Werwolf

Insurgency in Occupied Germany

1945–1948

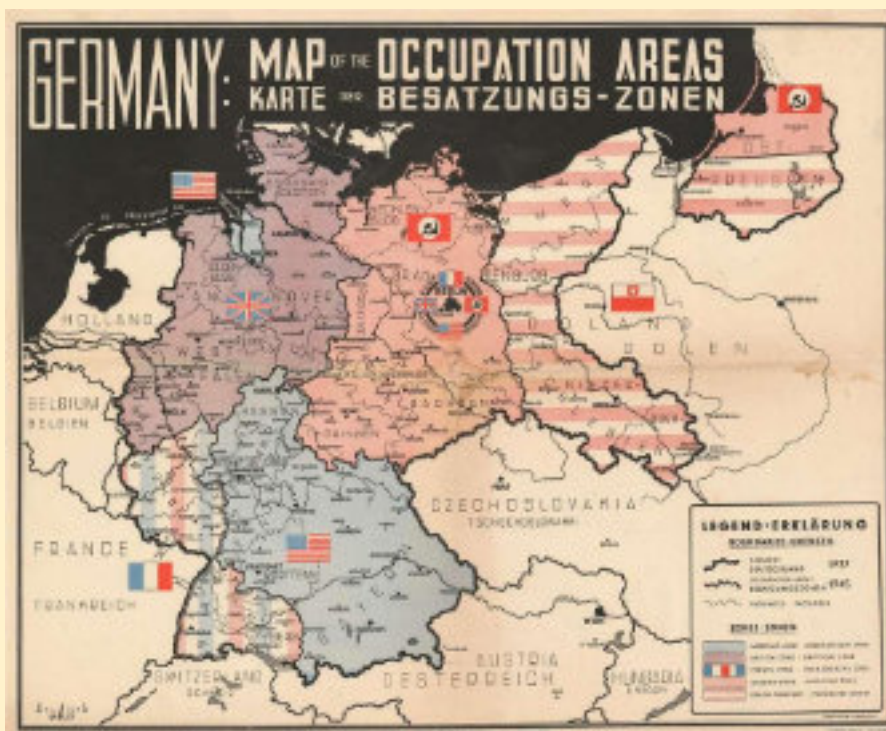Design by

Clint Warren-Davey, Benjamin Fiene

Werwolf

Insurgency in occupiedGermany, 1945-48 for 1-4 players
By Clint Warren-Davey and Benjamin Fiene

Introduction

It is 1945 and Germany has been invaded and occupied by the exhausted forces of the Soviet Union and Western Allies. Unlike in our timeline, the fighting continues as German resistance fighters engage in a prolonged guerrilla war. With the Manhattan Project still incomplete, Japan fighting on and the Allied invasion of Europe losing millions of men, the Allies are war-weary and there is pressure to bring the troops home. While the Wehrmacht was defeated, the Nazi leadership has spent 1943 onwards building up a huge secret guerrilla force – *Werwolf* - to turn the occupation of Germany into a costly quagmire. Other groups calling themselves the Edelweiss Movement are opposed to the Nazis but also to the invaders and will fight to restore an independent and patriotic Germany. The Fuhrer himself has gone missing, and many Nazi officials are in hiding, perhaps awaiting their chance to return to power.

Four factions are now competing for control and the loyalty of the German population: the Allied Occupation Forces (Western Allied Troops and German police, referred to as Allies in the rules) the Soviet Union (the Red Army and NKVD, referred to as Soviets in the rules), the Edelweiss Movement (patriotic but anti-Nazi German resistance, referred to as Edelweiss in the rules) and the Werwolf organisation (former SS and other Nazi fanatics trained in guerrilla warfare, referred to as Werwolf in the rules). The struggle will be not only for military control and the hearts and minds of the German people but also over the remnants of the Nazi war machine and research programs. The Soviets and Allies may reluctantly co-operate to crush German guerrillas but will compete to secure top German scientists and prototypes for their own arms race. As the Allies try to de-Nazify the populace and entice them with American pop culture, the Soviets will use everything from indoctrination to mass deportation to keep Germany under control. Loyalties will be split between democracy, communism and resurgent fascism or nationalism. This will not be an easy occupation…

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Overview

Werwolf is alternate history wargame for 1-4 players depicting insurgency and early Cold War confrontations in post-war occupied Germany. In a game of Werwolf cards are played from a deck one at time, with one card ahead revealed to all players. Each event card shows the order in which the four factions become eligible to choose between the card's event or one option from a menu of actions. Executing an event or action makes that faction ineligible to do so on the next card. Crisis cards mixed in with the event cards provide opportunities for immediate victory and for activities such as collecting resources and influencing popular sympathies.

Components

A complete set of Werwolf includes:

• A 22" x 34" game board.

• A deck of 104 cards.

• 169 blue, green, red, orange, black and yellow wooden playing pieces.

• A sheet of 251 markers/tokens.

• 4 Faction player aid sheets.

• 2 6-sided dice.

• A playbook.

• This rulebook.

The Map

The map shows Germany in 1945 divided into various types of spaces. Map spaces include cities, provinces and roads. All types of spaces can hold forces. Each type of space works slightly differently:

-Provinces:Thesespaces correspond to the territorial divisions of occupied Germany from 1945 and represent the areas of countryside and small towns outside of the major cities. Each province shows a population value (pop) of 1, 2 or 3 that affects many things in the game, including victory conditions. Some provinces are labeled as mountains, which are harder for conventional forces to fight in. Unless labeled as mountains, the terrain in provinces has no effect.

-Cities:City spaces represent the largest and most politically important urban areas in occupied Germany. Despite being inside provinces, each city is treated as a separate map space and shows a population from 1 to 6. Note that East and West Berlin are considered separate cities, adjacent to each other.

-Roads:Roads are major highways that allow for faster movement between cities and provinces. Roads are spaces and can be occupied by pieces, but they are not barriers between provinces on either side of them. Roads count as having no population and are irrelevant for loyalty and resistance.

-USA and SovietUnion:The rules occasionally refer to the USA and the Soviet Union regarding the position of Research tokens. These are not physical spaces on the map. A token that is moved to the "USA" is placed in front of the Allied player (or next to the Allied available forces box if preferred), a token moved

to the "Soviet Union" is placed in front of the Soviet player (or next to the Soviet available forces box if preferred).

-Adjacentspaces:Therules often refer to spaces being adjacent. This means the spaces touch each other. Note that roads do not block adjacency, so if a road runs between two provinces they are still adjacent.

A city, Nuremberg, with population 2. Note the space for Loyalty/Resistance on the left and control on the right.

A road, connecting München and Nuremberg.

A mountainous province, Bayern, with population 3.

	ACTIVE RESISTANCE	PASSIVE RESISTANCE		**Resistance Tokens** These double-sided markers represent a city or province's level of support for the insurgent factions. Only Werwolf benefit from Active resistance.
	ACTIVE ALLIED LOYALTY	PASSIVE ALLIED LOYALTY		**Allied Loyalty Tokens** These double-sided markers represent a city or province's level of support for the Allied faction.
	ACTIVE SOVIET LOYALTY	PASSIVE SOVIET LOYALTY		**Soviet Loyalty Tokens** These double-sided markers represent a city or province's level of support for the Soviet faction.
ALLIED CONTROL	SOVIET CONTROL	WERWOLF CONTROL	EDELWEISS CONTROL	**Control Markers** These markers indicate which faction currently exerts military control over a province or city.
	POP 0	POP 1	POP 2	**Population Tokens** Every space has a population level, but it may be reduced through certain actions – these markers show reduced populations.
	NATIONAL REDOUBT	RADIO WERWOLF	BUNDESTAG	VOLKSKAMMER	**Event Building Tokens** These are four unique tokens that can be placed on the map through specific event cards.
	HE	RESEARCH		**HE / Research Tokens** These double-sided tokens represent either Heavy Equipment (like tanks and artillery) or Research (scientists, plans and schematics).
	TERROR	BLOCKADE		**Terror / Blockade Tokens** These are added to spaces based on insurgent actions and hinder the efforts of occupying factions to stabilize the country.
	ALLIED MORALE			**Allied Morale Marker** This shows overall Allied morale. It will be modified by casualties, events and some actions.
ALLIED RESOURCES	SOVIET RESOURCES	WERWOLF RESOURCES	EDELWEISS RESOURCES	**Resource Markers** These keep track of each faction's resources, which works like "cash" and can be spent on actions.
LOYALTY MORALE RESEARCH	LOYALTY CONTROL RESEARCH	CONTROL + BASES	RESISTANCE + BASES	**Victory Track Markers** These keep track of each faction's current victory level. They are also a helpful reminder of victory conditions.
(Edelweiss)	(Allied)	(Soviet)	(Werwolf)	**Turn Markers** These show which factions are eligible or ineligible and what they are choosing to do each turn.
	TOTAL ALLIED LOYALTY	TOTAL SOVIET LOYALTY	TOTAL RESISTANCE	**Total Loyalty Markers** These show the overall level of resistance plus Soviet and Allied loyalty.

Players and Factions

The game may have up to 4 players and each may play as 1 or more factions. These factions include the Allies (blue and green), the Soviets (red and orange), Werwolf (black), or Edelweiss (yellow). With 2 players, 1 player controls Allies and Soviets and the other controls Werwolf and Edelweiss. With 3 players, 1 player controls both Werwolf and Edelweiss. The final section of the rulebook deals with non-player rules, which are necessary for solitaire play but can also be used to handle factions in multi-player game if desired.

Occupiers versus insurgents

The Allies and Soviets are referred to as the **occupying** factions, because they are trying to occupy and pacify Germany. The Allies and Soviets are "friendly" to each other and may not remove each other's pieces with actions like assault, bombard or air strike, although event cards occasionally allow them to target each other. Werwolf and Edelweiss are the **insurgent** factions and are trying to drive the occupiers and their puppet regimes out of the country with a prolonged guerrilla war. However, they do not agree on how a liberated Germany should be run. Insurgent factions consider the occupiers, and each other, to be enemies. The insurgent factions may target any faction with any of their actions.

Players may make any mutual arrangements within the rules. This includes giving resources to each other or transferring Research or HE tokens to another player's pieces in the same space. All negotiations are open. The rules do not bind players to agreements.

Two and three player variant

Werwolf can be played comfortably with 2 or 3 players without using non-player rules by giving players control of multiple factions:
-In a 2 player game, 1 player controls Werwolf and Edelweiss, the other Allies and Soviets.
-In a 3 player game, 1 player controls Werwolf and Edelweiss, 1 controls Allies and 1 controls Soviets.

In both of these cases, use the following special rules for balance purposes:
-**Expel the invaders**: A combined Werwolf/Edelweiss player uses the higher victory margin of the 2 factions during crisis rounds (winning if either meets its condition) but uses the lower of the 2 after the final crisis round. This makes it easier for a combined insurgent player to win.
-**Rival superpowers**: A combined Allied/Soviet player uses the lower victory margin of the 2 Factions and only causes play to end on a victory check if both are meeting their conditions. This makes it harder for a combined occupying factions player to win.

Forces

The wooden pieces represent the four factions' various military, paramilitary and security forces. These include:

-Allied troops (blue cubes), Allied police (green cubes) and Allied bases (blue discs).

-Soviet troops (red cubes), Soviet police/NKVD (orange cubes) and Soviet bases (red discs).

-Werwolf guerrillas (black cylinders) and Werwolf bases (black discs).

-Edelweiss guerrillas (yellow cylinders) and Edelweiss bases (yellow discs).

During the game, all of these pieces will be either placed on spaces on the map or in the "Available Forces" box for their faction. For troops, police and guerrillas there is no limit to the number of pieces that can be in each space. However, bases have a "stacking limit." No more than 2 bases (of any factions) may be in a single province or city, and no bases can be placed on roads.

DesignNote: Allied police cubes represent Allied security and intelligence personnel and local German police forces loyal to the occupation regime. Soviet Police represent the NKVD and East German police forces such as the Stasi. The rules and the cards will use the terms Soviet police and NKVD interchangeably. Bases represent both military and political command centres and infrastructure.

Guerrillas: Underground and Active

The two insurgent factions – Werwolf and Edelweiss – are composed of guerrillas, not regular troops. These are terrorist cells, secret paramilitaries, civilian insurgents and other underground operatives, and are difficult to locate with conventional military forces. Guerrillas are either **underground**–the cylinder is lying down - or **active**– the cylinder is standing up. The table of forces below illustrates this. Generally, underground guerrillas cannot be targeted by the enemy, while active ones are "above ground" and can be targeted. When guerrillas perform aggressive actions like terror, or when the occupying powers search an area, guerrillas can be flipped to active and therefore revealed. This is called activating the guerrillas. When placing new guerrillas (including replacing pieces with new guerrillas) and during the initial set up of the game, place all guerrillas underground. Unless instructions in the rules or on cards specify "underground" guerrilla, it is fine to "activate" a guerrilla that is already active (they just stay active). Also, "moving" or "relocating" guerrillas does not affect underground status unless specified.

Casualties and Morale

When Allied troops (not police) are destroyed by enemy action, they are moved to the casualties box, under the Allies available forces box. For every 2 troops in the casualties box, Allied morale will go down by 1 in the next crisis round. Every time 1 or more Allied troops are moved back to the available forces box from the map via the air lift special action, add 1 to Allied morale. Also add 1 to Allied morale every time an insurgent base is destroyed by an Allied action or special action.

Table of forces

A full set of Werwolf contains the following types of wooden pieces, which are shown here visually for ease of reference. This also shows how to place active and underground guerrillas.

	Allied Troops (25)		Soviet Troops (25)		Werwolf Guerrilla (25) (Underground)		Edelweiss Guerrilla (20) (Underground)
	Allied Police (25)		Soviet Police (25)		Werwolf Guerrilla (Active)		Edelweiss Guerrilla (Active)
	Allied Base (6)		Soviet Base (6)		Werwolf Base (6)		Edelweiss Base (6)

Research and Heavy Equipment Tokens
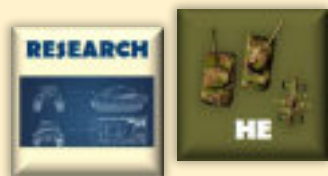
In addition to wooden pieces there are tokens for research and heavy equipment. **Research** tokens represent German scientists, blueprints and prototypes of the various Nazi weapons programs. The Allies and Soviets will compete to gain control of these and send them back to the USA or Soviet Union for their own arms race, while insurgents will capture them to use experimental weapons or sell for resources. **Heavy Equipment** tokens (HE) represent tanks and artillery, which can be used to deadly effect in combat. The number of research/HE tokens is a hard limit on play.

DESIGN NOTE: Werwolf takes place in post-1945 Germany, where there were huge concentrations of armour and artillery and battlefields littered with salvageable AFV's. Heavy Equipment tokens represent this presence of vehicles and firepower. Research tokens represent the scientists and hardware of Hitler's various "wunder-waffen" projects, which the Soviets and Americans were eager to find for their own nuclear and space programs.

Controlling Tokens

Both research and HE tokens are always placed under a troop, police or guerrilla piece and move and fight with them. During any action or special action carried out by the controlling player they may be transferred to a friendly piece. They may also be captured by the enemy with the capture and infiltrate special actions. HE count as pieces for the purposes of control of spaces and when removing losses. Allied-controlled HE do not go to casualties when removed and have no effect on Allied morale. Any HE token with a guerrilla has the same status as that Guerrilla – underground or active. Note that guerrillas which march with a HE token become active.

Sending Research Home

The Allies and Soviets can send research tokens back to the USA and Soviet Union respectively using the transport or air lift special action. Research tokens in the USA or Soviet Union (i.e. in front of the player) cannot be moved back to the map but count for event cards that require research. Research tokens that are controlled by a faction's pieces on the map do not count for these purposes for Soviets and Allies, but do count for insurgent factions.

Example: *Soviet Space Program* is the current event card. This provides a large boost to the Soviets if they have 4 research. To benefit from this card, the Soviets would need 4 research tokens in the Soviet Union, not on the map. In contrast, the *Amerika Bomber* event card requires Werwolf to have 2 research tokens. To use this card, Werwolf would need at least 2 research tokens controlled by their pieces anywhere on the map.

Research Advantage

The Allies and Soviets have a victory condition relating to having more research tokens in their homeland than the other. This is called the **research advantage** and reflects the impending arms race between the superpowers. Research advantage is determined by the number of research tokens in your homeland (USA for Allies, Soviet Union for Soviets) minus the number of research tokens in the other occupying faction's homeland. Only one faction at a time may have the research advantage.

Example: The Allies have 3 research in the USA and the Soviets have 1 research in the Soviet Union. The Allies currently have the research advantage, which is worth an extra 2 points towards their victory condition (3 minus 1). If the Soviets were to gain another 2 research in the Soviet Union, the research advantage would be lost and the Allies victory marker would go down by 2.

Destruction of Tokens

HE tokens may be destroyed by attacks, ambushes, assaults, bombards or air strikes just like guerrillas, troops or police. A HE token must be destroyed before the piece carrying it can be destroyed, unless the piece is targeted by the assassinate special action. Research tokens may also only be destroyed with the assassinate special action. If a piece carrying a HE or research token is destroyed or removed (including through play of event cards), the token must be immediately transferred to another piece in the same space, chosen by the controlling player. If there are no other pieces in the same space, it remains there and may be picked up by the first piece from any Faction to perform an action or special action in the space or to be placed in the space.

NOTE: The game begins with research and HE tokens in the same spaces as pieces belonging to the various factions but these tokens are not controlled by anyone and therefore not placed under any pieces. As stated, the first piece in the space to do an action or special action in the space, or to be placed in the space, may pick up these tokens. Place the token underneath the piece to show ownership.

Resourcesand Morale

Resources function like the game's "money" and are accumulated then spent on various actions. Resources represent a combination of material wealth (such as supplies of cash, food, ammunition, fuel, etc.) and command capabilities (experienced officers or leaders, communications, planning, etc.). Every faction keeps track of their resource supply with their own resource marker placed on the game's "edge track", which goes from 0 to 70. No faction can have less than 0 or more than 70 resources. As factions gain or lose resources, adjust their marker along the edge track accordingly.

As well as resources, the Allies faction must keep track of **morale**.This represents the commitment to the war effort of the British and American people back home, and it affects both the Allied resource income and their victory level. Like resources, morale is recorded on the edge track and will move up and down throughout the game. Allied troop casualties and reinforcement will push it down, the Allies destroying enemy bases will push it up and event cards could push it in either direction.

Above: Allied morale is high in 1945, but the insurgency is only beginning…

Control

Control of spaces is an important concept in the game and represents military dominance and political control in a specific territory. It has nothing to do what the locals think – this is a separate concept covered by loyalty and resistance (see below). Every space has two boxes – the right-hand one is for a control marker and the left-hand one is to show loyalty or resistance. These will change frequently in the game and must be updated with new markers on an ongoing basis. Control will directly affect the victory conditions of two factions – Soviets and Edelweiss – so as they gain or lose control of spaces their victory marker must be adjusted accordingly. Control is also relevant for many actions such as Allied reconstruction and Soviet indoctrinate.

A faction has control of a space if it has more pieces (including troops, police, guerrillas, bases and controlled HE, but not research tokens) in that space than all other factions combined. To show this, place a control marker of that faction on the right-hand box in the space. Control markers have the faction's symbol and color and are easily identifiable. If no single faction has more pieces than all the others, the space is uncontrolled and must not have a control marker on it.

Edelweiss Control

Allied Control

Werwolf Control

Soviet Control

Loyalty and Resistance

The key battleground in Werwolf is the opinions and sympathies of the German population. An insurgency can only succeed if enough civilians refuse to recognize the legitimacy of the new regime and are willing to resist it long-term. Likewise, the occupiers need the loyalty of the population to pacify the country and prevent an endless struggle for stability. These popular sympathies are referred to in the game as **loyalty** and **resistance**. Note that this is completely distinct from who *controls* the territory. There will often be situations where one faction has military control over a space due to occupying it with their forces, but the population hates them and is in a mode of resistance rather than loyalty.

Cities and provinces with at least 1 population always show 1 of 7 different types of loyalty or resistance:

- **Active Soviet Loyalty**: The people of this space are fully devoted to Stalin and world communism and will denounce any fascists in their midst to the local commissars.
- **Passive Soviet Loyalty**: The people of this space are moderately loyal to the East German regime or sufficiently scared of the Red Army to not cause any trouble.
- **Active Allied Loyalty**: The people here love democracy, Coca-Cola and Hollywood, and enthusiastically support the Americanization of Germany.
- **Passive Allied Loyalty**: The people here are moderately supportive of the West German regime and appreciate the Allies protecting them from insurgent terrorism and Soviet aggression.
- **Neutral**: There are no clear sympathies here – popular opinion is wary of all ideologies.
- **Passive Resistance**: The people here are patriotic Germans who seethe with resentment over the occupation and are willing to aid and conceal violent guerrillas.
- **Active Resistance**: The people here are true believers in Hitler's vision despite the catastrophe of the war. They will resist the occupiers in any way they can to resurrect the Thousand Year Reich.

Neutral is considered to be the "middle" of this matrix, with the population being pulled in 3 different directions from there (Allied loyalty, Soviet loyalty or resistance). Spaces will shift back towards neutral before being shifted to a different direction of loyalty/resistance. Despite them both being called "loyalty" Allied and Soviet loyalty are totally separate and mutually exclusive. For example, if a rule requires you to move a space towards Allied loyalty and it is currently in Soviet Loyalty, it would be moved back towards neutral and then to Allied loyalty. Note that spaces with 0 population, which includes all roads, always count as being neutral.

Loyalty and resistance are recorded with the appropriate markers being placed on the left-hand box in each space. Neutral spaces will have no marker. Again, do not confuse this with control – *uncontrolled* and *neutral* mean different things. Just like control, loyalty and resistance will change frequently and the markers must be adjusted accordingly.

Total Loyalty and Total Resistance

As well as the loyalty or resistance status of individual spaces, it is necessary to keep track of the totals for each type of population sympathy. These totals are relevant to victory conditions and the play of certain event cards. They are recorded with the appropriate labeled markers on the edge track and must be moved up and down as the situation on the map changes. As such, whenever you shift a space towards loyalty or resistance, adjust the totals markers on the edge track accordingly.

The totals are calculated like this:

-Total Allied Loyalty: This is the total population of all spaces with passive Allied loyalty plus *double* the total population of all spaces with active Allied loyalty. This can be summarized as: *2 x population in active Allied loyalty + 1 x population in passive Allied loyalty.*

-Total Soviet Loyalty: This is the total population of all spaces with passive Soviet loyalty plus *double* the total population of all spaces with active Soviet loyalty. This can be summarized as: *2 x population in active Soviet loyalty + 1 x population in passive Soviet loyalty.*

-Total Resistance: This is the total population of all spaces with passive resistance plus *double* the total population of all spaces with active resistance. This can be summarized as: *2 x population in active resistance + 1 x population in passive resistance.*

Above: Real-life Werwolf guerrillas receive a blessing from Dr. Goebbels.

Winning the Game

All four factions have their own unique victory conditions, and a specific victory level that they must reach. The victory level of each faction will shift up and down throughout the game, and this is recorded with the faction's victory markers moving along the edge track. Just like resources, these victory markers cannot move above 70 or below 0. Thankfully for the players, the victory markers for each faction show the key terms relating to victory. The factions are aiming for these goals:

Allies: The Allies need to maintain civilian morale on the home front, make the German population pacified and supportive of democracy and gain the edge in the arms race with the Soviet Union. Specifically, the Allied victory condition is **total Allied loyalty** plus **morale** plus the **research advantage**. For the Allies to win, these three numbers combined must reach **50**.

Soviets: The Soviet Union is trying to dominate as much German territory as possible, convert the population to communism and beat the capitalist West in the race for technology. The Soviet victory condition is **total population under Soviet control** plus **total Soviet loyalty** plus **research advantage.** For the Soviets to win, these three numbers combined must reach **40**.

Edelweiss: The Edelweiss Movement is aiming to politically control as much German territory as possible to appear as a legitimate government and build up their infrastructure. The Edelweiss victory condition is **total population under Edelweiss control** plus the number of Edelweiss **bases** on the map. For Edelweiss to win, these two numbers combined must reach **25**.

Werwolf: The Werwolf insurgency is trying to incite the German population to resist the invaders and also build up their military and political infrastructure throughout the country. The Werwolf victory condition is **total resistance** plus number of Werwolf **bases** on the map. For Werwolf to win, these two numbers combined must reach **35**.

When can factions win?

There are two situations where a faction can declare victory. Both relate to **crisis rounds**, which occur periodically throughout the game when a crisis card is drawn. First, in any crisis round, *from the second crisis round onwards*, a faction will win if it has reached its victory conditions as stated above. If no faction manages to win in this way, then victory will be decided at the end of the final crisis round. In a standard game there will be 4 crisis cards mixed into the deck, so after the 4th one is resolved, check for victory.

If multiple factions have achieved their victory condition at the same time, or if no faction has achieved its victory condition after the final crisis round, or if the game has ended due to Cold War tensions reaching 6, the game is decided based on **victory margins.** This term refers to how close each faction is to its condition and is expressed as a positive or negative number. To find the victory margin for a faction, take its *current* victory level (as shown by the position of the marker on the edge track) and subtract the required number for its victory condition. To break ties, victory goes first to Edelweiss, then Werwolf, then Soviets, then Allies.

Example: It is the end of the final crisis round. The Edelweiss victory marker is on 20, so their victory margin would be -5 (20 minus 25). The Werwolf victory marker is 31, so their victory margin is -4 (31 minus 25). The Allied victory level is 48, so their victory margin is -2 (48 minus 50). Finally, the Soviet victory level is 39, so their victory margin is -1 (39 minus 40). This means the Soviets have won the game – their victory margin is the highest, meaning that they are closer than anyone else to their victory condition.

Turn Sequence

The scenario that you choose to play (see the Set Up section) will dictate how to prepare a deck of cards for the game. The deck forms the center of play in Werwolf and is composed mostly of event cards interspersed with crisis cards. Players do not have a hand of their own cards. Instead, one card from the top of the deck is drawn each turn and is "shared" by all the players, showing the turn order and events that factions might choose to play. The card drawn for the current turn is placed on a "played cards" pile next to the deck, while the next card on the deck is flipped over to show what will be happening next turn. In this way, al players can see one turn ahead into the future.

Typically, two factions will perform some kind of action or event each turn while the other two do not, but this varies depending on the events. The **sequenceofplay**box on the map provides the structure for each turn and the options available for each faction. At the start of every game, place the **turn markers**for each faction in the "Eligible Factions" box. These turn markers will indicate what the factions are doing every turn.
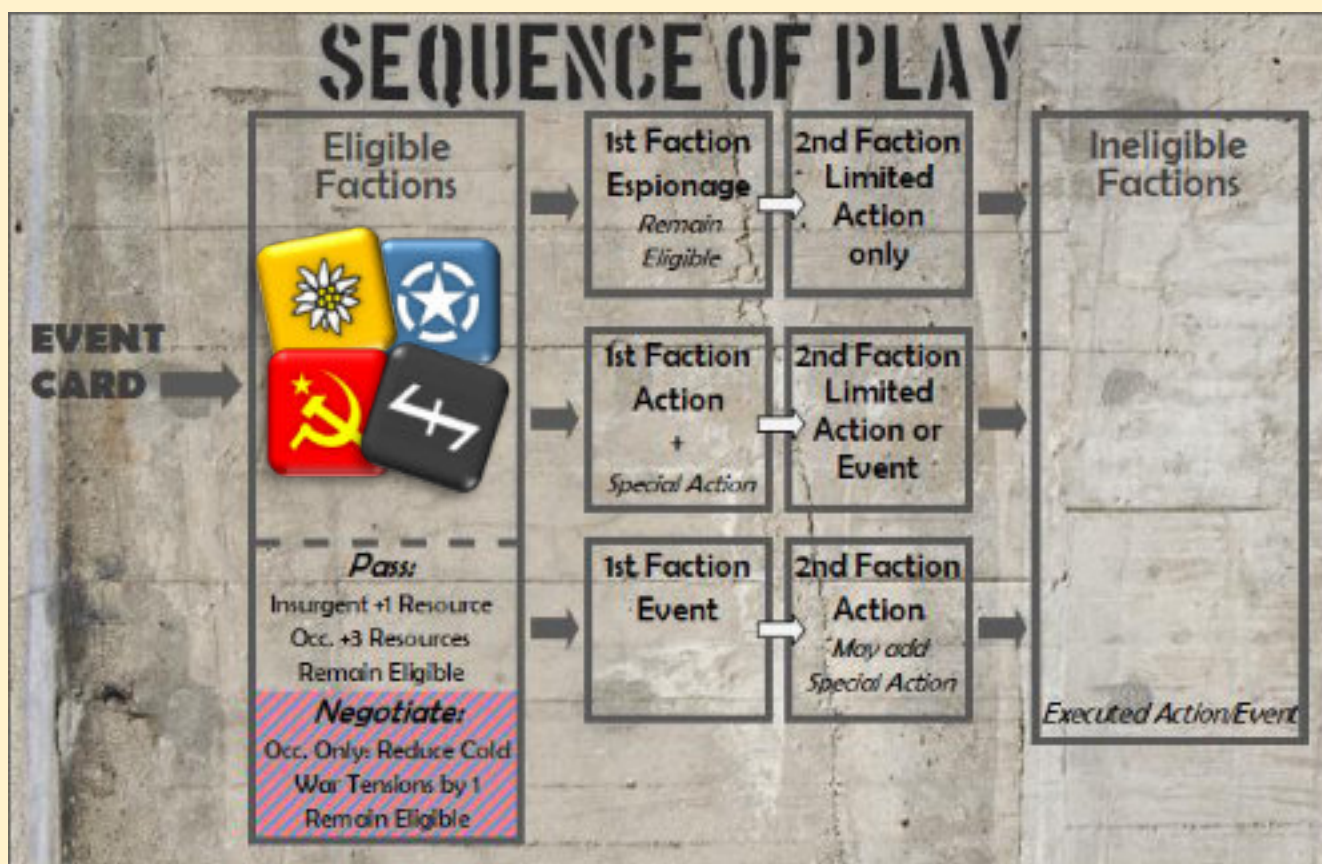
Eligible or Ineligible

The first thing to understand about the sequence of play (pictured above) is the distinction between **eligible** and **ineligible**.There are long boxes for these on either side of the sequence of play – eligible factions on the left and ineligible factions on the right. Eligible factions are ready to perform actions and events in the current turn, while ineligible factions will do nothing in the current turn. All factions are eligible at the start of every game but will cycle between the two states as turns progress. Performing an action or event during one turn will make that faction ineligible in the next turn. Generally this means that each faction will only be acting every second turn.

Turn Order

The current card for the turn shows the turn order with the faction symbols arrayed from left to right at the top of the card, with the leftmost being first. This is different on every card but is balanced overall. Note that only eligible factions can act each turn, so often the factions listed at the top of the card will not be doing anything even though they are listed before others.

First and Second Faction Options

The options available to eligible factions are shown in the center of the sequence of play. These are arranged into 3 rows, with each row having a box for "1st Faction" and a box for "2nd Faction." The first eligible faction to act each turn will choose one of the boxes labeled "1st Faction" and this will decide the option available to the second eligible faction. Therefore the first faction to act each turn will have a choice of 3 different boxes, while the second faction to act each turn will only have one box available (the one to the right of the box chosen by the first faction). Turn markers are placed on these boxes to indicate the choices made by each faction. These options are as follows:

1. First Faction– Espionage:If the first eligible faction to act this turn chooses the "Espionage" box, they will not perform any actions or events, but will remain eligible for next turn instead of being shifted over to the ineligible factions box on the right. If the espionage box is chosen, the second faction to act this turn will only have the option of a limited action, as the box to the right of "Espionage" indicates "2nd Faction: Limited Action only."

2. First Faction– Action+ SpecialAction:If the first eligible faction to act this turn chooses this box, they will be able to perform an action and a special action chosen from their faction-specific menu of options (see the Actions section). If this box is chosen, the second faction to act this turn will be able to choose from the current event or a limited action, as the box to the right of "Action + Special Action" indicates "2nd Faction: Limited Action or Event."

3. First Faction– Event:If the first eligible faction to act this turn chooses the "Event" box, they will choose one of the events on the current card and carry out its instructions. If this box is chosen the second faction to act this turn will have the option to perform an action and a special action, as the box to the right of "Event" indicates "Action + Special Action."

DesignNote: The Espionage option represents your faction engaging in clandestine operations to misdirect and sabotage the enemy- the second faction will not be able to do a full action or the event. Espionage also gives you an information advantage that lets you strike again soon – your faction remains eligible for next turn.

Limited Actions

Usually an action can be performed in multiple spaces, provided the faction can pay for it with resources. A limited action is just an action that only occurs in 1 space and cannot be accompanied by a special action.

Pass and Negotiate

Instead of choosing the above options, an eligible faction can choose to **pass** or **negotiate**. These options are located below the eligible factions box. If a faction chooses to pass they will remain eligible for next turn. In addition, an insurgent faction that passes will receive 1 free resource and an occupying faction that passes will receive 3 free resources. The occupying factions (only) also have the option to negotiate. This allows the faction to remain eligible and reduces Cold War tensions by 1 (see the Cold War Tensions section). Place turn markers on these options to indicate the choice made by each faction. Note that only two factions may acting each turn (whether event, action or espionage) so if there are remaining eligible factions, they

will have only pass or negotiate to choose from. It is possible for all eligible factions to pass even though they have the option to perform actions or events. Because the next card to be drawn is visible on top of the deck, players may choose to pass to grab the next event card instead of becoming ineligible.

Prepare for Next Turn

Once all eligible factions have chosen their options and carried them out, it is time to reset everything ready for next turn. First, any factions that performed actions or events this turn will have their turn markers shifted over to the right, to the "Ineligible Factions" box. This shows they will be ineligible next turn. Then, all other factions (including those who chose negotiate, pass or espionage) have their turn markers shifted to the "Eligible Factions" box, showing that they will be eligible for next turn. Note that some event cards will make a faction eligible or ineligible for the next card. This overrides the usual turn sequence. For example, if a card event stated "Edelweiss eligible," Edelweiss would be eligible next turn even if they had just performed an action or event. Finally, place the top card of the deck onto the played cards pile and flip over the next card, ready for next turn.

Interruptions to the Turn Sequence

The usual turn sequence can be changed due to different types of cards being played. These include:

-**Crisis Rounds**: Some of the cards in the deck will be **crisis cards**, which interrupt the usual turn sequence. If a crisis card is the current card, the turn will be a **crisis round** instead of a normal turn (see the Crisis Rounds section).

-**Key Events**: In the medium and long scenarios, all factions have 2 **key event** cards each. These are not shuffled into the deck but are held by the players and can be played on top of a regular event card to override it (see the Events section).

Above: Werwolf forces ready for action.

Actions

Every faction has its own set of four different actions. The occupying factions have a similar set of actions and the insurgent factions have their own similar set of actions. When carrying out actions, the faction will follow the instruction for the specific action including selecting spaces on the map, paying the required resources and sometimes targeting enemy pieces. Actions always involve placing and moving the faction's own pieces, never those from another faction. The player performing the action can decide the spaces selected for it, the pieces used (including which enemy pieces are targeted) and the order in which it will be carried out. An action can only be done once per space selected – you cannot do an action multiple times over in the same space. Note that some events grant free actions - these cost no resources (and no morale reduction for an Allied reinforce) and do not affect eligibility. Unless otherwise stated on the card, a free action occurs in a single space. The actions listed below are also summarized on the faction sheets for each faction.

Allied and Soviet Actions

The Allies and Soviets may choose from the following actions: reinforce, search, patrol and assault. These work mostly the same for both occupying factions although there are some differences. These actions are resolved as follows:

-**Reinforce:** Reinforce involves adding more troops, police and bases to your forces in Germany and may be accompanied by additional actions to change the political loyalty of the population. When the Allies carry out a reinforce action, select any number of spaces with Allied control or an Allied base. Pay 3 resources and reduce Allied morale by 1 for each space selected. In each space, place 4 cubes (any mix of troops or police) from the available forces box. Then, in one space selected that has Allied control and both Allied troops and police, you may use **reconstruction**. This involves removing any terror markers and shifting the space up to 2 levels towards active Allied loyalty. This costs 3 resources per terror marker removed and level shifted. Reconstruction represents the rebuilding of shattered infrastructure, distributing rations and providing order and protection for civilians with the army and police forces working together. Finally, in any one space selected, you may replace any 2 Allied cubes with a base and/or any 1 cube with a HE token.

When the Soviets carry out a reinforce action select any number of spaces with Soviet control or a Soviet base and pay 2 resources per space selected. In each space, place 4 cubes (any mix of troops or police) from the Soviet available forces box. Then in one space selected, the Soviets may use **indoctrinate**-this involves removing any terror markers and shifting the space up to 1 level towards active Soviet loyalty. This represents the Red Army and NKVD working together to show Soviet strength and force the local population to accept communist ideology (it is less effective than reconstruction as it only moves the space 1 level towards active loyalty). Finally, in one space selected, you may replace any 2 Soviet cubes with a base and/or any 1 cube with a HE token.

-**Patrol:** A patrol involves troops and police mounting up on their jeeps and trucks and moving through the roads and cities of Germany in search of guerrillas. A patrol is a highly efficient way of securing the road network and redistributing your forces throughout urban areas, but it does not involve moving into the provinces. An Allied patrol costs 3 resources total (not per space selected) and a Soviet patrol costs 2 resources total (again, not per space selected). When carrying out a patrol, any of your troops and police may be moved along any number of roads and through any number of cities, but must stop upon reaching a blockade or guerrilla (or a piece belonging to the other occupying faction if Cold War tensions are at 2 or higher). If any cubes end their movement on roads with underground guerrillas, activate 1 guerrilla for each cube there. In addition, carry out 1 free assault on any road or remove 1 blockade marker from any road with a cube - whether just moved there or already there. If the patrol is a limited action, all the pieces moved must end their move on the same road or city.

-**Search**:Searches involve sending in troops and police to sweep through an area and find any hidden guerrillas. A Search action may be carried out in any spaces. For each space selected, pay 3 resources for an Allied search or 2 resources for a Soviet search. In each selected space, move in any adjacent troops or police belonging to the faction carrying out the search. In addition, troops or police from that faction may be moved onto one road without guerrillas or blockades (or pieces from the other occupying faction if Cold War tensions are at 2 or higher) and then into the selected space. For each cube in a selected space (either just moved there or already there), flip a guerrilla from underground to active.

Example: The Soviets are carrying out a search action and select 2 spaces: Bundesland-Sachsen and Mark-Brandenburg. They pay 4 resources, because the cost is 2 resources per space. They start with Mark-Brandenburg, where there are 2 underground Edelweiss guerrillas. The Soviets move in 1 troop and 1 police from East Berlin, which is adjacent. Both guerrillas are flipped to active. In Bundesland-Sachsen, the Soviets move 1 troop from East Berlin along the road going south and then into the space, and also 1 police from Dresden, which is adjacent. This activates the 1 guerrilla in Bundesland-Sachsen.

Image of the above example.

-**Assault:** An assault involves sending your forces in to attack and clear out revealed guerrillas in a space. For each space selected, pay 3 resources for an Allied assault and 2 resources for a Soviet assault. In each space, remove 1 active guerrilla or base for each cube. In provinces, only troops count in assaults, while in cities and roads police count as well. In addition, for each HE token with a troop, remove 2 active guerrillas. If the assault is being done in a mountain province, only remove 1 enemy piece for every 2 troops used, and 1 enemy piece for every 1 HE used. Basically, mountains halve the losses from assaults.

Note that bases must always be removed last, once all guerrillas from that faction have been removed. Because underground guerrillas cannot be targeted, even a single underground guerrilla can completely stop assaults against a base belonging to its own faction. However, if an Allied assault destroys a base, the Allies gain +1 morale.

Above: Allied troops on a patrol.

Werwolf and Edelweiss Actions

Werwolf and Edelweiss can choose from the following actions: recruit, terror, march and attack. These work mostly the same for both insurgent factions although there are some differences. These actions are resolved as follows:

-Recruit: Recruit involves an insurgent faction raising more of their guerrillas and bases throughout the map. A recruit action costs 1 resource per space selected. Werwolf may recruit in any spaces without loyalty, i.e. any space that is neutral, at passive resistance or active resistance. Edelweiss may recruit in any spaces that are neutral or at passive resistance. In each selected space, place 1 guerrilla or replace 2 guerrillas with a base. If there is already a base there, you may either move any adjacent guerrillas to the space and flip them to underground OR place 2 guerrillas instead of 1.

-Terror: This involves guerrillas using violence against civilian collaborators to intimidate the local population into joining the insurgency, and to show that the occupiers cannot provide order and security. It can be done in any space containing an underground guerrilla belonging to your faction and costs 1 resource per space selected. In each province or city, flip 1 guerrilla to active and place a terror marker. Then, for Werwolf terror, shift the space 1 level towards active resistance. For Edelweiss terror, shift the space directly to neutral. In each road (or, if desired, space adjacent to a road), place a blockade marker. The number of terror/blockade markers is a hard limit – once they are all in play, nor more can be placed.

-March: This is simply moving guerrillas around the map. To march, select any number of spaces as destinations. In each destination, all adjacent guerrillas may be moved in. In addition, guerrillas may be moved onto adjacent roads and then into adjacent destination spaces. Pay 1 resource per destination space for provinces and cities, 0 for roads. Each guerrilla may only move once, and all guerrillas moving from one space to another are treated as a group. Underground guerrillas that march will be flipped to active if the destination space has any kind of loyalty and the number of pieces in the space (including troops, police and the group of guerrillas, but not including guerrillas already there, HE or bases) after the group marches in is 4 or more. In addition, any individual guerrilla with a HE token that marches will be flipped to active.

-Attack: This involves guerrillas launching a frontal assault against enemy military forces. It may be done in any spaces with your guerrillas and enemy pieces and costs 1 resource per space selected. To carry out an attack in a space, activate all of your guerrillas there. For every 2 guerrillas, remove 1 enemy piece, to a minimum of 1 (this means a single guerrilla will still remove 1 enemy piece). In addition, for every HE under your control in the space, remove another 1 enemy piece. An attack may target underground guerrillas from the other insurgent faction, but bases must be removed last. Any Allied troops removed go the casualties box, other pieces go to their own available forces box.

Above: Exhausted Werwolf guerrillas on the march.

Special Actions

Every faction has their own unique set of 4 special actions. These always cost no resources and always accompany an action (never a limited action). Special actions can usually only accompany certain types of actions: for example, Werwolf can only perform an ambush along with a march or attack action. Each special action specifies how many spaces it can be carried out in and what it does. You may perform a special action either before, after or in the middle of an action. For example, Edelweiss could march into 1 space, pause to do a special action like assassinate, then continue marching into other spaces.

Allied Special Actions

The Allies may choose from commando raid, air lift, air strike and trial for their special actions.

-**CommandoRaid**:This represents British SAS and commandos, or US army rangers, carrying out a surprise raid on known insurgent locations to root out hidden guerrillas. It may accompany any action. To carry out a commando raid, remove 1 guerrilla (either underground or active) from a space with, or adjacent to, Allied troops. If it was the last guerrilla in the space belonging to that faction and it was controlling a research token, transfer the token to an adjacent Allied troop.

-**Air Lift**: This involves Allied troops mounting up in transport aircraft for quick redeployment and concentration in one area. It may accompany any action. To carry out an air lift, move up to 4 troops (with or without HE) from any spaces on the map to a single destination space. In addition, any Allied-controlled research tokens may be sent directly to the USA. Note that the troops being moved by air lift might have already performed an action like assault or search, this does not prevent them performing the same action again in a different space after moving by air lift.

-**Air Strike**:The Allies have air superiority over the skies of occupied Germany and can bomb exposed targets easily, at the cost of collateral damage to civilians. It may accompany any action except reinforce. To carry out an air strike, remove up to 4 active guerrillas or bases (bases last) in any spaces on the map. For each base destroyed, add 1 to Allied morale. In each space targeted by an air strike, shift 1 level towards active resistance. If this results in Soviet loyalty being reduced in any space, add 1 to Cold War tensions for each space where this occurs.

-**Trial**: This involves the Allies putting war criminals and terrorist leaders through a fair public trial (thus building pro-Allied sympathies) and questioning them about the whereabouts of their comrades. A trial can only be done after an Allied action in which a guerrilla was activated or removed – this could be search, patrol or assault. T carry out a trial, select an Allied-controlled city that contains Allied police and no terror markers and shift it 1 level towards active Allied loyalty. Then, activate 1 guerrilla (from either insurgent faction) anywhere on the map.

Soviet Special Actions

The Soviets can choose from transport, bombard, interrogate and deport for their special actions.

-**Transport**:This represents Red Army soldiers and NKVD being moved long distances along roads and possibly into the countryside with their trucks and half-tracks. It can accompany any action. To carry out a transport special action, select 1 space and move all Soviet troops and police from there onto any adjacent roads. They may keep moving along adjacent roads or through cities and then, if desired, into adjacent provinces. They must stop if they reach any guerrillas, or Allied pieces if Cold War tensions are at 2 or above. In addition, any research tokens controlled by Soviet pieces may be moved directly to the Soviet Union.

-Bombard:The Soviets can use their enormous reserves of artillery, mortars and tanks to bombard exposed enemy positions from afar. To carry out a bombard, select any space with or adjacent to Soviet troops. It can accompany any action except reinforce. Remove 1 enemy piece from the space for every 2 Soviet troops or bases in the same space or adjacent spaces and 1 piece for every 1 Soviet HE with a troop in the same space or adjacent spaces. If the selected space is mountains, remove 1 piece for every 4 Soviet troops/bases and 1 piece for every 2 Soviet HE.

-Interrogate:This represents the NKVD or Stasi using torture to extract information from captured insurgents. It must follow a Soviet action in which a guerrilla was activated or removed (this could be search, patrol or assault). To interrogate, roll 1 die – the result is the number of guerrillas that you may activate anywhere on the map.

-Deport:The Soviets can remove any fascist or capitalist sympathisers among the German population by deporting them to the gulags. It can accompany any action except assault. To deport, select a Soviet-controlled space that contains Soviet police (NOT West Berlin). Lower the population of the space by 1 or 2 by placing the appropriate numbered "pop" marker over the space's population number on the map. This reduction in population is irreversible. Also shift the space directly to neutral. If this removes any Allied loyalty, add 1 to Cold War tensions.

Example: *The Soviets deport in Mark-Brandenburg, which is under Soviet control and has Soviet police but contains active Allied loyalty. The Soviet player reduces the population by 2, moving it from 2 down to 0. A number 0 marker is placed over Brandenburg's population and it is shifted to neutral. This resulted in Allied loyalty being reduced, so Cold War tensions would be increased by 1. The Allied and Soviet victory markers, as well as the total Allied loyalty marker, will have to be adjusted to reflect these changes: minus 2 from Soviet victory (their controlled space has gone from 2 to 0 population) and minus 4 from Allied victory and total Allied loyalty (Mark-Brandenburg had population 2 and active Allied loyalty).*

Werwolf Special Actions

Werwolf can choose from capture, assassinate, wunder-waffen strike and ambush for their special actions.

-Capture:This represents Werwolf guerrillas raiding supply depots and trucks to steal technology, equipment, ammunition and anything else they require. It can accompany any action. Capture can be done in 3 spaces with underground Werwolf guerrillas. In each space, activate a Werwolf guerrilla and take control of 1 research or HE token there by taking it from another faction and placing it with a Werwolf guerrilla in the same space. In addition, add 1 to Werwolf resources for each city or province selected and 2 for each road selected.

-Wunder-waffen Strike:This represents Werwolf using their experimental weapons such as V1 or V2 rockets, chemical weapons, giant artillery or jets to attack enemy forces and terrorize civilians. It can accompany any action. It can be done in 1 space with or adjacent to a Werwolf guerrilla with research. Activate the guerrilla and remove the research token. Roll 1 die – the result is the number of pieces which must be removed from the selected space. Underground guerrillas may not be removed and bases must be removed last. The full number of pieces as shown on the die roll must be removed (including Werwolf or Edelweiss guerrillas) but the Werwolf player may choose the priority. Also add a terror marker and shift the space 1 level towards neutral. If a 1 is rolled, the guerrilla used for the strike is removed and no enemy pieces are removed.

-Assassinate:Werwolf snipers, assassins and death squads can efficiently eliminate any enemy targets. It can accompany any action. Assassinate can be done in 2 spaces with underground Werwolf guerrillas. In each selected space, remove 1 research token, guerrilla (underground or active), base, troop or police. Allied troops go to the casualties box, other types of pieces go to the available forces box for their faction. Pieces with HE may be targeted directly without having to destroy the HE first. Bases may also be targeted directly

without needing to remove other pieces first. Underground Edelweiss guerrillas may be targeted. Do not activate any guerrillas.

-Ambush:This represents insurgents launching surprise attacks or luring the enemy into deadly traps. It can accompany attack or march. It can be done in 1 space with an underground Werwolf guerrilla. Activate a guerrilla, remove up to 2 enemy pieces (plus 1 for every Werwolf-controlled HE in the space) and then place 1 free underground guerrilla in the space. This represents the insurgents looting enemy equipment to arm more men.

Edelweiss Special Actions

Edelweiss can choose from extort, infiltrate, false flag and ambush for their special actions.

-Extort: This represents Edelweiss forces demanding funds and supplies from the civilian population in return for protection, or setting up roadblocks and confiscating any supply trucks or vehicles that come by. It can accompany any action. Extort can be done in up to 4 spaces that have underground Edelweiss guerrillas and no Allied or Soviet control. Edelweiss can always extort on roads because roads never have control markers. In each space, activate 1 underground guerrilla there and add 1 to Edelweiss resources for provinces or cities and 2 to Edelweiss resources for roads.

-Infiltrate: This represents Edelweiss activating double agents among the leaders of enemy forces and encouraging mass defections by German collaborators in the occupying armies and police forces. It can accompany any action except attack. Infiltrate can be done in 1 space with an underground Edelweiss guerrilla and no loyalty. Replace 1 troop, police or Werwolf guerrilla in the selected space with an underground Edelweiss guerrilla. Any pieces removed go to available forces for that faction. If the piece being replaced was the last piece belonging to its faction in the space, take any research or HE tokens with it. Do not activate any guerrillas.

-FalseFlag:Edelweiss includes ex-Abwehr operatives and the remnants of the Brandenburger division, and these special forces are able to stage "false flag" attacks using captured uniforms and equipment to sow discord among the Allies and Soviets. It can accompany any action except recruit. False flag can be done in 1 space with or adjacent to an underground Edelweiss guerrilla. In the selected space, remove 1 Allied or Soviet cube if possible - Allied troops go to the casualties box, other cubes go to available forces. Increase Cold War tensions by 1. Do not activate any guerrillas.

-Ambush:Edelweiss ambushes in the same way as Werwolf, just using Edelweiss guerrillas instead.

Above: The type of battle-hardened Wehrmacht veterans who might join the Edelweiss insurgency.

Events

Most of the cards in the deck will be event cards. They show the current turn order along the top of the card with faction symbols from left to right, and also contain 1 or 2 events that eligible factions might choose to use instead of their actions and special actions. Each event card has a title, italicized text giving a hint of the historical background of the card (no effect on gameplay, and if you want to learn more about the history behind the cards, see the playbook) and the event instructions themselves. There are usually two events to choose from on each card, referred to as shaded or unshaded. Some events also provide capabilities, which have a lasting effect on the game. Finally, there is a card number for reference. The features of an event card are shown below:
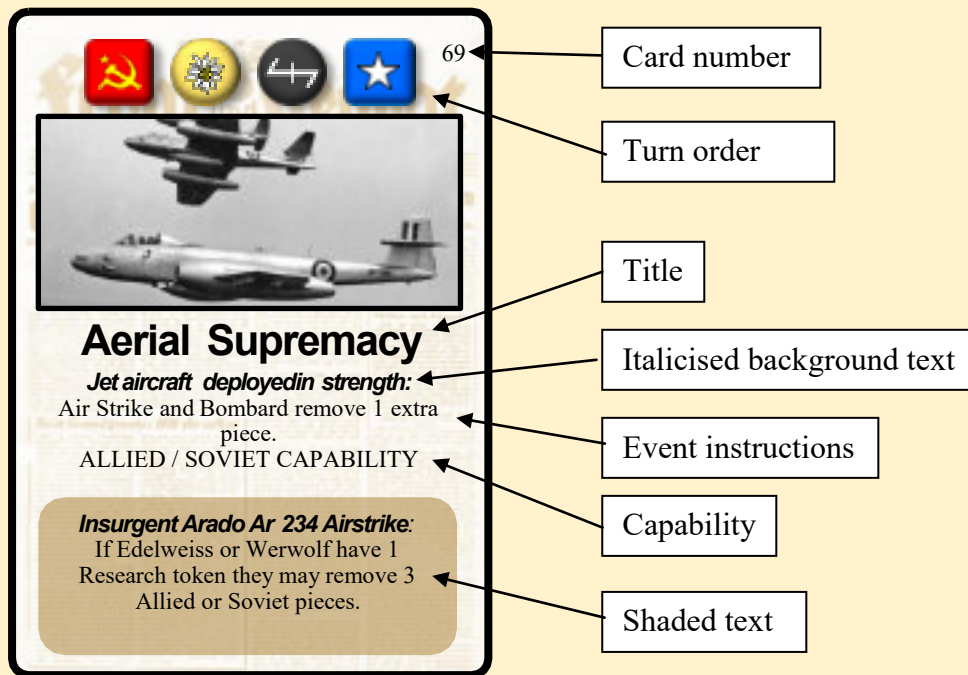
Playing Events

An eligible faction can choose to play the current event card depending on the turn sequence. When playing an event, the faction must choose either the shaded or unshaded text, not both. Generally, the shaded text favors the insurgents while unshaded text favors the occupiers. Then, carry out the instructions on the card literally, in order and to the maximum extent possible. The faction playing the event makes all the decisions for how to carry it out unless the card specifically instructs another faction to do so. Events will often place new forces but can never violate the stacking limit of 2 bases per space.

Design Note: Werwolf is explicitly an alternate history game and as such, many dual-use events represent either real events in our own timeline or a possibility in the fictional timeline of the game. Some of them represent real events that had a minor effect historically but could have been far more decisive in this fictional context, or the opposite.

Capabilities

Events marked "ALLIED CAPABILITY", "WERWOLF CAPABILITY" and so on have permanent effects or special rules which mainly benefit the stated faction. These effects last for the rest of the game. Place cards that have been played for their capability near the affected player as a reminder of these rules.

Long-term Events

Some events are marked with an asterisk next to their title, these are long-term events that may affect the play of other cards. If a faction plays such a card for its relevant event, the card is placed in front of that player as a reminder.

Example: *The War in the East card has a positive effect for the Allies in its top event if the Allies have already played Manhattan Project, a long-term event (and Key Event) with an asterisk in the title. If the Allies play Manhattan Project, they keep the card in front of them as a reminder that it has been played, therefore making future play of the top event from War in the East possible.*

Event Tokens

Some Events place tokens on the map. These tokens are not pieces for the purposes of control or the removal of losses but may be targeted by some actions or events. These special tokens include:

• **Radio Werwolf**: This token is placed with a base – place the token underneath the base. If the base is destroyed, the token is removed. While in play, Radio Werwolf makes Werwolf terror actions cost 0 resources per space instead of 1. If Radio Werwolf is destroyed it cannot be rebuilt.

• **National Redoubt**: This token is placed with a base – place the token underneath the base. If the base is destroyed, the token is removed. While in play, the National Redoubt reduces losses to half (rounding up) for assaults, bombards and air strikes in the space that it occupies. If the National Redoubt is destroyed it cannot be rebuilt.

• **Bundestag**: This token is placed in Bonn. While in play and while Bonn is controlled by the Allies, this makes Allied reconstruction cost 2 Resources per terror removed/loyalty level shifted instead of 3. If the Bundestag is removed it cannot be rebuilt.

• **Volkskammer**: This token is placed in East Berlin. While in play and while the Soviets control East Berlin, this makes Soviet indoctrinate cost 1 Resource per terror removed/loyalty level shifted instead of 2. If the Volkskammer is removed it cannot be rebuilt.

Free Actions

Some events allow a faction to do free actions. These interrupt the usual turn sequence and cost no resources. They also have no effect on eligibility. Note that reconstruction and indoctrinate also cost 0 resources even if part of free actions.

Key Events

Key events are special event cards that are not shuffled into the deck but are held by the factions and can be played on top of the current event card to override it. There are 8 key events in the game, 2 per faction. Edelweiss key events are *Husarenritt* and *The Desert Fox.* Werwolf key events are *National Redoubt* and *The Fuhrer Lives.* Soviet key events are *Soviet Atomic Bomb* and *Wrath of the Gods.* The Allied key events are *Manhattan Project* and *Marshall Plan Aid.* These cards are not used in the game's short scenario as they add somewhat to game length and complexity. An eligible faction may play its key event and cancel the currently played event card (including turn order) if these three conditions are met:

-The pre-condition (red text) on the card is met.
-The 1st eligible faction has not yet done anything. Note that the first eligible faction does not need to state what it *would* do before another faction decides to use a key event.
-No crisis card is showing as the next card.

It is recommended that players keep their key events in front of them and face down until the above conditions are met, and then flip them over to face up to show the other players that a key event could be played soon. Because all the factions have key events, it is possible for 2 factions to attempt to play their key event at the same time. If this happens, one faction will "trump" the other – forcing it to take back its key event to play on a later turn. Factions trump each other in this order: Edelweiss, Werwolf, Soviets, Allies. For example, if both Edelweiss and Soviets were trying to play a key event, the Edelweiss key event would be the one used and the Soviets would take their key event back.

Above: The Soviets test their first atomic bomb in 1949. This is a key event card in the game.

Cold War TensionsTrack

Many actions and special actions carried out by the Allies and Soviets can be restricted by the current level of the Cold War tensions track. During set up, the appropriate marker for this is set at level 1 (Co-operation) but will be shifted up or down by events and player actions as follows:

-Every time Allied pieces act so as to remove Soviet control from a space, or Soviet pieces remove Allied control from a space, increase Cold War tensions by 1.

-Every time the Soviets reduce Allied loyalty in a space or the Allies reduce Soviet loyalty in a space (whether through actions, special actions or events played specifically by the Allied/Soviet player) increase Cold War tensions by 1.

-Both Allies and Soviets may reduce Cold War tensions by 1 if they choose negotiate on the sequence of play.

The text on each level of the track indicates the restrictions to both Allies and Soviets. If the track reaches 6, the game will end at the start of the next crisis round and victory will be determined between the two insurgent factions based on victory margins. Cold War tension restrictions include the following at each level:

1. Co-operation:Noeffect. The Cold War tensions token starts here.

2-3. Suspicion:Atthis level, Soviet and Allied cubes treat each other as enemies for the purpose of moving when doing a patrol, search or transport. This means they stop each other's movement just like guerrillas.

4. Stand-Off:At this level, keep the previous restriction. In addition, Allied and Soviet pieces in East or West Berlin may not leave that space unless an event card specifies so.

5. Escalation:Atthis level, keep the previous restrictions. In addition, all Allied and Soviet actions cost double the usual cost in resources. If this level is reached during an action, the double cost will apply only to subsequent actions.

6. ImminentWar: Keep all previous restrictions. This will end the game in the next crisis round as the Cold War is about to go hot! If this level is current during the start of a crisis round, the Allies and Soviets both lose regardless of victory level, and victory will be determined based on the victory margin of the two insurgent factions.

COOPERATION No Effect, Start here	**SUSPICION** Allies and Soviets treat each other as enemies for movement purposes.	**STAND OFF** Previous effect, plus Allied and Soviet pieces may not leave Berlin.	**ESCALATION** Previous effects, plus all Allied and Soviet Ops cost double Resources.	**WAR IMMINENT** At Propaganda, hostilities commence. Allies and Soviets both lose, decide victory between Werwolf and Edelweiss.

Crisis Rounds

When a crisis card is the current card from the deck to be resolved, the usual sequence of play is ignored and a crisis round is conducted instead. If a crisis card is drawn immediately after another crisis card, swap it with the next event card in the deck, as there must never be two crisis rounds in a row. If the final crisis card (the fourth one in a standard game) is drawn, resolve the crisis round and then end the game and determine victory based on margins if need be. Resolve crisis rounds in the following order:

1. Victory Check
2. Resources Phase
3. Loyalty Phase
4. Redeploy Phase
5. Reset Phase

1. Victory Check

From the 2nd crisis round onwards, if any faction has met its victory condition, the game ends. Also, if the Cold War tensions track is at 6 during this phase of a crisis round the game ends: the Soviets and Allies automatically lose and victory is determined between the two insurgent factions using victory margins (see the section on "Winning the Game"). Otherwise, continue with the crisis round.

2. Resources Phase

Follow these steps in order to add to factions' resources to a maximum of 70.

-Blockades: Place a blockade on every road where guerrillas (and HE controlled by guerrillas) outnumber Allied/Soviet cubes (and HE controlled by Allied/Soviet cubes).

-Allied Morale drop: Subtract 1 from Allied morale for every 2 troops in the casualties box.

-Allied Resources: Add the current morale plus 20 to Allied resources. Subtract 2 for each blockade on a road adjacent to a city with Allied control.

-Soviet Resources: Add 20 to Soviet resources. Subtract 2 for each blockade on a road adjacent to a city with Soviet control.

-Werwolf Resources: Add the number of Werwolf bases on the map to Werwolf resources.

-Edelweiss Resources: Add the number of Edelweiss bases on the map to Edelweiss resources.

-Research: Any Faction may remove research tokens under their control to gain 4 resources per token removed. Insurgent factions may buy new research tokens for 4 resources each, placing them with any guerrillas on the map. The Allies and then the Soviets may move any of their controlled research tokens directly to the USA or Soviet Union respectively. The Allies and then the Soviets may also buy 1 new research token for 4 resources, to be placed in the USA or Soviet Union respectively. Adjust the research advantage accordingly.

-Bribes: Players may give other factions any number of resources from their own faction. This can also be done at any time during the game.

Design Note: Insurgents gain income from the political infrastructure they have established, i.e. bases. The Soviets and Allies draw a basic income from the economic value of Germany and need the roads to be safe for the movement of supplies and personnel, hence blockades reduce income. The Allies also draw a large income from the commitment to the war effort at home (morale).

3. Loyalty Phase

Follow these steps in order to allow all factions to change the loyalty or resistance in spaces they control:

-Mass Reconstruction: The Allies may spend resources to build loyalty in any provinces and/or cities they control. Each space must have Allied control plus Allied troops and police. 3 resources spent removes a terror marker or, once no terror is in a space, shifts the space 1 level toward active loyalty, to a maximum of 2 levels per space.

-Mass Indoctrination: The Soviets may spend resources to build loyalty in any provinces and/or cities they control. Each space must have Soviet control plus Soviet troops and police. 2 resources spent removes a terror marker or, once no terror is in a space, shifts the space 1 level toward active Soviet loyalty, to a maximum of 1 level per space.

-Agitation: Werwolf may spend resources to encourage resistance in any provinces and/or cities they control. Every 1 Werwolf resource spent removes a terror marker or, once no terror is in a space, shifts the space 1 level toward active resistance, to a maximum of 1 level per space. Edelweiss may then also agitate in the same way, except that the space must have Edelweiss control and can be shifted 1 space towards neutral instead of active resistance.

4. Redeploy Phase

-Redeploy: The Allies and then the Soviets *must* move their troops out of roads and provinces without their own bases to any cities they control or any spaces with their own bases. If there are no such spaces, return these troops to available forces. The Allies and then the Soviets *may* move any of their troops or police to cities with their own control or spaces with their own bases.

-Adjust Control: Now adjust control to reflect the above moves. This will affect some faction's victory levels and may affect Cold War tensions.

Design Note: Police can stay in the provinces and in places not under military control because they are locally raised forces and most likely live nearby. Allied and Soviet troops might spend time out on campaign but must return to securely held cities or to bases in order to rest and recover. Troops are more powerful in battle due to their ability to fight in provinces and operate heavy equipment, but police allow you to maintain presence in areas over time.

5. Reset Phase

If it is the final crisis round, skip this phase. Otherwise, follow these steps in order:

-Increase Cold War tensions by 1. NB: This does not end the game if it reaches 6. War between the occupying factions only ends the game at the start of a crisis round, during the victory check.

-Move all Allied troops from casualties to available forces. This does not affect morale.

-Remove all terror and blockade markers.

-Flip all guerrillas underground.

-Move all faction turn markers to eligible.

-Play the next card from the draw deck and reveal the deck's new top card.

Design Note: What does victory mean?

Allies: An Allied victory means that most of Germany is pacified, the population is coming to believe in democracy and communism has been contained to the East. Insurgents are losing momentum and the American people are committed to an ongoing occupation and the arms race with the Soviet Union.

Soviets: Soviet victory means communism is triumphant as a political force in Germany, and Stalin holds sway over an area much larger than the zones stipulated by the Allies. Soviet technology is surging ahead and the German people are rejecting both feeble Western capitalism and fascist resistance.

Werwolf: Werwolf victory means that Germany is still filled with National Socialist sympathies and zealous resistance to subjugation. The Anglo-Bolshevik invaders are considering withdrawal or a negotiated settlement with the Werwolf leadership, granting political recognition to a quasi-Nazi German state.

Edelweiss: Edelweiss victory means that German nationalists and their aristocratic leadership have sufficient political control to be recognized as a legitimate government. Nazis have been co-opted into the Edelweiss Movement and the occupying powers have agreed to cede much of Germany to this new force.

Above: Hitler in 1945. In the Werwolf timeline, he does not commit suicide and may re-emerge from hiding as a key event in the game.

Set Up

To set up a game of Werwolf, first choose from one of these 3 scenarios: short, medium and long. All of them have the same set up for the map and pieces, they only differ in deck preparation and therefore game length. The short scenario includes no key events and a total of 3 crisis cards - this should take 2-3 hours and is an ideal introductory scenario for the game. The medium scenario uses the key events and 4 crisis cards – this should take 3-4 hours and is the standard way to play Werwolf in a single session. The long scenario uses the key events, all 6 crisis cards and nearly all the event cards. It should take around 6 hours and is the full version of the game. Here is how to prepare the decks for each scenario:

-Short Game: Set aside the key events - they will not be used in this scenario. Separate out 3 crisis cards and set the remaining 3 aside. Shuffle the event cards and deal them out into 3 piles of 14 cards each. Set aside the remaining cards – they will not be used this game. Shuffle 1 crisis card into each pile and stack 1 pile onto the other to form a face-down draw deck in easy view of all players.

-Medium Game: Place the key events in front of the relevant players (2 each). Separate out 4 crisis cards and set the remaining 2 aside. Shuffle the event cards and deal them out into 4 piles of 14 cards each. Set aside the remaining cards – they will not be used this game. Shuffle 1 crisis card into each pile and stack 1 pile onto the other to form a face-down draw deck in easy view of all players.

-Long Game: Place the key events in front of the relevant players (2 each). Separate out all 6 crisis cards and shuffle the event cards. Deal out the event cards into 6 piles of 14 cards each and set aside the remaining cards – they will not be used this game. Shuffle 1 crisis card into each pile and stack 1 pile onto the other to form a face-down draw deck in easy view of all players.

-Optional Rule - Late Crisis: If players desire, shuffle the crisis cards into the bottom half of each pile only. This allows players to plan ahead more easily as there will be a longer gap between crisis rounds.

Map Set Up

For all scenarios, place the markers and pieces in the following positions. Note that control of spaces by each faction is indicated in brackets after the pieces listed for that space.

• **Resources:** Allies resources at 30. Soviet resources at 20. Werwolf resources at 10. Edelweiss resources at 5.

• **Allied Morale** at 15.

• **Cold War Tensions** at 1 (Co-operation).

• **Eligibility:** All factions are eligible.

• **Allied Loyalty:** Passive Allied loyalty in West Berlin, Hamburg, Bonn, Bremen and Koln. Total Allied loyalty = 14

• **Soviet Loyalty:** Passive Soviet loyalty in East Berlin, Dresden, Leipzig, Weimar, Mark-Brandenburg, Mecklenburg-Vorpommern, Sachsen-Anhalt, Bundesland-Sachsen, Thüringen. Total Soviet loyalty = 12.

• **Resistance:** Passive resistance in München, Nüremberg, Stuttgart, Frankfurt-am-Main, Kassel, Hessen, Württemberg-Baden, Bayern. Total resistance = 17.

• **Victory Markers**: Allies at 29, Soviets at 18, Edelweiss at 5, Werwolf at 20.

• **Allied Pieces:** 1 base, 4 troops, 4 police and 2 HE in West Berlin (control), 2 troops and 1 HE in Sachsen-Anhalt, 2 troops and 2 police in Nüremberg (control), 2 troops and 2 police in Bonn (control), 2 troops and 1 police in Hamburg (control), 1 base and 1 troop in Nieder-Sachsen (control), 1 troop each in Bremen

(control), Koln (control), Saarbrucken (control), Nordrhein-Westfalen, Rhineland-Pfalz (control), Süd-Baden (control) and Württemberg-Hohenzollern (control).

• **SovietPieces**:1base, 4 troops, 4 police and 2 HE in East Berlin (control), 2 troops and 1 police each in Dresden (control), Leipzig (control) and Weimar (control), 1 base, 2 troops and 1 HE in Sachsen-Anhalt, 1 troop each in Bundesland-Sachsen, Mecklenburg-Vorpommern, Thüringen and Mark-Brandenburg.

• **Werwolf Pieces**:1base and 3 guerrillas in Bayern (control), 1 base and 2 guerrillas in Hessen (control), 1 base and 2 guerrillas in Württemberg-Baden (control), 1 guerrilla each in München (control), Frankfurt-am-Main (control), Kassel (control), Stuttgart (control) and West Berlin.

• **EdelweissPieces**:1baseand 2 guerrillas in Mark-Brandenburg (control), 1 base and 2 guerrillas in Mecklenburg-Vorpommern (control) and 1 guerrilla each in Nieder-Sachsen, Nordrhein-Westfalen, East Berlin, Sachsen-Anhalt, Bundesland-Sachsen and Thüringen.

• **ResearchandHE**: 1 research token each in Mecklenburg-Vorpommern, Thüringen, Württemberg-Baden, Rhineland-Pfalz, Nordrhein-Westfalen and Bundesland-Sachsen. 1 HE token each in Bayern and Nieder-Sachsen. NB: These are not controlled by any pieces. The first faction to perform actions or special actions with their pieces in or from these spaces may pick up the research or HE tokens with any piece.

Non-Player Rules

It is possible to play Werwolf with 1 or more factions as "non-players," handled by the rules in this section. This includes playing the game in "solo" mode by picking any 1 faction and playing against 3 non-player factions. To win the game you must avoid a victory by the non-player factions and achieve victory with your faction during the final crisis round (but not during victory checks in crisis rounds). It is recommended to be fully familiar with the rules first before attempting to play with non-players, as they add considerably to complexity and require a strong knowledge of how all the factions work. Obviously non-players follow all the rules that human players must follow, in addition to those listed here. The rules for non-player factions work in a strictly procedural way. The rules are listed numerically and in specific order, so when carrying out a non-player turn you will check to see if the conditions are met for a high priority option before moving down to a lower priority option. Each non-player faction has its section specifying general rules, turn sequence and the priority order for actions and special actions.

General Rules

Each non-player faction has their own set of general rules. These are constant conditions that must be adhered to as closely as possible and are listed first because they are a high priority. For example, the Allies have a general rule called "minimize tensions," which means that if Cold War tensions are at 4 or higher the Allies will not take any actions that raise them further, such as taking control of a space away from the Soviets.

Turn Sequence

When a non-player is eligible to act, go through their turn sequence in order to see what they will do. Generally, this will include negotiating if tensions are too high, then playing key events, then passing if resources are too low, then using the current event if it is beneficial, then using actions and special actions. Non-players will never choose espionage on the sequence of play and will pass if they have no other option.

Events

All non-payer factions will choose to play the current event if it meets one of these conditions. First, if the event immediately and directly lowers the victory level of another player-controlled faction with a victory margin of -3 or higher, then the non-player will play the event to lower the victory level of this faction to the greatest extent possible. Second, if the event would immediately and directly add to the non-player faction's victory level, it will play the event for the maximum possible benefit in victory level, resources, pieces or anything else. Third, if the event provides research tokens, a non-player will play the event and place all research tokens listed with their own pieces, all in whichever space has the highest number of their pieces. Non-players will not claim capabilities. If using key events, non-players will play their key events as soon as they are able to.

Actions and Special Actions

Non-players work just like human players when carrying out actions and special actions, with one big exception: they never do a limited action. Instead, when choosing the option for a limited action, a non-player faction will carry out a full action with special action if possible. For all actions, special actions and events, choose spaces based on the faction's space priority. Generally, this will involve choosing spaces that will take research tokens, take control of the highest population spaces possible, take enemy control away from the highest population spaces possible, then spaces closest to West Berlin. When carrying out free actions or special actions from event cards, follow the same space priorities as normal.

Ambiguities and Randomization

There may be some situations which appear not to be directly addressed by these rules. If you are ever unsure of which option a non-player should choose, it is up to you the player to make the decision. If there are multiple human players and ambiguities arise, the human player with the lowest current victory margin will make the decision. Generally, the non-players will try to hurt factions who are winning the game and then focus on their own victory conditions. If you are genuinely not sure which option would best achieve these goals, or which spaces or pieces should be chosen for an action, special action or event, you may

randomize the options. Assign each option/space a number and roll a die (or 2 dice if there are more than 6 options) to decide. Keep rolling if necessary.

Placing Pieces
Non-players will only place pieces from their available forces, and if this is empty they will not place pieces. If asked to replace a piece and there are no available pieces for the non-player faction, simply remove the target piece without replacing it.

Research and HE
Wherever possible, non-players will take control of research and HE tokens with their own forces. If a non-player piece with a token is removed, transfer the token to the faction which removed the original owner if possible, otherwise randomize which faction if there is a choice.

Solitaire Victory
If playing the game solitaire (i.e. you control 1 faction and are playing against 3 non-player factions), the rules for victory work slightly differently. A solitaire player may not win the game during the victory check of a crisis round, only after the final crisis round. The non-player factions may still win the game during victory checks, so a solitaire player will have to prevent the other factions from winning in such a way and also have a higher victory margin than all other factions at the end of the game.

Increasing Difficulty
Experienced players may wish to make the solitaire version of the game more difficult. This can be done by giving each non-player faction 1 or 2 capability cards each at the start of the game. Assemble all the capability cards and sort them by which faction is listed first in turn order at the top of the card – this is the faction which will benefit from the capability. Deal them out randomly to the non-players so that each faction gets 1 or 2 capabilities that will benefit them. For example, the Allied non-player might receive *CIC, Ike* or *Helicopters* while the Werwolf player might receive *Radio Werwolf, Otto Skorzeny, Fliegerfauste* or *Walter Schellenburg*. Then, when assembling the deck, only include 12 event cards per pile instead of 14. Where capabilities provide bonus actions or special actions, they are carried out to the maximum extent possible while following the non-player rules for that faction. Where they provide other bonuses or special rules, they are used to the maximum extent possible. For example, if non-player Werwolf has *Otto Skorzeny*, all marching Werwolf guerrillas will be flipped to underground after making their moves.

1. Non-Player Allies

1.1. Allies General Rules

1.1.1. Garrisons: By the end of each action and special action, always keep at least 3 cubes (at least 1 police and at least 1 troop) in each space under Allied control. During redeployment, move any troops, police and HE in excess of garrison requirements to West Berlin without losing control of any spaces.

1.1.2 Maximize Loyalty: In a crisis round or when doing reinforce, spend as many resources as necessary to maximize total Allied loyalty and minimize resistance and Soviet loyalty with reconstruction. First, if Werwolf is player-controlled and has a victory margin of -3 or higher, reduce total resistance by as much as possible. Then, if the Soviets are player-controlled and have a victory margin of -3 or higher, reduce Soviet loyalty by as much as possible while minimizing tensions. Then, maximize Allied loyalty, starting with neutral spaces if possible. Then, shift resistance towards Allied loyalty then finally Soviet loyalty towards Allied loyalty while minimizing tensions.

1.1.3 Minimize Tensions: Only use options that would increase Cold War tensions if Cold War tensions are at 3 or less. If tensions are at 4 or higher, do not take any actions that would increase tensions, and negotiate if able to.

1.1.4 Arms Race: Whenever possible, including crisis rounds and air lifts, send all research back to the USA. If resources allow, buy 1 research in each crisis round.

1.1.5 Space Priority: When deciding on spaces to perform actions and special actions in, unless stated otherwise, prioritize taking research, then controlling highest population spaces (while keeping to minimize tensions), then removing enemy control from highest population spaces (first remove Edelweiss control, then Soviet control while keeping to minimize tensions, then Werwolf control), then taking HE, then having control and then pieces in spaces closest to West Berlin, then removing enemy pieces from spaces closest to West Berlin.

1.1.6 Turn Sequence: If Cold War tensions are at 4 or higher, negotiate. If it possible to play a key event, play one (*Marshall Plan Aid* first). If Allied resources are at 3 or less, pass. If the current event would reduce the victory level of a player with a victory margin of -3 or higher, play the event. If the event would immediately and directly benefit the Allies victory level, play the event. If the event provides research tokens, play the event and place the tokens with Allied troops in the space with the most Allied pieces. If the event is not beneficial, carry out action with special action as below. Do actions before special actions unless stated otherwise.

1.2. Actions

1.2.1. Assault: If an Allied assault (without a special action) in up to 3 spaces would either take control of 1 or more research tokens, remove Edelweiss control from a space if Edelweiss is player-controlled, remove 1 or more bases or remove at least 4 enemy pieces, assault in up to 3 spaces to achieve as many of these goals as possible in the order just listed and to destroy the maximum number of guerrillas and bases. Combine with air lift, then air strike, then trial, then commando raid. If conditions are not met for assault, use reinforce.

1.2.2. Reinforce: If there are 20+ troops/police in available forces and casualties, reinforce in up to 3 spaces with an even mix of troops and police if possible. First reinforce to meet garrison requirements, then to allow reconstruction in a space that will maximize loyalty as above, then to maximize number of pieces in highest population spaces, then to maximize number of pieces in spaces closest to West Berlin. Use reconstruction in the highest populated space while following the conditions for maximize loyalty. Then, build a base in the highest population Allied-controlled province that does not yet have a base, without losing control or affecting garrisons. Combine with air lift, then commando raid. If conditions are not met for reinforce, use patrol.

1.2.3.Patrol:If there are at least 2 guerrillas on roads adjacent to Allied-controlled cities and it is possible for Allies to use patrol to reach at least 2 of these guerrillas on roads without affecting garrisons or losing control of spaces, then patrol. First, use pieces (police first, then troops) to reach as many guerrillas on roads as possible while maintaining garrisons and without losing control of any spaces. Start with roads adjacent to the highest population Allied-controlled cities, then roads closest to West Berlin. Then assault or remove a blockade from the road adjacent to the highest population Allied-controlled city. Then ensure all Allied cities have sufficient garrisons. If there are still pieces in excess of garrison requirements, use them to take control of 1 city with the highest population possible while minimizing tensions and keeping as many pieces as possible closest to West Berlin. Combine with air lift, then air strike, then trial, then commando raid. If conditions for patrol are not met, use search.

1.2.4.Search:In up to 3 spaces with guerrillas, one space at a time, move in the exact number of troops/police needed to activate all the guerrillas in each space, then enough troops/police/HE to destroy all guerrillas/bases there with an assault, then enough troops/police/HE to take control of the space while maintaining garrisons and minimizing tensions. Move up to 1 HE per troop into each space without losing control of any spaces. Prioritize spaces with research, then activating all guerrillas in highest population spaces with Allied loyalty, then activating all guerrillas in highest population spaces with Allied control, then activating all guerrillas in highest population spaces with Allied pieces, then spaces closest to West Berlin. Combine with air lift, then air strike, then trial, then commando raid. If search is not possible and no other action priorities met, Allies will reinforce in up to 3 spaces. If there are 4 or less troops/police available, Allies will pass.

1.3. Special Actions

1.3.1.Air Lift: Do this before your actions if conditions are met. If it is possible to take control of research, take control of a space with population 3 or higher (while maintaining garrisons and minimizing tensions) using air lift OR it is possible to use air lift to meet the conditions for an assault in a single space (while maintaining garrisons and minimizing tensions), while also keeping to the rules listed below for troop movement, then use air lift. First use it to take research, then to take control of a space with population 3 or higher (highest population first), then to meet conditions for an assault. Move troops from spaces that are not under Allied control and do not contain a base first, then from Allied-controlled spaces that have troops in excess of garrison requirements, without losing control of any spaces or giving control of any spaces to any other faction. If there are no such spare troops, do not use air lift. Move in the maximum number of troops, including bringing as much HE as possible, so as to take control of the space but not lose control of any other spaces. Send any Allied-held research back to the USA. If conditions for air lift not met, use air strike.

1.3.2.Air Strike: If it possible to remove at least 4 enemy bases or guerrillas without affecting total Allied loyalty, total resistance or Cold War tensions, use air strike. Remove bases wherever possible, then remove guerrillas from spaces closest to West Berlin. If conditions for air strike not met, use trial.

1.3.3.Trial: If it is possible to perform a trial which would increase total Allied loyalty, decrease total resistance or decrease total Soviet loyalty while minimizing tensions, do so in the highest population city possible. Activate a guerrilla which would expose an insurgent base to assault or air strike, then a guerrilla in the highest population space with Allied loyalty, then the highest population space with Allied control, then the guerrilla closest to West Berlin. If conditions for trial not met, use commando raid.

1.3.4.CommandoRaid:If no above special actions possible, use commando raid to take control of research, then to remove enemy control from a space, then to add Allied control to a space, then to remove an underground guerrilla and then an active guerrilla, closest to West Berlin. Target whichever faction is player-controlled, then whichever faction has the highest victory margin out of Werwolf and Edelweiss. If commando raid is not possible, use air lift to take control of the highest population space possible while maintaining garrisons. If this is not possible, Allies will use no special action.

2. Non-Player Soviets

2.1. Soviet General Rules

2.1.1. Garrisons: By the end of each action and special action, always keep at least 3 cubes (at least 1 police and at least 1 troop) in each space under Soviet control if possible. Maintain Soviet control in as many spaces as possible, highest population spaces first. During redeployment, move any troops, police and HE in excess of garrison requirements to East Berlin without losing control of any spaces.

2.1.2 Maximize Loyalty: In a crisis round or when doing reinforce, spend as many resources as necessary to maximize total Soviet loyalty and minimize resistance and Allied loyalty with indoctrinate. First, if Werwolf is player-controlled and has a victory margin of -3 or higher, reduce total resistance by as much as possible. Then, if the Allies are player-controlled and have a victory margin of -3 or higher, reduce Allied loyalty by as much as possible while minimizing tensions. Then, maximize Soviet loyalty, starting with neutral spaces if possible. Then, if resources permit, minimize resistance and then Allied loyalty while minimizing tensions.

2.1.3 Minimize Tensions: Only use options that would increase Cold War tensions if Cold War tensions are at 3 or less. If tensions are at 4 or higher, always negotiate if possible.

2.1.4 Arms Race: Whenever possible, including crisis rounds and transport, send all research back to the Soviet Union. If resources allow, buy 1 research in each crisis round.

2.1.5 Space Priority: When deciding on spaces to perform actions and special actions in, unless stated otherwise, prioritize taking research, then controlling highest population spaces (while minimizing tensions), then removing enemy control from highest population spaces (first remove control from player-controlled factions, then Edelweiss control, then Allied control while minimizing tensions, then Werwolf control), then taking HE, then having control and then maximum pieces in spaces closest to East Berlin.

2.1.6 Turn Sequence: If Cold War tensions are at 4 or higher, negotiate. If it is possible to play a key event which would improve the Soviet victory level, play one (*Wrath of the Gods* first). If Soviet resources are at 2 or less, pass. If the current event would reduce the victory level of a player with a victory margin of -3 or higher, play the event. If the event would immediately and directly benefit the Soviet victory level, play the event. If the event provides research or HE tokens, play the event and place the tokens with Soviet troops in the space with the most Soviet pieces. If the event is not beneficial, carry out action with special action as below. Do actions before special actions unless stated otherwise.

2.2. Actions

2.2.1. Assault: If a Soviet assault (without a special action) in up to 3 spaces would either take control of research, add Soviet control to a space, remove Edelweiss control from a space if Edelweiss is player-controlled, remove 1 or more bases or remove at least 4 enemy pieces including HE, assault in up to 3 spaces to achieve as many of these goals as possible, in the order just listed. Combine with bombard, then interrogate, then transport. If conditions are not met for assault, use reinforce.

2.2.2. Reinforce: If there are 20+ troops/police in available, reinforce in up to 3 spaces with an even mix of troops and police if possible. First reinforce to meet garrison requirements, then to allow indoctrinate in a space that will maximize loyalty as above, then to maximize number of pieces in highest population spaces, then to maximize number of pieces in spaces closest to East Berlin. Use indoctrinate in the highest populated space while following the conditions for maximize loyalty. Then, build a base in the highest population Soviet-controlled province that does not yet have a base, without losing control or affecting garrisons. Combine with deport, then transport. If conditions are not met for reinforce, use patrol.

2.2.3. Patrol: If there are at least 2 guerrillas on roads and it is possible for Soviets to reach at least 2 of these guerrillas on roads with troops/police or it is possible for Soviets to take control of a city using patrol

while maintaining garrisons and minimizing tensions and following the rules below, then patrol. First, ensure all Soviet cities have sufficient garrisons and shift HE to any spaces with the most troops. Then, if there are troops/police in excess of garrison requirements, use them to patrol. First use excess troops/police to take control of 1 new city while maintaining garrisons in already controlled spaces, minimizing tensions and keeping as many troops and police as possible closest to East Berlin. Take control of a player-controlled city first, then a city with the highest population possible, then a city closest to East Berlin. Bring up to 1 HE per troop into the new city without losing control of any other spaces if possible. The newly taken city does not need a full garrison at this stage. Then, move any further troops/police in excess of garrison requirements to reach as many guerrillas on roads as possible. Start with roads adjacent to the highest population Soviet controlled cities, then roads closest to East Berlin. Then assault or remove a blockade from the road adjacent to the highest population Soviet-controlled city, then from the road closest to East Berlin. Combine with deport, then bombard, then interrogate, then transport. If conditions for patrol are not met, use search.

2.2.4. Search:In up to 3 spaces with underground guerrillas, one space at a time, move in the exact number of troops/police needed to activate all the guerrillas in each space, then enough troops/police/HE to destroy all the guerrillas/bases in each space with assault and then enough troops/police/HE to take control of the space if possible while maintaining garrisons and minimizing tensions. Move up to 1 HE per troop into each space, starting with the first, without losing control of any spaces. Prioritize spaces with research, then activating all guerrillas in highest population spaces with Soviet loyalty, then activating all guerrillas in highest population spaces with Soviet control, then activating all guerrillas in highest population spaces with Soviet pieces, then spaces closest to East Berlin. Combine with deport, then bombard, then interrogate, then transport. If search is not possible in any spaces and no other action priorities met, Soviets will reinforce in up to 3 spaces. If there are 4 or less troops/police available, Soviets will pass.

2.3. Special Actions

2.3.1 Deport:If the Allies or Werwolf are player-controlled and have a victory margin of -3 or higher and it is possible to use deport to reduce either of these victory margins (while minimizing tensions and only targeting players, not non-players), then deport to reduce total resistance or total Allied loyalty by as much as possible. Only reduce the population of the selected space by 1.

2.3.2 Bombard:If it is possible to remove a base or at least 3 enemy pieces using bombard, then bombard to remove as many pieces as possible. If conditions for bombard met, use interrogate.

2.3.3 Interrogate:If it is possible to activate at least 3 underground guerrillas in spaces that contain Soviet loyalty, Soviet control, or Soviet pieces, or are adjacent to Soviet pieces, then interrogate. First activate guerrillas in highest population spaces with Soviet loyalty, then highest population spaces under Soviet control, then highest population spaces containing Soviet pieces, then highest population spaces adjacent to Soviet pieces, then spaces closest to West Berlin. If conditions for interrogate not met, use transport.

2.3.4 Transport:If possible, transport from one space to another space, first in order to take control of the highest population space possible, then to meet the conditions for assault in a single space, all while maintaining garrisons and minimizing tensions. Move pieces from the space with the most pieces in excess of garrison requirements without losing control of the space. If transport is not possible, Soviets will bombard to remove as many pieces as possible. If bombard cannot remove any enemy pieces, Soviets will interrogate to activate any guerrillas following the priorities listed above. If this is not possible, Soviets will use no special action.

3. Non-Player Werwolf

3.1 Werwolf General Rules

3.1.1 Garrisons: By the end of each action and special action, always keep at least 2 underground guerrillas with each base if possible. If there is only 1 underground guerrilla in a space with a base, do not activate it with actions.

3.1.2 Dispersal: By the end of each action and special action, keep at least 1 guerrilla in as many spaces as possible that are not already at active resistance.

3.1.3 Maximize Resistance: In a crisis round, spend as many resources as necessary to maximize total resistance and minimize Allied loyalty and Soviet loyalty. First, reduce Allied or Soviet loyalty by as much as possible (target whichever occupying faction is player-controlled, then whichever has the highest victory margin) and then maximize resistance, starting with neutral spaces if possible.

3.1.4 Sell Research: In crisis rounds, sell all research under Werwolf control to gain resources.

3.1.5 Space Priority: When deciding on spaces to perform actions and special actions in, unless stated otherwise, prioritize taking research, then having guerrillas in the highest population spaces, then removing enemy control from highest population spaces (first remove Soviet control, then Edelweiss control, then Allied control), then taking HE, then having guerrillas in spaces closest to West Berlin.

3.1.6 Turn Sequence: If it possible to play a key event which would increase the Werwolf victory level, play one (*The Fuhrer Lives* first). If Werwolf resources are at 0 and it is not possible to use capture in at least 2 spaces, pass. If the current event would reduce the victory level of a player with a victory margin of -3 or higher, play the event. If the event would immediately and directly benefit the Werwolf victory level, play the event. If the event provides research tokens, play the event and place the tokens with guerrillas in the space with the most guerrillas (underground is possible). If the event is not beneficial, carry out action with special action as below. Do actions before special actions if possible, unless stated otherwise.

3.2 Actions

3.2.1 Terror: If it is possible to use terror to increase total resistance or to decrease total Allied or Soviet loyalty, then use terror in as many spaces as possible while maintaining garrisons. Remove Allied or Soviet loyalty as much as possible first, starting with the faction that is player-controlled and then the faction with the highest victory margin. If possible, use terror to take uncontrolled research and then minimize total Allied/Soviet loyalty. Then, maximize resistance. If possible, use terror to take uncontrolled research, then to shift neutral spaces to passive resistance, then passive resistance to active resistance. If Werwolf run out of resources while doing terror, pause to use capture and then continue using terror. Combine with wunder-waffen strike, then capture, then assassinate. If conditions for terror not met, use recruit.

3.2.2 Recruit: If there are 5+ guerrillas or 3+ bases in available forces and it is possible to recruit in 2 or more spaces following the conditions listed below, then recruit in up to 4 spaces. First, take uncontrolled research, then build bases in any spaces with 4 or more guerrillas, then place guerrillas so as to protect bases with at least 2 underground guerrillas each if possible, then place guerrillas in the highest population neutral spaces that do not already have underground Werwolf guerrillas, then the highest population spaces at passive resistance that do not already have underground Werwolf guerrillas, then spaces closest to West Berlin. If Werwolf run out of resources while doing recruit, pause to use capture and then continue using recruit. Combine with wunder-waffen strike, then capture, then assassinate. If conditions for recruit not met, use march.

3.2.3 March: If it is possible to march at least 2 underground guerrillas onto roads or spaces that do not currently have a Werwolf guerrilla, without being activated and while maintaining garrisons and dispersal, then march as below. In all marches, maintain garrisons and dispersal. First, march up to 3 underground guerrillas onto separate roads that do not already contain underground Werwolf guerrillas. March onto roads closest to West Berlin first. Then, march as many guerrillas as possible (underground if possible, otherwise active) into up to 2 spaces that do not currently contain Werwolf guerrillas. If marching with underground guerrillas, only march into spaces where they would not be activated by marching. Prioritize taking uncontrolled research, then moving into highest population spaces, then spaces that would allow Werwolf to carry out an ambush and remove at least 2 enemy pieces, then neutral spaces, then spaces at passive resistance, then spaces that would allow Werwolf to remove control from an enemy faction (remove control first from player-controlled factions, then from whichever other faction has the highest victory margin), then spaces where Werwolf could take control, then spaces closest to West Berlin. Combine with wunder-waffen strike, then capture, then ambush, then assassinate. If conditions for march not met, use attack.

3.2.4 Attack: If conditions not met for any previous action, use attack in up to 2 spaces where a successful attack would take research, then remove at least 2 enemy pieces, then remove control from another faction (whichever other faction is player-controlled, then Allies, then Soviets, then Edelweiss). If attacking Allies, target troops first. If attacking Soviets, target whichever is fewest in the target space – troops or police. If targeting Edelweiss, remove underground guerrillas first, then active, then bases. Combine with wunder-waffen strike, then capture, then ambush, then assassinate. If an attack is not possible, Werwolf will recruit in at least 1 space. If this is not possible, Werwolf will pass.

3.3 Special Actions

3.3.1 Wunder-waffen Strike: If Werwolf has at least 5 resources and could use wunder-waffen strike against a space with population 2 or more, Allied or Soviet loyalty and at least 3 enemy pieces, use wunder-waffen strike against the most populated space that fits these conditions. When removing Allied pieces, target troops first. When removing Soviet pieces, first target whichever type of piece is fewest in the space – troops or police. If this is not possible or if Werwolf has 4 or less resources, use capture.

3.3.2 Capture: If Werwolf has 4 or less resources and could use capture in at least 2 spaces while maintaining garrisons, then use capture in up to 3 spaces. First in spaces where Werwolf can take research, then roads, then spaces where Werwolf can take HE, then spaces at active resistance, then spaces with the most Werwolf guerrillas, then lowest population spaces, then spaces furthest from West Berlin. Maintain garrisons. If conditions for capture not met, use ambush.

3.3.3 Ambush: If it is possible to use ambush to take research or destroy at least 2 enemy pieces, do so in a space where research could be taken, then in the space where the highest number of enemy pieces could be removed, then in the highest population space. Target the pieces of whichever other faction is player-controlled, then Allies, then Soviets, then Edelweiss. If ambushing Allies, target troops first. If ambushing Soviets, first target whichever is fewest in the target space – troops or police. If ambushing Edelweiss, target underground guerrillas first. Do this before your actions if possible. If conditions for ambush not met, use assassinate.

3.3.4 Assassinate: If possible, use assassinate in up to 2 spaces with underground guerrillas. First in spaces where research could be taken. Then targeting first whichever faction is player-controlled, then Allies, then Soviets, then Edelwiess. If assassinating Allies, target troops first, then bases, then police. If assassinating Soviets, target bases and then whichever is fewest in the target space – troops or police. Against Edelweiss, target bases first, then underground guerrillas, then active guerrillas. Do this before your actions if possible. If assassinate is not possible, use capture in 1 or more spaces instead. If this is still not possible, Werwolf will do no special action.

4. Non-Player Edelweiss

4.1 Edelweiss General Rules

4.1.1 Garrisons: By the end of each action and special action, maintain Edelweiss control in as many spaces as possible, highest population spaces first. In addition, always keep at least 2 underground guerrillas with each base.

4.1.2 Maximize Neutrality: In crisis rounds when using agitate, spend any resources necessary to reduce total resistance or loyalty so as to reduce the victory level of any player-controlled faction by as much as possible. Target whichever player-controlled faction has the highest victory margin first.

4.1.3 Sell Research: In crisis rounds, sell all research under Edelweiss control to gain resources.

4.1.4 Space Priority: When deciding on spaces to perform actions and special actions in, unless stated otherwise, prioritize taking research, then controlling the highest population spaces, then removing enemy control from highest population spaces (first remove control from player-controlled factions, then Soviets, then Allies, then Werwolf), then taking HE, then having guerrillas in spaces closest to West Berlin.

3.1.5 Turn Sequence: If it possible to play a key event which would increase the Edelweiss victory level, play one (*The Desert Fox* first, but only if there are 2+ guerrillas available). If Edelweiss resources are at 0 and it is not possible to use extort in at least 2 spaces, pass. If the current event would reduce the victory level of a player with a victory margin of -3 or higher, play the event. If the event would immediately and directly benefit the Edelweiss victory level, play the event. If the event provides research tokens, play the event and place the tokens with guerrillas in the space with the most guerrillas (underground is possible). If the event is not beneficial, carry out action with special action as below. Do special actions before actions unless stated otherwise.

3.2 Actions

3.2.1 Terror: If another faction is player-controlled and has a victory margin of -3 or higher and it is possible to use terror to reduce the victory levels of at least one player-controlled faction with a victory margin of -3 or higher, or if Edelweiss has 3 or fewer spaces which they could recruit in and could use terror to shift any spaces to neutral, then use terror in up to 3 spaces to achieve these goals. Prioritise spaces that will reduce the victory level of the player(s) with the highest victory margin by the largest amount first, then spaces that will allow Edelweiss to recruit. Combine with extort, then infiltrate, then false flag. If conditions for terror not met, use recruit.

3.2.2 Recruit: If there are 5+ guerrillas or 3+ bases in available forces, and it is possible to recruit in at least 2 spaces using the following conditions, recruit in as many spaces as possible. First, recruit to take uncontrolled research, then to build bases in any spaces with at least 4 guerrillas, then recruit to ensure garrison requirements are met, then recruit so as to give Edelweiss control of the highest population spaces possible, then in spaces that would take control away from enemy factions (starting with player-controlled factions, then Allies, then Soviets, then Werwolf), then in highest population spaces that do not already contain Edelweiss guerrillas, then neutral spaces, then spaces at passive resistance, then spaces closest to West Berlin. If Edelweiss run out of resources while doing recruit, pause to use extort and then continue using recruit. Combine with extort, then infiltrate. If conditions for recruit not met, use march.

3.2.3 March: If it is possible to march at least 1 underground guerrilla onto roads OR to march (including combined with infiltrate or ambush) so as to take control of at least 1 space that is not already Edelweiss-controlled while maintaining garrisons and the rules listed below, then march. First, march so as to take control of up to 2 spaces that are not already Edelweiss-controlled. March with underground guerrillas first if there are any in excess of garrison requirements and only into spaces where they would not be activated by marching. If this is not possible, march with active guerrillas. Bring as many guerrillas and HE as

possible into new provinces or cities without losing control of any spaces. March first so as to take uncontrolled research, then into highest population spaces, then into spaces that would allow Edelweiss to carry out an ambush and remove at least 2 enemy pieces, then spaces that would allow Edelweiss to take away control from another faction (player-controlled factions first, then whichever other faction has the highest victory margin). Then, march up to 4 underground guerrillas onto any roads that do not already have an Edelweiss guerrilla while maintaining garrisons. March onto roads closest to West Berlin first. Combine with extort, then infiltrate, then ambush, then false flag. If conditions for march not met, use attack.

3.2.4 Attack: If conditions not met for any previous action, use attack in up to 2 spaces where a successful attack would remove at least 2 enemy pieces. Select spaces first where a successful attack would take research, then to take control of the highest population spaces possible, then to remove control from another faction (player-controlled factions first, then Allies, then Soviets, then Werwolf) in the highest population space possible. If attacking Allies, target troops first. If attacking Soviets, target whichever is fewest in the target space – troops or police. If targeting Werwolf, remove underground guerrillas first, then active, then bases. Combine with extort, then ambush, then false flag. If an attack is not possible, Edelweiss will recruit in at least 1 space. If this is not possible, Edelweiss will pass.

3.3 Special Actions

3.3.1 Extort: If Edelweiss has 4 or less resources and could extort in at least 2 spaces, then use extort in up to 4 spaces. First in spaces where Edelweiss can take uncontrolled research, then roads, then spaces where Edelweiss can take uncontrolled HE, then spaces with the most Edelweiss guerrillas, then lowest population spaces, then spaces furthest from West Berlin. Maintain garrisons. If conditions not met for extort, use infiltrate.

3.3.2 Infiltrate: If there is at least 1 guerrilla available and it is possible to use infiltrate, then do so. Select spaces first to take research, then to give Edelweiss control of the highest population space possible, then to take enemy control away from the highest population space possible (first player-controlled factions, then Soviets, then Allies, then Werwolf), then to take 1 or more HE, then in highest population spaces, then spaces closest to West Berlin. Against Allies and Soviets, replace whichever type of piece is fewest in the space – troops or police. Against Werwolf, replace underground guerrillas first. If conditions for infiltrate not met, use ambush.

3.3.3 Ambush: If it is possible to use ambush to let Edelweiss take research, take control of a space, remove enemy control of a space or destroy at least 2 enemy pieces, do so in the space where research could be taken, then where the highest number of enemy pieces could be removed, then in the highest population space. Target player-controlled pieces first, then Allies, then Soviets, then Werwolf. If ambushing Allies, target troops first. If ambushing Soviets, first target whichever is fewest in the target space – troops or police. If ambushing Werwolf, target underground guerrillas first, then active guerrillas, then bases. If conditions for ambush not met, use false flag.

3.3.4 False Flag: If it is possible to use false flag and no other special action conditions are met, then do so. Use false flag to take research, then in spaces that would give Edelweiss control of the space, then to take enemy control away from the space (player-controlled first), then to target Allied troops, then Allied police, then whichever type of Soviet piece is fewest in the selected space - troops or police. If false flag is not possible, use extort in 1 or more spaces instead. If this is still not possible, Edelweiss will do no special action.