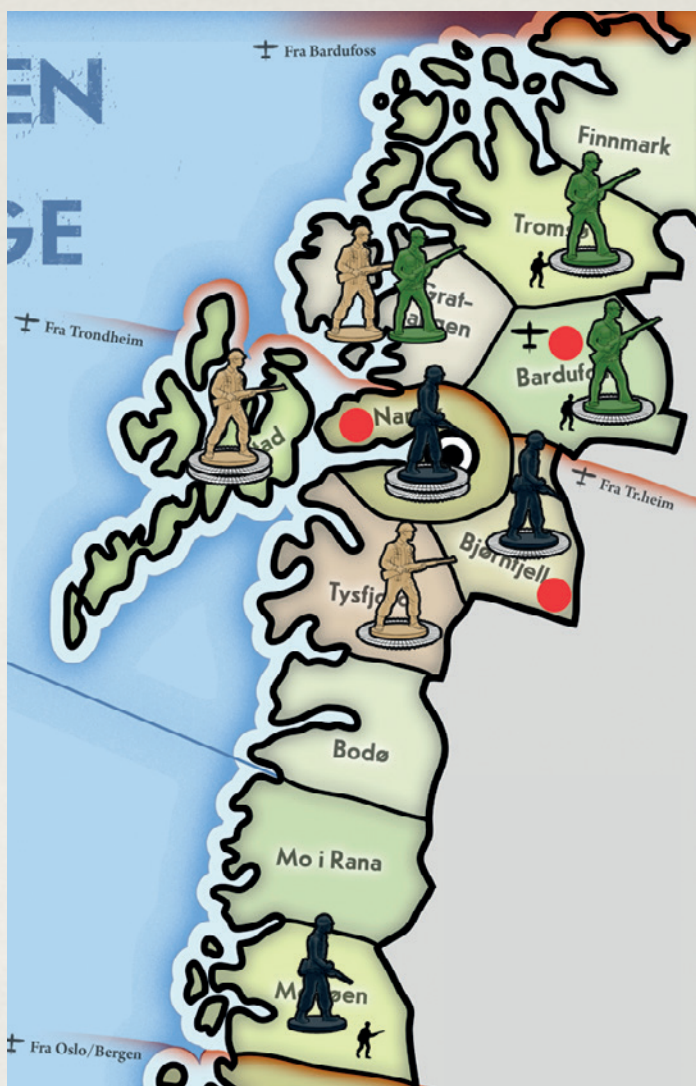


Scenario 1: Introduction – Narvik



The Allies has the following cards in their deck:

- *Fransk alpejeger* (French mountain troops)
- *Polsk bergjeger* (Polish mountain troops)
- *Stridsvogn* (Armor)
- *Fremmedlegionær* (Foreign legion)
- 2 *Kystbombardement* (Coastal bombardement)

Battalions

Each faction start with a number of battalions on the board in the land areas listed below. The setup is also shown in the image.

Germany has the following battalions on the board:

- 3 battalions in Narvik
- 2 battalions in Bjørnfell
- 1 battalion in Mosjøen

Norway has the following battalions on the board:

- 2 battalions in Tromsø
- 2 battalions in Bardufoss
- 1 battalion in Gratangen

The Allies have the following battalions on the board:

- 3 battalions in Harstad
- 2 battalions in Tysfjord
- 1 battalion in Gratangen

Player Roles and Objectives

Introducing the Factions

The task for Norway and The Allies is to oust the German troops from Narvik and Bjørnfell, as well as securing Bardufoss. Germany's challenge is to hang on to one of these areas.

Number of Players

When there are three players, one player controls Norway, one controls The Allies and one controls Germany. Norway and The Allies cooperate to defeat the Germans – they win together, or they lose together. When there are two players, one player controls both Norway and The Allies, while the other player controls Germany. Norway and The Allies still operate in separate **turns**, and have separate sets of cards.

Winning the Game

The game comes to a conclusion the moment the Allied player draws the last unused card from his card deck. Norway and The Allies have to control Narvik, Bjørnfell and Bardufoss at this stage to win. Germany wins if they still occupy one of these areas.

Preparations and Setup

Action Cards

The cards that are used for this scenario should be picked from the card decks of their respective factions. The remaining cards are not used in this scenario and are placed in the game box.

Germany has the following cards in their deck:

- 3 *Gebirgsjäger* (Mountain troops)
- 3 *Ingeniørkompani* (Engineers)
- 2 *Speidertropp* (Scouts)
- 2 *Rask forflytning* (Rapid movement)

Norway has the following cards in their deck:

- 2 *Bakhold* (Ambush)
- 1 *Sprengt bro* (Blown bridge)
- 2 *Veisperring* (Roadblock)
- 1 *Rask forflytning* (Rapid movement)

Rules that Apply to this Scenario

Dice, Playing Pieces, Board and Cards

Dice and Playing pieces

The miniature soldier playing pieces are referred to as **battalions** in the game. Every battalion may move one space each turn, and represents one die in combat (both in attack and defense)– these dice are called **combat dice**.

Chips

When a faction has more than one battalion present in a land area, chips are used to represent the exceeding battalions. The chips are placed beneath the playing piece. White chips represent one battalion and black chips represent 5 battalions. One soldier playing piece on top of two white chips in other words equals 3 battalions.

The Game Board

In this scenario only the top third section of the board is in use.

Land Areas

Movement through and occupation of land areas is performed by battalions. For a faction to control a land area it must be occupied by a battalion of that faction. Land areas occupied by one of the opponent battalions is referred to as a hostile area. Every time a battalion moves into a hostile area combat occurs. *Harstad* is separated from *Gratangen*, *Narvik* og *Tysfjord* by a **fjord**. Battalions may move across the fjord as normal, but attacks are weakened (see page 3).

Action Cards

The front, or face, of the card is the side that contains the card description and photo. The back of the cards are decorated with the flag of the faction they belong to.

All three factions have separate decks of action cards. The cards that are used for this scenario are listed in the setup on page 1. In this scenario none of the factions get any new cards when they have used all the cards in their deck.

The action cards can i.e. be used to improve odds in combat, or to move battalions more quickly on the board.

Action cards can be used at different times during the sequence of play (including your opponents turns). The function of every card, and how and when it can be used is described in the *Appendix*. The effect of an action card occurs immediately and is never lasting. In chapter 4 the different action cards are also mentioned in the relevant game phases where they can be played.

Used Action Cards — face up at the bottom of the card deck




When the effect of a card has been taken into account the card should be placed at the bottom of its faction's card deck facing up.

Green and Red Symbols

Preceding the description of every action on a card is at least one symbol with a number on it.

- The number indicates in which phase (see chapter 4) the action card can be played to achieve that particular effect.

The symbol indicates whether the card can be played in your own or your opponents turn:

-  **Green “play” symbol:** Actions preceded by a green triangle must be played in your own turn.
-  **Red “stop” symbol:** Actions preceded by a red square must be played in your opponent's turn, as a reaction to an action he performs or a card he plays.
-  **Green circle:** Actions preceded by a green circle must be played in your own turn, as a reaction to an action your opponent performs or a card he plays.

Action cards and actions with more than one symbol on it can be played at different times during the sequence of play.

Reinforcements

The action cards are all marked with one or more reinforcement symbols (little soldiers) on the lower right hand of the front side. These symbols are not in use in this scenario.

Variations Between the Factions

Germany (10 cards in their deck)

- 5 action cards on hand
- Must use at least one card every round

Norway (6 cards in their deck)

- 3 action cards on hand

The Allies (6 cards in their deck)

- 3 action cards on hand
- Must use at least one card every round
- The scenario ends at the moment when The Allies draw the last card from their deck.

Sequence of Play

The sequence of play in KoN is divided into player turns. Every player turn consists of four phases. Each player performs all the actions related to the four phases of his player turn before play passes to the next player. The completion of the player turns of all three factions is referred to as a game round.

Germany performs the first turn. When Germany has finished their turn play passes on to Norway, and then The Allies. When the Allied player has completed phase 4 of his turn, play passes back to the German player and the second round begins, and so on.

Turn Sequence (Phases)

1. Movement
2. Combat
3. Reinforcement (does not occur in this scenario)
4. New Cards

The phases of the player turn are conducted in the order indicated above, and all actions related to one phase must be completed before the player moves on to the next phase. Phase 1 is considered completed once a player has started performing actions related to phase 2, etc.

There are also certain actions the players can perform during the opponent's turn(s):

- Play action cards with functions preceded by a red square (indicates that this function must be played in the opponent's turn)
- Roll combat dice in defensive battles
- **Retreat** after losing a battle

Phase 1: Movement

Land Movement

All battalions may move one space each turn, into an adjacent land area. Some cards enable your battalions to move further.



Attacking

When a player moves one or more battalions into a land area that is occupied by enemy battalions, the movement is considered an attack. Attacks trigger combat between the opposing battalions in the land area in question. The combats take place in the Combat Phase, after the player has completed all movement. A player may attack a hostile land area with battalions from several adjacent land areas. Attacking battalions are placed close to the border of the land area they attack from until the combat has been concluded.

Stacks

Several battalions that move together from one land area to another are called stacks.

• ACTION CARDS:



- ◇ Germany:  **Rask forflytning** (Rapid movement)
- ◇ Norway:  **Rask forflytning** (Rapid movement)

Phase 1 c) Norwegian Sabotage in the German Turn

When Germany has completed all movement in their Movement Phase, Norway has the opportunity to use the cards **Veisperring** (Road block) and **Sprengt bro** (Blown bridge) from

his hand, before moving on to the Combat Phase. Norway can also use the card **Rask forflytning** (Rapid movement) to escape an area under attack. Germany may counter the first two cards using **Ingeniørkompani** (Engineers).

• ACTION CARDS:

- ◇ Germany:  **Ingeniørkompani** (Engineers)
- ◇ Norway:  **Rask forflytning** (Rapid movement), **Sprengt bro** (Blown bridge), **Veisperring** (Road block)


Phase 2: Combat

Land Combat

Combat occurs when a land area contains battalions from two opposing factions after movement has been completed. In each area where combat occurs a separate combat is fought and decided. Norway and The Allies can defend together if they both have battalions present in a land area under attack from Germany.

In every combat the participating factions have a chance to play action cards and roll combat dice, in accordance with the sequence described below. The purpose of the combats is to conquer or defend land areas, and to defeat enemy battalions. The victor of a combat gains control of the land area where the combat was fought, and the loser has to retreat with any remaining troops.

Combat Dice

- Every battalion yields one combat die in a battle.
- Each side receives combat dice from a maximum of 5 battalions in each combat, no matter how many of their battalions take part in the combat (Norway and The Allies count as one side in any battle where they defend together).
- Fjords: The number of combat dice received from battalions attacking across a fjord or lake is halved (rounded down).
- Cards can be used to acquire more combat dice. The combat dice acquired from cards are not restricted by the two preceding factors mentioned above.
- : defeats an enemy battalion
- The side rolling the highest combined total on the combat dice wins the combat. The defender wins if the dice are tied.


Land Combat Sequence

The attacker may choose the order in which he wants to fight the combats. Every land combat follows this sequence:

1. Attacker plays cards

The attacker plays any action cards he wants to use to affect the current combat. He can play a maximum of one card of each type in any one combat.

• ACTION CARDS:

- ◇ Germany:  **Gebirgsjäger** (Mountain troops), **Speider-tropp** (Scouts)

- ◇ Norway: **2** *Bakhold* (Ambush)
- ◇ The Allies: **2** *Fransk alpejeger* (French mountain troops), *Fremmedlegionær* (Foreign legion), *Kystbombardement* (Coastal bombardment), *Polsk bergjeger* (Polish mountain troops), *Stridsvogn* (Armor)

2. Defender plays cards

The defender plays any action cards he wishes to use to counter the cards played by the attacker, and then any other action cards he wants to use to affect the current combat. He may play a maximum of one card of each type in any one combat.

• ACTION CARDS:

- ◇ Germany: **2** *Gebirgsjäger* (Mountain troops), *Ingeniørkompani* (Engineers)
- ◇ Norway: **2** *Bakhold* (Ambush)
- ◇ The Allies: **2** *Fransk alpejeger* (French mountain troops), *Fremmedlegionær* (Foreign legion), *Polsk bergjeger* (Polish mountain troops), *Stridsvogn* (Armor)

3. Attacker plays counter action cards

The attacker then has a chance to play action cards to counter the cards played by the defender.

• ACTION CARDS:

- ◇ Germany: **2** *Speidertropp* (Scouts)

4. Attacker rolls combat dice

The attacker rolls his combat dice first. Every **88** rolled defeats an enemy battalion. The attacker takes note of the combined total rolled on all his combat dice. The defeated battalions of the defender remains on the board until section 6 of the combat sequence.

5. Defender rolls combat dice

The defender rolls his combat dice following the same procedure as the attacker. He may also roll combat dice for his defeated battalions.

6. Defeated battalions are removed

Both sides remove their defeated battalions from the board. Each player chooses which of his defeated battalions he wishes to remove.

- When Norway and The Allies defend together they have to agree on which battalions they want to remove. If they cannot agree the German player makes the decision.

7. Combat dice totals are compared to decide the winner

The totals of the combat dice rolled by each side are compared, and the side with the highest total is declared as the winner. The loser has to retreat his remaining battalions. When the combat dice totals are tied the attacker has to retreat.

8. The loser retreats his remaining battalions

Retreating defender: If the defender loses he may choose to retreat his remaining battalions to an available neigh-

boring land area. This land area may not be occupied by enemy battalions, neither may there be an ongoing, undecided combat taking place in this land area, and it cannot be an area from which the attacker attacks from this turn. All of the defender's retreating battalions must retreat to the same land area.

- German and Allied defending battalions may never retreat across a fjord or lake (the Norwegian battalions may always retreat across fjords/lakes as normal).
- If a defender is completely surrounded or for any other reason has no available land area to retreat to, all his affected battalions are defeated.

Retreating attacker: If the attacker loses the combat his remaining battalions have to retreat back to the land area(s) from which they attacked.

Phase 3: Reinforcements

Reinforcement does not occur in this scenario.

Phase 4: New Cards

Before a player completes his turn and play passes on to the next player, he draws new action cards from his card deck to his hand. A player may only draw action cards on his own turn.

If the German or Allied player has used no action cards this round, they must discard one card from their hand in their New Cards Phase and draw a new action card from their card deck.

- The player controlling **Germany** in his own turn draws cards until he has 5 cards on his hand
- The player controlling **Norway** in his own turn draws cards until he has 3 cards on his hand
- The player controlling **The Allies** in his own turn draws cards until he has 3 cards on his hand

Every following turn then follows the same sequence until the end of the game, when there are no more unused cards in the Allied deck or a player has defeated all enemy battalions on the board.

Please note that it is only in this scenario that the ending point of the game is decided by the *Allied* card deck – in the main game this is decided by the German card deck.

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