



Commands & Colors: Epic Ancients II

Original Playsheet by Luc Boyer & Ken Kuhn

Setup: Standard+

Max Hand Size: N/A

Draw Deck: Single Deck

Fate Die Result Chart

C or Lowest Face-up Order-Count Card or !!

- If not already face-up, flip the card in slot C.
- Play card C OR the lowest order-count card face-up in slots A, B, D, or E for any allowable purpose.
- If there are multiple lowest order-count face-up cards, choose which one to play.
- Fill in the played card's slot from the draw deck (face-down).
- The !! result has no effect on this game.



Face-up Tactic Card or Lowest Face-up Order-Count Card

- If there is only one or no face-up card(s) in the display, flip any one face-down card face-up until there are two face-up cards.
- Play any face-up Tactic card OR play the lowest face-up Order-Count card for any allowable purpose.
- If there are multiple lowest order-count face-up cards, choose which one to play.
- Fill in the played card's slot from the draw deck (face-down).



A, B or C

- If not already face-up, flip all face-down cards in slots A, B and C.
- Play card A, B or C for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



A or B

- Flip any face-down cards in slots A and B.
- Play card A or B for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



C, D or E

- If not already face-up, flip all face-down cards in slots C, D and E.
- Play card C, D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



D or E

- Flip any face-down cards in slots D and E.
- Play card D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



Modified Setup

During scenario setup, set Max Hand Size marker to each Side's Command on the Cards Remaining track. The Cards Remaining marker isn't used for *Commands & Colors: Epic Ancients*.

Variable Hand Size

In scenarios where one Side has a larger hand of cards than the other Side, the difference is accounted for by adding a second card to some of the card slots. Use the table below to adjust accordingly. Determine the difference by subtracting the lesser Max Hand Size from the greater and then add cards to the Card Display of the Side with the greater Max Hand Size. Cards added due to the adjustment table below are added face-down.

Hand Size Difference	Adjustment
1 card	Add one card to Slot A.
2 cards	Add one card to Slots A and D.
3 cards	Add one card to Slots A, B, and D
4+ cards	Add one card to Slots A, B, D, and E

When the Fate Die roll indicates a slot with multiple cards, any one card may be selected for play. If one or more of the cards are face-down, flip all cards in the slot face-up. After playing a card from a slot that held more than one card, replace the card face-down from the draw deck, so that it once again holds two cards.

Game-Specific Modifications

Unplayable Results

If the Fate Die roll results in a situation where no card can be played for ANY allowable purpose, reroll the Fate Die until a card can be played. If there are five unplayable face-up cards on the Card Display, discard the card in slot A and draw cards from the draw deck until a playable card is revealed. Play the revealed card and refill slot A with a face-down card from the draw deck.

Play Cards

An Epic battlefield is divided in three sections: Left, Center, and Right. Each battlefield is supposed to be played by a Field General.

All Epic II Cards fit into one of three main categories when played: Army Command, Field Command or Reaction. The major difference between an Army and a Field Command card is that

when playing an “Army Command” card, this is the only card the Active Side can play on their turn; when the Active Side plays “Field Command” cards they may play as many as three Field Command cards (though certain situations may reduce this number).

Each section can only be activated once by each nation. The Active Side, therefore, may play up to three Field Command cards on a turn for each nation.

Reaction cards can be played out-of-turn by the Inactive Side (*First Strike*, for example)

Inspired Field General Play

Normally, the Active Side may only play a single Command card to any specific field. However, if the Fate Die allows the Active Side to select a card, and there is an additional copy of that card face-up in the Card Display, the Active Side may activate those two same cards in the same specified field section. This is called Inspired Field General play.

An Inspired Field General play will count as two Field Command cards issued, leaving only one additional Field Command card available to play. If two Field Command cards have already been played, an Inspired Field General play is not possible.

The following Section cards qualify for an Inspired Field General Command card play:

- *Order One Unit Left, Center, and Right*: you may order up to two units in the same section.
- *Order Two Units Left, Center, and Right*: you may order up to four units in the same section.
- *Order Three Units Left, Center, and Right*: you may order up to six units in the same section.
- *Order Four Units Left, Center, and Right*: you may order up to eight units in the same section.

Field General’s Initiative

If the Active Side played at least one Field Command card in the turn, any unactivated section of the battlefield might have an army ordered.

For each unactivated section, the Active Side may roll one die with the following effect:

- **Green Circle**: one light unit (light infantry, light sling infantry, light bow infantry, auxilia infantry, light cavalry, light bow cavalry, or light barbarian chariot unit) of your choice is ordered.
- **Blue Triangle**: one medium unit (medium infantry, warrior, medium cavalry, cataphract camel, or camel unit) of your choice is ordered.
- **Red Square**: one heavy unit (heavy infantry, heavy cavalry, heavy cataphract cavalry, heavy chariot, elephant or heavy war machine unit) of your choice is ordered.
- **Leader Helmet**: Any unit of your choice is ordered. In lieu of a unit, an attached leader may be detached and ordered, or an unattached leader may be ordered.
- **Banner**: One unit of your choice must perform its standard retreat movement. The unit may not battle. If the unit cannot retreat its full movement, standard block loss for each unused retreat movement applies.
- **Crossed Swords**: One unit of your choice in the designated section may close combat. Unit may not move prior to combat, but may Momentum

Note: If the symbol rolled does not correspond to any unit in the Field General’s section making the initiative roll, no unit is ordered.

Card Modifications

Lowest Order-Count

In the Fate Die Results Chart, the term “Lowest Order-Count” always refers to the Section, Troop, or Leadership card(s) on the Card Display that will order the lowest number of units with the board in its current state. It does not mean the number of units the card can potentially order. For example, an “Order Four Units Right” card could potentially order four units in the right section, but if there are only two units available for order in that section, then the order count of the card is two for purposes of checking lowest order-count.

Leadership Cards:

For the purpose of determining “Lowest Order-Count,” a leadership card’s order count is equal to the leader’s hex and the adjacent linked contiguous hexes that are currently under their command. Same as above, order count accounts for current board state instead of automatically assuming that their potential command is equal to their current option.

First Strike

If the Inactive Side has *First Strike* face-up on their Card Display, it can be played in reaction to any close combat attempt without the roll of the Fate Die. Once the card is played by the Inactive Side, replace the card with a face-down card from the draw deck.

I Am Spartacus

When required to reshuffle, discard all face-down cards from both Card Displays, shuffle the draw deck and the discard pile and replace every discarded card face-down.

Order One Unit Cards

These cards instruct the player to draw three cards, keep two and discard the other. Instead, draw only one card to refill the empty slot but place it face-up.

Counter-attack

A counter-attack replicates any card played by the opposite Side. When playing a counter-attack card, you will decide which card you wish to replicate.

Drawing New Command cards

At the end of the Active Side’s turn, they will have played between one to three cards leaving one to three vacancies on their Card Display. Each vacancy is filled with a face-down per normal *CDG Solo System* rules. **If the Active Side only played one card during its turn, flip a single face-down card on its Card Display face-up.**

Random Card Selection Chart

# of Face-up Cards	1d6 Random Determination
1	No Roll
2	1-3, 4-6
3	1-2, 3-4, 5-6
4	1-4 (re-roll 5 & 6)
5	1-5 (re-roll 6)





Pursuit of Glory

Original Playsheet by Ken Kuhn

Setup: Standard+

Max Hand Size: Variable

Draw Deck: Dual Deck

Fate Die Result Chart

C or Lowest Face-up Ops Card or !!

- If not already face-up, flip the top card of the deck in slot C.
- Play card C OR the lowest-valued face-up Ops Card in slots A, B, D, or E for any allowable purpose.
- If there are multiple lowest-valued Ops cards, choose which one to play.
- If there is an empty slot, fill from the draw deck (keep face-up).
- The !! result has no effect on this game.



Face-up Event Card or Lowest Face-up Ops Card

- If there is only one or no face-up card(s) in the display, flip any one face-down card face-up until there are two face-up cards.
- Play any face-up Event card OR play the lowest-valued face-up Ops card for any allowable purpose.
- If there are multiple lowest-valued Ops cards, choose which one to play.
- If slots A, B, D, or E are empty, fill from draw deck (maintain facing).



A, B or C

- If not already face-up, flip all face-down cards in slots A, B and C.
- Play card A, B or C for any allowable purpose.
- If slot A or B are empty, fill from the draw deck (keep face-up).



A or B

- Flip any face-down cards in slots A and B.
- Play card A or B for any allowable purpose.
- Fill in the played card's slot from the draw deck (maintain facing).



C, D or E

- If not already face-up, flip all face-down cards in slots C, D and E.
- Play card C, D or E for any allowable purpose.
- If slot D or E are empty, fill from the draw deck (keep face-up).

CDE

D or E

- Flip any face-down cards in slots D and E.
- Play card D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (maintain facing).

DE

Modified Setup

Allied Card #1: Russo-British Assault (4.1.3.a)

During setup, Russo-British Assault may be chosen and placed to the side of the Allied Card Display. During the first Action Round, you can forgo the Fate Die roll on the Allied Side's turn to play the set aside card for its event. If the card isn't used during Action Round 1, it may no longer be used for its event. Use the card to refill the slot of the card that was played during the first turn instead, leaving it face-up.

Central Powers 4 Ops Card (4.1.3.b)

During setup, the Central Powers must choose a 4 Ops card to add to their "hand." You may choose any 4 Ops Mobilization card for the Central Powers Side OR you may pick one at random by shuffling the CP deck and drawing until a 4 Ops card is revealed. Once selected, place the 4 Ops card to the side of the Central Powers Card Display. Then reshuffle the CP draw deck and finish setup according to 3.2 in the Rules Summary. The 4 Ops card can be used during the CP's first turn in lieu of rolling the Fate Die. If not used during the first turn, use the selected 4 Ops card to refill the slot of the card that was played during the first turn instead. Leave the 4 Ops card face-up.

Optional Rule 19.5—Eight Card Hands

Whether for normal gameplay or as part of the optional Historical Scenario rules, the optional eight card rule can be instituted by simply setting the Max Hand Size marker to 8, instead of 7, during setup. Be sure to reset the Cards Remaining marker to 8 during the Draw Strategy Card Phase.

Game-Specific Modifications

Draw Strategy Card Phase (Modifies Rule 6.0H)

In *Pursuit of Glory*, even though the Max Hand Size is 7, there are only six Action Rounds. So, if a Side has Cards Remaining, as signified by the Cards Remaining marker > 0, one face-up Combat Card may be discarded for each card remaining. The player then resets that Side's Cards Remaining marker to 7. The player then fills each empty slot in slots A, B, D and E with a card drawn from the draw deck, left face-down.

Draw Deck Empty

Occasionally, especially during the Mobilization phase, the draw deck for a Side may become exhausted and the discard pile may be empty. If this happens, continue without refilling emptied card slots and, if the Cards Remaining marker is higher than four, lower it to 4. In future turns, if the Fate Die result provides no playable cards while the draw deck is empty, the Active Side takes an Automatic Operation with an OPS Value of one.

Card Modifications

Combat Event Cards

Combat Event cards are cards whose event is only playable during combat resolution. The player, when conducting an attack with the Active Side, decides whether to play one or more eligible face-up Combat Event cards for the attacking Side. Then, the player does the same for the defending Side. If one or more combat event cards are discarded after play, refill their slots with cards from the draw deck maintaining the facing of the top card for each draw.

Central Powers Card #20: Jafar Pasha & Allied Powers Card #21: No Prisoners

When these cards are played from the Card Display, they count as a normal card play and the Cards Remaining marker is reduced by one. After they are initially played, *No Prisoners* is passed to the Opponent's Side and *Jafar Pasha* may end up going to the AP Side. When they are passed to the Opponent's Side, they sit next to the card display and may be used during any combat without lowering the Cards Remaining marker. Like other Combat Event Cards, the decision of whether it is played is up to your discretion.

Central Powers Card #3: Enver to Constantinople

The second part of this card's event, "Draw up to 3 cards from the AP Player's hand, examine them, and return them." has no effect and is ignored. The first part of the event still takes effect.

Central Powers Card #15: Dejmál Crushes Secret Societies & Allied Powers Card #18: Lawrence

When played as an event, flip (face-up) all face-down cards in the Inactive Side's Card Display (including the top card of the draw deck) and then conduct Operations using this card.

Reaction Cards

Allied Powers Card #45: Greece & Central Powers Card #16: King Constantine

Greece can be canceled immediately, at the discretion of the player, if the *King Constantine* card is face-up in the CP Side's Card Display. If this happens, both Cards Remaining markers are reduced by one, empty Slots are refilled as usual, and then the AP Side takes another turn.

Central Powers Cards #31: Gorlice-Tarnow, #32: Verdun, #48: Robinson, and #50: Kaiserschlacht:

Each of these cards presents an event with a derivative of the formula: +/-1 VP unless the other player removes a unit. Keep in mind that if you play one of these cards for the Active Side it is up to you to make the best decision on behalf of the inactive Side in regard to how they should react.

Reshuffle

When required to reshuffle the discard pile back into a draw deck due to deck exhaustion, discard all face-down cards from the associated Card Display, shuffle the discard pile, and place a face-down card in each empty slot on the display.

War Status Reshuffle (16.1.3/4)

When required to reshuffle while adding new war status cards, discard all cards from the associated Card Display(s), shuffle the discard pile, and replace cards in the same manner as setup (Rules Summary 3.2).





Empire of the Sun

Original Playsheet by Chris Crane

This playsheet is compatible with *Empire of the Sun*, *Plan Orange* (C3i Nr. 29), *South Pacific* (C3i Nr. 30), and *Burma* (C3i Nr. 35).

Setup: Standard+

Max Hand Size: Variable

Draw Deck: Dual Deck

Fate Die Result Chart

C or Lowest Face-up Ops Card or Future Offensive Card



- If not already face-up, flip the top card of the deck in slot C.
- Play card C OR the lowest-valued face-up Ops Card in slots A, B, D, or E for any allowable purpose OR a Future Offensives Card.
- If there are multiple lowest-valued Ops cards, choose which one to play.
- If there is an empty slot, fill from the draw deck (keep face-up).
- The !! result has no effect on this game.

Face-up Event Card or Lowest Face-up Ops Card



- If there is only one or no face-up card(s) in the display, flip any one face-down card face-up until there are two face-up cards.
- Play any face-up Event card OR play the lowest-valued face-up Ops card for any allowable purpose.
- If there are multiple lowest-valued Ops cards, choose which one to play.
- If slots A, B, D, or E are empty, fill from draw deck (maintain facing).

A, B or C or Future Offensive Card



- If not already face-up, flip all face-down cards in slots A, B and C.
- Play card A, B or C for any allowable purpose OR a Future Offensive Card.
- If slot A or B are empty, fill from the draw deck (keep face-up).

A or B



- Flip any face-down cards in slots A and B.
- Play card A or B for any allowable purpose.
- Fill in the played card's slot from the draw deck (maintain facing).

C, D or E or Future Offensive Card



- If not already face-up, flip all face-down cards in slots C, D and E.
- Play card C, D or E for any allowable purpose OR a Future Offensive Card.
- If slot D or E are empty, fill from the draw deck (keep face-up).

D or E



- Flip any face-down cards in slots D and E.
- Play card D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (maintain facing).

Modified Setup (Scenario Specific)

Variable Hand Sizes

Each Side can have a Hand Size of between 4 and 7 cards based on a number of game conditions and specific scenario setup instructions. Because each Side's Cards Remaining Marker will need to be re-determined during phase 4.14 of each game turn, the Max Hand size Marker isn't used while playing *Empire of the Sun*.

Full Campaign (17.1)

Play out the December 1941 Special Turn as per the rules in 17.11 then carry out the rest of the Dual Deck setup as normal, using the *CDG Solo System* rules as normal starting with Turn 2.

To play with the Historical Variant (17.12), do the following:

- If the Allies choose to keep the *US#4: Arcadia Conference* card (17.25.D), place that card face-up on top of the draw pile (Slot C).
- Historical Japanese Opening Hand Option (17.25.F): Place *JP#3: Col. Tsuji* face-up in Slot A, *JP#59: Central Force* face-up in Slot B, and *JP#47: VADM Kondo* face-up on the Draw Pile (Slot C).

1942 Scenario / The Shortened Campaign (1942-1945)

For 17.25.D and F (if chosen), follow the instructions for the Historical Variant above. For 17.25.E: Follow the rulebook, but instead of discarding a card and replacing it with *JP#47: VADM Kondo*, just place *JP#47: VADM Kondo* face-up on the Draw Pile (Slot C).

South Pacific Scenario

Place the *JP#17: Japanese Counterattack at Savo Island* face-up on the Draw Pile (Slot C).

Plan Orange (C3i Nr. 29)

Reminder: Plan Orange uses its own decks of cards. Play cards #1 & #2 then place the JP Cards Remaining Marker on the 1 space of their Cards Remaining Track and then place the US Card Remaining Marker on the 2 space on their track. Carry out the rest of the Dual Deck setup as normal and proceed with the rest of the turn, US goes first.

Burma (C3i Nr. 35)

Select a Japanese Future Offensive card (from among events #3, 8, 16, 40, 48, 50) and place the JP Cards Remaining Marker on space 3 of their Cards Remaining Track. Carry out the rest of the Dual Deck setup as normal and proceed with the rest of the turn.

Game-Specific Modifications

Offensive Segment Passing

During the Offensive Segment, a Side may have 1 or more passes available to them. If so, after rolling the Fate Die and flipping face-up the cards associated with the result, the Active Side may pass instead of playing one of the cards allowed by the Fate Die. If they choose to pass, use one of the available Pass markers and then play shift to the other Side. Do not decrease the Cards Remaining Marker for the Side who passed.

Designating Future Offensives

- Just as in a 2-player game of *Empire of the Sun*, a card needs to be designated as a Future Offensive (FO). To designate a card as an FO, you roll the Fate Die and play an allowable face-up card, as usual, except that, instead of carrying out the Card's Ops or Event, you save the card beside the Active Side's Card Display. After designating a card as an FO, be sure to refill the Card Slot and decrease the Cards Remaining Marker, as usual.
- To play a Future Offensives card for EC or OC during a turn, a "C" result must be rolled on the Method Die Roll. The descriptions of the Method die roll results have been modified as a reminder of when Future Offensives cards can be played. Actually playing a Future Offensives card for EC or OC does not decrease the Cards Remaining Marker but is the only play that the Active Side gets on their turn.
- A Future Offensives card can always be played for Reaction (as long as that Side has 1 or more Cards Remaining) or as an EC Offensive to win initiative (7.29.A).

Card Modifications

Reaction Cards

- Any face-up Reaction card in the Card Display or a Future Offensives card can be played in reaction.
- The Inactive Side must have at least 1 or more Cards Remaining, as indicated by the marker, for every Reaction card that gets played. Furthermore, if there is a face-up Mandatory card in the Card display, then there must be at least 2 or more Cards Remaining, so that 1 will remain for the Mandatory Card play. See the Mandatory Cards section for more details.
- Playing a Reaction card decreases the Cards Remaining Marker by one space. Exception: If the Reaction card is a Future Offensive card or the Reaction card specifies "Draw one strategy card", then it does not. See the "Draw one strategy card" section for more details.

"Draw one strategy card" events

When a strategy card is played for an event and it allows a new card draw, do the following:

- If the card was played from the Card Display (meaning not an FO card) as either the Active Side EC card play or the Inactive Side's reaction card play, then do not decrease the Cards Remaining Marker for that card play. Fill the empty slot from the draw pile as per normal procedure.
- If the card played was a Future Offensives card, then increase the Cards Remaining Marker by one on that Side's Card Display.
- *Reminder:* Base game rules regarding card draw usage/limits per turn (5.35) and Future Offensives card play limits (7.29.B) still apply.

Mandatory Cards

If the pre-conditions for the following cards have been met, then they become Mandatory Cards. This means that the card must be played sometime during that Side's turn. When there is greater than 1 Card Remaining, the card can be played anytime its card Slot is allowed by the Fate Die roll. If there is only 1 Card Remaining, then the Mandatory card must be played and the Fate die roll is skipped. Furthermore, Reaction card play cannot reduce the Cards Remaining Marker to less than 1 for that Side with a face-up Mandatory card on the Card Display.

- *JP#43: Tojo Resigns, US#79: Soviets Invade Manchuria:* If played for OC or discarded, then this forces a **Reshuffle**: At the end of turn, pick up the Draw pile in Slot C. If there is a face-up card on Slot C, set it aside. Combine the potential Mandatory card, any face-down cards, and the discard pile back into the deck and reshuffle. Then place the Draw Deck back in Slot C and refill any other vacant Slots with a face-down card. Finally, put the face-up card back on top (if applicable).
- *US#30: Operation Sandcrab-Cottage:* Exception to the Mandatory rules with this card as it can be discarded instead of played for an event at any time (this still counts as playing the card, so the Cards Remaining Marker is decreased). However, it must either be played for an event or discarded before the end of the game turn if the card's pre-conditions have been met. If the pre-conditions haven't been met, then it is played normally. This card does not force a reshuffle.

Card Exceptions

JP#33: Imperial Intervention, JP#67/#68: Japanese Army/Navy Central Agreement, US#52: Roosevelt-Nimitz-MacArthur

- **Bonus:** Any face-up card in the Card Display can be swapped with a card in the discard pile as the card stipulates. If there are no face-up cards, then any one face-down card can be swapped the same way (choose a card first, then flip it face-up and discard)

US#60: 20th Bomber Command, US#67: Curtis LeMay, US#72: Halsey

- If the event (or *Halsey's* Bonus) occurs, then decrease the JP Side's Cards Remaining Marker by one space. If the JP Side has no Cards Remaining, then there is no effect.





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Original Playsheet by Ken Kuhn

Setup: Standard+

Max Hand Size: N/A

Draw Deck: Single Deck

Fate Die Result Chart

C or Lowest Face-up Order-Count Card or !!

- If not already face-up, flip the card in slot C.
- Play card C OR the lowest order-count card face-up in slots A, B, D, or E for any allowable purpose.
- If there are multiple lowest order-count face-up cards, choose which one to play.
- Fill in the played card's slot from the draw deck (face-down).
- The !! Triggers an Inspired Battlefield Action from the Inactive Side.



Face-up Tactic Card or Lowest Face-up Order-Count Card

- If there is only one or no face-up card(s) in the display, flip any one face-down card face-up until there are two face-up cards.
- Play any face-up Tactic card OR play the lowest face-up Order-Count card for any allowable purpose.
- If there are multiple lowest order-count face-up cards, choose which one to play.
- Fill in the played card's slot from the draw deck (face-down).



A, B or C

- If not already face-up, flip all face-down cards in slots A, B and C.
- Play card A, B or C for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



A or B

- Flip any face-down cards in slots A and B.
- Play card A or B for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



C, D or E

- If not already face-up, flip all face-down cards in slots C, D and E.
- Play card C, D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



D or E

- Flip any face-down cards in slots D and E.
- Play card D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



Modified Setup

During scenario setup, set Max Hand Size marker to each Side's Command level on the Cards Remaining track. The Cards Remaining marker is **only** used for the Solachon 586 AD and isn't needed for the rest of the scenarios in *Commands & Colors: Medieval*.

Variable Hand Size

In scenarios where one Side has a larger hand of cards than the other Side, the difference is accounted for by adding a second card to some of the card slots. Use the table below to adjust accordingly. Determine the difference by subtracting the lesser Max Hand Size from the greater and then add cards to the Card Display of the Side with the greater Max Hand Size. Cards added due to the adjustment table below are added face-down.

Hand Size Difference	Adjustment
1 card	Add one card to Slot A.
2 cards	Add one card to Slots A and D.
3 cards	Add one card to Slots A, B, and D
4+ cards	Add one card to Slots A, B, D, and E

When the Fate Die roll indicates a slot with multiple cards, any one card may be selected for play. If one or more of the cards are face-down, flip all cards in the slot face-up. After playing a card from a slot which held more than one card, replace the card face-down from the draw deck, so that it once again holds two cards.

Game-Specific Modifications

Unplayable Results

If the Fate Die roll results in a situation where no card can be played for ANY allowable purpose, reroll the Fate Die until a card can be played. If there are five unplayable face-up cards on the Card Display, discard the card in slot A and draw cards from the draw deck until a playable card is revealed. Play the revealed card and refill slot A with a face-down card from the draw deck.

Inspired Action Tokens

C&C: Medieval introduces Inspired Action tokens to play. Just like in head to head play, Inspired Action tokens can be used during the **Active Side's** turn for any legal action, discretion of when and how to use them is up to you the player.

Use of Inspired Action tokens by the **Inactive Side** is limited to the !! Symbol on the fate die. When the !! is rolled the Inactive Side will use an Inspired Action token as long as they have one in their supply and there is a viable action to take. Discretion regarding which action and how to use it is up to you the player.

Card Modifications

Lowest Order-Count

In the Fate Die Results Chart, the term “Lowest Order-Count” always refers to the Section, Troop, or Leadership card(s) on the Card Display that will order the lowest number of units with the board in its current state. It does not mean the number of units the card can potentially order. For example, an “Order Four Units Right” card could potentially order four units in the right section, but if there are only two units available for order in that section, then the order count of the card is two for purposes of checking lowest order-count.

Leadership Cards

For the purpose of determining “Lowest order-count,” a leadership card’s order count is equal to the leader’s hex and the adjacent linked contiguous hexes that are currently under their command. Same as above, order count accounts for current board state instead of automatically assuming that their potential command is equal to their current option.

“Ambush”

If the inactive Side has Ambush face-up on their Card Display, it can be played immediately out of turn in reaction to any momentum advance without the roll of the Fate Die. Once the card is played by the Inactive Side, replace the card with a face-down card from the draw deck.

“Cry Havoc” & “Rally”

When these cards refers to the number of Command cards you have, refer to that Side’s Command Level which is represented by the number indicated by that Side’s Max Hand Size marker.

“First Strike”

If the inactive side has First Strike face-up on their Card Display, it can be played in reaction to any close combat attempt without the roll of the Fate Die. Once the card is played by the Inactive Side, replace the card with a face-down card from the draw deck.

Scout Cards

These cards instruct the player to draw two command cards, keep one, and discard the other. Instead, draw only one command card to refill the empty slot but place it face-up. Gain one Inspired Action token as usual.

Reshuffling

When required to reshuffle the discard pile back into a draw deck(s) due to a game event or phase change, discard all face-down cards from the associated Card Display(s), shuffle the discard pile to form the refreshed draw deck, and place a face-down card in each empty slot on the display.

Scenarios

Melebasa 528 AD

Alter “Scout” Rules: If the Byzantine Side, after playing a “Scout” Command card, chooses to take a Victory Banner, they still draw only one command card to refill the empty slot but the card is played **face-down**.

Decimum 533 AD

In this scenario, the Vandal Side increases their hand size after each play up to a hand of five cards. Use the Variable Hand Size Chart on the front of this Playsheet to set up the game for a difference of 3 cards, but instead of drawing extra cards after the Vandal Side plays a card, simply refill cards as normal. As play progresses, do not refill the second card in any slots on the Byzantine Side once they are played.

Solachon 586 AD

In this scenario, the Byzantine Side has to win in 11 or less card plays. Unlike the the head-to-head rules, the Byzantine Side will draw cards because the Variable Hand Size rules allow us to account for the hand differential. Use the Variable Hand Size Chart on the front of this Playsheet to set up the game for a difference of 4+ cards. To keep track of the number of cards the Byzantine Side has played, use the Cards Remaining marker and set it to 11. At the end of each Byzantine turn, reduce the marker by one. If it reaches 0 before the Byzantine Side wins, the Sassanid Side wins instead.

Refill the Byzantine Card Display depending on the number of Cards Remaining as follows :

9-10: Refill the emptied spot with a face-down card.

6-8: Do not draw.

5: Refill the emptied spot with a face-down card.

1-4: Refill the emptied spot with a face-down card AND add one card to Slot A, then B, then D, and then E, respectively as the Cards Remaining marker decreases.

Alter “Scout” Rules: If the Sassanid Side, after playing a “Scout” Command card, chooses to take a Victory Banner, they still draw only one command card to refill the empty slot but the card is played **face-down**.

Random Card Selection Chart

# of Face-up Cards	1d6 Random Determination
1	No Roll
2	1-3, 4-6
3	1-2, 3-4, 5-6
4	1-4 (re-roll 5 & 6)
5	1-5 (re-roll 6)





Commands & Colors: Napoleonics

Original Playsheet by Chris Crane

Setup: Standard+

Max Hand Size: N/A

Draw Deck: Single Deck

Fate Die Result Chart

C or Lowest Face-up Order-Count Card or !!

- If not already face-up, flip the card in slot C.
- Play card C OR the lowest order-count card face-up in slots A,B, D, or E for any allowable purpose.
- If there are multiple lowest order-count face-up cards, choose which one to play.
- Fill in the played card's slot from the draw deck (face-down).
- The !! result has no effect on this game.



Face-up Tactic Card or Lowest Face-up Order-Count Card

- If there is only one or no face-up card(s) in the display, flip any one face-down card face-up until there are two face-up cards.
- Play any face-up Tactic card OR play the lowest face-up Order-Count card for any allowable purpose.
- If there are multiple lowest order-count face-up cards, choose which one to play.
- Fill in the played card's slot from the draw deck (face-down).



A, B or C

- If not already face-up, flip all face-down cards in slots A, B and C.
- Play card A, B or C for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



A or B

- Flip any face-down cards in slots A and B.
- Play card A or B for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



C, D or E

- If not already face-up, flip all face-down cards in slots C, D and E.
- Play card C, D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



D or E

- Flip any face-down cards in slots D and E.
- Play card D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



Modified Setup

During scenario setup, set Max Hand Size marker to each Side's Command on the Cards Remaining track. When cards refer to a Side's strength this is the number being referred to. The Cards Remaining marker isn't used for *Commands & Colors: Napoleonics*.

Variable Hand Size

In scenarios where one Side has a larger hand of cards than the other Side, the difference is accounted for by adding a second card to some of the card slots. Use the table below to adjust accordingly. Determine the difference by subtracting the lesser Max Hand Size from the greater and then add cards to the Card Display of the Side with the greater Max Hand Size. Cards added due to the adjustment table below are added face-down.

Hand Size Difference	Adjustment
1 card	Add one card to Slot A.
2 cards	Add one card to Slots A and D.
3 cards	Add one card to Slots A, B, and D
4+ cards	Add one card to Slots A, B, D, and E

When the Fate Die roll indicates a slot with multiple cards, any one card may be selected for play. If one or more of the cards are face-down, flip all cards in the slot face-up. After playing a card from a slot which held more than one card, replace the card face-down from the draw deck, so that it once again holds two cards.

Game-Specific Modifications

Unplayable Results

If the Fate Die roll results in a situation where no card can be played for ANY allowable purpose, reroll the Fate Die until a card can be played. If there are five unplayable face-up cards on the Card Display, discard the card in slot A and draw cards from the draw deck until a playable card is revealed. Play the revealed card and refill slot A with a face-down card from the draw deck.

Infantry Square

In *C&C Napoleonics*, the Defending Side has the option, when legal, to form an Infantry Square. The decision of whether the defending Side forms an Infantry Square is up to your discretion.

When the Defending Side chooses to form an Infantry Square, most of the time, they must discard a random card to the Square track. To accomplish this, decrease the Defending Side's Max Hand Size by 1 and then use the Random Card Selection Chart to decide which card is moved to the square track. If more than one card is in the selected slot, randomly decide by another die roll.

While a Side has an Infantry Square on the board, its Max Hand Size marker is decreased. This will often lead to one Side having a larger Max Hand Size than the other. This is reconciled through the use of the Variable Hand Size Rule (See Example below).

When an Infantry Square dissolves, increase that Side's Max Hand Size marker by 1. The card on the Square Track is then placed next to that Side's Card Display and will refill the next empty Slot for that Side, instead of their normal draw from the Draw Pile.

Example: Assuming that both Side's Command is the same when the first Infantry Square is established, the Active Side adds a face-down card from the draw pile to Slot A. If the Infantry Square dissolves or the Side with the extra card also forms an Infantry Square, the Max Hand Sizes will once again be at Parity and the Side with the extra card will either play the extra card in Slot A and not draw or will use the Card in Slot A to refill their next empty Slot instead of drawing from the Draw Pile.

Spanish Guerrilla Action Counters, Battalion Mass Counters, and Iron Will Counters

Expansions #1, #3, and #4 add the above named counters to the *C&C Napoleonic*s. These counters are used by the Non-French Side and may be used for any legal purpose by you as you see fit and the use of which are completely up to your discretion.

Card Modifications

Tactician Cards

If using the Tactician deck, follow the instructions in the scenario setup for the initial draw per Side. New cards from these special decks are only drawn when instructed by a played Command card as per the regular rules. Keep these cards outside the card display and always draw them face-up. There is no limit to the number of Tactician Cards that a Side may have and the decision of how and when to play these cards is up to your discretion.

Lowest Order-Count

In the Fate Die Results Chart, the term "Lowest Order-Count" always refers to the Section, Troop, or Leadership card(s) on the Card Display that will order the lowest number of units with the board in its current state. It does not mean the number of units the card can potentially order. For example, an "Order Four Units Right" card could potentially order four units in the right section, but if there are only two units available for order in that section, then the order count of the card is two for purposes of checking lowest order-count.

Leadership

For the purpose of determining "Lowest order-count," a leadership card's order count is equal to the number of the Active Side's friendly Leaders on the board. Same as above, order count accounts for current board state instead of automatically assuming that their potential command is equal to their current option.

"First Strike"

If the inactive Side has First Strike face-up on their Card Display, it can be played in reaction to any melee combat attempt without the roll of the Fate Die. Once the card is played by the inactive Side, replace the card with a face-down card from the draw deck.

Scout Cards

These cards instruct the player to draw two command cards, keep one, and discard the other. Instead, draw only one command card to refill the empty slot but place it face-up. If gaining a Spanish Guerrilla Action counter, draw the single command card to refill the empty slot but place it **face-down**.

Reshuffling

When required to reshuffle the discard pile back into a draw deck(s) due to a game event or phase change, discard all face-down cards from the associated Card Display(s), shuffle the discard pile to form the refreshed draw deck, and place a face-down card in each empty slot on the display.

Scenarios

Medellin - 28 March 1809 (Exp. 1)

After the Spanish Side loses each of their first three banners, **no face-up cards are discarded**, instead the French Side adds an extra card to their Display for the remainder of the game. Add cards to Slots A, B, and D, respective of whether it was the first, second, or third banner lost.

Vitoria - 21 June 1813 (Exp. 1)

To decide which Side moves first, roll the Fate Die for each side and select the card that orders the lowest printed number of units. If one Side ends up not having an order count card or they are tied, the British Side moves first. The selected card must be used first and, in the case where there wasn't an order card to be played, the Side may choose to play any of the cards allowed by the Fate Die.

Krasnoi - 17 November 1812 (Exp. 2)

If the Russian Side must lose a random card, use the Random Card Selection chart below.

Zehdenick - 26 October 1806 (Exp. 4)

Roll 4 dice for each Side. The Side that rolls the most sabers will move first.

Random Card Selection Chart

# of Face-up Cards	1d6 Random Determination
1	No Roll
2	1-3, 4-6
3	1-2, 3-4, 5-6
4	1-4 (re-roll 5 & 6)
5	1-5 (re-roll 6)





Commands & Colors: Napoleonics Epic Battles

Original Playsheet by Luc Boyer & Ken Kuhn

Setup: Standard+

Max Hand Size: N/A

Draw Deck: Single Deck

Fate Die Result Chart

C or Lowest Face-up Order-Count Card or !!

- If not already face-up, flip the card in slot C.
- Play card C OR the lowest order-count card face-up in slots A, B, D, or E for any allowable purpose.
- If there are multiple lowest order-count face-up cards, choose which one to play.
- Fill in the played card's slot from the draw deck (face-down).
- The !! result has no effect on this game.



Face-up Tactic Card or Lowest Face-up Order-Count Card

- If there is only one or no face-up card(s) in the display, flip any one face-down card face-up until there are two face-up cards.
- Play any face-up Tactic card OR play the lowest face-up Order-Count card for any allowable purpose.
- If there are multiple lowest order-count face-up cards, choose which one to play.
- Fill in the played card's slot from the draw deck (face-down).



A, B or C

- If not already face-up, flip all face-down cards in slots A, B and C.
- Play card A, B or C for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



A or B

- Flip any face-down cards in slots A and B.
- Play card A or B for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



C, D or E

- If not already face-up, flip all face-down cards in slots C, D and E.
- Play card C, D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



D or E

- Flip any face-down cards in slots D and E.
- Play card D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



Modified Setup

During scenario setup, set Max Hand Size marker to each Side's Command on the Cards Remaining track. The Cards Remaining marker isn't used for *Commands & Colors: Napoleonics*.

Variable Hand Size

In scenarios where one Side has a larger hand of cards than the other Side, the difference is accounted for by adding a second card to some of the card slots. Use the table below to adjust accordingly. Determine the difference by subtracting the lesser Max Hand Size from the greater and then add cards to the Card Display of the Side with the greater Max Hand Size. Cards added due to the adjustment table below are added face-down.

Hand Size Difference	Adjustment
1 card	Add one card to Slot A.
2 cards	Add one card to Slots A and D.
3 cards	Add one card to Slots A, B, and D
4+ cards	Add one card to Slots A, B, D, and E

When the Fate Die roll indicates a slot with multiple cards, any one card may be selected for play. If one or more of the cards are face-down, flip all cards in the slot face-up. After playing a card from a slot which held more than one card, replace the card face-down from the draw deck, so that it once again holds two cards.

Epic Courier Rack

The Courier Rack is used for both the *EPIC* scenarios and for *La Grande Battles*. The Courier Rack adheres to the standard rules while using the *CDG Solo System*. When selecting a card from the Courier Rack, the decision is up to your discretion.

Epic Battles Setup

During scenario setup, set Max Hand Size marker to each Side's Command level on the Cards Remaining track. The Cards Remaining marker isn't used for *Commands & Colors: Napoleonics*. Follow the *EPIC With Two Players* game rules.

La Grande Battles Setup

You will need two Card Displays for each Side. One Card Display will be dedicated to the Commander in Chief (CIC), and the other to the Corps Commander. The Variable Hand Size is established by comparing the hand size for each Side's CIC Display and then in the same fashion for the Corps Commander's Displays using the biggest hand size of each Corps Commander. If the number of cards in a Display changes it is always adjusted according to the Variable Hand Size Rule in comparison to the other Side's Display of the same type.

Draw as many tactician cards as required in the chosen *Grande Battles* scenario and assign them face-up to their battlefield (right, center and left).

Game-Specific Modifications

Unplayable Results

If the Fate Die roll results in a situation where no card can be played for ANY allowable purpose, reroll the Fate Die until a card can be played. If there are five unplayable face-up cards on the Card Display, discard the card in slot A and draw cards from the draw deck until a playable card is revealed. Play the revealed card and refill slot A with a face-down card from the draw deck.

Infantry Square

In *C&C Napoleonics*, the Defending Side has the option, when legal, to form an Infantry Square. The decision of whether the defending Side forms an Infantry Square is up to your discretion.

When the Defending Side chooses to form an Infantry Square, most of the time, they must discard a random card to the Square track. To accomplish this, decrease the Defending Side's Max Hand Size by 1 and then use the Random Card Selection Chart to decide which card is moved to the square track. If more than one card is in the selected Slot, randomly decide by another die roll.

While a Side has an Infantry Square on the board, its Max Hand Size marker is decreased. This will often lead to one Side having a larger Max Hand Size than the other. This is reconciled through the use of the Variable Hand Size Rule (See Example below).

When an Infantry Square dissolves, increase that Side's Max Hand Size marker by 1. The card on the Square Track is then placed next to that Side's Card Display and will refill the next empty Slot for that Side, instead of their normal draw from the Draw Pile.

Example: Assuming that both Side's Command is the same when the first Infantry Square is established, the Active Side adds a face-down card from the draw pile to Slot A. If the Infantry Square dissolves or the Side with the extra card also forms an Infantry Square, the Max Hand Sizes will once again be at parity and the Side with the extra card will either play the extra card in Slot A and not draw or will use the Card in Slot A to refill their next empty Slot instead of drawing from the Draw Pile.

Card Modifications

Lowest Order-Count, Leadership, Scout, and "First Strike" Card Modifications

These modifications work the same way as they do on the *C&C Napoleonics Playsheet*. Please refer to that Playsheet for clarifications.

Counter-attack

The cards played from the Card Display and from the Courier Rack are considered to be played simultaneously. When playing a counter-attack card, you will decide which card you wish to replicate.

Reshuffling

When required to reshuffle the discard pile back into a draw deck(s) due to a game event or phase change, discard all face-down cards from the associated Card Display(s), shuffle the draw deck, and place a face-down card in each empty slot on the display.

La Grande Battles Game Turn

Each turn, you will play a Command card from your CIC Display, as allowed by the Fate Die, and you will also play one Command card, of your choice from the Courier Rack. The two cards must be assigned to two different battlefields (left, center, right) and Section command cards must be assigned to their respective battlefield. Tactic command cards (that do not refer to a specific section) may be assigned to any battlefield. Command cards will order units across both of the sections of their respective battlefield. **Exception:** Force March only orders infantry units in one section of the battlefield.

Then, you will roll the Fate Die again and play one of the allowed cards from the Corps Commander Display to the third battlefield in accordance with the rules of the Corps Commander Command cards (*La Grande Battles*) section in the *EPIC* rulebook. Refer to the Corps Commander Display Max Hand Size for any Command card that states Equal to Command.

Tactician Cards in La Grande Battles

Tactician Card effects are restricted to the battlefield they are dedicated (right, center, left). If a Tactic Card allows you to draw a Tactician Card, that Tactician Card will be assigned to the battlefield for which the Tactic Card was played.

Infantry Square in La Grande Battles

When forming an Infantry Square, the CIC Card Displays are the ones that are adjusted according to Infantry Square modification in the left column of these rules.

Epic Battles Scenarios

Raab – 14 June 1809. Epic #5

The French are racing against time. When playing a Scout Command card, the Austrians may take 1 Victory Banner and draw one card and place it face-down rather than face-up.

Random Card Selection Chart

# of Face-up Cards	1d6 Random Determination
1	No Roll
2	1-3, 4-6
3	1-2, 3-4, 5-6
4	1-4 (re-roll 5 & 6)
5	1-5 (re-roll 6)





Wilderness War

Original Playsheet by Chris Crane

Setup: Standard+

Max Hand Size: Variable

Draw Deck: Single Deck

Fate Die Result Chart

C or Lowest Face-up Ops Card or !!

- If not already face-up, flip the card in slot C.
- Play card C OR the lowest-valued face-up Ops Card in slots A, B, D, or E for any allowable purpose OR discard an Event card.
- If there are multiple lowest-valued Ops cards or Event cards, choose which one to play.
- Fill in the played card's slot from the draw deck (face-down).
- !!: See Inactive Side and Battle Response Card Sections.



Face-up Event Card or Lowest Face-up Ops Card

- If there is only one or no face-up card(s) in the display, flip any one face-down card face-up until there are two face-up cards.
- Play or discard any face-up Event card OR play the lowest-valued face-up Ops card for any allowable purpose.
- If there are multiple lowest-valued Ops cards, choose which one to play.
- Fill in the played card's slot from the draw deck (face-down).



A, B or C

- If not already face-up, flip all face-down cards in slots A, B and C.
- Play card A, B or C for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



A or B

- Flip any face-down cards in slots A and B. Play card A or B for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



C, D or E

- If not already face-up, flip all face-down cards in slots C, D and E.



- Play card C, D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).

D or E

- Flip any face-down cards in slots D and E.
- Play card D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).

DE

Modified Setup

Variable Hand Size

On any given Season, each Side can receive between 7 and 9 cards based on scenario setup and a number of other game conditions. For each Side, place the Max Hand Size marker above the matching number of cards that that Side receives for their first round according to scenario setup. Then place the Cards Remaining marker underneath it.

Game-Specific Modifications

Held Cards (A.2.Exception)

Instead of the Held card rule in A.2.Exception, do the following:

- If the Active Side has 1 Card Remaining at the end of a season, that Side can choose to Pass and not play a card. This can be decided after the Fate Die roll is made. If the Pass is used, place the Card Held marker for the applicable Side on the Year track as a reminder that a Pass can't be used next season for that Side.

Card Modifications

Active Side Response Cards

The Active Side may play a face-up Response Card for any legal purpose to supplement their main action as long as they have enough Cards Remaining to do so. Be sure to decrease the Cards Remaining marker for every card played in a turn and refill each empty card slot from the Draw Deck face-down.

Inactive Side Response Cards

If the Inactive Side has a face-up Response Card that they'd like to play and the Cards Remaining to do so, there is a chance that Fate might not allow it. When the Inactive Side would play a Response Card, roll the Fate Die. If the !! Result is rolled, the Inactive Side's Response is blocked by Fate. Otherwise, they may continue on in playing their Response Card. Be sure to decrease the Cards Remaining marker for every Response Card played and refill each empty card slot from the Draw Deck face-down.

Battle Response Cards

During a Battle, whether or not there are any Response Cards face-up, the Inactive Side may attempt to Respond if they have Cards Remaining and Fate allows. When a Battle is declared the Inactive Side may roll the Fate Die. If the !! Result is rolled, the Inactive Side's Response is blocked by Fate. Otherwise, they may flip face-down cards face-up that correspond to the Fate Die Result and play a legal face-up Response Card. Any card turned face-up in this way that was not played during the battle must be flipped face-down after the battle is resolved. Be sure to decrease the Cards Remaining marker for every Response Card played and refill each empty card slot from the Draw Deck face-down.

Response Card #6: Surrender!

At the end of any season when the Surrender! card has been played (whether or not for event) the deck must be reshuffled according to the reshuffling rule to the right.

Hand Size Manipulation

#62: *Quiberon Bay*, #67: *William Pitt*, #69: *Diplomatic Revolution*

- These cards can change the number of cards available for either Side starting next season. When one of these cards is played, adjust the Max Hand Size marker appropriately.
- When drawing a card from discard as stipulated by the event, place that card face-up in the space where one of these cards was played. Do not decrease the Cards Remaining marker for that card play when this occurs.

Forced Discard Cards

#36: *Francois Bigot*, #37: *British Ministerial Crises*

- These cards can force the Inactive Side to discard a card (either randomly or a specific type of card). When that occurs, discard the card as the event instructs, reduce the Cards Remaining marker on the Inactive Side and replace the empty space with a card from the draw pile (face-down).
- If it is a random discard (or multiple cards to choose from), only face-up cards on the display can be discarded. Depending on the number of face-up cards, use the Random Card Selection chart to determine which card gets discarded.

Taking Opponent's Card

#35: *Courier Intercepted!*

- If the 3-6 roll succeeds, only face up cards on the Inactive Side's display are eligible to be taken. Reference the Random Card Selection chart to determine which one. After determining the Inactive Side's card, place it in the same place as Courier Intercepted! was played from, replace the space on the Inactive Side with a card from the draw pile (face-down), decrease the Cards Remaining marker on the Inactive Side and do not decrease the Active Side's Remaining Card marker.

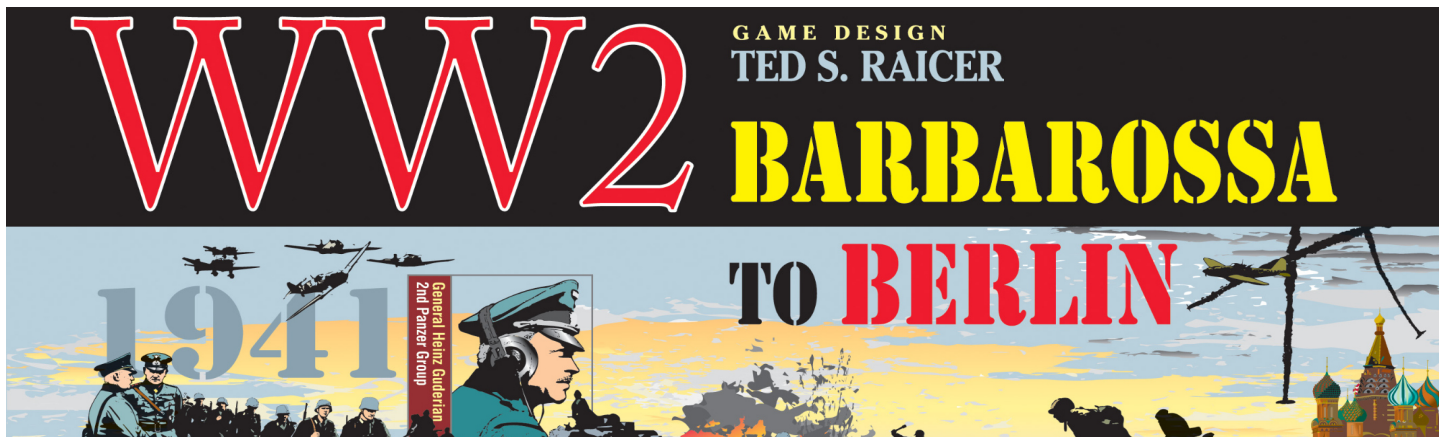
Reshuffling

When required to reshuffle the discard pile back into a draw deck due to depleting the Strategy Card Deck or the play of #6: *Surrender!*, discard all face-down cards from both Card Displays, shuffle the discard pile to refresh draw deck, and place a face-down card in each empty slot on each display.

Random Card Selection Chart

# of Face-up Cards	1d6 Random Determination
1	No Roll
2	1-3, 4-6
3	1-2, 3-4, 5-6
4	1-4 (re-roll 5 & 6)
5	1-5 (re-roll 6)





WW2: Barbarossa to Berlin

Original Playsheet by Ken Kuhn

Setup: Standard+

Max Hand Size: Variable

Draw Deck: Dual Deck

Fate Die Result Chart

C or Lowest Face-up Ops Card or !!



- If not already face-up, flip the top card of the deck in slot C.
- Play card C OR the lowest-valued face-up Ops Card in slots A, B, D, or E for any allowable purpose.
- If there are multiple lowest-valued Ops cards, choose which one to play.
- If there is an empty slot, fill from the draw deck (keep face-up).
- The !! result has no effect on this game.

Face-up Event Card or Lowest Face-up Ops Card



- If there is only one or no face-up card(s) in the display, flip any one face-down card face-up until there are two face-up cards.
- Play any face-up Event card OR play the lowest-valued face-up Ops card for any allowable purpose.
- If there are multiple lowest-valued Ops cards, choose which one to play.
- If slots A, B, D, or E are empty, fill from draw deck (maintain facing).

A, B or C



- If not already face-up, flip all face-down cards in slots A, B and C.
- Play card A, B or C for any allowable purpose.
- If slot A or B are empty, fill from the draw deck (keep face-up).

A or B



- Flip any face-down cards in slots A and B.
- Play card A or B for any allowable purpose.
- Fill in the played card's slot from the draw deck (maintain facing).

C, D or E



- If not already face-up, flip all face-down cards in slots C, D and E.
- Play card C, D or E for any allowable purpose.
- If slot D or E are empty, fill from the draw deck (keep face-up).

D or E



- Flip any face-down cards in slots D and E.
- Play card D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (maintain facing).

Modified Setup

Initial Strategy Cards (4.3)

- During setup you choose either the *Axis Card #1: Barbarossa* or *Axis Card #2: Von Paulus Pause* Event Strategy Card and set it to the side of the Axis Side's Card Display. Then set the Axis Side's Max Hand Size and Cards Remaining marker to 7. Finally, shuffle the Event Strategy Card that wasn't selected into the Axis Blitzkrieg Deck and setup their Card Display as normal (Rules Summary 3.2).
- Set *Allied Card #24: Soviet Reinforcements* to the side of the Allied Side's Card Display. Then set the Allied Side's Max Hand Size and Cards Remaining marker to 7. Finally, shuffle the Allied Blitzkrieg cards and setup their Card Display as normal (Rules Summary 3.2).

Turn 1 (4.4)

- Follow the Turn 1 (June 1941) Special Rules with the following caveats:
- During the Axis Side's first turn they do not roll the Fate Die and instead play the set aside Event Strategy Card chosen during setup and then decrease their Cards Remaining marker as normal (Rules Summary 4.3).
- Soviet Reinforcements Mulligan: In the final paragraph of 4.4, there are instructions on what to do if the Allied Player doesn't draw one of the two Soviet Reinforcement cards in their first hand. Disregard that rule while using the CDG Solo System and instead the following rule applies: At any time, in Game Turn 1 or 2, when a 3 Ops or better is allowed to be played according to the Fate Die, *Allied Card #24: Soviet Reinforcements* may be used instead and the 3 Ops or better card is discarded. If this exchange option isn't exercised by the end of Game Turn 2, *Card #24* is discarded with no effect.

Game-Specific Modifications

Variable Max Hand Size

- In *WW2: Barbarossa to Berlin*, both game effects and strategy card events can change a Side's Hand Size. Therefore, even though each Side always has six action rounds per turn, the number of times they are able to play a card is dependent on the number of Cards Remaining they have which resets to their Max Hand Size at the end of each turn during the Draw Strategy Card phase.
- Whenever an event card or game effect increases or reduces a Side's Hand Size, immediately increase or decrease the Max Hand Size marker above that Side's Cards Remaining track, but do not change the Cards Remaining marker. The new Max Hand Size will come into effect in the next Draw Strategy Cards Phase.

Automatic and Partisan Operations (7.2)

If the Allied Side performs a Place Partisan Operation or either Side conducts an automatic Operation with an OPs Value of one, a Strategy Card is not played and the Cards Remaining marker is not decreased even though an Action marker is placed on the Action Track. If a Side's Cards Remaining marker is at zero, but they still have actions left in the turn, one of these two options is all that is available to them.

Total War Cards (7.8)

- When the Total War portion of the deck is added to each Side, the Axis Side may choose to include #26: *Totaler Krieg!* in their hand and the Allied Side may choose to include any one Blitzkrieg card in their hand. You may choose whether you want to make this decision on behalf of each Side or you can leave it up to chance by not selecting a card.
- If you do choose to include the aforementioned cards in each Side's next hand, add that card face-up to the A Slot on each Side's Card Display. Then continue to the below bullet, skipping Slot A when discarding and replacing cards. If you choose not to include the aforementioned cards, continue to the below bullet.
- When it is time to reshuffle while adding Total War cards, discard all cards from the associated Card Display(s), shuffle the Blitzkrieg deck, discard pile, and Total War cards together. Then replace cards in the same manner as setup (Rules Summary 3.2).

Discarding and Shuffling (7.9)

- During the Draw Strategy Card Phase, if a Side has Cards Remaining, as signified by the Cards Remaining marker > 0, one face-up card may be discarded for each card remaining before resetting the Cards Remaining marker to the Max Hand Size value.
- Aside from the addition of the Total War Cards, the draw deck is reshuffled only when it is completely exhausted, which means that the last card is played or moved from Slot C. When this happens, leave all cards on the Card Display in their place, shuffle the discard pile, and then place the reshuffled deck face-down in Slot C.

Resources (18)

In *WW2: Barbarossa to Berlin*, there are two types of Resources: Iron and Oil. Control of these resource spaces affects the hand capacity of both the Axis and Allied players. When increasing or decreasing Hand Size refer to the Variable Max Hand Size rule above.

Card Modifications

Combat Cards (7.64)

Only face-up Combat Cards can be considered to be played during a combat. The decision of whether a Side plays a Combat Card or not is up to you. However, to be eligible to play a Combat Card, the Cards Remaining marker must be ≥ 1 . If a Combat Card is played from either Side's Card Display, reduce that Side's Cards Remaining marker by one and refill that Card Slot with the top card in Slot C (maintain facing). If the card came from Slot C, do not flip the top card of the deck.

Hand Size Manipulation Cards

Allied Card #12: Bomber Command, Allied Card #28: US 8th Air Force, Axis Card #52: Final Production Surge

These three cards influence the Max Hand Size for the Axis Side during their next Draw Strategy Card Phase. If one of these cards is played for its event, adjust the Max Hand Size marker as stated in the Variable Max Hand Size rule above.

Revealing Opponent's Hand

Allied Card #25: Enigma, Axis Card #50: Final Production Surge

These two cards permit the active player to look at the hand of their opponent. These cards have no effect while using the CDG Solo System and cannot be played for their events.

Random Discard

Allied Card #48: Bomb Plot

If the Fate Die roll allows the Allied Side to select this card, the Allied Side may use the Random Card Selection chart to select a face-up card from the Axis Side's Card Display. Discard the card and replace it with a card from Slot C (maintain facing). If the card was in Slot C, do not flip the top card of the deck. Finally, move the Axis Cards Remaining marker one slot to the left.

Random Card Selection Chart

# of Face-up Cards	1d6 Random Determination
1	No Roll
2	1-3, 4-6
3	1-2, 3-4, 5-6
4	1-4 (re-roll 5 & 6)
5	1-5 (re-roll 6)





1960: Making of a President

Original Playsheet by Ken Kuhn

Setup: Standard+

Max Hand Size: See Modified Setup for Details

Draw Deck: Single Deck

Fate Die Result Chart

C or Lowest Face-up CP Card AND !!

- If not already face-up, flip the card in slot C.
- If the Active side has at least 1 momentum, the !! triggers and 1 momentum is played to activate the first allowable face-up event in the discard pile.
- Play card C OR the lowest-valued face-up CP Card in slots A, B, D, or E for any allowable purpose.
- If there are multiple lowest-valued CP cards, choose which one to play.
- Fill in the played card's slot from the draw deck (face-down).



Face-up Event Card or Lowest Face-up CP Card

- If there is only one or no face-up card(s) in the display, flip any one face-down card face-up until there are two face-up cards.
- Play any face-up Event card OR play the lowest-valued face-up CP card for any allowable purpose.
- If there are multiple lowest-valued CP cards, choose which one to play.
- Fill in the played card's slot from the draw deck (face-down).



A, B or C

- If not already face-up, flip all face-down cards in slots A, B and C.
- Play card A, B or C for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



A or B

- Flip any face-down cards in slots A and B. Play card A or B for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).



C, D or E

- If not already face-up, flip all face-down cards in slots C, D and E.
- Play card C, D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).

CDE

D or E

- Flip any face-down cards in slots D and E.
- Play card D or E for any allowable purpose.
- Fill in the played card's slot from the draw deck (face-down).

DE

Modified Setup

1960: Making of a President uses a unique Turn and Phase sequence that dictates when and how cards are allowed to be played and supersedes the effectiveness of the Cards Remaining and Max Hand Size markers, which are not used for this game. Skip 3.1 in the Standard Setup procedure. All other setup instructions apply.

Game-Specific Modifications

Momentum Markers

Momentum markers are accrued per the standard rules and can still be spent to prevent an Event Card that was played for CP from being triggered.

Spending 2 Momentum to Preemptively Prevent an Event

As per the standard rules, if the Active Side has at least 2 momentum markers when a card is selected to be played for its CP, 2 momentum markers may be spent to discard the card face-down after the CP have been used. Discarding the card face-down will keep the other side from being able to select this event when spending momentum to trigger an event.

Spending 1 Momentum to Trigger an Event

The !! result on the fate die provides the Active Side the opportunity to trigger an event. When !! is rolled AND the Active Side has at least 1 momentum marker, they must spend 1 momentum marker and play the top-most eligible event of the discard pile. The played card is then moved to the bottom of the discard pile. An event is considered to be eligible if the Active Side's Candidate Icon is depicted on the card. Debate cards aren't eligible after the debate phase. It may not be the best move, but politics don't always make sense. If there isn't an eligible event, the !! part of the die roll is not resolved.

On very rare occasions, due to the rules above, an Active Side may end up triggering the event of a card that they played previously for the CP. Not only is this legal, but required if it is the the top-most eligible card in the discard.

Momentum Phase - Issue Shift

The Side with the most media support cubes will prioritize shifting the left-most issue, that they are leading, *left*.

If they are already leading the left-most issue OR they are not leading in any issue, they will prioritize shifting the left-most opponent-led issue, with the most opponent support, *right*. In all other cases, no shift will occur.

Campaign Strategy Phase

During the Campaign Strategy Phase, one or two cards are selected to be added to each Side's Campaign Strategy Card Stack on the board from those that are face-up on their respective Side's Card Display. Afterward, refill now empty Slots with face-down cards from the Campaign deck.

It is possible to have more cards face-up on the Card Display than can be selected. If this is the case, choose one or two OR use the Random Card Selection Chart to select which card(s) move to the Campaign Strategy Card Stack from those that are *face-up*.

Alternatively, it is possible to have not enough cards face-up during this phase. If this is the case, automatically select any face-up cards—replacing them with face-down cards—and then use the last row on the Random Card Selection Chart to select which card(s) move to the Campaign Strategy Card Stack from those that are face-down.

The Debates - Turn 6

After determining initiative, take each Side's Campaign Strategy Card Stack, shuffle it, and place each card face-up in slots A-E on the Card Display covering the cards that are already there. These top cards are the Debate Cards.

During the Debate! step, the candidates take on a life of their own, randomly establishing strong platforms or making weak arguments as they see fit. For each of the five-card play turns, roll on the Random Card Selection Chart and then play the Debate Card in that slot from *each* Side's Card Displays to their appropriate spots on the debate display. Then, when necessary, slide the Debate Cards left on each Card Display before rolling for the next card play.

Once an issue is won, resolve the win as usual and then remove all Debate Cards whose Debate Icons match that of the issue just resolved. Then, if necessary, slide the Debate Cards left on each Card Display before rolling for the next card play this time using the row corresponding to the highest number of Debate Cards in either Card Display. If a slot without a Debate Card is rolled for one Side, then the right-most Debate Card on the Card Display is played.

When the debate is over, shuffle the played cards and discard face-up.

Election Day - Turn 9

The Election Day turn plays out as normal with one exception. The Election Day Events cards, if any, are shuffled and then randomly resolved one at a time.

Card Modifications

Candidate Card

The Candidate Card is special because it is always an *additional* option as long as it isn't exhausted, no matter which result was rolled on the Fate Die. In other words, after the Fate Die is rolled and any cards associated with the result are flipped face-up, the Candidate Card may be played instead of the options given by the Fate Die result.

When the !! is part of the Fate Die result, it triggers before a card is played. Therefore, the !! can happen regardless of whether the Candidate Card is chosen to be played.

Gathering Momentum Cards (#14-17)

A *Gathering Momentum* card may never be placed in the Campaign Strategy Card Stack. Therefore, if it is face-up in the Card Display during the Campaign Strategy Phase, ignore it during selection. If it is randomly revealed, roll again until you get an eligible card and then flip any randomly revealed *Gathering Momentum* card(s) face-down.

Discard and Redraw Cards

Campaign Headquarters (#53), *"A New Frontier"* (#57), *A Low Blow* (#94)

When an event gives the option to discard and redraw cards, the Active Side may discard, from left to right, any face-up card on their Card Display and then replace each card with a face-up card from the Campaign Deck.

Retrieve From the Discard Cards

Nelson Rockefeller (#27), *The Great Seal Bug* (#29), *Tricky Dick* (#58), *Adlai Stevenson* (#66)

When an event gives the option to retrieve a card from the discard pile, both face-up and face-down cards in the discard pile may be selected. The selected card fills the Slot just vacated by the played card face-up. Be sure to maintain facing for any card that isn't selected.

"Lazy Shave" (#34)

If played, this card allows the Kennedy Side to, once during the debates, ignore the randomly selected card and pick a different card from their display.

Kennedy's Peace Corps (#81)

When this card's event is in play, each card played by the Kennedy Side is discarded face-down for the remainder of the turn.

Political Capital (#91)

When played, flip all cards in Nixon's Card Display face-up, then discard up to two cards and replace the now empty Slots with face-down cards from the Campaign Deck.

Reshuffling

When required to reshuffle the discard pile due to depleting the Campaign Deck, discard all face-down cards from both Card Displays, shuffle the discard pile to form the refreshed Campaign Deck, and place a face-down card in each empty slot on each display.

Random Card Selection Chart

# of Face-up Cards	1d6 Random Determination
1	No Roll
2	1-3, 4-6
3	1-2, 3-4, 5-6
4	1-4 (re-roll 5 & 6)
5	1-5 (re-roll 6)

