

CASTLE ITTER

— THE STRANGEST BATTLE OF WWII —

DEFENDER ACTIONS

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| Initial Actions [page 8] | When you take an action with a Defender for the first time, move it from the supply to any combat position on the board, then take an action. All 20 Defenders that begin the game in the Defenders supply must be placed on the board in this manner before the French prisoners can be used and before any Defender can take a second action. |
| Attack [page 9] | A Defender must have line of sight to an SS Counter to take an Attack action. Declare the Defender that will take the action and the SS Counter that will be the target of the attack. Then roll a number of dice equal to the Defender's Attack value and compare it to the SS Counter's defense value. If at least one of the dice rolled is equal to or exceeds the SS Counter's defense value, the SS Counter is removed from the board and placed back into the SS Counter supply. |
| Suppress [page 10] | Add a number of suppression tokens equal to the Defender's Suppress value to the suppress square on the game board that matches the color square where the Defender is located. |
| Move Within a Location [page 10] | Each combat position on the game board may only be occupied by a single Defender. Defenders can use an action to change the combat position they occupy within a location and then take another action. If a Defender moves to a combat position that is already occupied, the two Defenders switch positions; however, to switch positions neither of the Defenders can be Exhausted. |
| Move to a New Location [page 11] | A Defender can move to a new location by taking an action. The Defender cannot move into a combat position that is already occupied. Defenders in the Cellar location can only use the Move to a New Location action to move to the Great Hall. |
| Recover [page 12] | Defenders that are flipped to their grayed out side are Exhausted and cannot take most actions. Using the Recover action flips a Defender back over and allows it to be used for actions once again. Remember that a Defender can only be used for one action each turn. Therefore, a Defender cannot take a Recover action and then a second action in the same turn. |
| Remove Suppression [page 12] | When a Defender has a Suppressed token on it, it cannot take any action other than the Remove Suppression action. When a Defender takes the Remove Suppression action, remove the Suppressed token and place it back into the supply. |
| Command [page 12] | Only Defenders with the Command ["C"] special action designation can take the Command action. When a Defender uses the Command action, it can give two free, immediate Recover and/or Remove Suppression actions to Defenders in the same location. Both actions can be given to a single Defender or they can be given to two different Defenders. If a Defender has a Suppressed token on it and is Exhausted, a Remove Suppression action must be used first. The Command action cannot be used to give a Recover or Remove Suppression action to a Defender that also has the Command ["C"] special action designation. Defenders that have had the Command action used on them during a turn cannot also take actions of their own during the same turn. |
| Escape [page 13] | Only the Borotra Defender, who has the Escape ["E"] special action designation, can take the Escape action. When Borotra begins his turn in a combat position that has no SS Counters in positions with corresponding colors, Borotra can take the Escape action. Additionally, Borotra cannot escape from the Cellar or Great Hall. He must begin his turn in the Southern or Northern Terrace, the Keep, the Gate House, or Besotted Jenny to take the Escape special action. When Borotra escapes, take seven cards from the bottom of the SS deck and, without looking at them, remove them from the game. |