

Scenario 2: Gudbrandsdalen and Østerdalen



- 2 *Jagerfly* (Fighters)
- 2 *Panservernkanon* (Anti-tank gun)
- 1 *Ubåt* (Submarine)
- 1 *Forsterkninger* (Reinforcements) – 5 symbols

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 *Oslo*
- 3 battalions in *Gjøvik*
- 2 battalions in *Hønefoss*
- 2 battalions in *Kongsvinger*
- 1 battalion in *Kongsberg*
- 1 battalion in *Trondheim*

Norway has the following battalions on the board:

- 2 battalions in *Hamar*
- 2 battalions in *Valdres*
- 1 battalion in *Lillehammer*
- 1 battalion in *Oppdal*

The Allies have the following battalions on the board:

- 2 battalions in *Åndalsnes*
- 2 battalion in *Dombås*

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 16 cards in their deck:

- 2 *Panzer* (Armor)
- 2 *Ingeniørkompani* (Engineers)
- 2 *Speidertropp* (Scouts)
- 3 *Rask forflytning* (Rapid movement)
- 2 *Fallskjermtropp* (Paratroopers)
- 2 *Bombefly* (Bombers)
- 2 *Jagerbomber* (Fighter bombers)
- 1 *Artilleri* (Artillery)

Norway has the following 8 cards in their deck:

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

The Allies have the following 8 cards in their deck:

- *Stridsvogn* (Armor)
- *Fremmedlegionær* (Foreign legion)

Player Roles and Objectives

Introducing the Factions

Germany's mission is to capture *Lillehammer*, *Hamar*, *Oppdal* and *Tynset*. The challenge for Norway and The Allies is to prevent Germany from capturing all four 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 ends the moment the German player draws the last unused card from his card deck. Germany has to control *Lillehammer*, *Hamar*, *Oppdal* and *Tynset* at this stage to win. Norway and The Allies win if Germany fails to control all four areas.

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 lower two thirds of the game board is in use. The sea zones are only used to determine where Allied and German reinforcements can enter the board.

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. Notice that *Hamar* is separated from *Gjøvik* by the lake *Mjøsa*, which counts as a **fjord**. Battalions may move across a fjord as normal, but **attacking** (page 3) and **retreating** (page 4) is affected.

Air Range

For this scenario all cards affected by air range are considered to have range all over the game board.

Action Cards

All three factions have separate decks of action cards. The back of the cards are decorated with the flag of the faction they belong to. The cards that are used for this scenario are listed in the setup on page 1. Germany and The Allies do *not* get any new cards when they have used all the cards in their deck, while Norway reshuffles the deck when the last card is drawn.

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

Action cards can be used at different times during the sequence of play (including your opponents turns). The function of every card is described in the *Appendix* of the main Game Manual.

The effect of an action card occurs immediately and is never lasting. Under *Sequence of Play* 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. All action cards can be traded in for reinforcements (counting the total number of reinforcement symbols) during the **Reinforcement Phase** (see page 4), instead of being used to achieve the effects described on the card.

Variations Between the Factions

Germany (16 cards in their deck)

- 5 action cards on hand
- Must use at least one card every round
- The scenario ends at the moment when Germany draws the last card from his deck.

Norway (8 cards in their deck)

- 3 action cards on hand
- Can reshuffle deck when all cards have been used

The Allies (8 cards in their deck)

- 3 action cards on hand
- Must use at least one card every round, as long as there are cards left in the draw pile.

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
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 (these functions 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: **▶** *Artilleri* (Artillery), *Bombefly* (Bombers), *Jagerbomber* (Fighter bombers), *Panzer* (Armor), *Speidertropp* (Scouts)
- ◇ Norway: **▶** *Bakhold* (Ambush)
- ◇ The Allies: **▶** *Fremmedlegionær* (Foreign legion), *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: **■** *Artilleri* (Artillery), *Ingeniørkompani* (Engineers), *Panzer* (Armor)
- ◇ Norway: **■** *Bakhold* (Ambush)
- ◇ The Allies: **■** *Jagerfly* (Fighters), *Fremmedlegionær* (Foreign legion), *Panservernkanon* (Anti-tank gun), *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: **●** *Jagerbomber* (Fighter bomber), *Speidertropp* (Scouts)

4. Attacker rolls combat dice

The attacker rolls his combat dice first. Every **■** 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 neighboring 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

The players may in the Reinforcement Phase of their own turn choose to trade in cards that they still have on their hand for reinforcements, in the form of new battalions to be placed on the board. If a player chooses to use cards for this purpose, he disregards all actions described on the card. Instead he adds up all the reinforcement symbols on the cards he wishes to use to see how many reinforcement battalions he acquires.

- 3 reinforcement symbols equals one new battalion

6 reinforcement symbols equals 2 new battalions and so on (2 reinforcement symbols gives no new battalion, 5 reinforcement symbols equals only one battalion etc.).

Germany

- 1 free reinforcement battalion every round
- May place reinforcements by Sea Zone I and II

Germany receives one free reinforcement battalion every round on his Reinforcement Phase. The German player may place his reinforcements in land areas adjacent to Sea Zone I and II (indicated with a red shadow).

Norway

- May place reinforcements in any land area not occupied by the Germans (Note that this is a scenario specific rule)
- Maximum 1 reinforcement battalion in each land area

Norway may, in this scenario, place any acquired reinforcements in any land areas which are not occupied by German battalions. The player may place a maximum of one reinforcement battalion in each land area every round.

The Allies

- May place reinforcements by any sea zone, except Sea Zones I and II

The Allies may on their turn place any acquired reinforcements in land areas along the coast adjacent to sea zones indicated with a blue shadow. They may *not* place reinforcements in land areas adjacent to Sea Zone I and II.

• ACTION CARDS:

- ◇ All factions (in their own turn): any action cards used for reinforcements
- ◇ The Allies: **3** *Ubåt* (Submarine)

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 German deck or a player has defeated all enemy battalions on the board.

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