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|-----|--------------------------|---|---|
| (1) | End of Game
(Defeat) | / | End of Turn Check performed. End of the Day phase reduce the number of supplies from 1 to 0. |
| (2) | End of Game
(Victory) | / | End of Turn Check performed. End of the Day 3 survived. |
| (3) | End of Turn | / | End of Turn Check performed.
If there are soldiers in the Enemy Lines roll the dice.
If the roll is unsuccessful update carried supplies to 0 and soldiers are placed at the castle space. |
| (4) | End of day | / | End of Turn Check performed.
Supplies on the Status Track are reduced by 1.
Soldiers in the tunnel go to the castle space and the carried supplies are added to the supplies.
Soldiers at the Enemy Lines are placed at the castle space.
Deck is shuffled. |
| (5) | End of Turn
(Defeat) | / | At the end of th turn, 2 enemies occupy the Close combat space or 1 of the Status tracks is 0. Game is lost. |

The transitions (1)_, (2) and (5) always end in the Await Game Finish state.

The transitions (3) and (4) always end in the Await Game Finish state.



