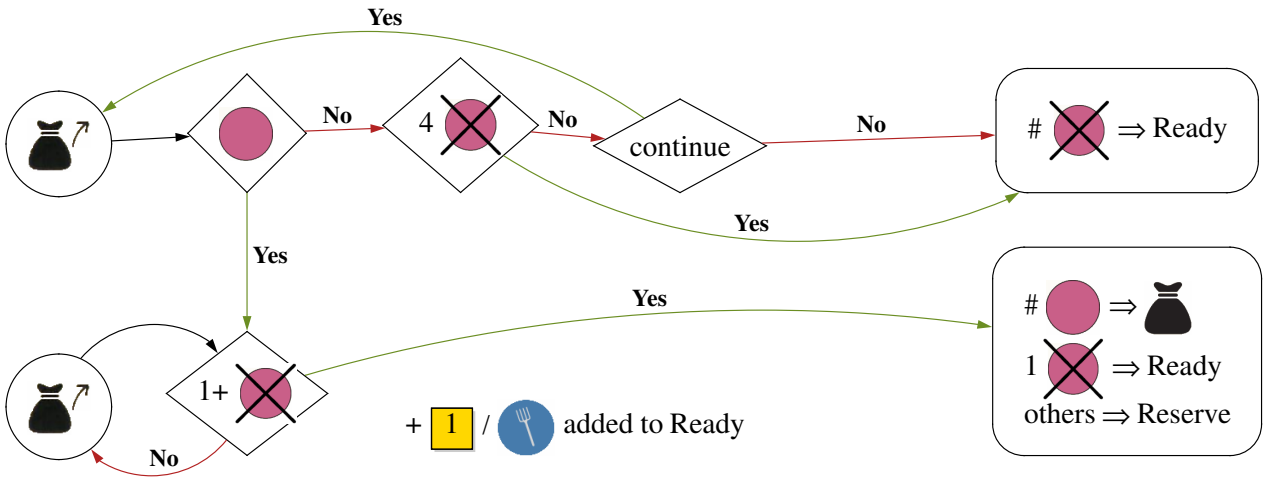
Halls of Hegra - I Nerd Rules - 3 November, 2024

Board					
Air Tiles		**Delivery token**			
Artillery	1 3-8				
Supplies	1 4				
Ready	1 2 3	**Snow**	3 + 11	**Suspicion**	1
Defense	0	**Weather**	Cloud		
Fear	3	**Gun 1**	+ 3	**Morale**	0
Doubt	1	**Turn**	1	**Surrender**	5
Bags					
Recruit	1 3 3 6 6	**Hit**	1 MISS 1	**Patrol**	12
Reserve					
Defenders	6 3 3	**Gun 2**	+ 3	**Machine Gun**	
Damage		**Hit**	9 MISS 3	**Supplies**	4
Deliveries	3 3 3 3	**German**	21	**Event**	1

Cards									
Mobilisation	12	**1st Attack**	12	**Siege I**	11	**Siege II**	11	**Last Stand**	3
Low Molale	9	**High Morale**	13	**Despair**	6	**Hope**	6	**Missions**	4



- Healthy Defender : Tired / Rest / Ready / Def Pos
- Injure Defender : use card top to bottom priority, take from *Tired* area then *Ready* area
- Lose Defender : same as Injure but goes into the Reserve
- German : in the infantry is considered as a *Defender*, if cured it goes back into the *Reserve*

Event Phase		⇒ 1 (draw if > 5)
	Event	apply the event text
		add # into (# : see **Doubt** track)
		draw **Defenders** from
		add the leftmost stack into (5 *Siege* turns & *Last Stand*)
		draw # from , if ∅ **Surrender** +1 (# : rightmost **Artillery** track revealed number) resolve order : (Injure *Defender* in Def. Pos.), MISS (⇒ Reserve), (⇒ *Reserve),* (⇒ , ⇒ 1, place reached , fill left to right, *yellow* then *green,* if ∅ **Surrender** +1)
		• add # to the **Attack** area, fill *Sectors* from bottom to top (ignore if all full) • roll for each unsuppressed meeple, if ∅ **Defenders** ⇒ *Move* • resolve *Actions* by column from left to right, *Move* from top to bottom *Sector* • recover suppressed meeples • resolve **Charge**
Moring Phase		• Rest ⇒ Ready • spend **Supply** / **Morale** : Tired ⇒ Ready (see **Supply** track) • max **2** : Tired ⇒ Rest • Ready ⇒ Actions
Day Phase	Mobilisation	• **Fear** : lose # *Defenders* from the during the Coup
	Defend the Walls	• a replaced *Defender* in *Defense Position* moves to the *Tired* area
	Fire Artillery 1 / turn	• JAM check : ok if #+ else flip left most revealed *Status* • Map Row : -1 **Morale** if *Defender* on same space • Værnes Airfield : each option 1 / turn
	Supply Run	• only 1 *Defender* / space unless *Supply Depot* • Returning Supply Runs : *Tired* area, +2 **Supply** + 1 **Morale** + 1 **Suspicion** + bonus
	Maintenance	• Repair : flip status / ⇒ • Promote : / / swap with from Reserve
	Infirmary	• Relapse & Recovery : down then up then move into beds • cured ⇒ Tired
	Morale	• Morale modifiers, Morale track, Surrender • check Turn track for German, Coup, Retreat, Last Stand • Move Turn track

- **Suspicion check** : 1d6 > *Suspicion* ⇒ success +1 *Suspicion,* else failure -2 *Suspicion*
- STOP : Suspicion -1
- FIGHT : soldiers **only,** return 1 Patrol / Atrillery from the same space, **Suspicion check** Injure the Defender on failure
- SNEAK : **Suspicion check** : keep moving on success, else Defender ⇒ Reserve & 1 Patrol from the same space ⇒
- Add German Patrol : row same color as **Turn** track, if ∅ remove leftmost delivery token, if ∅ draw from