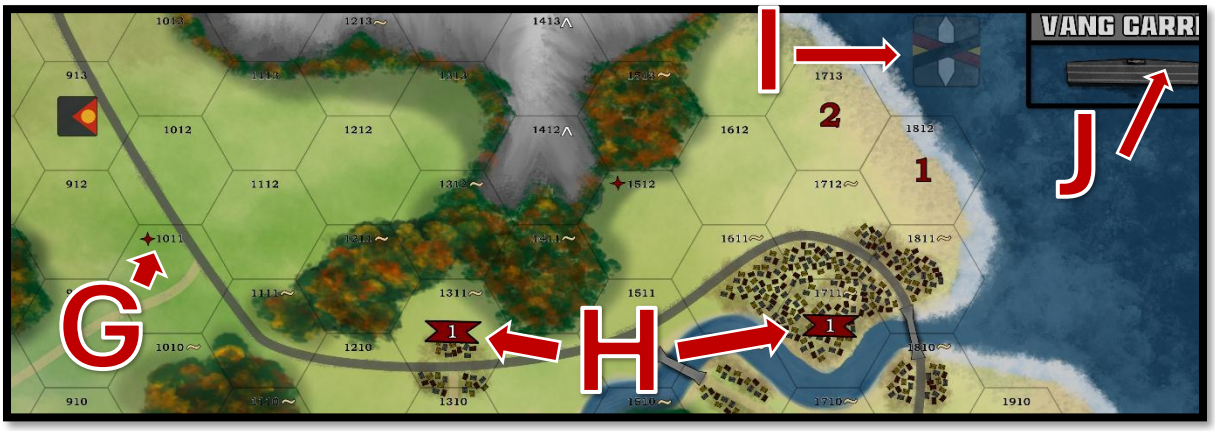


G. **VP Spaces** — A higher-priority subset of hexes marked with a color banner and a number indicating their VP value. VP Spaces are used to determine victory at the end of Round 10 (see 1.2).

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

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

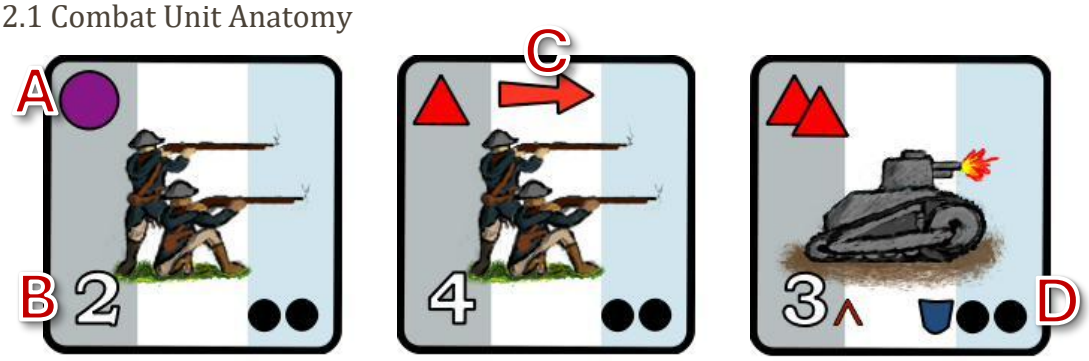
J. **Vang Airfield** — Runway only; Vang aircraft always return to the Support Cup after missions.



2.2 CICS Combat Unit Overview

CICS Combat Units are the larger ¾" counters representing the core military forces of the CICS. Each Combat Unit may stack with one Support Unit at end of activation.

2.2.1 Combat Unit Anatomy



The two faces of a Veteran Infantry counter: Combat Mode (left) and Movement Mode (right — red arrow).

Each Combat Unit counter shows:

- **A.** **Combat symbol** — (▲ / ● / ■ / ◆) indicates unit attack quality, or a special symbol used by certain units.
- **B.** **Movement value** — the number of hexes the unit may move when activated or retreating.
- **C.** **Mode indicator** — Red arrow: Movement Mode. No arrow: Combat Mode.
- **D.** **Damage Capacity** — the total number of markers (Hit Markers and Armor Markers combined) a unit can hold before it is removed or eliminated. Damage Capacity is the sum of the unit's Hit Marker slots and Armor Marker slots:
  - Hit Marker slots are shown as black dots on the bottom right of the counter (1 dot = 1 slot). Each slot can hold one Hit Marker.
  - Armor Marker slots are shown as blue shield icons. Each shield allows the unit to absorb one hit with an Armor Marker instead of a Hit Marker (see 2.7.6). Armor Markers do not generate casualties when counted at end of round.
  - Hit Marker slots and Armor Marker slots are additive. A unit with 2 black dots and 1 blue shield has a Damage Capacity of 3: it can hold up to 2 Hit Markers and 1 Armor Marker.

2.2.2 Types of Combat Units

Type	Description	Terrain Restrictions
Infantry 	Flexible in attack and defense.	Must stop upon entering Difficult terrain unless moving along a road. Passes through Rough terrain freely.

Type	Description	Terrain Restrictions
Tank 	Strong in assault; limited by terrain.	Must stop upon entering Rough terrain; may only enter Difficult terrain via road.
Artillery 	Provides fire support to friendly units within its printed range during combat.	Must stop upon entering Rough terrain; may only enter Difficult terrain via road.

2.2.3 Combat Unit Modes

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

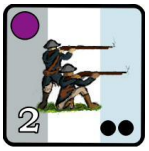


Movement Mode (red arrow):

Increased movement.

Reduced combat effectiveness.

Some special symbols are removed in this mode.



Combat Mode (no arrow):

Increased combat effectiveness.

Reduced movement.

2.2.4 Combat Ratings

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

Triangle ▲ — Green unit (low firepower). Lowest rating.

Circle ● — Veteran unit (moderate firepower).

Square ■ — Elite unit (high firepower).

Diamond ◆— Maximum-quality rating; also the success symbol at Morale 7–8.

Additional Symbols:



Artillery: Provides Artillery Support to lead attacking and defending units within the Artillery unit's printed range. Each supporting Artillery unit adds 1 Tactics Chit draw to its side. In addition, if a Tactics Chit showing the Artillery symbol is drawn during combat, the side with Artillery Support immediately adds 1 Hit to the enemy and draws 1 additional Tactics Chit. Artillery units lose their support ability in Movement Mode (no artillery symbol shown).



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

2.3 CICS Support Units

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

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

- **Attachments** must be placed with a friendly Infantry unit.
- **Detachments** do not require a friendly Infantry unit, but must be placed in any legal hex according to their placement rules.



2.3.1 Support Unit Anatomy

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

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

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

C. **Effect Range** — If the Support Unit's ability has an area of effect, this number indicates its range in hexes. Range 1 = all adjacent hexes. Range 2 = all hexes within 2 hexes of the Support Unit.

Support Units have two types of abilities: Passive and Active. Passive abilities have automatic effects during certain game elements like combat or bombing runs. They apply as soon as the unit is placed on the map. Active abilities require the unit to take an action on its turn. **A Support Unit with an active ability (Engineer, Scout) may use that ability on the turn it is placed.** However, **once the active ability has been used, the counter cannot be returned to its Reinforcement Pool that turn** — it is locked in place. Returning a placed-but-not-yet-activated counter is still permitted (the player may reconsider before activating). The lock-on-activation rule prevents a player from placing one side of a dual-sided counter (Engineer or Scout), using its active ability, and then returning the counter in order to redeploy it on the other side (Truck or Spotter) the same turn.

2.3.2 Types of Support Units and Their Effects

Support Units are limited counters with two functional sides. A Support Unit's current ability is based on the side that is face-up.

Placement Principles. When placing a Support Unit from the Reinforcement Pool, the following rules apply unless the unit's individual entry says otherwise:

- **Attachments** must be placed in a hex containing a friendly Infantry Combat Unit. The Attachment is associated with that Infantry and moves with it during normal movement.
- **Detachments** must occupy their own hex and activate independently. **A Detachment may not share a hex with any other friendly unit** (Combat Unit, Attachment, or other Detachment). At the end of any unit's movement and after any CICS/ally retreat, if a Detachment ends up sharing a hex with a friendly unit, the Detachment is returned to its faction's Reinforcement Pool. Guerrillas are exempt — they have their own displacement rules (see 2.6.2).

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

Unit	Role / Restrictions	Effect
Spotter 	**Detachment.** Must occupy an empty hex adjacent to a friendly Combat Unit AND adjacent to an enemy Combat Unit. Removed to Reinforcement Pool if either condition is lost (no adjacent friendly OR no adjacent enemy), or if a Vang unit moves or advances into the Spotter's hex.	**Passive**. Range 2. During Step 2 of the CICS Bombing Run (see 8.2), for each attacked hex inside the Spotter's range, draw 2 chits per bomber rather than 1. Does not affect Vang Bombing Runs.
Scout 	**Detachment.** Must occupy an empty hex adjacent to a friendly Combat Unit AND adjacent to an enemy Combat Unit. Removed to Reinforcement Pool if either condition is lost (no adjacent friendly OR no adjacent enemy), or if a Vang unit moves or advances into the Scout's hex.	**Active.** Range 2. When this unit activates, place a Scout Marker on an enemy Combat Unit within range that does not already have one. A Scouted enemy unit cannot draw from the Vang Support Cup. The Scout Marker is removed at the end of the scouted unit's banner group activation (when Vang Support Counters return to cup in Step 5).
HQ 	Detachment. Placement: not in Difficult terrain, not adjacent to an enemy Combat Unit, and on an empty hex (per Detachment placement rule above). Removed to Reinforcement Pool if an enemy unit moves or advances into an adjacent hex.	**Passive.** Range 5. Any friendly stack within 5 hexes may activate for 0 CP during this activation.
Leader 	**Attachment.** Moves along with the attached Infantry Unit during normal movement. If the attached Infantry retreats, remove Leader to Reinforcement Pool.	**Passive.** Range 2. Enables Group Attacks and Coordinated Defense for friendly units (CICS, Siloam, or Caledonia) within 2 hexes.
Truck 	**Attachment.** Moves along with the attached Infantry Unit during normal movement. Must stop upon entering Rough terrain; may only enter Difficult terrain via road. Cannot occupy a hex adjacent to an enemy unit. Removed to Reinforcement Pool if the attached Infantry retreats, or if an enemy unit moves or advances into an adjacent hex.	**Passive.** Replaces movement allowance of attached Infantry unit. The attached Infantry uses the Truck's mobility profile and stops upon entering Rough terrain (unless on a road).

Unit	Role / Restrictions	Effect
Engineer 	**Detachment.** Placement: not in Difficult terrain, not adjacent to an enemy Combat Unit, and on an empty hex (per Detachment placement rule above). Removed to Reinforcement Pool if an enemy unit moves or advances into an adjacent hex.	**Active.** When the Engineer activates, choose one: place a Level-1 Fortification Marker in the Engineer's hex, or flip a Level-1 Fortification Marker in the Engineer's hex to its Level-2 side.

2.3.3 Fighters and Bombers

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

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

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

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

 **Fighters:** Used during Interception (see 8.1) or as Escort during a Bombing Run (see 8.1, Step 4).

 **Bombers:** Used during the Bombing Run Plan. A Bomber scores hits on chits matching its combat symbol *or* the artillery symbol — the artillery match represents a clean payload hit, the combat match represents the crew's gunnery and target identification.

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

Aces (3 counters). Three double-sided Ace counters (Ace Fighter / Ace Bomber) begin the game set aside. After a successful mission — an interception in which your fighters destroy at least one Vang bomber, or a Bombing Run that scores at least one hit on an enemy-occupied hex — you may upgrade

one surviving regular plane of that mission's type (now in the Hangar) to an Ace, provided an Ace counter remains in the set-aside reserve. Maximum one upgrade per successful mission. An Ace Fighter attacks with ◆ and an Ace Bomber with ■ (regular planes attack with ●). Aces fire first in air combat — and are targeted first by the enemy. When an Ace is destroyed, the Ace counter returns to the set-aside reserve (available to earn again) and the plane returns to the Reinforcement Pool as a regular Fighter/Bomber counter.

2.4 Vang Combat Units

The Vangarians (or Vang) are the primary antagonists in Sirens of Siloam. Their forces are represented by ¾" counters, similar in size and structure to CICS Combat Units. However, Vang units are controlled by a solitaire bot system, and their behavior follows automated activation rules rather than player decisions (see Section 6).

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



2.4.1 Vang Combat Unit Anatomy

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

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

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

2.5 Vang Support Units

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

2.5.1 Vang Support Unit Overview

- **Size:** ½" counters drawn during combat.
- **Assignment:** Each counter provides a temporary bonus to one Vang Combat Unit during an attack. A Vang unit may only have one support counter assigned at a time. Vang units do not draw support when defending.

- **Duration:** Assigned counters remain with that unit until the end of the Vang activation, then return to the Vang Support Cup.
- **Exception (Planes):** If the counter is a Fighter or Bomber, place it on the Vang Airfield Runway instead of assigning it to a unit.
- **Removal timing:** If the host Vang unit is removed from the map during the round, return its assigned (non-plane) support counter to the Vang Support Cup immediately.
- **Scout Restriction:** A Vang unit with a Scout Marker on it cannot draw from the Vang Support Cup.

2.5.2 Types of Vang Support Counters

There are 12 counters in the Vang Support Cup.

Counter	Qty	Effect
Tank 	1	+2 draw during attack against Infantry.
Flamethrower 	1	+1 draw during attack.
Leader 	1	If a Leader symbol (★) is drawn during that side's combat, score 1 hit and redraw.
Artillery 	1	+1 draw; if an artillery symbol is drawn, score 1 hit and redraw.
Bomber 	3	Place on the Vang Airfield Runway (off-map). Used for Bombing Runs.
Fighter 	2	Place on the Vang Airfield Runway (off-map). Used to intercept enemy bombing runs.
Bombing Run	1	Trigger: Immediately conduct a Vang Bombing Run using all planes on the Vang Runway.

Counter	Qty	Effect
Bolster 	1	Vang unit removes all Hit Markers (placed in Vang Casualty Box) and all Armor Markers (returned to supply).
Sabotage 	1	When drawn, all adjacent CICS or Ally support units (except Guerrillas) are removed to their faction's Reinforcement Pool.

2.5.3 Vang Planes and Bombers

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

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

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

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

2.6 Siloam and Caledonian Units



Allied counters: Siloam Veteran Infantry, Caledonian Infantry and Medium Tank, and the dual-sided Conscript/Guerrilla.

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

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

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

Stacking: Allies may stack with CICS units, observing the end-of-activation limit of 1 Combat Unit + 1 Attached Support per hex (a Detachment instead requires an otherwise empty hex — see 5.4.5).

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

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

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

2.6.1 Conscripts (Siloam Only)

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

Placement: A Conscript must be attached to a Siloamese Infantry unit. (CICS and Caledonian Infantry are not eligible parents — Conscripts are Siloamese recruits, not coalition reinforcements.) The target Siloamese Infantry's hex must not already contain another Support. If no eligible Siloamese Infantry exists, the Conscript is not placed. To attach a Conscript to a Siloamese Infantry that already has a Support, return the existing Support to its faction's Reinforcement Pool first (Phase 2: Move/Flip), then place the Conscript.

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

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

> **Example of Play — Building a Fortification.** An Engineer Detachment sits on a hilltop hex with no enemy adjacent. The player activates it (free) during the Support phase: a Level-1 Fortification marker goes down on the Engineer's own hex. Two activations later, with the Engineer still in place, the player activates it again — the marker upgrades to Level-2. When a Vang attack later strikes a Veteran Infantry standing on that hex, the Fortification absorbs the first two hits on its own (Level-2 soaks one, drops to Level-1, then soaks a second and is gone) before the Infantry has to take or dodge anything. Note the Engineer cannot move and build in the same turn, and once it has built, it is locked in place until a later activation.

2.6.2 Guerrillas (Siloam Only)

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

Placement (auto): When a Guerrilla is placed automatically — by a failed allied Morale Check (Siloam or Caledonia — see 7.1), by combat or retreat displacement, or by an event that auto-deploys a Guerrilla — it is placed in the highest-numbered empty Difficult-terrain hex (the Dahren mountains), excluding hexes 1412 and 1413. If no eligible Difficult-terrain hex is available, fall back to the highest-numbered empty Priority Hex. If no eligible empty hex exists at all, the Guerrilla is not placed.

Placement (player-directed): When the player chooses to deploy a Guerrilla during a Siloam activation Phase 3 (Request Guerrillas) or as an event reward that grants the player a free placement, the player may place the Guerrilla in any empty hex that is **adjacent to both a friendly Combat Unit and an**

enemy Combat Unit. Guerrillas don't drop into the deep mountains alone — they coordinate with units on the line, which means they need to be where the line is.

When no hex qualifies: If an event would place a Guerrilla but no hex on the map qualifies — none that is empty and borders both a friendly and an enemy Combat Unit — place it instead on the highest-numbered empty mountain hex (or, failing that, the highest-numbered empty Priority Hex), exactly as for an automatic placement, so the reinforcement is never wasted. This applies only to Guerrillas granted by events. A Phase 3 Request Guerrillas action with no legal hex simply does not place a Guerrilla.

Control: Once placed, Guerrillas cannot be controlled by the player. They do not move or activate independently.

Group Attack and Coordinated Defense: A Guerrilla may participate in CICS/ally Group Attacks (5.5.2) and Coordinated Defense (5.5.3) when within range of a friendly Leader and adjacent to the enemy. The Guerrilla contributes 1 combat-symbol draw using its ▲ (Triangle) rating. Guerrillas joining a Coordinated Defense may absorb hits but may not retreat.

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

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

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

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

2.6.3 Caledonian Leader / MG (Caledonia Only)

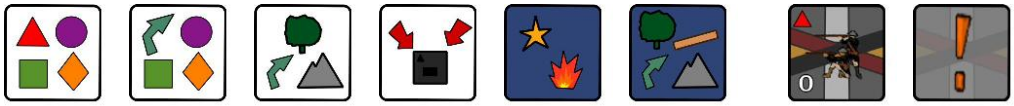
Caledonia has a single dedicated double-sided Support counter with a Leader on one face and an MG on the other. Both sides function identically to their CICS counterparts (see 2.3.2):

- **Leader** — Attachment, Range 2. Enables Group Attacks and Coordinated Defense for friendly units (CICS, Siloam, or Caledonia) within 2 hexes. Moves with the attached Infantry; removed to the Caledonian Reinforcement Pool if the attached Infantry retreats.
- **MG** — Attachment. +1 chit draw from the Tactics Cup during defense. Moves with the attached Infantry; removed to the Caledonian Reinforcement Pool if the attached Infantry retreats.

Placement: The Caledonian Leader/MG is placed during a Caledonian activation as the Deploy choice in Phase 3 (see 7.2). The chosen side is committed at placement; switching sides requires returning the counter to the Caledonian Reinforcement Pool first. The counter must be attached to a **Caledonian Infantry** on the map (CICS and Siloam Infantry are not eligible — Caledonia's support assets stay with Caledonian troops). The target Caledonian Infantry's hex must not already contain another Support. If no eligible Caledonian Infantry exists, the Leader/MG is not placed. Placement costs Caledonia morale −1; if Caledonia cannot fully pay, the unpaid cost cascades per §9.4.

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

2.7 Other Components



Sample Tactics Chits (multi-symbol, terrain, flank), the two Tactic Bonus Chits, Fortification Levels 1 and 2, the Vang Garrison marker, and the Scout Marker.

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

2.7.1 Strategic Plan Counters

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

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

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

2.7.2 Command Points (CP)

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

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

2.7.3 Tactics Chits

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

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

2.7.4 Activation Chits

All game chits are drawn from a single Activation Cup. The Activation Cup contains: CICS Activation Chits, Siloam Activation Chit, Caledonia Activation Chit, Vang Activation Chits, Event Chits, and the Weather Chit.

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

2.7.5 Event Chits

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

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

2.7.6 Hit and Armor Markers

Hit and Armor Markers represent damage taken during play.

Taking a Hit

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

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

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

Strategically, placing an Armor Marker first is advantageous: if the unit is later bolstered, Armor Markers return to supply without generating casualties, effectively restoring the unit to full strength.

Damage Capacity & Removal

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

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

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

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

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

Supports on Removed / Eliminated Units

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

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

Casualty Box

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

Casualty totals are used for event checks.

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

2.7.7 Fortification Markers

Fortification Markers represent defensive positions that provide the Fortification terrain bonus in combat.

- **Level-1 Fortification:** May be removed to satisfy 1 defender hit.
- **Level-2 Fortification:** May be flipped to Level-1 to satisfy 1 hit, or removed entirely to satisfy 2 hits.

Bombing Run absorption: Fortifications in a hex targeted by a Bombing Run automatically absorb hits before any reach the units in the hex. A Level-2 Fortification absorbs the first hit (flipping to Level-1) and a second hit (being destroyed). A Level-1 Fortification absorbs 1 hit and is destroyed. See 8.2.

Restriction after retreat: A unit that has retreated during hit resolution may not use Fortification Markers at its new hex to absorb hits. Fortification absorption is only available at the hex where combat began.

2.7.8 Morale Markers

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

Morale affects Strategic Plan success, event outcomes, deploy/conscript/bolster actions, and allied activation triggers.

Morale cannot exceed the maximum or drop below its minimum on the Morale Track.

2.7.9 Round Tracker

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

3 Setup

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

3.1 Setting Up the Board

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

3.1.1 CICS Deployment

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

On the CICS Airfield, place 2 Fighters and 1 Bomber on the Runway. Place the remaining 4 Fighter/Bomber counters in the CICS Reinforcement Pool, and set the 3 Ace counters aside — they are earned in play (see 2.3.3).

In the CICS Reinforcement Pool, place:

- 2 Green Infantry
- 1 Artillery
- 1 MG/Flamethrower
- 1 Scout/Spotter
- 1 Leader/HQ
- 1 Engineer/Truck

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

- **Pool A:** 1 Veteran Infantry, 1 Medium Tank, 1 Artillery.
- **Pool B:** 2 Elite Infantry, 1 Mechanized/Anti-Tank.

Pool A unlocks via Arc 1 Event 1A (Option A) or, on the slow path, automatically at Event 1B. Pool B unlocks via the arc sequence (see the Events & Strategic Plans Aid for timing).

3.1.2 Siloam Deployment

Place 3 Siloam Veteran Infantry in the following hexes: 1712, 1909, 1904.

Place a Level-1 Fortification Marker at each Siloam deployment hex (1712, 1909, 1904).

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

3.1.3 Caledonian Deployment

Place 1 Caledonian Infantry at hex 1611 and 1 Caledonian Infantry at hex 1311.

Place the Leader/MG Caledonian support counter in the Caledonian Reinforcement Pool.

Place the third Caledonian Infantry in the Caledonian Reinforcement Pool. Place the Caledonian Medium Tank in the locked Caledonian pool — it unlocks when Arc 3 Event 3A (Option A) commits forces, or automatically at Event 3B if 3A was declined.

3.1.4 Vang Deployment

Place 1 Tank per banner on the map:

- Red Tank 1 at hex 1812
- Yellow Tank 1 at hex 2008
- Black Tank 1 at hex 2003

At each Vang Beachhead, place the remaining units of the matching banner color in ascending order (lowest number on top). Initial beachhead stacks: Infantry 2, Infantry 3, Tank 4. Each banner's beachhead is a sequence of hexes — when a Vang unit deploys from the beachhead during a Deployment Phase (6.2.4), it enters the first unoccupied hex in the list:

- **Red Beachhead:** 1812, 1713
- **Yellow Beachhead:** 2008, 2009, 2007
- **Black Beachhead:** 2003, 2004, 1903

Each banner has 5 units total: Tank 1, Infantry 2, Infantry 3, Tank 4, Infantry 5. Unit 5 is not placed at setup — it is added to beachheads during a later event (see the Events & Strategic Plans Aid).

VP Banner Color Tags. Each VP Space is tagged with the banner color(s) that treat it as a "color-matched" priority during movement (see 6.2.3). Some VP Spaces are tagged for two banners and count for both:

VP Hex	Banner Color(s)
1711	Red
1311	Red
0409	Red
1308	Yellow
1708	Yellow
1204	Black, Yellow
1804	Black
0903	Black

3.1.5 Morale Track

Place Morale Markers on the Morale Track as follows:

- CICS: 4th space from the left

- Siloam: 5th space from the left
- Caledonia: 3rd space from the left

3.2 Setting Up the Draw Cups

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

3.2.1 Activation Cup

Place the following chits in the Activation Cup:

- 3 CICS Activation Chits
- 1 Siloam Activation Chit
- 1 Caledonia Activation Chit
- 3 Vang Two-Banner Chits (Red/Yellow, Red/Black, Yellow/Black)
- Event Chit 1 (“A Call to the Colors”)
- Weather Chit

The **Tri-Banner chit is not placed in the Activation Cup at setup.** It is resolved as an opening activation before Round 1 (see 3.3). It returns to the Activation Cup at the end of each round from Round 2 onward.

No other Event Chits begin in the Activation Cup.

3.2.2 Command Point Cup

Place all 10 Command Point Chits in the cup. The CP Cup contains:

- 4 × value 4
- 4 × value 6
- 2 × value 8

3.2.3 Tactics Cup

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

3.2.4 Vang Support Cup

Place all 12 Vang Support Counters into the Vang Support Cup (see 2.5.2 for composition).

3.2.5 Hit Marker Cup

Place all 40 Hit Markers into a cup:

- 8 × 0-coffin

- 14 × 1-coffin
- 12 × 2-coffin
- 6 × 3-coffin

When a unit receives a hit, markers are drawn from this cup and returned at the end of each round.

3.3 Tri-Banner Opening Activation

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

4 Sequence of Play

Each game round consists of two phases: Activation Phase and End of Round Phase. These phases determine which factions act and when events resolve. The game lasts 10 rounds.

4.1 Activation Phase



Activation Chits: CICS, Siloam, and Caledonia; the three Vang Two-Banner chits (Red/Yellow, Red/Black, Yellow/Black); and the Tri-Banner.

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

Activation Chit	Effect
CICS Flag	Player takes a full CICS turn (see Section 5).
Siloam Banner	Morale check. On success, the player activates Siloam (see Section 7). On failure, Siloam places a Guerrilla (see 2.6.2, 7.1).
Caledonia Banner	Morale check. On success, the player activates Caledonia (see Section 7). On failure, Caledonia does not activate — a Dahr Vakhan Guerrilla is deployed instead (see 2.6.2).
Vang Two-Banner	Activate the two indicated Vang groups in order, left to right (see Section 6).
Vang Tri-Banner (from Round 2)	Activate all three Vang groups in order: Red, Yellow, Black.
Event Chit	Resolve the event immediately (see Section 9.2).
Weather Chit	Add 4 Weather Miss Chits to the Tactics Cup. Return the Weather Chit to the Activation Cup at end of round.

4.2 End of Round Phase

4.2.1 End of Round Phase Procedure

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

- Advance the Round Tracker one space.
- Add any Event Chits on the Round Tracker that match the new round number to the Activation Cup.

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

5 CICS (Player) Turn

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

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

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

5.1 Draw Command Point Chit

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

5.1.1 Command Points

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

5.1.2 Removing CP Chits

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

5.2 Place and Activate Support Units

At the start of each CICS activation, you may:

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

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

Active and Passive Abilities

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

Active Abilities: Engineers and Scouts have active abilities that must be activated. Activating costs no CP, and a freshly placed Engineer or Scout may activate on the same turn it is placed (see 2.3.1). Once it has activated, the counter is locked for the turn — it cannot be returned to the Reinforcement Pool until a later activation.

5.3 Activate Combat Units

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

HQ Bonus: Any stack entirely within 5 hexes of a friendly HQ may activate for 0 CP.

CP Costs: You only pay CP for CICS Combat Units. Allied Combat Units (Siloam and Caledonia) do not cost CP to activate when participating in a CICS activation (such as joining a Group Attack). Artillery provides support automatically and at no CP cost — on attack and defense alike. Only normal stack-activation costs apply.

5.3.1 Choose Mode

Before acting, Combat Units may flip:

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

5.4 Move

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

5.4.1 Combat Unit Movement Allowance

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

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

5.4.2 Attachment Movement Allowance

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

5.4.3 Terrain Effects on Movement

Terrain Type	Effect
Roads	Units traveling along roads ignore terrain stop rules.
Rough	Infantry passes through Rough terrain freely. Tanks, Artillery, and Trucks must stop upon entering unless following 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, and Trucks may only enter and leave via road. HQs and Engineers prohibited.
River	Bridges: cross at normal movement cost. Unbridged: unit must start adjacent and spend all MP to cross.

5.4.4 Proximity to Enemy Units

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

> **Example of Play — Movement and Terrain.** A CICS Veteran Infantry flips to Movement Mode (free, at the start of its move) and has 4 MP. It spends 1 MP along a road, then 1 MP into a Rough hex — Infantry passes through Rough freely. Its third hex lies adjacent to a Vang Tank, so the Infantry must stop on entry, leaving 1 MP unspent. On a later activation, because it begins adjacent to an enemy, it may move only 1 hex. A Medium Tank attempting the same route would have stopped on entering the Rough hex — vehicles halt in Rough unless moving by road.

5.4.5 Stacking Limit

Combat Unit Stacking

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

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

Support Unit Stacking

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

Resolution at end of activation: choose one of the involved Supports to return to its faction's Reinforcement Pool. No hit penalty is applied — this is a positioning correction, not combat.

At placement: a Support cannot be placed onto a hex that already contains another friendly Support. To attach a new Support to an Infantry that already has one, return the existing Support first (Phase 2: Move/Flip).

5.5 CICS / Ally Combat

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

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

5.5.1 Combat Procedure

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

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

Exception: Artillery providing support from range cannot have hits assigned to it during that combat; it contributes draws only.

Step 1: Declare Target

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

Step 2: Coordinated Defense

The defender declares which friendly Combat Units will join the Coordinated Defense (see 5.5.3). CICS and allied defenders require a Leader for Coordinated Defense. Separately — and with no Leader required — every friendly Artillery unit in Combat Mode within printed range of the defending lead unit provides Artillery Support automatically, exactly as on attack (+1 draw each; enables ⊕ hits — see 2.2.4). **Vang defenders never use Coordinated Defense** — an attacked Vang unit fights alone regardless of adjacent Vang Combat Units. It is the mirror of the Vang Group Attack rule (§5.5.2): they band together on attack but never on defense.

Step 3: Defense Mode

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

Step 4: Defender Draws Chits

Draw one Tactics Chit for each combat symbol on the defending unit. Each Combat Unit joining the Coordinated Defense adds draws equal to its own combat-symbol count in its current mode (Guerrillas add 1). All draws use the defending lead unit's combat symbol, regardless of the joiners' own symbols. Apply any special rules from participating attachments/detachments. Evaluate the defense based on the chosen mode (see 5.5.4 for Cautious, 5.5.5 for Aggressive). Any hits scored by the defender are applied to the attacker in Step 5. If the defense fails, the attacker draws 1 additional chit in Step 6 (see 5.5.6).

Step 5: Attacker Applies Hits

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

Step 6: Attacker Draws Chits

Draw one chit for each combat symbol on the remaining attacking units. If performing a Group Attack, each joining unit adds draws equal to its combat-symbol count in its current mode (Guerrillas add 1). The attacker chose a lead unit before combat began; if attacking units have different combat symbols, use the lead unit's combat symbol for all tactic draws. If the defender's defense failed in Step 4, draw 1 additional chit (see 5.5.6). Apply any special rules from attachments/detachments.

Step 7: Defender Applies Hits

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

Step 8: Attacker Advance

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

Step 9: Return Tactics Chits

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

5.5.2 Group Attack

CICS and allies may Group Attack only if all participating units are within a Leader's range and adjacent to the enemy being attacked. The player must choose a lead unit from the participating stacks. The lead unit's combat symbol is used for all tactic draws. Each other participating unit adds draws equal to its combat-symbol count in its current mode (Guerrillas add 1). All participating attachments and detachments apply their symbols as normal.

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

Guerrilla Participation: A Guerrilla may join a friendly Group Attack when within a Leader's range and adjacent to the enemy being attacked, contributing 1 ▲ (Triangle) combat-symbol draw. Guerrillas are otherwise non-combatant detachments — this is the one circumstance in which they fight alongside the line.

Vang Group Attack: Vang units do not require a Leader to Group Attack and they *always* Group Attack when adjacent Vang Combat Units can join. The Vang fight as a pack on attack but stand alone on defense: they always join an attack when they can, yet never support one another defensively (see §5.5.3).

> **Example of Play — A Three-Unit Group Attack.** A Vang Red Infantry (●, Damage Capacity 2) holds a clear hex, surrounded on three sides by CICS units that a Leader ties together: a Medium Tank (●●) in one hex, a Veteran Infantry (●) in a second, and an Elite Infantry (●●) in a third — the Leader is within range 2 of all three. The player declares the Group Attack and names the Tank as lead, so every draw scores on the Tank's ● symbol. The Vang defends alone and Aggressively. **Draws:** 2 for the Tank + 1 for the Veteran + 2 for the Elite = 5 chits. Three show ● — three hits. With only Damage Capacity 2, the Red Infantry is eliminated on the second hit; the third hit, and the markers from the dead unit, go to the Vang Casualty Box. The lead Tank advances into the empty hex. Had a ⚑ Flank chit come up, it would have scored an extra hit, since the attacking units occupy non-adjacent hexes around the target.

5.5.3 Coordinated Defense

A defending unit may be joined by additional friendly Combat Units in a Coordinated Defense. Eligible joiners are friendly Combat Units within a Leader's range that are also adjacent to an enemy unit participating in the attack. A Leader is required for CICS and allied Coordinated Defense. The Leader may be from any friendly faction (CICS, Siloam, or Caledonia). Each Combat Unit joining the Coordinated Defense adds draws equal to its combat-symbol count in its current mode (Guerrillas add 1). The defending unit in the target hex is the lead unit; the lead unit's combat symbol is used for all tactic draws. All attachments and detachments supporting the defense apply their symbols as normal.

Guerrilla Participation: A Guerrilla automatically joins a Coordinated Defense when within a Leader's range and adjacent to a Vang attacker. The Guerrilla contributes 1 ▲ (Triangle) draw and may absorb hits but may not retreat (matching the standard Coordinated Defense rule for joiners).

Restriction: Combat Units joining a Coordinated Defense may have hits assigned to them (as participating Combat Units), but they cannot retreat to cancel hits. Only the lead defending unit in the target hex may retreat.

Vang and Coordinated Defense: Vang units *never* use Coordinated Defense. An attacked Vang unit fights alone regardless of adjacent Vang Combat Units. On attack it is the opposite — see §5.5.2.

Artillery Defending Alone: An Artillery unit being attacked while alone — that is, with no Coordinated Defense joiners — does not draw any defense chits. Artillery is a long-range weapon; without infantry escort, it has no meaningful close-quarters defense. In play: when the defender is an Artillery unit and no Combat Units join its defense, it draws no chits — every attacker hit lands. (This applies both ways — to your Artillery defending against the Vang, and to Vang Artillery defending against you.)

5.5.4 Cautious Defense

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

5.5.5 Aggressive Defense

If the defender chooses Aggressive Defense, they score 1 hit for each drawn chit showing their lead unit's combat symbol, an applicable terrain symbol (Rough ~, Difficult D, Fortification T, or River ≈ across an unbridged crossing), the artillery symbol (⊕, with Artillery Support), or the Leader symbol (★, with a Leader participating).

Every hit scored in Aggressive Defense immediately grants one bonus Tactics Chit draw. The bonus chit scores 1 additional hit on the Maneuver symbol (↓) and is otherwise a miss. Bonus chits do not themselves grant further bonus draws.

If no hits are scored, the defense fails (see 5.5.6).

5.5.6 Failed Defense

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

5.5.7 Weather Effects and Tactic Bonus Chits

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

5.5.8 Applying Hits

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

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

Distributing Hits Among Multiple Participants

The side assigning hits chooses which of its participating Combat Units satisfy the hits, subject to the following:

- **Attackers** in a Group Attack (5.5.2) may freely distribute incoming hits across any participating attacking Combat Units that still have damage capacity. A solo attacker absorbs all hits on the lone unit. Attackers may not retreat — hits must be absorbed.
- **Defenders** may freely distribute incoming hits across the lead defending Combat Unit and any Combat Units joining a Coordinated Defense (5.5.3) that still have damage capacity. Only the lead defending Combat Unit may retreat to cancel hits; Combat Units joining a Coordinated Defense may absorb hits but may not retreat.

Support Units do not absorb hits. Attached Support Units (MG, Leader, HQ, Engineer, Scout, Spotter, Truck, Flamethrower, Mechanized, Anti-Tank) are not Combat Units. They contribute their abilities to combat but never have hits assigned to them.

Exception: a Conscript attached to the defending stack may be removed to satisfy 1 hit (see the Conscript bullet above) — this is the Conscript's unique special rule.

Defender Retreat (Step 7 only)

In Step 7, the defending lead unit may retreat (see 5.5.9) on a per-hit basis, canceling 1 hit per hex retreated. The defender may mix retreats with hits taken in any order until all pending hits are resolved or retreat budget is exhausted. Fortification Markers in the defender's original combat hex may also be used to absorb hits (see 2.7.7); Fortification Markers at a hex entered via retreat may not be used.

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

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

5.5.9 Retreating, Attachments, and Advancing

Retreating

Retreat is mix-and-match: for each pending hit in Step 7, the defender may choose to take the hit normally OR retreat 1 hex to cancel it. The defender uses their current movement allowance as the retreat budget (the number of hexes they may retreat total).

No mode flip is allowed during retreat.

Each retreat hex must be away from the lead attacker (strictly farther from the attacking unit's hex). The retreat hex may not contain an enemy Combat Unit. Tanks may not retreat into Difficult terrain. Retreat stops if the unit enters a hex adjacent to an enemy unit.

Terrain stop rules during retreat: Difficult terrain stops any retreating unit (unless on a road). Rough terrain stops Tanks, Artillery, and Truck-attached Infantry (unless on a road); plain Infantry passes through Rough freely. These mirror the §5.4.3 movement rules.

River crossing during retreat: A retreating unit may cross an unbridged river only if it begins the retreat adjacent to that river line — that is, only on the FIRST step of the retreat from the original combat hex.

After crossing, all remaining retreat budget is consumed (the unit must immediately stop). A unit that has already retreated 1 or more hexes cannot then cross an unbridged river. Bridged crossings follow normal terrain rules.

The retreating unit may enter a hex occupied by a friendly Combat Unit; if this creates an overstack (2 Combat Units in one hex), resolve stacking after combat ends.

If the retreat hex contains a Guerrilla, the Guerrilla is displaced (standard auto-placement, see 2.6.2) and the retreat costs 2 retreat budget instead of 1 (1 for the hex, 1 for the displacement).

Fortification After Retreat: A unit that has retreated during hit resolution may not use Fortification Markers at its new hex to absorb hits. Fortification absorption is only available at the hex where combat began.

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

Retreat is always optional for the defender.

Attachment Removal on Retreat

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

Combat Units joining a Coordinated Defense (5.5.3) cannot retreat. Only the lead defending unit in the target hex may retreat.

Enemy Adjacency Removal

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

Attacker Advance

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

> **Example of Play — Mix-and-Match Retreat.** A Vang attack scores 3 hits against a Siloam Veteran Infantry (MG attached) defending a hex with a Level-1 Fortification. The player resolves the hits one at a time: the Fortification absorbs the first (the Level-1 marker is removed); for the second, the Infantry retreats 1 hex — directly away from the lead attacker, into a legal hex — which cancels the hit but sends the attached MG back to the Reinforcement Pool (Attachments are lost on the first retreat step); the third hit is taken as a Hit Marker drawn beneath the unit. The Infantry does not flip mode during the retreat, and the attacker may now advance into the vacated hex.

5.5.10 Vang and Retreat

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

> **Example of Play — A Full Combat.** A CICS Medium Tank in Combat Mode (●●) attacks a Vang Red Infantry (●, Damage Capacity 2) in clear terrain. A CICS Veteran Infantry (●) sits adjacent to the target in a separate hex, with the Leader attached — the Leader is within range 2 of the Tank, so the Veteran joins a Group Attack. A CICS Artillery in Combat Mode stands 2 hexes from the Tank: Artillery Support, automatic and free.
>
> **Steps 2–3:** Vang never join Coordinated Defense and always defend Aggressively.
>
> **Step 4 (defender draws):** The Vang Infantry has one combat symbol, so it draws 1 chit: ■●◆↓ — the ● matches, scoring 1 hit. Aggressive Defense grants a bonus draw for every hit: the bonus chit is ◆↓, and the ↓ scores a second hit. **Step 5:** the attacker assigns one hit to the Tank as an Armor Marker and one to the Veteran as a Hit Marker.
>
> **Step 6 (attacker draws):** 2 draws for the Tank's symbols + 1 for the Veteran's symbol + 1 for Artillery Support = 4 draws (the defense scored hits, so no Failed Defense bonus). ▲●■◆ → ● hit. ⊕↓ → with Artillery Support, 1 hit plus a bonus draw scoring on the lead symbol: ↓■◆ has no ●, a miss. ★↓ → with the Leader in range, 1 hit plus a bonus draw: ▲●■◆ → ● hit. ⚑ → the Tank and Veteran occupy two non-adjacent hexes around the target: 1 hit. Five hits total.
>
> **Step 7:** Vang never retreat. Two Hit Markers fill the Infantry's capacity and it is eliminated; the remaining three hits are drawn straight to the Vang Casualty Box, along with the markers from the eliminated unit. **Step 8:** the Tank advances into the vacated hex. **Step 9:** all drawn chits return to the Tactics Cup.

5.6 Deployment

Spend 2 CP per Infantry, or 3 CP per Tank or Artillery, to deploy Combat Units from the CICS Reinforcement Pool to either CICS Deployment Hex (0601 or 0107). Each CICS combat deploy also costs CICS morale −1. **If CICS cannot fully pay this cost — i.e., CICS morale is already at its minimum of 1 — the unpaid amount cascades to the other allied factions per §9.4.** The deploy is never blocked outright; the player chooses whether to absorb the cascade.

Support Units are not deployed through this step; they are placed via the Place/Move Support Units action (see 5.2) at 1 CP each.

5.7 Strategic Planning Phase

After all units have been activated and performed any actions, the player may engage in strategic planning by paying Command Points for the following actions:

Make Preparations: Place a Strategic Plan counter in the Initiating box (leftmost) and pay 1 CP per initiated plan.

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

Plan Re-Initiation Limit: A player may initiate and execute any number of Strategic Plans during a single CICS activation, limited only by available CP and the plans in supply or on the track. One restriction applies: a plan executed during this activation (Bombing Run or Ambush during Combat, or Bolster / Restructure / Tactical Maneuver during this Strategic Planning Phase) cannot be re-initiated until a later CICS activation. Note that a plan initiated this activation does not advance to a usable box until the end-of-activation Cleanup, so it can never be executed on the same turn it was placed.

> **Example of Play — A Plan from Start to Finish.** On its second activation, CICS spends 1 CP to initiate **Ambush**, then 1 CP more to initiate **Bombing Run** — multiple plans may be started in one turn. At Cleanup both advance to Rushed; after the next activation's Cleanup they reach Prepared. On the following turn the player begins a combat and executes the Ambush from the Prepared box: 2 Tactics Chits are drawn against the CICS morale symbol, one matches, and the ambush succeeds — this combat resolves in reversed order. The spent chit returns to supply, but Ambush cannot be re-initiated until a later activation. The Bombing Run, still on the track, keeps advancing.

5.8 Cleanup

Cleanup is the final step of each CICS activation. It does not occur at end of round; it runs at the end of each individual CICS turn.

Move all Strategic Plan counters on the Strategic Planning Track one box to the right (Initiating → Rushed → Prepared → Well-Prepared). If a Strategic Plan is in the Well-Prepared box (farthest right) and has not been executed, it is removed from the track and returned to the Strategic Plans supply at this Cleanup. The player may re-initiate it later by paying 1 CP.

Any plan executed this activation becomes available to initiate again from your next activation onward (see 5.7).

6 Vang Activation

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

6.1 Determine Active Group

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

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

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

6.2 Activation Procedures

Step 1: Mode Selection

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

Step 2: Attack

Vang Units adjacent to enemy units will perform an attack. Vang units always Group Attack and don't require a Leader. All attacking units draw one Vang Support Counter from the Vang Support Cup (see 6.2.2).

Exception: Scouted units (with a Scout Marker) do not draw from the Support Cup.

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

Step 3: Move

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

Step 4: Deploy

Deploy one eligible unit (see 6.2.4).

Step 5: Return Support Counters

Return all assigned Vang Support Counters (non-plane) to the Vang Support Cup. This includes any Tank, Flamethrower, Leader, Artillery, Bombing Run, Bolster, or Sabotage chits that were drawn during the banner's combat activations. (Plane chits — Fighter and Bomber — go to the Vang Runway and return to the cup separately when the planes are discharged.) Remove Scout Markers from this banner's units. After return, the Vang Support Cup should contain all 12 chits minus only those Fighters/Bombers currently on the Runway.

6.2.1 Mode Selection

Each Vang unit checks its own surroundings independently:

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

6.2.2 Vang Attack Phase

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

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

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

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

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

6.2.3 Movement Phase

Only units that did not attack may move. Each Vang unit independently selects a target priority hex and pursues it.

Target Selection (per banner): Build the target candidate list from:

- Priority hexes whose color matches the activating banner.
- VP Spaces whose banner-color tag includes the activating banner. Each VP Space is tagged with the banner colors that treat it as theirs (some VP Spaces are shared between two banners — these count for both).

A target hex is not eligible if it is occupied by another Vang Combat Unit. (Vang Garrisons do not block — they are passable structures, not blockers.) Two further filters apply:

- **Lower-hex-number rule.** The target hex's number must be lower than the unit's current hex (compare the four-digit hex numbers directly — e.g. 1611 is lower than 1812). The Vang always press forward across the map; they don't fall back to chase a priority hex they've already passed.
- **Empty-color-VP exception.** An *empty* color-matched VP Space remains a valid target regardless of its hex number. Empty VP Spaces are valuable enough to be worth a sideways or backward push.

After candidates are filtered, choose the closest by hex distance, ties broken by lowest hex number.

Per-Step Movement: Move toward the chosen target along the hex grid. At each step, choose the adjacent hex that strictly improves distance to the target (ties broken by lowest hex number). The lower-hex-number rule also applies per step: a Vang unit will not step backward to a higher-numbered adjacent hex unless the target is an empty color-matched VP Space (the exception lifts the restriction during pursuit of those high-value targets).

Passable Hexes: Vang movement is blocked only by other Vang Combat Units. Garrisons, CICS/ally Detachments, and CICS/ally Attachments do not block movement. When a Vang unit moves into a hex containing a CICS/ally Detachment or Attachment, that support unit is immediately removed to its faction's Reinforcement Pool — the Vang push through it. (CICS/ally Combat Units block normal movement; they are valid attack targets in the Attack Phase, not movement destinations.)

Vang Infantry passes through Rough terrain freely; Vang Tanks must stop on Rough unless entering via a road. (Mirrors §5.4.3.)

VP Garrison Rule: When a Vang unit moves off a VP Space (including via combat advance or retreat displacement), leave a Vang Garrison marker on the vacated hex. The Garrison maintains Vang control of that VP Space for victory-counting purposes (see 1.2) until a non-Vang Combat Unit occupies the hex or removes the Garrison through combat. The Garrison has a ▲ defensive combat stat (used only when attacked) and cannot move or attack. Any successful hit removes the Garrison. Removal does not generate Hit Markers and does not contribute to Vang casualty totals — the Garrison is a control marker, not a combat casualty.

6.2.4 Deployment Phase

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

6.2.5 Vang Bombing Run Procedure

If the Bombing Run chit is drawn:

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

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

Vang line selection priorities (in order):

- Eliminate any direction that would include a hex occupied by a Vang unit. The Vang will never bomb their own forces.
- From remaining directions, choose the direction that hits the most enemy-occupied hexes along the three-hex line (empty hexes are skipped but the line continues through them).
- If tied, choose the direction where the second hex is closer to a priority hex.
- If still tied, choose the direction with the lowest hex number for the second hex.
- If every direction would run the line through a Vang-occupied hex, there is no legal target and the Bombing Run is cancelled.

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

> **Example of Play — A Vang Banner Activates.** The Red/Yellow chit is drawn; Red resolves first, then Yellow. The Yellow Tank 1 finds a CICS Green Infantry within 5 hexes, so it stays in Combat Mode. **Attack:** the Tank is adjacent to the Green Infantry, and Yellow Infantry 2 is adjacent to the same target, so it joins — the Vang always Group Attack, no Leader needed, and the lowest-numbered unit leads (the Tank, ●●). The Tank draws a Vang Support Counter: **Tank**, worth +2 draws against Infantry. The defender resolves first: choosing Cautious Defense, the Green Infantry draws 1 chit (one ▲ symbol): ~D↓ — the ↓ scores 1 hit, which the Tank absorbs as an Armor Marker. Now the Vang draw 2 (the Tank's ●●) + 1 (the Infantry's ●) + 2 (the Tank counter) = 5 chits scoring on ●, and 2 hits land. The player takes one as a Hit Marker and retreats 1 hex to cancel the other. **Move & Deploy:** Yellow Infantry 3, which did not attack, presses toward a Yellow priority hex; one new Yellow unit lands at the first unoccupied beachhead hex; and the Tank's support counter returns to the cup.

7 Siloam / Caledonian Activation

Allied factions (Siloam and Caledonia) operate similarly to CICS units but follow unique activation, deployment, and morale rules.

7.1 Activation Triggers

Allied forces activate only when their faction's flag chit is drawn from the Activation Cup. When drawn, conduct a Morale Check for that faction before activation.

Morale Check: Draw 1 Tactics Chit by default. The player may spend Political Cost (see 9.3) before the draw to add 1 or 2 additional chits, for a maximum of 3 total draws.

If at least one drawn chit matches the faction's current morale success symbol (see 9.1), the activation succeeds and the player controls all of its actions for that activation.

On failure: The ally does not activate. Instead, a Dahr Vakhan Guerrilla is deployed following the auto-placement rules (see 2.6.2). This applies to both Siloam and Caledonia — when an ally falters, the resistance fills the gap.

7.2 Activation Procedure

When an allied faction activates, it proceeds through three phases in order: **Move → Attack → Faction-Specific Phase 3**. A stack cannot both move and attack.

Phase 1 — Move

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

Phase 2 — Attack

Allied units that did not move may attack, following standard combat rules.

Phase 3 — Caledonia: Deploy

Caledonia's Phase 3 offers a single Deploy action: Caledonia morale **−2 for Infantry, −3 for Tank** when deploying a Combat Unit, or **−1 when placing the Leader/MG Support**. The action is never blocked outright; if Caledonia cannot fully pay, the unpaid amount cascades per §9.4.

- **Deploy a Combat Unit:** The player chooses one Combat Unit from Caledonia's Reinforcement Pool and places it on any unoccupied Caledonia flag hex. The choice matters once the locked reserve unlocks at E3A Option A or E3B and the pool contains both Infantry and a Tank.
- **Deploy the Leader/MG Support:** If the Caledonian Leader/MG support counter is in the Caledonian Reinforcement Pool, it may instead be placed during Phase 3. Choose the side (Leader or MG) at placement. The counter must be attached to a Caledonian Infantry — see 2.6.3 for placement rules.

Recall Support (free): If the Caledonian Leader/MG support counter is currently on the map, the player may return it to the Caledonian Reinforcement Pool as a free action — no morale cost, no CP cost, does not consume the Phase 3 Deploy slot. Useful for swapping the deployed face (Leader ↔ MG): recall the counter, then deploy it again on the other side using the Deploy slot.

> *Note: Caledonia has no regular Bolster action of its own. Caledonia receives free Bolsters from event rewards (E3B, E3D, and E3E pass). These free Bolsters target either a Caledonian unit or a CICS unit, player's choice.*

Phase 3 — Siloam: Conscript or Request Guerrillas

Siloam's Phase 3 offers two options — choose one.

- **Conscript** (costs Siloam morale −1; cascades per §9.4 if Siloam is at its minimum): Place a Conscript from the Siloam Reinforcement Pool as an attachment on any **Siloamese Infantry** unit on the map (CICS and Caledonian Infantry are not eligible — see 2.6.1). The target Infantry's hex must not already contain another Support. To attach a Conscript to a Siloamese Infantry that already has a Support, return the existing Support first (Phase 2: Move/Flip).
- **Request Guerrillas** (free — no morale cost): Place a Guerrilla detachment in any empty hex that is **adjacent to both a friendly Combat Unit and an enemy Combat Unit** (see 2.6.2). If no eligible hex exists, the Guerrilla is not placed.

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

> **Example of Play — A Siloam Turn.** Siloam's Activation Chit is drawn; the player takes control of Siloam's units for the turn. A Siloam Veteran Infantry holding a VP Space is adjacent to a Vang Tank, so in the **Attack** phase the player attacks with it; in the **Move** phase a second Siloam Infantry, which did not attack, advances toward the front. Then, in Siloam's **Conscript / Guerrilla** phase, the player conscripts: Siloam morale drops 1, and a Conscript attaches to the VP-holding Infantry as a shield. On the following Vang turn that Infantry is hit twice — the player removes the Conscript to cancel the first hit (it returns to the Siloam pool and sends 1 marker to the Siloam Casualty Box), then retreats to dodge the second, keeping the Veteran alive and the VP Space contested.

7.3 Allied Unit Special Rules

Stacking: Allied units may stack with CICS units, following the standard limit (1 Combat Unit + 1 Attached Support per hex; a Detachment instead requires an otherwise empty hex — see 5.4.5).

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

8 Air Operations



CICS Fighter and Bomber; Vang Fighter and Bomber.

8.1 Interception

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

Step 1: Declare Interception

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

Step 2: Declare Intercepting Fighters

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

Step 3: Declare Escort (Defending Fighters)

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

Step 4: Resolve Air Combat

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

Step 5: Escort Fighters Respond

If any escort fighters remain, repeat the same process as Step 4 for each of them against the intercepting fighters.

Step 6: Proceed to Bombing Run

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

8.2 Bombing Run Resolution

If bombers remain after interception:

Step 1: Select Targets

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

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

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

Step 2: Draw Tactics Chits

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

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

Fortification Absorption: Before hits are applied to units in a targeted hex, any Fortification in that hex automatically absorbs hits. A Level-2 Fortification absorbs the first hit (flipping to Level-1) and a second hit (being destroyed). A Level-1 Fortification absorbs 1 hit and is destroyed. Only hits that remain after Fortification absorption are assigned to the units in the hex.

Step 3: Aftermath

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

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

> **Example of Play — Bombing Run and Interception.** CICS executes a Bombing Run with two Bombers on the Runway. The Vang have one Fighter on their Runway, so they intercept automatically; CICS scrambles its lone Fighter as escort. The Vang interceptor draws: ● — a match — and removes the escort first (the CICS Fighter goes to the Reinforcement Pool; CICS planes are never destroyed). It draws again: a miss, and the dogfight ends. No CICS escorts remain to respond, and both Bombers fly on. The first target hex holds a Vang Infantry within a Spotter's range — 2 chits per Bomber, 4 draws, scoring on the Bombers' symbol (●) or ⊕: two hits eliminate the Infantry, and its coffins go to the Vang Casualty Box. The line continues: the next hex is empty and is skipped; the third holds a Vang Tank — 2 draws this time (no Spotter here), one hit, absorbed as an Armor Marker. **Aftermath:** both Bombers land in the Hangar. The mission struck an occupied hex, so the player upgrades one to an **Ace Bomber** (■) — it will fly again next round, deadlier.

9 Morale and Events

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

9.1 Morale Track

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

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

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

Morale levels and their success symbols:

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

9.2 Events

Overview

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

Events are organized into three parallel story arcs:

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

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

Both options in Event 1 (the opening event) place the first Siloam (E2A) and first Caledonia (E3A) events on Round 2. The first CICS arc event (E1A) lands on Round 2 (Option A) or Round 3 (Option B). The full event timing chart is in the Events & Strategic Plans Aid.

Support Check Resolution: Draw 1 Tactics Chit by default. The player may spend Political Cost (see 9.3) before the draw to add 1 or 2 additional chits, for a maximum of 3 total draws.

If at least one drawn chit matches the faction's current morale success symbol, the check succeeds. If none match, the check fails. Failed Support Checks impose in-game consequences (morale loss, CP penalties, forced choices) described in the individual event. Failed Support Checks do not apply VP penalties at end-of-game.

CP Rewards and Penalties: Some events remove CP chits from the game. CP rewards remove the lowest-value positive chit available, searching lowest value first: 4-discard → 4-cup → 6-discard → 6-cup → 8-discard → 8-cup (within a value, take from the discard before the cup, so the gain is felt right away). CP penalties mirror this from the top, removing the highest-value chit first: 8-cup → 8-discard → 6-cup → 6-discard → 4-cup → 4-discard (within a value, take from the cup before the discard). Political Cost (−1) chits are never targeted by these effects — they have their own removal mechanic (see 9.3).

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

Free Bolster target rule: A Free Bolster from a CICS-arc event (E1D, E1E) targets a CICS unit. Free Bolsters from ally-arc events target either a unit of that ally OR a CICS unit, player's choice. Current ally-arc Free Bolster sources: **E2A Option A** ("Your regulars" — Siloam or CICS), **E2D success after backing the King** (Siloam or CICS), **E3B success** (Caledonia or CICS), **E3D success after committing at Event 3A** (Caledonia or CICS), **E3E success** (Caledonia or CICS).

Final Arc Failure: Failing the final Support Check of an ally arc — Siloam's Event 2E ("The Kingdom's Last Stand") or Caledonia's Event 3E ("The Final Commitment") — has three combined consequences. **Event 3D failure is a survivable wound, not a final-arc failure** — Caledonia stays in the game and E3E still fires; only Event 3E can remove Caledonia from the game.

- **Morale:** The faction's morale drops by 3 (to a minimum of 1), preserving any morale headroom the faction had built up. **If the faction cannot fully absorb the −3 — because morale is already at or near its minimum — the unpaid amount cascades to the other allied factions per §9.4.**
- **Forces:** The faction's Combat Units on the map are eliminated. *Exception (Siloam E2E): Guerrilla detachments remain on the map.* The Siloam government formally abandons the war, but the Dahr Vakhan resistance continues fighting in place — they have nothing left to lose. Caledonia E3E removal affects all Caledonian units (no comparable exception). E3D failure now recalls 1 or 2 units to the pool (per the player's E3A commitment) but does not eliminate any units.
- **Activation Chit:** The faction's Activation Chit is permanently removed from the Activation Cup. The faction will not activate again for the rest of the game. (For Siloam, this means any remaining Guerrillas defend in place but never receive a Phase 3 reinforcement.) The chit is removed from the current Cup immediately on failure and is never re-added during the end-of-round Cup rebuild.

E1E and E2D: Neither event changes morale directly on failure. The other consequences are severe enough on their own: E1E permanently removes all CP chits of value 8 or higher; E2D recalls all Siloam regular Combat Units to the pool and flags Maren in power. See the Events & Strategic Plans Aid for the full event reference.

9.3 Political Cost

Political Cost represents calling in favors that will come due later. Whenever a Support Check (9.2) or an Allied Morale Check (7.1) is required, before drawing chits the player may add up to **2 Political Cost chits** to the CP Cup. Each Political Cost chit is a **−1 CP** chit, and each one buys the current check **+1 additional Tactics draw**:

Political Cost Spent	Chits Added to CP Cup	Tactics Draws on Check
0	none	1 (default)
1	one −1	2
2	two −1	3

The cost comes later. When a −1 chit is drawn during a future CP Phase, it reduces the next positive CP chit drawn that turn by 1; multiple −1 chits stack, but a chit's value can never drop below 0. Once a −1 chit has been applied in this way, it is permanently removed from the game. Unused −1 chits remain in the CP Cup and persist across rounds until drawn. If more −1 chits are drawn in a single CP Phase than the positive chit can absorb, the excess −1 chits return to the cup unapplied.

> *Example: The player spends 1 Political Cost for an Allied Morale Check, adding a −1 chit to the CP Cup. Two rounds later, the player's CP draw produces a 6 chit and a −1 chit together. The 6 is reduced to 5; the −1 is removed from the game.*

Interaction with CP rewards/penalties: −1 chits are not eligible targets for CP-removal effects from events. "Remove lowest CP chit" skips Political Cost chits and removes the lowest positive chit instead.

> **Example of Play — Paying the Political Cost.** Caledonia's Activation Chit is drawn while Caledonia sits at morale 3 (●). One draw gives poor odds, so the player adds two Political Cost chits to the CP Cup for a three-draw check: miss, ●, miss — Caledonia activates. The bill arrives two rounds later, when a CICS CP Phase draws −1, then −1, then a 6: the 6 is reduced to 4 CP, and both −1 chits are permanently removed from the game.

9.4 Morale Cascade

When a faction must take a forced morale penalty but cannot fully absorb it — because the faction is at or near its minimum of 1 — the unpaid amount **cascades** to each other allied faction. The mechanic ensures forced costs cannot be silently avoided by being already low on morale, and it spreads the consequences of decisions and setbacks across the coalition.

Cascade Rule:

- Apply as much of the penalty as possible to the target faction (down to the minimum of 1).
- For each point of penalty that cannot be paid, **each *surviving* ally** (any other allied faction still above 1) takes a separate penalty equal to that full unpaid amount.
- If a cascaded ally also cannot fully absorb its share, repeat rule 2 on *its* unpaid balance.
- A faction already at its minimum takes no penalty from a cascade hit — its share rolls forward to the next surviving ally, or vanishes if no ally is standing. (Total coalition collapse — all three factions at 1 — is a loss condition; see §1.3.)

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

- CICS pays 0 (already at its minimum); unpaid = 2.
- Cascade: Siloam takes −2 *and* Caledonia takes −2 (each surviving ally absorbs the full unpaid amount).
- Siloam can pay only −1 (drops to its minimum of 1); unpaid = 1.
- The process repeats: Caledonia takes another −1. (CICS is at its minimum — it no longer absorbs cascade hits.)
- Final: CICS 1, Siloam 1, Caledonia 2. Caledonia lost 3 total.

Scope. The cascade rule applies to *every* forced morale penalty in the game, including:

- Event Option costs accepted by the player (e.g., E1 Option A: CICS −2; E3A Option A: Caledonia −3).
- Event Support Check failure costs (e.g., E2C failure: Siloam −2; E3B failure: Caledonia −2).
- Final-arc failure morale drops (E2E, E3E — see §9.2) and the E3D wounded-state morale drop (also cascades; see §9.2).
- Deployment morale costs (CICS combat deploy, Caledonia deploys, Siloam Conscript).
- Bolster morale costs (CICS via the Bolster plan; Siloam and Caledonia via free event Bolsters resolved during event flow).

Player warning at commit. For player-initiated actions that would force a cascade (deployment, bolster, and event option choices), the game surfaces a clear cascade warning naming the affected factions and amounts. The player may cancel the action and reconsider. Forced outcomes — Support Check failures, final-arc failures, event resolutions the player did not choose — apply the cascade automatically with a clear post-resolution log entry but no pre-warning, since the player has no decision to revoke.

Guerrilla loss cascade. When a Siloam Guerrilla on the map is removed (see §2.6.2), Siloam takes −1 morale, and this cost cascades like any other: if Siloam is already at its minimum, CICS and Caledonia each take −1 instead.

10 Strategic Plans



The five Strategic Plan chits: Bombing Run, Ambush, Bolster, Restructure, and Tactical Maneuver.

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

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

Preparation: Place a plan in the Strategic Planning Boxes during the Strategic Planning Phase (see 5.7). Plans advance one box to the right during each Cleanup (see 5.8) — Cleanup runs at the end of each CICS activation, not at end of round, so a plan placed during your CICS turn becomes Rushed (1 draw) by the end of that same turn.

Execution: When the plan's timing window occurs and the plan has advanced beyond the Initiating box, attempt a Morale Check by drawing Tactics Chits based on the plan's current preparation level:

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

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

Multiple plans may occupy the Strategic Planning Boxes simultaneously.

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

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

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

Plan Re-Initiation Limit: Multiple plans may be initiated and/or executed during a single CICS activation, but a plan executed this activation cannot be re-initiated until a later activation. See 5.7.

10.1 Bombing Run

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

Timing: During your Combat Phase — either as a standalone air action, or before initiating a ground combat.

Procedure:

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

10.2 Bolster

Player removes Hit Markers from one CICS Combat Unit.

Timing: During the Strategic Planning Phase (see 5.7).

Procedure:

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

Note: Hit Markers sent to the Casualty Box from Bolster still count as casualties at end of round. Bolster preserves the unit on the board but does not reduce the casualty cost of the hits already taken.

10.3 Restructure

The player restructures the CP Cup to shift the odds of future draws.

Timing: During the Strategic Planning Phase (see 5.7).

Procedure:

- Attempt Morale Check using CICS morale symbol.
- On success, choose one of the following:
- **Add an 8-value CP chit to the CP Cup.** This raises the ceiling of possible future draws.
- **Permanently remove the lowest-value CP chit from the discard.** Check the CP discard (drawn chits not yet returned to the cup) for the lowest-value chit and remove it from the game. If the discard is empty, this option is unavailable.

10.4 Ambush

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

Procedure:

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

10.5 Tactical Maneuver

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

Timing: During the Strategic Planning Phase (see 5.7). If the Morale Check fails, the plan is removed to supply as normal.

Procedure:

- Attempt Morale Check using CICS morale symbol.
- On success, add 2 Tactic Bonus Chits to the Tactics Cup.

Tactic Bonus Chit Effects:

Each Tactic Bonus Chit shows a combination of symbols (e.g., terrain, special). If drawn by the player during a combat where any printed symbol on the chit is applicable, the player scores 1 hit and takes one bonus draw. If no printed symbols on the chit are applicable, it counts as a Miss. If drawn by the Vang, it always counts as a Miss.

11 Glossary

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

Activation Cup: The main draw cup containing all Activation Chits, Event Chits, and the Weather Chit. Chits are drawn one at a time during the Activation Phase. *Note: an ally faction's Activation Chit is permanently removed from the Cup if its final arc Support Check fails (Siloam E2E, Caledonia E3E) — see 9.2 Final Arc Failure*.

Aggressive Defense: A defense mode where the defender scores hits by drawing matching combat symbols. Riskier but potentially more damaging than Cautious Defense (see 5.5.5).

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

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

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

Bolster (Strategic Plan): A CICS Strategic Plan that removes all Hit Markers (to Casualty Box) and Armor Markers (to supply) from a CICS Combat Unit. Requires a Morale Check. Caledonia has no regular ally Bolster of its own; certain events grant a Free Bolster as a reward (targeting that event's ally or a CICS unit — see 9.2).

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

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

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

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

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

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

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

Combat Unit: A ¾" counter representing a core military formation (Infantry, Tank, or Artillery). May occupy and control hexes.

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

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

Control: A side controls a hex if a friendly Combat Unit occupies it. Support Units alone do not establish control. Vang Garrisons (see below) also establish Vang control of VP Spaces.

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

Detachment (D): A Support Unit that occupies its own hex independently. A Detachment cannot share a hex with any other friendly unit (Combat, Attachment, or other Detachment); if it ends up sharing one — at end of movement, after a CICS/ally retreat, or otherwise — it returns to its faction's Reinforcement Pool. Scouts and Spotters additionally require both an adjacent friendly Combat Unit and an adjacent enemy Combat Unit (see 2.3.2). Guerrillas are exempt from the shared-hex rule and have their own displacement rules (see 2.6.2). *Active-ability Detachments (Engineer, Scout) may activate on the same turn they are placed; however, once activated they cannot be returned to the Reinforcement Pool that turn — so a dual-sided counter cannot be placed, used, and flipped to its other face in the same turn.*

Deployment: Placing a unit from a Reinforcement Pool onto a designated hex on the map. CICS combat deploy, Caledonia deploy, and Siloam conscript deploy each cost their faction −1 morale; unpaid amounts cascade per §9.4.

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

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

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

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

Flank Symbol (⚑): A Tactics Chit symbol that scores 1 hit during an attack when the attacking side has units in at least two non-adjacent hexes around the target. Applies to both CICS and Vang Group Attacks. Does not apply during defense.

Fortification Marker: A defensive marker placed by Engineers. Provides terrain bonuses in combat and may be removed to absorb hits (see 2.7.7). Level-1: remove for 1 hit. Level-2: flip for 1 or remove for 2. During Bombing Runs, Fortifications automatically absorb hits before they are applied to units (see 8.2).

Free Plan (Event Reward): A Strategic Plan execution granted by an event — no CP cost, no Morale Check, automatic success. Free Bolster targeting follows the rule in 9.2.

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

Guerrilla: A Siloam-only Detachment representing irregular Dahr Vakhan resistance fighters. Combat rating ▲ (Triangle). Always chooses Aggressive Defense when targeted directly. Damage Capacity 1. Cannot be controlled by the player. Auto-placement targets the highest-numbered empty Difficult-terrain hex (mountains), excluding 1412 and 1413, with priority hexes as fallback. Player-directed placement (Phase 3 Request Guerrillas, event rewards) may target any empty hex adjacent to both a friendly Combat Unit and an enemy Combat Unit. May join CICS/ally Group Attacks and Coordinated Defense when within Leader range and adjacent to the enemy (contributing 1 ▲ draw). When eliminated, the counter is permanently removed from the game and Siloam morale moves 1 space left. Not affected by Sabotage (see 2.6.2).

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

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

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

Leader Symbol (★): A special symbol on Tactics Chits. When drawn during combat where a Leader is within range of the attacking or defending units, scores 1 hit and draws 1 additional Tactics Chit.

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

Morale: A per-faction value (1–8) representing the will to fight. Affects Strategic Plan success, event outcomes, and the Deploy/Conscript/Bolster actions. If all three factions sit at morale 1 simultaneously, the game ends immediately in defeat (see 1.3).

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

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

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

Political Cost: A spend made before a Support Check or Allied Morale Check. Each Political Cost adds a −1 chit to the CP Cup and grants +1 Tactics draw on the current check (max 2 spent per check, for up to 3 total draws). When drawn from the CP Cup later, the −1 reduces the next positive CP draw by 1 (multiple −1 chits stack, never reducing a chit below 0) and is then permanently removed from the

game. Unused −1 chits persist in the cup across rounds. CP Rewards/Penalties from events do not target Political Cost chits. See 9.3.

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

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

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

River Defense Bonus (≈): When an attacker attacks across an unbridged river, the defender receives the River terrain symbol (≈) during Aggressive Defense. If drawn, it scores 1 hit and grants a bonus draw, identical to other terrain symbols.

Rough Terrain: Terrain that forces non-Infantry units to stop upon entering (unless following a road). Infantry passes through Rough freely. Truck-attached Infantry stops on Rough.

SCoS (Solitaire Conflict System): The rules engine underlying The Siloam Series. Covers the chit-draw combat, priority-space bot, multi-turn strategic planning, and branching narrative-arc systems used across the series.

Siloam Series: The overarching series name. The Sirens of Siloam is Chapter 1. Subsequent chapters extend the setting and system.

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

Strategic Plan: A long-term operation requiring preparation and a Morale Check to execute. Placed during the Strategic Planning Phase and advances one box at each CICS Cleanup (see Section 10).

Success Symbol: The Tactics Chit symbol matching a faction's current morale level. Used for Strategic Plan checks and event resolution.

Support Check: A test used during events to determine success or failure. Default 1 Tactics draw vs. faction's morale success symbol. Player may add up to 2 Political Cost chits for additional draws (see 9.2).

Support Unit: A ½" counter representing specialized assets (MG, Flamethrower, Engineer, etc.). Provides bonuses to Combat Units. Cannot absorb hits (exception: Conscripts). Two friendly Support Units may not occupy the same hex at end of activation or at placement (see 5.4.5).

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

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

Vang Garrison: A control marker left on a VP Space when a Vang unit moves off it (including via combat advance or retreat displacement). Maintains Vang control of that VP Space for victory-counting purposes until removed. Has a ▲ defensive combat stat used only when attacked; never attacks.

Removed by any successful hit; removal does not generate Hit Markers and does not contribute to Vang casualty totals. Garrisons do not block Vang movement — Vang units may pass through Garrison hexes freely (see 6.2.3). See 2.7 for marker details.

VP Space: A high-priority hex marked with a star and VP value. Used to determine victory at the end of Round 10 (see 1.2).

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