

CASTLE ITTER

— THE STRANGEST BATTLE OF WWII —

DEFENDER ATTRIBUTES

Inspire [I] [page 14]	Four of the French prisoners have the Inspire attribute. A Defender with the Inspire attribute provides an additional die to any Defender in the same location that is taking an Attack action, and the Defender with the Inspire attribute provides an extra Suppression token to any Defender in the same location that is taking a Suppress action. To grant these benefits, the Defender with the Inspire action cannot be Exhausted and cannot have a Suppressed token.
Low Morale [M] [page 14]	The five Rifleman Defenders all have the Low Morale attribute. Any time a Defender that is in the same location as a Rifleman becomes a casualty, the Rifleman is also removed from the game board and treated as a casualty.
Wehrmacht Officer [O] [page 14]	Five of the Defenders have the Wehrmacht Officer attribute. When a Defender with the Wehrmacht Officer attribute is in the same location as a Rifleman with the Low Morale [M] attribute, you ignore the effects of the Low Morale attribute.
Reinforcements [R] [page 14]	Three of the Defenders have the Reinforcements attribute. These three Defenders should be kept separate from the other Defenders at the beginning of the game. When the SS Card titled “Reinforcements” is revealed, the three Defenders with the Reinforcements attribute are placed in the Defenders supply. Unlike at the beginning of the game, you do not have to place these reinforcements before taking actions with Defenders already on the board. They can stay in the supply as long as you like.
Tank Crew [T] [page 15]	Six of the Defenders have the Tank Crew attribute. These Defenders can make use of the five special combat positions on the game board marked with [T]. Four of the combat positions are in the Besotten Jenny location, and the fifth one is in the Gate House location.