

CDG Solo System



PRINT & PLAY KIT

The CDG Solo System Print & Play Kit includes:

- 2 Card Displays
- 6 Die Faces
- 4 Counters
- 1 Rules Summary
- 7 Playsheets

This kit has been formatted to be printed on 8.5"x11" letter-sized paper. If printed on A4 paper, pages 2-6 should be printed at 100% scale.

For the best play experience, it is recommended to print pages 2-5 of this document on a heavier cardstock weight material.

To construct the Card Displays, cut each half out by cutting along the dashed line and then taping or pasting the two halves together.

Additionally, print page 6 and affix the die faces to a spare die (for example, by printing on label paper) and if desired, the counters to the front side of a spare 3/4" counter.



CDG SOLO SYSTEM

CARDS
REMAINING

0123456

A

B

C

Overlay second half of card display and paste or tape





CDG SOLO SYSTEM

CARDS
REMAINING

0123456

A

B

C

A

B

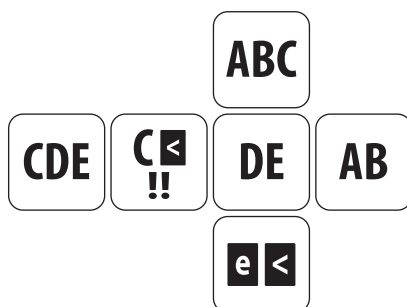
C

Overlay second half of card display and paste or tape

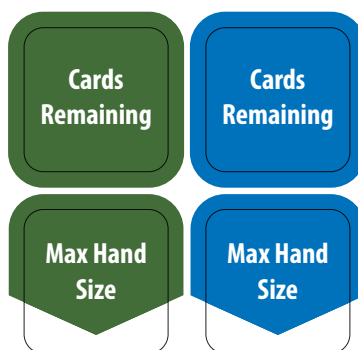




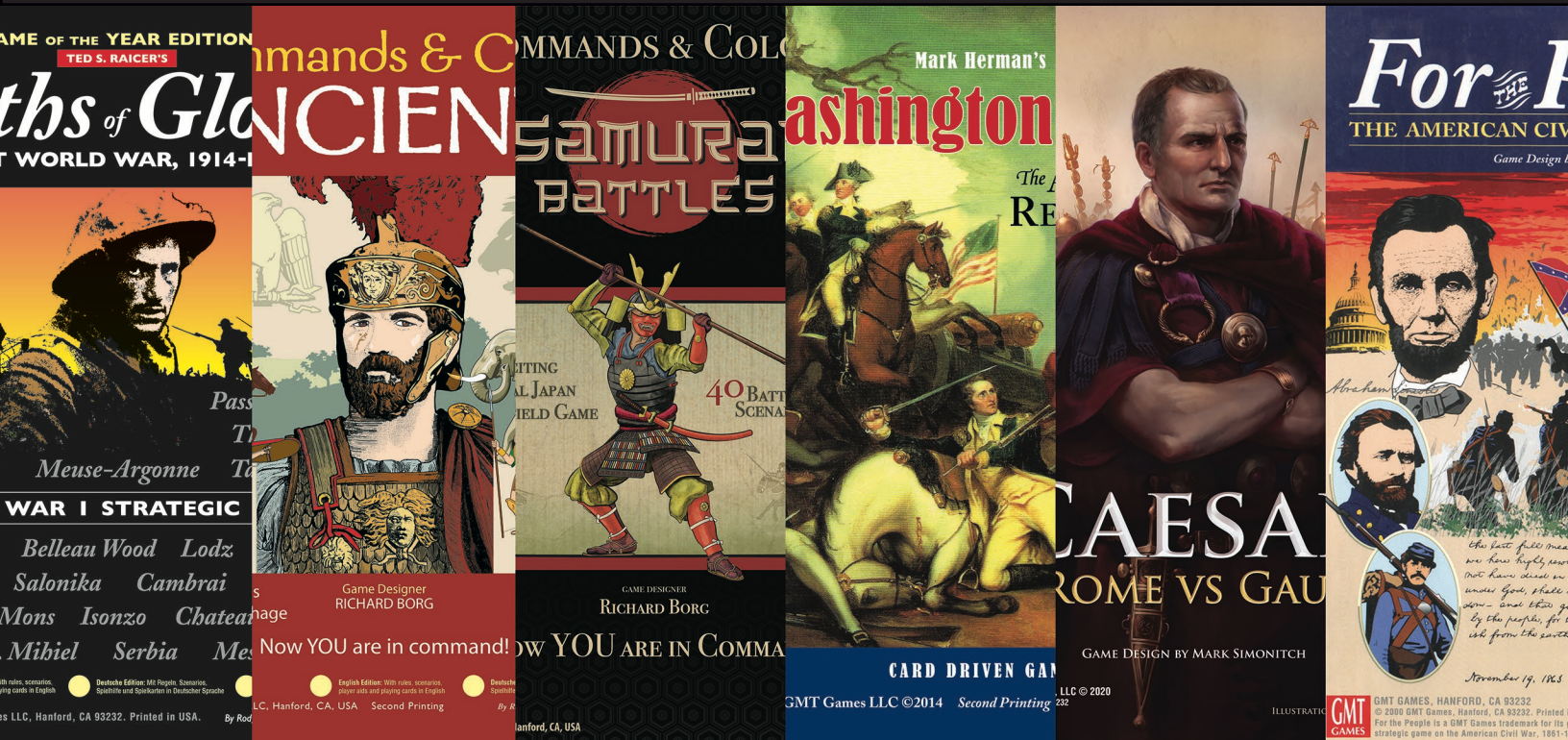
Die Faces for Fate Die



Counters



CDG Solo System



RULES SUMMARY

By Stuka Joe and Ken Kuhn

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1.0 Overview

The *CDG Solo System* is a revised implementation of Stuka Joe's CDG solo method, and streamlines two-handed solitaire gameplay by decreasing turn-to-turn overhead and maintenance. At the beginning of each Side's turn, you will roll a Fate Die to determine which of the five cards are available for play. Typically two or three cards are available, but the final decision of which card to play is **ultimately yours**. This method of play increases narrative immersion as the great battles of history unfold on your tabletop.

The CDG Solo System is not a bot and cannot be played against. Instead, it provides two Card Displays to help organize your play space and limit your decision space as you control both sides. Therefore, it is compatible with most two-player card-driven strategy games. The following rules summary provides an introduction to the system, general guidelines for play, and game-specific Playsheets covering a handful of GMT's most popular titles. If desired, the rules and principles in this rulebook can be applied to nearly any CDG.

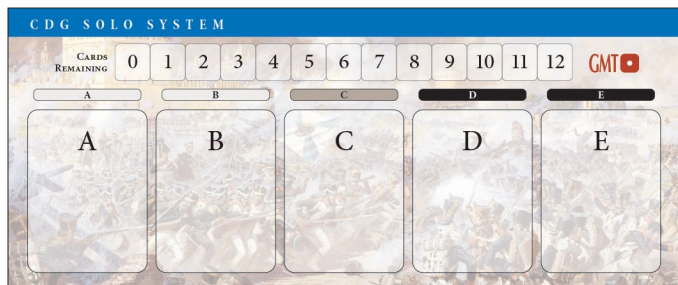
2.0 Components

The CDG Solo System includes:

- 2 Card Displays
- 1 Six-Sided Custom Die
- 4 Markers for the Cards Remaining Track
- This Rules Summary
- 7 Playsheets

2.1 Card Displays

Each Side's hand is managed via their Card Display. The displays are designed to reveal a limited number of options at any given time. Each display has five card slots that are labeled with the letters A-E and a Cards Remaining track that monitors the maximum hand size and remaining card plays available.



2.2 Cards Remaining Track

The Cards Remaining track is centered at the top of the Card Display. The marker with a down arrow, which reads "Max Hand Size," represents the number of cards that a Side draws at the top of the game's Strategy Phase. The marker, which reads "Cards Remaining," represents the current number of cards that each Side has available for play. At the beginning of each Strategy Phase, the Cards Remaining marker is reset to the Max Hand Limit.

If a card is played for any reason, slide the Cards Remaining marker one step to the left on the track. If playing a card leads to an immediate card draw, do not slide the marker.

2.3 Fate Die

The Fate Die is a custom six-sided die which is rolled to determine which cards from the Card Display are available for play. Each face of the die depicts a combination of letters and symbols that pertains to one of the six options noted on the Results Chart found on each Playsheet. Only the symbols on the top face are considered after each roll. The !! result on the C< face of the Fate die isn't used in these first seven Playsheets, but it is included on the die to allow the system greater flexibility going forward.

2.4 Playsheets

Playsheets are single sheets of rules, front and back, that contain all of the game-specific rules needed to use this system. These include a listing of die result rulings and modifications to the CDG Solo System that are necessary to meet the demands of unique game rules. Rule references in the playsheets refer to the game's rulebook, not to the CDG Solo System rules, unless otherwise noted. Rules and explanations provided in a Playsheet supersede this rules summary in situations where the two are in conflict.

3.0 Standard Setup

Set up the game normally, but before drawing cards for the two Sides, find the corresponding Playsheet and place it near the game board for frequent reference during play. Consult the Playsheet for setup instructions. Most CDGs follow the standard setup explained below. But, some CDGs require additional setup modifications and are designated as Standard+. Playsheets with a Standard+ setup have a "modified setup" section that explains the differences.

3.1 Setup Card Displays

Set up the two card displays near the game board. Then, check the Playsheet for Max Hand Size. Place the Max Hand Size marker above the corresponding number on each Side's Cards Remaining track. Place the Cards Remaining marker on the track below the other marker. In cases where Max Hand Size changes throughout a game, further instructions will be included in the Playsheet.

3.2 Setup First Hand

This step is handled differently depending on whether the CDG you are playing has a single or shared draw deck OR a Side-specific draw deck, referred to below as a dual deck CDG.

3.2.1 Single Deck CDG

Place the shared draw deck off-board near the card displays. Then deal a single card to each card slot face-down alternating between the two card displays. No matter the hand size, only five cards are placed in each card display, one card in each slot.

3.2.2 Dual Deck CDG

Place the Side-specific draw deck in the C slot of the corresponding card display. Then deal one card face-down to each open card slot (A, B, D, and E) from the draw deck in slot C. No matter the hand size, only one card is placed in slots A, B, D, and E.

3.2.3 Flip Cards in Slots A and B

Finally, no matter whether the game is a single or dual deck CDG, the cards in slot A and slot B are flipped face-up on each Card Display. The background color of A and B's labels are white to help you remember that the cards in these two slots start face-up at the beginning of the game.

4.0 Standard Turn Procedure

In all CDGs, the normal sequence of play is followed. In the phase where cards are played, often called the Strategy phase or similar, determine which Side will start the round (consult the Playsheet if necessary) and then alternate between Sides following the turn procedure below. The following turn procedure explains how to determine which options are available for the Active Side, but does not tell you which card to select. When more than one option is allowed, the final decision is yours. As the player, it should be your goal to play each side as best as possible.

DESIGN NOTE: The CDG Solo System is not a solitaire bot and will not explicitly select a card for you. Instead, the Fate Die limits the allowable options, but two or more cards are often available for selection. When there are multiple valid options, the final decision must be made by you.



4.1 Roll Fate Die

If a Side has one or more Cards Remaining, roll the Fate Die and consult the Result Chart on the Playsheet. If the Cards Remaining marker has reached zero, then the Side has exhausted their hand for the round, and play proceeds to the other Side. If neither Side has Cards Remaining, the Strategy Phase is over. Proceed to the next phase in the sequence of play.

4.2 Consult Result Chart

After rolling the Fate Die, consult the Result Chart on the corresponding Playsheet to see which cards are available for selection. When multiple face-up cards are available for selection, the decision of which to play is made by the player. Face-up cards in both displays can be legally considered for strategic deliberation, but, unless otherwise noted in the Playsheet, only face-up cards from the Active Side's card display may be selected to play.

4.3 Play Selected Card

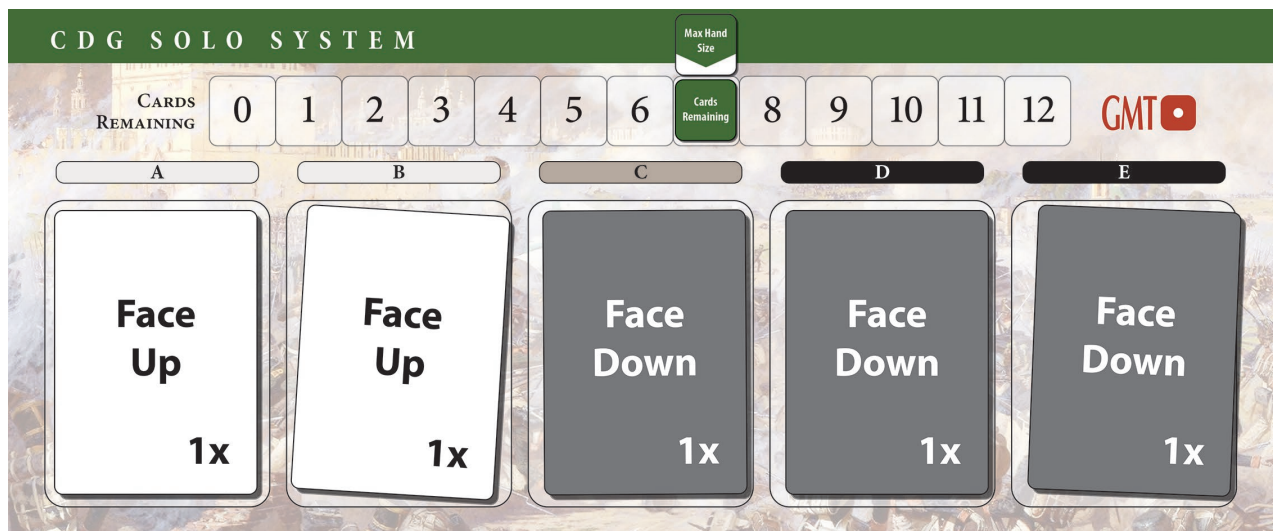
After selecting a face-up card from the display, play the card following the guidelines given by the Result Chart on the Playsheet. Typically, this means playing the card for any allowable purpose according to the game's rules of play. Generally, a single card is played each turn.

When the result of the Fate Die roll is associated with one or more of the card slots labeled A-E, you may play any one of the permitted face-up cards for the Active Side's event or for any other allowable purpose dictated by the game's rules of play.

When the result of the Fate Die roll directs the player to play a face-up event card, the event card must be a legally playable event for the Active Side and may not be played for the operations value unless it is also the lowest valued operations card face-up on the Card Display.

When the result of the Fate Die roll directs the player to play the lowest valued face-up operations card, the player consults the operations value on each of the face-up cards and must select the lowest. In cases where there are two or more cards tied for the lowest operations value, the player may choose between them.

After playing a card, move the Cards Remaining marker one space down the Cards Remaining track for that Side.



Example of Setup for Washington's War.

Setup: Standard
Max Hand Size: 7
Draw Pile: Single Deck

4.4 Discard Card

After playing the card, check for any text on the card that may dictate an alternative action (e.g. That the card should be removed from the game or that the draw deck might need to be reshuffled). If there are no further instructions printed on the card, discard the card to an off-board discard pile. If playing a dual deck CDG, be sure to keep the discard piles separate. If a card's text requires a reshuffle of the draw deck, be sure to complete the reshuffle before proceeding to the next step.

4.5 Refill Card Slot

The final step in the standard turn procedure is to refill the now empty card slot. To do so, draw a card from the draw deck and place the card face-down in the slot. Note: Be sure to consult the die Result Chart on the Playsheet. Whether you play the card face-up or face-down to the empty card slot can vary across games.

After refilling the empty card slot, play alternates to the other Side and begins with rolling the Fate Die (4.1).

Definitions

Active Side: The faction whose turn is currently in progress.

Card Display: The play mats that display each Side's hand (see 2.1).

Cards Remaining: The number of card plays a Side has available to them (see 2.2).

CDG: Card-Driven Game

Fate Die: The custom six-sided die used to determine available options for play (see 2.3).

Result Chart: The chart printed on a Playsheet that provides game specific instructions to resolve each face of the Fate Die.

Side: Term used throughout these rules to refer to the factions typically played by different players.

Strategy Phase: This is the game phase, typically found in a CDGs sequence of play, wherein play alternates between Sides playing their hand of strategy cards. In some games it is referred to as the 'Action Phase'.

Playsheet: Game-specific rules addendum (see 2.4)

Credits

ORIGINAL SOLO METHOD DESIGNER: Jose Ruiz (Stuka Joe)

CDG SOLO SYSTEM DESIGNER: Ken Kuhn

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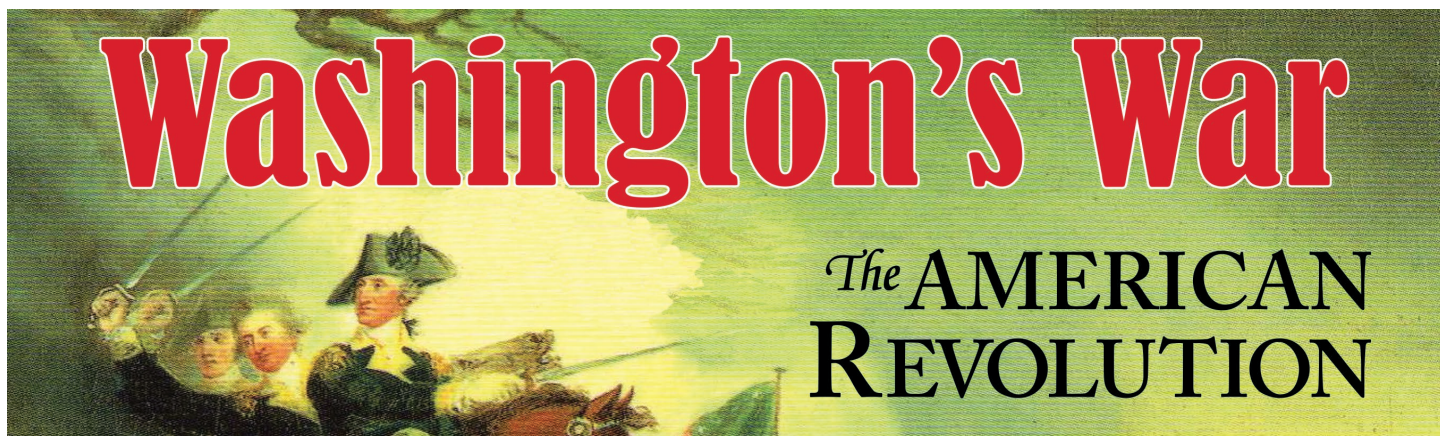
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Washington's War

Original Playsheet by Chris Crane

Setup: Standard

Max Hand Size: 7

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 low valued Ops cards or Event 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 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 low 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).



Game-specific Modifications

Who goes first in the Strategy Phase (5.3.A)

Any face-up Campaign Card in the British Card Display can be used to satisfy the condition in 5.3.a. A Fate Die Roll is not needed in this case.

Exchanging a discarded card (6.32.C)

After the Fate Die gets rolled, any face-up Ops card that can be played and meets the criteria in the rule text can be exchanged with the top-most discarded Event card from the previous side's play. This does not move the Cards Remaining marker to the left. After the exchange, the active side can proceed normally as per the Fate Die result.

Card Modifications

Battle Cards

- When conducting an attack and if the Cards Remaining marker isn't at zero, the active side may play one Battle Card or discard one Event card in support of the attack, by selecting any playable, face-up Battle Card or Event card in the attacking side's display. Then, if the defending side has one playable, face-up Battle Card or Event card AND their Cards Remaining marker isn't at zero, the player may play or discard one such card in defense. After combat is resolved, fill the card slot(s) formerly occupied by the played Battle Card or Event card with the topmost card(s) from the draw deck, left face-down.
- Playing a Battle Card from the Card Display does not slide the Cards Remaining marker because the card text allows a card draw, however discarding an Event card for a +1 dr in the battle does require the Cards Remaining marker to slide left.

Mandatory Cards

If a mandatory card is revealed while fulfilling the instructions of the Fate Die result, play the card immediately without decreasing the marker on the Cards Remaining track. Then fill in the empty slot with a face-up card from the draw deck and resume the Active Side's turn by selecting a card for play as usual. If another mandatory card is drawn, repeat the aforementioned process. Only decrease the Cards Remaining marker after the selected card is played.

Optional Tournament Rule (6.34)

The optional tournament rule is incorporated into the Mandatory Cards rule above.

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.

Card Exceptions

#84: *George Rogers Clark*, #97: *Admiral Suffern*, #102: *Admiral Rodney*, #106: *John Paul Jones*, #109: *Edward Bancroft*

- These cards force the opposing side to randomly discard a card. To do that, only face-up cards on the display can be discarded and the opposing side must have Cards Remaining. Depending on the number of face-up cards, use the Random Card Selection chart to determine which card gets discarded. Discard the card picked, slide the Cards Remaining marker one space towards zero and fill the slot with a card from the draw deck (face-down). If there are no face-up cards on the opposing side, then just slide the Cards Remaining marker one space towards zero.
- Remember, if a Mandatory Special Event Card gets picked, it is played not discarded. As per 6.34.B

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)





Caesar: Rome vs Gaul

Original Playsheet by Shane Avery

Setup: Standard

Max Hand Size: 8

Draw Deck: Single Deck

Fate Die Result Chart

C or Lowest Face-up Activity Point (AP) Card or !!

- If not already face-up, flip the card in slot C.
- Play card C OR the lowest-valued face-up AP Card in slots A, B, D, or E for any allowable purpose.
- If there are multiple low valued AP 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 Event Card or Lowest Face-up AP 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 AP card for any allowable purpose.
- If there are multiple low valued AP 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

Game-specific Modifications

Card Selection based on Action Points

When selecting a card with the lowest action point value, consider a value of 0 or 1 to be the same. This prevents Surprise cards (0 action points) from being forced prematurely from the hand. If, after rolling the Fate Die and flipping the associated cards face-up, there are only Surprise cards available for play, reroll the Fate Die until this is no longer the case.

Reinforcement and End Turn Phases

During the card dealing phase of the Reinforcement Phase:

- Leave all cards in the Display, until the End of Turn Phase on Turn 3.
- At the end of Turn 3, reshuffle all Strategy Cards, including those on the Card Displays and in the Discard Pile, as per normal game rules.

Draw Deck Exhaustion

During Turns 3 and 6, the draw deck will become exhausted. Modify as follows once this condition occurs:

- Once the total number of cards in a display is down to 4, turn all cards face-up and play the best possible options, rather than rolling the Fate die.
- If a Surprise or Reaction Card requires a card draw, take a random face-down card from the other Side's Card Display. If none exists, take a random face-up card from the other Side's Card Display.

Card Modifications

Surprise and Reaction Cards

#24: *You May Believe What You Wish*, #52: *A Vow to Mars*, #54: *Remedies for All Contingencies*, #55: *Forced March*

The Active Side may play these cards if face-up, even if not allowed by the Fate Die roll.

If one or more of these cards are face-up for the inactive Side and could be used in response to the action taken by the Active Side, roll the Fate die. If the result of the Fate die indicates a nominated card's lettered slot, play the card(s) immediately. After resolving the action, fill the card slot(s) of the played card(s) with the topmost card

from the draw deck without moving the Cards Remaining marker:

- Surprise (cards 52, 54, 55): leave the new card face-down.
- Reaction (card 24): leave the new card face-up.

Discarding Unwanted Surprise Cards (7.5.4)

An unwanted face-up Surprise card may be discarded at the start of a Side's round. This can only be done if the card is playable as a result of the Fate Die roll. Draw a replacement card, and it may immediately be played or left face-up in the card slot.

Card #42: *Senate Outraged Over Caesar's Brutality*

If the Fate Die roll allows the active Gaul Side to select this card, Gaul may use the Random Card Selection chart to select a face-up card from the Rome Side and exchange them. Then play ANY face-up card from Gaul's Card Display, even if that card was not activated by the Fate Die roll. Only move the Cards Remaining marker left once.

Card #47: *Winter Campaign Event*

At the beginning of each Strategy round, if the Roman player has this card face-up on their player card display, they may interrupt the Active player sequence by playing this card without rolling the Fate die. Reduce the Cards Remaining marker by one and fill in the played card's slot from the draw deck (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)





Paths of Glory

Original Playsheet by Stuka Joe

Setup: Standard+

Max Hand Size: 7

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 low 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 low 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

Central Powers Card #1: Guns of August: Guns of August is only playable in the first Action Round of the game. If the Central Powers Side wishes to play this card for the event in the first Action Round, the card should be placed face-up on top of the draw deck during setup after the 3.2.3 step of the Standard setup procedure. Do not roll the Fate Die for the Central Powers in this first round and simply play the card for its event.

Optional Rule 9.14—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 6.0G)

In *Paths 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 Exhaustion: In rare situations, the draw deck for a Side may become exhausted. 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 #22: *Mata Hari* & Allied Card #23 *Cloak and Dagger*: When played as an event, flip (face-up) all face-down cards in the opposing Side's (including the top card of the draw deck) Card Display and then conduct Operations using the card.

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 draw deck, 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 draw deck, and replace cards in the same manner as setup (Rules Summary 3.2).





Illusions of Glory

Original Playsheet by Ken Kuhn

Setup: Standard+

Max Hand Size: 7

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 low 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 low 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

Allied Cards #1: Drive On East Prussia or #7: Galicia Offensive

(4.2.1.b): During setup, choose Drive On East Prussia or Galicia Offensive and place it to the side of the Allied Card Display. At any time during Summer or Fall of 1914 (turns 1 & 2), 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 by the end of turn 2, remove it from the game.

Central Powers 4 Ops Card (4.2.2.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 CPs 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.

Game-specific Modifications

Draw Strategy Card Phase (Modifies Rule 6.H.2)

In *Illusions 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.

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.

Reaction Cards

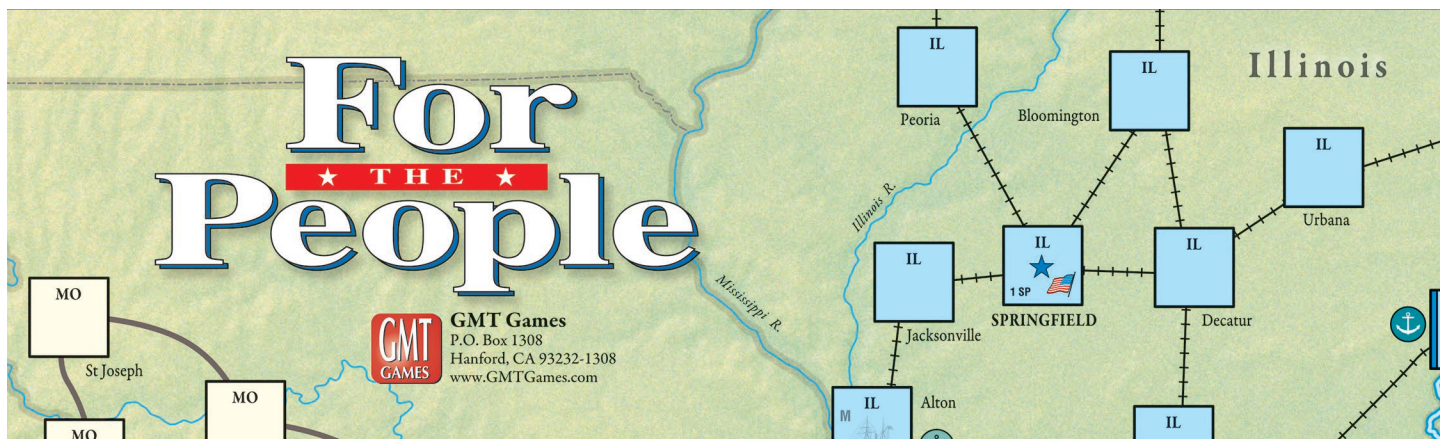
#45: *The Somme*, #52: *Austro-Hungarian Sailor Revolt*, #38: *Verdun*, and #55: *Kaiserschlacht*: Each of these cards presents an event with a derivative of the formula: ± 1 vp unless the other player removes a unit. Keep in mind that if you play one of these cards for the Active Side it is up to you to make the best decision on behalf of the inactive Side in regard to how they should react.

Reshuffle (6.H.4)

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 draw deck, and place a face-down card in each empty slot on the display.

War Status Reshuffle (17.2.1/2): When required to reshuffle while adding new war status cards, discard all cards from the associated Card Display(s), shuffle the draw deck, and replace cards in the same manner as setup (Rules Summary 3.2).





For The People

Original Playsheet by Stuka Joe

Setup: Standard

Max Hand Size: Increasing

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.
- If there are multiple low valued Ops 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 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 low 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).



Game-specific Modifications

Increasing Hand Size (3.2)

During setup, set the Max Hand Size marker to 4. During the deal phase of turn 2, increase the Max Hand size marker by 1 and reset the Cards Remaining marker to the new Max Hand Size. Repeat this process for turns 3 and 4. After turn 4, no further adjustments need to be made.

Who goes first in the Strategy Round (3.31)

Any face-up Campaign Card in the Confederate Card Display can be used to satisfy the condition in 3.31. A Fate Die Roll is not needed in this case.

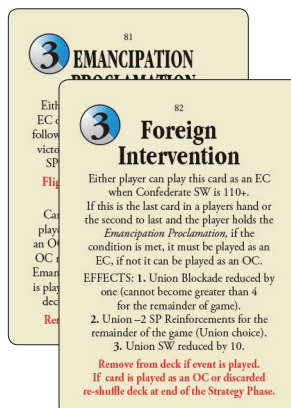
Card Modifications

Mandatory Cards

The active side may play a face-up mandatory card at any time during that side's round, whenever the die result indicates the card's letter slot. If a Side has one or more face-up Mandatory Cards on its display, the card(s) must be played for its event before the Card Remaining marker moves to 0 for that side in the Strategy Phase. Skip the Fate Die roll, if necessary.

If, after flipping cards, the number of Mandatory cards revealed are greater than the number indicated by the Cards Remaining track, reshuffle the Mandatory card(s) revealed during the last flip into the draw deck and redraw into the slot(s) vacated face-up. Do not shuffle in discards or any other cards with this reshuffle.

- **Emancipation Proclamation (#81):** If this card's conditions are fulfilled, it is treated as a First Opportunity Mandatory Card and it must be played in any round when its slot appears in the result of the Fate Die roll.
- **Foreign Intervention (#82):** If the conditions for this card are fulfilled, it is treated as a Mandatory Card, and it must be played during the Strategy Phase.



- **Red River Campaign (#14):** if drawn by the Union, this card may not be discarded and it is treated as a Mandatory Card.

Random Card Removal

Choctaw Indians (#27), War in the West (#119): If the Fate Die roll allows the active Side to select this card, the active Side may use the Random Card Selection chart to select a face-up card from the inactive Side, discard it, replace it with a face-down card from the draw deck, and move the Cards Remaining marker one slot to the left.

Reaction, Interrupt and Interception Cards

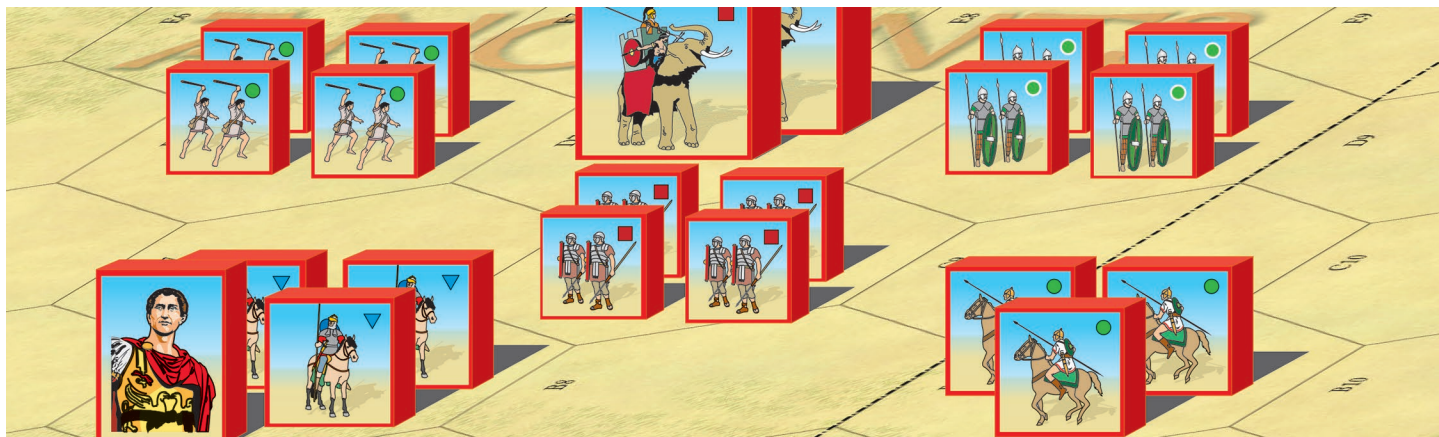
Empty Haversacks (#1), Mud March (#7), 3 Cigars (#8), Confederate Railroad Degradation (#25), Quaker Guns (#89), First Manassas (#102), Seven Days/Chattanooga (#103), Detached Calvary (#105), Guerrilla Raids Delay Supply (#107), Severe Storms at Sea (#112), Confederate Locomotive Shortage (#125), Union Siege Guns (#130)

If the inactive Side has one of these cards face-up on their Card Display AND the requirements for the card are satisfied, roll a die. On a 1-3, the card is played for the event. On a 4-6, the card is not played. After playing the card, replace the empty card slot with a face-down card from the draw deck and move the Cards Remaining marker one slot to the left. EXCEPTION: If *Union Siege Guns* is played, do not move the Cards Remaining marker.

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)





Command & Colors: Ancients

Original Playsheet by Chris Crane

Compatible with base game and expansions 1-6.

Setup: Standard+

Max Hand Size: N/A

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 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 valued 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).

DE

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 isn't used for Commands & Colors: 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 each to Slots A and D.
3 cards	Add one card each to Slots A, B and D.
4+ cards	Add one card each 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.

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 in Expansion 5: 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.

Scenarios

Lake Trasimenus (Base)

In this scenario, the Roman Side increases their hand size after each play up to a hand of four cards. Use the Variable Hand Size Chart on the front of this Playsheet to set up the game for a difference of 4 cards, but instead of drawing extra cards after the Roman Side plays a card, simply refill cards as normal. As play progresses, do not refill the second card in Slots D and E on the Carthaginian side once they are played.

Hellespont (Expansion 1)

Each time a leader is eliminated, decrease the Max Hand Size marker of the eliminated leader’s side. Then reevaluate the variable hand size difference and adjust the Card Displays accordingly:

- If the hand sizes are now equal, discard the second card in slot A of Eumenes’ Card Display without refilling it.
- If there is now a hand size difference of two, add a second card in slot D of Eumenes’ Card Display.
- If there was a hand size difference of two and it decreases to one, discard the second card in slot D of Eumenes’ Card Display without refilling it.

Brindisi Raid (Expansion 3)

In this scenario, the Caesarian 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 Caesarian Side plays a card, simply refill cards as normal. As play progresses, do not refill the second card in any slots on the Pompeian side once they are played.

Phyle (Expansion 6)

In this scenario, the Spartan Side increases their hand size after each play up to a hand of four cards. Use the Variable Hand Size Chart on the front of this Playsheet to set up the game for a difference of 4 cards, but instead of drawing extra cards after the Athenian Side plays a card, simply refill cards as normal. As play progresses, do not refill the second card in Slot E on the Athenian side once they are played.





Command & Colors: Samurai

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 Ops 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 valued 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 isn't used for Commands & Colors: Samurai.

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 each to Slots A and D.
3 cards	Add one card each to Slots A, B and D.
4+ cards	Add one card each 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.

Leader Seppuku & Enemy Command Tent

The decision of whether or not a leader commits seppuku is up to you, the player. When a leader commits seppuku OR an Enemy Command Tent is removed from the game, the faction that lost a leader or a command tent randomly discards a card from their Card Display. Follow the below steps to adjust the Card Display:

- Use the Random Card Selection chart to discard a command card from their Card Display.
- Decrease their Max Hand Size Marker by 1 and consult the Variable Hand Size rules to determine the adjustments that need to be made.
- If Max Hand Size is greater than the other Side's Max Hand Size by 1/2/3, fill the now empty card Slot with the second card in Slot D/B/E (maintain facing) OR if the second card from Slot D/B/E was the card played this turn, do not add a new card to the Card Display.
- If Max Hand Size of both factions is equal, fill the now empty card slot with the second card in Slot A (maintain facing) OR if the second card from Slot A was the card played this turn, do not add a new card to the Card Display.
- If Max Hand Size is less than the other Side's Max Hand Size, refill the now empty card slot on the Leader's Card Display with a card from the draw deck as usual AND add a card to the other Side's Card Display according to the table in the Variable Hand Size section.

End of Turn (Phase 5)

During the end of turn phase, the Active Side has the option to either draw a Dragon Card or gain 2 Honor & Fortune tokens. If the Active Side has 2 or fewer Honor & Fortune tokens, it will choose to gain 2 tokens. Otherwise, you choose whether they draw a Dragon Card or draw 2 Honor & Fortune tokens. Additionally, if the Active Side did not play a Dragon card during this turn, 1 Dragon card may be discarded and 1 Honor & Fortune token can be collected. In both cases, the decision 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.

Dragon Cards

Dragon cards are kept face-up to the side of each Side's Card Display. A Side may play any one of their Dragon cards at any time as long as the Side can afford the cost of the card AND the card is allowed to be played in the current Phase of Play.

"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.

"Shogun"

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. Shuffle the Dragon card deck and discard pile as normal.

Order One Unit Cards

These cards instruct the player to draw two combat cards, keep one, and draw a Dragon card. Instead, draw only one combat card to refill the empty slot but place it face-up. Draw and place a Dragon card face-up as usual.

Scenarios

Tedorigawa 1577 AD

In this scenario, the turn-to-turn hand size differential changes depending on whether or not there are 3 or more Oda units on the Uesugi side of the Tedor River. At the beginning of the scenario, set the Max Hand Size marker to 6 for Oda and to 5 for Uesugi. Then add a card to the Oda Card Display according to the table in the Variable Hand Size section. When the Oda Side plays a command card and there are NOT 3 or more Oda units on the Uesugi side of the Tedor River, decrease Oda's Max Hand Size marker by one.

- If Oda's Max Hand Size is equal to Uesugi's, fill the now empty card slot with the second card in Slot A (maintain facing) OR if the second card from Slot A was the card played this turn, do not add a new card to the Card Display.
- If Oda's Max Hand Size is less than Uesugi's, refill the now empty card slot on Oda's Card Display with a card from the draw deck as usual AND add a card to the Uesugi's Card Display according to the table in the Variable Hand size section.

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)

