



# CASTLE ITTER

— THE STRANGEST BATTLE OF WWII —



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### A WWII tactical strongpoint defense game



45 - 60 minutes



ages: 12+



1 player

*In **Castle Itter**, you take control of a makeshift force that is defending a castle nestled in the Austrian countryside from a SS assault. The force consists of an American tank crew and infantrymen, Wehrmacht infantrymen, a former SS officer, French prisoners, and an Austrian resistance fighter.*

### Object of the Game

The goal of **Castle Itter** is to last until reinforcements from the 142nd Infantry Regiment arrive. In the game, this is represented by playing through a deck of SS cards.

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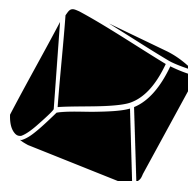
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# Introduction

The Battle for Castle Itter was fought near the Austrian village of Itter on 5 May 1945, in the last days of the War in Europe during World War II. U.S. soldiers joined forces with Wehrmacht infantrymen, an SS officer, an Austrian resistance fighter, and recently freed French prisoners of war to defend an Austrian castle against an attacking force from the 17th SS Panzergrenadier Division.

During a game of *Castle Itter*, you take the role of the force that defended the castle from 0400 - 1600 on 5 May 1945. The goal of the game is to last until the SS deck is depleted, without allowing SS Counters to reach the castle. You score points for each Defender that survives the assault and lose points for each SS Counter remaining on the board at the end of the game - the higher your score, the better.

# Setup Illustration



# Setup and Components

## 1) Game Board

Set out the game board in the middle of the table.

## 2) Defense Value Tokens (6)

Place the Defense Value Tokens on the 6 Defense value area for each location.



## 3) Defender Counters (28)

Arrange the Defender Counters (Defenders, hereafter) near the board. Place the three Defenders with the Reinforcement [R] attribute designation in a separate area near the board. They will not be used until later in the game. Place the five French prisoners (identified as the Defenders with the France flag) in the five white spaces in the Cellar.



## 4) SS Counters (77)

Sort the SS Counters. Place one Rifleman counter on each of the large numbered circle spaces on the edge of the board. Place the remaining SS Counters near the board.



## 5) SS Cards (61)

Only use the special Sturm Card from the “1” deck, marked “Competitive” for the competitive variant (p. 23). Otherwise, remove it from the game.



Sort the SS cards by the number on the front of the card. Shuffle each deck of cards separately. Stack the decks on top of one another in order, with the “4” deck at the bottom and the “1” deck on top.



## 6) 142nd Infantry Regiment Card (1)

Place the 142nd Infantry Regiment Card near the game board. You might be directed to mix it into the SS deck later in the game if the Escape action is performed (p. 10).

## 7) Tactics Cards (33)

If this is your first time playing, do not use the Tactics Cards. They are only used in the more difficult versions of the game (p. 21).

These items should be placed next to the board:



8) Action Tokens (5)



9) Command Tokens (12)



10) Disrupted Tokens (23)



11) Load Token (1)



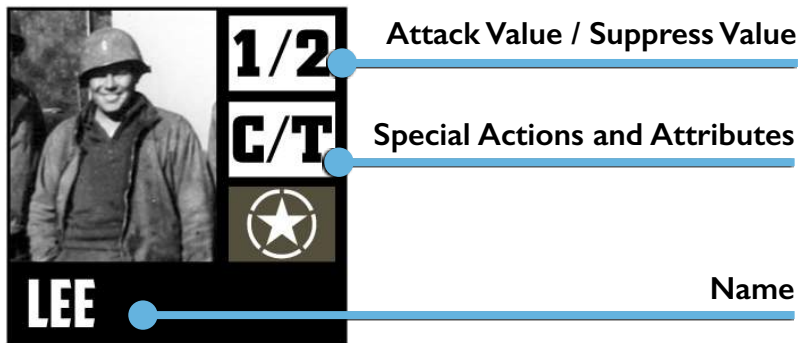
12) Suppression Tokens (30)



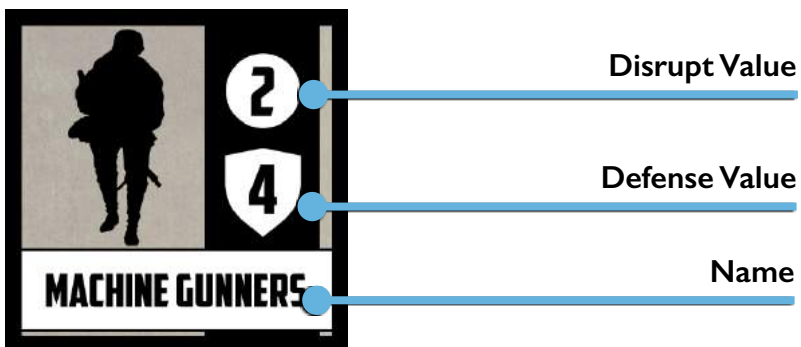
13) Dice (5)

# Counters and Cards

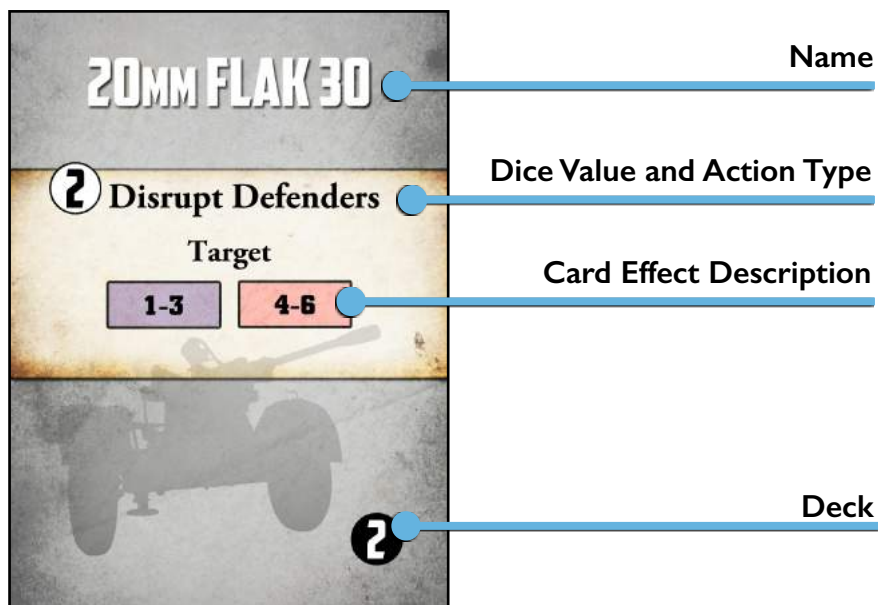
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Defender Counter



SS Counter



SS Card

# 1.0 Playing the Game

## 1.1 Game Overview

*Castle Itter* is divided into turns. Each turn consists of two phases:

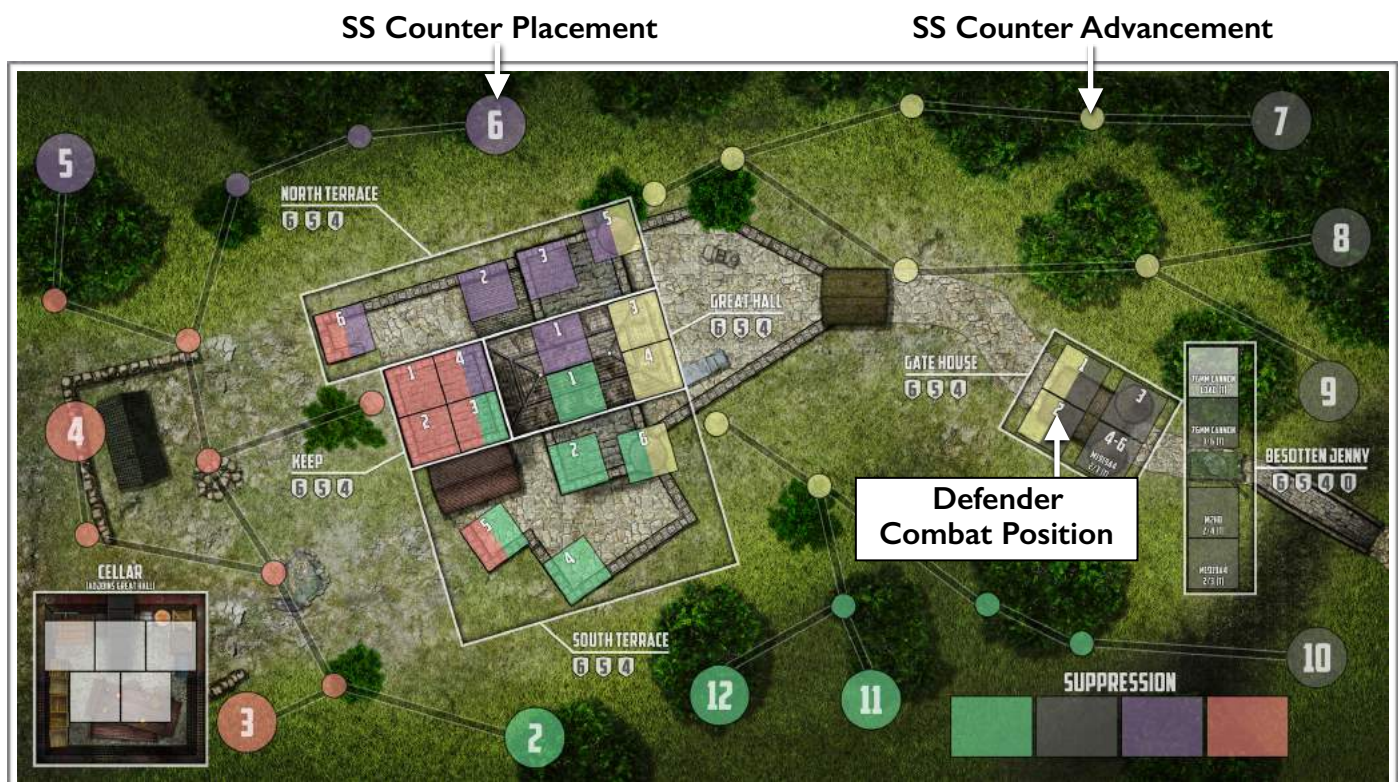
- **Defender Phase:** Take five actions with Defender counters
- **SS Phase:** Play three SS cards

## 1.2 The Game Board

The game board depicts Castle Itter and its immediate surroundings. The colored, square areas of the board are combat positions used by the Defenders. The large circle areas are where SS Counters are initially placed on the board, and the small colored circle areas are the SS Counter advancement positions. The large areas outlined in white are key locations and have an impact on the Defender movement and defense.

## 1.3 Line of Sight

Line of Sight (LoS) is used to determine if a Defender can attack an SS Counter. Counters have LoS to one another when they are in areas with the same color. For example, if a Defender is in a red colored combat position, the Defender can attack an SS Counter in any red circle. Defenders in combat positions with two colors have LoS to both correspondingly colored circles. The white colored combat positions do not have LoS to any SS circles.



## 2.0 Defender Phase (Actions)

During each turn, you take five actions with your Defenders. You can only take one action with a Defender on a turn. When you take an action with a Defender, place an Action Token on the Defender. If you use an action that exhausts a Defender, flip the Defender to its exhausted side. The actions include:

### [Actions that Exhaust a Defender]

- Attack
- Suppress
- Move within a location (Free Action)
- Move to a new location
- Special Actions (Command and Escape)

### [Actions that do not Exhaust a Defender]

- Recover

### 2.1 Special Rule: Initial Actions

At the beginning of the game, all of the Defenders start off the board in the Defenders supply, except the five French prisoners and the three Defenders with the Reinforcement [R] attribute. When you take an action with a Defender for the first time, move it from the supply to any open combat position on the board, then take an action. Therefore, for the first four turns of the game, only Defenders who are in the supply will be able to take actions. After all 20 Defenders have been placed on the board in this manner, you may begin taking actions with the French prisoners in the Cellar and you may start taking additional actions with the other Defenders.

**Initial Actions**

**Gameplay Example:** The five French prisoners begin the game on the board in the combat positions in the Cellar. They cannot take actions until all 20 Defenders in the supply have been placed on the board. Rushford can be placed in any open combat position on the board and can immediately take his initial action.

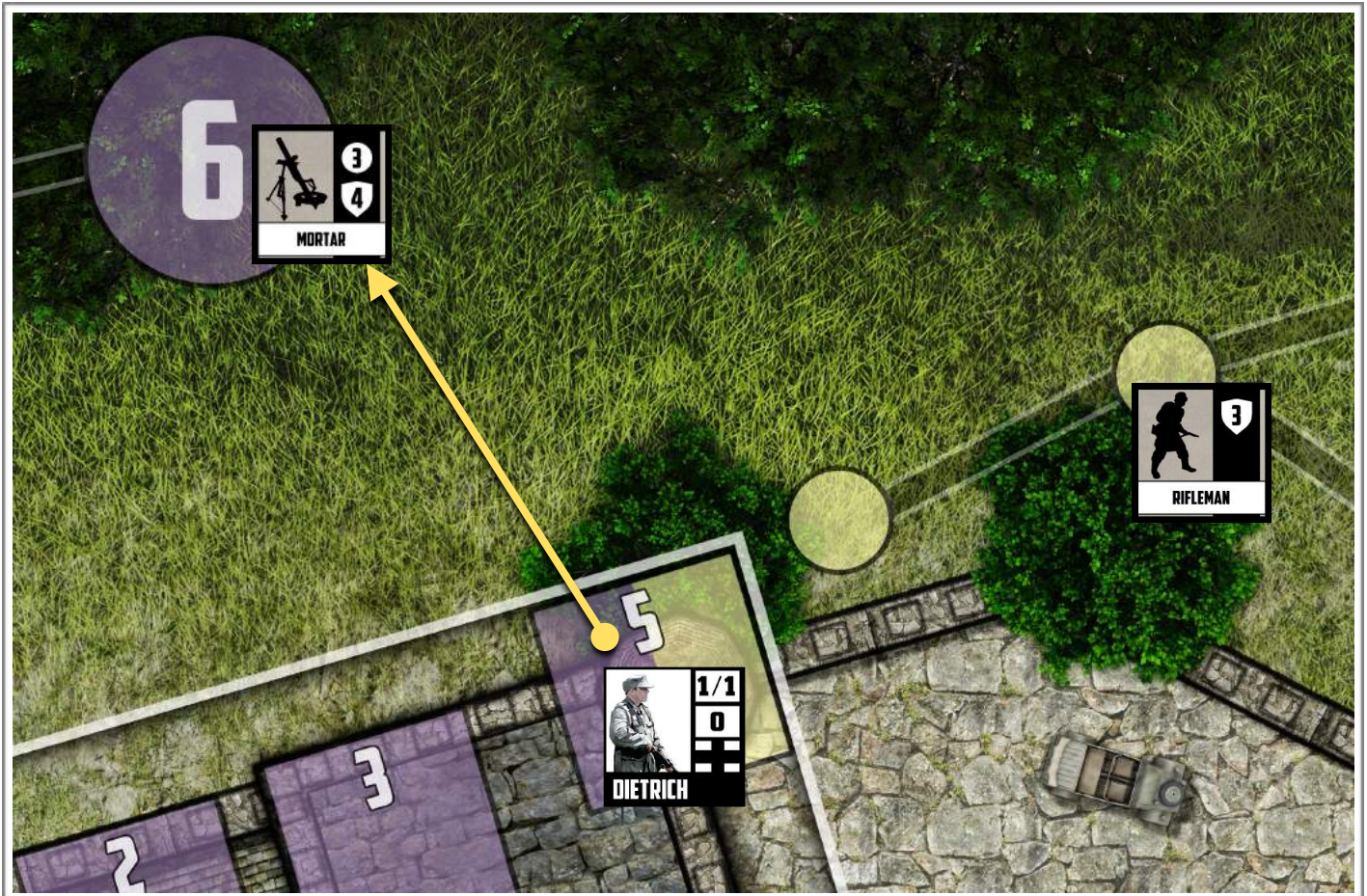


# Defender Actions

## 2.2 Attack

A Defender must have LoS to an SS Counter to take an Attack action. Declare the Defender that will take the action and the SS Counter that will be the target of the attack. Then, roll a number of dice equal to the Defender's Attack Value and compare it to the SS Counter's defense value. If at least one of the dice rolled is equal to or exceeds the SS Counter's defense value, the SS Counter is removed from the board and placed back into the SS Counter supply.

**Gameplay Example:** Dietrich Attacks the Mortar. Dietrich has a 1 Attack value and rolls one die. Dietrich rolls a 4, which is equal to the Mortar's defense. The Mortar is removed from the board and placed back into the SS Counter supply. Note that Dietrich could have attacked the Rifleman instead because, Dietrich was on a combat position colored both purple and yellow.



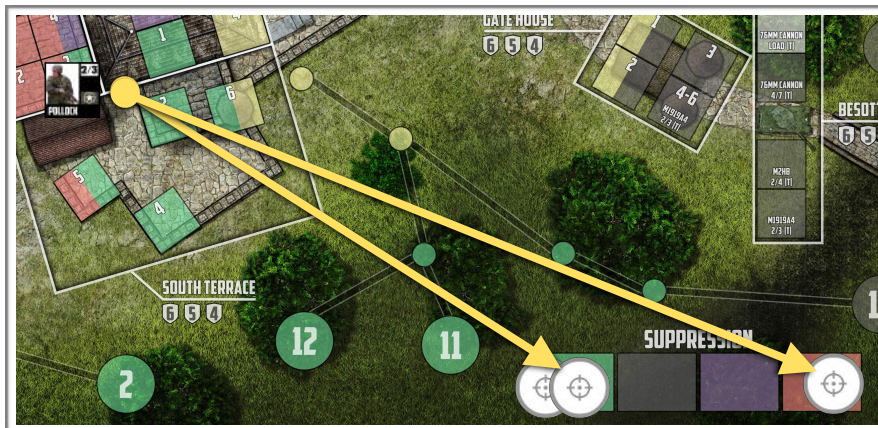
Attack

# Defender Actions

## 2.3 Suppress

Add a number of suppression tokens, equal to the Defender's Suppress Value, to the suppress space on the game board that matches the color combat position where the Defender is located. If a Defender can place multiple suppression tokens and is in a combat position with more than one color, they can split their suppression across multiple suppress spaces. Suppression tokens are used when SS Counters are placed during the SS Card phase of the turn (p. 15).

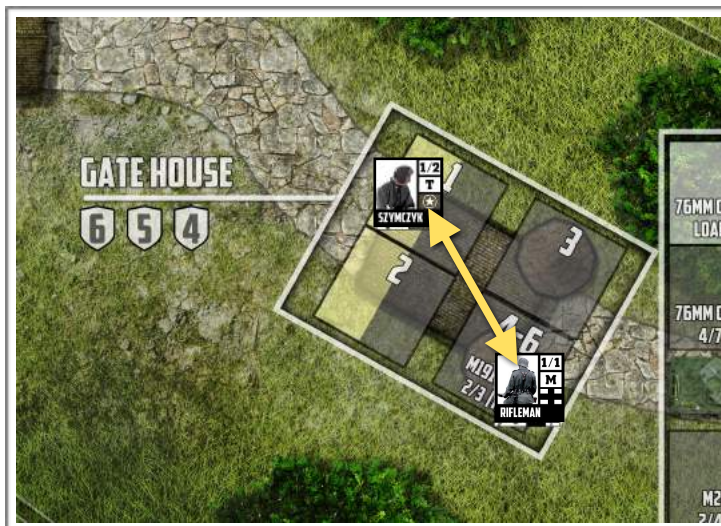
**Gameplay Example:** Pollock Suppresses. Pollock has a 3 Suppress value and is in a combat position colored both green and red. Pollock can divide three suppression tokens between the green and red colored spaces under the Suppression area on the game board.



## 2.4 Move Within a Location (Free Action)

Each combat position on the game board can only be occupied by a single Defender. Defenders can use an action to change the combat position they occupy within a location and then take another action. If a Defender moves to a combat position that is already occupied, the two Defenders switch positions; however, to switch positions, neither of the Defenders can be Exhausted (on their grayed out side) or have a Disrupted token.

**Gameplay Example:** Szymczyk wants to move within the Gate House to the combat position where the Rifleman is located. Szymczyk and the Rifleman switch combat positions and Szymczyk can still take another action. Szymczyk could not have switched places with the Rifleman if the Rifleman was Exhausted (on its grayed out side) or if the Rifleman had a Disrupted token. Szymczyk could have also moved to one of the two vacant combat positions. After moving, Szymczyk can take an action.



Move Within a Location

# Defender Actions

## 2.5 Move to a New Location

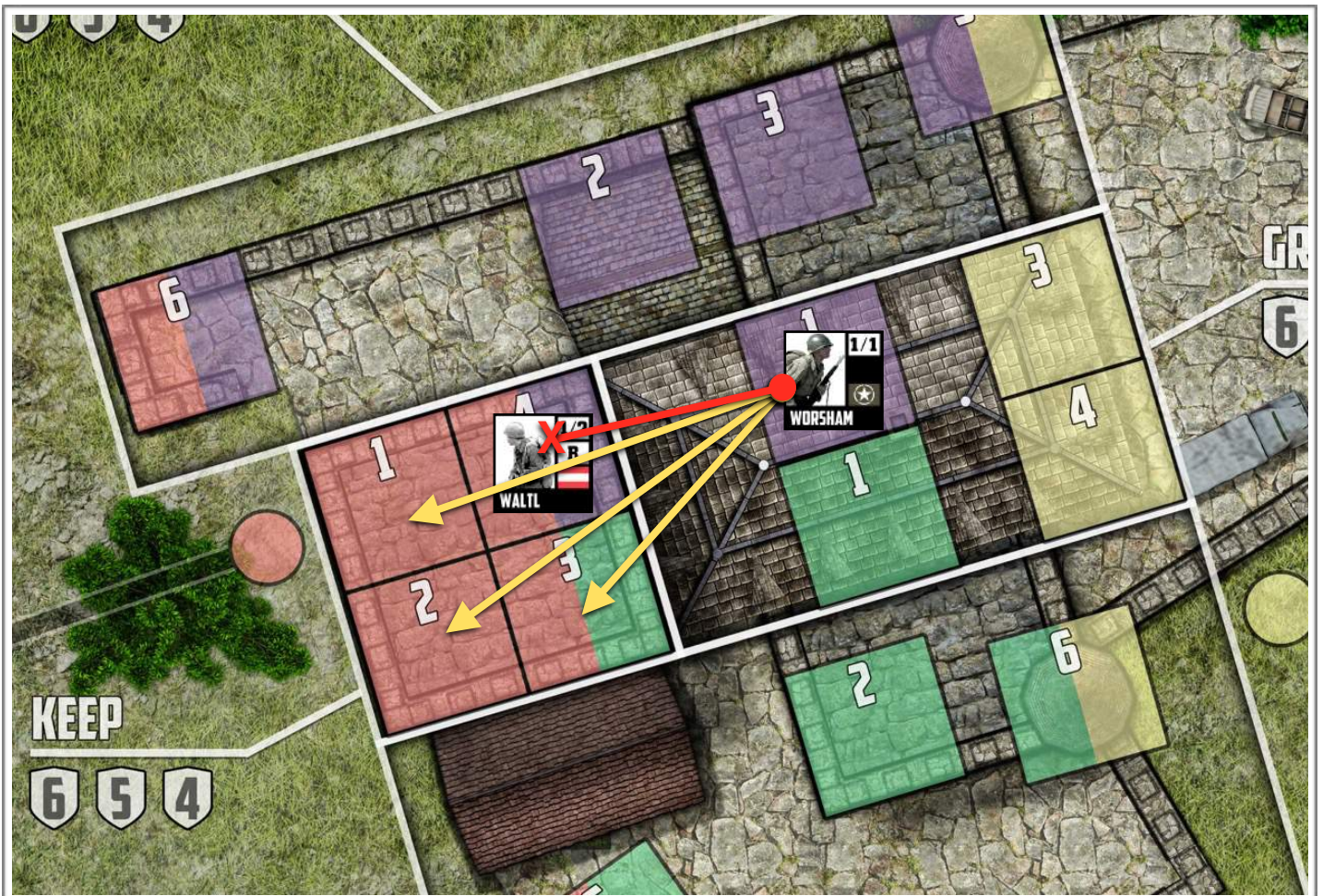
A Defender can move to a new location by taking an action. The Defender cannot move into a combat position that is already occupied. The locations do not have to be adjacent. For example, a Defender could move from the Keep to Besotten Jenny with the Move to a New Location action.

**Gameplay Example:** Worsham wants to move from one location (the Great Hall) to a different location (the Keep). Worsham can take an action to move into one of the vacant combat positions, but cannot switch places with Waltl.

## The Cellar (Special Rule)

Defenders in the Cellar location can only use the Move to a New Location action to move to the Great Hall. However, a Defender can move from any location into the Cellar.

### Move to a New a Location



# Defender Actions

## 2.6 Recover

Defenders that are flipped to their grayed out side are Exhausted and cannot take an action. In addition, when a Defender has a Disrupted token on it, it cannot take an action. The only exception to either of these rules is the Recover action. The Recover action allows a Defender to be flipped back over from its Exhausted side. The Recover action can also be used to remove a Disrupted token from the Defender and place the Disrupted token back in the supply. Remember that a Defender can only be used for one action each turn. Therefore, a Defender cannot take multiple Recover actions or a Recover action and a different action in the same turn.

## 2.7 Command [C] Special Action

Only Defenders with the Command [C] special action designation can take the Command action. When a Defender uses the Command action, it can give three free, immediate Recover actions to Defenders in the same location. The Command action cannot be used to give a Recover action to a Defender that also has the Command [C] special action designation. Place a Command token on Defenders that have had the Command action used on them during a turn. A Defender with a Command token cannot also take an action of their own during the turn, and the Command action cannot be used on a Defender that already has an Action token.

**Gameplay Example:** Schrader uses the Command action to remove the Disrupted Tokens from Waltl and Worsham and flip Waltl's counter over. Place a Command Token on both Waltl and Worsham. Schrader cannot use the Command action on the Rifleman because the Rifleman is not in the same location as Schrader.



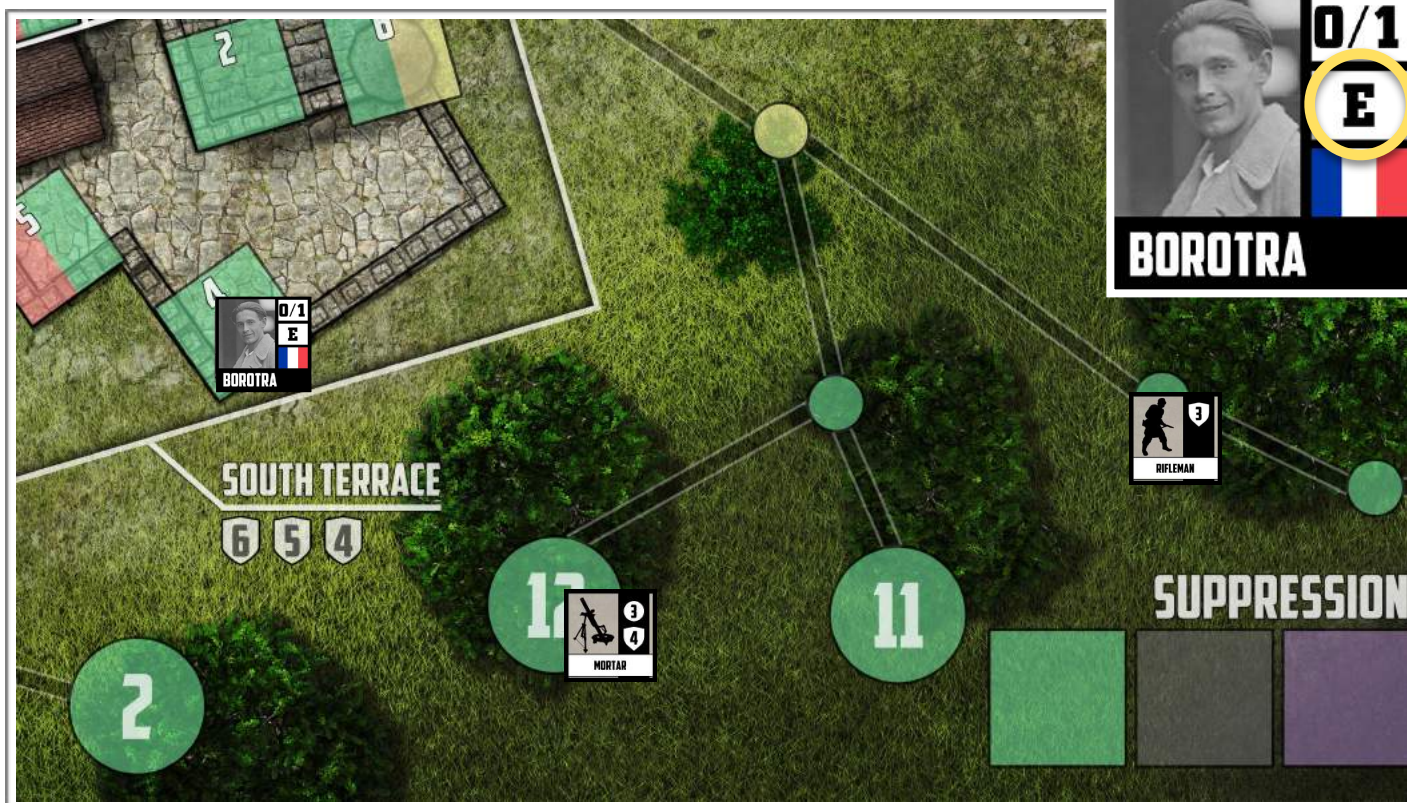
# Defender Actions

## 2.8 Escape [E] Special Action

Only the Borotra Defender, who has the Escape [E] special action designation, can take the Escape action. When Borotra begins his action in a combat position that has no SS Counters in positions with corresponding colors, Borotra can take the Escape action. Borotra cannot escape from the Cellar or Great Hall. He must begin his turn in the Southern or Northern Terrace, the Keep, the Gate House, or Besotten Jenny to take the Escape special action. When Borotra escapes, remove his counter from the board and check the deck number of the top SS card in the discard pile. Shuffle the special 142nd Infantry Regiment card into the SS deck, according to the deck number:

- Deck 2: Mix the 142nd Infantry Regiment card into the bottom 9 cards in the SS deck.
- Deck 3: Mix the 142nd Infantry Regiment card into the bottom 6 cards in the SS deck.
- Deck 4: Mix the 142nd Infantry Regiment card into the bottom 4 cards in the SS deck.

**Gameplay Example:** At the beginning of the turn, Borotra is in a green combat position. Borotra cannot escape because Mortar and Rifleman SS Counters occupy green colored SS positions. If the SS Counters are attacked and removed this turn, Borotra could use the Escape special action.



Escape Special Action

## 3.0 Defender Phase (Attributes)

Some Defenders have special attributes. These attributes are not treated as actions. Instead, they are special conditions that are always in effect. Attributes include:

- Inspire [I]
- Low Morale [M]
- Wehrmacht Officer [O]
- Reinforcements [R]
- Sacrifice [S]
- Tank Crew [T]

### 3.1 Inspire [I]

Four of the French prisoner Defenders have the Inspire attribute. A Defender with the Inspire attribute provides an additional die to any Defender in the same location that is taking an Attack action, and the Defender with the Inspire attribute provides an extra Suppression token to any Defender in the same location that is taking a Suppress action. To grant these benefits, the Defender with the Inspire attribute cannot be Exhausted and cannot have a Disrupted token.



### 3.2 Low Morale [M]

The five Rifleman Defenders all have the Low Morale attribute. Any time a Defender that is in the same location as a Defender with the Low Morale attribute becomes a casualty, the Defender with the Low Morale attribute is also removed from the game board and treated as a casualty.



### 3.3 Wehrmacht Officer [O]

Five of the Defenders have the Wehrmacht Officer attribute. When a Defender with the Wehrmacht Officer attribute is in the same location as a Rifleman with the Low Morale [M] attribute, you ignore the effects of the Low Morale attribute.



### 3.4 Reinforcements [R]

Three of the Defenders have the Reinforcements attribute. These three Defenders should be kept separate from the other Defenders at the beginning of the game. When the SS Card entitled "Reinforcements" is revealed, the three Defenders with the Reinforcements attribute are placed in the Defenders supply. Unlike at the beginning of the game, you do not have to place these reinforcements before taking actions with Defenders already on the board. They can stay in the supply as long as you like.



### 3.5 Sacrifice [S]

One of the Defenders (Gangl) has the Sacrifice attribute. If Gangl is in the same location as a French Defender with the Inspire attribute, and the French Defender would become a casualty for any reason, you can remove Gangl from the game instead and ignore the effect on the French Defender.



# Defender Attributes

## 3.6 Tank Crew [T]

Six of the Defenders have the Tank Crew attribute. These Defenders can make use of the five special combat positions on the game board marked with [T]. Four of the combat positions are in the Besotten Jenny location, and the fifth one is in the Gate House location.



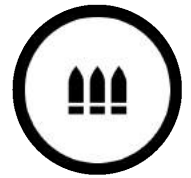
## Tank Crew Special Combat Positions

### M1919A4 and M2HB

When a Defender with the Tank Crew attribute is on a combat position marked M1919A4 or M2HB, they can use the listed Attack/Suppress values instead of their own.

### 76mm Cannon Load

When a Defender with the Tank Crew attribute is on the combat position marked 76mm Cannon Load, they can take an action to place the Load Token on the 76mm Cannon combat position. Note that the 76mm Cannon Load combat position is colored white and does not have LoS to any SS areas.

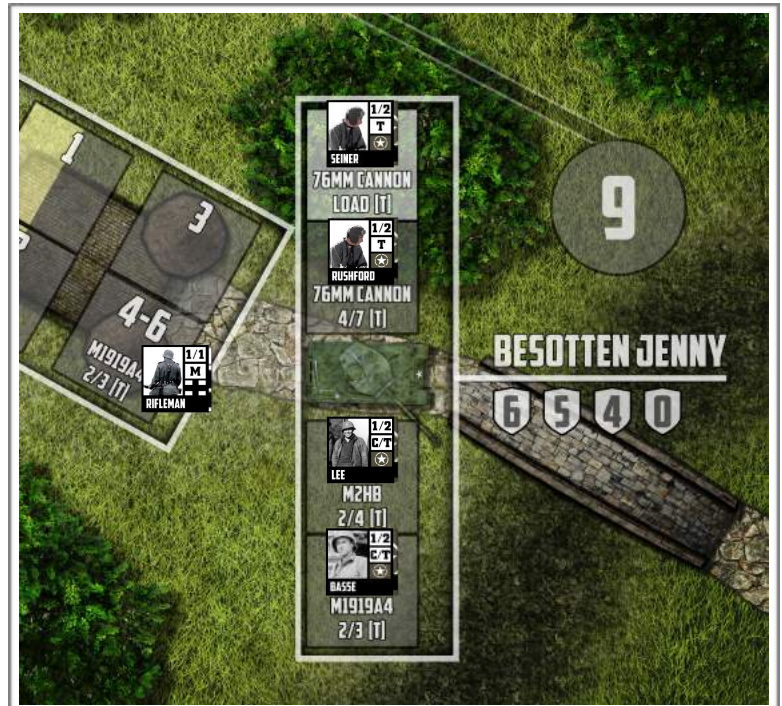


### 76mm Cannon

When a Defender with the Tank Crew attribute is on the combat position marked 76mm Cannon and the combat position has the Load Token, the Defender can use the listed Attack/Suppress values and then discard the Load Token to the supply.

## Tank Crew Special Combat Position

**Gameplay Example:** Lee and Basse can take Attack or Suppress actions and use the values from their Tank Crew special combat positions. Rushford cannot use the 76mm Cannon unless Seiner first uses an action to place the Load Token on the 76mm Cannon combat position. The Rifleman cannot use the Tank Crew special combat position because he does not have the Tank Crew attribute.



## 4.0 SS Cards

Once you have completed your five Defender actions for the turn, remove all the Action and Command Tokens. Then reveal three SS Cards from the SS deck, one at a time, resolving the effect of each one before moving to the next. After all three SS Cards have been resolved, discard them. The turn is over and the next turn begins with five new Defender actions.

There are four different categories of SS Cards, based on the card effect:

- Attack Defenders
- Attack Location
- Disrupt Defenders
- Place SS Counters

### 4.1 Attack Defenders

There is one SS Card with the Attack Defender effect: the Sniper. When you reveal the Sniper Card, roll a die and check the result against the numbers on the Sniper card. The result indicates the color of combat positions that will be targeted. If there are no Defenders in the corresponding color, the attack has no effect. Once the color has been determined, roll again to see which specific combat position is targeted by comparing the result to the number on the board. If the result of the roll is a combat position that is empty, go to the next higher number. If no higher number is occupied, go to the next lower number. Once a Defender has been identified as the target, roll four dice and compare the result against the current Defense Value of the location. If at least one of the dice rolled is equal to or higher than the Defense Value, the Defender becomes a casualty and is removed from the game.



**Gameplay Example:** A Sniper card is revealed. You roll a 6, which corresponds to purple. You roll to see which purple-colored combat position will be targeted, and the result is a 2, indicating Gamelin will be the target. If Gamelin had not been present, Dietrich would have been targeted instead. If Dietrich was not present, Rushford would have been the target. Now that the target has been identified as Gamelin, you roll four dice. The current Defense Value of the North Terrace where Gamelin is located is 5. If at least one of the dice rolled is equal to or higher than 5, Gamelin becomes a casualty and is removed.



# SS Cards

## 4.2 Attack Location

There are four SS Cards with the Attack Location effect: two different 75mm Pak 40's, the 88mm Flak 37, and the Panzerfaust. The Pak 40 and Flak 37 are resolved in the same way, while the Panzerfaust is slightly different. When you reveal the Pak 40 or Flak 37, roll one die and compare the result to the card. The result indicates the location that is attacked. Then, roll a number of dice equal to the dice value (5 for the Flak 37, 4 for the Pak 40). If at least one of the dice rolled is equal to or higher than the location's Defense Value, reduce the Defense Value by one. If the Defense Value was already at 4 and at least one of the dice is equal to or higher than 4, every Defender within the location is disrupted (place a Disrupted Token on them). The Panzerfaust works just like the Pak 40 and Flak 37, except that you do not roll for the target. It always targets Besotten Jenny.



## Destroying Besotten Jenny

Unlike the other locations, Besotten Jenny can be destroyed. If the Defense Value for Besotten Jenny reaches 0, Besotten Jenny is considered destroyed. Any Defenders on combat positions in the Besotten Jenny location become casualties and are removed from the game. If Besotten Jenny is the target of an attack, but it has already been destroyed, the attack has no effect. Defenders cannot move into combat positions in the Besotten Jenny location once the tank has been destroyed.



Attacking a Location

**Gameplay Example:** A 75mm Pak 40 SS Card is revealed. You roll a 2, which corresponds to Besotten Jenny. You roll 4 dice (the dice value for the Pak 40). The current Defense Value for Besotten Jenny is 4. If at least one of the dice rolled is 4 or higher, the Defense Value for Besotten Jenny is reduced to 0 and Besotten Jenny is destroyed. All four Defenders in Besotten Jenny immediately become casualties and are removed from the game.

# SS Cards

## 4.3 Place SS Counters

There are five SS Cards with the Place SS Counters effect: Machine Gunner, Mortar, Rifleman, Scout, and Sturm. Placing SS Counters is the key element of the SS advancement toward Castle Itter. Placing each SS Counter has three steps:

- Roll to determine the SS Counter Placement area
- Decide whether to attempt to suppress the SS Counter
- Advance any SS Counters if applicable

### Roll to Determine the SS Counter Placement Area

When you reveal an SS Card that places SS Counters, check the card to see how many counters should be placed. For each counter, roll two dice to determine which SS Counter Placement area the SS Counter should be placed on.

### Decide Whether to Attempt to Suppress the SS Counter

If you have Suppression Tokens in the suppress space that matches the color where the new SS Counter is to be placed, you can use as many Suppression Tokens as you want to roll an equal number of dice. If any of the dice rolled are equal to or higher than the SS Counter's Defense Value, don't place the SS Counter. You should decide whether you want to suppress an SS Counter before rolling to place another one.

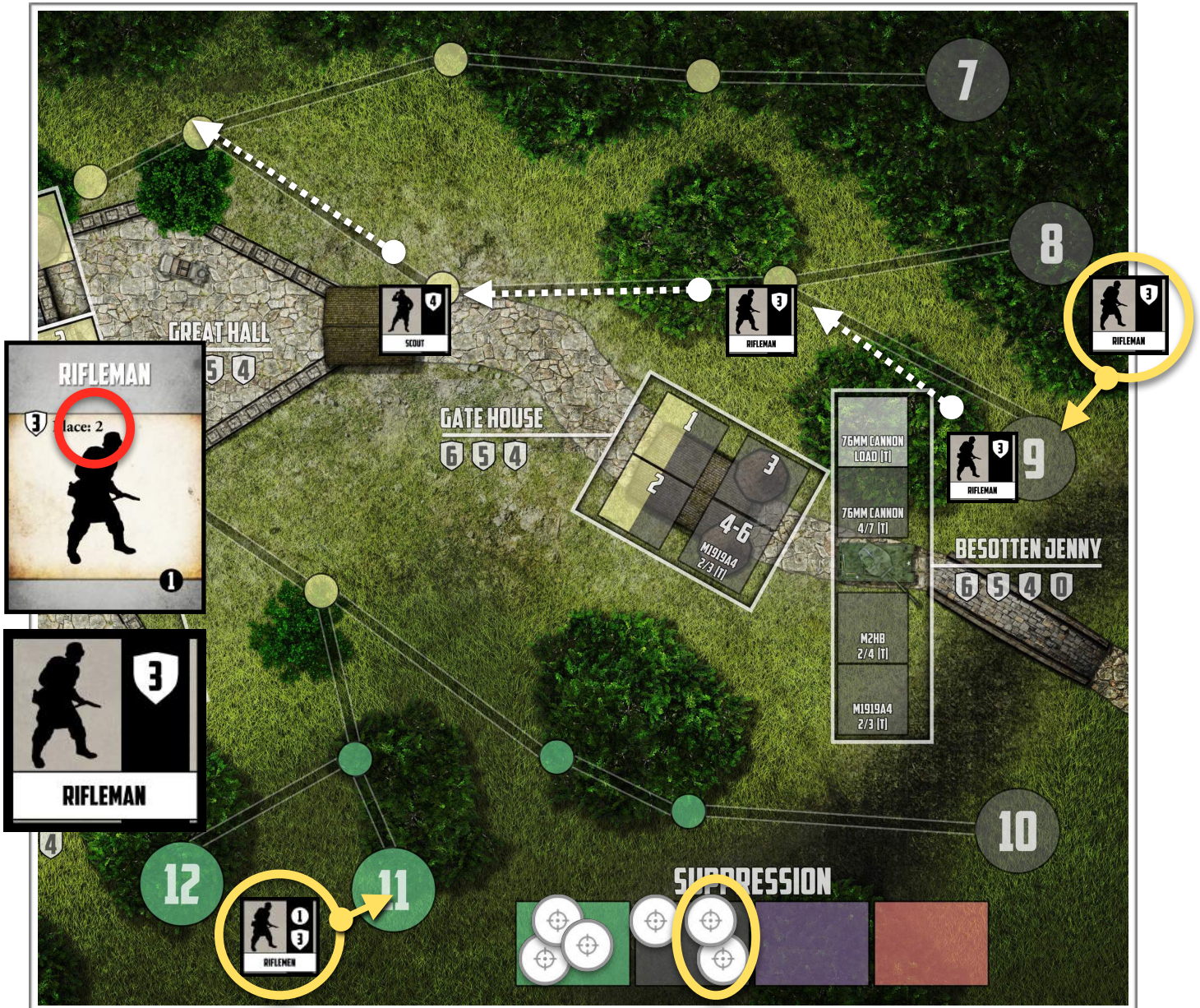
### Advance any SS Counters if Applicable

If you placed a Rifleman, Scout, or Sturm SS Counter, progress any Rifleman, Scout, or Sturm counters already in the SS Counter placement area along the track towards Castle Itter. If advancing Rifleman, Scout, or Sturm Counters moves them into SS Counter positions that already had SS Counters, then advance the SS Counters that were already in those positions. Continue this process until the leading counters are moved into the first open position. If moving SS Counters forward in this way would advance an SS Counter beyond the end of the track where it can no longer be advanced, it is considered to have entered the castle; *the game ends immediately and you lose.*



# SS Cards

## Rifleman, Scout, and Sturm Counter Placement



**Gameplay Example:** A Rifleman Card is revealed with a 2 for the number of counters that should be placed. You roll two dice and the result is 11. A Rifleman Counter should be placed in the “11” SS Counter Placement area. You decide not to suppress the Rifleman and place it. For the second Rifleman, you roll the dice again and get a 9. You decide to try to suppress the Rifleman because there are already Riflemen and a Scout on the track. You choose to use two Suppression tokens from the gray colored suppression space. This allows you to roll two dice. Because the Rifleman has a Defense Value of 3, you need to roll a 3 or higher to suppress the Rifleman and keep the counter from being placed. You roll two 1’s. You place the Rifleman counter, and advance the Riflemen and Scout Counters forward on the track.

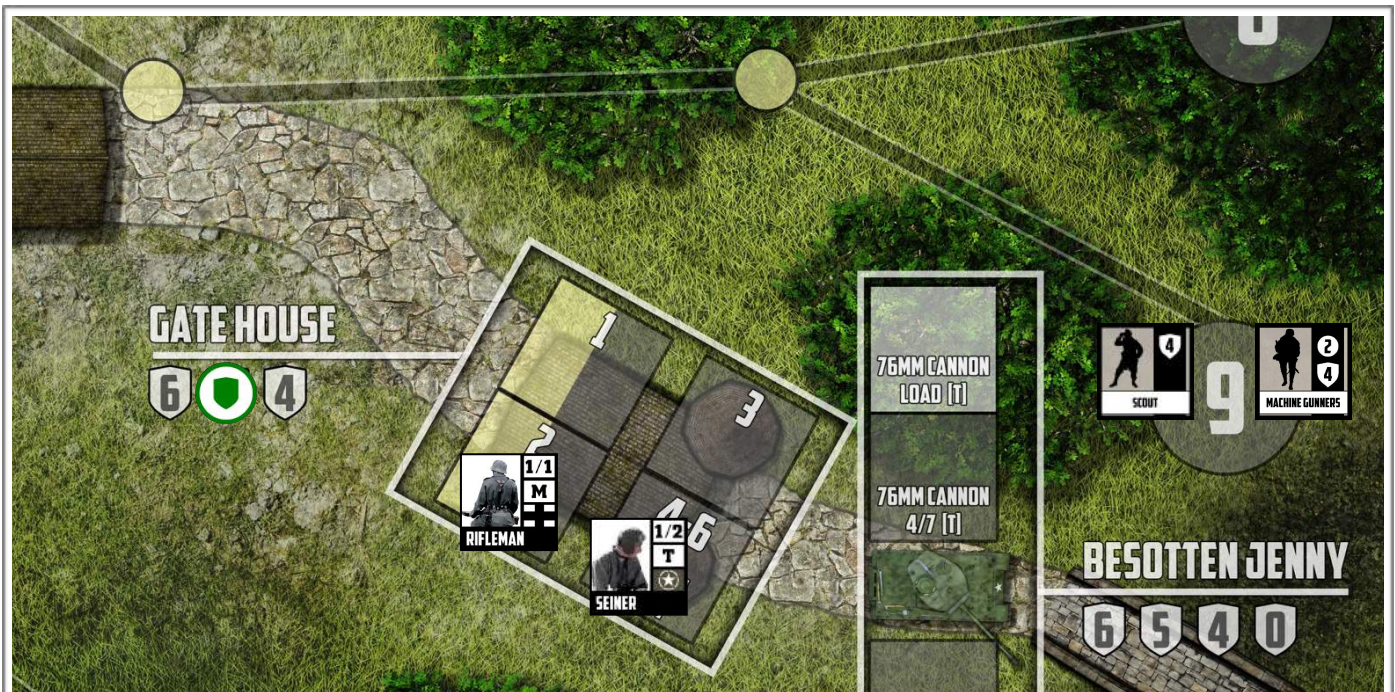
# SS Cards

## Machine Gunner and Mortar

The Machine Gunner and Mortar Counters do not advance other SS Counters. There is no limit to the number of Machine Gunners and Mortars that can be in the same SS Counter placement area. They will always remain in the SS Counter placement area, unless they are attacked and removed. When you place a Machine Gunner or Mortar, you also roll to see if they disrupt a Defender. Roll one die and compare the result to the Defender combat position that is in the same color where the Machine Gunner or Mortar was placed. Then, roll a number of dice equal to the Disrupt Value for the Machine Gunner (2) or Mortar (3). If at least one of the dice rolled is equal to or higher than the combat position's current Defense Value, place a Disrupted Token on the Defender. If a Defender already has a Disrupted Token on it and is supposed to receive another Disrupted Token, the Defender has become a casualty. Remove it from the board.



**Gameplay Example:** A Machine Gunner Card is revealed. You roll two dice and the result is 9. A Machine Gunner Counter should be placed in the “9” SS Counter Placement area. You try to suppress the Machine Gunner, but fail. The Machine Gunner is placed in the “9” SS Counter Placement position. The Machine Gunner was placed in a black colored SS position, so you roll to see the target of the Machine Gunner’s disruption. You roll a “3.” There is no Defender in the “3” combat position, so you got to the next highest position, which is the “4-6” combat position occupied by Seiner. The Machine Gunner has a Disrupt Value of 2, so you roll two dice. You roll a 3 and a 5. The Gate House’s Defense Value is 5, so Seiner has been disrupted. You place a Disrupted Token on Seiner.



# SS Cards

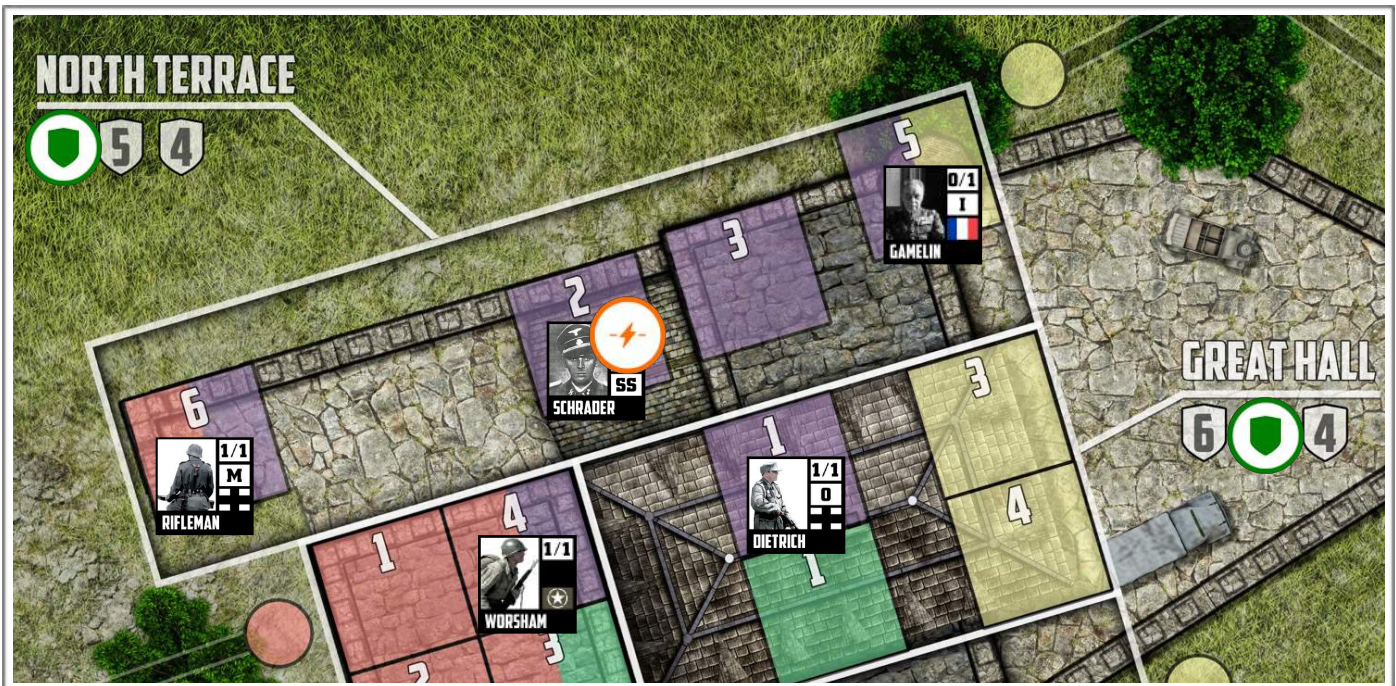
## 4.4 Disrupt Defenders

There are two SS Cards with the Disrupt Defenders effect: 20mm Flak 30 and Suppressive Fire. Although both cards result in placing Disrupted Tokens on Defenders, the resolution process for the cards is different.

When you reveal the Flak 30, roll one die and compare the result to the card. The result indicates the color of combat positions that are affected. Now roll two dice to disrupt each Defender in the matching color's combat positions. If at least one of the dice rolled is equal to or higher than the combat position's current Defense Value, place a Disrupted Token on the Defender. If a Defender already has a Disrupted Token on it and is supposed to receive another Disrupted Token, the Defender has become a casualty. Remove it from the board.



### 20mm Flak 30 Disrupt Defenders



**Gameplay Example:** A 20mm Flak 30 card is revealed. You roll a 2, so the purple-colored combat positions will be targeted. For each purple-colored combat position, you roll two dice and compare the result to the combat position's Defense Value. You roll two dice for the 1 purple combat position with Dietrich, and get a 2 and a 5. The Defense Value for the Great Hall is a 5, so you place a Disrupted Token on Dietrich. You roll two dice for the 2 purple combat position with Schrader and get a 4 and a 6. The Defense Value for the North Terrace is a 6. Because Schrader already had a Disrupted Token, he becomes a casualty and is removed from the game. Continue this process for all the purple combat positions.

# SS Cards

When you reveal a Suppressive Fire card, work through each Machine Gunner and Mortar Counter on the board, determining whether they disrupt Defenders.

Work through the Machine Gunners and Mortars in this sequence:

- Start with the Machine Gunner or Mortar Counter in the lowest numbered SS Counter placement area.
- Roll one die to identify the corresponding Defender combat position that is targeted. If the result of the roll is a combat position that is empty, go to the next higher number. If no higher number is occupied, go to the next lower number.
- Roll a number of dice equal to the Disrupt Value for the Machine Gunner (2) or Mortar (3). If at least one of the dice rolled is equal to or higher than the combat position's current Defense Value, place a Disrupted Token on the Defender. If a Defender already has a Disrupted Token on it and is supposed to receive another Disrupted Token, the Defender has become a casualty. Remove it from the board.
- Continue this process for each Machine Gunner and Mortar by advancing through the SS Counter placement areas in order.

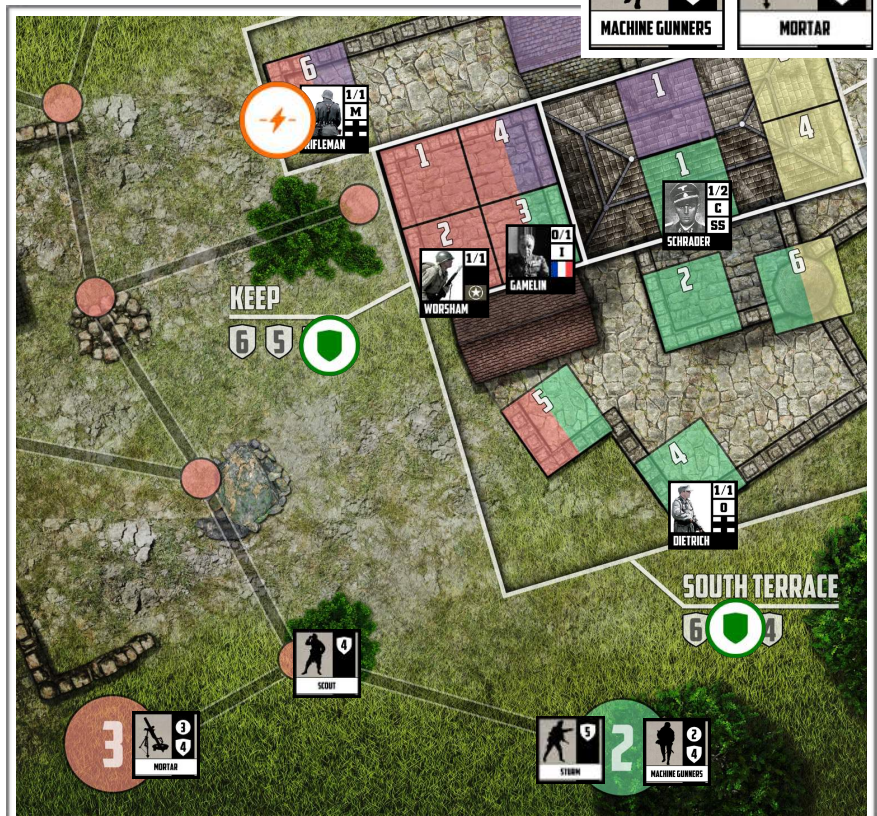


## Suppressive Fire Disrupt Defenders



### Gameplay Example:

A Suppressive Fire card is revealed. You begin with the “2” SS Counter placement area. You roll 1 die to see which green-colored Defender position will be targeted, and the result is 5. Since no Defender is in the 5 or 6 position, the 4 position (Dietrich) is targeted. You roll two dice (the Machine Gunner’s Disrupt Value), and the results are 3 and 5. The current Defense Value of the South Terrace is 5, so Dietrich is Disrupted. Then you would advance to the Mortar in the “3” SS Counter placement area to determine whether it suppresses a Defender in the red-colored combat positions. This process would continue until you have resolved all the Machine Gunners and Mortars.



## 5.0 Ending the Game

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The game ends at the end of the turn when the SS deck is exhausted, or immediately if the 142nd Infantry Regiment card is drawn from the SS deck.

**You Win** if you scored 1 or higher.

**You Draw** if you scored 0 or lower.

**You Lose immediately** if, at any time during the game, an SS Counter advances beyond the end of its track.

**Score:** The goal in Castle Itter is to score as many Victory Points as possible. To determine your score, do the following:

- Score 5 points if Besotten Jenny was destroyed, but no Defenders were inside at the time;
- Score 5 points if Borotra escaped;
- Score 3 points for each French Defender on the board, but not in the cellar (do not include Borotra if he escaped);
- Score 1 point for each French Defender in the cellar;
- Score 1 point for any other (non-French) Defender on the board (including the cellar);
- Subtract 1 point for each SS Counter on the board.

| Score     | Award                       | Victory Level |
|-----------|-----------------------------|---------------|
| 40+       | Austrian National Hero      | Epic Victory  |
| 30 - 39   | Medal of Honor              | Major Victory |
| 20 - 29   | Distinguished Service Cross |               |
| 10 - 19   | Silver Star                 | Minor Victory |
| 1 - 9     | Bronze Star                 |               |
| 0 or less | None                        | Draw          |

# 6.0 Variants

## 6.1 Increased Difficulty

Once you have beaten the beginner difficulty level for Castle Itter, you can try the game with increased difficulty. The difficulty level is adjusted in two ways: by randomizing the starting SS Counters and by adding Tactics Cards to the game. Tactics cards represent planning and coordination by the elements of the 17th SS Panzergrenadier Division that are assaulting Castle Itter.

### 6.1.2 Veteran Difficulty

#### Randomized Starting SS Counters

Shuffle five Rifleman and six Scout Counters face down, place them in the 11 SS Counter placement areas, and then flip them face up.

#### Tactics Cards

##### Setup:

- Sort the Tactics Cards by the number on the lower right of the front of the card.
- Take the top four cards from the 1 deck and remove them from the game.
- Take the top three cards from the 2, 3, and 4 decks and remove them from the game.
- Stack the decks face down on top of one another in order, with the 4 deck at the bottom and the 1 deck on top.

**In Play:** On the first turn of the game, at the beginning of the SS Phase, deal one Tactics Card face up next to the Tactics Cards deck and apply the effects of the card for the rest of the turn. On the second turn of the game and for all subsequent turns, deal a new Tactics Card face up at the beginning of the Wehrmacht Card Phase and remove the Tactics Card that was previously in play.



Turn 1



Turn 2 and all Subsequent Turns

**Gameplay Example:** At the beginning of the SS Phase on the first turn of the game, you flip over the Barrage Tactics Card. During this phase, all Pak 40 and Flak 37 cards will gain the benefit of rolling one extra die. At the beginning of the SS Phase on the second turn of the game, you remove the Barrage Tactics Card and replace it with the top card of the deck - Eastern Approach.



# Variants

## 6.1.3 Elite Difficulty

### Randomized Starting SS Counters

Shuffle four Rifleman, four Scout, and three Sturm Counters face down, place them in the 11 SS Counter placement areas, and then flip them face up.

### Tactics Cards

#### Setup:

- Sort the Tactics Cards by the number on the lower right of the front of the card.
- Take the top three cards from each of the decks and remove them from the game.
- Stack the decks face down on top of one another in order, with the 4 deck at the bottom and the 1 deck on top.

**In Play:** On the first turn of the game at the beginning of the SS Phase, deal two Tactics Cards face up next to the Tactics Cards deck and apply the effects of the cards for the rest of the turn. On the second turn of the game and for all subsequent turns, remove the Tactics Card that was farthest away from the Tactics Card deck from play, shift over the remaining Tactics Card, and draw a new Tactics Card to replace the card that was shifted. Apply the effects of the Tactics Cards for the rest of the turn.



**Gameplay Example:** At the beginning of the SS Phase on the first turn of the game, you flip over the Barrage and Eastern Approach Tactics Cards. During this phase, all Pak 40 and Flak 37 cards will gain the benefit of rolling one extra die and the starting SS counter position for Rifleman and Scout counters is affected. At the beginning of the SS Phase on the second turn of the game, you remove the Barrage Tactics Card, slide the Eastern Approach Tactics Card over, and flip over the top card of the deck - Focus Fire. Eastern Approach and Focus Fire will be in effect for the rest of the turn.

# Variants

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## 6.2 Competitive (Two Players)

In this variant, one player takes on the role of the defenders of Castle Itter. An additional player takes on the role of the SS player.

### Setup:

- Add the SS Sturm card marked “Competitive” to the “1” deck, then set up the SS deck as normal.
- Sort the Tactics Cards by the number on the lower right of the front of the card.
- Shuffle each deck of Tactics Cards separately and place each of the decks face down.
- Take the top two cards from the 1 deck and remove them from the game.
- Take the top three cards from the 2, 3, and 4 decks and remove them from the game.
- Stack the decks face down on top of one another in order, with the 4 deck at the bottom and the 1 deck on top.



### New Phase - SS Planning

At the beginning of the first turn of the game, the SS player draws four cards from the top of the SS deck and three cards from the top of the Tactics Cards deck. The SS player chooses three SS Cards to use for the turn and places them face down in an order of their choosing as their order pile. The top card will be the first order, the middle card the second order, and the bottom card will be the last order. In addition, the SS player chooses one Tactics Card and places it face down alongside the chosen order cards. After placing the SS and Tactics Cards, the SS player draws three new SS Cards and one new Tactics Card. The Defender player will then begin the Defender Phase.

- **Restriction:** The SS player *must always choose to play the Reinforcements and 142nd Infantry Regiment cards*. The SS player cannot choose to keep one of those cards.
- **Note:** If the game ends because the SS deck is depleted, the SS player will have one SS Card and two Tactics Cards remaining. Do not play another turn.

### SS Phase

At the beginning of the SS Phase, the Tactics Card is revealed and its effect applies for the rest of the turn. The three chosen SS Cards are resolved from top to bottom.

## 7.0 References and Additional Resources

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### Castle Itter Scenarios for other Games

- ASL scenario included in [Rally Point #4 - Ruins of the Reich](#). (2009)
- ASL scenario and a Heroes of Normandie scenario in [Yaah! Magazine #4](#). (2015)
- [Memoir 44 scenario](#) (2014), available online: <https://www.daysofwonder.com/memoir44/en/editor/view/?id=14466>

