

Guide to Black Orchestra

SET-UP

- * Place Hitler and the 5 Deputy tiles on their starting spaces.
- * Shuffle the Item tiles and place 1 face-down on every black square space on the main board.
- * Select a difficulty level and place Hitler's Military Support marker on the appropriate value – 2 / 3 / 4 for Easy/Medium/Hard. Optionally, place the chosen difficulty tile underneath the starting value.
- * Separate the event cards (numbers on back) into their respective stages (1-7) and shuffle each pile SEPARATELY. Place each stage in its own stack along the top of the board. Discard 2 cards face-down from each deck and remove them from the game without looking at them.
- * Shuffle and place the Conspirator and Interrogation decks near the board.
- * Randomly give each player a Conspirator board (2 if solo) as well as the pawn and two marker cubes in the matching color.
- * Place all Conspirator pawns on the Train Station space in Berlin.
- * Place the 10 dice near the main board.

The Map

Players move between locations along the dotted white lines. Locations within Berlin are **ALL** considered to be connected and adjacent to each other. Conspirators will move from space to space collecting items and performing actions.

Conspirators may ONLY move to spaces opened up by the current Event card stage or less.

Conspirator Boards

Each board features a different person with a unique special ability. A Conspirator's Motivation and Suspicion are tracked on the board along with inventory slots for items.

Conspirators start at Timid Motivation and Medium Suspicion.

Each level of Motivation either, increases hand size, unlocks the use of their special ability, enables the enactment of regular Plots, or enables the enactment of certain dangerous Plots.

Conspirators at Extreme Suspicion when a Gestapo Raid occurs will be arrested. The Suspicion track indicates the number of eagles rolled that will result in unavoidable failure and detection of the Plot. Even if you roll enough

bullseyes to potentially kill Hitler, if you roll too many eagles, your attempt is thematically thwarted by his security forces.

PLAY OVERVIEW

The players decide amongst themselves who will take the first turn of the game. Afterwards, play proceeds clockwise. A standard turn:

- 1.) Check for Hitler and Deputy penalties.
- 2.) Take up to 3 actions.
- 3.) Draw and resolve an Event card.

HITLER & DEPUTY PENALTIES

If a Conspirator **BEGINS** their turn in the same space as Hitler or one of his five Deputies, a penalty (listed on each tile) is incurred. The penalty is **NOT** incurred when a Deputy moves into a Conspirator's space, **ONLY** at the **START** of that Conspirator's turn.

A Conspirator CAN incur MULTIPLE penalties.

ACTIONS

Each Conspirator may take any combination of three actions, even taking the same action multiple times (unless otherwise stated). Once a Conspirator has taken their actions or skipped their actions, proceed to drawing an Event card.

Conspire: This action represents the stirring of dissent. Roll 1-3 dice (costing 1 action PER die). **YOU MAY ONLY CONSPIRE ONCE PER TURN.** For this action and all other instances of resolving dice results, resolve the results in this order:

- For each eagle rolled, you and all other Conspirators in your space raise Suspicion by 1.
- For each bullseye rolled, place that die on the Dissent track.
- Add all number results and GAIN that many actions this turn.

Move 1 Space: A Conspirator may move from one space to an adjacent space connected by a white dotted line. A Conspirator may move to any space in Berlin from **ANY OTHER** Berlin space (including the Train Station) for 1 action.

While all of the Berlin spaces are considered adjacent, they are **NOT** considered the same space for giving item, Plot stipulations, etc. To leave or enter Berlin, a Conspirator must **FIRST** move to the Train Station.

Conspirators may ONLY move to spaces opened up by the current Event card stage or less.

Draw a Card: Conspirators may draw a card from the Conspirator deck (gray back with crossed out Nazi symbol). There are helpful cards as well as Plot cards that are necessary to assassinate Hitler.

Cards with a RED triangle are RESTRICTED cards. They will draw the attention of the Gestapo and make an Arrest more likely.

ALL hands are face-up in front of each owner. Hand size is dictated by number of players and each Conspirator's Motivation. If your draw would put you over your limit, you **MUST IMMEDIATELY** discard down to your maximum (NOT an additional action).

Play a Card: Place the card in the discard pile and follow the instructions on the card. Plot cards **MUST** be activated using this action (but the card is **NOT** discarded). Some cards do not require an action to play and may be played at **ANY** time. This info is highlighted on those particular cards.

Share a Card/Item: A Conspirator may give or take a card or item tile from another Conspirator in the **SAME** space. Note that card and item limits **MUST NOT** be violated at **ANY** time during this action. Items may be discarded at **ANY** time to make space for new ones.

Search Location: Flip the Item tile in the space of your Conspirator pawn.

Procure Item: Take a **REVEALED** Item tile from the space of your Conspirator pawn and place it in a free slot on your board. If your procurement would give you more items than your max item capacity, you must **IMMEDIATELY** discard down to your max (**NOT** an additional action).

Deliver Item: Under the Item tiles, the spaces are marked with Items that can be delivered to the space and the benefits of doing so. To deliver an item, discard the Item tile from your board and gain the benefit. If the benefit is listed as "distributed", players may distribute the benefits among themselves as they choose.

There CANNOT be an item in the space you want to deliver to.

Release Conspirator from Jail: A Conspirator may release a fellow Conspirator from the Arrested Conspirator space

(left of Gestapo HQ). The Conspirator taking the action **MUST** be in the Gestapo HQ space and **NOT** at Extreme Suspicion.

Roll 1 die. On the result of an eagle, the attempting Conspirator is **ALSO** Arrested. On **ANY OTHER** result, the active Conspirator raises their Suspicion by 1 and chooses **ONE** Arrested Conspirator to release from jail. The released Conspirator moves to Gestapo HQ and sets their Suspicion to Extreme.

EVENT CARDS

At the end of a Conspirator's turn, an Event card **MUST** be resolved. Draw a card from the current stage, place it in the Current Event space and follow the instructions on the card **IN ORDER**. When there are no more cards in a stage, move to the next stage.

While Conspirators may **ONLY** move to spaces opened up by the current and previous Event cards, stage 7 makes many spaces off limits for the remainder of the game. Move Hitler and Deputies to the nearest legal space when a stage 7 card is drawn. If players are unable to draw and resolve an Event card during this phase, the Conspirators lose the game.

Key Events: In each stage, there is a Key Event (though some might have been removed). When a Key Event is drawn, place it in the Current Event space like any other Event. **When the NEXT Event card is drawn, place the Key Event in the Key Event space beside the board.** The Key Event ISN'T considered active, but when certain cards are drawn, the Key Event will cause them to be ignored.

Start of a New Stage

A new stage begins when the first card of that stage is resolved. A Key Event from the previous stage is then discarded (as stated on the card).

Cards Removed by a Key Event

If a Key Event is in play, cards with the yellow top will be removed from the game without effect and a new card will be drawn in its place.

Resolving "Nearest"

Some cards have "nearest" in the text. If multiple Conspirators or Deputies are equidistant targets, the players decide which one is affected.

For the purposes of resolving "nearest", Conspirators IN the space of the moving enemy are ignored.

Gestapo Raids

Most stages include at least one Gestapo Raid Event card. Place **ANY** Conspirators with Extreme Suspicion in the Arrested Conspirators area next to Gestapo HQ.

Conspirators **NOT** arrested may discard **ANY** number of cards they hold. After discarding, raise each Conspirator's Suspicion by 1 for **EACH** Restricted card they hold.

Finally, REMOVE ALL dice on the Dissent track.

Arrested Conspirators

They must conduct their turns as shown on the board. First, they **MUST** discard **ALL** Restricted cards plus an **ADDITIONAL** card for **EACH** Restricted card. Next, they roll a die to resist Interrogation (as indicated on the board).

If they **FAIL** to resist Interrogation, they **MUST** draw an Interrogation card and choose one of the options.

They CANNOT consult with the other players on this decision and MUST shuffle the card back into the deck without showing the other players.

If the arrested Conspirator rolls a bullseye, then they are released and move to Gestapo HQ and **set their Suspicion to HIGH (rulebook is incorrect)**.

It is possible for a Conspirator to resist Interrogation, but not be released or to fail to resist and then be released.

Plot Cards

In order to win, Conspirators need to acquire at least one Plot card from the Conspirator deck.

Plot cards are NOT Restricted cards (rulebook is incorrect).

Playing a Plot card counts as an action and they count against your hand limit. They may also be shared as normal. They do **NOT** need to be discarded during an arrest even if Restricted cards are present. Even so, they **MAY** be discarded at any time by taking the Play a Card action.

A Plot card lists the required elements to assassinate Hitler. Conspirators **MUST** be at Committed and sometimes Zealous Motivation to enact a Plot. If a Plot mentions a **"Fortified Space"**, that is the standing eagle icon to the right of certain cities.

A Conspirator is **ALWAYS** granted 1 die (cube symbol) by meeting the required elements of a Plot and this die

MUST be rolled when the Plot is attempted. Optional elements on a card allow a Conspirator to add additional dice to the attempt or ignore an eagle result. Any elements with an asterisk (*) indicate that multiple copies of that element may be used for extra dice.

If a Plot can be attempted, the Conspirator gathers the dice for their roll. If the Conspirator possesses Item tiles that match the optional elements, they **MAY** discard those tiles to add a die. Some Plots will allow discarding multiple instances of the same item to gain a die for each Item discarded. There are also some Conspirator cards and special abilities that may add dice as well.

A Conspirator is NOT required to add OPTIONAL dice to their roll.

Once the Conspirator has settled on the number of dice, check Hitler's Military Support (which **CANNOT** go below the starting level) and the Suspicion level of the Conspirator attempting the Plot.

ALL dice are rolled at once to determine success.

To **SUCCEED**: the Conspirator **MUST** roll at **LEAST** as many bullseyes as the number on Hitler's Military Support track while rolling **FEWER** eagles than shown on the Conspirator's Suspicion track.

If successful, Hitler (and any Deputies in his space) has been assassinated and the Conspirators win the game. It is possible to fail in the attempt, but remain undetected. The failure is only detected if the indicated number of eagles is rolled.

Undetected failed plots do **NOT** require **ANY** changes to the game state, but item tiles used in the Plot are **ALWAYS** discarded.

If the Plot **FAILED**, but was **NOT** detected, do **NOT** discard the Plot card.

If the Plot is detected, discard the Plot card, move Hitler to the Chancellery, lower **ALL** Conspirators' Motivation by 1, and the Conspirator that attempted the Plot is arrested.

Ending the Game

The game ends when **EITHER** Hitler is successfully assassinated (the Conspirators win) **OR** when the Conspirators lose by the "Documents Located" card, **ALL** Conspirators arrested and in jail, or if the players **CANNOT** draw and resolve an Event card.