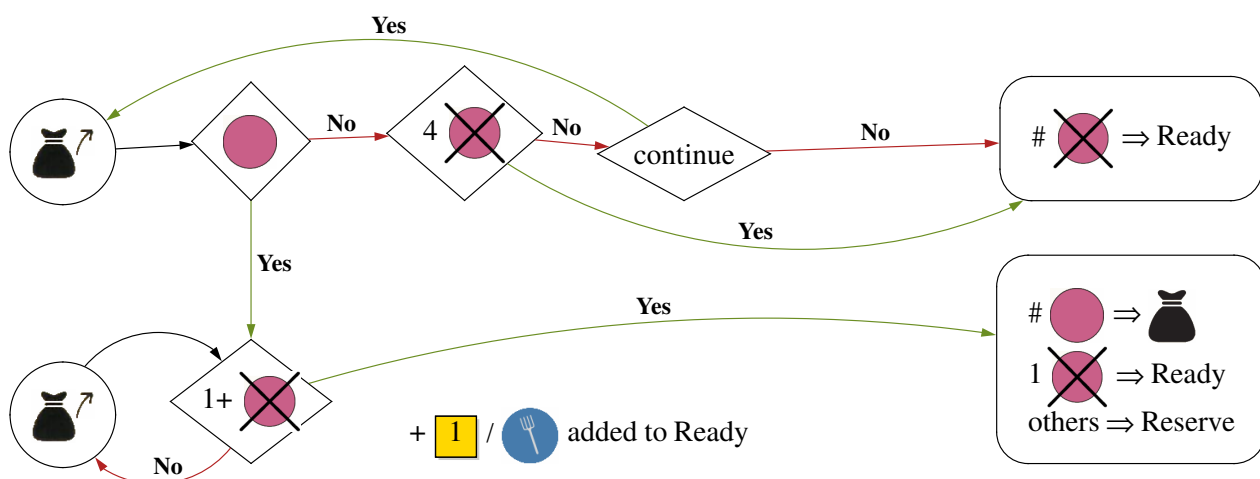


Halls of Hegra - I Nerd Rules - 23 October, 2024

Board									
Air Tiles					Delivery token				
Artillery									
Supplies									
Ready	1 2 3				Snow		+ 11		Suspicion
Defense					Weather		Cloud		
Fear					Gun 1		+ 3		Morale
Doubt					Turn				Surrender
Bags									
Recruit	1 3 3 6 6				Hit		1 1		Patrol 12
Reserve									
Defenders	6 3 3				Gun 2		+ 3		Machine Gun
Damage					Hit		9 3		Supplies
Deliveries	3 3 3 3				German		21		Event
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		⇒ (draw if > 5)
	Event	apply the event text
		add # into (# : see Doubt track)
		draw Defenders from
		add the leftmost stack into (5 <i>Siege</i> turns & <i>Last Stand</i>)
		draw # from , if Ø Surrender +1 (# : rightmost Artillery track revealed number) resolve order : (Injure <i>Defender</i> in Def. Pos.), (⇒ Reserve), (⇒ Reserve), (⇒ , ⇒ , place reached , fill left to right, <i>yellow</i> then <i>green</i> , if Ø Surrender +1)
Moring Phase		<ul style="list-style-type: none"> • add # to the Attack area, fill <i>Sectors</i> from bottom to top (ignore if all full) • roll for each unsuppressed meeple, if Ø Defenders ⇒ <i>Move</i> • resolve <i>Actions</i> by column from left to right, <i>Move</i> from top to bottom <i>Sector</i> • recover suppressed meeples • resolve Charge
		<ul style="list-style-type: none"> • Rest ⇒ Ready • spend Supply / Morale : Tired ⇒ Ready (see Supply track) • max 2 : Tired ⇒ Rest • Ready ⇒ Actions
Day Phase	Mobilisation	• Fear : lose # <i>Defenders</i> from the during the Coup
	Defend the Walls	• a replaced <i>Defender</i> in <i>Defense Position</i> moves to the <i>Tired</i> area
	Fire Artillery 1 / turn	<ul style="list-style-type: none"> • JAM check : ok if #+ else flip left most revealed <i>Status</i> • Map Row : -1 Morale if <i>Defender</i> on same space • Værnes Airfield : each option 1 / turn
	Supply Run	<ul style="list-style-type: none"> • only 1 <i>Defender</i> / space unless <i>Supply Depot</i> • Returning Supply Runs : <i>Tired</i> area, +2 Supply + 1 Morale + 1 Suspicion + bonus
	Maintenance	<ul style="list-style-type: none"> • Repair : flip status / ⇒ • Promote : / / swap with from Reserve
	Infirmary	<ul style="list-style-type: none"> • Relapse & Recovery : down then up then move into beds • cured ⇒ Tired
	Morale	<ul style="list-style-type: none"> • 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 / Artillery 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 Ø remove leftmost delivery token, if Ø draw from