



## ERRATA

### Rulebook

**Page 4: Special Locations:** From the rulebook: *Certain spaces on the board contain modifiers (e.g. Paris: -2 Suspicion & +1 Military Support).*

The rulebook is incorrect here – on the board and on the picture on Page 3, *Paris* is actually -3 *Suspicion* & +1 *Military Support*.

<https://boardgamegeek.com/article/24955544#24955544>

**Page 5: Goebbels:** is misspelled as Goebbles.

<https://boardgamegeek.com/filepage/133460/black-orchestra-rulebook>

**Page 8: Arrested Conspirators:** Conspirators released from prison on their own as part of the "Arrested Player Turn" set their Suspicion to **High**, not Extreme. The rule printed on the board is correct. Players released by other players using the "Release Conspirator From Jail" action still set their Suspicion to Extreme upon release.

<https://boardgamegeek.com/article/24955544>

**Page 8: Plot Cards:** Plot cards are **not** Restricted as shown on page 8 and the component diagram on page 2. The rule on Plot cards found in the "Commonly Overlooked Rules" section on page 10 is correct.

<https://boardgamegeek.com/thread/1721411/black-orchestra-conspirator-card-questions>

### Conspirator Cards

**"Safe":** This reads that "Plots and Restricted Cards do not raise your Suspicion during Gestapo Raids". This is redundant as Plot cards never count towards your Suspicion during Gestapo Raids since they are not Restricted cards.

<https://boardgamegeek.com/article/24955544>

**"Black Orchestra":** You can give multiple dice to players; you can give dice to yourself but you can use them on your next turn; if a player is jailed before his next turn (when he can play the dice), he loses any dice he received.

<https://boardgamegeek.com/thread/1721411/black-orchestra-conspirator-card-questions>

### Stage Cards

The stage-5 card "Lebensraum" references the location Wasserberg, printed on the board as Wasserburg. The latter seems to be the correct name.

<https://boardgamegeek.com/article/24634373>

## FAQ

### General Gameplay

**"Any":** Any is always meant as "choose one of the valid targets".

<https://boardgamegeek.com/article/24955544>

**Cards in Hand:** There is no designated "in play" area for Conspirator cards. All of your Conspirator cards are considered to be in your hand. Ongoing Cards take effect as soon as they are drawn. Cards that are played as an action are discarded after use.

<https://boardgamegeek.com/article/24955544>

**Conspirator deck depleted:** If the Conspirator desk runs out, create a new one reshuffling all (yes, Plot cards too) the discarded Conspirator cards.

<https://boardgamegeek.com/article/24588856>

**Dice Limit:** The dice are limited to the number of uncommitted dice available, but this limit will almost never come into play.

<https://boardgamegeek.com/article/24955544>

**Dice result resolution:** Whenever you roll dice, resolve the symbols in this order: eagles first, then targets and finally numbers.

*From the 2nd edition rulebook.*

**Jail:** While Gestapo HQ is a space, the space for the arrested conspirators (Jail) does not count as a legal space in which to move and does not count towards "move X to nearest conspirator" and other such effects. Being in Jail is a unique situation.

<https://boardgamegeek.com/article/24955544>

The only exception to this rule is the condition "... if all the (other) Conspirators are in the same space ...": this implies that nobody can be in jail!

<https://boardgamegeek.com/article/25436583>

**Playing Cards while in Jail:** You cannot play cards while in Jail; the only exception is the “False Accusation” Conspirator Card.

<https://boardgamegeek.com/article/24638757>

**"Raise Suspicion" Effects:** You can benefit from effects that raise your Suspicion by X, even if your Suspicion was Extreme to begin with. The only restriction to this is when trying to release another conspirator from jail, which explicitly states you must **not** be at Extreme Suspicion.

<https://boardgamegeek.com/article/24955544>

**Von Tresckow's special ability vs Goebbels:** Henning von Tresckow's special ability allows him to hold an additional item.

Goebbels' deputy penalty negates a conspirator's special ability.

If von Tresckow already holds the extra item and is stricken by Goebbels penalty, then von Tresckow has to drop the extra item in this situation.

<https://boardgamegeek.com/thread/1752161/von-tresckows-special-ability-goebbels-same-space>

## Gameboard

**“Train Station” Location:** it’s a Stage 1 location.

<https://boardgamegeek.com/article/25187914>

**Stage 7 locations:** once stage 7 begins, many previously available spaces are now off-limits for the remainder of the game. When stage 7 begins, move Hitler, deputies, and conspirators to the nearest legal space.

*From the 2nd edition rulebook.*

**Hitler and/or multiple deputies in the same location of the player pawn at the beginning of the player’s turn:** if Hitler is present, resolve Hitler effect first, then the other deputies’ effects in any order you prefer.

*From the 2nd edition rulebook.*

## Deputy Tokens

**Hess vs Plot cards:** the Hess penalty affects Plot cards too.

<https://boardgamegeek.com/article/25435598>

## Actions

**Deliver Item:** You can only deliver to a location without an Item tile on it. Essentially, if you can't see the delivery text on the space, you can't deliver there yet.

<https://boardgamegeek.com/article/24955544>

**Play a Card:** Regardless of the type of card, you must use an action to put a conspirator card into play unless the card specifically says "not an action".

<https://boardgamegeek.com/article/24955544>

## Conspirator Cards

**Play on any turn** means “play at any time”.

<https://boardgamegeek.com/article/24265701>

**Ongoing and Static Effect Cards:** Ongoing and Static effect cards are part of your face-up hand. They provide their effects as soon as they are in your hand, and you do not need to spend an action to “activate” them. However, since they are part of your hand, they are subject to hand size limits or any other effects that affect cards in hand. Effects granted by these cards end immediately when the card leaves your hand.

In essence, the only cards in front of you at any time are the ones in your hand - there is no separate “in play” area in front of you.

<https://boardgamegeek.com/article/24955544>

**“Slow News Day”:** You cannot look at the Event card before deciding to play the card. "Resolving" an Event card includes the draw.

<https://boardgamegeek.com/article/24955544>

**“Defections and Dissent”:** Once the card is in play, all the Conspire action rolls affect the card.

<https://boardgamegeek.com/article/24526881>

<https://boardgamegeek.com/article/24639091>

**“Classified Papers” + “Defections and Dissidents”:** If both cards are in play, resolve rolls in this order: eagles first, then targets and finally numbers.

<https://boardgamegeek.com/thread/1735027/classified-papers-defections-and-dissidents>

## Plot Cards

**Plot Cards:** Plot cards are **not** Restricted and are never unwillingly discarded as part of Gestapo Raid.

<https://boardgamegeek.com/article/24955544>

**Plot Cards** consume hand slots.

<https://boardgamegeek.com/article/25187724>

**Plot Dice:** You are not required to roll all of the dice you are entitled to when enacting a plot. The only dice you must roll are the ones gained from "Required Elements", which is usually just one die.

<https://boardgamegeek.com/article/24955544>

## Stage Cards

**“Party Rally”** (Stage 2): you can Lower your Suspicion even if your turn starts in Nuremberg while the Event is active.

<https://boardgamegeek.com/article/24557978#24557978>

**“Move all...”**: Any event cards that move conspirators (such as "Move all Wehrmacht to Alderhorst") do not apply to arrested conspirators.

<https://boardgamegeek.com/article/24955544>

**“Visit from ...”**: Hitler (or his deputy) doesn’t move if he is in the same spot with all the non-jailed conspirators.

<https://boardgamegeek.com/article/24606730>

**“Visit From Goebbels”**: if the Suspicion of your character is already High or Extreme, you can increase the Motivation by 2.

<https://boardgamegeek.com/thread/1718001/visit-goebbels>

**Key event vs first card of next stage**: Discard the active Key Event of Stage “N” after having successfully resolved the first card of Stage “N + 1”. This means that, if the first card of Stage “N + 1” contains the condition “If there is a key event in play, discard this card and draw another...”, the player has to keep on discarding until he successfully resolves one card. Only then Stage “N + 1” begins and so the Key Event from Stage “N” can be discarded.

<https://boardgamegeek.com/article/24640252>

## New Rules

**Optional Rule**: Conspirators taking a plot action may have access to any items held by any conspirators in their space. In case of failed and detected plot, only the person enacting the plot would be arrested.

<https://boardgamegeek.com/article/24847788>