

War Chest ☉ Player Reference

I. Draw Coins

- **Draw** 3 coins from your bag; if it contains fewer than 3, draw all from bag, mix discarded coins into bag, draw remainder.

II. Use Coins (alternate using coins with your opponent until none are left in hand)

- Placement Actions (placing your unit coins onto the board)
 - **Deploy** a new unit from your hand to the board. (only one unit of each type allowed on the board at a time)
 - **Bolster** a unit that is on the board by placing a matching coin on top of it.
- Face-down Discard Actions (use any coin; discard face down)
 - **Claim initiative**; take the initiative coin from opponent for next round (can only change ownership once per round).
 - **Recruit a unit**; take a unit from your supply and place it *face-up* in your discard area.
 - **Pass**; if you cannot or do not want to take another action, you can discard a coin and pass.
- Face-Up Discard Actions a.k.a. “Maneuvers” (requires a matching coin on the board; discard face up)
 - **Move**; move the matching unit on the board one space and discard the activating coin face up.
 - **Control**; place one of your control markers on the control point under the matching unit. Return your opponent's control marker if present, and discard the activating coin face up.
 - **Attack**; target an enemy adjacent to a unit matching a coin in your hand, and remove one of the targeted coins from the board (and from the game). Discard the activating coin face up.
 - **Tactic**; some unit cards have Tactics text. Choose a coin from your hand that matches one of your units on the board and execute the tactic on its card. Discard the activating coin face-up. (Tactics will generally violate one or more “standard” movement, placement, or combat rules of the game.)

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