

CASTLE ITTER

— THE STRANGEST BATTLE OF WWII —

SS CARDS

Attack Defenders, Page 13 (Sniper)

- Roll to determine which color combat positions are attacked.
- Roll to determine which counter is attacked.
- Roll to attack Defender (four dice).
- If attack roll is successful, Defender is removed from the game.

Attack Location, Page 14 (75mm Pak 40, 88mm Flak 37, Panzerfaust)

- Roll to determine area attacked (Panzerfaust always attacks Besotten Jenny).
- Roll to attack area (number of dice rolled is depicted on card).
- If attack roll is equal or higher than area's current defense, lower defense by 1.
- If area already had a defense of 4 and attack roll was equal or higher than 4, every counter in area gets a Disrupted token. **Exception:** If Besotten Jenny's defense is lowered from 4 to 0, Besotten Jenny is destroyed and all Defenders inside are removed from the game.

Place SS Counters, Page 15 (Machine Gunner, Mortar, Rifleman, Scout, and Sturm)

- Roll to determine where counter is placed.
- Decide whether to suppress.
- Advance SS counters if necessary.
- Machine Gunner and Mortar do not cause other SS counters to advance.

Disrupt Defenders, Page 18 (Flak 30)

- Roll to determine which color combat positions are targeted.
- Roll two dice to attempt to disrupt each Defender in the targeted combat positions.
- If disrupt roll is successful, place a Disrupted token on the Defender.

Disrupt Defenders, Page 19 (Suppressive Fire)

- Start with Machine Gunner or Mortar in lowest number SS counter placement area.
- Roll one die to determine corresponding Defender combat position.
- Roll a number of dice equal to the Disrupt Value for the Machine Gunner (2) or Mortar (3).
- If disrupt roll is successful, place a Disrupted token on the Defender.
- Continue this process for all Machine Gunners and Mortars.

Special Card: Reinforcements, Page 11

- When this card is revealed, place the three Defender counters with the Reinforcements [R] attribute in the Defenders supply.

Special Card: 142nd Infantry Regiment, Page 10

- If you complete the Escape [E] action with Borotra, check the deck number of the top card on the discard pile for the SS cards. Based on that number, shuffle the 142nd Infantry Regiment card into the bottom of the SS deck:
- Deck 2: Mix the 142nd Infantry Regiment card into the bottom 9 cards in the SS deck.
- Deck 3: Mix the 142nd Infantry Regiment card into the bottom 6 cards in the SS deck.
- Deck 4: Mix the 142nd Infantry Regiment card into the bottom 4 cards in the SS deck.

