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|-----|--------------------------|---|---|
| (1) | End of Game<br>(Defeat)  | / | End of Turn Check performed. End of the Day phase reduce the number of supplies from 1 to 0.  |
| (2) | End of Game<br>(Victory) | / | End of Turn Check performed. End of the Day 3 survived.   |
| (3) | End of Turn              | / | End of Turn Check performed.<br>If there are soldiers in the Enemy Lines roll the dice.<br>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.<br>Supplies on the Status Track are reduced by 1.<br>Soldiers in the tunnel go to the castle space and the carried supplies are added to the supplies.<br>Soldiers at the Enemy Lines are placed at the castle space.<br>Deck is shuffled. |
| (5) | End of Turn<br>(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.