Manoeuvre

Original Playsheet by Jason Carr

Setup: Standard+
Max Hand Size: See Modified Setup for Details
Draw Deck: Dual Deck

Fate Die Result Chart

C or Lowest Face-up CP Card AND !!

C < !!

- If not already face-up, flip the card in slot C.
- Play card C OR any face-up Unit Card in slots A, B, D, or E for any allowable purpose
- If there are multiple face-up Unit Cards, choose which **one** to play.
- If the played card's slot is empty, fill from the draw deck (keep face-up).
- !!: See Inactive Side and Battle Response Card Sections.

Face-up HQ Card or Any Face-up Unit Card

**e < **

- 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 HQ Card OR any face-up Unit Card for any allowable purpose.
- If there are multiple lowest-valued HQ Cards, choose which one to play.
- If the played card's slot is empty, fill from the draw deck (maintain facing)

A, B or C

ABC

- If not already face-up, flip all face-down cards in slots A, B and C.
- Play any cards in one of 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

AB

- Flip any face-down cards in slots A and B.
- Play any cards in one of A or B for any allowable purpose.
- If the played card's slot is empty, fill from the draw deck (maintain facing).

C, D or E

CDE

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

DE

- Flip any face-down cards in slots D and E.
- Play any cards in one of D or E for any allowable purpose.
- If the played card's slot is empty, fill from the draw deck (maintain facing).

Modified Setup

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

Game-Specific Modifications

Fate Die Roll and Card Play

Before the Movement Phase, roll the Fate Die and use the face-up result to determine which card or card slot will be used for this turn. If a full card slot is allowed by the Fate Die, all cards in that slot may be played this turn for any legal purposes during the Movement, Combat, and Restoration Phases. 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, a card is only added to that slot from the draw deck if the slot is empty.

Adding Cards to Slots

If the Active Side does not play a card during their turn, they may move one card from any slot to any other slot, maintaining facing. This includes the top card of the draw deck. After moving this card, fill any empty slot from the draw deck (maintain facing).

Discard and Draw Phase

During the Discard Phase, the Active Side may discard any face-up card from any slot. During the Draw Phase, replace each discarded card from the draw deck (maintain facing). Note that unlike when playing a card, the discarded card is replaced from the draw deck even if the slot is not empty.

Inactive Side HQ Cards

If the Inactive Side has a face-up HQ Card that they'd like to play during the Combat Phase or as a response, there is a chance that Fate might not allow it. When the Inactive Side would play an HQ

Card, roll the Fate Die. If the !! Result is rolled, the Inactive Side's HQ card is blocked by Fate. Otherwise, they may continue on in playing their HQ Card. Be sure to refill each empty card slot from the Draw Deck, maintaining facing.

Card Modifications

Scout/Spy Cards

When revealed, discard a random card from the Inactive Side's Card Display. Use the Random Card Selection Chart to decide which slot to discard a card from. If more than one card is in the selected slot, randomly decide by another die roll.

Reshuffling

If at any time either side has no cards in slot C, shuffle their discards and place them face-down in slot C.

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)