

CDGSOLOMETHOD

Source Book

v1.10 (Apr. 10, 2018)

By Stuka Joe



CDG SOLO METHOD v2017

WHY A SOLO CDG METHOD?

Card-driven games (CDGs) are a very popular format for wargames. The notion that a side can only perform actions dictated by the play of cards held secretly in a player's hand in a semi-simultaneous environment brings much excitement and enjoyment to the play of war games, where each player, unaware of the other player's capabilities, has to react to the enemy's intentions, while developing his own strategy through the efficient play of cards.

Such excitement, however, is non-existent when a solo player decides to play the game handling both sides with all the cards face-up on the table. Thus, this "traditional" way of playing CDGs solo is a source of much frustration for many gamers, who end up not playing the game at all and missing the great narrative that these games can certainly tell.

Having played CDGs opposed and by myself, and having filmed playthrough videos of solo plays, I fully understand how difficult it is to play CDGs solo. The player tends to try to forget things in a futile effort to outmaneuver himself.

Consequently, I decided to devise a way of playing CDGs solo, where a reasonable dosage of uncertainty as to the card selection process was introduced. Under the method, the solo player does not have full knowledge of the cards on both sides, while also not having full control of cards that can be played each action round.

In February of last year, I published a demo video showing one full turn of *Paths of Glory* (GMT, 1999) using the method. In May, I published an article about the Method in the *InsideGMT* blog. In the article, I laid out the guiding principles of the Method, which you will find here in the next section

After one year, the Method has received praise, but also a fair share of criticism, much of which is truly deserved. Certain issues regarding playing CDGs using the Method have been brought to my attention and this has motivated me to give the Method a new face.

Consequently, I have continued to develop the Method and now I feel confident to present the New Method (2017 version). I'm no expert at any CDG and I rely mostly on the support and feedback of my viewers. Thus, this set of instructions and tweaks for specific games is an ongoing project, which will be updated from time to time. Your contributions to the development of the Method are truly appreciated.

GENERAL PRINCIPLES

Early on, I decided to give direction to the Method and spelled out certain principles that the Method's development should follow. I include them here as they appeared in the article *The Madness Behind a CDG Solo Method* (Inside GMT blog, May 23, 2016):

In developing this method, I have laid down some general principles and goals to follow. These, so far, are:

- Simplicity. The method's mechanics should be logical and easy to understand, with rules that should not exceed two pages. The method's rules for a particular game should fit in a two-sided 8" x 11" sheet. The last thing needed here is to create a "game within the game."
- Near instant results. The random mechanics of the method should produce results quickly, needing only the roll of two dice, so that the solo player can concentrate on the actions unfolding on the map.
- Realism. The method's mechanics should give the player a sense that the results generated are the product of real-world circumstances which are typical of armed conflicts.
- Reasonable Uncertainty. The method should inject a proper amount of uncertainty to the card selection process, something that the current full-disclosure solo mode lacks entirely. Notice that the operative term here is "reasonable". This means that the player is still at the forefront of the side he is currently playing and his decisions are important. When playing one side, the player has knowledge of some (but not all) of the enemy's capabilities (cards) and will be called to make the best possible decision within each particular situation. Whether such decision actually translates into the desired actions on the map is, of course, another matter. Thus, the solo player will not have the absolute card selection control that a face-to-face CDG player has. After all, it is the element of uncertainty as to the selection and play of cards what makes CDGs so special.
- Active-side focus. During each phase where cards are played in the game, the solo player will concentrate on making decisions for the phasing (or active) side, while the method's mechanics will supply any decisions needed to be made by the non-phasing (inactive) side. This focused approach saves the solo player from multiple "mentality switches", a phenomenon which is the source of much frustration and headaches in solo play: things which we certainly need less of in wargaming.
- Portability. Last but not least, the method should be able to be used, with certain tweaks, with numerous CDGs. Given the popularity and proliferation of CDGs, it is a reality that not all CDGs are created equal. Compare the card play mechanics in a Mark Herman-CDG to the mechanics in a Ted Raicer-CDG. Thus, adjustments need to be made in keeping with a particular game's rules and essence, noting of course, that determining a game's "essence" can be a very subjective concept, indeed.

ISSUES WITH ORIGINAL METHOD

A year has passed since the Method's publication and certain issues have surfaced which affect the enjoyment of the game. These are summarized below:

- **A DIE ROLL DETERMINED THE SPECIFIC CARD TO BE PLAYED.** The original method allowed the player to pre-select (Nominate) a card to be played. The player would roll two differently-colored dice, and check the result of the white die against the card's space die roll range. If the result fell within the range, the card nominated could be played for any allowable purpose. If it fell outside of the range, however, the colored die roll determined which of the cards in the side's hand would be played. Often enough, the randomly-selected card was of very little help to the pressing needs on the map, with ill effects on play and game balance. The Method's random event result also produced a single card to be played as an event, with similar ill consequences.
- **A "GAME WITHIN THE GAME" DEVELOPED.** Because each card space had a different chance of card selection, the solo player would usually wait until a high valued Ops card would occupy the high-probability spaces (Space E or Spaces B and D) before nominating said card for play. This created a "game within the game", which diverted the attention from the situation on the board.
- **EXCESSIVE CYCLING MECHANIC.** The original Method relied on a card cycling mechanic to bring fresh face-down cards to a side's hand after each round. This caused that the solo player be unaware of some of the cards of the side he was not actively playing. The original method cycled out of a side's hand any card in Space E that was not played in a round. Thus, in a typical six action round where a player would play Cards A, B, C, C, D and E, eleven (11) cards would leave the hand (between cards played and cycled out through Space E). This rapid cycling pace allowed the player to simply allow the lower Ops-valued to parade through the spaces and out to the discard pile, while setting his sights on nominating high valued Ops-cards in the sweet high-odds spaces. Usually, by mid-game, most of the cards passing through the side's hand were low-value Ops cards, a situation with adverse consequences as to quality of options available.
- **LIMITED UNCERTAINTY AS TO NON-ACTIVE SIDE'S CARDS.** In the original method, either one or two cards left the hand each round, and an equal number of cards would fill any empty spaces in the side's hand. Consequently, when playing one side, the solo player would not know 1 card (20% uncertainty) or 2 cards (40% uncertainty) of the 5 cards of the other side. Thus, card uncertainty varied from these limited levels.
- **NO ADJUSTMENT FOR DIFFERENT HAND SIZES.** The original version had no provisions to deal with situations where one side had a greater hand size than the other side. Both sides had 5 cards in the display, irrespective if one side had increased its hand size as a result of any situations occurring on the map.

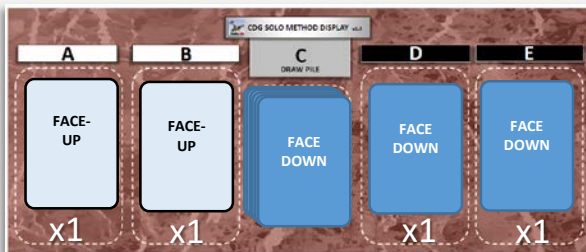
NEW VERSION FEATURES

In dealing with the issues mentioned previously, the new version of the Method features the following characteristics, aimed at making solo play exciting, while preserving reasonable levels of decision-making and uncertainty as to the identity of cards. So far, these are the salient points of the new version:

- **THE PLAYER HAS THE FINAL CARD CHOICE.** This version allows the solo player to choose the card for play from a limited set of cards determined by a single die roll. After rolling the die, the player will always have 2 or more cards to choose from. This allows the player to select the card most relevant to the pressing situation on the map. The method still has a random event result, but the player may choose now to play a card for its event or the lowest-valued Ops card for any allowable purpose, these options make the Method more responsive to the situation at hand.
- **FIVE DISPLAY SPACES.** The display's footprint has been reduced, consisting now of 5 spaces (A, B, C, D, and E). Now Space C doubles as the Draw Pile and cards in this space remain unknown until drawn, while also having the greatest probability of being eligible for selection. All cards in spaces A, B, D and E have the same probability of becoming available for play. By preventing the player from manipulating a card's selection chances, there is no "game within the game".
- **MORE SENSIBLE CYCLING MECHANIC.** This version of the method uses a sensible cycling mechanic whereby only cards that are actually played leave the side's hand. After a card is played, a card from the Draw Pile fills the empty space of the card played. Now, low-valued cards remain in a side's hand until played.
- **WIDER LEVELS OF UNCERTAINTY AS TO NON-ACTIVE SIDE'S CARDS.** Because now a player select mostly from 2 or 3 cards for play and one new card always enters the side's hand at the end of each round, this Method provides variable uncertainty levels with respect to the side the solo player is not playing, which may be as low as 20% (1 of 5 cards face-down), or as high as 80% (4 of 5 cards face down).
- **VARIABLE HAND SIZE ADJUSTMENT.** This version allows to increase a side's hand in games where one side has more cards than the other. Thus, the side with more cards now has the opportunity for more card choices each round.

STANDARD METHOD RULES

STANDARD CARD DISPLAY SETUP



CARDS IN SPACES “A” TO “E”:

- 1 card in each of Spaces A and B (face-up)
- Draw Pile in Space C (all cards face-down)
- 1 card each in Spaces D and E (face-down)



CARD CHITS

SETUP: Take a number of consecutive chits (starting with ‘1’), equal to the side’s hand. Place them in a row, near the display, in ascending order, all showing the same colored-side. Each time a side plays a card for any purpose, flip the next card chit. When all chits show the same colored-side again, the side has run out of cards.

STANDARD METHOD DIE ROLL PROCEDURE AND RESULTS

If a side has cards left in its hand, start each Action/Strategy Round by rolling the Method die and applying the results as follows. All played cards go to a Discard Pile (outside of the Card Display):

CK C or lowest face-up Ops card (Jolly Roger). Flip the top card from Draw Pile (Space C). **Play card C or the lowest-valued face-up card in spaces A, B, D or E for any allowable purpose.** If there are more than one such lowest-valued face-up cards, choose which one to play.

Jolly Roger trigger (☠). If a Special card is face-up on the display, it gets played, instead.

ABC A, B, or C. Flip the top card from the Draw Pile (C) and any face-down cards in spaces A and B. **Play card A, B or C for any allowable purpose.** If a card in space A or B is played, fill its space with the card drawn from the Draw Pile (left face-up).

CDE C, D or E. Flip top card from Draw Pile (C) and any face-down cards in spaces D and E. **Play card C, D or E for any allowable purpose.** If a card in space D or E is played, fill its space with the card drawn from the Draw Pile (left face-up).

AB A or B. Flip any face-down cards in spaces A or B. **Play card A or B for any allowable purpose.** Fill the played card’s space with the topmost card from the Draw Pile, left face down.

DE D or E. Flip face-up any face-down cards in spaces D or E. **Play card D or E for any allowable purpose.** Fill the played card’s space with the topmost card from the Draw Pile, left face down.

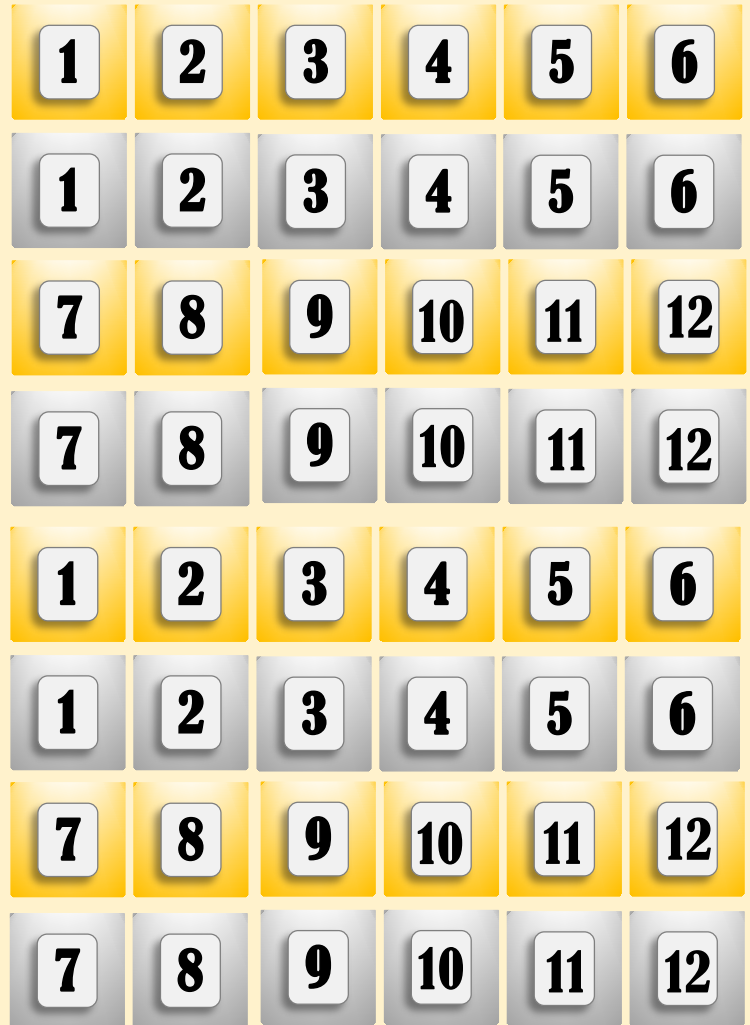
eK Face-up card for Event or lowest face-up Ops card. (If there is only one face-up card in the display, flip any one face-down card face-up.) **Play any face-up card for the event or play the lowest valued face-up Ops card for any allowable purpose.** If a card in space A, B, D or E is played, fill the played card’s space with the topmost card from the Draw Pile, retaining its facing (face-up or face-down).

CARD-COUNTING COUNTERS

Because the New Method, as was the case with the Original Method, uses a cycling mechanic by which fresh cards enter the side's hand after each round, it is important that the player keep track of the cards actually played. For this purpose, I include images of numbered counters. I include two sizes: for 5/8" and 1/2" counters:



Paste on 1/2" counters

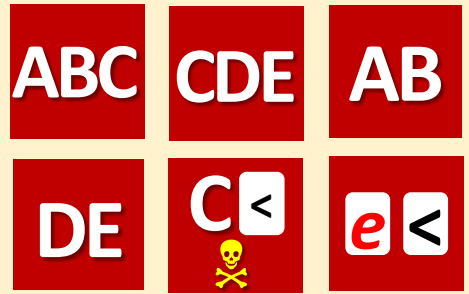


Paste on 5/8" counters

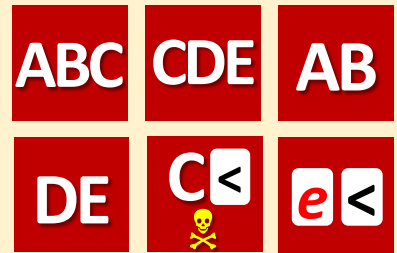
DIE STICKERS



.7"



.6"



.5"



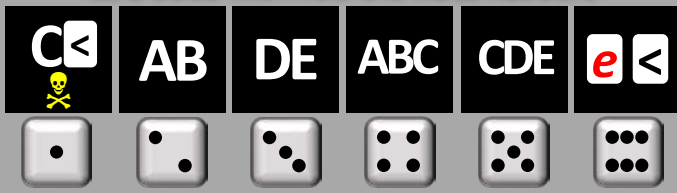
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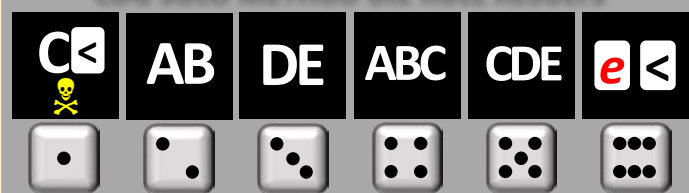
DIE CONVERSION TABLE

Instead of printing and pasting the stickers above, you may use this conversion table with a standard six-sided die.

CDG SOLO METHOD DIE ROLL RESULTS



CDG SOLO METHOD DIE ROLL RESULTS



COMMON CDG MECHANICS AND GAME-SPECIFIC TWEAKS

This section of the CDG Solo Method Source Book will contain individual Tweak Sheets for each CDG. Because this project is an ongoing exploration of how CDGs behave using the Method, this document will be modified continuously. For now, I include a very basic Tweak Sheet for Paths of Glory.

Each Tweak Sheet is a self-contained document containing all the CDG Solo Method rules applicable to a particular game. The front page shows the setup instructions as well as the results of the Method die roll. The back side shows specific game tweaks.

Many of the mechanics associated to CDGs are used in many games, although the name given to the mechanic may vary. For example, in some games, cards playable only in combat situations are called “Combat Cards”, in others, “Combat Event Cards” and, yet, in other games, it is referred to as Response Card.

For purposes of these CDG Solo Method rules, we have identified these common mechanics as follows:

- **Combat Cards:** cards only playable during combat resolution.
- **Scoring Cards:** cards that score victory points upon its play.
- **Mandatory Cards:** cards that must be played during a side’s turn.
- **Response Cards:** cards playable by the inactive side in response to an action by the active side.
- **Home Cards:** cards that are available to a side’s hand every turn.

HANDLING OF COMMON CDG MECHANICS

#1: HANDLING OF COMMON DECK OF STRATEGY CARDS

Two ways of handling games where each side draws cards from a Common Deck of Strategy Cards:

[TWO DECKS] (Recommended)

SETUP: Split the Strategy Card deck roughly in two decks, place each half-deck in the Draw Pile space of each display.

PLAY: If one side runs out of cards from its Draw Pile, take the remaining cards from the other side's Draw Pile, split in half and place each half on both Draw Pile spaces. If the entire deck is exhausted or a special event calls for the re-shuffling of the Strategy Deck, take all un-played Strategy cards on both side's Draw Piles and mix with all discarded (played) cards. Divide the cards roughly in half, placing each half-deck in each Draw Pile Space.

[ONE DECK]

SETUP: Keep the Draw Pile off the Card Displays.

PLAY: When called to draw a Card from the Draw Pile, take the topmost card from the Draw Pile and place it, face-up in Space C. If a card from space A, B, D or E is played, fill the space with the Card in Space C. If the card in space C is played, leave Space C empty. It is assumed that a Draw Pile is in space C at all times.

#2: HANDLING OF STRATEGY CARDS AT THE EACH OF EACH STRATEGY/ACTION PHASE

In a face-to-face game, at the each of a Strategy Phase, players may have played all their cards, or have cards left in their hands. In some games, players are allowed to discard cards remaining in their hands. In any event, players later draw cards to fill their hand capacity. In the CDG Solo Method, at the each of a Strategy Phase, there will be cards in the display, some face-up, some face-down. If a side has cards left in its hand (signified by un-flipped card chits), the side may discard **face-up cards** up to the number of un-played chits left. Each of the empty space(s) is filled with card from the Draw Pile, left face-down. The side receives a number of cards to fill its hand capacity. This is signified by flipping enough chit counters so that there is a number of them equal to the side's hand capacity.

#3: COMBAT CARDS (also known as Combat Event Cards)

These are cards whose event is only playable during combat.

PLAY. The player, when conducting an attack with one side, may play one or more Combat Event Cards in support of the attack, by selecting any playable, face-up Combat Event Card in the attacking side's display. Then, if the defending side has one or more playable, face-up Combat Event Card, the player may play one or more such card in defense. After combat is resolved, fill the card space(s) occupied by the played Combat Event card(s) with the topmost card from the Draw Pile, left face-down.

#3a: COMBAT CARDS (also known as Combat Event Cards) [EXPERIMENTAL]

These are cards whose event is only playable during combat.

PLAY. The player, when conducting an attack with one side, the player may nominate one or more playable, face-up Combat Event Cards in support of the attack. If the top card of the defending' side's Draw Pile is face down, the player flips it face-up and decides if he will may nominate one or more playable, face-up Combat Event Cards in support of the defense. The player rolls the die to resolve combat, together with a Method die for each side that nominated at least one Combat Event Card. If the result of the Method die for each side indicates a nominated card's lettered space, such card or cards are actually played and will affect combat. After combat is resolved, fill the card space(s) of the played Combat Event card(s) with the topmost card from the Draw Pile, left face-down.

HANDLING OF COMMON CDG MECHANICS

#4: MANDATORY CARDS (including First-Opportunity Mandatory Cards)

These are cards that, according to the game's rules, must be played during the Action/Strategy round of and cannot be discarded. **First-Opportunity Mandatory Cards** must be played in the earliest round once the conditions for the event are met.

PLAY. If the requirements for an event are met, the player may play a face-up Mandatory Card for a side during that side's round, whenever the die result indicates the card's letter space or if the card is eligible to be played according to a face-up result. If a side has a face-up Mandatory Card on its display and the conditions for the event have been met, the card must be played by the event in the last Action/Strategy Round.

#5: HOME CARDS

These are cards which, after played, are not discarded, but always return to a side's hand for use every turn.

SETUP. Home Cards are not placed on the display. Place any available Home Cards for a side, face-up outside the display.

PLAY. A Home Card may be played normally whenever a die result with a "C" is rolled. In such case, the player does not flip (face-up) the top card from the Draw Pile, but plays the Home Card, instead. If the player flips the top card from the Draw Pile, he may not then play the Home Card in this round. Once a Home Card is played during a round, place it outside the display, face-down. It becomes available for use in the next turn, by flipping the card face-up.

#6: FIRST ROUND-ONLY EVENT CARDS

These are cards that can only be played for its event, if the card is played during the first round of the Action/Strategy Phase.

PLAY. In those instances where the player wishes to play such card for the event in the first Action Round, the card should be placed during setup face-up on top of the Draw Pile. Do not roll the die for the side in this first round and simply play the card for its event.

#7: SCORING CARDS

Scoring Cards are cards which score victory points during the game when the card is played from a side's hand.

PLAY. A Scoring Card may be played normally, when the die result indicates the card's letter space. However, if a side's die roll shows the **Jolly Roger** symbol and the side has a face-up Scoring Card on the display, the Scoring Card must be played (it is triggered by the Jolly Roger!). Also, if a side has a face-up Scoring Card on its display and only one card left to play, in the next action round do not roll the die and play the Scoring Card, instead.

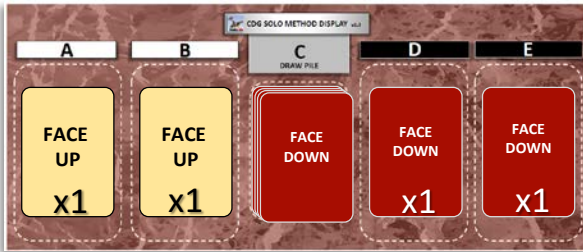
#8: HANDLING CARD HANDS OF DIFFERENT SIZES

In cases where the card hand sizes of both sides are not equal, add a number of cards equal to the difference in hand sizes to the Card Display **of the side with greater hand size**, as follows:

<u>Hand Size Difference</u>	<u>Adjustment</u>
1 card	Add one card to Space A.
2 cards	Add one card each to Space A and D.
3 cards	Add one card each to Spaces A, B and D.
4 cards	Add one card each to Spaces A, B, D and E.

A space with two cards affords that side with an extra card to choose from when the Method die roll indicates such space. If a card is played from such a space, fill the played card's space with a card from the Draw Pile, so that it holds two cards once again.

Example: The Romans have a 6-card hand, while the Gauls hand is 4 cards. Thus, the hand size difference is '2' in the Romans' favor. Place two extra cards in the Roman Card Display, one card in Space A (which now holds two cards) and the other card in Space D. Suppose that the Romans during their turn roll a Method die result of "AB". The Romans can pick one of the two cards in Space A or the card in Space B. If the Romans play a card from Space A, they would fill their hand by drawing a card from the draw pile and placing it, face-down, in Space A (which holds two cards).



CARD DISPLAY SETUP: STANDARD

- 1 card in each of Spaces A and B (face-up)
- Draw Pile in Space C (all cards face-down)
- 1 card each in Spaces D and E (face-down)

CARD-COUNTING CHITS: Fixed

For each side, place the indicated number of Card-Counting Chits in a row, in ascending order from left to right. Whenever a card is played for any purpose, flip the next un-flipped card chit.



7 CARDS (CHITS) FOR EACH SIDE EACH TURN

METHOD DIE ROLL PROCEDURE AND RESULTS

If a side has cards left in its hand, start each Action Round by either (1) taking a 1-Ops Activation, (2) or by rolling the Method die and applying the results as follows. All played cards go to a Discard Pile (outside of the Card Display):

CK C or lowest face-up Ops card (Jolly Roger). Flip the top card from Draw Pile (Space C). **Play card C or the lowest-valued face-up card in spaces A, B, D or E for any allowable purpose.** If there are more than one such lowest-valued face-up cards, choose which one to play.

Jolly Roger trigger (☠). The Jolly Roger result has no effect on this game.

ABC A, B, or C. Flip the top card from the Draw Pile (C) and any face-down cards in spaces A and B. **Play card A, B or C for any allowable purpose.** If a card in space A or B is played, fill its space with the card drawn from the Draw Pile (left face-up).

CDE C, D or E. Flip top card from Draw Pile (C) and any face-down cards in spaces D and E. **Play card C, D or E for any allowable purpose.** If a card in space D or E is played, fill its space with the card drawn from the Draw Pile (left face-up).

AB A or B. Flip any face-down cards in spaces A or B. **Play card A or B for any allowable purpose.** Fill the played card's space with the topmost card from the Draw Pile, left face down.

DE D or E. Flip face-up any face-down cards in spaces D or E. **Play card C or D for any allowable purpose.** Fill the played card's space with the topmost card from the Draw Pile, left face down.

eK Face-up card for Event or lowest face-up Ops card. (If there is only one face-up card in the display, flip any one face-down card face-up.) **Play any face-up card for the event or play the lowest valued face-up Ops card for any allowable purpose.** If a card in space A, B, D or E is played, fill the played card's space with the topmost card from the Draw Pile, retaining its facing (face-up or face-down).

GAME SPECIFIC-TWEAKS**First Round-Only Event Card:** *Guns of August** (Central Powers Card #1)

Certain event cards show events playable only in the first Action Round of the game.

PLAY. In those instances where the player wishes to play such card for the event in the first Action Round, the card should be placed during setup face-up on top of the Draw Pile. Do not roll the die for the side in this first round and simply play the card for its event.

Draw Strategy Card Phase [This modifies Rule 6.0G]

PROCEDURE: If a side has unplayed cards, as signified by un-flipped card chits, the player may discard one face-up Combat Card per unplayed chit. The player then takes enough card chits to fill the side's hand to seven (7) card chits. The player then fills each empty space in Spaces A, B, D and E with a card drawn from the Draw Pile, left face-down.

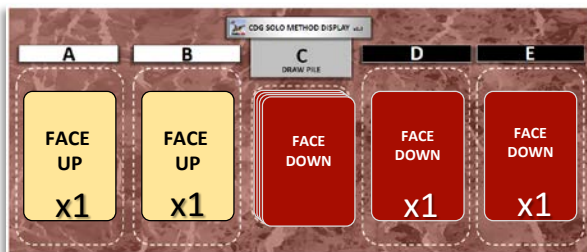
Combat Event Cards (Classification: Combat Cards)

DEFINITION: Combat Event Cards are cards whose event is only playable during combat resolution.

PLAY. The player, when conducting an attack for one 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 defender.

Handling of Specific Event Cards

- *Mata Hari** (Central Powers Card #22) and *Cloak and Dagger** (Allied Card #23): When played as an event, flip (face-up) all face-down cards in the opposing side (including the top card of the Draw Pile) and then conduct Operations using the card.



CARD DISPLAY SETUP: STANDARD

- 1 card in each of Spaces A and B (face-up)
- Draw Pile in Space C (all cards face-down)
- 1 card each in Spaces D and E (face-down)

CARD-COUNTING CHITS: Variable

For each side, place the indicated number of Card-Counting Chits in a row, in ascending order from left to right. Whenever a card is played for any purpose, flip the next un-flipped card chit.



Game Turn: 1

2

3

4-13

METHOD DIE ROLL PROCEDURE

If a side has cards left in its hand, start each Strategy Round by rolling the Method die and applying the results as follows. All played cards go to a Discard Pile (outside of the Card Display):

CK C or lowest face-up Ops card (Jolly Roger). Flip the top card from Draw Pile (Space C). **Play card C or the lowest-valued face-up card in spaces A, B, D or E for any allowable purpose.** If there are more than one such lowest-valued face-up cards, choose which one to play.

Jolly Roger trigger (☠). The Jolly Roger result has no effect on this game.

ABC A, B, or C. Flip the top card from the Draw Pile (C) and any face-down cards in spaces A and B. **Play card A, B or C for any allowable purpose.** If a card in space A or B is played, fill its space with the card drawn from the Draw Pile (left face-up).

CDE C, D or E. Flip top card from Draw Pile (C) and any face-down cards in spaces D and E. **Play card C, D or E for any allowable purpose.** If a card in space D or E is played, fill its space with the card drawn from the Draw Pile (left face-up).

AB A or B. Flip any face-down cards in spaces A or B. **Play card A or B for any allowable purpose.** Fill the played card's space with the topmost card from the Draw Pile, left face down.

DE D or E. Flip face-up any face-down cards in spaces D or E. **Play card C or D for any allowable purpose.** Fill the played card's space with the topmost card from the Draw Pile, left face down.

e < Face-up card for Event or lowest face-up Ops card. (If there is only one face-up card in the display, flip any one face-down card face-up.) **Play any face-up card for the event or play the lowest valued face-up Ops card for any allowable purpose.** If a card in space A, B, D or E is played, fill the played card's space with the topmost card from the Draw Pile, retaining its facing (face-up or face-down).

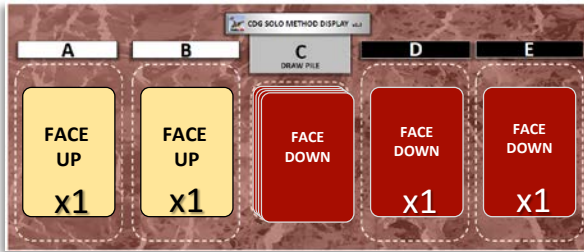
GAME SPECIFIC-TWEAKS**MANDATORY CARDS:**

- *Emancipation Proclamation* (Card #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 space appears in the result of the Method die roll.
- *Foreign Intervention* (Card #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* (Card #14): if drawn by the Union, this card may not be discarded and it is treated as a **Mandatory Card**.

#4: MANDATORY CARDS (including First-Opportunity Mandatory Cards)

These are cards that, according to the game's rules, must be played during the Action/Strategy round of and cannot be discarded. **First-Opportunity Mandatory Cards** must be played in the earliest round once the conditions for the event are met.

PLAY. If the requirements for an event are met, the player may play a face-up Mandatory Card for a side during that side's round, whenever the die result indicates the card's letter space or if the card is eligible to be played according to a face-up result. If a side has a face-up Mandatory Card on its display and the conditions for the event have been met, the card must be played by the event in the last Action/Strategy Round.



CARD DISPLAY SETUP: STANDARD*

- 1 card in each of Spaces A and B (face-up)
- Draw Pile in Space C (all cards face-down)
- 1 card each in Spaces D and E (face-down)
- *See Game Specific Tweaks for adjustments based on the scenario being played.

CARD-COUNTING CHITS: Variable



Each side can receive between 4 and 7 cards based on a number of game conditions and scenario setup. For each side, place the indicated number of Card-Counting Chits in a row, in ascending order from left to right. Whenever a card is played for any purpose, flip the next un-flipped card chit.

METHOD DIE ROLL PROCEDURE AND RESULTS

If a side has cards left in its hand, start each Offensives play by rolling the Method die and applying the results below. If the active side has a Pass available, it can be used instead of playing a card (don't flip a card chit when using a Pass). All played cards either go to a Discard Pile or are Permanently Removed depending on how they are played. Played card piles are kept outside of the Card Display:

CK C or lowest face-up Ops card (Jolly Roger). If not already face up, flip the top card from the Draw Pile (Space C). Play card C OR the lowest-valued face-up card in spaces A, B, D, or E for any allowable purpose OR the Future Offensives card. If there are more than one such lowest-valued face-up cards in the Card Display, choose which one to play.

Jolly Roger trigger (☠). The Jolly Roger result has no effect on this game.

ABC A, B or C. If not already face up, flip the top card from the Draw Pile (C) and any face-down cards in spaces A and B. Play card A, B or C for any allowable purpose OR the Future Offensives card. If a card in space A or B is played, fill its space with the card drawn from the Draw Pile (left face-up).

CDE C, D or E. If not already face up, flip the top card from the Draw Pile (C) and any face-down cards in spaces D and E. Play card C, D or E for any allowable purpose OR the Future Offensives card. If a card in space D or E is played, fill its space with the card drawn from the Draw Pile (left face-up).

AB A or B. Flip any face-down cards in spaces A or B. Play card A or B for any allowable purpose. If a card is played, fill the played card's space with the topmost card from the Draw Pile (C), retaining its facing (face-up or face-down).

DE D or E. Flip any face-down cards in spaces D or E. Play card D or E for any allowable purpose. If a card is played, fill the played card's space with the topmost card from the Draw Pile (C), retaining its facing (face-up or face-down).

eK Face-up card for Event or lowest face-up Ops card. (If there is only one face-up card in the display, flip any one face-down card face-up.) Play any face-up card for the event OR play the lowest valued face-up Ops card for any allowable purpose. If a card in space A, B, D or E is played, fill the played card's space with the topmost card from the Draw Pile, retaining its facing (face-up or face-down).

GAME SPECIFIC-TWEAKS

Tweak Sheet by Chris Crane (CSW, BGG: craniumgroup). Developed using v3.0 of the rules and will work with all base game scenarios and the South Pacific: Breaking the Bismark Barrier scenario from C3i. Has not been tested against Plan Orange from C3i. Please note, the card numbers specified are from the base game and will not match the South Pacific Scenario cards, but the card titles will.

CARD DISPLAY SCENARIO SETUP EXCEPTIONS:

- **Full Campaign (17.1):** play out the December 1941 Special Turn as per the rules in 17.11. The CDG Solo Method starts being used for Turn 2 onward. To play with the Historical Variant (17.12), do the following:
 - If the Allies choose to have the US#4:Arcadia Conference card (17.25.D), place that card face up on top of the draw pile (C).
 - Historical Japanese Opening Hand Option (17.25.F): Place JP#3:Col.Tsuji face up in Space A, JP#59:Central Force face up in Space B and JP#47:VADM Kondo face up on the Draw Pile (Space 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 (Space C).
- **South Pacific Scenario:** Place the JP#17:Japanese Counterattack at Savo Island face up on the Draw Pile (Space C).

CARD PLAY SPECIFIC TWEAKS:

Reaction Cards. (Modified Common CDG Mechanic #3 - Combat Cards)

- Any face up Reaction card in the Card Display or a Future Offensives card can be played in reaction.
- At least 1 or more Card Chits must be available to flip 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 Card Chits available to flip so 1 will remain for the Mandatory Card play. See Mandatory Cards section for more detail.
- Playing a Reaction card from the Card Display does flip a card chit. Exception: If the Reaction card is a Future Offensive card or the Reaction card specifies "Draw one strategy card", then it does not. See "Draw one strategy card" section for more detail.

"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 player EC card play or the inactive player's reaction card play, then do not flip a card chit for that card play. Fill the empty space from the draw pile as per the Method procedure.
- If the card played was a Future Offensives card, then add one Card-Counting chit to that player's side.
- Reminder: Base game rules regarding card draw usage / limits per turn (5.35) and Future Offensives card play limits (7.29.B) still apply.

Future Offensives. (Modified Common CDG Mechanic #5 - Home Cards)

- Future Offensives Cards are not kept on the Card Display.
- Playing a card to be held over as a Future Offensives is a card play, so it does flip a Card Chit for that side.
- Actually playing a Future Offensives card for EC or OC does not flip a Card Chit.
- A Future Offensives card can always be played for Reaction or as an EC Offensive to win initiative (7.29.A).
- 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.

Mandatory Cards (Modified Common CDG Mechanic #4 - 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 chit available, the card can be played anytime its card space is allowed through the Method Die Procedure. If there is only 1 card chit left, then the Mandatory card must be played and the Method die roll is skipped. Furthermore, Reaction card play cannot reduce the card chits available 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 space C. If there is a face-up card on space C, set it aside. Place the potential Mandatory card back in the deck, reshuffle, put the face-up card back on top (if applicable) and then put the deck back in space C.
- 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 a card chit is used). However, it must be either 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.

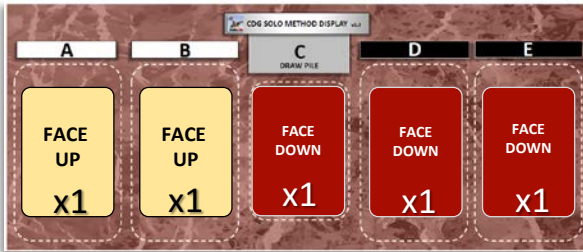
Other Card Exceptions

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

- Bonus: Any face up card in the 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 flip a JP Card chit. If the JP has no available card chits, then there is no effect.



CARD DISPLAY SETUP: STANDARD

- 1 face-up card each in Spaces A and B.
- 1 face-down card each in Spaces C, D and E.
- Draw Pile kept off board

CARD-COUNTING

CHITS: Variable



On any given Season, each side can receive between 7 and 9 cards based on a number of game conditions and scenario setup. For each side, place the indicated number of Card-Counting Chits in a row, in ascending order from left to right. Whenever a card is played for any purpose, flip the next un-flipped card chit.

METHOD DIE ROLL PROCEDURE AND RESULTS

If a side has cards left in its hand, start each Action Phase by rolling the Method die and applying the results below. All played cards either go to a Discard Pile or are Permanently Removed depending on how they are played. Played card piles are kept outside of the Card Display:

CK C or lowest face-up Ops card (Jolly Roger). If not already face up, flip the card in space C. **Play card C OR the lowest-valued face-up card in spaces A, B, D, or E for any allowable purpose.** If there are more than one such lowest-valued face-up cards in the Card Display, choose which one to play. Fill in the played card's space from the Draw Pile (face-down).

Jolly Roger trigger (☠). The Jolly Roger result has no effect on this game.

ABC A, B or C. If not already face up, flip any face-down cards in spaces A, B and C. **Play card A, B or C for any allowable purpose.** Fill in the played card's space from the Draw Pile (face-down).

CDE C, D or E. If not already face up, flip any face-down cards in spaces C, D and E. **Play card C, D or E for any allowable purpose.** Fill in the played card's space from the Draw Pile (face-down).

AB A or B. Flip any face-down cards in spaces A or B. **Play card A or B for any allowable purpose.** Fill in the played card's space from the Draw Pile (face-down).

DE D or E. Flip any face-down cards in spaces D or E. **Play card D or E for any allowable purpose.** Fill in the played card's space from the Draw Pile (face-down).

eK Face-up card for Event or lowest face-up Ops card. (If there is only one face-up card in the display, flip any one face-down card face-up.) **Play any face-up card for the event OR play the lowest valued face-up Ops card for any allowable purpose.** Fill in the played card's space from the Draw Pile (face-down).

GAME SPECIFIC-TWEAKS

Tweak Sheet by Chris Crane (CSW, BGG: craniumgroup). Developed using the 3rd edition rules and will work with all base game scenarios

HELD CARDS

Use these rules instead of the to the Held card rule in A.2.Exception:

- If the active side has 1 card chit remaining at the end of a season, that side can choose to Pass and not play a card. This can be decided after the Method 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 PLAY SPECIFIC TWEAKS:

Common Deck of Playing Cards (Modified Common CDG Mechanic #1 – Handling of Common Deck)

- Keep the draw pile off the card displays as it will be used to draw cards into both displays. Whenever a card is played from a space on either side, draw a new card from the common draw pile (left face down) into the empty space. The Method Die Roll Procedure text has been updated as a reminder.

Response Cards. (Modified Common CDG Mechanic #3 - Combat Cards)

- Any face up Response card in the Card Display can be played in the middle of an Action phase.
- At least 1 Card Chit must be available to flip for every Response card that gets played.
- Playing a Response card from the Card Display does flip a card chit.
- After playing a Response Card, fill in the empty space from the draw pile (face-down).
- #6:Surrender! Card: At the end of any season when the Surrender! card has been played (whether or not for event) then reshuffle the remaining deck, adding in the discard pile and the Surrender! card.

Card Exceptions

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

- These cards can change the number of card chits available for either side starting next season.
- 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 flip a card chit for that card play when this occurs.

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

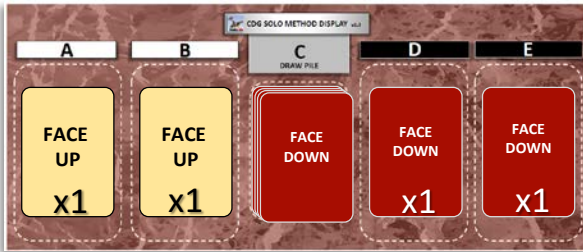
- These cards can force the opposing side to discard a card (either randomly or a specific type of card). When that occurs, discard the card as the event instructs, flip a card chit on the opposing side and replace the space with a card from the draw pile (face down).
- If it is a random discard (or 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.

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)

#35:Courier Intercepted!

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



CARD DISPLAY SETUP: STANDARD

- 1 card in each of Spaces A and B (face-up)
- Draw Pile in Space C (all cards face-down)
- 1 card each in Spaces D and E (face-down)

CARD-COUNTING CHITS: Variable

For each side, place the indicated number of Card-Counting Chits in a row, in ascending order from left to right. Whenever a card is played for any purpose, flip the next un-flipped card chit.



4 CARDS (CHITS)
DURING
MOBILIZATION TURNS

7 CARDS (CHITS)
DURING WAR
TURNS

METHOD DIE ROLL PROCEDURE AND RESULTS

If a side has cards left in its hand, start each Operational Round by either (1) using a free Operational Round or (2) rolling the Method die and applying the results as follows. All played cards go to a Discard Pile (outside of the Card Display):

CK C or lowest face-up Ops card (Jolly Roger). Flip the top card from Draw Pile (Space C). **Play card C or the lowest-valued face-up card in spaces A, B, D or E for any allowable purpose.** If there are more than one such lowest-valued face-up cards, choose which one to play.

Jolly Roger trigger (☠). The Jolly Roger result has no effect in this game.

ABC A, B, or C. Flip the top card from the Draw Pile (C) and any face-down cards in spaces A and B. **Play card A, B or C for any allowable purpose.** If a card in space A or B is played, fill its space with the card drawn from the Draw Pile (left face-up).

CDE C, D or E. Flip top card from Draw Pile (C) and any face-down cards in spaces D and E. **Play card C, D or E for any allowable purpose.** If a card in space D or E is played, fill its space with the card drawn from the Draw Pile (left face-up).

AB A or B. Flip any face-down cards in spaces A or B. **Play card A or B for any allowable purpose.** Fill the played card's space with the topmost card from the Draw Pile, left face down.

DE D or E. Flip face-up any face-down cards in spaces D or E. **Play card C or D for any allowable purpose.** Fill the played card's space with the topmost card from the Draw Pile, left face down.

eK Face-up card for Event or lowest face-up Ops card. (If there is only one face-up card in the display, flip any one face-down card face-up.) **Play any face-up card for the event or play the lowest valued face-up Ops card for any allowable purpose.** If a card in space A, B, D or E is played, fill the played card's space with the topmost card from the Draw Pile, retaining its facing (face-up or face-down).

GAME SPECIFIC-TWEAKS

Declaration of War (Card # 2) (CDG Solo Method Card Type: Mandatory Card)

DEFINITION: Mandatory Cards are those which the rules specify the player must play during the Action/Strategy round and cannot be discarded.

PLAY. The player may play a face-up Mandatory Card for a side normally, when the die result indicates the card's letter space. However, if a side has a **face-up** Mandatory Card on its display at the beginning of its last Operational Round, do not roll the Method die and play the Mandatory Card, instead.

Battle-Related Response Cards (CDG Solo Method Card Type: Combat Event Cards)

DEFINITION: Combat Event Cards are cards whose event is only playable during combat resolution.

PLAY. The player, when conducting an attack for one side, decides whether to play one or more eligible **face-up** Battle-related Response cards for the attacking side. Then, the player does the same for the defender.

Discarding Cards [This modifies Rule 6.3]

PLAY: At the end of the turn a side may discard an Operations Card rather than play it, unless the card specifically states that it must be played. To be able to discard cards in this way, the side must have cards left in its hand, as signified by non-flipped Card Chits. After discarding any cards, fill the discarded card(s) space(s) with a card from the Draw Pile, left face-down.

Handling and Re-shuffling of Operations Deck [This modifies Rule 6.4]

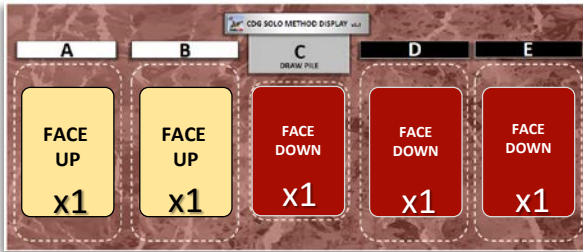
SETUP: Split the Operations Card deck roughly in two decks, place each half-deck in the Draw Pile space of each display.

PROCEDURE: If there are no more cards remaining in the Draw Pile of a side to complete the required number of cards for that side, take the entire Operations Deck from both sides, the discards for both side, excluding cards that have been permanently removed, combine them and reshuffle them. Divide the cards roughly in half, placing each half-deck in each Draw Pile Space.

Increasing/Decreasing a hand size as a result of an event.

Whenever the *France Intervenes* event is played (Card #28), as part of the adjustments to be made to account for the event, the Austrian hand size increases one card (from 7 to 8 cards). To reflect this hand size increase, simply add one un-flipped card counting chit to the Austrian side.

When the *Dispatches Compromised* event is played (Card #1), decrease the hand size of the side from which a card is taken by removing an un-flipped card counting chit. Also, increase the hand size of the taking side by adding an addition un-flipped card counting chit to that side.



CARD DISPLAY SETUP: STANDARD

- 1 face-up card each in Spaces A and B.
- 1 face-down card each in Spaces C, D and E.
- Draw Pile kept off board

CARD-COUNTING CHITS: Fixed



In the Strategy Cards Phase of each turn, for each side, place seven Card-Counting Chits in a row, in ascending order from left to right. Whenever a card is played for any purpose, flip the next un-flipped card chit.

METHOD DIE ROLL PROCEDURE AND RESULTS

If a side has cards left in its hand, start each Action Phase by rolling the Method die and applying the results below. All played cards either go to a Discard Pile or are Permanently Removed depending on how they are played. Played card piles are kept outside of the Card Display. In Washington's War, Ops cards and Event cards are separate. Be sure to follow the instructions for each die result.

CK C or lowest face-up Ops card (Jolly Roger). If not already face up, flip the card in space C. **Play card C OR the lowest-valued face-up Ops Card in spaces 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 space from the Draw Pile (face-down).

Jolly Roger trigger (☠). The Jolly Roger result has no effect on this game.

ABC A, B or C. If not already face up, flip any face-down cards in spaces A, B and C. **Play card A, B or C for any allowable purpose.** Fill in the played card's space from the Draw Pile (face-down).

CDE C, D or E. If not already face up, flip any face-down cards in spaces C, D and E. **Play card C, D or E for any allowable purpose.** Fill in the played card's space from the Draw Pile (face-down).

AB A or B. Flip any face-down cards in spaces A or B. **Play card A or B for any allowable purpose.** Fill in the played card's space from the Draw Pile (face-down).

DE D or E. Flip any face-down cards in spaces D or E. **Play card D or E for any allowable purpose.** Fill in the played card's space from the Draw Pile (face-down).

eK 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.) **Play or discard any face-up Event Card OR play the lowest valued face-up Ops card for any allowable purpose.** Fill in the played card's space from the Draw Pile (face-down).

GAME SPECIFIC-TWEAKS

Tweak Sheet by Chris Crane (CSW, BGG: craniumgroup). Developed using the 2014 reprint edition rules.

5.3.A: Who goes first in the Strategy Phase

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

6.32.C: Exchanging a discarded card

After the Method Die 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 flip a card chit. After the exchange, the active side can proceed normally as per the Method Die result.

6.34: Optional Tournament Rule

When playing with this rule in effect, play the DOI and Franklin events as instructed. Then the British side can draw a new card face-up into the space just vacated and using the previously rolled Method Die result, proceed to play that round again. Only flip a card chit for the second card play.

CARD PLAY SPECIFIC TWEAKS:

Common Deck of Playing Cards (*Modified Common CDG Mechanic #1 – Handling of Common Deck*)

Keep the draw pile off the card displays as it will be used to draw cards into both displays. Whenever a card is played from a space on either side, draw a new card from the common draw pile (left face down) into the empty space. The Method Die Roll Procedure text has been updated as a reminder.

Battle Cards (*Modified Common CDG Mechanic #3 - Combat Cards*)

- The active side, when conducting an attack, 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, the player may play or discard one such card in defense. After combat is resolved, fill the card space(s) formerly occupied by the played Battle Card or Event Card with the topmost card(s) from the Draw Pile, left face-down.
- Playing a Battle Card from the Card Display does not flip a Card Chit because the card text allows a card draw, however discarding an Event Card for a +1 drm in the battle does flip a card chit.

Mandatory Cards (*Modified Common CDG Mechanic #4 – 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 space. If a side has one or more face-up Mandatory Cards on its display, the card(s) must be played as the event before the Card Chits run out for that side in the Strategy Phase. Skip the Method Die roll, if necessary.
- If a situation occurs when flipping a card face up that the number of Mandatory cards is greater than the number of Card Chits remaining to be played, then reshuffle in the Mandatory card or cards just flipped back into the draw pile and re-draw into the space(s) vacated face-up. Do not shuffle in discards or any other cards with this re-shuffle. With multiple cards being flipped face up, to determine which mandatory card(s) needs to be shuffled back in, imagine that the cards were flipped face-up in ascending letter order.

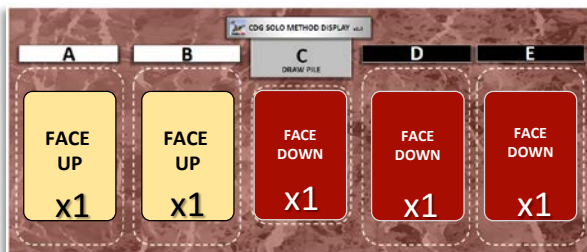
Card Exceptions

#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 a card chit available. Depending on the number of face-up cards, use the Random Card Selection chart to determine which card gets discarded. Discard the card picked, flip a card chit on the opposing side and replace the space with a card from the draw pile (face down). If there are no face up cards on the opposing side, then just flip an opposing side's card chit.
- 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)



CARD DISPLAY SETUP: STANDARD

- 1 face-up card each in Spaces A and B.
- 1 face-down card each in Spaces C, D and E.
- Draw Pile kept off the Card Display

CARD-COUNTING CHITS: None

The rules state that a card is drawn after every card play, so neither side runs out of cards while playing. However, it is recommended that you use one Card Counting chit for each side to record the hand size that is provided by the scenario being played, because there are game mechanics that use that hand size to determine the number of units that can be ordered (Command).

METHOD DIE ROLL PROCEDURE AND RESULTS

Start each Game Turn by rolling 1 or more Method die (see back side for details) and applying the results below. All played cards go to the Discard Pile (kept off the Card Display) after they are played. Be sure to follow the instructions for each die result.

C C or lowest order-count face-up Section card (Jolly Roger). If not already face up, flip the card in space C. **Play card C OR the lowest order-count face-up Section card in spaces A, B, D, or E.** If there are multiple lowest order-count Section cards, choose which one to play. If there are no face-up Section cards and the card in Space C cannot be played, play any face up card for any allowable purpose. Fill in the played card's space from the Draw Pile (face-down).

Jolly Roger trigger (☠). Tactician/Combat cards may be used to augment this card play.

ABC A, B or C. If not already face up, flip any face-down cards in spaces A, B and C. **Play card A, B or C for any allowable purpose.** Fill in the played card's space from the Draw Pile (face-down).

CDE C, D or E. If not already face up, flip any face-down cards in spaces C, D and E. **Play card C, D or E for any allowable purpose.** Fill in the played card's space from the Draw Pile (face-down).

AB A or B. Flip any face-down cards in spaces A or B. **Play card A or B for any allowable purpose.** Fill in the played card's space from the Draw Pile (face-down).

DE D or E. Flip any face-down cards in spaces D or E. **Play card D or E for any allowable purpose.** Fill in the played card's space from the Draw Pile (face-down).

e Face-up Tactics Card or lowest order-count face-up Section card. (If there is none or only one face-up card(s) in the display, flip any one face-down card face-up.) **Play any face-up Tactics Card OR play the lowest order-count face-up Section card for any allowable purpose.** If there are multiple lowest order-count Section cards, choose which one to play. Fill in the played card's space from the Draw Pile (face-down).

GAME SPECIFIC-TWEAKS

Tweak Sheet by Chris Crane (CSW, BGG: craniumgroup). Developed using the latest rules and expansions from Command & Colors: Ancients, Napoleonics and Tricorne. Other games that use the Command & Colors system were not specifically tested, but may be able to be adapted with the concepts presented.

Handling of Different Hand Sizes

In many scenarios within these games, there is a difference in the hand sizes (Command cards) between the opposing sides. In those cases, please refer to COMMON CDG MECHANIC #8: HANDLING CARD HANDS OF DIFFERENT SIZES.

Section vs Tactics cards

Each game makes the distinction between Section cards and Tactics cards (in Ancients, Section cards include the Troop and Leadership cards). To easily distinguish between the two, Section cards have one or more arrows with a 3 section graphic on the card. Tactics cards are just plain text.

“Lowest order-count”

In the Method die results text, the term “lowest order-count” always refers to the Section card or cards 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, in Ancients: an Order Four Units Right card could potentially order 4 units in the Right section, but on the board there are only 2 units in that section that could be ordered, so the order count of that card is two for purposes of checking lowest order-count.

Tactician/Combat Cards

If using the Tactician deck in Napoleonics or the Combat cards in Tricorne, 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.

CARD PLAY SPECIFIC TWEAKS:

Common Deck of Playing Cards *(Modified Common CDG Mechanic #1 – Handling of Common Deck)*

Keep the Command card draw pile off the card displays as it will be used to draw cards into both displays. Whenever a card is played from a space on either side, draw a new card from the common draw pile (left face down) into the empty space. The Method Die Roll Procedure text has been updated as a reminder.

First Strike & Tactician/Combat Cards *(Modified Common CDG Mechanic #3 - Combat Cards)*

Generally speaking, these types of cards can only be played when the Jolly Roger symbol is rolled, with one exception. One or more Tactician/Combat card(s), or the First Strike Command card, can be played by the inactive side at any time as long as it is in reaction to the active side’s card play. Read the card text carefully to be certain of the card intent before playing it.

- *Optional Variant #1:* For more opportunities to play these types of cards, this variant allows these cards to be played whenever a ‘C’ is rolled on the Method Die (meaning 1, 4 or 5 on the die conversion table).
- *Optional Variant #2:* For total control over these cards (meaning, no Reasonable Uncertainty over when these cards will get to be played), this variant allows them to be played at any time, ignoring the Method die result just as the base game rules stipulate.

“Draw two, choose one card”

If the card text allows a side to “draw two Command cards, choose one and discard the other” when drawing a replacement Command Card at the end of a turn, instead do the following: draw a single new card face-up from the draw pile into the space just played, instead of face-down.