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EsotericOrderGamers

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Game: **BLACK ORCHESTRA**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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BLACK ORCHESTRA

Setup

Place **Hitler** and the 5 **deputy tiles** on their starting spaces.

Randomly shuffle the **item tiles** and place one facedown on every black square space on the board.

Select a **difficulty level** and place the red **military support marker** on the appropriate value (2 for *Easy*, 3 for *Standard*, 4 for *Hard*). Then place the corresponding **difficulty tile** over the part of the track listed on the back of the tile.

Shuffle the **event cards** into their respective stages and place each stack along the top of the game board, ordered 1 to 7. Remove 2 cards from each deck from the game without looking at them.

Place the **conspirator deck**, **interrogation deck**, and **dice** beside the board.

Each player chooses, or is randomly dealt, 1 **conspirator board** (2 if playing solo), plus a **pawn** and 2 **marker cubes** in a matching color. Place one of your cubes on each of the marked starting levels for **motivation** (*timid*) and **suspicion** (*medium*).

Players place their pawns on the **TRAIN STATION** space in **BERLIN**.

1. Hitler and Deputy Penalties

If you **begin your turn in the same space** as Hitler and/or any of his 5 deputies, suffer the listed penalty:

- HITLER** Decrease your **motivation** by 1.
HESS Choose and discard a card from your dossier.
GOEBBELS You cannot use your special ability this turn.
BORMANN You cannot take a **Conspiracy** action this turn.
HIMMLER Raise your **suspicion** by 1.
GOERING Choose and discard one of your items.

2. Take up to 3 Actions

You may take any combination of 3 actions. All actions except **Conspire** can be taken multiple times.

ACTION

You may resolve 1 effect on your conspirator sheet or on a card in your dossier preceded by the ➡ symbol.

A ⚡ effect does not require an action to resolve and can be resolved at any time, even on another player's turn.

COLLECT ITEM

Take a revealed **item tile** in your space and add it to your conspirator sheet, observing item limits.

CONSPIRE

You can only take this action once during your turn.

Take up to 3 dice, spending 1 action for each die taken.

Roll all of those dice and resolve the results in this order:

- 1 For each ⚡, you and all other conspirators in your space raise suspicion by 1.
- 2 For each ☹, place that die on the dissent track.
- 3 Total all the number results: you may perform up to that number of actions this turn.

DISSENT TRACK

Once 3 dice are on the dissent track, the active player immediately chooses and applies either of these effects:

- Choose 1 conspirator to increase their motivation by 1.
- Decrease Hitler's military support by 1 (cannot go below its starting level).

Return all dice on the track to the supply. Now add any additional 'overflow' ☹ results rolled to the now-cleared track.

DELIVER ITEM

Some board spaces are marked with items that can be delivered there. Once a facedown item has been removed from a board space, you can deliver to that space.

Discard the appropriate item(s) from your conspirator sheet and gain the listed benefit. If the benefit as listed as *distributed*, players may distribute the benefits among themselves however they choose, regardless of location.

DOSSIER

Draw 1 card from the **conspirator deck** and add it to your dossier faceup, observing card limits.



Cards marked with this symbol are *Illegal*.

MOVE

You can move from one space to a space connected to it by a white dotted line.

You may only enter areas of the map with a stage number equal to or less than the current stage's number. However, once stage 7 begins, some previously available spaces become off-limits for the rest of the game.

When you enter a space with modifiers, immediately apply the listed modifiers and continue your turn. Applying the effects does not count as an action.

You can gain the effects of a space multiple times in a turn, but you must move off the space and then move back on it to gain the effect again.



Fortified locations serve as required elements for some plots. Otherwise, they have no game effect.

RELEASE

If you are at *Extreme* suspicion, you cannot perform this action.

Attempt to use your influence and order another conspirator to be released from prison. You must be in the **GESTAPO HQ** space and not at *Extreme* suspicion.

Roll 1 die. On a result of ⚡, you are arrested.

On any other result, raise your suspicion by 1 and choose one arrested conspirator to release.

The released conspirator moves to **GESTAPO HQ** at *High* suspicion.

REVEAL ITEM

Flip an unrevealed item tile in your space faceup.

TRANSFER

Give or take 1 card or item from another conspirator in the same space, observing card and item limits.

3. Draw an Event card

Draw the top card from the lowest numbered (left-most) **event deck** available and place it faceup in the **current event space**, resolving its effects immediately.

If you can't draw an event card when required, the players lose the game.

When there are no more cards in a stage, move on to the next numbered stage.

The card showing on top of the current event space (the last event that was resolved) is the **current event**.

The current event tells you the number of the current event stage. A new stage begins after the first card of that new stage has been drawn, not when the previous stage's deck runs out.

Once stage 7 begins, many previously available spaces are now off-limits for the rest of the game: move Hitler, deputies, and conspirators to the nearest legal space.

KEY EVENTS

Each stage's deck has 1 **key event** (some may have been randomly removed during setup).

When a key event is drawn, place it faceup in the current event space as normal.

When the next event card is drawn, shift the key event card to the right and place it faceup on the **key event space** to the right of the board (it isn't considered active).

If a key event is in play and an **important event** (yellow top) is drawn, remove it from the game without effect and draw a new event card to replace it.

If there is no key event in play and an important event is drawn, resolve the event as usual.

Key events are discarded when the next stage begins.

After resolving an event card, your turn is over.

If an effect would have you draw multiple event cards in a turn, completely resolve the first event card before drawing the next.

The player to your left is now the active player and begins their turn.

Berlin

All **B** Berlin spaces (including the **TRAIN STATION**) are considered to be stage 1 spaces and adjacent to one another.

They all count as *Berlin* for the purposes of card effects; however each space is not considered the same space for transfers, plot stipulations, etc. Conspirators still need to be in the same space to fulfill those conditions.

You can only enter or leave a Berlin space from a non-Berlin space by going through the **TRAIN STATION**.

Hitler and Deputy Movement

When Hitler or a deputy move, **they must end the move in a different location than they started from**, regardless of any conspirator(s) in the space they started from.

Motivation

Your conspirator sheet lists the benefit gained while at each level of motivation, and you also retain the benefits of any lower level.

Dossiers and Items

The area below your board where you place conspirator cards is your **dossier**. Conspirator cards are never held in hand or played outside of the dossier.

If you ever exceed your item or dossier limit, immediately discard down to that limit. You may still get cards and items, but you must discard down to your limit immediately afterwards.

Players can carry up to 3 items (3, 4 or 5 player game) or 4 items (1 or 2 player game).

The maximum number of cards you can have in your dossier is 6 (1-2 players), 5 (3-4 players) or 4 (5 players). However if you are at *timid* motivation, your dossier limit is 2 cards.

Gestapo Raids

When a *Gestapo Raid* Event card is drawn, each conspirator performs the following steps in order:

- 1 If you are at *Extreme* suspicion, you are arrested.**
Arrested conspirators discard all *Illegal* cards in their dossier. **If all players are in prison at the same time, the players lose the game.**
- 2 For each *Illegal* card in your dossier, you must choose to either discard it, or keep it and raise your suspicion by 1.** Resolve one card at a time in any order you choose. If you reach *Extreme* suspicion during this step, keep any remaining *Illegal* cards.
- 3 The active player removes all dice on the dissent track.**

Arrest and Prison

When you are arrested, immediately move to the **PRISON** space and discard all *Illegal* cards in your dossier.

The prison is not adjacent to any other location and is not a valid location for any sort of movement or card effect unless the effect specifically states that you are released. The only way to get into or out of prison is to be arrested or released.

PRISON RESTRICTIONS

You cannot resolve effects from cards in your dossier or character sheet, including ⚡ effects.

You can't be the target of, and are unaffected by, all card effects, including event and interrogation cards.

Your special ability is considered blank, even if you are at a high enough motivation to use it.

You retain all of your items and non-*Illegal* conspirator cards in your dossier when arrested, but you cannot discard, resolve, or transfer them.

ARRESTED PLAYER'S TURN

If you start your turn in prison, follow this turn sequence instead of following the usual turn structure:

- 1 Draw an interrogation card.**
- 2 Draw an event card.**

INTERROGATION CARDS

When you draw an interrogation card, secretly read it and choose one of the options. You cannot reveal or discuss the options with other players at any time.

Unlike resolving other effects, **if you can't fully apply all the effect(s) of an option, you must choose a different option.**

You may always choose the *Try and Resist* option.

When applying the result of the roll, resolve as much of the effect as you can and disregard the rest of the text.

Once you've chosen which option to resolve, read it aloud and apply its effects, but do not reveal the other options. You choose the target for all effects. **Conspirators in jail (including you) cannot be the target of any card effect, including interrogation cards.**

You are only released from prison when a card effect specifically says so.

After resolving the interrogation card, shuffle it back into the deck unless the card instructs otherwise.

Plots

To win the game, you need to successfully attempt one of the plot cards from the conspirator deck:

PREPARATIONS

First confirm that you meet all the **required elements** listed on the left side of the plot card.

You must be at *committed* or *reckless* motivation to attempt a plot, and some plots can only be attempted with *reckless* motivation.

If all the required elements are met, you can use the Act action and resolve the ➡ *Attempt one plot in your dossier* effect listed on the *committed* line of your conspirator sheet.

1. BUILD THE DICE POOL

Your dice pool always starts with 1 die gained by meeting the required elements to attempt a plot.

The right side of the plot card lists **optional elements** that help by either by adding dice to the dice pool (🎲) or by removing 🎲 results. There are 3 types:

ITEMS You may discard any of the items listed for their associated benefit. Unless otherwise specified, each benefit can only be gained once. You can also discard items carried by other conspirators in your space (with their permission).

AFFILIATION If your *affiliation* (*Abwehr*, *Civilian*, or *Wehrmacht*) matches the affiliation on the plot, you gain the associated benefit. Unlike items, you cannot use the affiliations of other conspirators in your space.

MEETING Optional elements based on other conspirators in your space that allow you to add one or more 🎲 to the dice pool.

Some conspirator cards and abilities can also add benefits to the dice pool.

2. DETERMINE DIFFICULTY

Determine the final difficulty of the plot attempt by noting the current level of **Hitler's military support** as well as the active player's **suspicion**. Check the current **event** and all **cards in dossiers** to find any other modifiers.

Announce the number of 🎲 needed to succeed as well as the number of 🎲 that would result in failure.

You may now choose to *remove* any amount of dice from the dice pool.

Finally, roll all dice in the final dice pool simultaneously.

3. SUCCESS OR FAILURE?

Check For Suspicious Activity: If the number of 🎲 *equals or exceeds* the amount of dice shown below your current suspicion, the plot attempt immediately fails.

All other dice results are ignored, even if it would result in a successful plot attempt. Discard the attempted plot card and move Hitler to the **CHANCELLERY**. All conspirators lower their motivation by 1, and the conspirator who attempted the plot is **arrested**.

Was The Attempt Successful? If the number of 🎲 is *lower* than the dice shown on your conspirator sheet under your current suspicion, your plot was not detected.

Count the number of 🎲 and compare it to Hitler's military support. If the number rolled was *lower* than Hitler's military support, the plot has failed. However, the plot was not detected and you were able to escape. Do not discard the attempted plot card and continue your turn as normal.

Victory!

You win the game if you assassinate Hitler by attempting a plot and rolling a total number of 🎲 on the dice *equal to or exceeding* the current level of Hitler's military support – while rolling *under* the 🎲 allowed by the suspicion of the conspirator attempting the plot.

Defeat...

The players lose the game if:

- All players are in prison.
- The *Documents Located* event card is drawn.
- You can't draw an event card when you are required to.

Game Variants

TRUSTED LIEUTENANTS

Deputies can be killed with plot cards in the same way Hitler can. The difficulty for deputies is always 2 🎲. To win, you must not only eliminate Hitler, you must eliminate at least 2 of his deputies as well.

SENSE OF URGENCY

During setup, discard an additional card from each event deck.

GUARDED DOCUMENTS

If you prefer not to play with the *Documents Located* card, return it to the box and only discard 1 card from the Stage 7 event deck during setup.

BLACK ORCHESTRA

1. Hitler and Deputy Penalties

If you *begin* your turn in the same space as Hitler and/or any of his 5 deputies, suffer the listed penalty:

- HITLER** Decrease your **motivation** by 1.
HESS Choose and discard a card from your dossier.
GOEBBELS You cannot use your special ability this turn.
BORMANN You cannot take a **Conspire** action this turn.
HIMMLER Raise your **suspicion** by 1.
GOERING Choose and discard one of your items.

2. Take up to 3 Actions

ACTION

You may resolve 1 ➡ effect on your conspirator sheet or on a card in your dossier. A ⚡ effect does not require an action to resolve.

COLLECT ITEM

Take a revealed **item tile** in your space.

CONSPIRE

You can only take this action once in your turn.

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ACTION

You may resolve 1 ➡ effect on your conspirator sheet or on a card in your dossier. A ⚡ effect does not require an action to resolve.

COLLECT ITEM

Take a revealed **item tile** in your space.

CONSPIRE

You can only take this once in your turn.

Roll up to 3 dice, spending 1 action for each die.

- For each 🃏, you and all other conspirators in your space raise suspicion by 1.
- For each ☹, place that die on the Dissent Track.
- Total all number results: you may perform up to that number of actions this turn.

DISSENT TRACK

Once 3 dice are on the dissent track, the active player immediately chooses and applies either of these effects:

- Choose 1 conspirator to increase their motivation by 1.
- Decrease Hitler's military support by 1.

Return all dice on the track to the supply and add any 'overflow' ☹ results rolled to the now-cleared track.

DELIVER ITEM

If the facedown item has been removed from a board space, deliver to that space by discarding the appropriate item(s) and gaining the listed benefit. *Distributed* benefits are shared among players however they choose.

DOSSIER

Draw 1 card from the conspirator deck and add it to your dossier faceup.

MOVE

Move from one space to a space connected to it by a white dotted line.

Roll up to 3 dice, spending 1 action for each die.

- For each 🃏, you and all other conspirators in your space raise suspicion by 1.
- For each ☹, place that die on the Dissent Track.
- Total all number results: you may perform up to that number of actions this turn.

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DOSSIER

Draw 1 card from the conspirator deck and add it to your dossier faceup.

MOVE

Move from one space to a space connected to it by a white dotted line.

You may only enter areas of the map with a stage number equal to or less than the current stage's number. Note that at stage 7 some spaces become off-limits.

Apply any listed modifiers and continue your turn.

RELEASE

If you are at *Extreme* suspicion, you cannot perform this action.

You must be in the **GESTAPO HQ** space and not at *Extreme* suspicion. Roll 1 die. On a 🃏, you are arrested.

On any other result, raise your suspicion by 1 and choose one arrested conspirator to release. The released conspirator moves to **GESTAPO HQ** at *High* suspicion.

REVEAL ITEM

Flip an unrevealed item tile in your space faceup.

TRANSFER

Give or take 1 card or item from another conspirator in the same space.

3. Draw an Event card

Draw the top card from the lowest numbered **event deck** available and place it faceup in the **current event space**, resolving its effects immediately.

If you can't draw an event card when required, players lose the game.

You may only enter areas of the map with a stage number equal to or less than the current stage's number. Note that at stage 7 some spaces become off-limits.

Apply any listed modifiers and continue your turn.

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If you can't draw an event card when required, players lose the game.

Gestapo Raids

When a *Gestapo Raid* Event card is drawn, each conspirator performs the following steps in order:

- 1 If you are at **Extreme suspicion**, you are **arrested**. Discard all *Illegal* cards in your dossier. **If all players are in prison at the same time, players lose the game.**
- 2 For each *Illegal* card in your dossier, choose to either discard it, or keep it and raise your suspicion by 1. If you reach *Extreme*, keep any remaining *Illegal* cards.
- 3 The active player removes all dice on the dissent track.

Arrest and Prison

When you are arrested, immediately move to the **PRISON** space and discard all *Illegal* cards in your dossier.

If you start your turn in prison, follow this turn sequence instead of the usual turn structure:

- 1 Draw an **interrogation card**. Secretly read it and choose an option (you may always choose *Try and Resist*). **If you can't fully apply all the effect(s) of an option, you must choose a different option.**

Read the chosen option aloud and apply its effects (conspirators in jail cannot be the target of any effect except one that states they are released). Then shuffle the card back into the deck unless instructed otherwise.
- 2 Draw an event card.

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- 1 If you are at **Extreme suspicion**, you are **arrested**. Discard all *Illegal* cards in your dossier. **If all players are in prison at the same time, players lose the game.**
- 2 For each *Illegal* card in your dossier, choose to either discard it, or keep it and raise your suspicion by 1. If you reach *Extreme*, keep any remaining *Illegal* cards.
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- 2 Draw an event card.

Plots

PREPARATIONS

Confirm that you meet all the elements listed on the plot card, and that you are at the required motivation level.

You can then use the Act action and resolve the ➡ *Attempt one plot in your dossier* effect listed on the committed line of your conspirator sheet.

1. BUILD THE DICE POOL

Your dice pool always starts with 1 die. Optional elements on the plot card help by either adding dice to the dice pool (🎲) or by removing 🎲 results. Conspirator cards and abilities can also add benefits to the dice pool.

ITEMS You may discard any of the items listed for their associated benefit. You can also discard items carried by other conspirators in your space (with their permission).

AFFILIATION If your affiliation matches the affiliation on the plot, you gain the associated benefit. You cannot use the affiliations of other conspirators in your space.

MEETING Optional elements based on other conspirators in your space that allow you to add one or more 🎲 to the dice pool.

2. DETERMINE DIFFICULTY

Determine the final difficulty of the plot attempt by noting the current level of **Hitler's military support** and your **suspicion**.

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Check the current **event** and all **cards in dossiers** to find any other modifiers.

Announce the number of 🎲 needed to succeed as well as the number of 🎲 that would result in failure.

You may now choose to *remove* any amount of dice from the dice pool. Finally, roll all dice in the final dice pool simultaneously.

3. SUCCESS OR FAILURE?

Check For Suspicious Activity: If the number of 🎲 *equals or exceeds* the amount of dice shown below your current suspicion, the plot attempt immediately fails.

All other dice results are ignored, even if it would result in a successful plot attempt. Discard the attempted plot card and move Hitler to the **CHANCELLERY**. All conspirators lower their motivation by 1, and the conspirator who attempted the plot is **arrested**.

Was The Attempt Successful? If the number of 🎲 is *lower* than the dice shown on your conspirator sheet under your current suspicion, your plot was not detected.

Count the number of 🎲 and compare it to Hitler's military support. If the number rolled was *lower* than Hitler's military support, the plot has failed. However, the plot was not detected and you were able to escape. Do not discard the attempted plot card and continue your turn as normal.

You win the game if the number of 🎲 *equals or exceeds* Hitler's military support.

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