# HALLS
of
HEGRA

From an abandoned mountain fortress you command a group of Norwegian volunteers fighting numerically superior German forces in the early days of WW2.

Halls of Hegra is a solo only game where you play as the commander during the siege, which is divided into three stages. The mechanisms you will use are worker placement, bag building, and area control / tower defence.

COMPONENTS

1 Main board
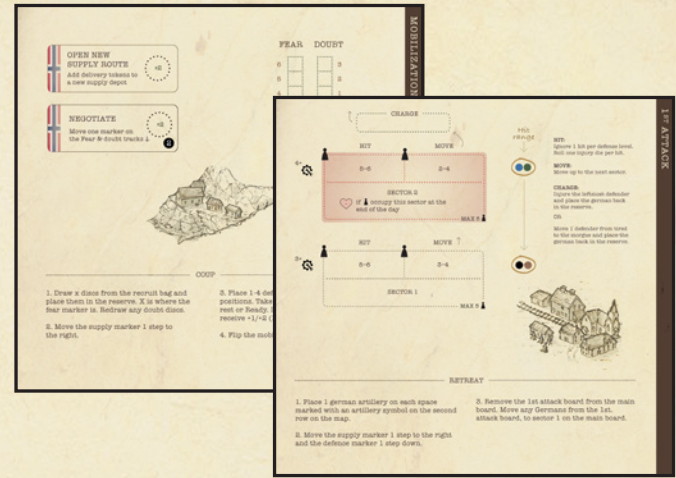
1 double-sided Small board
(Mobilisation and 1st Attack)

	11 Marker cubes		1 Hit bag		5 6-sided dice
	6 German Artillery pieces		1 Recruit bag		21 German Infantry meeples
	12 Air tiles		1 Patrol bag		12 German Patrol tokens
	10 Miss tiles		5 Supply cubes		11 Snow cards
	4 German Artillery tiles		7 Status tiles		
	12 Delivery tokens		7 Doubt discs		

30 Defender discs:

 1 Officer

 12 Soldiers

 11 Volunteers

 3 Medics

 3 Hunters

14 Damage tiles:

 3 Def. Pos tiles, A-C

 6 Gun tiles (3 Gun 1 and 3 Gun 2)

 1 Counter Patrol tile

 1 Field Telephone tile

 1 Medicine Cabinet tile
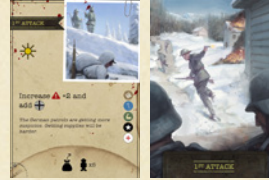
 1 Map Room tile

 1 Radio tile

 6 Hope cards

 6 Despair cards

42 Event cards:
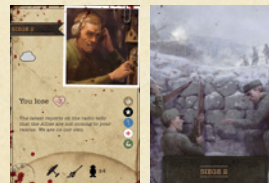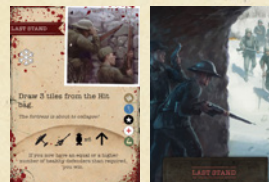
 11 Mobilisation

 12 1ST Attack

 8 Siege 1

 8 Siege 2

 3 Last Stand

21 Morale cards:

 12 High Morale
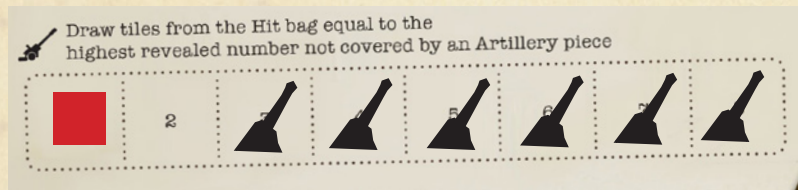
 9 Low Morale

1. Place the **Main board** in the middle of the play area. Place the **Small board**, Mobilisation side up, on the bottom left of the Main board, as shown.

2. Place a Marker cube on each of the following tracks:
   A. The **Supply track**, on the underlined space '4'
   B. The **Snow track**, on the underlined space '3'
   C. The **Weather track**, on the space showing a cloud
   D. The **Turn track**, on space '1'
   E. The **Surrender track**, on the space marked 'Honourable Surrender'
   F. The **Morale track**, on space '0'
   G. The **Suspicion track**, on the underlined space '1'
   H. The **Defence track**, on the underlined space '0'
   I. The **Artillery track**, on the leftmost space
   J. The **Fear track**, on the underlined space '3'
   K. The **Doubt track**, on the underlined space '1'

3. Place 1 **German Artillery** piece on each space '3-8' on the **Artillery track**.

Draw tiles from the Hit bag equal to the highest revealed number not covered by an Artillery piece

4. Sort the **Air tiles** by the text on their front sides and place 2 on each space, as shown.

Add the top leftmost stack of Air tiles to the Hit bag
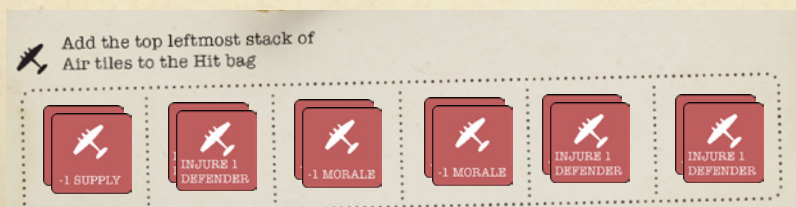
5. Sort the **Miss and Artillery tiles** by type. Put 1 Miss and 1 Artillery tile in the **Hit bag**. Place the remaining 9 Miss tiles and 3 Artillery tiles in an area to the side of the board, known as the **Reserve**.

Place the small board here with the Mobilisation side up

6. Sort the **Delivery tokens** by type. Place the 3 Delivery tokens marked with a supply icon on the leftmost **Supply Depot** on the Main board. Place the remainder in the Reserve.
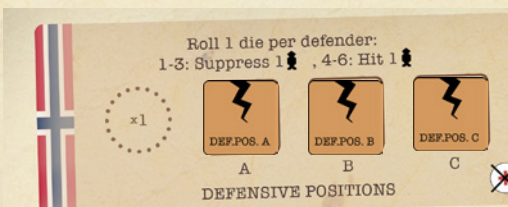
7. Put all 12 **German Patrol tokens** in the **Patrol bag**.

8. Place 1 **Supply cube** on space '1' of the Supply section. Place the remainder of the Supply cubes in the Reserve.

9. Sort all **Damage** and **Status tiles** by type. Place the **Def. Pos.** tiles on the corresponding lettered spaces on the board.

10. Place 3 **Status tiles** on the 3 spaces of the Gun 1 section. Then, place 3 '**Gun 1**' Damage tiles on top, as shown below.

11. Place the remaining Status, Gun 2, Counter Patrol, Field Telephone, Medicine Cabinet, Map Room, and Radio tiles in the Reserve.

12. Sort the **Defender** and **Doubt discs** by type.
   A. Place 6 Doubt, 3 Soldiers, and 3 Volunteers discs in the Reserve.
    B. Place 1 Officer, 2 Volunteer, and 3 Soldier discs in the **Ready area**.
    C. Place the remaining Defender and Doubt discs in the **Recruit bag**.
    D. Designate an area next to the Recruit bag called the **Recruitment area**.
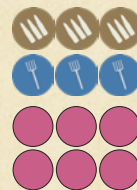
13. Place the **German Infantry meeples** in the Reserve.

14. Sort the **Event cards** into five separate decks by the images on their back side. Shuffle each deck and place them face down on their designated spaces.
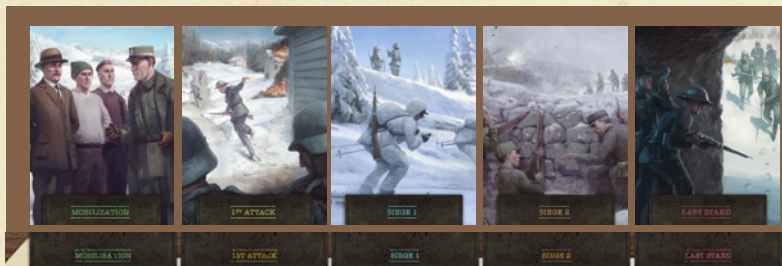
15. Sort the High and Low **Morale cards** into separate decks and shuffle each deck. Place both decks face down next to the Main board.

16. Sort the **Hope and Despair cards** into separate decks. Place them face up next to the Morale cards.

17. Shuffle the **Snow cards** to form a deck and place it face down on its designated space on the Main board.

OVERVIEW

The game is divided into three stages:

1. **Mobilisation (Day 1-3)**: Explore the fortress while you dig your way through mountains of snow and broken equipment. New recruits are joining your growing force while you plan supply routes for the coming siege.

2. **1st. Attack (Day 4-6)**: The village below the Fortress is attacked. You try to defend it while you do the final preparations before the siege. Send out patrols behind enemy lines to secure enough supplies.

3. **Siege (Day 7-11)**: The Siege of Fortress Hegra begins. You have to endure constant bombing and infantry attacks while keeping the morale up amongst your men. Will you survive?

At the end of the third stage (the Siege) the game is over and if you have enough healthy defenders after the last stand, you win.

END GAME TRIGGERS
You lose the game immediately if either of the following conditions is met:

*   The Surrender marker is moved onto the Skull icon on the Surrender track.
*   If you don't have enough healthy defenders left after the last stand. Check the Surrender marker to see how many healthy defenders you need.

The 3 stages of the game are split into 11 days. Each day is divided into 3 phases.

- **Event Phase**: Events are resolved and you are attacked by the enemy.
- **Morning Phase**: Supplies are divided amongst your defenders. Place defenders on the different action spaces.
- **Day Phase**: Each action space is resolved in numerical order. At the end of the day, morale and surrender checks are made.

DEFENDERS

Defender discs represent your defending forces, they come in 5 types, differentiated by the colour of the disc.

- **Officer (black)**: Good at fighting and may be used to raise Morale. May also be used to promote other Defenders.
- **Soldier (brown)**: Good at defending the walls and firing artillery.
- **Medic (white)**: Good at treating injured defenders. Cannot fight.
- **Hunter (green)**: Good for supply runs and shovelling snow.
- **Volunteer (blue)**: Brings Supplies when drawn from the Recruit bag.

Defender discs are placed in various areas around the board. A Defender is considered to be healthy if it is placed in the Tired, Rest, or Ready areas of the Main board, or in a Defensive Position. You will use your Defenders to take actions during the Day Phase.

1. EVENT PHASE

The Turn track indicates the current stage. Draw the top card from the corresponding Event deck and resolve it as follows:

Example: If it is Day 4, you draw from the 1st Attack deck.
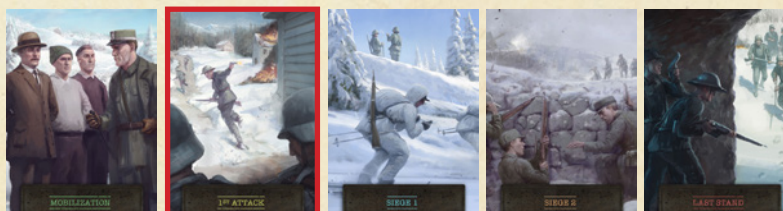
Mobilise Event card (Day 1-3)
Complete the following 4 steps in order, then proceed to the Morning Phase.

1. Move the **Weather marker** according to the symbol shown on the card.

   If the weather is ❄, also move the Snow marker 1 space to the right.

   If the Snow marker would move past space '5', do not move the Snow marker, instead draw and resolve 1 tile from the Hit bag (see page 13).
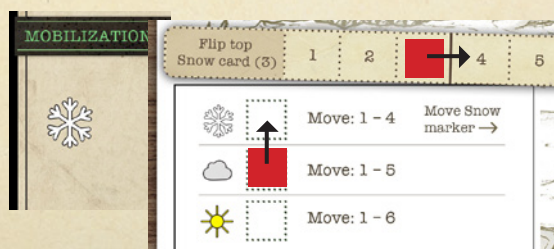
Example: You move the Weather marker to the Snow symbol and move the Snow marker 1 space to the right.

2. Resolve the text on the **Event card** from top to bottom. Do everything that is possible and ignore any text that is impossible.

3. Take a number of **Doubt discs** from the Reserve and add them in the Recruit bag. This is based on the position of the marker on the Doubt track.

Example: You put 1 Doubt disc in the Recruit bag.
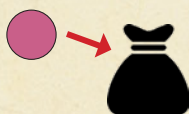
DOUBT

The Doubt track represents the confidence the locals have in your ability to defend them. The Doubt and Fear tracks are only found on the Mobilisation board used in Day 1–3. Your position on the track will control how many Doubt discs are added to the Recruit bag each round. Generating more Doubt will make it harder to recruit more Defenders to use.

4. Draw 1–4 discs from the **Recruit bag**. You draw each disc in turn and may choose to stop drawing discs at any time.

When you draw a **Defender disc**, place it in the Recruitment area next to the Recruit bag.

If you draw a **Doubt disc**, choose 1 of the Defender discs in the Recruitment area and move it to the Ready area. Move the remainder of the Defender discs currently in the Recruitment area to the Reserve. Put the Doubt disc you drew back into the Recruit bag.

If the first disc you draw is a Doubt disc, continue to draw discs until you draw a Defender disc. Move that Defender disc to the Ready area and place any Doubt discs back into the Recruit bag.

When you do not wish to draw any more discs, or have reached 4 Defender discs, move all the Defender discs from the Recruitment area to the Ready area.

For each Volunteer disc you place in the Ready area, add 1 Supply to the Supply area.

Example: You have drawn 3 Defender discs from the Recruit bag and decide to stop drawing discs. The 3 Defender discs are placed in the Ready area. You gain 1 Supply for the Volunteer disc.

Example: The 4th disc drawn from the Recruit bag is a Doubt disc. You choose to keep one Soldier disc and put it in the Ready area. The remaining Soldier and Volunteer discs are returned to the Reserve. You must return the Doubt disc back into the bag. Despite a Volunteer disc being drawn, you do not gain 1 Supply.

Continue to the Morning Phase on page 14.

[TIP] RECRUIT BAG
Use the Mobilisation Stage to set yourself up for later in the game. Minimising the Doubt discs placed into the Recruit bag and adding Defenders into it can be a key to success.

SUPPLIES

Supply cubes are used to track the number of Supplies you have. Each cube may be used to represent 1, 5, or 10 Supplies based on which box of the Supply area it is placed in. You may make changes and move cubes between boxes as needed whenever you gain or spend your Supplies, only the total represented by the cubes matters.

1st Attack Event card (Day 4-6)
Complete the following 5 steps in order, then proceed to the Morning Phase on page 14. Steps 1-3 are completed in the same way as steps of the same name in the Mobilisation stage.

1. Adjust the **Weather marker**.
2. Resolve the **Event card**.
3. Draw 1-4 discs from the **Recruit bag**.
4. Add new **German Infantry meeples** to the 1st Attack area on the 1st Attack board.

Check the infantry number shown on the Event card and add that many new German Infantry meeples to the lowest available Sector on the 1st Attack board. The German Infantry meeples are placed in the waiting area of Sector 1.
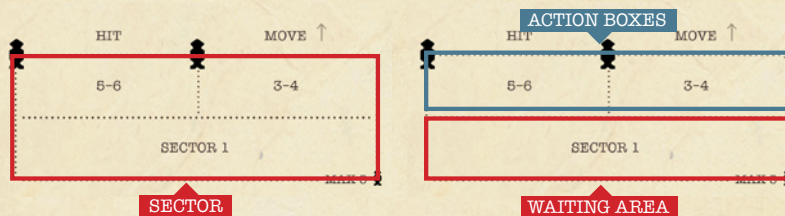
If the lowest Sector already has 5 German Infantry meeples in it and you need to continue adding more German Infantry, place any further meeples into the next Sector above.

If the waiting areas of all Sectors are full, you do not add any additional German Infantry meeples.
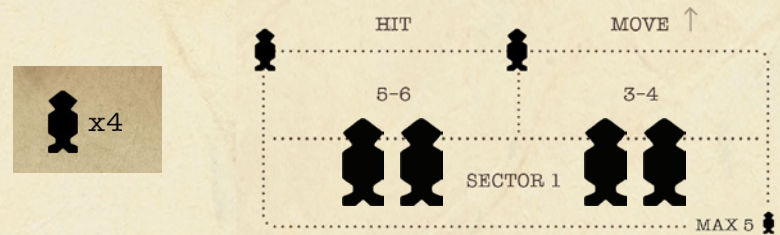
Example: You are placing 4 new German Infantry.

5. Perform an **Infantry Attack** on the 1st Attack board (see Infantry Attack on the next page).

Continue to the Morning Phase on page 14.
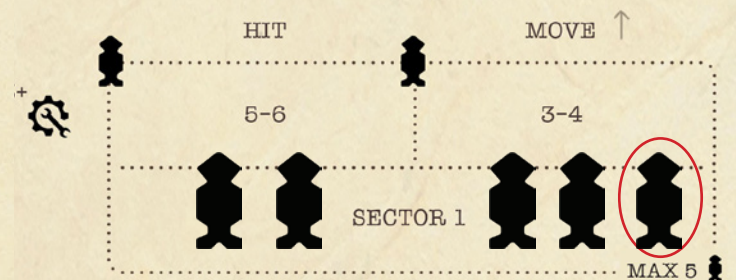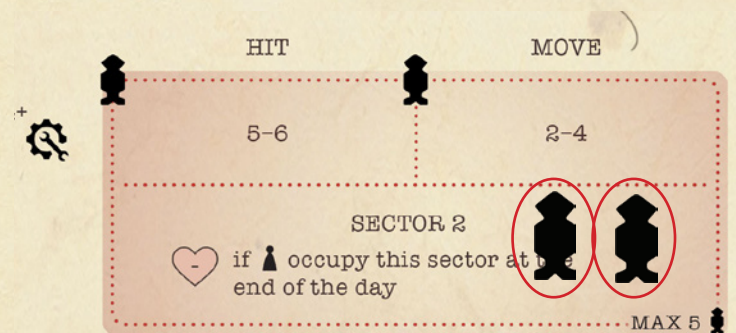
Example: You are placing 3 new German Infantry. Sector 1 waiting area already has 4 German Infantry in it, so only has room for 1 more. You place 1 of the new German Infantry meeples into the waiting area for Sector 1 and the remaining 2 German Infantry are placed into the waiting area of Sector 2.

INFANTRY ATTACK

On Day 4–6 an Infantry Attack is performed on the 1st Attack board. On Day 7–11 an Infantry Attack is performed on the Main board. To carry out an Infantry Attack, complete the following 4 steps in order.

A. If there are any Defenders in any of the Defensive Positions, skip the remainder of this step and proceed to step B.

If there are no Defenders in any of the Defensive Positions, move all unsuppressed German Infantry meeples up one Sector.

If a German Infantry meeple moves beyond the top Sector, place it into the Charge box. Then, resolve the Charge box (see page 12).

Skip all further steps and proceed to the Morning Phase on page 14.

B. In each Sector, starting with Sector 1 and moving up through all the Sectors that contain any German Infantry meeple, roll a 6-sided die for each unsuppressed meeple (see below). The dice rolled will determine which Action boxes (if any) the German Infantry are placed in and therefore which actions they will take. For each die roll that matches a value in an Action box in the Sector, allocate a German Infantry meeple from the waiting area to the corresponding Action box. For each die roll that does not match an Action box value, leave a German Infantry meeple in the waiting area of that Sector.
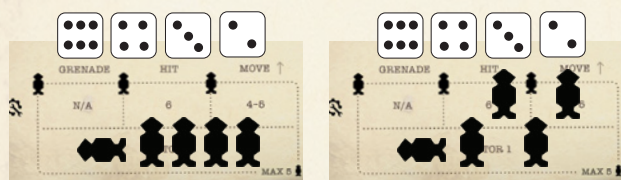
Example: There are 5 German Infantry in the waiting area of Sector 1, 1 has been suppressed. You rolled 4 dice, 1 per unsuppressed German Infantry meeple. For the '6', allocate 1 meeple to the Hit box. For the '4', allocate 1 meeple to the Move box. The remaining 2 dice rolls do not match any values shown in the Action boxes, so the last 2 German Infantry meeples are not allocated and stay in the waiting area of Sector 1.

SUPPRESSION

German Infantry meeples can have 2 states; unsuppressed and suppressed. An unsuppressed Infantry meeple is placed standing up. When an Infantry meeple becomes suppressed, lie it down. Generally speaking suppressed Infantry (lying down) will not count against you. Your attack actions will result in Germans being suppressed.

C. Stand up any suppressed German Infantry meeples.
D. Similar Action boxes in each Sector form a column. Resolve each Action column from left to right:

Grenades (Not available **N/A** in the 1st attack):
Count the number of German Infantry meeples in the Grenade column. If there are 2 or more meeples present, lower the Defence marker one level.

If the marker would ever move past '0', leave it in place and instead draw and resolve a tile from the Hit bag (see page 13).
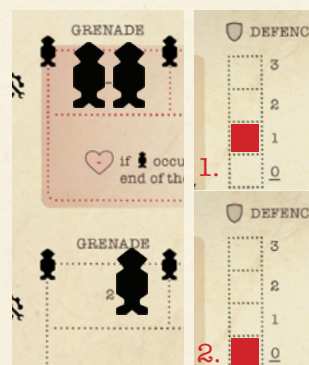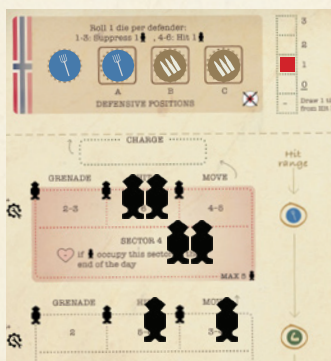
Example: There are 3 German Infantry in the Grenade column. Move the Defence marker down 1 level.

Hit
Count the number of German Infantry meeples in the Hit column. Subtract the current Defence level to see how many hits you take.

For each hit you take, the Defender in the leftmost Defensive Position is injured (see the next page).

If you take more hits than you have Defenders in the Defensive Positions, you ignore any remaining hits.

Example: There are 3 German Infantry in the hit column. Your 1 Defence negates 1 of the 3 potential hits, meaning that you will take 2 hits. The 2 Volunteers will be injured, and the discs moved to the Infirmary.

> [TIP] DEFENCE
> The Defence track represents the strength of the Fortress. Increased defence will reduce the number of Defenders injured by German attacks. The Fortress' defence will reduce over time so look for ways to improve it when you can.

Move

Starting with the highest Sector with German Infantry meeples in, move all German Infantry meeples in the Move Action box to the waiting area of the Sector above.

If a Sector already contains 5 or more German Infantry meeples, move any further German Infantry meeples to the Sector above instead.

If a German Infantry meeple moves beyond the top Sector, place it into the Charge box.

After all movement has been resolved, move all German Infantry meeples still in a Sector back into the waiting area. Any German Infantry meeples in the Charge box do not move.

INJURIES

If you are instructed to **injure** an unspecified Defender, consult the current Event card. The card shows a chart of Defender types. Take a Defender matching the topmost type from the Tired area (or the Ready area if the Tired area is empty) on the Main board. If there are no matching Defenders, check the next colour of Defender shown on the card, and so on.

Whenever you injure a Defender (either specified or as described above), roll a 6-sided die. The value of the die determines which level of the Infirmary the Defender disc is placed in. The lower the die value, the more serious the injury and the more healing the Defender will need before they can be used again.

Place the Defender in the corresponding level in the Infirmary. If there is an empty bed you may place the Defender into an empty bed. If not, place it into the waiting area. For more on the Infirmary see page 22.

If you are instructed to **lose** an unspecified Defender, follow the same procedure as described previously, but instead of placing the Defender in the Infirmary you place it into the Reserve.

Example: This Event card instructs you to injure 1 Defender. The topmost Defender type is Soldier (brown). First check the Tired area to see if there are any Soldiers there. If there is, take 1 Soldier disc and place it in the Infirmary. You roll a die and roll a '4', so you must place the Soldier in level 4 of the Infirmary. There is an empty bed, so you place the injured Soldier disc into the bed.
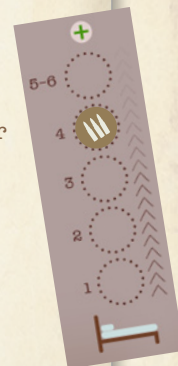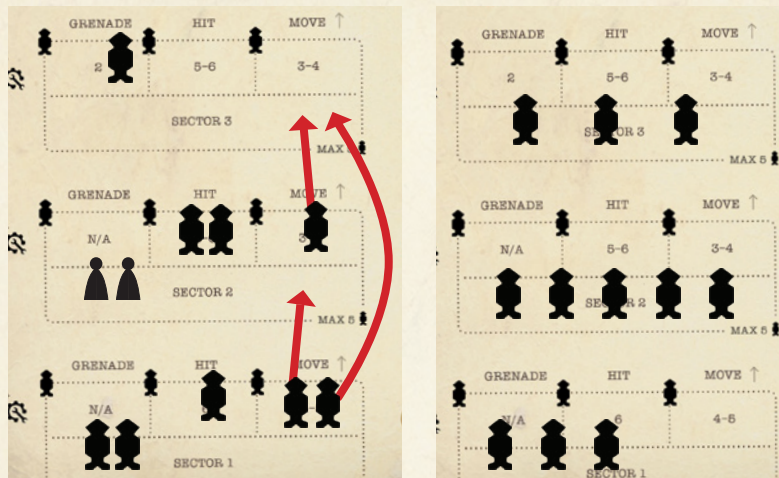
Example: Starting with the highest Sector with any German Infantry meeples in it, you first move 1 German Infantry meeple from the Move action box of Sector 2 into the waiting area of Sector 3 (red arrows). Then, you need to move the 2 German Infantry meeples from the Move action box of Sector 1 into the Sectors above (red arrows). There is only room for 1 German Infantry meeple in Sector 2, so the other German Infantry meeple must move to the next available Sector which is Sector 3.

When all movement is complete, all German Infantry meeples within any area of each Sector are moved back to the waiting area of their Sector.

Charge

For each German Infantry meeple in the Charge box: injure the leftmost Defender placed in a Defensive Position and place the German Infantry meeple into the Reserve.

If, for any reason, it is not possible to injure a Defender in a Defensive Position, instead move 1 Defender from the Tired area to the Morgue area and place the German Infantry meeple into the Reserve.

Siege Event card
Siege 1 (Day 7–8)
Siege 2 (Day 9–11)
Complete the following 6 steps in order, then proceed to the Morning Phase. Steps 1–2 and 5–6 are completed in the same way as steps of the same name in the 1st Attack stage.

1. Adjust the **Weather marker**.
2. Resolve the **Event card**.
3. Take the leftmost stack of **Air tiles** from the Main board and add them into the Hit bag.

AIR TILES

Air tiles represent aerial bombardments from the German forces. The tiles have various effects. They are added to the Hit bag, and when drawn, resolve the effect detailed on the tile.

4. Draw and resolve a number of tiles from the **Hit bag** equal to the highest revealed number, not covered by an Artillery piece, on the Artillery track.
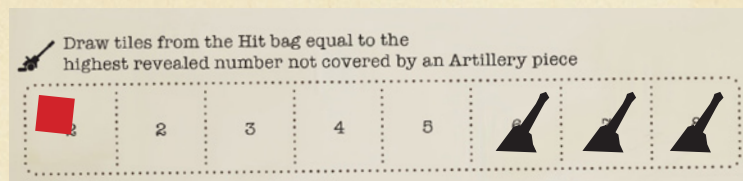
Example: Here you would draw 5 tiles.

5. Add new **German Infantry meeples**.
6. Perform an **Infantry attack** on the Main board.

RESOLVING HIT BAG TILES

A number of game effects will ask you to resolve tiles from the Hit bag. Draw the number of tiles indicated by the effect. After all the tiles are drawn, group the drawn tiles into matching types. Then, resolve them in the order detailed below. Resolve all tiles of a single type before you proceed to the next type.

If the Hit bag is empty and you need to draw more tiles, resolve the drawn tiles and move the **Surrender marker** 1 level up.

a. **Damage tiles**: Place each tile in the rightmost available slot on the corresponding action space on the Main board.

   If a Defensive Position is damaged this way and is manned by a Defender, that Defender is injured before placing the Damage tile (see Injures on page 11).
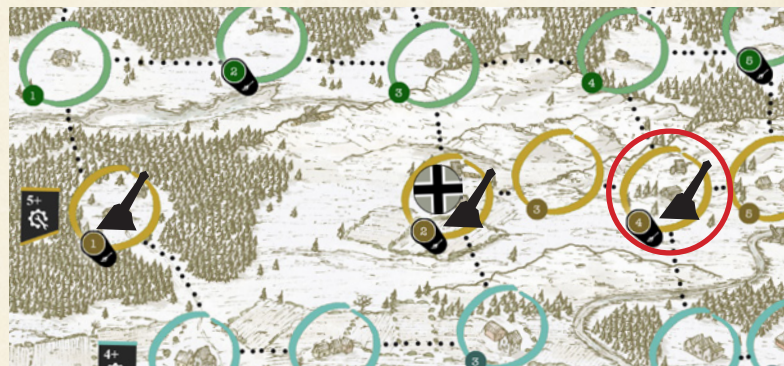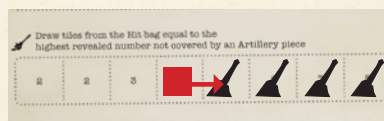

DAMAGE TILES

Many actions have matching Damage tiles. When the action enters the game, either during setup or as a result of something during the game, you must place the matching Damage tiles on the rightmost space of the action. The presence of a Damage tile blocks that part of the action.

These action spaces can become available if you take the Repair action to remove the Damage tiles. The removed Damage tiles are placed into the Hit bag and may be drawn out later, damaging the action, again preventing its use.

Example: You drew the Damage tile for Defensive Position B. There is a Soldier placed there, before you place the Damage tile you must roll a die for the Soldier occupying that space and move it to the Infirmary.

b. **Miss tiles**: No effect. Place each Miss tile into the Reserve.

c. **Air tiles**: Depending on the type of tile; Injure 1 Defender, lose 1 Supplies, or -1 Morale. Place each Air tile into the Reserve.

d. **Artillery tiles:** Move the Artillery marker 1 space to the right. If it reaches a German Artillery piece, put that piece onto any numbered space showing an Artillery symbol on the map on the Main board. You must fill up the yellow row first, placing pieces from left to right. Then, fill up the green row in the same way. Place each drawn Artillery tile back into the Hit bag.

   If no German Artillery pieces remain on the Artillery track, and you draw another Artillery tile, move the Surrender marker 1 level up.

Example: You move the Artillery marker to space '5'. You must place the new German Artillery piece on the leftmost available space, marked with an Artillery symbol, on the yellow row on the map.

2. MORNING PHASE

The Morning Phase is made up of 3 steps, each concerned with moving your Defender discs to and from the various areas on the Main board. Complete the steps in the following order. Skip step 1 and 2 on Day 1.

1. Move all Defenders in the **Rest area** to the Ready area.

2. Spend Supplies and/or Morale to move Defenders from the Tired area to the **Ready area**. The number of Defenders you may move for each Supply spent is determined by the position of the Supply marker on the Supply track. For each Morale you spend you may move up to 2 Defenders.

   You may also move 1 or 2 Defenders from the Tired area to the Rest area for free. These Defenders will become Ready on the next day.

Example: You have 9 Defenders in the Tired area. You spend 1 Supply (allowing you to move 4 Defenders, because your Supply marker is positioned above the number 4 on the Supply track) and 1 Morale (allowing you to move 2 Defenders) to move a total of 6 (4+2) Defenders to the Ready area. You also choose to move 2 Defenders to the Rest area for free, as these will move to the Ready area during the next Morning Phase. The remaining Defender will remain in the Tired area.

3. Move Defenders from the Ready area to the **Action spaces** on the Main board. The Action spaces are divided into separate Action sections that will become important in the Day Phase.

Each Action space can be identified by the Norwegian flag on its left edge, it also has a dotted circle with a number inside. The number shows how many Defenders you need to place there to resolve the action once.

Some Action spaces may also have coloured circles showing an X or a 2.

 A Defender of the matching colour may not be placed on this action.

 A Defender of the matching colour counts as if it were 2 Defenders.

You can resolve the same action multiple times by placing enough Defenders in the Action space.

Examples: 'Shovel Snow' requires 1 Defender, so can be resolved twice because the Hunter counts as 2 Defenders.

'Repair' requires 2 Defenders and is also resolved twice because there are 4 Defenders placed there.

'Inspire' requires 2 Defenders so is resolved twice as there are 2 Defenders and the Officer (which counts as 2 Defenders).

Some Action spaces in the 'Defend the Walls' section may be covered by Damage tiles. To place a Defender in one of these spaces you must first remove the Damage tile by repairing it (See Repair on page 21).

If you place a Defender on a Defensive Position that already contains a Defender, place the old Defender into the Tired area, before placing the new one onto the space.

When you have placed all the Defenders you wish to onto Action spaces, proceed to the Day Phase.

3. DAY PHASE

In the Day Phase, resolve all the Action sections in the order set out below. You may resolve individual Action spaces within each section in any order you choose. After an action is resolved, move all the Defenders placed there to the Tired area.

0. MOBILISATION (only available on Day 1-3)

Negotiate

Choose either the Fear or Doubt track and reduce its corresponding marker by 1 level.

FEAR

The Fear track represents the level of panic in the locals, based on the German forces. It is only present on the Mobilisation board and will determine how many Defenders are removed from the Recruit bag at the end of the first stage. Too much fear can seriously affect your ability to gain new Defenders!

Open New Supply Route

Take an unused group of Delivery tokens from the Reserve and place them on the matching Supply Depot on the map.

Example: You choose the Delivery token group with a Miss tile icon and place them on the empty Supply Depot with the same icon.

DELIVERY TOKENS

Delivery tokens represent the goods you can gather by sending Defenders across the wilderness to the Supply depots. There are only 3 placed on the map to start with, so you may want to add new Supply Routes to give you more options later in the game.

Remember, this action can only be taken on Day 1-3. Each token is worth 2 Supplies and 1 Morale, plus the bonus shown on the token itself, if you manage to get it back to the Fortress.

01. DEFEND THE WALLS (only available on Day 4-11)

Defend the Walls Actions are used to combat the Germans in the Sectors found on the board.

Fire at the Germans

IMPORTANT: Defenders placed on this action are not moved to the Tired area after this action is resolved. They remain in their Defensive positions.

Roll 1 6-sided die per Defender in the Defensive Positions:
1-3: Miss. Suppress 1 German Infantry meeple, within the range of the Defender, by lying the meeple down.
4-6: Hit. Remove 1 German Infantry meeple, within the range of the Defender, by placing the meeple into the Reserve.

RANGE

Different types of Defenders will have different ranges depending on the current stage. Check the Defender icons alongside the Sectors. A Sector is considered to be within range if it is level with or higher than the icon matching the Defender taking the action.

4+; Hit. Remove 3 German Infantry meeples, within the range of the Defender, placing them into the Reserve.

Once you have resolved the 'Machine Gun' action, flip the Machine Gun tile to its jammed side.
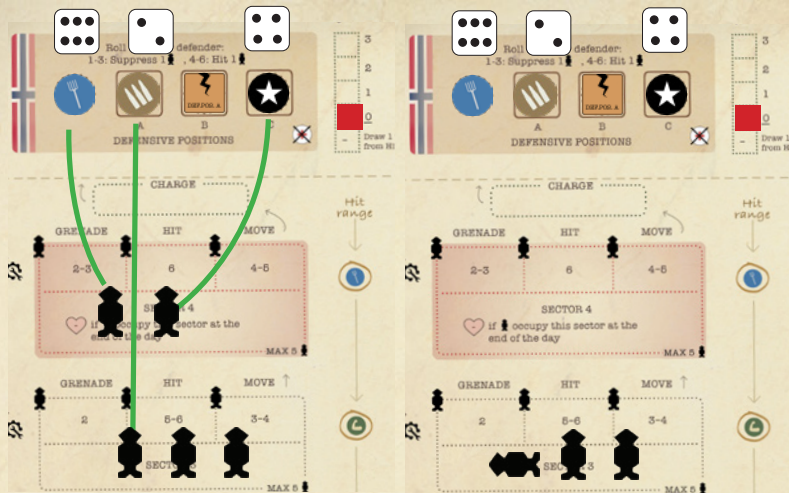
Example: The Volunteer can only hit one of the 2 German Infantry meeples in Sector 4. The Officer and Soldier can choose to hit any German Infantry meeples in either Sector 3 or Sector 4, because the Defender icons alongside show that they may do so. You roll a '6' for the Volunteer: this is a hit and you remove 1 German Infantry meeple from Sector 4. You roll a '4' for the Officer: this also hits, and you choose to remove the final German Infantry meeple from Sector 4. You roll a '2' for the Soldier: this is a miss and suppresses 1 German Infantry meeple in Sector 3.

Example: You roll a '1' and a '5' for the Volunteers, suppressing 1 German Infantry meeple and removing 1 other from Sector 4. You choose the Soldier in Defence Position C to use the 'Machine Gun' action. Before you roll, you spend 1 Supply to get +2 to your die roll; you roll a '2' for a total of '4', resulting in a hit. Consequently, 3 German Infantry meeples are removed from Sector 3. Once removed, you flip the Machine Gun tile to the jammed side.

Machine Gun (only available on Day 7-11)

IMPORTANT: This action may only be used if the Machine Gun tile shows the unjammed side (see below).
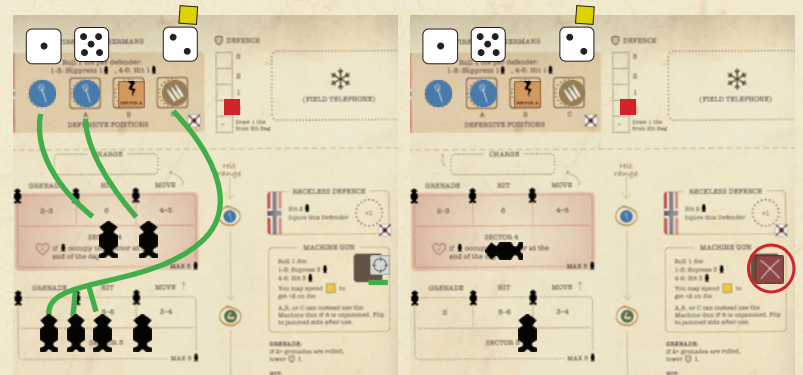
Instead of using a 'Fire at the Germans' action, 1 Defender, in Defence Positions A, B, or C, may instead use the 'Machine Gun' action.

You may choose to spend 1 Supply to get +2 to the die roll before rolling. Then, roll 1 6-sided die.

1-3; Miss. Flip 3 German Infantry meeples, within the range of the Defender, to their suppressed side.

STATUS TILES

Status tiles are placed on certain actions. Each tile has an unjammed (white) side and a jammed (red) side. Some Status tiles show no icon on the unjammed side, the remainder show the ⊕ icon. The ⊕ icon determines the effectiveness of the action. Status tiles may become jammed in a number of ways. When instructed to jam a tile, flip it to its jammed side. The Status tile may now prevent the action from being used. When you unjam a tile, by using the 'Repair' action, flip it back to its unjammed side.

Reckless Defence

Remove 2 German Infantry meeples, within the range of the Defender, and place them in the Reserve.

Roll a die and move the Defender to the Infirmary.
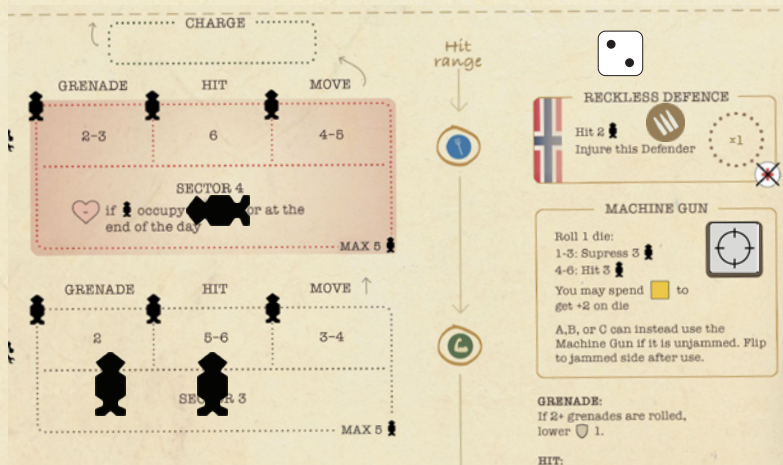
Example: You choose the Soldier in Reckless Defence to hit the suppressed German Solider in Sector 4 and an unsuppressed German Infantry meeple in Sector 3. You roll a '2' and place the Solider on level 2 in the Infirmary.

Field Telephone (only available if dug out of the snow)

Get +1 on each die roll when you use the 'Fire at the Germans' action, including if you use the 'Machine Gun' action.

If the right part is repaired (is not covered by a Damage tile), you may also Suppress 2 German Infantry meeples in any Sector.

02. FIRE ARTILLERY

The 'Fire Artillery' action is used to combat the German forces and may only be resolved once each turn. For each Artillery Gun in play, choose from one of 3 actions: Infantry Sector, Map Row, or Værnes Airfield.

The effectiveness of each action depends on the number of ⊕ that are revealed on the Gun you are using.

Infantry Sector

For each ⊕ revealed, you may remove 2 German Infantry in the chosen Sector, returning them to the Reserve. The remaining German Infantry meeples in that Sector are flipped to their suppressed side.

Roll a 6-sided die. If the result is lower than the hit criteria shown in the targeted Sector, you must flip the rightmost revealed Status tile, on the Gun you used, to its jammed side. If the die roll is equal to or higher than the Sector requirement, there is no further effect.

Example: You fire Gun 1 at Sector 2. The Gun only has one ⊕ revealed. You remove 2 German Infantry meeples and place them into the Reserve. The remaining German Infantry meeples in Sector 2 become suppressed. The hit criteria of the Sector is 4. You roll a '3', which means that you must flip the rightmost revealed Status tile.

Map Row

Choose 1 of the coloured lines on the map. For each ⊕ you may remove either a German Patrol token or a German Artillery piece from that line. German Patrol tokens are returned to the Patrol bag. German Artillery pieces are placed on the rightmost available space on the Artillery track. If the Artillery marker is in that space, move the marker 1 space to the left.

If a Defender is in a targeted space, you lose 1 Morale.

Roll 1 6-sided die. If the result is lower than the hit criteria shown in the targeted line, you must flip the rightmost revealed Status tile, on the Gun you used, to its jammed side. If the dice roll is equal to or higher than the Sector requirement, there is no further effect.

Værnes Airfield

For each ⊕ , you may resolve 1 of 4 options. Each option cannot be resolved more than once per round.

- Gain 2 Morale
- Add 2 Miss tokens to the Hit bag
- Reduce the Surrender marker by 1 level
- Choose 1 of the Air tile stacks and move it to the Reserve

Roll 1 6-sided die. The hit criteria for Vænes Airfield is 6; therefore, if the result is 1-5, you must flip the rightmost revealed Status tile, on the Gun you used, to its jammed side. If you roll a '6', there is no further effect.

Example: You take the 'Fire Artillery' action to use both Guns. You choose to fire Gun 1 at the Værnes Airfield. Gun 1 has one ⊕ revealed, so you must only choose to resolve 1 of the 4 options: you choose to gain 2 Morale. The hit criteria for the Værnes Airfield is 6 and you rolled a '4', which means you must flip the rightmost Status tile on Gun 1. This is the tile showing the ⊕ .

You choose to fire Gun 2 at the Map Row on the yellow coloured line. Gun 2 has 2 ⊕ revealed, so you may perform two actions. You choose to remove the German Artillery piece, from space 1, and the German Patrol token, from space 2, as your two actions. The German Artillery piece is returned to the rightmost available space on the Artillery track, and the German Patrol token is removed from the map and put back into the Patrol bag. The hit criteria on the yellow line is 5. You rolled a '5', which means you don't need to flip a Status tile on Gun 2.

03. SUPPLY RUN

The 'Supply Run' action is used to send Defenders out from the Fortess to the Supply Depots at the top of the map along the marked paths. The Defenders must then carry Delivery tokens back, avoiding German forces. Carry out the following steps in order.

1. Send out a new Supply Run

Move any Defender discs from the 'Supply Run' action space to the Fortress area on the map. The Fortress is the starting space of a Supply Run and is considered to be a space and is connected to all spaces on the bottom row.

2. Counter Patrol (only available if dug out of the snow)

Remove a German Patrol token from the map and place it into the Patrol bag. If the right part of the action is repaired, you may also reduce the Suspicion marker by 2 levels.

SUSPICION TRACK

The Suspicion track represents how active the German forces are pursuing your defenders.

If at any time the Suspicion marker is moved higher than level 6, you instead return it to level 3 and add a German Patrol token to the map (see page 24).

3. Move all Supply Runs

This step is resolved even if you did not carry out the previous steps.

Move each Defender on the map up to a number of spaces, determined by the weather. You may only move a Defender to an adjacent space, connected by a dotted line.

If a Defender moves into any space containing 1 or more German Patrol tokens or German Artillery pieces, you have three choices:

- STOP: End the movement for this round and reduce the Suspicion marker by 1 level.
- SNEAK: Roll a 6-sided die to perform a Suspicion check;
  - If the result is higher than the current Suspicion level, continue your movement and increase the Suspicion marker by 1 level.
  - If the result is equal to or lower than the current Suspicion level, return the Defender to the Reserve and 1 German Patrol token to the Patrol bag. Reduce the Suspicion marker by 2 levels.
- FIGHT (only available for Soldier discs): End the movement for this round and return 1 German Patrol token to the Patrol bag or 1 German Artillery piece to the Artillery track. Roll a 6-sided die to perform a Suspicion check;
  - If the result is higher than the current Suspicion level, end your movement and increase the Suspicion marker by 1 level.
  - If the result is equal to or lower than the current Suspicion level, the Defender is injured. Roll a die and place the Defender in the Infirmary. Reduce the Suspicion marker by 2 levels.

A Defender may not end its movement in a space with another Defender, with the exception of the Fortress or a Supply Depot. A Defender must end its movement if it enters the Fortress or a Supply Depot.

Each Defender may only carry 1 Delivery token. If a Defender is carrying a Delivery token back from a Supply Depot, its movement is reduced by 1. Hunters ignore this penalty.

After all movement is complete, for each Defender that returned to the Fortress with a Delivery token, carry out the following:
- Move the Defender disc from the Fortress to the Tired area
- Gain 1 Morale and increase the Suspicion marker by 1 level
- Gain 2 Supplies, plus the special bonus matching the Delivery token:
  - ⬤ +1 Supply
  - ⊕ Remove a German Patrol token from the map and place it in the Patrol bag
  - ▭ Add 1 Miss tile to the Hit bag
  - ♥ +1 Morale
- Remove the Delivery token from the game.

Example: The weather is cloudy. You may move all of your Defender discs on the map. You first move the Volunteer from the rightmost Supply Depot. The Volunteer can only move 4 spaces, because they are carrying a Delivery token. You choose to stop when you reach the German Patrol token. Then the Soldier moves 5 spaces from the Fortress to the leftmost Supply Depot.

If you fail a suspicion roll while carrying a Delivery token, remove the Delivery token from the game.

Example: You choose for the Soldier to Fight the German Patrol. It ends its movement and you remove the German Patrol token. You roll a 6-sided die to see if the Soldier passes the Suspicion check. It does, and you increase the Suspicion marker by 1 level.

Example: You choose for the Soldier to Sneak past the German Patrol. You roll a 6-sided die, its a '2' which is higher than the current Suspicion level and therefore the Soldier may continue to move. After the Soldier finishes moving, you must increase the Suspicion marker by 1 level.

04. MAINTENANCE

The 'Maintenance' action Sector contains 5 actions. Here you will be able to explore the Fortress by digging out new actions and one-time bonuses from the snow. You can repair and strengthen the Fortress, making your actions more effective. There is also a place for your Officer to promote Volunteers and Hunters into Soldiers. Morale is important for your troops and here you can find the 'Inspire' action that increases it.

Shovel Snow

Move the Snow marker 1 step to the left. If the marker would move past space '1', instead move the marker to '3' and reveal the top Snow card. Snow cards will either open up new Action spaces for you to use or provide you with useful items.

When you open a new Action space, place the Snow card on its designated spot on the board. Also find the corresponding Damage tiles and place those on the rightmost spaces of the Snow card. If the Snow card shows an item, resolve the text and remove the Snow card from the game.

Example: You shovel 2 snow and move the Snow marker 2 steps to the left. When the marker moves past 1, move the Snow marker back to space '3' and reveal the top Snow card. The revealed Snow card is a Field Telephone. You place the Snow card on its designated spot. The matching Damage tile is placed on the rightmost space.

Repair

Remove the leftmost Damage tile from any Action space and place it into the Hit bag.
–OR–
Flip the leftmost jammed Status tile on your chosen Action space. The Status tile must not have a Damage tile placed on top of it.

Bolster

Take 1 Miss tile from the Reserve and put it into the Hit bag.
–OR–
Increase the Defence marker by 1 level.

Promote

To resolve this action, you must place both an Officer and either a Volunteer or Hunter on the Action space. Swap the Volunteer or Hunter disc placed here with a Soldier disc from the Reserve. If there are no Soldiers in the Reserve, you cannot resolve this action.

Inspire

Increase the Morale marker by 1 level.

Radio (only available if dug out of the snow)

Add 1 Hope card to the Low Morale deck and shuffle the deck.

If the right part of the action is revealed, also add an additional Hope card to the Low Morale deck before shuffling.

Map Room (only available if dug out of the snow)

Look at the top 3 Snow cards and place them back onto the deck in an order of your choice.

If the right part of the action is revealed, also move the Snow marker 2 steps to the left.

MORALE

The Morale track represents the morale of all those stationed at the fortress.

If at any time the Morale marker would be moved higher than level 3, you instead add 1 Hope card to the Low Morale deck.

If at any time the Morale marker would be moved lower than level -3, you instead lose 1 Defender.

05. INFIRMARY

Any Defender discs that sustain a hit are placed in the Infirmary and become Patients. The result of the die rolls determines which level of the Infirmary the Defender is placed in. The Infirmary contains 3 beds, each of which may contain 1 Patient. Any additional injured Defenders must be placed in the Waiting Area, which may contain any number of Patients. If there are multiple Defenders with the same level of Injury, you may stack them in any order in the Waiting Area, the order does not matter.

A Patient may be placed into an empty bed when it is injured (providing an empty bed is available) or as part of the 'Recovery and Relapse' step. Move the Defender disc into the empty column, as determined by the die roll or on the same level as it was in the Waiting Area.

When a Patient is treated, move the Defender disc up the column. If a Defender disc ever reaches the ✚ spot at the top of a column, move it to the Tired area.

When you resolve this Action Sector, you must resolve the 'Recovery and Relapse' step after any other actions.

Treat 1 Patient

Each action allows you to treat 1 Defender, moving it up 1 level.

Example: A Volunteer and Medic are placed in the 'Treat 1 Patient' action, allowing you to resolve the action three times. You choose to treat the Officer once and the Soldier twice. The Officer reaches the ✚ and is moved to the Tired area. 1 of the beds is now available for a new Patient and you choose to move the Hunter from the Waiting Area to the available bed, it remains at the same level.

Medicine Cabinet (only available if dug out of the snow)

If the left tile is revealed, you may fully treat 1 Patient and move the Defender disc to the Tired area.

If the right part of the action is revealed, you skip step 1 in the 'Recovery and Relapse' step.

RELAPSE AND RECOVERY

REMEMBER: This step is still resolved even if the 'Treat 1 Patient' action or 'Medicine cabinet' action are not resolved.
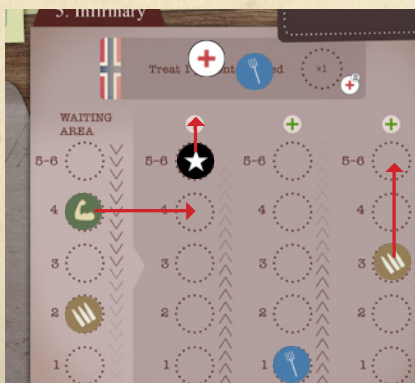
1. Move all Patients in the Waiting Area down 1 level. If a patient would ever move further down than level 1, place the Defender disc into the Morgue area.
2. Move all Patients in the beds up 1 level.
3. If there are any Patients in the Waiting Area, you may now move 1 Patient into an empty bed.

Example: The Soldier in the Waiting Area is moved down 1 level. Then, each Patient in a bed is moved up 1 level. This results in the Soldier in the rightmost bed reaching ✚. Since one of the beds is now empty, the Soldier in the Waiting Area is moved to the available bed at level 1.

06. MORALE (Resolved every day)

The 'Morale' Action Sector does not contain any Action spaces that require Defenders. **There are 5 lettered steps that are resolved in order, every day.**

A. Morale Modifiers

Check to see if any of the following requirements have been met. Increase or reduce the Morale marker accordingly.

- +1/+2 according to the position of the Doubt marker
- -1 if the current day is marked red on the Turn track
- -1 if you have no Supplies left
- -1 if you have any number of Defenders in the Waiting Area of the Infirmary
- -1 for **each Defender** disc in the Morgue
- -1 if there are any number of German Infantry meeples in a red Sector

B. Morale Track

Resolve the text shown at the current Morale level and then **return the Morale marker to level 0**. The text will instruct you to draw a number of Morale cards. The High Morale cards will be helpful, the Low Morale cards will add additional challenges for you to face. Each card is broken into 3 sections, which section applies depends on which stage you are in.
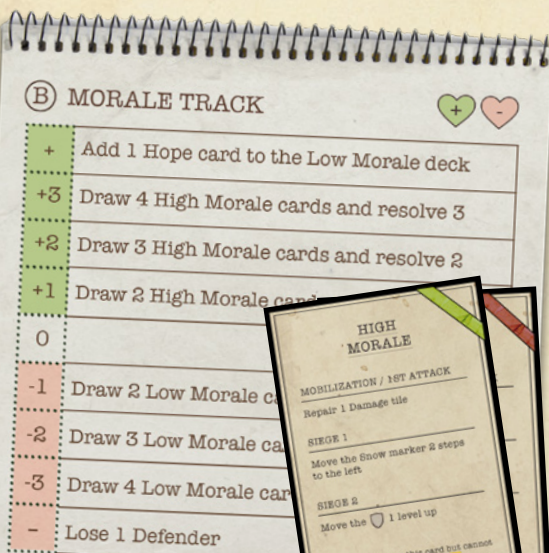
You will generally have a choice of which Morale cards to resolve. Each card you resolve is placed in the appropriate discard pile. Any cards you do not select are shuffled back into their respective deck. If there are no cards left in a deck and you need to draw one, shuffle the discard pile to form a new face-down draw deck.
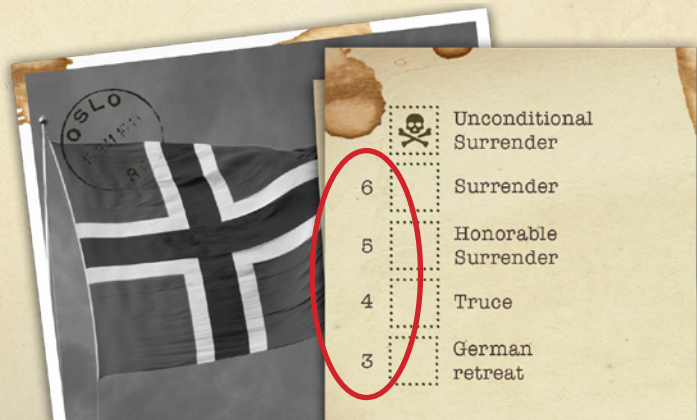
If, when drawing Morale cards, you draw a Hope or Despair card, you must select them as one of your cards. You may either choose to resolve the text below the line, to place the card in the Reserve, or ignore the card and place it into the discard pile.

C. Surrender

Check to see if any of the Surrender requirements have been met. For each requirement that is met, increase the Surrender marker accordingly. If the Surrender marker ever reaches the ☠, you lose the game immediately.

- +1 if you have 3 or more Defender discs in the Morgue
- +1 if you have 4 or more Defenders in the Waiting Area of the Infirmary
- +1 if all 6 German Artillery pieces are on the map

If it is the Siege stage and you have fewer healthy Defenders than the required number indicated on the Surrender track, you lose the game immediately.

B MORALE TRACK	+ ♡
+	Add 1 Hope card to the Low Morale deck
+3	Draw 4 High Morale cards and resolve 3
+2	Draw 3 High Morale cards and resolve 2
+1	Draw 2 High Morale ca...
0	
-1	Draw 2 Low Morale c...
-2	Draw 3 Low Morale ca...
-3	Draw 4 Low Morale car...
-	Lose 1 Defender

HIGH MORALE

MOBILIZATION / 1ST ATTACK
Repair 1 Damage tile

SIEGE 1
Move the Snow marker 2 steps to the left

SIEGE 2
Move the ♡ 1 level up

☠	Unconditional Surrender
6	Surrender
5	Honorable Surrender
4	Truce
3	German retreat

D. Check the Turn track for ⊞ / Coup/ Retreat/ Last stand

The current position of the Turn marker may indicate a number of German Patrol tokens that need to be added and/or a special event that must be resolved.

Add German Patrol Tokens

Draw 1 German Patrol token from the Patrol bag for each icon shown above the current position of the Turn marker. The token features a number and the current stage of the game has a colour, shown on the Turn track. Place the German Patrol token on the corresponding numbered space in the matching coloured row on the map.

You must still place the German Patrol token even if the space already contains a Defender disc, an Artillery piece, or another German Patrol token.

If you need to place a German Patrol token but the Patrol bag is empty, instead take 1 Delivery token from the leftmost Supply Depot and remove it from the game. If there are no Supply Depots with Delivery tokens, instead draw a tile from the Hit bag.

Example: You are currently in round 7, during the Siege stage (light blue) when you draw a German Patrol token marked with a number 2. You must place it in the number 2 space on the light blue row on the map.

Coup (Only resolved at the end of Day 3)

Remove a number **Defender discs** from the Recruit bag and place them into the Reserve. The number you have to remove is shown by the position of the Fear marker. If you draw any Doubt discs, put them back in the bag and redraw until the required number of Defenders discs have been removed.

Move the **Supply marker** 1 step to the right.

Place **1 Defender disc** on each Defensive Position not covered by a Damage tile. You may take these Defenders from the Tired, Rest, or Ready areas. If you placed 3 or 4 Soldiers, you gain 1 or 2 Morale respectively.

Example: You have placed two Defenders in the Defensive Positions. 1 Soldier in the leftmost Defensive Position and 1 Hunter in Defensive Position A. Position B and C are not repaired yet so you cannot place any defenders there.

Flip the Mobilisation board to the 1st Attack side. Remove the Fear and Doubt markers from the game.
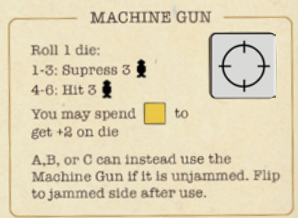
Retreat (Only resolved at the end of Day 6)

Move the **Supply marker** 1 step to the right and reduce the **Defence marker** by 1 level.

Place 1 **Artillery piece** on each space marked with an Artillery symbol on the yellow row on the map.

Remove the 1st Attack board from the Main board. Transfer any German Infantry meeples to Sector 1 on the Main board. There can only be 5 German Infantry meeples in each Sector, if you need to transfer more than 5 pieces, place additional pieces in higher Sectors as needed. Place 1 Status tile with the unjammed side up on the 'Machine Gun' action space.

MACHINE GUN

Roll 1 die:
1-3: Supress 3
4-6: Hit 3

You may spend ☐ to get +2 on die

A,B, or C can instead use the Machine Gun if it is unjammed. Flip to jammed side after use.

Last Stand (Only resolved at the end of Day 11)

Draw the top Last Stand card and follow the instructions on the card as normal. After you have resolved the Infantry Attack, check how many Defenders are left in the Defensive Positions:

↑ If you have no Defenders in the Defensive Positions, move all German Infantry meeples 2 steps forward and then resolve any German Infantry meeples in the Charge box (see 'Charge Box' for further details on page 12).

↑ If you have 1 or more Defenders in the Defensive Positions, move all German Infantry meeples 1 step forward and then resolve any German Infantry meeples in the Charge box. (see 'Charge Box' for further details on page 12).

The game is now over.

Compare the number of healthy Defenders you have in the Defensive Positions and the Tired, Rest, and Ready areas against the requirement on the Surrender track. If you have at least that number of healthy Defenders, you have survived the siege. Check the outcome shown on the Surrender track to see how well you did.

If you have fewer healthy Defenders, you have lost the game.

E. Turn Marker

If the game is not over, move the Turn marker 1 step to the right. Start a new day, starting with the Event Phase.

PLAYER AID

MOBILISATION	1ST ATTACK	SIEGE 1-2

EVENT PHASE

Move the Weather marker

Resolve Event card text

Add Doubt discs to the Recruit bag	Add Air tiles in the Hit bag
	Draw tiles from the Hit bag

Draw from Recruit bag (Gain 1 Supply per Volunteer placed in Ready)

Add German Infantry meeples

Perform Infantry Attack

MORNING PHASE

Move Defenders from Rest to Ready

Spend Supplies / Morale to move Defenders from Tired to Ready

Move Defenders from Tired to Rest

Move Defenders from Ready to Action spaces

DAY PHASE

Open new Supply route, Negotiate — 00. Mobilisation (page 15)

Fire at the Germans*, Field Telephone** — 01. Defend the Walls (page 15-17)

Machine Gun, Reckless Defence

Fire Artillery — 02. Fire ArtIllery (page 17-18)

Send out new Supply Run, Counter Patrol** — 03. Supply Run (page 18-20)

Move all Supply Runs, Returning Supply Runs

Shovel Snow, Repair, Bolster, Promote, Inspire, Map Room**, Radio** — 04. Maintenance (page 20-21)

Treat 1 Patient, Medicine Cabinet** — 05. Infirmary (page 22)

Relapse & Recovery

Morale modifiers, Morale track, Surrender

Check Turn track for ✠, Coup, Retreat, Last Stand — 06. Morale (page 23-25)

Move Turn track

* Defenders in Defensive positions are not moved to Tired

** Must be dug out of the snow