



V★SABOTAGE
INFILTRATION ★ COMBAT ★ OPERATIONS



RULEBOOK





★ INTRODUCTION ★

July 1940.

The German army occupies the majority of Europe and nothing seems to be able to slow its progression. The Luftwaffe launches air attack upon air attack against London and the major industrialized British cities.

Great Britain withstands and gets ready to face an imminent invasion. But Winston Churchill was not one to sit back in a defensive stance. Convinced that the Allied Forces must take the initiative and strike blows behind enemy lines, he orders the creation of elite airborne units. Simultaneously, the Special Operations Executive (SOE) is established with the objective to "set Europe ablaze". After intensive training, these units will conduct audacious operations of all kinds, striking like lightning bolts before withdrawing into shadows. Their numerous successes, although often unknown, weighed heavily in the outcome of the conflict.

GAME OVERVIEW

V-SABOTAGE is a cooperative game in which 1 to 4 players team up against the enemy forces controlled by the game. Each player selects a commando specialist and together they form a squad. Then, they can either choose to play on one level (quick game) or to select an operation, composed of several objectives that must be completed across various levels.

Each turn starts with an event that may affect the commandos' plans. Then, each commando alternately, in the order chosen by the players, uses their 3 action points, hopefully making progress toward the squad's objectives.

Finally, new enemy reinforcements, playing by their own rules, enter the level, move and attack.

Game turns continue until the operation succeeds or fails.



THE ORIGINAL COMMANDOS OF THE SECOND WORLD WAR

During World War II, Allied commandos performed dozens of spectacular operations across the world. What is less well known is that the first missions of this kind took place on the Axis side.

For example, the 18-day campaign that saw the invasion of Belgium by Germany began with the capture of Fort Eben-Emael, defended by 1,200 Belgian soldiers and deemed impregnable. On May 10th 1940, 85 German paratroopers were dropped by combat gliders directly on the superstructures of the fort. In less than an hour, most of the fort was captured thanks to the element of surprise and intensive training of these elite troops!

COMMON TERMS USED

Commando: Specialist controlled by a player.

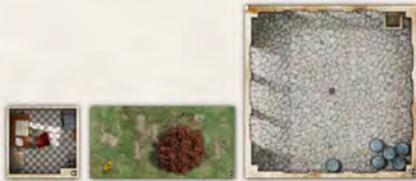
Enemy unit: Opponent facing the commandos and ruled by the game.

Character: Any character in game: Commandos, enemy units, escorted characters, etc.

★ GAME COMPONENTS ★



1 rulebook
and 1 training manual



Indoor / outdoor tiles
(19 small, 6 medium and 4 large)



1 compass tile



37 event cards



9 x 2 operation cards



26 level cards



5 commando cards



5 commando tokens (stealthy / visible)



32 regular enemy unit tokens
(MP40 submachine gun / Mauser rifle)



14 "+1 AP" / "-1 AP" tokens



5 commando tokens
(German uniform / critical condition)



5 regular enemy unit tokens with sledgehammer
(MP40 submachine gun / Mauser rifle)



66 equipment tokens



7 ∅ enemy tokens



4 escorted character tokens



10 special enemy unit tokens



2 MG42 nest tokens



20 door tokens (unlocked / locked)



8 enemy entrance tokens
(silent alarm / triggered alarm)



6 trap door tokens (open / blocked)



2 alarm tokens (silent / triggered)



6 objective tokens
(to be destroyed / not to be destroyed)



12 dice

★ STEALTH AND ALARM ★

Before giving more details on a game turn, let's discover how the stealth feature works in V-Sabotage. Stealth is critical for those wishing to survive when they are deep in enemy territory, outnumbered by opponents!

STEALTH



The majority of Commando missions took place at night to ease discreet infiltration. Stealth was required for as long as possible and a quick escape was necessary after completing the objective. Rain was always appreciated: The enemy patrols preferred to take shelter.

Since they were always outnumbered and deep in enemy territory, it was better to be unnoticeable, like Captain Patrick Leigh Fermor and Lieutenant William Stanley Moss, who abducted a German general and managed to escape while facing a garrison of thousands of soldiers in Crete!

STEALTH

Stealthy characters are invisible to the enemy: They can never be targeted or hit by a weapon requiring a dice roll. Stealthy commandos may also perform lethal close combat attacks. The two sides of this token represent a commando's state: Stealthy or visible.



Sapper token stealthy side (left) and visible side (right).

Stealthy

To become stealthy, a commando must **move** onto a tile that allows hiding:



A commando entering a small tile becomes automatically stealthy. A small tile is dark and contains objects or trees offering cover making it easier to hide.



A commando entering a large tile becomes automatically visible. A large tile is a vast open area with no place to hide.



A commando entering a medium tile has 2 options: Either become visible by performing the "moving" action (see p. 6) or become stealthy by performing the "Moving stealthily onto a medium tile" action (see p. 7).

Visible

A visible commando is a commando who is not in a stealthy state. A commando whose token is placed on the visible side is always visible. Note: It is possible to be visible on a level even if it does not contain any enemy. An enemy could remotely observe the level with binoculars.

Enemy units will move toward the nearest visible commando on their level, whom they will also target if within range. In addition, a visible commando entering or leaving a tile containing enemy units immediately suffers a reaction fire (see Movement & reaction fire p. 7).

Commandos become immediately visible if any of the following circumstances occur:

- They shoot with a weapon that includes the  symbol on their token.
- They move onto a large tile.
- They perform the "moving" action onto a medium tile (the action "Moving stealthily onto a medium tile" allows one to become stealthy).
- They fail a stealth check (see below).
- A "spotted" token (see Spotted p. 21) is placed on a tile containing at least another enemy unit.

STEALTH CHECK

As soon as a stealthy commando enters a tile containing one or more enemy units, they must perform 1 stealth check. The commando rolls 1 die per enemy located on the destination tile. If at least one of the dice results is 1 or 2, the commando becomes visible.

Similarly, when one or more enemy units enter a tile, perform 1 stealth check for all the stealthy commandos on that tile: For each of them, roll as many dice as there are enemies entering.



1 or 2 on the die:
The commando is visible!

Example: 3 enemy units enter a small tile containing 2 stealthy commandos. Perform 1 stealth check: Each commando rolls 3 dice (1 per enemy entering the tile). The first commando gets 3, 3 and 6 and remains stealthy. The second one gets 1, 5 and 4 and becomes visible because of the 1.

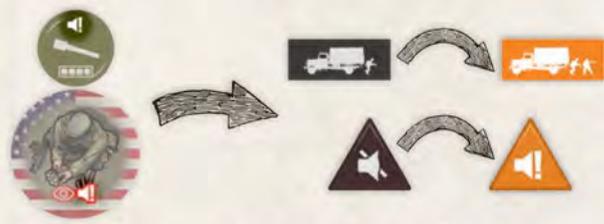
A visible commando cannot become stealthy if there is at least one enemy unit on the tile they want to move onto. *The enemy sees them coming so the commandos cannot hide.* Only commandos and some escorted characters can become stealthy. The enemies are always visible.

ALARM

The alarm on a level is immediately triggered if:

- Any equipment token with the  symbol is used.
Example: A grenade that blows up;
- There is at least one visible commando on the level;
- There are more commandos than the quantity to be selected for this level (the quantity is indicated at the bottom-right of the level card, see Elements of the level card p. 15).

Once the alarm is triggered, flip the alarm and enemy entrance tokens on this level to their orange side.



Examples of tokens triggering the alarm:
A visible commando or a grenade that blows up.

A triggered alarm on a level will lead to more enemy unit reinforcements.

The only way to stop a triggered alarm is to perform the action "interrupting an alarm": An alarm remains triggered even if all commandos are stealthy again or if there is no commando on its level.

Note: An alarm cannot be destroyed or moved by the commandos.



Example:

- 1) The Sniper is stealthy and the alarm is silent.
- 2) She performs the "moving" action and advances onto a medium tile: She becomes visible and the alarm is triggered. Note: She would have remained stealthy by performing the action "moving stealthily onto a medium tile".
- 3) She moves onto a small tile without an enemy and becomes stealthy again. The alarm is still triggered: One commando will have to switch it off to make it silent again.



"Looking for action to put into practice what you just learned?"

> Stop reading the rules here
and head toward training mission n°1

★ GAME TURN ★

A **game turn** includes 4 phases played in this order:

1. **Event Phase:** Draw 1 event card for each level and apply its effect.
2. **Commando Phase:** Each commando takes their actions.
3. **Enemy Phase:** Activate enemy units.
4. **End of Turn Phase:** Check to determine victory or failure. If the operation does not end, start a new game turn.

PLAYER DECISIONS

In situations offering several options, the players concerned decide what to do. *For example, when a "+1 AP" token must be given to a commando, players decide who will receive it. Or when a commando successfully hits a target and must remove 1 enemy token from a tile containing several of them, the player controlling the commando decides which enemy will be eliminated.*

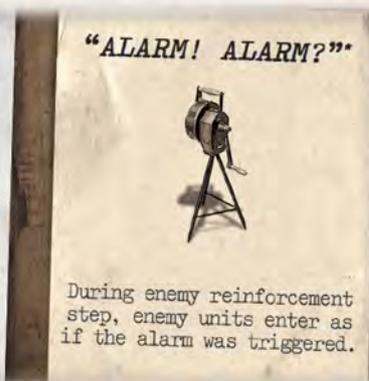
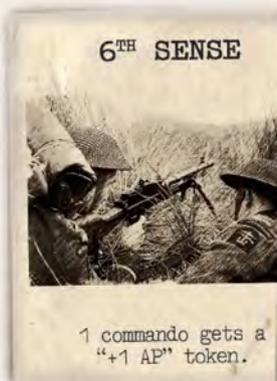
1. EVENT PHASE

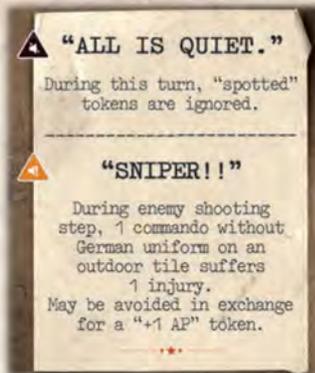
Each turn begins by drawing an event card for each level in play (a level represents a place where the commandos must complete one or several objectives). Sometimes, the commandos have to split up in order to complete distinct objectives on 2 levels simultaneously.

Place each drawn event card face up next to its level, where it will remain until the end of the turn.

The effect of an event card only affects its level immediately, except as otherwise stated on the event card.

Example: The "6th Sense" card must be played immediately whereas the "Alarm! Alarm?" card must be played during enemy reinforcement step.





Some event cards like the card "All is quiet / Sniper!" below have different effects based on the state of the alarm. Apply the effect of the event based on the state of that level's alarm **when the event card is drawn.**

Example: If the alarm is silent when the "All is quiet / Don't venture out there fellas" card is drawn, the effect "All is quiet" applies: "During this turn, "spotted" tokens are ignored", even if the alarm is triggered later on during this turn.

When you have gone through the event card deck, reshuffle the discarded event cards and create a new event card deck.

Hint: To make sure you don't forget an event that takes place during the enemy phase, place the event card under an enemy entrance token; that way, you will be reminded of the event during the enemy reinforcement step.

2. COMMANDO PHASE

Important: During this phase, you are free to choose the order in which you will play your commandos.

Actions performed by commandos have a cost of 0, 1 or 2 action points (AP). Each commando has 3 AP per commando phase and must use them as many APs as possible: Any unused AP before moving on to the next commando is lost. Likewise, any unused AP at the end of the commando phase is lost. However, it is possible to perform actions with a cost of 0 AP at any time (see below).

A commando may perform the same action several times during a phase. *Example: Shoot 3 times or throw a grenade, move and then throw a second grenade.*

Commando Actions

Besides the special actions printed on their commando cards, the commandos may perform the following actions:

- Collecting or dropping equipment (0 AP).
- Blowing up a TNT charge (0 AP).
- Moving (1 AP).
- Moving stealthily onto a medium tile (2 AP).
- Exiting through a trap door (1 AP).
- Unblocking a trap door (1 AP).
- Attacking in close combat (1 AP).
- Shooting (1 AP).
- Using equipment (1 AP).
- Interrupting an alarm (1 AP).
- Interacting with an objective (variable cost).
- Saving an Action Point (1 AP).

WHEN TO PLAY AN ACTION COSTING 0 AP?

Actions costing 0 AP can be performed in the same conditions as other actions but also at other times, specific to them:

- Before or after – **never during** – an action performed by another commando.
- Before or after – **never during** – one of the enemy steps (see 3. Enemy Phase p. 10).

Collecting or Dropping Equipment (0 AP)

Collect green or blue (never red, nor orange) equipment tokens on the tile where the commando is located and place them on a free space on the right part of their commando card.



A commando can drop an equipment token by removing the token from their commando card and placing it on their current tile. This action also allows giving, taking or exchanging equipment tokens with another commando located on the same tile.

Blowing up a TNT Charge (0 AP)

A commando may blow up a red TNT charge located anywhere on their level (see section TNT charge p. 21).

Moving (1 AP)

Move your commando token onto an adjacent tile with a free space (see below). Diagonal movement is forbidden.

There must be an opening (an unlocked door or no walls) along the edge between the departure tile and the destination tile. Walls without an unlocked door (around indoor tiles) are impassable. Note: The Scout (tan side) can bypass doorless walls and sneak through windows.

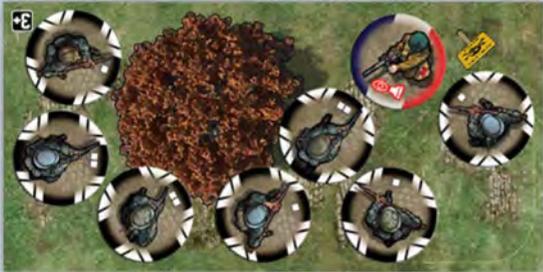
The "Moving" action may also be used to enter a tile through an open trap door: Place the commando token on the tile containing the trap door. This action is used when the commandos enter the first level of an operation.

Reminder: When stealthy commandos enter a tile containing enemy units, they must perform stealth checks.

SPACES ON TILES

The white circles are indicators of the highest number of characters a tile can contain. There must be at least 1 free space on the destination tile for the moving character. A tile containing the maximum number of characters becomes impassable.

Note: Equipment and small triangular tokens (alarms and objectives) do not use a space on tiles.



A medium tile may contain up to 8 characters.

An MG42 nest token uses 2 spaces on a tile while the nest itself offers only 1 space. *Example: A small tile with a nest only offers 3 spaces for characters (2 on the tile and 1 in the nest).*



Moving Stealthily onto a Medium Tile (2 AP)

Move your commando token onto a medium tile while remaining stealthy. This type of movement otherwise follows the same rules as the "Moving" action. This movement may also be used to become stealthy when entering a medium tile through an open trap door.

MOVEMENT & REACTION FIRE

A reaction fire occurs each time a visible commando enters or leaves a tile containing enemy units.

Every enemy unit on the starting tile and on the arrival tile immediately performs 1 reaction fire. They target the **starting tile** of the commando.

Roll the dice for enemy shooting, then allocate the injuries to the targeted commando (see "Shooting" and "Shooting results" sections in the enemy shooting step p. 12). For each injury received, a commando loses 1 AP immediately. **No matter what the results of the dice are, the commando moves as planned.**

Example: A visible commando is on a tile with 1 enemy unit. The commando spends 1 AP to move onto an adjacent tile containing another enemy unit. Both enemy units perform a reaction fire targeting the starting tile of the commando, who suffers 2 injuries. The player then moves the commando's token to the arrival tile that was planned. The commando used 1 AP to move and lost the two others by being injured twice.

A reaction fire always targets a tile; never the nest a targeted commando just left or is about to enter.

However, a stealthy commando who becomes visible by entering a tile with enemy units does NOT suffer any reaction fire.

Exiting Through a Trap Door (1 AP)

A commando may leave the level through an open trap door on their tile. **After exiting through a trap door, a commando can perform no other action: They have to wait for the next turn to act again.** *It takes time to move from one trap door to another one.* Place the commando token on the table (outside the level).

A commando between two trap doors is neither affected by enemy units nor by the event cards and cannot interact with other commandos.

While between two trap doors, the only available actions as of the following game turn are "moving" or "moving stealthily onto a medium tile", to enter a tile through an open trap door located **on any level**.

A commando exiting an open trap door keeps all the tokens on their commando card (equipment, "+1 AP" or "-1 AP", German uniform, and so on).

Note: Visible commandos exiting through an open trap door are considered to be leaving the tile. They suffer a reaction fire from each enemy unit present on their departing tile. If the commando is in a critical condition (see Critical Condition p.14), he or she is then eliminated.

Unblocking a Trap Door (1 AP)

A commando unblocks a blocked trap door on their tile: Flip the trap door token to its unblocked side.

Note: A commando between two trap doors cannot unblock a blocked trap door. *The barrel placed on the trap door is too heavy! The commando underneath is unable to lift it.*

Attacking in Close Combat (1 AP)

This attack can only be performed by a stealthy commando on the same tile as the targeted enemy unit.

Attacking in close combat is an automatic success. The enemy unit is eliminated (place its token back in the enemy reserve) and replaced by 1 equipment token randomly drawn from the equipment reserve. This token is placed on its green, blue or orange side (never on the red side).

CLOSE COMBAT

Following intensive training in close combat, the commandos were able to sneak up on their target and quietly eliminate them with a dagger, placing a hand over the mouth of the victims to prevent them from screaming.

Shooting (1 AP)

A commando uses a firearm or a grenade to target a tile containing enemy units. Shooting with a firearm (but not with a grenade) may also target a locked door to open it.



Some of the game's firearms and a grenade.

Important: Go through the 4 shooting steps below before starting another shooting action.

1) Declare a shot

Indicate on the commando card the weapon that will be used, then select a target (a tile or a locked door) within range.

WITHIN RANGE

Tiles within range include the tile where the shooter is and every adjacent tile (never diagonally) that are not separated by a wall or locked door.

To shoot a locked door, the commando must be present on one of the two tiles in contact with the door.



Green tiles and door are within range of the Medic.

2) Shoot

Roll a number of dice equal to the number of white squares printed on the weapon token being used. The minimum score to hit with each die is indicated on the targeted tile.



In the example above, the Scout shoots the enemy on the adjacent tile: With this weapon, roll 1 die for each shot. The targeted tile is a small one (4+ to hit). The Scout rolls a 6: The enemy is hit.

If the targeted tile contains a character located in an MG42 nest, this character may only be hit by 5 or 6 (5+ indicated on the nest token). If one of the dice targeting a tile with a nest rolls a 5 or 6, the player may decide to target an enemy unit in the nest.

Shooting a locked door is an automatic success: Flip the door token on its unlocked side.



Minimum roll required to score a hit on an enemy in an MG42 nest is 5 or more.

3) Shooting results

Each die roll causing a hit eliminates 1 enemy unit. The shooting player decides how to distribute successful hits if there are multiple enemy units on the targeted tile.

Example: A Sten targets a medium tile (3+ to hit) with 3 enemy units. A Sten rolls 2 dice per shot, the result is a 3 and a 6: Both shots are hits. The player selects 2 enemy units to eliminate.

A shot will never hit an objective. A commando shot will never hit another commando. *Their intensive training allows them to shoot with very high precision.*

Note: Extra successful hits are lost (they cannot be allocated to enemy units on other tiles).

4) Reward after elimination

All eliminated enemy tokens are simultaneously replaced by as many equipment tokens randomly selected from the equipment reserve. Place each token on its green, blue or orange side (never on the red side). Eliminated enemy unit tokens are placed back in the enemy reserve.

Using Equipment (1 AP)

Use an equipment token on the commando's card.

Example: Wearing a German uniform or using a first aid kit.

Note: A commando visible or stealthy on a tile containing enemy units may use equipment.

Interrupting an Alarm (1 AP)

A stealthy commando on a tile containing a triggered alarm turns it off: Flip all orange alarm and enemy entrance tokens to their black side.

This action may only be used once per level. *Enemy units will not fall for another false alarm.* If the alarm is triggered again on this level, permanently flip the alarm and enemy entrance tokens to their orange side.

Hint: Before interrupting an alarm, be sure that ALL commandos on this level are stealthy. If one of them is visible, the alarm will be immediately triggered again!

Interacting with an Objective (variable cost)

One or more commandos (stealthy or visible) can interact with an objective token located on their tile. Some objectives require the use of an equipment token to interact with it.

Example: A TNT charge on an objective to be destroyed.



Objective to be destroyed (left).
Objective NOT to be destroyed (right).

Other objectives may require a specific interaction. *Example: Disarm a bomb or a switch on a lighthouse.* In these cases, the level card indicates the number of AP and possible equipment required to interact with the objective.

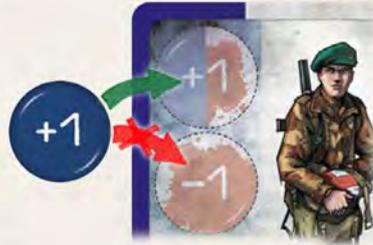


Objective examples on level cards.

Once an objective is completed, its token is removed from play.

Saving an Action Point (1 AP)

Spend 1 AP and pick up a "+1 AP" token. Place this token on the dedicated space of the commando card. "+1 AP" tokens cannot be placed on "-1 AP" spaces on commando cards.



Space for "+1 AP" token.

A commando can save as many AP as there are dedicated spaces to store them on the commando card (never more). Now you have 1 more AP to be used later on (see below). Commandos may keep these tokens as long as they want until used or removed by injury.

USING A "+1 AP" TOKEN



Using a "+1 AP" token costs 0 AP and must be used UNDER THE SAME CONDITIONS as an action costing 0 AP (see p. 6). The commando using it may execute any action requiring 1 AP, like "moving" or "shooting". Discard the "+1 AP" token after use.

Example 1: To move further, a commando with a "+1 AP" token has to eliminate some enemy units on a small tile. To succeed, the commando had to spend all 3 AP to shoot using a noisy weapon. The commando is now visible and in a dangerous situation... He uses a "+1 AP" token to move onto the small tile, now free of enemy units, and becomes stealthy again.

Example 2: Two stealthy commandos, each with a "+1 AP" token, are on the same tile. During the enemy movement step, 2 enemy units enter their tile: Stealth checks are performed immediately. 1 commando fails and becomes visible and the other remains stealthy. The enemy movement step has ended. Commandos use their "+1 AP" tokens BEFORE the enemy shooting step (which could be fatal to the visible commando): The stealthy commando performs a close combat attack and eliminates one of the enemy units. The second one shoots and eliminates the last enemy.

It is possible to combine 1 or several AP with a "+1 AP" token (and even 2 "+1 AP" tokens for the Sapper played on his blue side) to perform an action such as "Moving stealthily onto a medium tile".



"You now know everything a true commando is capable of knowing. Let's start a live bullet training session!"

> Go to the training mission number 2 in the training manual.

3. ENEMY PHASE

Once the commando phase is over, the enemy phase starts. The players will control the enemy units during the 3 following steps:

1. Enemy Reinforcements Step
2. Enemy Movement Step
3. Enemy Shooting Step

Note: The enemy phase takes place even if there is no commando on the level.

1. Enemy Reinforcements Step

Randomly pick up a pile of enemy tokens from the enemy reserve (do not hesitate to select more tokens than needed). **Do not have a look at this pile** (these tokens and the side to be used must be randomly selected). Place 1 enemy unit token on every tile in contact with an enemy entrance token. **If the alarm is triggered, place 2 enemy unit tokens on each of those tiles.** Place the rest of the pile back in the enemy reserve if necessary.



Enemy reinforcement step. The alarm is silent. Place 1 enemy token randomly picked up on the tile in contact with this enemy entrance.

Failure condition: If there are not enough enemy unit tokens in the reserve to place all the required units, the operation fails. *The commandos are outnumbered and cannot defeat the overwhelming enemy numbers!* Note: You are allowed to have a look into the enemy reserve at any time to evaluate the number of remaining enemy unit tokens.

If the tile does not have enough free spaces or if the enemy entrance is barricaded (see Crowbar p. 19), the enemy unit tokens are placed on the table (outside of the level) right behind the enemy entrance token they should have entered.

In both examples below, the enemies have to wait outside the level: On the left, the tile does not offer any free space, on the right, the enemy entrance has been barricaded with a crowbar.



The enemy tokens awaiting outside the level will enter if possible during the following enemy reinforcement step. If only some of these enemy units can enter, the players get to select the units that will enter and the ones that will stay outside. Commandos cannot perform actions against enemy units outside the level.

Reminder: If enemy units enter in a tile containing stealthy commandos, the commandos must immediately perform the required stealth checks.

ENEMY TOKENS

Regular Enemy Units



Regular enemy units are the most common. They can be identified by the black and white symbol around their token. Note: The rule for the enemies with sledgehammers (⚔) is detailed in the paragraph "spotted" p.21.

Special Enemy Units



Special enemy units are more dangerous than regular enemy units. They can be identified by the black outline around their token.

∅ Enemy Units



When a ∅ enemy token is placed on the level or on the table, no enemy is placed there. At the end of the enemy reinforcement step, **all ∅ enemy tokens are PERMANENTLY removed** from the level or the table (place them back in the game box). Then, for each ∅ enemy token removed this way, **add 1 token from the special enemy unit reserve to the enemy reserve** (see Equipment deck and reserves p. 16).



2. Enemy Movement Step

There are two stages for enemy movement: Determining the direction, then moving the enemy units.

Determining the Direction

For each level, ALL enemy units follow one of these two rules to determine direction:

- Enemies move toward the nearest visible commando following the shortest path.
- If all commandos are stealthy, enemies move in the direction defined by the cardinal point shown at the bottom of the event card drawn at the beginning of the turn.

The direction determined at the beginning of the enemy movement step will be enforced for the WHOLE step, whatever happens.

Example: All commandos are stealthy at the beginning of the enemy movement step. The enemy units start to move toward the direction indicated at the bottom of the event card: To the West. One of them enters a tile containing a commando who fails the stealth check and becomes visible. Enemies that have not yet moved during this enemy movement step will continue to move to the West and not toward the newly visible commando.

Moving Enemy Units

Move each enemy unit token to the adjacent tile in the specified direction on each level:

- Toward the nearest visible commando: Move each enemy unit by taking the shortest path.
- In the direction indicated at the bottom of the event card: Move each enemy unit with the help of the compass.

Always move the enemy units nearest to the direction or visible commando first, and the enemy units furthest from this direction last. *Example below: Enemy units must move to the North. The enemy unit on the most northerly tile (1) cannot go farther. Then the one on the small tile below (2) moves one tile toward the North. Finally, the enemy units on the medium tile (3) in the most southern area move toward the North as well.*



Enemy units can move through locked doors as they have the keys of their facilities, but not through trap doors.

If the cardinal point at the bottom of the event card is , draw a new event card and use the direction indicated by this new card then discard it (IGNORE the event on this card). If the new card displays another  symbol, ignore and discard it, then draw another one until you get a direction.

An enemy unit does not move if:

- There is no tile in this direction or a wall blocks the way.
- He is protecting a triangular token (see below).
- He is on a tile containing a visible commando.
- The destination tile already contains the maximum number of characters.

PROTECTING A TRIANGULAR TOKEN



Triangular tokens.

Any triangular token is a strategic point that an enemy unit will protect at any cost.

Any time an enemy unit moves onto a tile containing an unprotected triangular token, he automatically slightly overlaps the token, in order to protect it. In an MG42 nest, the enemy unit is placed on the dedicated space. Placing an enemy unit on a triangular token located on their tile is not considered as a movement. **This triangular token is now under the protection of the enemy unit who will never move again.**



Triangular tokens protected by enemy units.

Example: 2 enemy units are on a tile containing a triangular token. One of them is placed slightly overlapping the token to protect it. During the commando phase, the enemy unit protecting the triangular token is eliminated: The second enemy unit on the tile is immediately placed on the triangular token to protect it.

Only 1 enemy unit at a time can protect a triangular token. Any additional enemy units entering on a tile containing a protected triangular token can leave the tile freely.

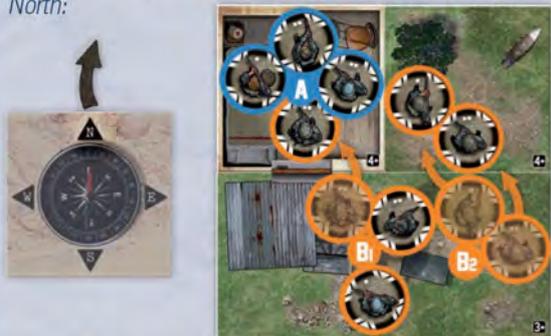
Special enemy units never protect a triangular token. *These elite units have better things to do on the level!*

ENEMY MOVEMENT PATH CHOICES

During the enemy movement step, if there are several enemies on the same tile *and* several visible commandos at the same distance *or* several paths to go in the direction indicated: Split them in groups of equal numbers as there are possible paths or destinations. If it is impossible to create groups with equal numbers, the players decide in which group(s) the remaining enemies go.

Then, move each group towards its destination.

In the following example enemy units must move to the North:



Group A cannot move: A wall blocks movement toward North.

Group B contains 5 enemies that can move. It must be split into 2 groups as they have 2 possible paths toward North: The left small tile and the right small tile. Players decide the way to split the group (sub-groups B1 and B2) then move the enemy units that can be moved to the North. Only 1 enemy of sub-group B1 can be moved because the left small tile (4 spaces) already contains 3 enemy units: The remaining 2 enemy units of sub-group B1 stay on the medium tile. The entire sub-group B2 moves onto the right small tile.

3. Enemy Shooting Step

All enemy units on the same tile are considered a single enemy group focusing all their shots on the same tile.

Declare a Shot

Each enemy unit will **only shoot once during the enemy shooting step** if they have a visible commando within range. Reminder: A stealthy commando can never be targeted nor hit by a weapon involving a dice roll.

When shooting, each enemy group gives priority to:

- 1) Their own tile, then
- 2) An adjacent tile. If an enemy group can target several adjacent tiles with visible commandos, the players may decide which tile is targeted by the group.

Shoot

Gather as many dice as the total of white squares present on all enemy units in the shooting enemy group. When an enemy unit is in an MG42 nest, use the number of white squares on the MG42 nest **INSTEAD** of the squares on their enemy unit token.

Roll the dice: Each die with a number equal to or higher than the number indicated on the targeted tile hits a visible commando on that tile.



Example: Group 1 must shoot on its tile with 2 dice. Group 2 may shoot at either of the 2 small adjacent tiles: Players decide on which tile the enemy group will shoot (2 dice will be rolled). Group 3 is in an MG42 nest: The enemy unit shoots at the tile with 1 visible commando rolling 4 dice.

Shooting Results

For each hit on a commando, place a "-1 AP" token on their commando card (see section Commandos' Health p. 14).



The Officer got 1 injury.

If several visible commandos are on the targeted tile, players choose how to distribute the hits. When a commando is in critical condition because of injuries (all spaces of the commando card being occupied by "-1 AP" tokens), the remaining hits are allocated to any other visible commandos on the same tile. All extra hits will be lost.

4. END OF TURN PHASE

Check for operation success or failure:

Operation Success

An operation is completed when all its levels have been successfully completed. A level is considered completed when:

- All its objectives have been completed AND
- There are no commandos left on the level AND
- At least 1 commando got out through a trap door. Note: This remains valid even if you have played on two levels in parallel (see points 3 and 4 page 18). *Example: Three commandos are spread over two levels (A and B) in parallel. The commando on level A completed their objective but were eliminated before they could leave. The two commandos on level B also completed their objectives, one of them was eliminated but the other managed to leave the level. The two levels in parallel are successfully completed.*

Whenever a level is completed and there are no commandos left, you can dismantle it (no need to play the enemy phase) and set up the next level(s) if any remain. If none remains: the operation is a success!

Operation Failure

The operation fails if any one of these conditions occurs:

- All commandos have been eliminated OR
- There are not enough tokens left in the enemy reserve to place all the enemy units needed OR
- A failure condition on a level card or an operation card has occurred. *Example: Commandos had only 5 turns to complete the objective, and they did not manage to do it in time.*
- An objective not to be destroyed has been destroyed by the commandos.

Start a new game turn if the operation is neither a success nor a failure. If a new turn must begin, discard the event card(s) drawn at the beginning of the previous turn.



"Now, let's see how you manage the situation when the enemy deploys all its defensive capabilities."

> Go to the training mission number 3 in the training manual.

★ COMMANDO SELECTION ★

Each player selects a commando card and chooses which side of the card (blue or tan) to use: Each side is balanced and offers a different play style. When there are fewer players than the number of commandos required to play the operation, the players may control more than one commando. It is possible to play the game solitaire this way. Remaining commando cards and tokens are placed back in the game box.

Each commando starts with specific skills and begins the operation with their assigned equipment. You will keep the commando and the chosen side of the card as long as the commando stays alive.

Place your commando card in front of you with the 2 tokens representing the commando (the flag around those tokens is identical to the one around the commando card): One of the tokens is used when the commando is stealthy or visible, the other when the commando is in critical condition or wears a German uniform.



Medic commando card (blue side) with the 2 commando tokens and the 2 first aid kits he starts every operation with.

1 Specialty and card's side color (blue or tan).

2 Nationality (flag outline).

3 Special skills.

0 AP | 1 AP | 2 AP AP cost to use this special skill (0, 1 or 2 AP).

1x TURN Skill can be used only once per turn.

P Can be used as described on the card, if the player decides to do so, without AP cost.

4 Blue opaque equipment printed on the card can be used without limit (they are not discarded after use). They cannot be exchanged between commandos or covered by another equipment token.

5 During the setup of the first level, place 1 equipment token matching each transparent icon printed on the card. *Example: The Medic (blue side) starts with 2 first aid kits.* The total number of circles indicates the maximum number of equipment the commando can carry. Note: Transparent equipment slots can be used to hold any equipment token once the starting equipment token is used and discarded, freeing the slot.

6 Space reserved for a "+1 AP" or "-1 AP" tokens (empty when setting up the first level).

7 Spaces reserved for a "-1 action" token only (empty when setting up the first level).

★ COMMANDO'S HEALTH ★

There are 4 health states for a commando: Healthy, injured, critical condition, eliminated.

HEALTHY

An uninjured commando is considered healthy. All commandos are considered healthy when starting a new operation.

INJURED

When a commando is hit, place a "-1 AP" token on the commando card on the **upper left slot** that does not already have a "-1 AP" token. If that slot already contains a "+1 AP" token, flip this token on its "-1 AP" side. Each "-1 AP" token on a commando card immediately makes them lose 1 AP. They will also have one less AP in all future commando phases. *Example: A commando with a "-1 AP" token has only 2 AP per commando phase (instead of the usual 3).*

As long as the top slot on the commando card is occupied by a "-1 AP" token, the commando cannot save any "+1 AP" token.

CRITICAL CONDITION

A commando is in critical condition when all their card's slots are occupied by "-1 AP" tokens. Then replace the commando token by their second token on the critical condition side.



The Scout goes to critical condition.

A commando in critical condition may only perform actions with 0 AP cost and will remain on the tile waiting to be healed by another commando. Enemy units ignore commandos in critical condition (who are considered *stealthy*). **If no one comes to the rescue before the end of the next game turn, a commando in critical condition is eliminated.** *Commandos die from their injuries or are killed by a nearby enemy applying the "commando order".*

Note: A commando in critical condition in an MG42 nest can be moved freely into another free space on the same tile.

THE "COMMANDO ORDER"

Adolf Hitler was furious over the numerous allied commando successes. In 1942, he signed the infamous "commando order" ordering the immediate execution of any allied commando captured behind enemy lines.

However, several German generals such as Erwin Rommel refused to execute this order. Those who applied it were later convicted of war crimes.

ELIMINATED

A commando is eliminated in the following situations:

1. The commando was in critical condition and was not healed before the end of the next game turn.
2. The commando is on a tile hit by an explosion (☘).
3. The commando suffered a special operation rule that may eliminate commandos. *Example: If the roof of the underground base collapses on them.*

UNDERGROUND BASE

The infrastructure of the base is collapsing!

At the end of the 2nd turn, remove the tile with the opened trap door. Then at the end of each following turn, remove all the tiles that were in contact with the previously removed tiles, as well as all the tokens they might contain: the characters are eliminated and the equipment is discarded.

Example of operation rule (operation Snowflake) that may eliminate a commando.

After elimination:

1. Pick up a random commando card among those remaining in the game box. Choose the side to use (blue or tan). **Do not place any token on the transparent equipment icons of this commando card.**
2. Discard the eliminated commando card and its 2 tokens. The commandos thus placed make up the commando discard pile. The commando's equipment tokens remain on the tile where the commando was eliminated (unless it happened by a ☘, in which case all the equipment tokens are destroyed and placed in the equipment discard pile instead). Once there are no more commando cards in the game box, shuffle the eliminated commando cards in the discard pile and place it in the box as a new reserve.
3. When a new level is set up **after a commando's elimination**, the player who was in control may order their new commando to enter any level. This means that a player controlling a commando eliminated on the last level of an operation will not be able to come back into play.



★ PLAY AN OPERATION ★

V-Sabotage allows players to have a quick game on 1 single level card (about 30 minutes) or to play a whole operation (2 to 5 levels). Let's start by having a look at the setup of a level if you play a quick game. If you prefer playing an entire operation, start by reading Operation set up p. 17.

SETTING UP A LEVEL

Each level card has the instructions to build a level. Start by placing the compass on the table. Then build the level corresponding to the level card you selected.

Important: During their set up, **ALL** levels must be facing North like the compass.

ELEMENTS OF A LEVEL CARD



Example of a level card.

1 Objective Description

Details about the objective and how to complete it.

2 Objective token (to be destroyed / not to be destroyed)

Objective token representing the location of the goal to be achieved. There are 2 types of objectives: To be destroyed and not to be destroyed (a document to pick up for example).

3 Door token (unlocked / locked)

An unlocked door allows a character to move and shoot between the two tiles where it is located. A locked door is impassable for the commandos and blocks all shots. **Reminder:** The enemy units can go through locked doors.

4 Enemy entrance token (silent / triggered alarm)

Enemy reinforcement units enter the level, on each tile in contact with an enemy entrance, during each enemy phase.

5 MG42 nest token

An MG42 nest provides good cover and a powerful weapon to the character that occupies it.

The nest must be placed on the dedicated location on the tile.



6 Alarm token (silent / triggered)

As long as an alarm is triggered, there are more enemy reinforcements.

7 Trap door token (open / blocked)

Commandos enter and exit a level through open trap doors. An open trap door allows access to any other open trap door in play, on the same level or another level. Place each trap door token on one of the circular spaces of the tile containing a trap door. **Note:** A character can occupy the circular space on the trap door without blocking the access to this trap door.

8 Orientation

Reminder: During their set up, **ALL** the levels must be facing North as indicated by the compass.

9 Number of commandos to be selected for a quick game with 1 single level card

If the number of commandos on a level is higher than the indicated number, **the alarm is automatically triggered.** **Note:** Some operations involve more or less commandos than the number indicated on a level card.

10 Type and quantity of tokens needed to set up this level.



1. Place Tiles

The layout on the right of each level card shows the tile sizes (as well as the side to be used) and tokens to set up.

There are 3 different sizes: Small, medium and large. All the tiles offer 2 sides: Indoor (with walls around) and outdoor (with grass on the ground).



Thin outlines and no shading: Place an **outdoor** tile.



Thick outlines and shading: Place an **indoor** tile.



Crossed: Do not place any tile here.

For a quick setup, you are free to choose any tile as long as you respect their dimension (size and shape) and side (indoor or outdoor). The items illustrated on tiles are purely decorative and do not impact the gameplay.

2. Place Tokens

Using the level card as a reference, place the required tokens on the tiles, **paying attention to their side**. The equipment tokens must be taken from their reserve (see Equipment deck and reserves below). If there are no more tokens of a certain type in the reserve, pick the token from the discard pile. If there are no token of a certain type available at all, players get to choose which tiles or commandos will not receive them. Wait for the first game turn of an operation to bring the commando tokens into play on a level: All commandos must spend 1 AP to perform their "Moving" action (or 2 AP to "Move stealthily onto a medium tile") in order to enter a tile containing an open trap door.

3. Place Starting Enemy Units

Place 1 regular enemy unit token with an MP40 (■) on each triangular token so that it overlaps the token. For MG42 nests, place the token on the dedicated space. *Example: The Streets level contains 3 triangular tokens (1 alarm, 1 objective and 1 MG42 nest). Place 1 enemy unit with an MP40 on each of them.* If you play in veteran difficulty mode (see Select the difficulty p. 17), add 1 enemy token with an MP40 on every tile in contact with an enemy entrance token.

Once setup, the *Bridges* level should look like (in standard difficulty):



4. Equipment Deck and Reserves

Event Cards Deck: Shuffle the event cards and place the deck face down on the table next to the players.

TIME LIMITED LEVELS

When a level card must be completed in a limited number of turns, create a separate event card deck containing as many event cards as the turn limit and place it next to this level. When there is no more event card to draw, you have reached the turn limit. *Example: In the Church level, the commandos must protect the objective for 6 turns. When setting up this level, place a deck containing 6 event cards next to the Church level.* During enemy movement step, if the event card has a  symbol, draw a new card in **the main event deck**, until you pick a card with a direction.

Should the turns go on beyond this limit (such as the level card *Church*), keep drawing event cards in the main deck. *Example continues: As of the 7th turn, players were successful at protecting the church. From now on, they may play without time limit and draw the event cards from the main deck.*

Equipment Reserve: Place all remaining equipment tokens, including the "spotted" tokens, in an opaque bag or a bowl.

Enemy Reserve: Place all remaining regular enemy units (with Mauser / MP40), 5 with sledgehammer, 7 "Ø enemy" and 3 special enemy unit tokens in another opaque bag or in a bowl.

Special Enemy Units Reserve: Place the remaining 7 special enemy unit tokens aside on the table next to the enemy reserve as a separate group.

Commando Reserve: This reserve is made up of the commando cards and tokens in the game's box.

OPERATION SET UP

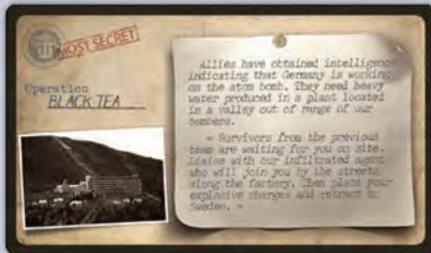
Each operation is made up of a pair of two-sided operation cards.

OPERATION CARDS

FRONT

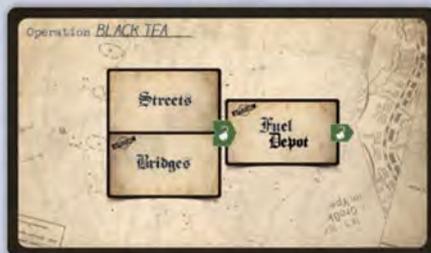


- 1 Name, place and date of the operation.
- 2 Game duration.
- 3 Number of commandos to be selected. This number applies for the entire duration of the operation.



Background and objectives for this operation.

BACK



Level cards to be used for this operation. SPECIAL symbol indicates a special rule that applies to this level card (see below).



Special rules that apply to some of the operation's levels or during initial operation set up. Special rules for an operation replace the objective of a level card if needed. For example, in Shooting Star operation, instead of eliminating the German officer in Hotel de Luxe, you must talk to him.

After reading out loud the front side of the operation cards, flip the cards to their back side and place them on the table next to each other.

SELECT THE DIFFICULTY

For your first game, we recommend selecting the standard difficulty level. For an additional challenge, select the veteran difficulty level.

Standard

Ignore all special rules **V** on the operation cards.

Veteran

Apply all special rules on the operation cards, including those with the **V** symbol.

Moreover, in veteran difficulty, you will face more enemies on each level (see 3. Place starting enemy units p. 16).

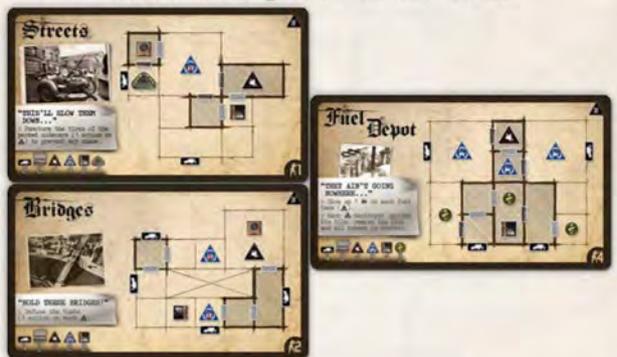
PLACING THE OPERATION CARDS

Each operation is usually made up of several level cards. Example: The Black Tea operation is made up of 3 level cards: Streets, Bridges and Fuel Depot. Place the level cards on the table as indicated by the operation card.

Operation cards



Level cards placed on the table



Start by placing the compass on the table. Then build the level corresponding to the level cards in the leftmost position, for the operation card you selected. Example: For the Black Tea operation, set up the Streets and Bridges levels. The levels on the right (the Fuel Depot in the example above) will be set up later during the operation. Reminder: ALL levels must be facing North as indicated by the compass.



Black Tea operation ready to be played (in standard difficulty).

COMPLETING A LEVEL AND GAINING ACCESS TO A NEW LEVEL

A level is completed once its last objective is completed AND no commando remains on that level.

At the end of the commando phase, for every completed level:

- 1) Flip the level card to its completed side.



A level card flipped to its completed side.

- 2) Dismantle the completed level. All remaining equipment tokens are discarded and enemy unit tokens are placed back into the enemy reserve.

- 3) **At the beginning of next turn**, if the completed level card is linked by to another level card (or by to 2 other level cards) on its right, set up these levels. If 2 level cards are linked by to another level, you must complete these 2 levels to gain access to the next level.

Reminder: To set up a new level, follow the level set up procedure, steps 1 to 3, p. 15.



"Last step in your training! Use the 2 cards of *Green* operation and get things done!"

Note: The equipment reserve now contains all the equipment tokens available. See Equipment p. 19 to learn how to use first aid kits, bombardments and German uniforms.



Example: In operation Shooting Star, completing the objective on the City card grants access to the Hotel de Luxe and Bridges level cards. Set up those 2 levels at the beginning of next turn. Commandos must complete all objectives on both Hotel de Luxe AND Bridges cards to unlock the last level card: Church.

- 4) During the commando phase, any commando who exited through a trap door in a previous turn can now enter a new level through an open trap door. *Example: The 4 commandos completed the objective of the City level and exited through a trap door. Hotel de Luxe and Bridges (each recommended for 2 commandos) levels are set up at the beginning of next turn. The 4 commandos split up into 2 groups of 2 to accomplish the objectives of those two levels concurrently.*

Reminder: Enemy phase takes place even if there is no commando on a level.

Reminder: When leaving a level, commandos keep all their equipment, German uniform, "-1 AP" and "+1 AP" tokens.

★ EQUIPMENT ★

Commandos have access to various types of equipment to complete their objectives. All types of equipment can be used by any commando.

INTENSIVE TRAINING

Commandos were subjected to intensive training to help them survive any situation, including the loss of a teammate: Survival skills, close combat, climbing, handling explosives and using a variety of vehicles and weapons (including those of the enemy) were taught.

EQUIPMENT TOKENS



- Using this weapon makes the commando visible immediately. The absence of indicates that the commando does not become visible after using this weapon.
- When this equipment is used the alarm on this level is triggered.
- Weapon power: Number of dice to roll for each use of the weapon. A box around the white squares indicates special rules related to this weapon.
- Background color: Blue = unlimited use, green = discard after use (do not place it back in the equipment reserve).
- Powerful explosive.

Some tokens such as the TNT charge and the crowbar have a red side. This side indicates that this equipment was placed on the level by a commando. No commando may pick up an equipment token on the red side. Once the equipment reserve is empty, shuffle all the discarded equipment tokens together to create a new equipment reserve. Reminder: Using an equipment token costs 1 AP.

FIRST AID KIT

Commandos equipped with a first aid kit may use it to heal themselves or another character located on the same tile. Using a first aid kit removes ALL "-1 AP" tokens from the card of the healed commando and thus cancels any critical condition. In this case, replace the critical condition commando token with their stealthy token except if they are located on a large tile: Then the commando is visible.

When a commando is healed by another commando, he or she gets full AP immediately. When healing oneself, recovered APs can only be used from the next turn on.

Example: The Sniper suffered 2 injuries, thus reducing her number of AP per turn to 1. On her tile there are a first aid kit and the Scout. She can pick up the first aid kit (0 AP) and use it to heal herself with her only 1 AP left. A better solution would be to have the Scout pick up the first aid kit and heal the Sniper: She would immediately recover her 3 AP for this turn.

CROWBAR

The crowbar can be used in two ways:

1) Force Open a Locked Door

The commando must be located on a tile in contact with the locked door to be forced. Flip the locked door token to its unlocked side.

2) Barricade an Enemy Entrance

A commando on a tile in contact with an enemy entrance may use a crowbar to barricade it. Remove the crowbar token from the commando's card and place it red side up on the enemy entrance token.

During the enemy reinforcement step, enemies that should enter through a barricaded enemy entrance are placed outside the level next to this entrance. As soon as 4 or more enemy units - **those with sledgehammers count as 2** - are behind a barricaded enemy entrance, they kick the barricade down and enter the tile. When that happens, discard the crowbar token. Note: An enemy entrance token can be barricaded again even if the enemy entrance was kicked down previously.

Note: A crowbar cannot be used to barricade a door that is not an enemy entrance.



GERMAN UNIFORM

Wearing a German uniform allows you to be stealthy by joining a medium or large tile with the action "Moving (1AP)": Treat all tiles as if they were small ones. Discard the German uniform token and replace the commando token with its second token on the German uniform side.

A visible commando on any kind of tile without an enemy unit who puts on a German uniform becomes immediately stealthy.



The medic wears a German uniform.

When wearing a German uniform all the other rules for becoming **visible** are in effect. Example: Using a noisy weapon or failing a stealth check will make the commando **visible**. If an enemy soldier addresses a disguised commando in German, it is quite likely that the commando will not know how to answer and will be spotted...

As soon as a commando becomes **visible**, they lose the German uniform: Replace the commando token wearing a German uniform with the commando token on its **visible** side.

USE OF GERMAN UNIFORMS



After the German surrender in 1945, Otto Skorzeny, a German commando officer, was tried and acquitted. He had his men wear US army uniforms, which contravened the rules of war, but he was pardoned thanks to a British secret agent, Forest Yeo-Thomas, who confirmed that SOE agents (Special Operations Executive) and Allied commandos also used this method during some of their operations.

FIREARMS

A firearm shot can only hit **visible** characters from the opposite side (excluding the possibility of friendly fire).

Note: Commando weapons are printed on commando cards. They are not available as tokens.

1. Standard Weapons



Standard weapons are noisy: Each use of such firearms make the shooter **visible** and trigger the alarm.

2. StG44 and MG42



Powerful weapons: StG44 and MG42.

Special rule: These powerful weapons are subject to overheating. Each of these weapons can only be used by 1 commando each turn (they can use it several times during the turn). This rule also applies to the MG42 nest (see on right).

Example: The Sapper enters an MG42 nest, shoots twice with the MG42 inside and leaves the nest. If the Officer enters the nest during the same game turn, he must wait for the next turn to shoot with the MG42.

3. Stealthy Weapons



Sten with silencer.



Sniper rifles Springfield and Mosin-Nagant.

Unlike standard weapons, sniper rifles do not make their user automatically **visible**. The snipers using scoped rifles are experts in **camouflage**. However, these are noisy weapons that trigger the alarm when they are used.

MG42 NEST



1 enemy on a tile containing an unoccupied MG42 nest is immediately placed inside it unless a commando on the same tile decides to occupy it (commandos have priority). Occupying or leaving a nest costs 0 AP. A nest can accommodate a maximum of 1 character.

A character in an nest gets an important cover bonus (5+ to be hit). Following a shot targeting a tile containing a nest, each die scoring 5 or 6 can be attributed to the character in the nest.

An enemy unit in an MG42 nest shoots with this weapon instead of his personal weapon. However, a commando may decide which weapon to use.

Reminder: Overheating special rules apply to MG42 nests (see on the left).

Note: It is not allowed to assign a 2, 3 or 4 die result to a nest to make an enemy shot fail deliberately.

Note: An MG42 nest cannot be destroyed nor moved by the commandos.



GRENADE

When throwing a grenade, use the shooting rules.

Special rule: A grenade may hit any **visible** character located on the targeted tile (including the commando who threw it if he is **visible**). If hits remain to be distributed after having eliminated all enemy units, they must be distributed among the characters remaining on the tile.



TNT CHARGE

Use a TNT charge by placing a token (red side) on the tile where the commando is located on. Then decide when to perform the action "blowing up a TNT charge".

A TNT charge that blows up automatically eliminates all equipment and character tokens from the tile hit by the explosion. The alarm is triggered when the TNT explodes. Trap doors and triangular tokens stay in place. Characters eliminated this way do not drop equipment tokens. Only a powerful explosive (☛ symbol), such as a TNT charge token, may destroy an objective.



Objective to be destroyed and TNT charge placed on the red side.

Warning: When a token with ☛ blows up on a tile containing an objective not to be destroyed, the operation fails!



BOMBARDMENT

Commandos managed to establish radio communication to call for an air strike. Use a bombardment token to target 1 outdoor tile of any level in play. Roll the number of dice indicated on the bombardment token and check the hit number of the tile to determine the number of hits to be applied (as for shooting).

Special rule: A bombardment may hit any visible character located on the targeted tile. If hits remain to be distributed after having eliminated all enemy units, they must be distributed among the visible characters remaining on the tile. *A stealthy commando is taking cover: He is protected.*



SPOTTED

A commando who remained stealthy after having eliminated an enemy unit on their tile or adjacent one becomes visible if the enemy is replaced by a "spotted" token AND at least another enemy unit is present on the targeted tile. *The enemy unit sees a comrade fall and spots the commando.*

Note: If no other enemy unit remains on the tile with the "spotted" token, the commando remains stealthy. In both cases, there is nothing to loot and this token is discarded.

★ ESCORTING A CHARACTER ★

Sometimes, the objective of a level card requires escorting a character. As soon as a commando reaches the objective token, replace it by the token of the character to be escorted on its stealthy side if possible (on a large tile, he is visible). The token of the character to be used is printed on the level card.



The objective of the *City* level card is to escort a character. The card also indicates the token to use to replace the objective token on this level.

A character to be escorted:

- Occupies one space on the tile (there must be one free space on the tile to replace the objective token with the escorted character token).
- Does not have any AP.
- May **follow** a commando located on the same tile when this commando performs one of the following actions:
 - . Moving,
 - . Moving stealthily onto a medium tile,
 - . Exiting through a trap door.

- Is eliminated at first hit.
- Does not benefit from the special skills of the commando who is escorting him. *For example, he cannot sneak through walls like the Scout if he escorts him.*
- Is removed from the game after leaving a level.

There are 3 types of escorted character tokens:



Stealthy / stealthy: Always stealthy, the character is ignored by the enemy units.



Stealthy / visible: Can be stealthy or visible (all commandos' stealth rules apply).



Visible / visible: Always visible, the enemy units move toward this character and try to eliminate him like a visible commando.

An enemy escorted character, like the German Admiral, does not force a commando entering his tile to perform any stealth check.



★ TACTICAL ADVICE ★

- Select your commando squad wisely. Besides, the order in which your commandos will take action might be crucial as well.
- Remain stealthy as much as possible and avoid ending up visible at the end of the commando phase, at all costs.
- You will very probably trigger the alarm, but you should do your best to make it happen as late as possible.
- Try to save a "+1 AP" token on your commando card, it might save your life.
- Think about using your "+1 AP" token when appropriate. You should never suffer an injury without having used this token first to shoot or move for example.
- Anyone can have good ideas. Listening to all advice will help you make the right decisions as a team.



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Special thanks to all our backers: Their support has made it possible for you to play this game today, as well as: Dave Banks, Nicholas Bodart, Bobbi Burquel, Olivier Demouron, Typhaine Desperramons-Dutartre, Fendoel, Rémi Flament, Arne Hoffmann, Claude Hostert, Jan-Philipp Koll, Fabrice Lamidey, Fabrice Mauer, Marie, Scottie Mick, Philippe Mouret, Randolph Pub Ludique, Shanouillette, Raphaël Da Silva Gomes, Dave Landry, Hervé Lalo, Luke Plunkett, the Préfous du Volant, Thomas Rollus, Tapimoket, Nicolas Vibert, Daniel Wandrei, Ricky Royal, Jim Wittmer, Hervé "vr3h" Zilliox and to all those who help us never forget this period of history.

Playtesters: Julien Avy, Martin Bouchard, Guillaume Cassel, Jean-François Chrétien, Sylvain Daraiche, Caroline Dezainde, Marc Guenette, Francis Guilbeault, Pascal Hébert, Jean-Louis Hencks, Corentine Hertschuh, Jerry Higginson, Aymeric Imberti, Janus Johnston, Patrick Kemner, Mathis and Nathaniel Lamidey, Dave Landry, Stéphane Laurin, Ulysse, Hyppolite and Nicolas Lesbros, Dominick Lauzon, Brian Maul, Jacques Marcoux, Safia Merzouk, Justin Mohareb, Hedi Naghmouchi, Michel Ouimet, Jean-François Pasquier, Benjamin Ortiz, Stack Académie Montréal, Jean-François Pérusse, Marc Rodrigue, Benoît Rullier, Angelo Silva, Vince Starks, Juan Vera, Jonathan Vigneault Turcot. A big thanks also to those who tested the Print and Play demos... and to all the others!





★ GAME TURN ★

- 1/ EVENT PHASE** Draw 1 event card for each level in play and apply its effect.
- 2/ COMMANDO PHASE** Each commando takes their actions.
- 3/ ENEMY PHASE** Activate enemy units through 3 steps (reinforcement, moving, shooting).
- 4/ END OF TURN PHASE** Check to determine victory or failure of the operation.

★ COMMANDOS PHASE ★

Each commando can use 3 AP. The turn order is free.

- ★ Collect or drop equipment (0 AP).
- ★ Blow up a TNT charge token placed on its red side (0 AP).
- ★ Move onto an adjacent tile (1 AP).
- ★ Move stealthily onto a medium tile (2 AP).
- ★ Exit through a trap door (1 AP). This ends the commando's actions.
- ★ Unblock a trap door (1 AP).
- ★ Close combat attack (1 AP) by being stealthy on the tile of the enemy.
- ★ Shoot (1 AP): Roll the number of dice allowed by the weapon used. Every die equal or higher than the number indicated on the targeted tile is a successful hit.
- ★ Use equipment (1 AP).
- ★ Switch an alarm off (1 AP). Only once per level!
- ★ Interact with an objective (variable AP cost).
- ★ Save 1 AP. Take a "+1 AP" token to use it later.



★ ENEMY PHASE ★

- 1/ REINFORCEMENT** Draw and place (without looking at it) 1 enemy unit token - **2 tokens** if the alarm is triggered - on each tile in contact with an enemy entrance token.
- 2/ MOVEMENT** Move each enemy unit 1 tile: Toward the nearest visible commando or, if there is no visible commando, in the direction indicated at the bottom of the event card. The enemy units protecting a triangular token do not move.
- 3/ SHOOTING** A group of enemy units shoots first at a visible commando on their own tile, otherwise on an adjacent tile containing a visible commando.

★ STEALTH ★

Becoming stealthy

- ★ Move onto a *small* tile.
- ★ Move stealthily onto a *medium* tile.
- ★ Disguise using a German uniform on a tile containing no enemy units.

Becoming visible (alarm triggered)

- ★ Move (not stealthily) onto a *medium* tile.
- ★ Move onto a *large* tile.
- ★ Use a weapon with .
- ★ Find a "spotted" token on a tile containing 1+ enemy unit.
- ★ Fail a stealth check (dice resulting 1 or 2).