

CASTLE ITTER

— THE STRANGEST BATTLE OF WWII —

SS CARDS

<p>Attacking Defenders:</p> <ul style="list-style-type: none"> • Sniper <p>[page 16]</p>	<p>When you reveal a Sniper, roll a die and check the result against the numbers on the Sniper card. The result indicates the color of combat positions that will be targeted. Once the color has been determined, roll again to see which specific combat location is targeted by comparing the result to the number on the board. If the result of the roll is a combat position that is empty, go to the next highest number. If no higher number is occupied, the attack has no effect. Once the specific Defender has been identified as a target, roll five dice and compare the result against the current Defense value of the location. If at least one of the dice rolled is equal to or higher than the Defense value, the Defender becomes a casualty and is removed from the board.</p>
<p>Attacking a Location:</p> <ul style="list-style-type: none"> • 88mm Flak 37 • 75mm Pak 40 • Panzerfaust <p>[page 17]</p>	<p>When you reveal the Pak 40 or Flak 37, roll one die and compare the result to the card. The result indicates the location that is attacked. Now roll a number of dice equal to the dice value (6 for the Flak 37, 4 for the Pak 40). If at least one of the dice rolled is equal to or higher than the location's Defense value, reduce the Defense value by one. If the Defense value was already at 4 and at least one of the dice is equal to or higher than 4, every Defender within the location is suppressed (See Suppressing Defenders, p. 20). The Panzerfaust works just like the Pak 40 and Flak 37 except you do not roll for the target. It always targets Besotten Jenny.</p>
<p>Placing SS Counters:</p> <ul style="list-style-type: none"> • Machine Gunner • Mortar • Riflemen • Scouts <p>[page 18]</p>	<p>Placing SS Counters is the key element of the SS advancement toward Castle Itter. Placing each SS Counter has three steps (for detailed information on these steps, see page 18):</p> <ul style="list-style-type: none"> • Roll to determine the SS Counter Placement area • Decide whether to attempt to suppress the SS Counter • Advance any SS Counters if applicable
<p>Suppressing Defenders:</p> <ul style="list-style-type: none"> • 20mm Flak 30 • SS Squads <p>[page 20]</p>	<p>When you reveal the Flak 30, roll one die and compare the result to the card. The result indicates the location that is affected. Now roll three dice to suppress each Defender in the location individually. If at least one of the dice rolled is equal to or higher than the location's current Defense value, place a Suppressed token on the Defender.</p> <p>When you reveal an SS Squads card, you will work through each set of SS colored circles on the board, determining whether groups of SS Counters in like-colored circles are able to suppress Defenders in correspondingly colored squares. Work through the SS squads suppression in this sequence:</p> <ul style="list-style-type: none"> - Choose a color of SS circles. - Add the suppress values for all SS Counters on that color. - If the total suppress value is at least 1, roll one die and compare it to the corresponding color of Defender squares to determine the targeted combat position. If the result of the roll is a combat position that is empty, go to the next highest number. If no higher number is occupied, the attack has no effect. - Once the target has been identified, roll a number of dice equal to the total suppress value. - If at least one of the dice rolled is equal to or higher than the location's current Defense value, place a Suppressed token on the Defender. - Continue this process for each color where SS Counters are present. <p>If a Defender already has a Suppressed token on it and is supposed to receive another Suppressed token, treat the Defender as if it became a casualty and remove it from the game.</p>