

SHINING BRASS

by E.W.



A game for two players. Or one, if you're solo.

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From the novel Cold Warrior by Jesse Alexander.

EVERY PLACE HE TOLD ME ABOUT



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CONTENTS

BEFORE YOU START	2	THE HUNT	16
HOW A GAME GOES	3	THE TABLE	18
WHAT THIS IS	4	MR. FERRIS	19
THE GROUND	6	A GAME, START TO FINISH	20
TWO ROLLS	7	THE CRATE	22
THE TEAM	8	TEAM SHEET	24
GEAR	10	MISSION LOG	25
ORDERS	12	THE MISSIONS	26
KEEPSAKES	15	THE MONASTERY	52

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From the novel *Cold Warrior* by Jesse Alexander, available on Amazon. The concept album *Cold Warrior* is on all major music services.

BEFORE YOU START.

RULES

Shining Brass is a war game for a kitchen table. One side is a recon team: six men and a dog, walking into a country they were never in. The other side is the hunt: soldiers, trackers, and dogs who live there. The team looks at something and tries to get home. Most of the time, not everybody does.

Two can play, one per side. Two can each run a team and fight it out. One can play alone against the hunt (Mr. Ferris, p. 19). A game takes about half an hour.

I built it at Longleaf Pointe out of what we had. A hospital blanket. Scrabble tiles. Risk armies. A Clue rope painted blue. Jack Morgan told me the missions. He was ninety-six. He said he'd been on all of them. The rules underneath are Simon Alexander's *Apocathon*. Simon built a game you can play anywhere with anything. That's what we needed.

Shining Brass was the real name, once. In 1965 it was the code name for the teams that crossed into Laos. Later they changed the name. They didn't change the job.

You don't need to know any of that to play. It helps.

E.W.



YOU NEED

A table. Two six-sided dice. A ruler marked in inches. A pencil. About fifteen pieces: six for the team, the rest for the hunt. Things to be the ground.

HOW A GAME GOES.

1

BUILD THE GROUND. Use the mission map, or make your own.

P. 6

2

PICK YOUR TEAM. Six pieces, six roles, two things each, two Specials, one Keepsake.

P. 8-11, 15

3

SET OUT THE HUNT. Lay the pieces flat.

P. 16

4

WALK. Move the whole team. At the end of every round, the Point rolls.

P. 13

5

PRAIRIE FIRE. Stand the hunt up. Fight your way to the LZ.

P. 12-14

RULES

WORDS YOU'LL NEED.

RT. Recon team. Six men.

ONE-ZERO. The team leader.

ONE-ONE. His second.

POINT. The man in front.

STRIKER. A hired soldier from the hills: Nung, Montagnard, or Bru. Usually the best man on the team.

HATCHET. The big one.

LZ. Landing zone. The helicopter picks you up here. Reach it and you're out.

PRAIRIE FIRE. The radio call when a team was found and had to get out. In the game, the shooting starts.

COVEY. The spotter plane overhead. The Radio calls it in.

DUSTOFF. A medevac helicopter.

MASH. Muscle, Aim, Sand, Health.

TEST. Two dice plus Muscle, Aim, or Sand. 9+ does it.

CHANCE. One die. The rule says what you need.

LEAD. Pick a piece. Give it two orders.

DOWN. 0 Health. Lay it on its side.

WHAT THIS IS

YOU ARE A RECON TEAM. YOU GO
ACROSS A BORDER YOUR
COUNTRY SAYS IT NEVER
CROSSED. YOU LOOK AT
SOMETHING. YOU TRY TO
COME HOME.

YOU WON'T ALL
COME HOME.

One player runs the team. The other runs the hunt, the men and dogs looking for them. Or you each run a team and fight it out.

"Harold and Doyle did that. Doyle won. Harold said the dice were loaded."

You need a table, two six-sided dice, a ruler marked in inches, and pieces.



THE FIRST RULE

BRING YOUR OWN PIECES. RAID THE CLOSET. EVERY ONE HAS SERVED BEFORE.

Scrabble tiles. Risk armies. Chess knights. A painted Clue rope. Whatever's in the back of the closet.

This book doesn't come with pieces. You can't buy them.

THE GROUND.

RULES



**SPREAD A BLANKET.
THAT'S THE GROUND.**

Towels under it make hills. Books make ridges. Boxes are buildings. A cigar stub is deadfall. A paper cup is a bunker.

**THE STREAM IS A ROPE.
PAINT IT BLUE.**

TWO ROLLS.

EVERY ROLL IS ONE OF TWO.

RULES

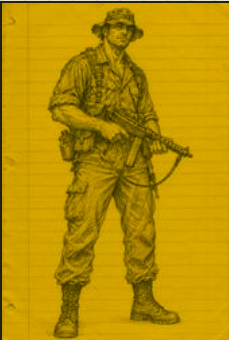
A TEST.

Roll both dice.
Add Muscle, Aim, or Sand.

9+
DOES IT.

A CHANCE.

Roll one die. The rule tells you what you need.

			
ONE-ZERO	ONE-ONE	POINT	STRIKER
M A S H	M A S H	M A S H	M A S H
+2 +2 +1 8	+3 +2 +1 8	+2 +3 +1 6	+2 +3 +1 6

THE TEAM.

Pick six pieces. Give each a role. One One-Zero, no more. Double up on the rest.

ONE-ZERO	Team leader. Every mistake is his.
ONE-ONE	Walks behind the One-Zero. Supposed to.
POINT	Walks in front. Sees first. Climbs anything.
STRIKER	Nung, Montagnard, Bru. In this war longer than you.
HATCHET	Big. Loud. Hard to stop.
MEDIC	Everybody calls him Doc.
SCOUT DOG	Outruns you. Smells what you can't.
SPECIALIST	Knows one trade. See page 10.

J.: "Six. That's a team. Two Americans, maybe three. The rest know the ground."






HATCHET
M A S H
+3 +1 +2 8

MEDIC
M A S H
+2 +1 +3 6

SCOUT DOG
M A S H
+3 +1 +2 6

SPECIALIST
M A S H
+1 +2 +3 6

MASH.

MUSCLE	Swing a machete. Carry a man. Break a door.
AIM	Shoot. Throw. Hit what you meant to.
SAND	Keep your head. Patch a wound, work the radio, turn a man.
HEALTH	What you can take. At 0, you're down.

TEAM

ROLE	ABILITY
ONE-ZERO	Steadfast. First time you go down, go to 1 Health instead.
ONE-ONE	Veteran. Walk away from an enemy. It gets no free attack.
POINT	Eyes. Climbing is free. You make the Walking roll.
STRIKER	Sharpshooter. Cover doesn't hurt your Test.
HATCHET	Age. Knock a piece down, take a free Attack.
MEDIC	Doc. One order: a piece within 1" gets back one die of Health. Yourself too.
SCOUT DOG	Frenzy. At 3 Health or less, take a third order.
SPECIALIST	Pick one trade.

TRADES.

DEMOLITIONS. Your explosions do +2 damage.

DOG HANDLER. Two orders: put a Dog within 4". Muscle +2, Aim -3, Sand +1, Health 8.

CASE OFFICER. Two orders: Test Sand against an enemy you can see. 9+ and you lead it next turn.

RADIO. Two orders: call Covey. Mark a point you can see. Start of your next turn, everything within 4" takes 4 damage. Everything. No save.

←
That's
her.

GEAR.

Every piece starts with two things and carries four slots. Most things take one. **Large** things take two.

WEAPON	TEST	DAMAGE
Entrenching tool, rifle butt	Muscle or Aim	1
Gerber knife	Aim	1
Club, bamboo stake	Muscle	2
Machete	Muscle or Aim	2
Axe (Large)	Muscle	3
Montagnard crossbow	Aim	3
M79 grenade launcher	Aim	4
Pistol	Aim	4
Rifle, Swedish K, AK (Large)	Aim	5

**FISTS ARE CLUBS.
A DOG'S BITE IS A
KNIFE.**





TEAM

PROTECTION

SAVE (A CHANCE)

Fatigues and web gear

5+

Flak vest

4+

Helmet

+1 to your save

SPECIALS.

Your team takes two. Each works once.

GRENADE

Pick a point within 12". Everything within 4" takes 5 damage. No save.

FIELD DRESSING

Get back one die of Health.

MORPHINE

A downed piece within 1" stands up at full Health.

SMOKE

Drop a cotton ball within 12". Nothing sees through it until the end of next round.

WHAT YOU SEE IS WHAT YOU GET.

A piece holding a rifle has a rifle. Argue about the rest.

RULE 1

RULES

THE ONE-ZERO DECIDES WHO GOES.

Each round, the side with a living One-Zero goes first and picks the piece. Both sides have one? Roll off. Lose him and you roll like everybody else.

Take turns. Lead one piece. It gets **two orders**: Move, Attack, or one of each. Everything led? New round.

MOVE

Anywhere within 6". Climb what's there to climb.

COVER

Half behind something: -2 to the Test.

ATTACK

Test with your weapon. **Close**: within 1". **Thrown**: within 6". **Shooting**: anything you can see.

SAVE

A hit piece gets its save. Make it, nothing happens. Miss it, take the damage.

WALKING AWAY

Leave 1" of an enemy and it gets a free Attack.

DOWN. At 0 Health, lay the piece on its side.

RULE 2

THE ONE-ONE WALKS BEHIND THE ONE-ZERO.

Your One-One can't end a move closer to the enemy than your One-Zero. Once a game, he does anyway. Say it out loud. +1 to his Tests for the rest of the round.

J.: "He never did."

RULES

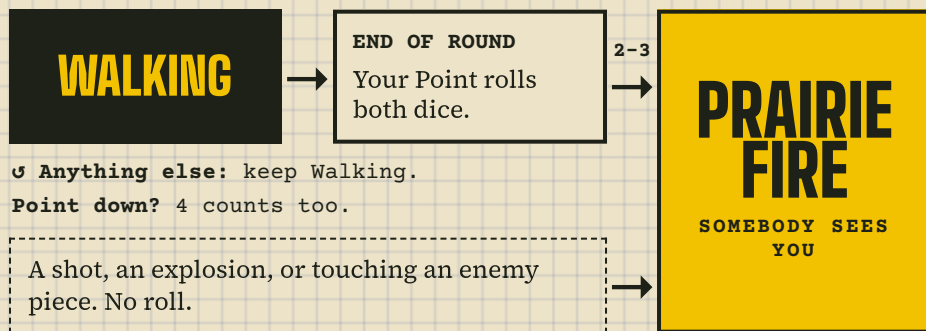
RULE 3

EVERY TIME THE TEAM MOVES, ROLL.

Every mission starts **Walking**. The hunt's pieces lie flat. They don't move, shoot, or take turns. You lead every piece.



POINT MAN
Afterglow
Records



THEN IT'S PRAIRIE FIRE.

Stand the hunt's pieces up. Everybody fights. You were looking. Now you're getting out.

THE LZ

End a move on it and you're out. Take the piece off the table.

RULE 4

DOGS TRACK BLOOD.

A dog always moves toward the nearest wounded enemy. It doesn't need to see him. Full Health leaves no scent.



RULE 5

A PIECE LEFT BEHIND STAYS WHERE IT FELL.

A downed piece never leaves the table. You can't move it. It doesn't go back in the box.

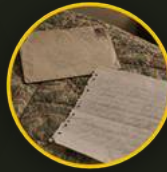
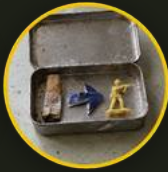
Unless somebody carries it. A piece next to it spends an order to pick it up, then moves 3" at a time. A carried piece that reaches the LZ is out.

At the end, look at the ones still lying there.

Ask J. about Lok.

KEEPSAKES.

Roll a die at the start of each game. Give the Keepsake to any piece.



1

BLACK JACK GUM

Your Point leaves wrapper arrows. Pieces within 2" of your Point move 8".

2

A WATCH THAT ISN'T YOURS

Once, reroll a die.

3

A LUCKY STRIKE

Once, at 1 Health, ignore a hit.

4

TWO OLD DICE IN A LEATHER CUP

Once, turn one die to the face you want. No Keepsake next game.

5

A RING FROM BANGKOK

Nothing. You carry it anyway.

6

A LETTER YOU HAVEN'T OPENED

Its piece goes down? Hand it to the nearest friend. +1 Sand for the rest of the game.

TEAM

J.: "Take this one out."

NO.

THE HUNT.

J.: "They were better at this than we were. They lived here."

THE HUNT: SIX REGULARS, TWO TRACKER DOGS, ONE LEADER.

The mission can change it. Lay them flat at least 12" from the team's edge, or where the map shows.

HUNT



REGULAR

H 3



TRAIL WATCHER

H 3



TRACKER DOG

H 6



POL. OFFICER

H 12



TANK

H 15



HIND

H 16

J.: "Pale eyes. Doesn't talk much. You'll know him." →



ENEMY	M	A	S	H	ABILITY
Regular	+1	+1	+0	3	Fighter. Three orders, if two are Attacks.
Trail Watcher	+1	+1	+1	3	Signal. Goes down while you're Walking? Chance, 4+: Prairie Fire.
Militia	+1	+1	-3	3	Scatter. Hit but standing? It runs 6" away.
Tracker Dog	+3	-1	+1	6	Thick coat. +2 to its save against shooting.
Sapper	+1	+1	+1	3	Satchel. Goes down? Chance, 4+: everything within 4" takes 3 damage. No save.
Political Officer	+0	+1	+4	12	Leader. Rally. When he hits, a downed Regular within 4" stands up.
Tank	+4	+2	+1	15	Leader. Steel. Only a LAW, an explosion, or Covey hurts it.
Hind	+4	+1	+2	16	Leader. Flies. Rockets. Attack it from within 6" and it hits back for 6.
Officer in a Leather Coat	+3	+3	+3	14	Leader. Papers. When he hits, Test his Sand. 9+: he leads the target next turn.
The Russian	+3	+3	+3	14	Leader. Gone. At 0 Health, take him off the table. He'll be back.

LEADER. Three orders.

SAVES. The hunt saves by what it wears, like you. A dog saves on 6+.

MISSION GEAR. **LAW:** Aim, 6 damage, one shot. **Stinger:** Aim, 8 damage, only at things that fly.

THE TABLE.

CACHES.

A matchbox, a bottle cap, a sugar packet. Spend an order within 1" and make a Chance.

D6	YOU FIND
1	Morphine
2	A grenade
3	A field dressing
4	Smoke
5	A rifle
6	A Keepsake



HUNT

WATER.

Move half as far.

BOATS.

A popsicle-stick raft. One Move order moves the boat and everything in it 4".

BRIDGES.

Hit on a bridge? Make a second save. Miss it and it falls: 6 damage.

MR. FERRIS.

For playing alone. He played both sides against himself and captured his own flag.



WHEN A HUNT PIECE IS LED:

Target in reach?



It Attacks twice.

One Move puts a target in reach?



It Moves, then Attacks.

Otherwise.



It Moves twice at your nearest piece.

Dogs follow Rule 4.

BETWEEN MISSIONS.

THERE'S NO BANK. *Bea asked.*

The downed stay down. They don't come to the next mission.

Everyone else keeps his gear. Bring everyone out and roll a Keepsake.

Replace the lost with new pieces. Raid the closet again.

A GAME, START TO FINISH.

The first time we played the new rules, it was Doyle and Bea. Doyle ran the team. Bea ran the hunt. Harold kept score. Nobody asked him to.

TEAM P. 8

GEAR P. 10

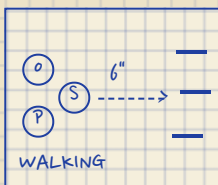
KEEPSAKES P. 15

THE TEAM. Doyle took a One-Zero and a Point with rifles, a Striker with a Montagnard crossbow, a Hatchet with an M79, a Medic with a pistol, and a Specialist who picked Radio. All in fatigues. Specials: a grenade and smoke. He rolled a 2 for his Keepsake, the watch, and gave it to the One-Zero.

THE HUNT P. 16

THE HUNT. Bea took six Regulars with rifles, two Tracker Dogs, and a Political Officer. She laid them flat on the far half of the blanket.

RULE 3 P. 13

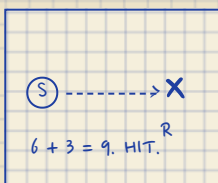


WALKING. Doyle led every piece, two Moves of 6" each. Bea's pieces did nothing. Nobody had seen anybody yet. End of round: the Point rolled 8. Nothing. Next round he rolled a 3. Somebody saw them.

RULE 1 P. 12

TWO ROLLS P. 7

PROTECTION P. 11



PRAIRIE FIRE. Bea stood the whole hunt up. Doyle had a living One-Zero, so he went first. He led the Striker. Crossbow at the nearest Regular: a Test with Aim. He rolled 6, plus Aim 3. Nine. A hit. The Regular saved in fatigues, 5 or better on one die. He rolled 2. The crossbow does 3. A Regular has 3 Health. Down. The Striker's second order: a Move behind a book.

Bea led a Regular. Fighter: three orders, if two are Attacks. He shot the Point: 8, plus Aim 1. Nine. A hit. The Point needed a 5 to save and rolled 4. A rifle does 5. The Point dropped from 6 Health to 1. The second shot missed. The third order put the Regular in cover.

FIGHTER P. 17

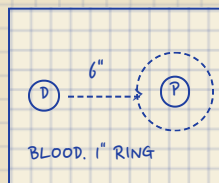
Doyle led the Medic up next to the Point. Doc: he rolled 4. The Point went back up to 5. Not full Health. Bea smiled.

MASH P. 9

RULE 4 P. 14

Dogs track blood.

Bea led a Tracker Dog straight at the Point. It didn't need to see him. It moved 6" and bit. A bite is a knife: an Aim Test. It rolled 10, minus 1 for Aim. Nine. The Point saved on a 6.

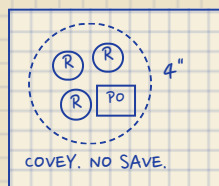


ORDERS P. 12

Doyle wanted the Point gone, but the dog was within 1". **Walking away** gives it a free Attack. The dog rolled 7, minus 1. Missed. The Point moved 6" twice toward the LZ.

Doyle's Radio spent both orders calling **Covey** on three Regulars bunched around the Political Officer. He'd already moved his One-Zero clear. Covey hits everything. Start of Doyle's next turn: everything within 4" took 4. No save. Three Regulars down. The Political Officer went from 12 to 8.

TRADES P. 10



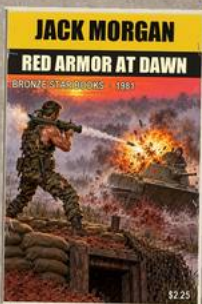
RULE 5 P. 14

It went back and forth four more rounds. Bea's second dog found the Medic. The Point went down again, 10" from the LZ. The Hatchet was next to him. He spent an order to pick him up and carried him 3" a Move. The One-Zero, the Hatchet, and the Point reached the LZ. The Striker got across a round later.

The Medic was still lying on the blanket. So was the Radio. Doyle won. He didn't say anything for a while. Then he asked who the Medic was supposed to be.

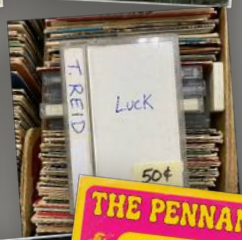
∴ "Always somebody's kid."

22 THE CRATE



THE CRATE.

THE CONCEPT ALBUM **COLD WARRIOR** IS ON ALL MAJOR MUSIC SERVICES.



TEAM SHEET.

TEAM: RT _____ ONE-ZERO: _____

1 PICK SIX
PIECES

8

→

2 GIVE EACH A
ROLE

8

→

3 TWO THINGS
EACH

10

4 TAKE TWO
SPECIALS

11

→

5 ROLL A
KEEPSAKE

15

→

6 BUILD THE
GROUND

27

NAME	ROLE	M	A	S	H	GEAR	KEEPSAKE

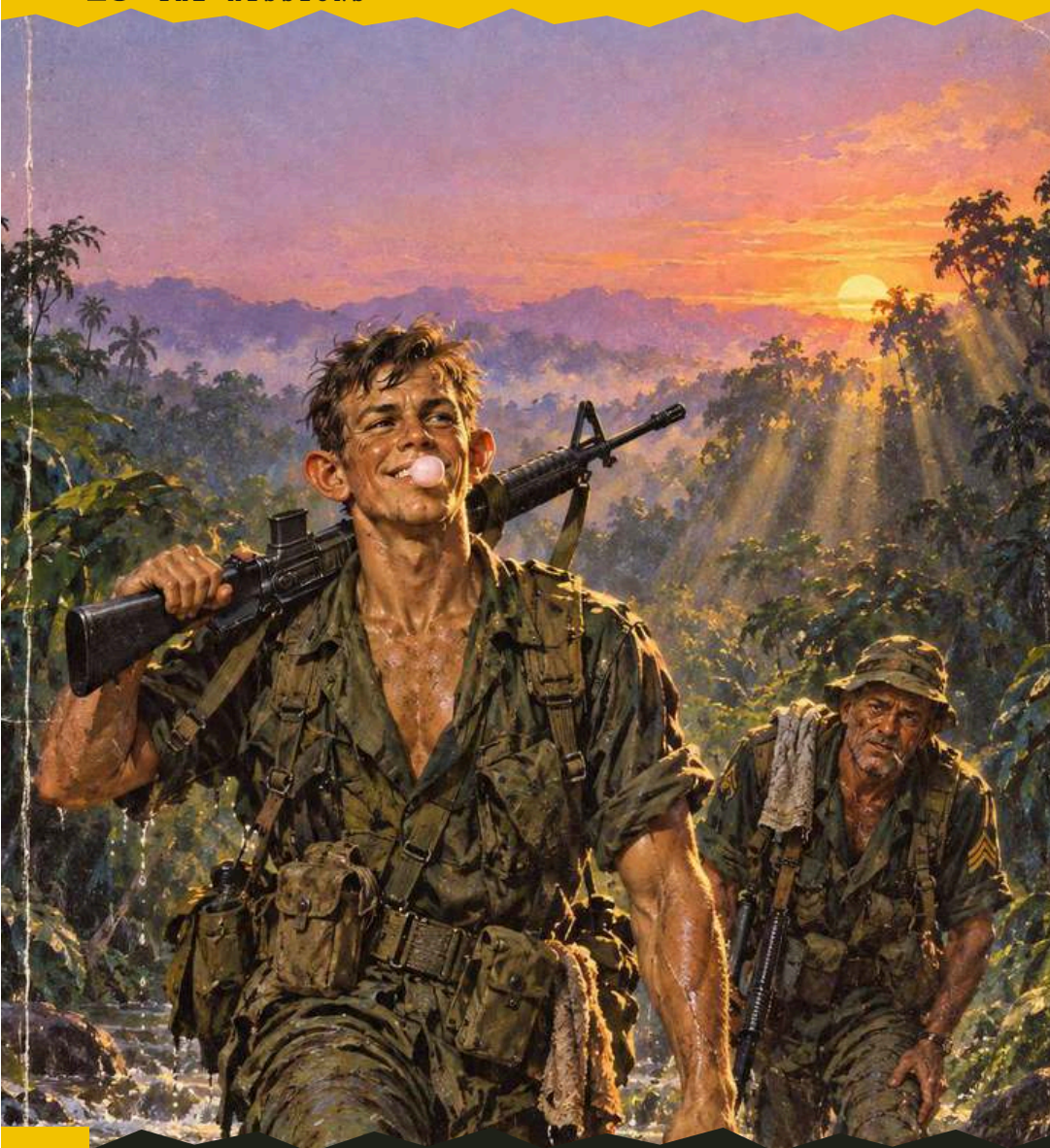
LEFT WHERE THEY FELL:



MISSION LOG.

"The downed stay down. They don't come to the next mission."

MISSION	DATE	WHO WENT	WHO CAME OUT	LEFT WHERE THEY FELL
1 BONG SON				
2 LAOS				
3 LANG VEI				
4 NINE DRAGONS				
5 TAILWIND				
6 EMPTY CELLS				
7 DESERT CAMP				
8 JALALABAD				
9 THE RIVER				
10 THE ICE				
11 BIR AL-ABED				
12 THE BRIDGE				
13 THE MONASTERY				



EVERY MISSION HERE IS **ONE**
HE TOLD ME.

THE MISSIONS.

Set up the ground the way the map shows. You start Walking on a short edge. Each mission tells you how to win. When it doesn't, get one piece to the LZ.

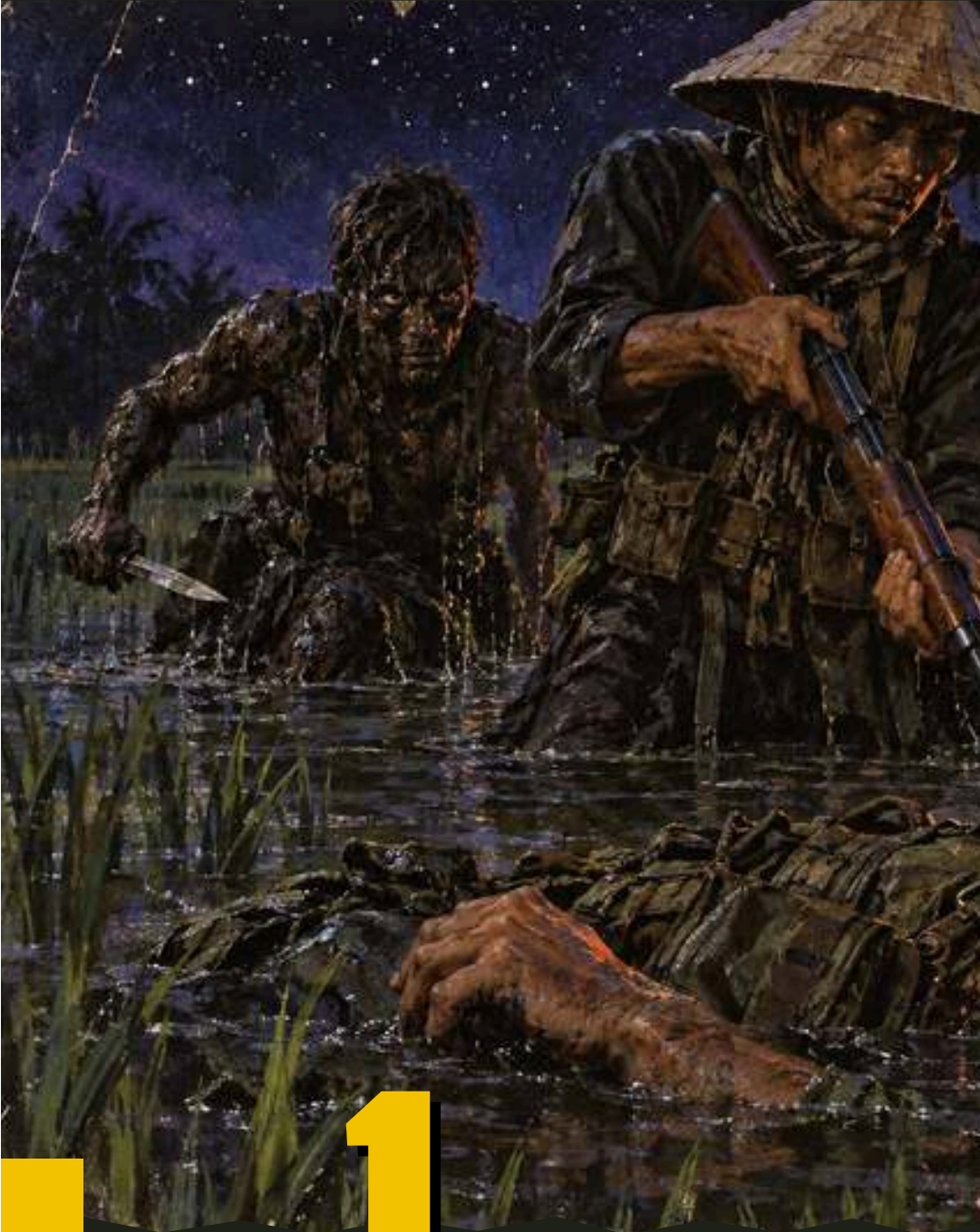
The game ends when every piece on the team is out or down. Did the team do what the mission says? It wins. If not, the hunt wins.

Two teams? Each starts on a short edge. Skip Walking. It's Prairie Fire from round one. Last team with a piece standing wins.

"That's the plan the way the Head Shed wrote it. Here's how I'd have written it: walk into a hole at the foot of the enemy's front porch in broad daylight, across a mile of open ground, and hope they're asleep."

JACK MORGAN

1	BONG SON	28
2	LAOS	30
3	LANG VEI	32
4	THE HOUSE OF THE NINE DRAGONS	34
5	TAILWIND	36
6	THE EMPTY CELLS	38
7	THE DESERT CAMP	40
8	JALALABAD	42
9	THE RIVER	44
10	THE ICE	46
11	BIR AL-ABED	48
12	THE BRIDGE	50
13	THE MONASTERY	52



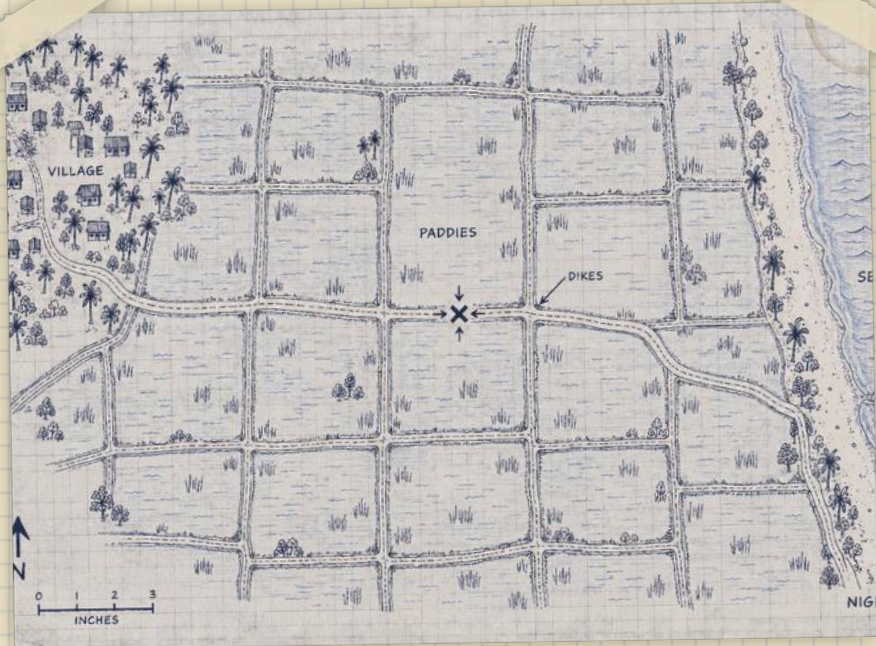
MISSIONS

MISSION

1

1 BONG SON.

Night. Nobody sees past 6". The paddies are water. The dikes are cover. The dustoff comes in round 6. Be alive when it does.



WISH I WAS A KINGBEE
Reunion Press

MISSION

2

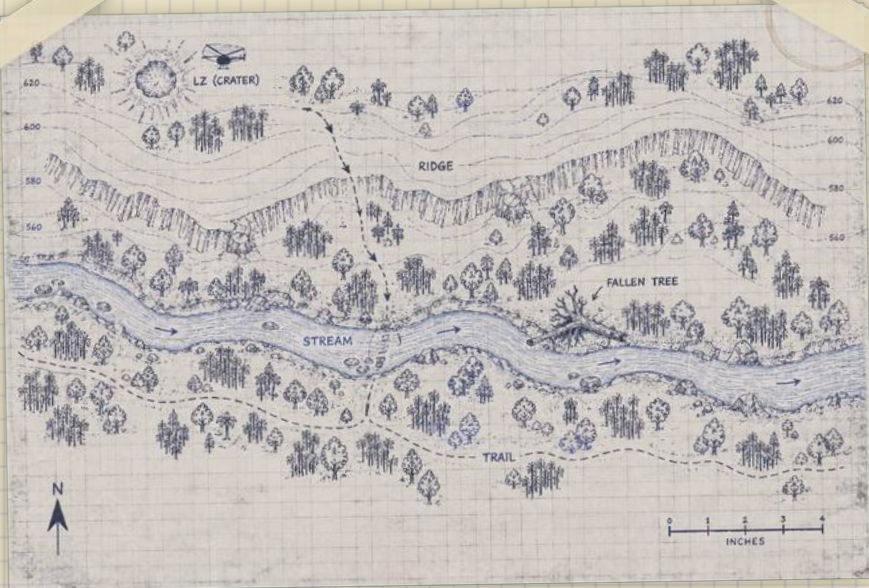
MISSIONS *"Between us and home stood the
ridge, the rain, and the cloud."*

JACK MORGAN



2 LAOS.

The stream splits the table. Your One-One starts across it. The LZ is the bomb crater in the far corner.



BALLAD OF THE ONE-ZERO
Bronze Star Records

MISSION

3

MISSIONS
"There were six or seven of us from FOB-3 crowded into our commo bunker with the radio, and Johnny, and a couple of the officers, and we sat there and we listened to Lang Vei die."

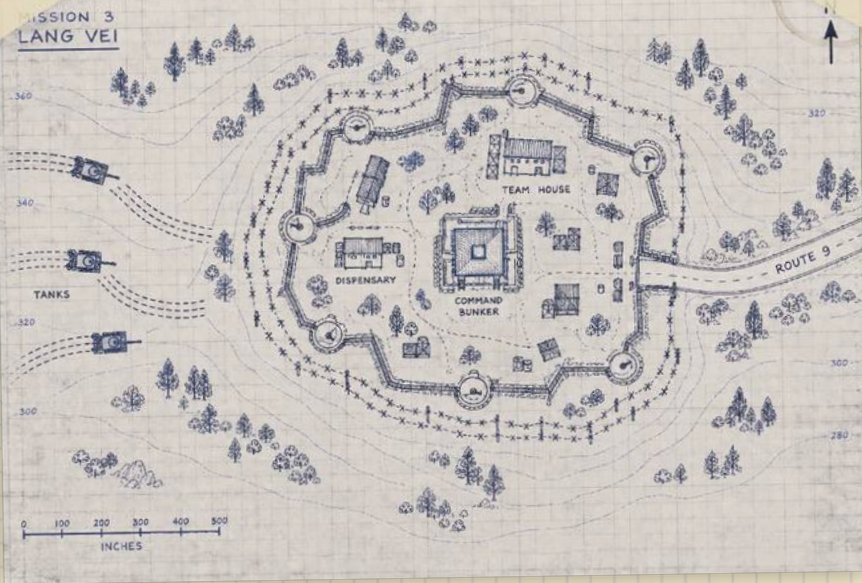
JACK MORGAN



3

LANG VEI.

You carry two LAWs. Three of your pieces start in the bunker. A Tank comes out of the fog in round 2. **The first LAW fired at it goes click.** Get all three out.

MISSION 3
LANG VEI

NO TANKS
Plain Speech Records

MISSION

MISSIONS

"When Sau went up to the third floor, Sarah would light a cigarette at the window."

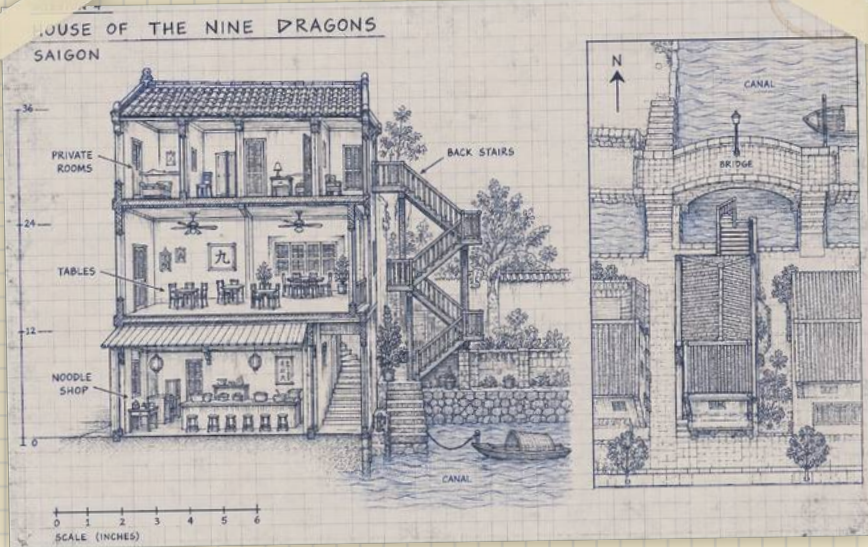
JACK MORGAN



4.

THE HOUSE OF THE NINE DRAGONS.

Three floors. Your Case Officer starts alone on the second. Everybody else starts in the boat. Nobody leaves the boat until she says so. Say it out loud. Get the tax collector down the front stairs.



SPARROW
Mékong Disques

MISSION

5

MISSIONS

"The plan was to go in, make as much noise as possible for as long as possible, and get out when somebody told us to. That was the whole mission. Be a nuisance."

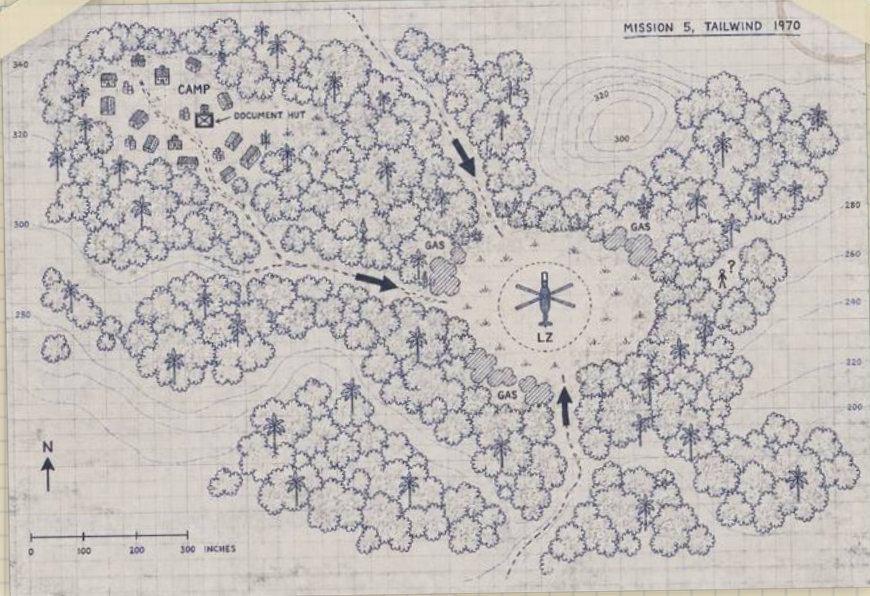
JACK MORGAN



5

TAILWIND.

The helicopters come in round 5. Every round, put smoke on the tree lines. A tall man in khaki stands at the edge of the trees. You can't target him. He doesn't do anything.



NINETEEN SEVENTY
Dispatch 98

MISSION

6

MISSIONS

"We went all that way in the dark for those boys, and they weren't there, and we went anyway."

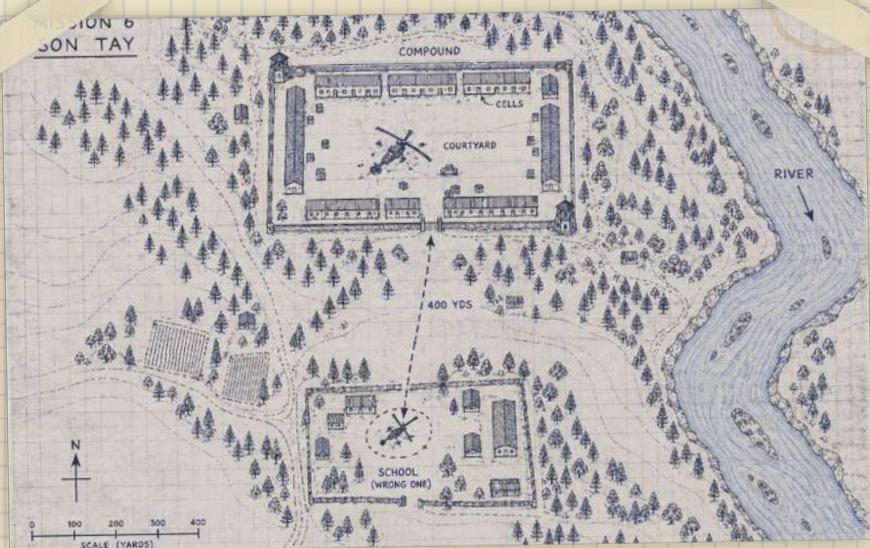
JACK MORGAN



6

THE EMPTY CELLS.

Put six markers face down in the cells. End a move next to one to open it. Open them all and get out. Then flip them. **They're all blank.**



THE ACCORDION
Meadowlark Records

MISSION



MISSIONS

"Here's what I didn't lie about. The C-4 was real. The list was real. The bar of soap was real."

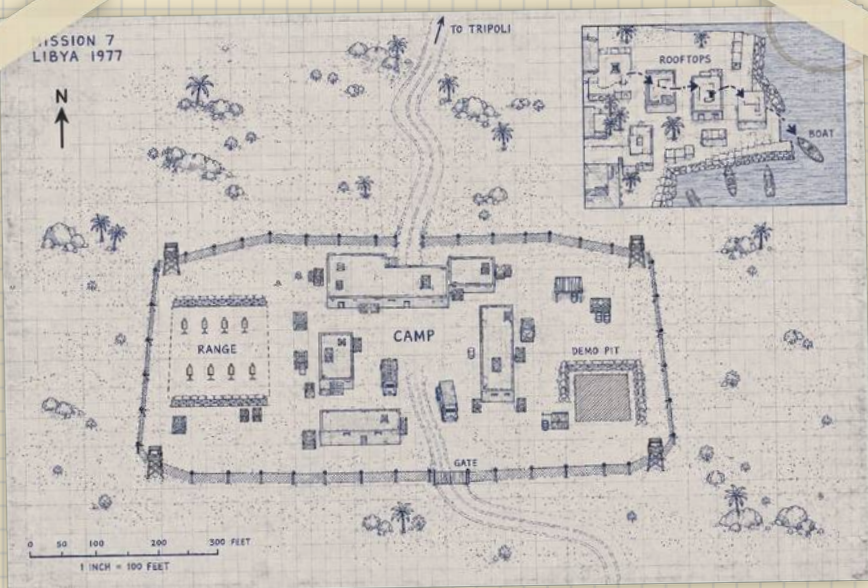
JACK MORGAN



7

THE DESERT CAMP.

One piece carries the soap. Get it across the roofs to the boat.
If it goes down, you lose.



DESERT PHANTOM
Coastline Records

MISSION

8

MISSIONS

"The Hind is the ugliest machine ever built by the hand of man, and I say that as somebody who's owned a Ford Pinto."

JACK MORGAN

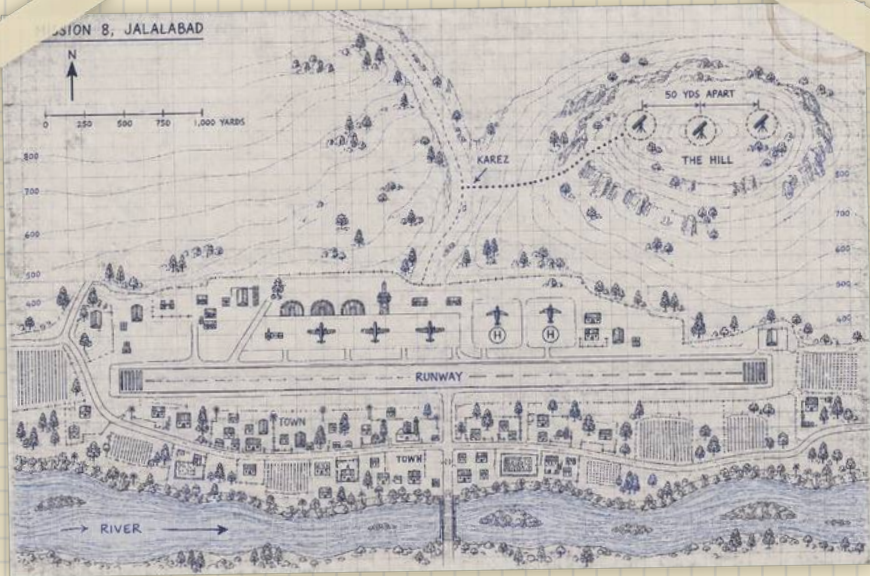


8

JALALABAD.

Three Hinds. Three Strikers on the hill, each with a Stinger, 2" apart (50 yards on the map). Bring down two Hinds that count.

The lens cap: the first one never counts. It happened. There's no film.



HIND
Bronze Star Records

MISSION

9

MISSIONS
"There were two hundred and six of them, and they had to cross the river in the dark in ten canoes, and the Sandinista army was on the ridge above the village with mortars, and it was going to move at first light."

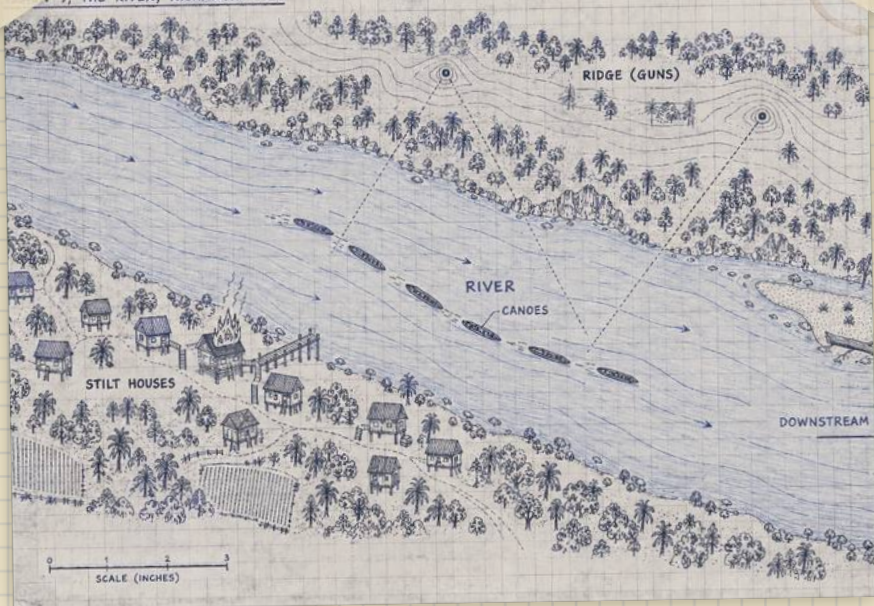
JACK MORGAN



9 THE RIVER.

Your smallest piece is a civilian in a canoe. Nobody can target her. Get her to the LZ or you lose.

MISSION 9, THE RIVER, NICARAGUA 1985



SAFE HAVEN
Bronze Star Records

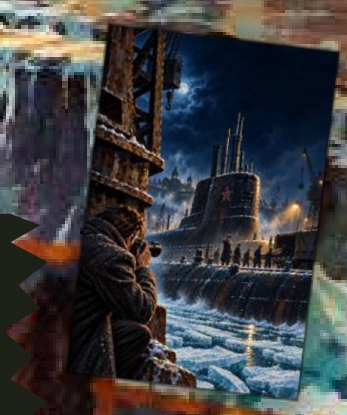
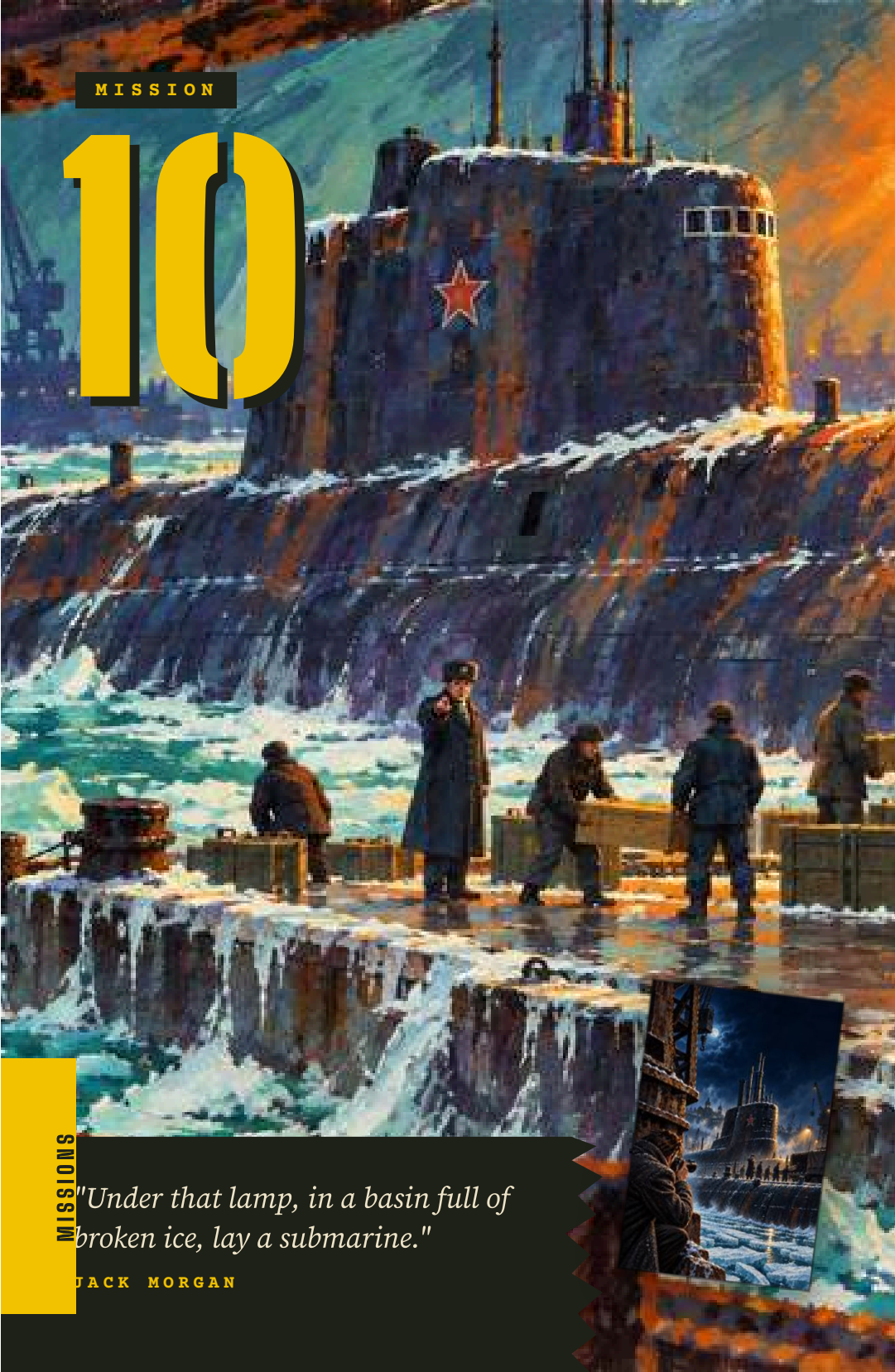
MISSION

10

MISSIONS

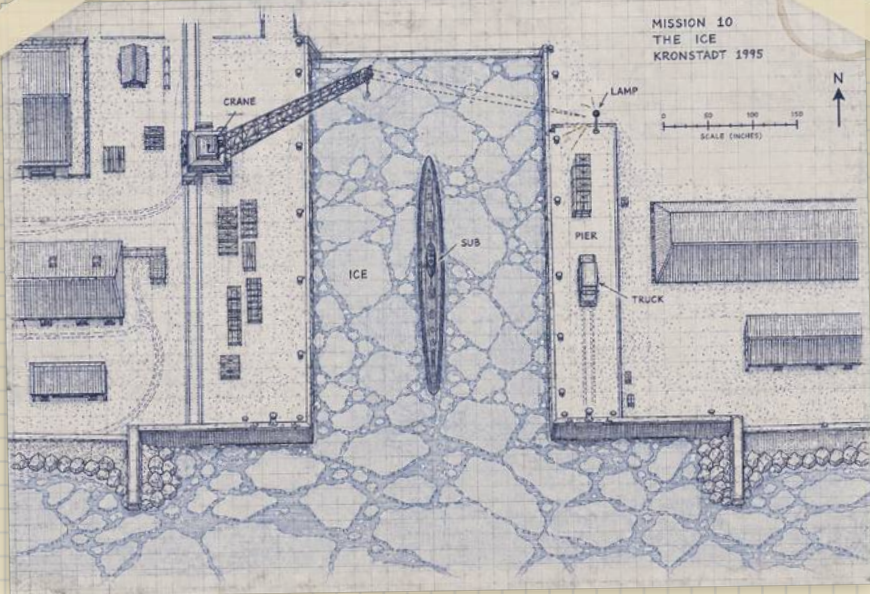
"Under that lamp, in a basin full of broken ice, lay a submarine."

JACK MORGAN



10 THE ICE.

Every Move on the ice, make a Chance. On 1, it goes through: 3 damage, and it can't move next turn. End a turn within 12" of the submarine with a clear view. That's your photograph.



RED GHOST
Bronze Star Records

MISSION

11

MISSIONS

"I found the building. Five stories.
Concrete. Laundry on the balconies. The
second floor from the top was dark."

JACK MORGAN

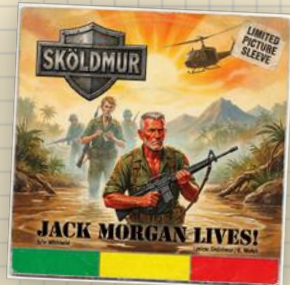
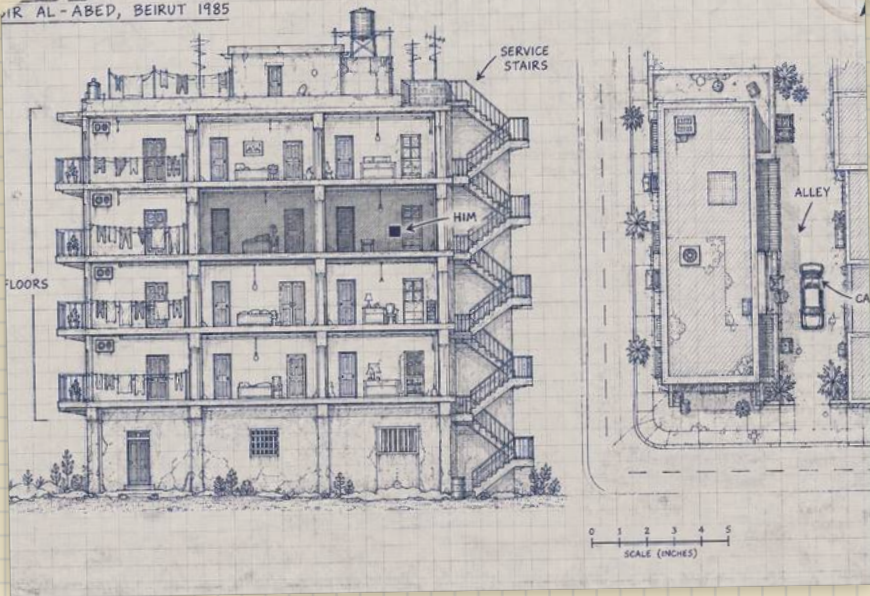


11

BIR AL-ABED.

Five floors. Your man is on the fourth. He can't walk. Get him to the car.

MISSION 11
BIR AL-ABED, BEIRUT 1985



JACK MORGAN LIVES!
Sköldmur

MISSION

12



MISSIONS

"Nobody had told them to. Nobody had told them anything. That was the whole night, right there."

JACK MORGAN

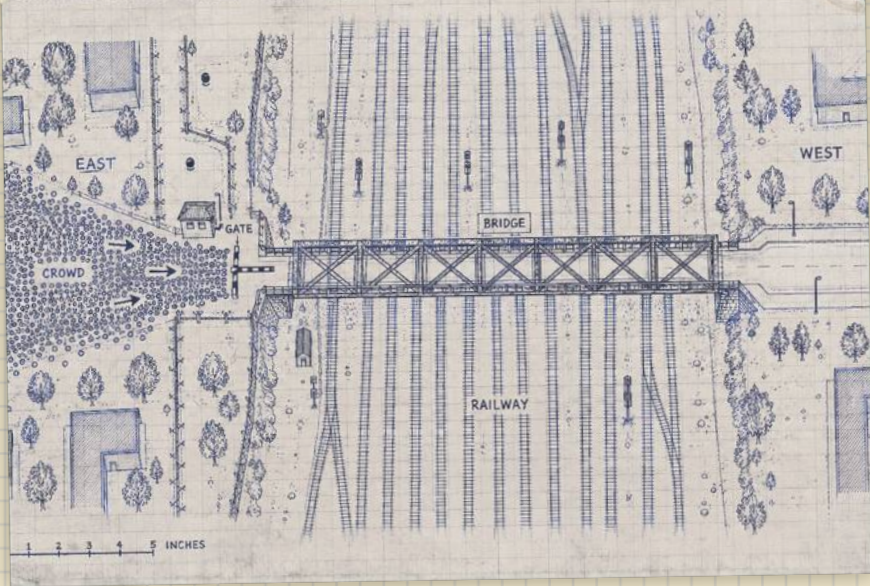


12

THE BRIDGE.

The crowd is everywhere. At the end of each round, every piece moves 2" toward the gate. Get your man across.

MISSION 12
STURMVOGEL STRASSE BRIDGE, BERLIN 1989



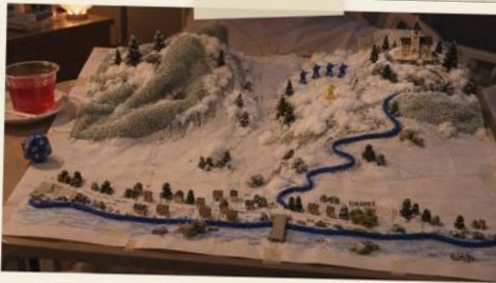
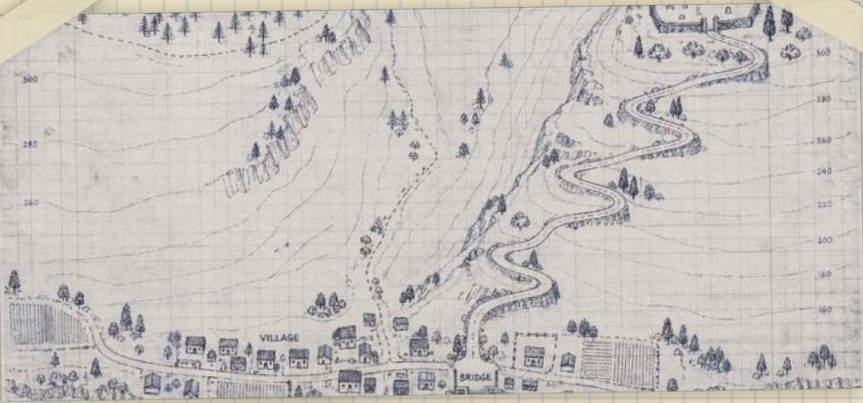
THE BRIDGE
Nordlicht
Schallplatten



13

THE
MONASTERY.*"Somebody had to go in first. Alone. On point."*

JACK MORGAN



The table. Room 214.

Decide who goes.
Don't roll.

HOW TO PLAY

You are a recon team. You go across a border your country says it never crossed. You look at something. You try to come home.

YOU WON'T ALL COME HOME.

1. TWO ROLLS

A Test. Roll both dice. Add Muscle, Aim, or Sand. **9 or better does it.**

A Chance. Roll one die. The rule tells you what you need.

P. 7

2. ORDERS

The One-Zero decides who goes. On your turn, lead one piece. It gets two orders: Move, Attack, or one of each.

P. 12

3. WALKING AND PRAIRIE FIRE

At the end of each round, your Point rolls both dice. **On 2 or 3, somebody sees you.** Then it's **Prairie Fire.**

P. 13

4. COVER

Half behind something: -2 to the Test.

P. 12

5. DOWN

At 0 Health, lay the piece on its side.

P. 12

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From the novel *Cold Warrior* by Jesse Alexander, available on Amazon. The concept album *Cold Warrior* is on all major music services.