



# V ★ SABOTAGE

INFILTRATION ★ COMBAT ★ OPERATIONS

# TRAINING



TRITON  NOIR

# ★ TRAINING MISSION 01 ★

## OBJECTIVES

- All 3 commandos must move onto the tile containing the alarm token
- AND
- The alarm must be silent at the end of the training (if it was triggered during the training, you must switch it off).

## SETUP

Place the tiles and tokens as indicated on the map below:



- Thin outlines and no shading: Place a tile on its **outdoor** side (with grass on the ground).
- Thick outlines and shading: Place a tile on its **indoor** side (with walls around).

Note: You are free to choose any tile as long as you respect its dimension (small, medium, large) and side (indoor or outdoor).



Tokens to be used for this training: 1 alarm, 6 doors, Sniper, Medic, Sapper and any enemy unit token.

**IMPORTANT:** Make sure every token is placed on its proper side.

Here is an example of what the level would look like once set up:



## ADDITIONAL MISSION INFO

- Your commandos can play in any order.
- Each of your commandos can only use **3 action points (AP)** for this training mission, which are limited to:
  - **Moving (cost: 1 AP)** onto an adjacent tile through an open door.
  - **Moving stealthily onto an adjacent medium tile (cost: 2 AP)** through an open door.
  - **Switching off an alarm (cost: 1 AP)** located on the same tile as the commando.
- Note for this training: The enemy unit on the level does not have his weapon close at hand. Should you fail a stealth check, he will be able to spot you. It will trigger the alarm but the enemy unit will never be able to target you or move.

## TACTICAL ADVICE

- The order in which you play your commandos is the key to success: Make sure you plan the turn wisely before moving.
- Wait for every commando to be stealthy before switching off the alarm (should one of them remain visible, the alarm will be immediately triggered again).

# ★ TRAINING MISSION 02 ★

## OBJECTIVES

- Place a TNT charge on the tile containing the objective AND
- At least 1 of the commandos must leave the level through an open trap door.



Open trap door token.

## SETUP



**REMINDER:** Make sure every commando card and token are placed on their proper side.

- Each player places the card and the token of the commando they control in front of them. The commandos enter the level through the open trap door during the first game turn.

- Equipment reserve: Place all MP40 and TNT charge tokens in an opaque bag or in a bowl (the remaining equipment tokens are not used in this mission).



MP40 and TNT charge tokens.

- Event cards deck: Only made up of the 5 following cards (shuffle those cards):
  - 6th Sense
  - Close Combat
  - "Blessed be the Lord my strength..."
  - "Bomber!"
  - "You lucky..."

## ADDITIONAL MISSION INFO

- Commando card symbol meaning, next to each special skill:

**0AP 1AP 2AP** Cost in AP to use this special skill (0, 1, or 2 AP).

**1xTURN** 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.

- Use a TNT charge: See rulebook, p. 21.
- Game turn: Once the events and commando phases are over, the enemy phase starts in this order:

1) Enemy reinforcement step: Place 1 enemy unit token with 2 white squares on the tile in contact with the enemy entrance token. **Should the alarm be triggered during the enemy phase, place 2 enemy units on this tile.** If all 8 spaces are occupied on the tile, no enemy can enter during this turn: Ignore this step.

2) Enemy shooting step: Enemy units shoot every visible commando within range. Rules are the same as for commandos shooting: Roll as many dice as there are small white squares on the enemy unit token that is shooting. During this training mission, all commandos suffering an injury are eliminated: Remove them from play.

## TACTICAL ADVICE

- Take the best from both special skills and equipment on the commando cards.
- Try to save a "+1 AP" token whenever it is possible and make good use of it.
- Avoid at any cost ending a turn visible!

# ★ TRAINING MISSION 03 ★

## OBJECTIVES

- Discreetly sabotage the objective by spending 1 AP on the tile where it is located (do not blow it up with a TNT charge or this mission will fail!),  
AND
- At least 1 of the commandos must leave the level through an open trap door.

## SETUP



- Event cards deck: Use *all* the cards except for the following 6 (place them in the game box):
  - "Double Time!"
  - "Ausschwärmen!"
  - "You're OK soldier."
  - "All is quiet." / "Sniper!!"
  - "You think it can't get worse?"
  - White Flag
- Equipment reserve: Place all equipment tokens in an opaque bag or in a bowl except for these (place them in the game box instead):
  - First aid kit
  - Bombardment
  - German uniform
- Enemy reserve: Place all the regular enemy unit tokens, the 0 enemy tokens, and 3 enemy special unit tokens in another opaque bag or bowl.
- Special units reserve: **Place the remaining 7 enemy special unit tokens aside on the table next to the enemy reserve as a separate group.**

## ADDITIONAL MISSION INFO

- During this mission, all commandos suffering an injury are eliminated: Remove them from play.
- To know how to use the equipment tokens below, see section Equipment of the rulebook, p. 19.



Crowbar, grenade, StG44, MG42 and "spotted" tokens.

## TACTICAL ADVICE

- Make good use of the crowbars to barricade enemy entrances.
- The Officer's Sten is the ideal weapon to eliminate enemy units silently.
- You like challenges? The best players should be able to complete this training mission by remaining stealthy the whole time (hence never triggering the alarm).

