

Black Cadillacs

Ashcan Update - January 16, 2009

How to use this update:

- The red arrow indicates the rules change.
- Cut on the dotted lines.
- Staple or tape over the indicated sections of text.
- Only attach along the left margin -- that way you can 'flip back' to see the old rules!

The first order of play is for everyone to sit down together and build a general setting and situation.

All players should prepare for this first step. Click around Wikipedia, digging through different wars; browse for stuff that grabs your eye. Since images are really evocative, consider bringing a printout of a photo or two with you to the game. Keep in mind that all of this stuff is really supposed to be creative fodder; don't commit to playing "your idea." That doesn't mean that you shouldn't be enthusiastic; just be open to what everyone else shows up with. An important part of enthusiasm is also sharing why you're keen on your idea; talk about why it moves you.

Replace: page 23 - paragraph 1

this Go. This should be an immediate and undeniable brush with the reaper. "Bullets whiz past Johann's cheek. Paf! Paf! Paf!" is great. "Off in the distance, a bomber trundles down the runway with a fire order for our position" is weak.

What a great deal! There's a catch. Each and every time an Ally rolls the Death Die, the Foe draws the top card from the Deck to her Hand. She then chooses a card from her Hand to "bank" towards the Endgame. Banked cards are set aside, and are not considered to be part of the Foe's Hand. This means that Banked cards are never discarded when the Foe loses a Conflict.

Indiscriminate use of the Death Die can result in insurmountable odds for the Troopers during the Endgame.

At the conclusion of your Go, the Death Die is returned to the table. You'll need to dodge death again to use it once more.

The first time that a Trooper ever dodges Death, his Ally may choose to also trigger a Memory (below). In this specific case, the Memory costs no Strain Chips.

Replace: page 64 - paragraphs 1-4

- **The Result:** The winning Player chooses a single Trooper who gets out of the war, and also decides how it happens.

Replace: page 73 - Bullet Point 1