



RULEBOOK



CROWN &
COURAGE

COMPONENTS



1 Main board



1 Tile bag



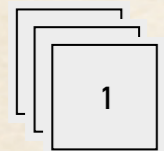
27 Norwegian tiles,
9 of each level 1-3



5 Chaos tiles



5 Occupation tiles (*Occupied on one side, Destroyed on the reverse*)



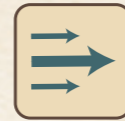
6 German action tiles



1 Primary Resolve piece
2 Support Resolve pieces
1 Frame Resolve piece



7 Order tiles (*Norwegian Army Orders on one side, and a German action on the reverse*)



1 Momentum marker



1 Morale marker



1 Stress marker



1 Threat marker



1 Quick Response die



7 dice



1 Bombing die



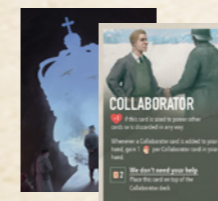
4 Pressure cubes



5 Willpower cubes



7 Push cubes



5 Collaborator cards



13 German troops (regular on one side, Paratrooper on the reverse)



8 Norwegian troops



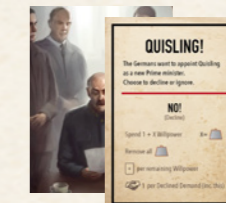
1 White King piece



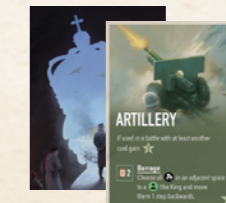
1 Black King piece



4 German symbol discs



4 German Demand cards



20 Action cards

SETUP

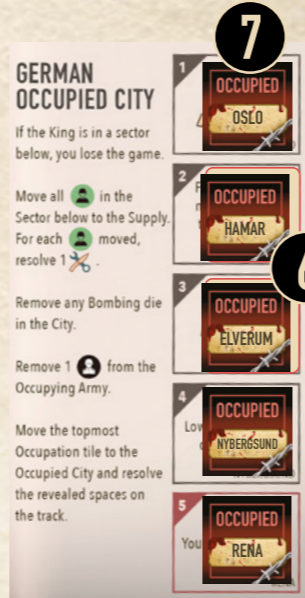
1. Place the **Main board** in the centre of the play area.
2. Sort the **Norwegian tiles** by level. Arrange level 2 and 3 tiles by their titles. Place the level 3 tiles in a row. Place the matching level 2 tiles below to form a second row.



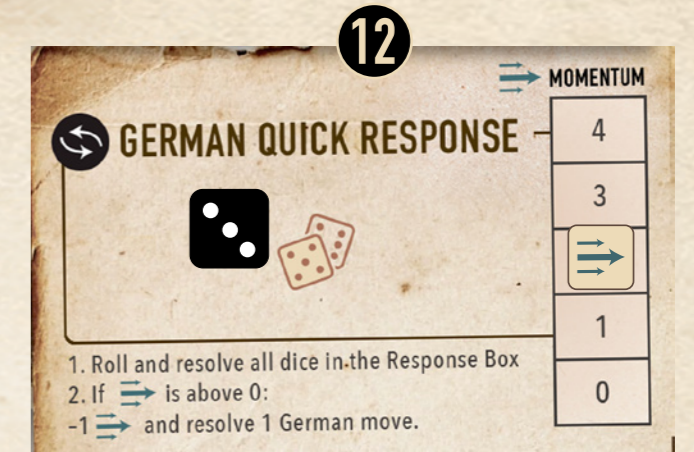
3. Place the level 1 **Evacuate tile** in the top position of the display in the Today's Plan area of the main board.
4. Put all the remaining level 1 tiles in the bag. Draw 2 tiles at random and place them in the two remaining spaces in the display.
5. Add 1 **Chaos tile** to the bag and shuffle it.
6. Place 1 Chaos tile on the second and third spaces (from the top) on the Occupation track.
7. Place the **Occupation tiles**, with the occupied side up, on each space on the Occupation track. The tiles show the names of the towns in the same

order the towns appear on the map (Oslo > Hamar > Elverum > Nybergsund > Rena).

8. Shuffle the 6 **German action tiles** with the '1' side up. Place them at random on the spaces marked '1-6' on the top and right frame areas of grid. The tiles should remain with the '1' side up so you do not know what is on the reverse of each tile.
9. Shuffle the 7 **Order tiles** with the 'Army Order' side up. Place 6 of them at random on the spaces marked '7-12' on the bottom and left frame areas of grid. The tiles should remain with the 'Army Order' side up so you do not know what is on the reverse of each tile.

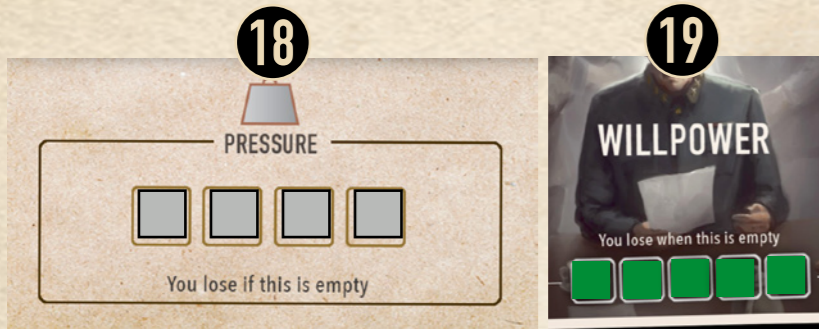


10. Place the remaining Order tile in the middle space of the Push track. The side with 'Army order' should be face up.
11. Place the **Resolve pieces** in the Order of Operations box.
 - a. The yellow Primary Resolve piece goes in the Primary box on the left.
 - b. The two pink Support Resolve pieces go in the first two spaces of the pink row, place the pink Frame Resolve piece in the final space.
12. Place the **Quick Response die** in the Quick Response



13. Place the **Morale marker** on step 2 of the Momentum track.
14. Place the **Stress marker** on step 6 of the Danger track.
15. Place the **Threat marker** on step 3 of the Danger track.
16. Place 1 **die** showing '1' on the Evacuation pool.
17. Place 6 dice in the Population pool, each showing '1'.





18. Place the 4 **Pressure cubes** in the Pressure box.

19. Place the 5 **Willpower cubes** in the Willpower box.

20. Place 6 **German regular troops** in the German army supply (the picture of the ship to the bottom left of the map).

21. Place 5 **Norwegian troops** in the Norwegian army supply (the picture of the soldiers to the top right of the map).

22. Place the white **King** piece and the remaining German and Norwegian troops on the map as shown. For more details on the map, see page 17.

23. Designate an area next to the board as the reserve containing;

- any remaining Chaos tiles
- the **Bombing die**
- the 7 **Push cubes**
- the **black King piece**
- the 4 **German Symbol discs**
- the **German Demand cards**, shuffled to form a face down deck
- the **Collaborator deck**, face up
- the **Action card deck**, shuffled to form a face down deck

24. Draw 1 card from the Action deck into your hand. If it is a Gold Reserve card, redraw as needed until a non-Gold Reserve card is drawn. Reshuffle any Gold Reserve cards back into the deck.



OVERVIEW

The game is played over a number of turns until the end of the game is triggered. To win the game the King must escape by reaching the 'Freedom' space at the top of the map. If you win, the level of your success is determined by how many Gold Reserve cards you have evacuated. To evacuate a Gold Reserve card you must play it for its effect, see page 31.

You will lose the game immediately whenever any of the following conditions are met:

- If all 5 towns are either destroyed or occupied
- If the King has lost all Willpower cubes
- If you are out of Pressure cubes
- If the Germans occupy a town and the King is in the sector below that town
- If the King is in a town that becomes destroyed

GAMEPLAY

Each turn is divided into either 5 or 8 phases. Each phase must be completed in order.

1. Today's Plan
2. Order of Operations
3. German Main Response
4. Execute Orders
5. Report*
6. German Demands (conditional)
7. An Extra Push (conditional)

WINNING

If, as part of the Evacuate action, you move the King into the space marked Freedom, you win the game.

You must still complete the entire Evacuate action before you win the game though. (see page 22 for more about evacuation)

The game is very difficult to win, but if you do manage it and want to gauge your success, your score is equal to the number of Gold Reserve cards you have successfully evacuated.



8. A New Day Dawns (conditional)

* The outcome of the Report phase will determine whether phases 6-8 are resolved in the current turn.

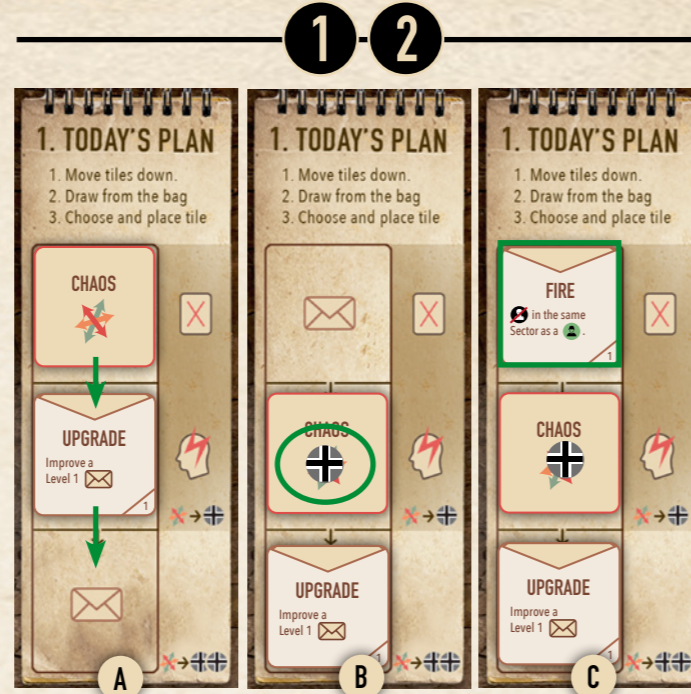
You may play Action cards from your hand at any time (see page 17).

Golden rule: If you face any scenario where none of the rules result in a specific instruction, choose the worst result for you.

1. TODAY'S PLAN

In Today's Plan you will select a new tile to add to the grid and resolve this turn, it has a dedicated area of the main board which features a display of the tiles you have access to. It is made up of four steps (1-4). Resolve each step in order. Steps 1 and 2 are skipped in the first turn of the game.

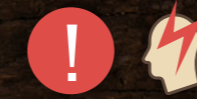
1. If there are any empty spaces in the display, shift the remaining tiles down to fill the space. If a Chaos tile in the display was moved, add a German symbol disc to it. If there are no German symbol discs left, instead resolve a German reinforcement action (see page 29).
2. Draw one tile from the bag and place it in the topmost empty space in the display. If there are several empty spaces, leave any remaining spaces empty.
3. Choose one of the tiles in the display. If you choose the top tile, you must discard one Action card. If you have no Action cards to discard, you cannot choose this tile. If you choose the middle tile, you gain 1 Stress. Move your Stress marker up one step on the Danger track. (see page 9). There is no penalty for choosing the bottom tile.
4. Place your chosen tile on an empty space on the grid. You may place it either side up, one side will show a unique action, the other side shows 'Army Orders'. Therefore if you cannot complete its unique action you must place it on its 'Army Order' side. Place the yellow Resolve piece on top of the tile you just placed. This is now your primary order which determines much of what follows this turn.



Example:
 A. The bottom space of the display is empty so the two tiles slide down.
 B. Since the Chaos tile was moved, you need to place a German symbol disc on it.
 C. Draw a new tile from the bag and place it on the empty space in the display.

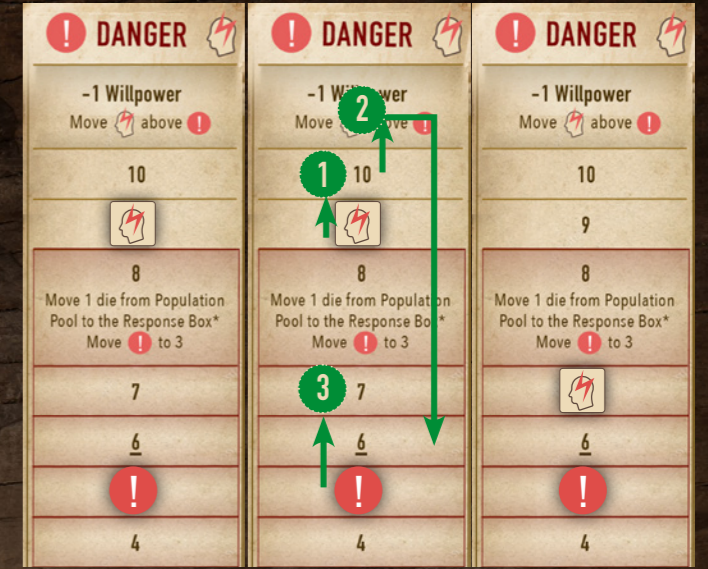


Example:
 A. You choose the Fire order and must discard an Action card from your hand because the Fire order is in the top space of the display.
 B. You place the tile on an empty space in the grid and
 C. Place the yellow Resolve piece on top of the tile.



STRESS AND THREAT

Stress will build over the course of the game and may result in you also losing Willpower. It is tracked on the Danger track using the Stress marker. Whenever you are instructed to gain stress move the Stress marker one space up for each Stress gained. If it would move past level 10, remove 1 Willpower cube and move the Stress marker to the space directly above the current position of the Threat marker. Whenever you lose Stress, move the Stress marker down one space for each Stress lost. You cannot move further down than the space above the Threat marker. You may discard Action cards to decrease the Threat level at any time (see below).

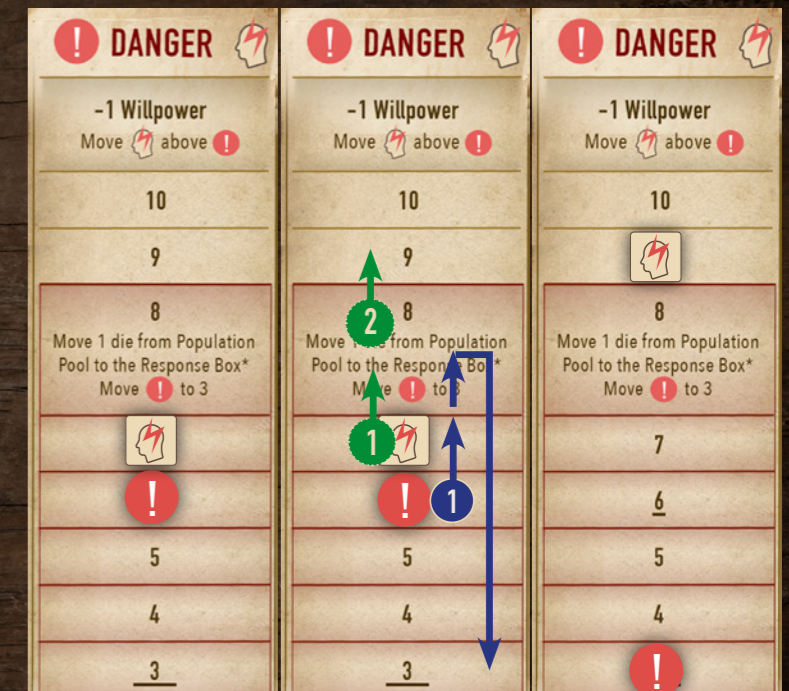
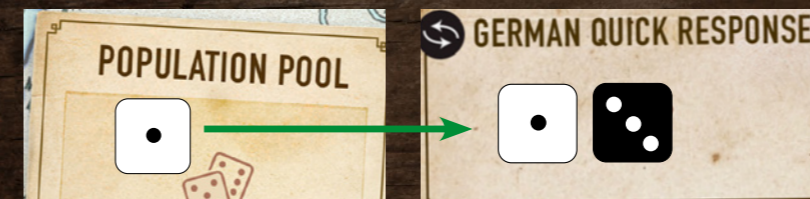


Example : You gain 3 Stress and need to move the Stress marker up 3 times. After moving it twice it reaches level 10 and you lose 1 Willpower. Move the marker to the space above the Threat marker. You still have one move left, so the final move pushes the Stress marker to level 7.

Whenever you are instructed to gain Threat, move the Threat marker one space up on the Danger track. If it reaches the same space as the Stress marker, move the Stress marker 1 space upwards so it remains 1 space higher than the Threat marker. If the Threat marker enters space 8, move 1 die from the Population pool to the German Quick Response box (If the Population pool is empty, instead resolve a German Move action) and move the Threat marker back to space 3.

You may discard Action cards at any time to reduce the Threat. Discard 2 cards to reduce it by 1, or 3 cards to reduce it by 2.

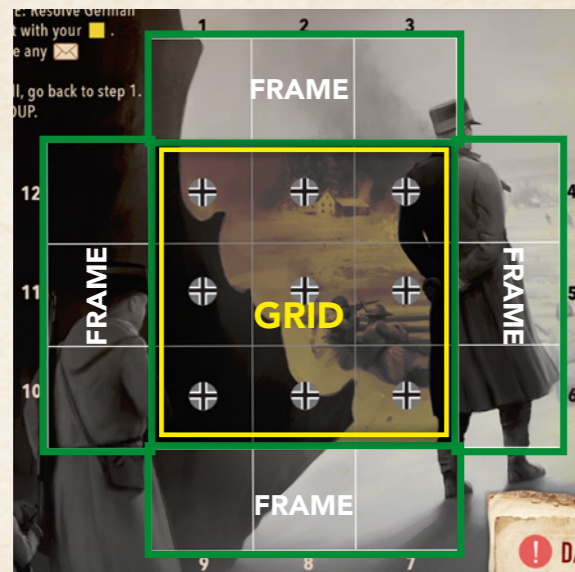
Example: You gain 2 Threat and need to move the Threat marker twice. Because the Stress marker is right above the Threat marker it will be moved as well. After moving the Threat marker twice it reaches level 8 and you must move a die from the Population pool to the German Quick Response box and finally move the Threat marker down to level 3.



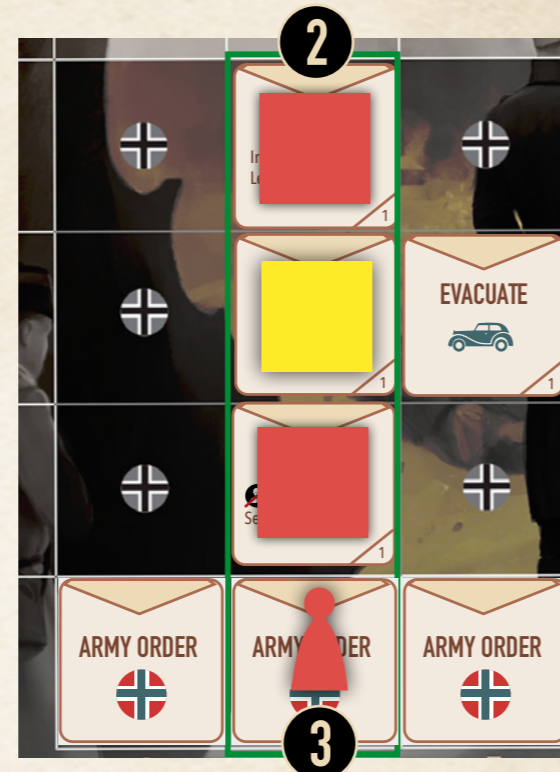
2. ORDER OF OPERATIONS

In Order of Operations you will determine how many actions will be resolved, it deals mostly with the grid and frame but also has a dedicated box on the main board which holds the Resolve pieces. It is made up of four steps (1-4). Resolve each step in order.

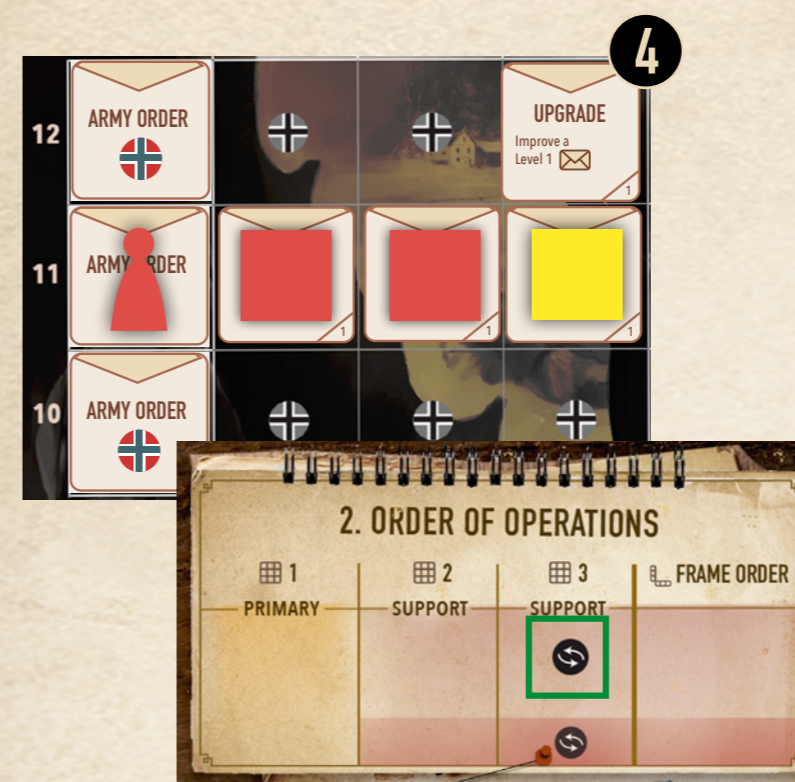
1. Choose either the horizontal or the vertical line that contains the primary order. This is now considered to be the active line. A line is the term used to refer to either a complete row or column of spaces and/or tiles.
2. If the active line of the grid has any other tiles in it, including Chaos tiles, you must place a Support Resolve piece on each of the tiles in the line. Take the Support Resolve pieces from the Order of Operations box, from left to right.
3. If the active line has an Order tile in the frame showing the Army Order side, you must place the Frame Resolve piece on that tile.
4. If this symbol is uncovered in the Order of Operations box, you must resolve a German Quick response



Example. You choose the vertical line to be the active line.



Example. You have placed all your Resolve pieces in the active line.



Example: You have placed all your Resolve pieces. A German Quick Response symbol is revealed, causing you to resolve the German Quick Response.

RESOLVE PIECES (PRIMARY, SUPPORT, FRAME)

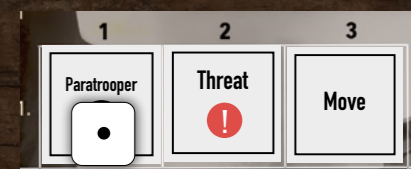
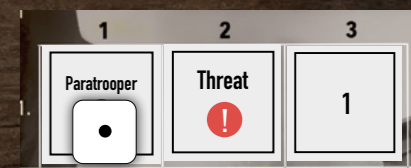
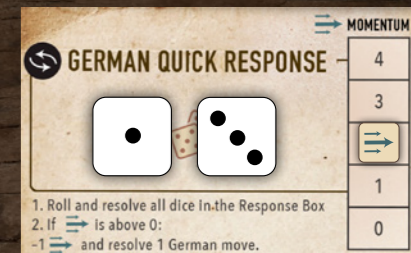
For each tile in the active line, you must place a Resolve piece. If there is an Order tile in the frame showing Army Orders, you must place a Frame Resolve piece.

GERMAN QUICK RESPONSE

When instructed to do so, resolve a German Quick Response as follows:

1. Roll all the dice in the German Quick Response box. Arrange the dice into ascending order of value. For each dice in ascending order, check the number of pips and resolve the German Action tile with the corresponding number, once. If the German Action tile has a Sabotage die on it, ignore the die and carry out the action regardless. If the German Action tile has its '1' side face up, flip it and resolve the action once.
2. If the German Momentum marker is higher than 0, resolve a German Move (see page 27) then move the Momentum marker down one step.

Example: You roll a '1' and '3'. First you resolve the Paratrooper action in position 1, ignoring the Sabotage die on the German action tile. Then you resolve the action in position 3. This action is showing its '1' side face up so you must flip it. The action is revealed to be Move, so you have to resolve a Move action.



3. GERMAN MAIN RESPONSE

In German Main Response the German forces will resolve their actions against you. Resolve all German action tiles that intersect with your Primary order in ascending order. (See page 27 for how each German action tile is resolved). Check how to resolve the tiles as follows:

Number of resolutions

If the intersecting German action tile has its '1' side face up, flip it and resolve the German action ONCE this turn.

Otherwise, the German action tile is resolved once per revealed German symbol in its line, including any German discs placed on Chaos tiles.



Example: The 'Threat' and 'Stress' German action tiles intersect with your Primary order. The 'Threat' action is resolved once because of the open space in its line which features a German symbol. The 'Stress' action is resolved twice because of the two German symbol discs on the Chaos tile in the line of the 'Stress' action.

Sabotage dice

If the German action tile has a Sabotage die on it, do not resolve the action. Instead, decrease the die value by 1 for each time the action would have been resolved. If the Sabotage die is reduced below '1' it is placed in the Population pool. (See Sabotage dice, page 25). Once a Sabotage die has been removed, further resolutions will be carried out as normal.



Example: The 'Paratrooper' action would be resolved twice but there is a Sabotage die on top. Instead of resolving the action twice, you decrease the value of the Sabotage die by 2.

4. EXECUTE ORDERS



In Execute Orders you will resolve any tiles with a **Primary, Support or Frame** Resolve piece on. You may decide the order in which they are resolved. If you cannot, or do not wish to resolve an action you may remove the Resolve piece without effect, but you receive no compensation, simply losing the opportunity to perform an action. When resolved, return the pieces back to the Order of Operations box. (See page 22 for how each tile is resolved).



Example: You may resolve these four tiles in any order.

5. REPORT

In Report you will check to see if the grid is full and either reset it or start the next turn with phase 1: Today's Plan.

If it's not full, return to phase 1: Today's plan, skipping phases 6-8. (see page 8). If the grid is full, reset it by resolving the following steps in the Regroup box on the board:

1. Remove any Chaos tiles (and any German symbol discs on them) from the grid and return them to the reserve.
2. Remove any Chaos tiles from the 'Today's Plan' display and place them in the bag. Return any German symbol discs to the reserve.
3. Place the 'Evacuate' tile in the top space of the 'Today's Plan' display.
4. Return all the other tiles from the grid and the 'Today's Plan' display to the bag.
5. Draw and place two tiles in the empty spaces of the 'Today's Plan' display. Ignore any Chaos tiles drawn and return them to the bag once this step is complete.
6. Flip the lowest numbered Order tile in the Frame with its Army Order side face up to its German side. If all Order tiles in the Frame are already flipped, resolve one German Move instead.



6. GERMAN DEMANDS

In German Demands the King will need to decide his response to the German's demands on him. Your choice will have a number of repercussions. Draw and resolve the top card from the German Demand deck. Choose to ignore or decline the German Demand card.

If you choose to decline, place it in the decline box on the board and resolve the text on the card. If this was the first Demand you declined, switch the King piece with the black one. From now on the King has one strength for battles.

If you choose to ignore it, place it in the ignore box on the board and resolve the following steps:

1. Resolve two German Reinforcement actions
2. Lower the Morale marker by one level per German Demand card in the ignore box.
3. Place one Pressure cube on the picture of the King.



Example: You choose to decline this demand. You have to spend a total of two Willpower. One for the base cost, plus one for the Pressure cube on the picture of the King.



THE KING

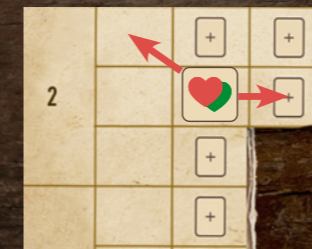
The white King is treated as a unit with 0 strength. When you decline your first Demand card, switch the black King piece with the white one. The black King has 1 strength.

MORALE

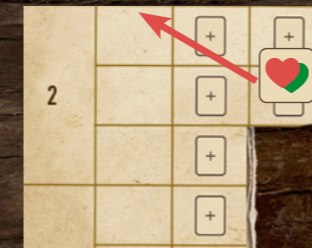
The Morale track represents the morale of the Norwegian people. Whenever you are instructed to gain 1 Morale, you may either move the Morale marker one space to the right or up to the leftmost space on the next highest row. If you move the marker onto a space showing +, you may draw one Action card. If you are in the rightmost space of a row and you gain 1 Morale, you must move the marker to the leftmost space of the row above. The position of the Morale marker also determines the Loyalty level, which will assist you in phase 9: A New Day Dawns.

Whenever you are instructed to lose or spend Morale, move the Morale marker to the leftmost position in the next level down. If it moves past the bottom row, instead gain 1 Stress.

If you are in the top row and gain more Morale, you may move right and gain a card, if possible, or remain where you are and resolve an Army Order.



Example: You can either move right or up to the leftmost space of the row above. If you move right, you get to draw an Action card.



Example: If you are at the rightmost place on a row and gain 1 Morale, you must move to the leftmost space of the next row above.



Example : You lose 1 morale.



7. AN EXTRA PUSH

In An Extra Push you will face additional challenges from the German army depending on how many towns they occupy, it deals with the Push track area of the board. It is made up of three steps (1-3). Resolve each step in order.

1. If the Order tile in the middle space of the Push track is 'Army Order' side up, flip it so its German action side is face up. For the remainder of the game you may skip this step.
2. **If no towns on the map are occupied, skip this step and proceed to step 3.**
Gather one Push cube for each occupied town on the map. These cubes must be placed on the Push track starting with the leftmost empty space, then continue to the next space to the right until all the gathered cubes have been placed. If all spaces are full and you still have Push cubes left to place, return them to the reserve.
3. Check each section of the Push track from left to right. If all spaces within a section have Push cubes on, return them to the reserve and resolve the action detailed in that section. Ignore any sections that are not filled up with cubes. The cubes on unresolved sections remain on the board until the section is filled and resolved.

Example: Four towns are occupied by the Germans so you have to place four Push cubes. A: The first is placed in the space of the Reinforcement section, the next two are placed on the Morale tile in the middle section and fourth is placed on the leftmost space of the rightmost section. B: As the first two sections are full, you must resolve them. First resolve the Reinforcement and then the Morale. Since the right Move section still has empty spaces, you do not resolve it and leave the cube in place.



8. A NEW DAY DAWNS

In A New Day Dawns you'll resolve some additional Army Orders depending on the current loyalty of the Norwegian people. Check the position of the Morale marker, to the left of the marker will be the Loyalty level. Resolve a number of Army Orders equal to the Loyalty level.

Return to phase 1: Today's Plan.

Example: You must resolve 2 Army Orders



THE MAP

The map shows an area of southern Norway. It is divided into nine sectors, and each sector is divided into a number of spaces. The two red spaces in the first sector are the starting spaces for the German regular troops. No Norwegian pieces can ever be placed in these spaces. There are 5 towns; Oslo, Hamar, Elverum, Nybergsund, and Rena. A number of spaces on the map may contain the following icons:

- a space where your Norwegian troops may be added.
- a space where German Paratroopers may be added.
- these arrows show the route the German troops will follow when they move
- a highway space, these spaces have some different movement rules.

The German regular troops travel forwards from Oslo towards Freedom, at the top of the map. They move in the direction of the arrows along a set path. The German regular troop who is furthest along the path is referred to as being the frontmost, this determines certain actions or effects. Sectors are described as being either in front of or below the frontmost troop.

When German regular troops move into a town space, resolve an Occupation (see page 20).

Various effects may occur when other pieces enter certain spaces or share spaces with each other. Details on these rules can be found in the Move actions of each side (see pages 18 and 27).



ACTION CARDS

Action cards can be used for a lot in Crown & Courage. They have actions that might help you achieve your goal and some of the cards can be used to increase your strength in battle.

Cards may be played at any time. To play a card for its action, you need to pick an action written on the card and discard the card. Then you need to discard as many cards as shown next to the action name on the card. If you don't have enough cards to discard, you cannot do the action.

All action cards, except Gold Reserve and Collaborator cards, have a strength bonus that you can use to support your troops or the King in a battle. To use the strength, discard the card and add its strength to your battle. You may only discard as many cards as the current Loyalty level during each battle. For more details on battles, see page 18. For more details on the Action cards, see page 31.



Example : In the red square you can see that you need to discard 2 cards to resolve the "March through the night" action. In the green square you can see that this card gives you 2 strength if you discard it for its strength during a battle.

BATTLE

A battle occurs if a German regular troop or paratrooper enters the same space as any of the following:

- One or more Norwegian troops.
- One or more Norwegian troops and the King.
- The black King.
- The white King and you choose to discard one or more cards for their strength.

If you need to resolve several battles, choose a battle containing the King first.

If a German regular troop or paratrooper enters the same space as the white King and you choose not to or cannot play any Action cards, you must resolve a **“Forced Escape”**, this does not count as a battle.



STRENGTH

All German regular troop, paratrooper and Norwegian troop pieces have a strength of 1. The black King also has a strength of 1, but the white King has a strength of 0. During battles you may discard Action cards to add to the strength of the Norwegian troops in a given space. The number of cards you can discard is equal to the current loyalty level. When moving (see page 27), German regular troops and paratroopers will not move into a space where the Norwegian troop strength exceeds their strength.

To resolve a battle you must choose to

A: Do nothing and let the Germans win the battle, resolve **“Retreat into the forest”**.

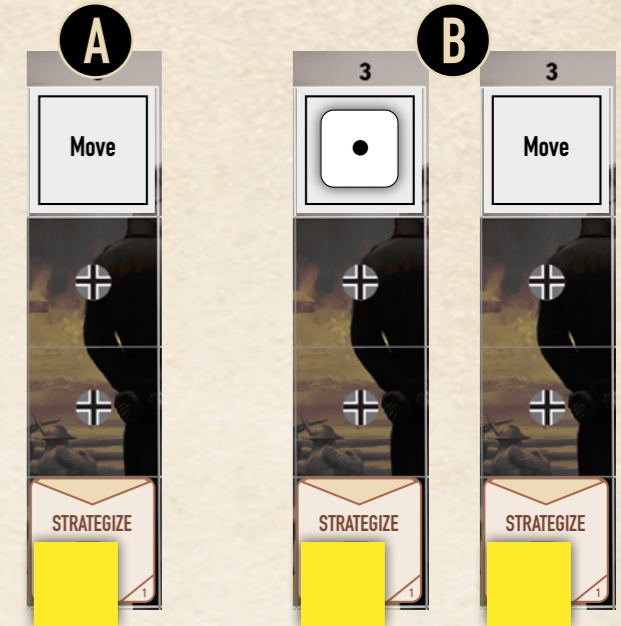
OR

B: Discard Action cards for their strength until the strength of the defending troops is equal to or more than the strength of the German army, you win the battle: Resolve **“Give them hell (see page 20)”**.

BATTLE ORDER <small>Resolve any battles</small>	
Retreat into the forest! <small>(Germans win)</small>	Give them hell! <small>(Germans lose)</small>
Remove 1	Volunteer card bonus?
Valiant Defense? -1 to remove 1	Remove 1
Move all from the battle to the supply. For each moved, resolve 1	Valiant Defense? -1 to remove 1
Resolve any Forced Escape.	Move any remaining attacking back to where they came from
Resolve any Occupation	

Retreat into the forest (Germans win)

- Remove 1 German regular troop or paratrooper from the attacking army, returning it to the supply.
- Valiant defense: You may spend 1 Morale to remove 1 more German regular troop or paratrooper from the attacking army.
- Move all the Norwegian troops to the supply. For each Norwegian troop moved to the supply, perform 1 Sabotage action (see page 25).
- If the King is in the same space as the German regular troops or paratroopers, resolve a **forced escape**. If there are no Germans left in the space, ignore this step.
- If there are German regular troops in an unoccupied town, resolve an **occupation**. If there are no Germans left in the space, ignore this step.

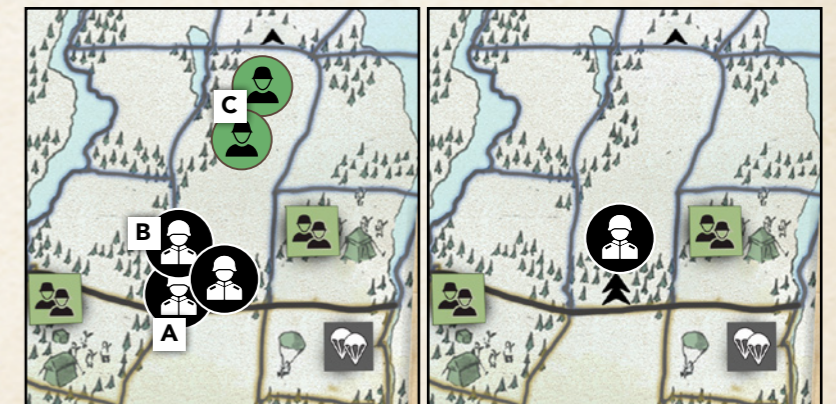


Example:
A. The Germans are resolving 2 Move actions and the first movement triggers a battle that kills a Norwegian troop.

B. You use that Sabotage action that you gain from the killed troop in the first battle, to place a Sabotage die on the German Move action tile to prevent the second move action from being resolved.

Example: The 3 German regular troops move into the space with the 2 Norwegian troops. The German strength is 3 and the Norwegian strength is 2. You choose not to discard any cards to boost the Norwegian strength so the Norwegians lose and you have to retreat into the forest.

First you remove 1 regular troop from the attacking German army (A). Then you lose 1 morale to remove another German regular troop (B). The two Norwegian troops are moved to the supply and you resolve 2 Sabotage actions. The King is not in the same space as the battle, neither is it an unoccupied town there so the battle is now over.



OCCUPATION

An occupation is resolved if a German regular troop enters an empty unoccupied town. It is also resolved if the Germans win a battle in an unoccupied town and there are Germans left after the valiant defense step in the battle. Resolve an occupation as follows:

1. If the King is in the sector below the occupied town, you lose the game immediately.
 2. Move all Norwegian troops in the sector below the occupied town to the supply. For each Norwegian troop moved to the supply, resolve 1 Sabotage action (see page 25).
 3. Remove the Bombing die if it's in the town, returning it to the reserve.
 4. Remove 1 German regular troop from the town, returning it to the supply. The German regular troop is returned to the supply. If this removes the last German regular troop from the town space you still proceed to step 5.
 5. Move the matching Occupation tile and place it on the town space. If a Chaos tile has been revealed, add it to the bag.
1. Lose 1 Morale. Increase the Momentum 1 step. Gain 1 Collaborator.
 2. Flip the lowest numbered Order tile with its Army Order side face up to its German side. If this tile has a Frame Resolve piece on it, move the Frame Resolve piece back to the Order of Operations box.
 3. Increase the Threat by 1 level and place 1 Pressure cube on the picture of the King.
 4. Lower all Saboteur dice on the grid and in the Sabotage pool by 1.
 5. You lose the game.

GERMAN OCCUPIED CITY

If the King is in a sector below, you lose the game.

1. OSLO
2. Flip the lowest numbered to its German side. HAMAR
3. Remove any Bombing die in the City. ELVERUM
4. Lower all Saboteur dice by 1 step. NYBERGSUND
5. You lose the game! RENA

Move all in the Sector below to the Supply. For each moved, resolve 1 .

Remove 1 from the Occupying Army.

Move the topmost Occupation tile to the Occupied City and resolve the revealed spaces on the track.

2. Move the highest value die from the Evacuation pool to the German Quick Response box. If you have no die in the evacuation pool, instead ignore this step. If the move that initiated the forced escape came from a die in the German Quick Response box, do not resolve any new dice placed there. If there is a tie between the highest dice, choose one of them and move it to the German Quick Response box.



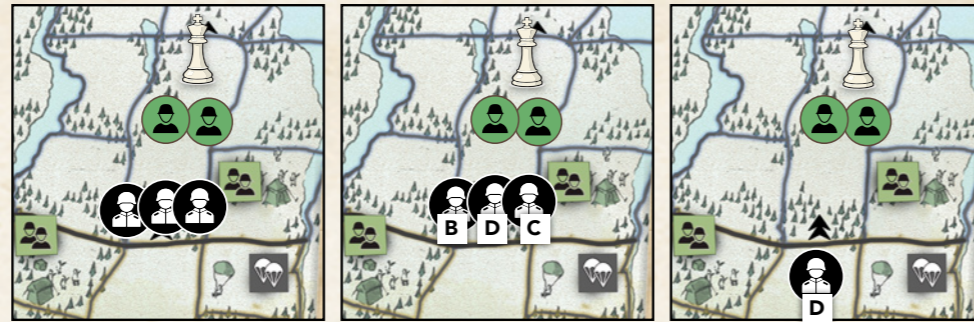
3. Move the King 1 step. You do not get any bonus from going into spaces with towns or Norwegian troops. You cannot move into highways or any space containing any German regular troops or paratroopers. This move can not be used to move into freedom. If you cannot make a legal move, you lose the game.



Example : You cannot move to Elverum because it is a highway. You cannot move down because of the German regular troop, so your only choice is to move left.

Give them hell! (Germans lose)

- a. If you used the Volunteers card to boost your strength, gain 2 Morale.
- b. Remove 1 German regular troop from the attacking army, returning it to the supply. If the Norwegian troop was attacked by several armies, choose one of the armies.
- c. Valiant defense: You may spend 1 Morale to remove 1 more German regular troop or paratrooper from the attacking army.
- d. If there are any remaining German regular troops or paratroopers in the space, move them back to the space they moved from.



Example: The 3 German regular troops move into a space with 2 Norwegian troops and the King. The German strength is 3 and the Norwegian strength is 2 (the King is white, which means it has a strength of 0). You choose to discard a card with a strength of 2 which is added to your strength total. This causes you to have more strength than the Germans and you win the battle.

Remove 1 German regular troop from the attacking German army (B). You decrease your Morale 1 level to remove another German regular troop (C). The remaining German regular troop is moved back to its previous space (D).

FORCED ESCAPE

A forced escape is resolved if a German regular troop or paratrooper enters the space with the white King and no Norwegian troops and you choose not to discard cards to add to their strength. It is also resolved if the Germans win a battle in the same space as the King and there are German regular troops or paratroopers left after the valiant defense step in the battle. Resolve a forced escape as follows:

1. If you have any Gold Reserve cards in your hand, remove them from the game. For each card removed, lose 1 Morale and gain 1 Stress.


4. Place 1 Pressure cube on the picture of the King.
5. Remove 1 German regular troop from the attacking army that was in the same space as the King, returning it to the supply.

APPENDIX

Norwegian tiles



CHAOS
No effect.

All of the following tiles have 'Army Orders' on the reverse. The amount of Norwegian icons determines how many Army Order actions you must take. They may also feature , which means 'Draw 1 Action card'. For more information on Army Order, see page 26.



EVACUATE

- **Evacuate I**
Choose one of three possible Evacuate actions:

1. A New Route:

- » Move 1 die from the Population pool to the Evacuation pool.
- » Gain 1 Stress for each die in the Evacuation pool.



Example: You move 1 die from the Population pool to the Evacuation pool. Now you have 2 dice in the Evacuation pool and must gain 2 Stress.

2. Plan Journey

- » Increase the value of all the dice in the Evacuation pool by 1. Ignore any dice that already show '6'.



Example: Both dice increase their value 1 step.

3. We have to move now

- » Move the King 1 space on the map for each die in the Evacuation pool. The King may only move orthogonally. You CANNOT end your movement in a space with any German regular troops or paratroopers.

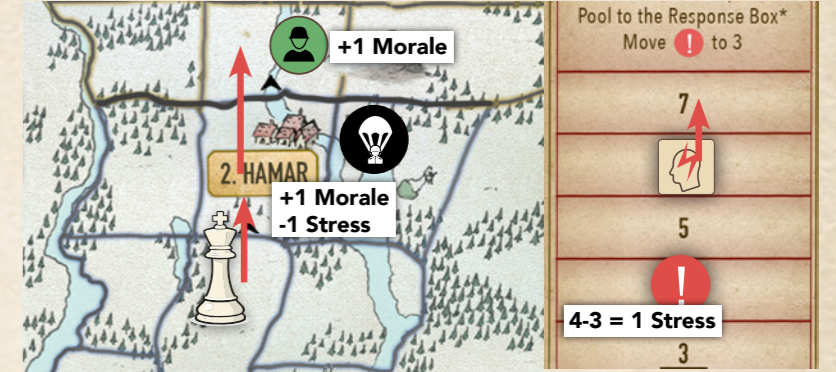
- » If you move into a space with 1 or more German regular troops or paratroopers. Gain 1 Stress per German regular troop or paratrooper.
- » If you move into a space with 1 or more Norwegian troops. Gain 1 Morale per Norwegian troop.

- » If you move into a town
 - » That is destroyed or occupied, gain 2 Stress
 - » That has the bombing die next to it, gain 1 Stress
 - » That is none of the above, gain 1 Morale and lose 1 Stress
- » If you move into the town marked Freedom, you win the game. But you must still complete the entire Evacuate action before you win the game.

- » Choose 1 die from the Evacuation pool. Gain Stress equal to the current Threat level minus the value on the die you chose.
 - » Move the chosen die to the Population pool and reset its value to '1'.

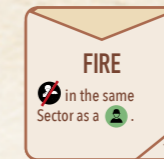


- **Evacuate II**
Same as the above plus if this tile is the **primary order**, skip the entirety of phase 3, German Main Response. If you place it in a position that intersects with a German action tile with its '1' side up, do not flip that tile.
- **Evacuate III**
Before resolving this Evacuate action, increase the value of one die in the Evacuation pool by 1.



Example: You have two dice in the Evacuation pool and Move the King two spaces. You gain 1 Morale and lose 1 Stress when you enter Hamar and gain 1 Morale when you move into the next space with the Norwegian troop.

When the Move is complete you move the '3' die to the Population pool. The current Threat level is 4. The Threat level (4) minus the die value (3) is 1, so you gain a total of 1 Stress.



FIRE

- **Fire I**
Remove a German regular troop or paratrooper in the same sector as a Norwegian troop, returning it to the supply.
- **Fire II**
Same as the above plus you can now instead remove a German regular troop or paratrooper from a sector that is adjacent to a Norwegian troop.
- **Fire III**
Same as the above plus draw one Action card.



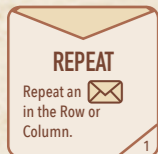
INSPIRE

- **Inspire I**
Gain 1 Morale (see page 15).
- **Inspire II**
Gain 2 Morale.
- **Inspire III**
Same as the above plus draw one Action card.



ORDER

- **Order I**
Resolve one Action from a card in your hand and discard one fewer card.
- **Order II**
Resolve one Action from a card in your hand and discard two fewer cards.
- **Order III**
Resolve one Action from a card in your hand and discard three fewer cards.



REPEAT

- **Repeat I**
Repeat the effects of a tile in the same row or column as the Repeat tile.
- **Repeat II**
Repeat the effects of a tile anywhere in the grid.

- **Repeat III**
Same as the above plus draw one Action card.



Example: You may either repeat the effect of a tile in the same row or column as the Repeat tile. Remember that you may also choose Army Orders.



REST

- **Rest I**
Lose 2 Stress (see page 9).
- **Rest II**
Lose 3 Stress.
- **Rest III**
Lose 4 Stress.



STRATEGISE

- **Strategise I**
Draw 2 Action cards. If you draw a Collaborator, see Collaborators on page 31.
- **Strategise II**
Same as the above but draw 3 cards and discard any of your cards.
- **Strategise III**
Same as the above but draw 3 cards.



SABOTAGE

- **Sabotage I**
Choose 1 of 4 Sabotage actions
 1. **Recruit:**
 - » Move 1 die from the Population pool to the Sabotage pool.
 2. **Train Recruits:**
 - » Increase the value of all dice in the Sabotage pool by the Loyalty level.
 - » Ignore any dice that already show '6'.



Example: All dice increase by 2 as the Loyalty is level 2.

- 3. **You are on your own now. Good luck!**
 - » Place a die from the Sabotage pool on top of a German action tile that does not already have a die on it.
 - » You cannot place the die on a German action tile that has its '1' side face up.



Example: You place a die from the Sabotage pool on the German Paratrooper tile. Which means that the next time the German Paratrooper action would resolve, you instead decrease the die on top of it (see page 13).

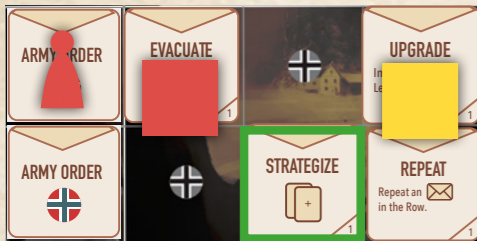
- 4. **Smuggle in supplies:**
 - » Increase the value of 1 die in the grid by 1. Ignore any dice that already show '6'.
- **Sabotage II**
Choose 2 Sabotage actions, you may choose the same action multiple times.
- **Sabotage III**
Choose 3 Sabotage actions, you may choose the same action multiple times.



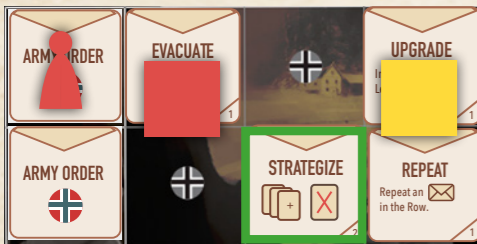
UPGRADE

Upgrade I

Choose a level I tile from the grid or display. Remove it from the game and replace it with the level II version.



Example: You choose to upgrade the Strategize order that is already in the grid.



Upgrade II

Same as the above or you may instead choose a level II tile from the grid or the display. Remove it from the game and replace it with the level III version.

Upgrade III

Same as the above plus if this tile is the **primary order**, skip the entirety of phase 4, German Main Response. If you place it in a position that intersects with a German action tile with its '1' side up, do not flip that tile.



ARMY ORDERS

When resolving an Army Order action, you may choose one of the following two actions for each resolution.

Mobilise

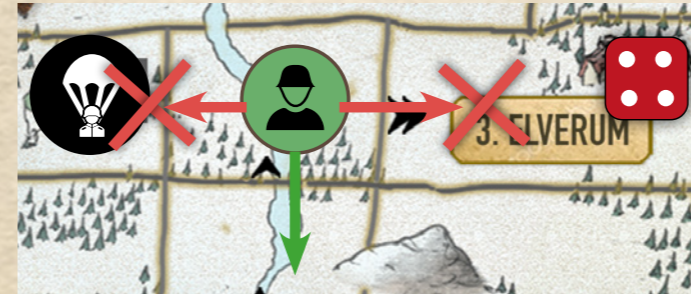
Move 1 Norwegian troop from the Norwegian supply and place it on an empty Mobilisation Centre on the map. A Mobilisation Centre is not empty if it contains any other game piece.



Example: You cannot place a Norwegian troop on the right mobilisation centre because its space already contains a troop. The left mobilisation centre is empty and you may place the Norwegian troop here.

Move

Move a Norwegian troop or army from one space on the map to one adjacent space. They may only move orthogonally. If there is more than one troop in the same space it is considered to be an army. You don't have to move an entire army. You may choose to move fewer troops from the army. You cannot move into a space containing any German regular troops or paratroopers. You cannot move into a town that is being bombed or is occupied.



Example: You cannot move the Norwegian troop into the space to the left because of the German Paratrooper. You cannot move into the right space because the town is being bombed.

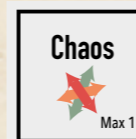
German Actions tiles

REMEMBER: During German main response, the German action tile is resolved once per revealed German symbol in its line, including any German symbol discs placed on Chaos tiles.



COLLABORATOR

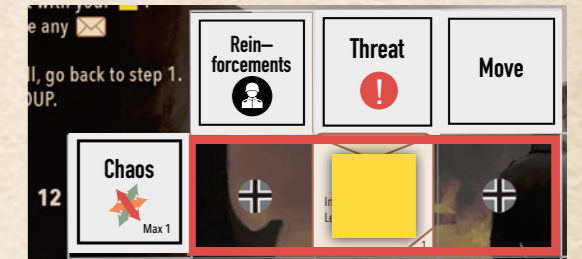
Add 1 Collaborator card to your hand. See Collaborators on page 31.



CHAOS

If there are any number German symbols in the active line, add 1 Chaos tile from the reserve to the bag. This action is only resolved once, regardless of the number of German symbols in the active line. If there are no Chaos tiles remaining in the reserve before you resolve this action, resolve a German Move action.

Example: Even though there is more than one German symbol in the active row, you only resolve the German Chaos tile once.



MOVE

Move all Germans on the map 1 step. Regular troops move first, then Paratroopers. If there are no Germans on the map, instead perform a Reinforcement action.

NOTE: When you need to resolve multiple Move actions, move all German regular troops and paratroopers once, then resolve any Battles (see page 18), before resolving the next Move action.

REGULAR TROOP MOVEMENT:

- Regular troops always try to move along the path marked with arrows. They will only move into the same space as a Norwegian troop or the King, if the German strength is higher than the Norwegian strength. If the German strength is equal or lower they will not move. Each German regular troop and Norwegian troop has 1 strength.
- » If they move into a Norwegian troop or the King, resolve a Battle, see page 18.
- » If they move into an unoccupied town with no Norwegians in it: resolve an Occupation, see page 20.
- » If they move into a destroyed town, resolve effects 1,2, and 4 in the Occupation track and flip the 'destroyed' tile to back to its Occupation side.



Example 1: The German regular troops in front will NOT move into the next space because their strength is equal to the Norwegians (2 vs 2). The German regular troop below will move into the same space as the Germans that did not move.

Example 2: The German regular troops will move into the next space because their strength is higher than the Norwegians (2 vs 1). A battle will now be resolved.

PARATROOPER MOVEMENT:

Paratroopers always try to move towards the King. They may move diagonally. If the King is in an adjacent space (either orthogonally or diagonally) and has equal or higher strength than the Paratrooper, the Paratrooper will not move.

If other German regular troops or paratroopers move into the same space as the King and the combined strength of the German regular troops and Paratroopers is higher than the Norwegian strength, the Paratroopers will also move into the space as the King.

The Paratrooper will not move into a space with just Norwegian troops and no King. Instead it will try to move into another space. If this would

result in the Paratrooper moving backwards, do not move at all. Paratroopers will not move into a town that is being bombed, it will try to go around.

- If the Paratrooper moves into a space with regular German troops or vice versa the Paratrooper piece is flipped and it becomes a German regular troop.
- If a Paratrooper moves into an unoccupied town, do NOT resolve an Occupation. However if a German regular troop also moves into the town, resolve an Occupation.
- **REMEMBER:** If you face a scenario where none of the above rules guides the movement of the Paratrooper. Choose the worst direction for you.



Example 1: The Paratrooper will NOT move into the adjacent space with the King because the Paratrooper strength is equal to the Norwegian strength. (1 vs 1).

Example 2: The combined strength of the Paratrooper and the German regular troop is higher than the Norwegian strength (2 vs 1). Therefore both of them will move into the adjacent space with the King. A battle will now be resolved.



PARATROOPER

Add 1 Paratrooper in the designated space in the sector in front of the frontmost German regular troop (See The Map, on page 17).

If the space already contains one or more paratroopers, you still add a new paratrooper there.

If the space contains Norwegian troops or the King you instead resolve a Reinforcement action.

If there are no German troops left in the German army supply, instead resolve a German move action.



Example : The German Paratrooper will be placed in the marked space because it is in the sector in front of the frontmost German regular troop

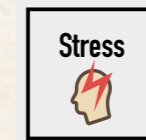


REINFORCEMENTS

Add 1 German regular troop on the space behind the frontmost German regular troop. If no German regular troops are on the board, place it on the frontmost occupied town or on the space below Oslo (see The Map on page 6). If there are no German regular troops in the German army supply, instead perform a German Move action.

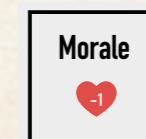


Example : The new German regular troop is placed in the space marked with the green square. This is the space behind the frontmost German regular troop.



STRESS

Gain 1 Stress (see page 9).



MORALE

Lose 1 Morale (see page 15).

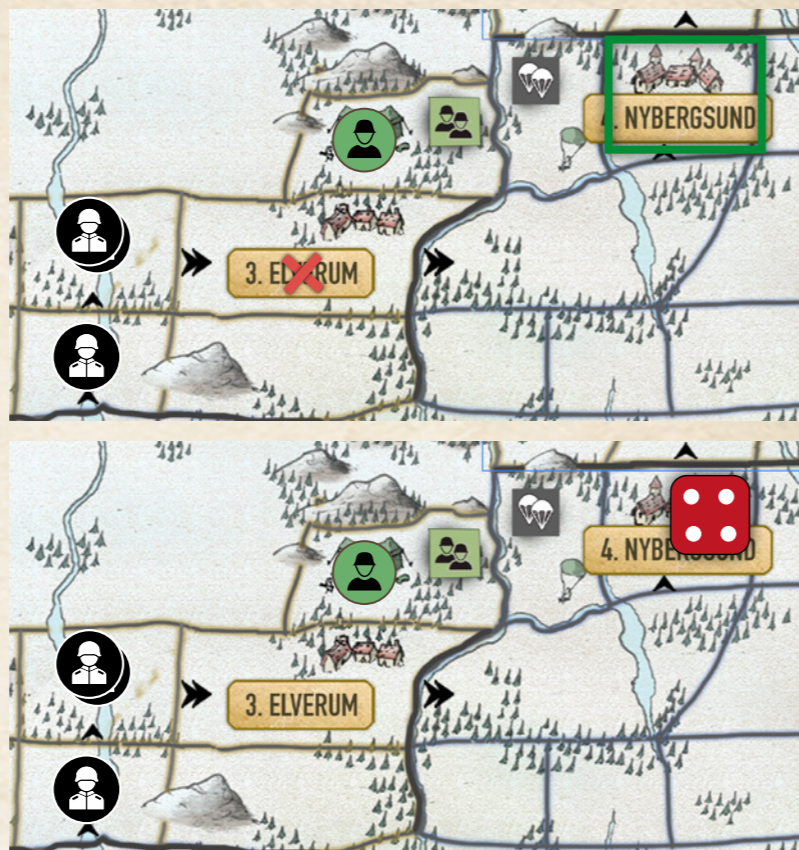


BOMBING

If the bombing die is not placed on the map, resolve A. If it already is on the map, resolve B.

- A. Place the Bombing die set to a '4', on the town in the sector in front of the frontmost German regular troop. If that sector does not have a town, instead resolve a German Move action (see The Map on page 17).
- B. If the bombing die is already placed on a town, decrease its value by 1. If the King is in the town, gain 1 Stress.

When the die reaches '0' the town is destroyed. Remove all Norwegian troops in the town and return them to the supply. Take the corresponding Occupation tile and place it with the 'destroyed' side up on the town space on the map. Resolve the effect that has just been revealed in the Occupation track. If the King is in the town when it is destroyed, you lose the game.



Example : The bombing die is placed on Nybergsund because that town is in the next sector of the frontmost regular German regular troop.

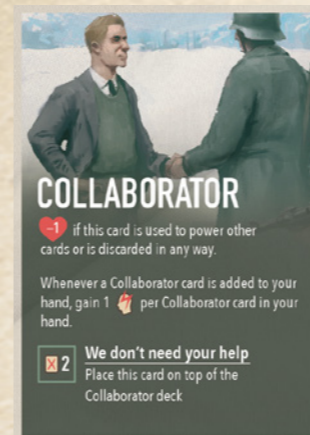


THREAT

Gain 1 Threat (see page 9).

ACTION CARDS

Action cards are drawn from the deck into your hand. They may be played at any time. Once played or discarded, place the card in the Action card discard pile. If the Action card deck becomes empty and you need to draw a card, reshuffle the discard pile and place it face down to form a new deck.

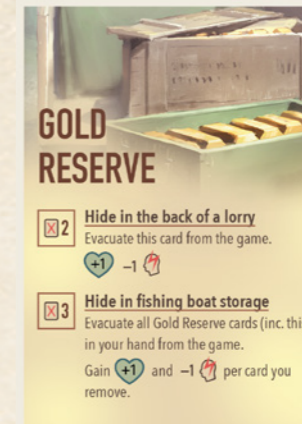


COLLABORATORS

Collaborator is a type of Action card, but they are gained as a result of game effects. If an effect instructs you to gain a Collaborator, take it from the Collaborator deck and add it to your hand. They represent the Norwegians that collaborated with the Germans. They can still help you but at a cost and if they become too numerous you will get into trouble.

If a Collaborator card is discarded for any reason you have to lose 1 Morale.

Whenever a Collaborator card is added to your hand, gain 1 Stress per Collaborator card in your hand.















GOLD RESERVE

Gold Reserve is a type of Action card. They represent the Norwegian gold reserve that the Norwegians had to hide and evacuate before the Germans confiscated it. The gold reserve could secure finances for the Norwegian exile government during its stay in the UK during the war. So your goal is to evacuate as much gold as you can during the game. When you play





a Gold Reserve card for its action you are evacuating the Gold Reserve. Place the Gold Reserve cards to the side of the board in an evacuated Gold Reserve pile. This pile will be checked if you win the game.

The Gold Reserve cards can be used as normal cards if you need to discard cards in order to use a card action.

ICONS OVERVIEW

-  Threat (page 9)
-  German Quick Response (page 11)
-  Collaborator (page 31)
-  Momentum (page 11)
-  Pressure (page 14)
-  Morale (page 15)
-  Chaos (page 22)
-  Stress (page 9)
-  Sabotage (page 25)
-  Order (page 8)
-  Evacuate (page 22)
-  Loyalty (page 16/18)



MAP

-  Mobilisation centre (page 17)
-  German Paratroopers (page 17)
-  German regular troops route (page 17)
-  German regular troops route/highway (page 17)








UNITS

-  German regular troop (page 29/27)
-  Paratrooper (page 29/28)
-  German regular troop or paratrooper
-  Norwegian troop (page 26)
-  The White King (page 15)
-  The Black King (page 15)

RESOLVE ACTIONS

-  Primary Resolve piece (page 10)
-  Support or Primary Resolve piece (page 10)

MISC

-  German symbol (page 12)
-  Army order (page 26)
-  Bombing (page 30)
-  A card
-  Discard card
-  Draw card
-  Flip the lowest numbered Order tile (page 13, 20)