V★COMMANDOS

INFILTRATION ★ COMBAT ★ SABOTAGE

RULEBOOK

★★

TRITON NOIR

★ 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-COMMANDOS 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 terrain (quick game) or to select an operation, composed of several objectives that must be completed across various terrains.

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 terrain, 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 ★
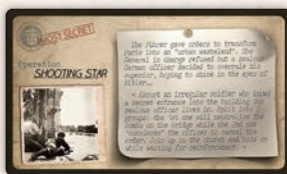
1 rulebook
and 1 training manual

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

1 compass tile

37 event cards
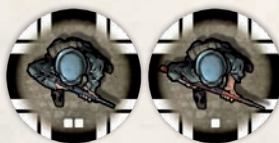
9 pairs of operation cards

26 terrain 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 Ø enemy tokens

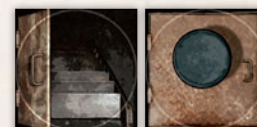4 escorted character tokens

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-Commandos. 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. They 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's 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 terrain even if it does not contain any enemy. An enemy could remotely observe the terrain with binoculars.

Enemy units will move towards the nearest visible commando on their terrain, 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 move 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 a stealth check. The commando rolls 1 die per enemy located on the destination tile. If at least one of the dice result is 1 or 2, the commando becomes visible.

Similarly, when one or more enemy units enter a tile, any stealthy commando on that tile must perform a stealth check by rolling 1 die per enemy unit.

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

Example: 3 enemy units enter a small tile containing 2 stealthy commandos: 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 terrain 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 terrain;
- there are more commandos than the quantity to be selected for this terrain (the quantity is indicated at the bottom-right of the terrain card, see Elements of the terrain card p. 15).

Once the alarm is triggered, flip the alarm and enemy entrance tokens on this terrain to their orange side.
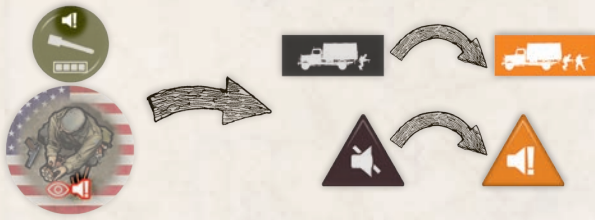
Examples of tokens triggering the alarm:
a visible commando or a grenade that blows up.

A triggered alarm on a terrain 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 if all commandos are stealthy again or if there is no commando on its terrain.
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 terrain 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 terrain in play (a terrain 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 terrains simultaneously.
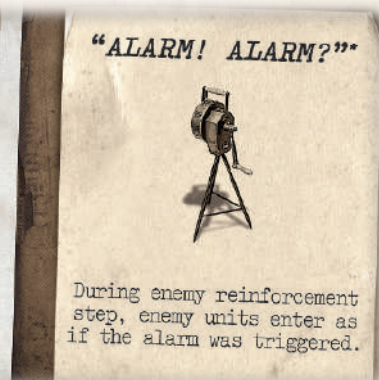
Place each drawn event card face up next to its terrain, where it will remain until the end of the turn.
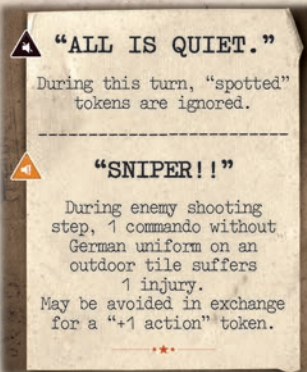
The effect of an event card only affects its terrain, immediately except as otherwise stated on the event card.

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

6TH SENSE

1 commando gets a +1 action token.

"ALARM! ALARM?"*

During enemy reinforcement step, enemy units enter as if the alarm was triggered.

> **"ALL IS QUIET."**
>
> During this turn, "spotted" tokens are ignored.
>
> ----------------------
>
> **"SNIPER!!"**
>
> During enemy shooting step, 1 commando without German uniform on an outdoor tile suffers 1 injury.
> May be avoided in exchange for a "+1 action" token.

Some event cards like the card "All is quiet / Don't venture out there fellas" below have different effects based on the alarm. Apply the effect of the event based on the status of that terrain's alarm when the 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.

Hint: to prevent forgetting about 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.

When the event card deck is empty, reshuffle the discarded event cards and create a new event card deck.

2. COMMANDO PHASE

During this phase, your commandos can always play in the order you want.

Each commando has 3 action points (AP) per commando phase. Each type of action has a cost (0, 1, or 2 AP).

A commando must perform all their actions before moving on to the next commando (however, it will be possible to use some specific 0 AP actions later on).

Any AP that are not used during the commando phase are lost.

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).
- Entering 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 EXECUTE 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 token on the tile where the commando is located and place it 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 terrain (see section TNT charge p. 21).

Moving (1 AP)

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

There must also 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 pass over the doorless walls or sneak through windows.

"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 needed in particular when the commandos enter the first terrain of an operation.

Reminder: when underlined 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.
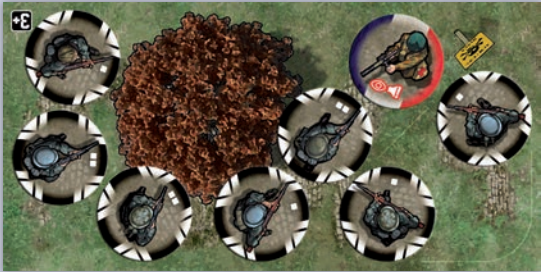
A medium tile may contain up to 8 characters.

A 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. For the rest, this type of movement uses 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 departure tile and on the destination tile performs a reaction fire immediately. The shooting targets the departure tile of the commando.

Roll the dice for enemy shooting, then attribute the injuries to the targeted commando (see "Shooting" and "Shooting results" sections in the Enemy Shooting Step p. 12). For each wound received, a commando loses 1 AP immediately. No matter what the results of the dice are, the commando makes the move initially 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 towards the departure tile of the commando, who suffers 2 injuries. The player moves the commando's token onto the destination tile that was initially planned. The commando used 1 AP to move and lost the two others by being wounded twice.

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

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

Exiting Through a Trap Door (1 AP)

A commando may leave the terrain through an open trap door located on their tile. After exiting through a trap door, a commando can no longer perform another 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 (out of the terrain).

Now between two trap doors, the commando 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 terrain.

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

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 type of attack can only be performed by a <u>stealthy</u> commando on the same tile as the targeted enemy unit.

Attacking in close combat is an automatic success. Remove the enemy unit token from play (place it back in the enemy reserve) and replace it 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 steps below for every shot before going for another shooting action.

To shoot:

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

WITHIN RANGE

Tiles within range include the tile where the shooter is and every adjacent tiles that are not blocked by a wall or locked door.
To shoot a locked door, the commando must be present on one of the two tiles separated by the door.
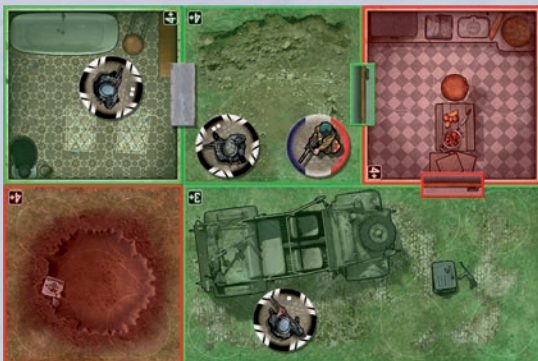
Green tiles and doors are within range of the Medic.

2) Shoot
Roll a number of dice equal to the number of little 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 a 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 is 5 or 6, the player may decide to target an enemy unit in the nest.

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

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

3) Shooting results
Each successful 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 successful hits. The player selects 2 of the 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
After every shot, 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 <u>visible</u> or <u>stealthy</u> on a tile containing enemy units may use equipment.

Interrupting an Alarm (1 AP)

A <u>stealthy</u> commando on a tile containing a triggered alarm switches it off: flip all orange alarm and enemy entrance tokens to their black side.

This action may only be taken once per terrain.
Enemy units will not fall for another false alarm. If the alarm is triggered again on this terrain, permanently flip the alarm and enemy entrance tokens to their orange side.
Hint: before interrupting an alarm, be sure that ALL commandos on this terrain are <u>stealthy</u>: if one of them is <u>visible</u>, the alarm will be immediately triggered again!

Interacting with an Objective (variable cost)

To interact with an objective token, the commando must be on the same 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 switch on a lighthouse. In these cases, the terrain card indicates the number of AP and potential equipment required to interact with the objective.
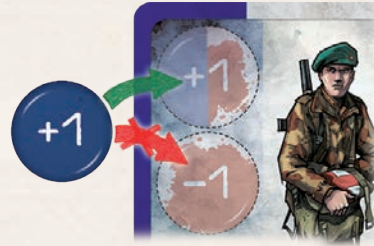
Objective examples on terrain cards.

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

Saving an Action (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 4 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 <u>visible</u> and in a dangerous situation… He uses a "+1 AP" token to move onto the small tile, now free of enemy units, and becomes <u>stealthy</u> again.

Example 2: two <u>stealthy</u> 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 have to be performed immediately. 1 commando fails and becomes <u>visible</u> and the other remains <u>stealthy</u>. The enemy movement step has ended. Commandos use their "+1 AP" tokens BEFORE the enemy shooting step (which could be fatal to the <u>visible</u> commando): the <u>stealthy</u> one 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 game progresses to the enemy phase. 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 terrain.

1. Enemy Reinforcements Step

Randomly pick up enemy tokens from the enemy reserve (do not hesitate to select more tokens than needed). Form a pile and do not have a look at it (these tokens and the side to be used will be randomly chosen). 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 tile. 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: it is allowed to peak 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 terrain) right behind the enemy entrance token they should have used.

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

Commandos cannot perform actions against enemy units placed on the table. The enemy tokens awaiting outside the terrain will enter if possible during the following enemy reinforcement step. In the case where only some of these enemy units may enter, the players get to select the units that will enter and the ones that will stay outside.

Reminder: if enemy units enter by a tile containing <u>stealthy</u> commandos, the commandos must immediately perform the necessary stealth checks.

When a Ø enemy token is placed on the terrain or on the table, no enemy is placed there.
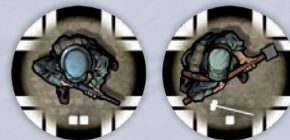

Ø enemy token.

At the end of the enemy reinforcement step, all Ø enemy tokens are PERMANENTLY removed from the terrain or the table (place them back in the game box). Then, for each Ø 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).
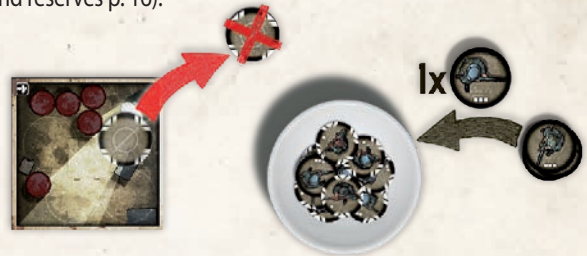
ENEMY TOKENS

Regular Enemy Units

Regular enemy units (the one on the right is equipped with a sledgehammer).

Regular enemy units are the most common on the terrain. They can be identified by the black and white symbol around their token.

Special Enemy Units

Special unit.

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

2. Enemy Movement Step

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

Determining the Direction

For each terrain, all enemy units follow one of these two rules to determine direction:

- Toward the nearest <u>visible</u> commando following the shortest path.
- If all commandos are <u>stealthy</u>, in the direction defined by the cardinal point at the bottom of the event card drawn at the beginning of the turn for each terrain.

The direction determined at the beginning of the enemy movement step will be enforced for the whole step, whatever happens. Example: all commandos are <u>stealthy</u> 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 <u>visible</u>. Enemies that have not yet moved during this enemy movement step will continue to move to the West and not toward the newly <u>visible</u> commando.

Moving Enemy Units

Move enemy unit tokens to the adjacent tile in the specified direction on each terrain:

- Toward the nearest <u>visible</u> commando: move each enemy unit by taking the shortest path.
- In the direction indicated by the cardinal point at the bottom of the event card: move enemy units in this direction with the help of the compass placed on the table.

Always move first the enemy units nearest to the direction or <u>visible</u> commando, then lastly the enemy units furthest from this direction. 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 forward one tile to 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 apply the direction 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 <u>visible</u> 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.

During enemy movement step, 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 the case of a MG42 nest, the enemy unit is placed on the dedicated space on this nest. 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 terrain!

Sometimes, enemy units are attracted by <u>visible</u> commandos distributed on several equidistant tiles. There might also be several tiles in contact with their starting tile: enemy units may follow several paths in the direction to follow. If there is more than 1 enemy unit on a starting tile, before moving any of them, split them into as many groups of the same number as there are possible paths. Players also get to select the types of enemy units placed in each group. Then move each group toward their different destination tile. If it is not possible to create groups with the exact same number of enemy units, players decide which group get the odd unit.

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 (one toward the left small tile and one toward 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 focussing 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 <u>visible</u> commando within range. Reminder: a <u>stealthy</u> 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.
   2) An adjacent tile. If an enemy group can target several adjacent tiles with <u>visible</u> commandos, the players may decide which tile is targeted by the group.

Shoot

Gather as many dice as the total of little white squares illustrated on all enemy units in the enemy group that is shooting. Should an enemy unit be located in a MG42 nest, use the number of little white squares on the MG42 nest instead of the squares on their enemy unit token.
Roll these dice: each die resulting a number equal or higher than the number indicated on the targeted tile hits a <u>visible</u> commando on this tile.

Example: group 1 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 a MG42 nest: the enemy unit shoots at the tile with 1 <u>visible</u> commando rolling 4 dice.

Shooting Results

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

The Officer got 1 injury.

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

4. END OF TURN PHASE

Check for operation success or failure:

Operation Success

The operation is a success when these 2 conditions are true:

- ALL objectives of all terrains of the operation have been completed AND
- At least 1 commando got out alive the last terrain through a trap door.

Operation Failure

The operation fails if any one of these conditions occur:

- 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 terrain 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.

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 which side of the card (blue or tan) to use: each variant is balanced and offers a different play style. 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 <u>stealthy</u> or <u>visible</u>, 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 to start every operation with.

1. Speciality and card's side colour (blue or tan).

2. Nationality (flag border).

3. Special skills.

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

   |x| Skill can be used only once per turn.

   P Permanent skill: applies if the player decides to do so, without action cost when described on the card.

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. Place 1 equipment token corresponding to each transparent icon printed on the card. Example, the Medic (blue side) starts each operation 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, thus making the slot free.

6. Space reserved for a "+1 AP" or "-1 AP" tokens (empty at the beginning of an operation).

7. Space reserved for a "-1 action" token only (empty at the beginning of an operation).

Note: 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.

★ COMMANDO'S HEALTH ★

There are 4 health statuses 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 during combat, place a "-1 AP" token on the commando card on the upper left slot that does not already have a -1 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, as well as during 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 an enemy nearby, applying the "commando order", might shoot them.

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

THE "COMMANDO ORDER"

Adolph 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 randomly selected commando card among the cards remaining in the game box. Choose the side to use (blue or tan). Do not place any equipment token on the transparent icons of this commando card.

2. Discard the eliminated commando card and 2 tokens: it will be 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 terrain is set up after a commando's elimination, the player that was in control may order a new commando to enter any terrain. This means that a player controlling a commando eliminated on the last terrain of an operation will not be able to come back into play.

★ PLAY AN OPERATION ★

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

SETTING UP A TERRAIN

Each terrain card details the instructions for building a terrain.
Start by placing the compass on the table.
Then build the terrain corresponding to the terrain card you selected.
Important: during their set up, ALL terrains must be facing North like the compass.

ELEMENTS OF THE TERRAIN CARD

Example of a terrain card.

① Description of the objective
Details about the objective and how to achieve 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 alarm / triggered alarm)
Enemy reinforcement units enter the terrain, on each tile in contact with an enemy entrance, during each enemy phase.

⑤ MG42 nest token
A 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.

A nest must be placed on the triangular location depicted on every outdoor 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 terrain through open trap doors. An open trap door allows access to any other open trap door in play, on the same terrain or another terrain. 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 terrain must be facing North indicated by the compass.

⑨ Number of commandos to be selected for a quick game with 1 single terrain card
Should the number of commandos on a terrain be higher than the indicated number, the alarm is automatically triggered.
Note: some operations involve more or less commandos than the number indicated on a terrain card.

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

1. Place Tiles

The layout on the right side of each terrain 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) / 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 terrain card as a reference, place the required tokens respecting their side on the tiles. The equipment tokens must be taken from their reserve (see Equipment deck and reserves below). Should the reserve not contain the tokens you are looking for anymore, take this token in the discard pile. Should one or several of these tokens be missing, 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 terrain: 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 MP40 (2 small white squares on its token) on each token with a triangular shape so that it overlaps the triangular token. For MG42 nest, place the token on the dedicated space. Example: the Streets terrain contains 3 triangular tokens (1 alarm, 1 objective and 1 MG42 nest): place 1 enemy unit with MP40 on each of them.

If you play in veteran difficulty mode (see Select the difficulty p. 17), add 1 enemy token with MP40 on every tile in contact with an enemy entrance token.

The Bridges terrain should look like this once set up (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.

TERRAIN TO BE PERFORMED IN LIMITED TIME

When a terrain 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 terrain. When there is no more event card to draw, you have reached the turn limit. Example: the Church terrain says that the commandos must protect the objective during 6 turns. When setting up this terrain, players place a deck containing 6 event cards next to the Church terrain that has been set up. During enemy movement step, if the event card has a 💥 symbol, draw a new card in the main event deck, until getting a direction.

Should the turns go on beyond this limit (such as the terrain 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 and 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: is made up of the commando cards and tokens in the game's box.

OPERATION SET UP

Each operation is made up of 2 two-sided operation cards. For starters, select a pair of these cards.

OPERATION CARDS

Front

1. Name, place and date of the operation.
2. Operation duration.
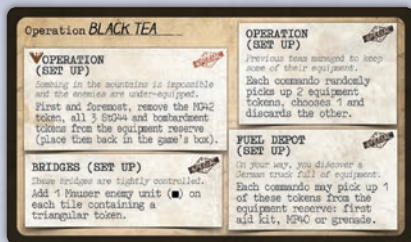3. Number of commandos to be selected.

Background and objectives for this operation.

Back

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

Special rules that apply to some of the operation's terrains or during initial operation set up. Special rules for an operation replace the objective of a terrain 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 the 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 ▼ in the operation cards.

Veteran

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

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

PLACING THE OPERATION CARDS

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

Operation cards

Terrain cards placed on the table

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

Terrain cards

Operation cards

"Streets" terrain

"Bridges" terrain

Compass

Event cards

Equipment reserve

Enemy reserve

Special enemy units reserve

"+1 action" and "-1 action" tokens

Commando cards and tokens

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

COMPLETING A TERRAIN AND OPENING ACCESS TO A NEW TERRAIN

A terrain is completed once its last objective is completed AND no commando remains on that terrain (they left the terrain using a trap door or have been eliminated).

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

1) Flip the terrain card to its completed side.

A terrain card flipped to its completed side.

2) Dismantle the completed terrain. 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 terrain card is linked by [icon] to another terrain card (or by [icon] to 2 other terrain cards) on its right, set up these terrains. If 2 terrain cards are linked by [icon] symbol to another terrain, you must complete these 2 terrains to open access to the next terrain.

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

Operation SHOOTING STAR

Hotel de Luxe

City   Bridges   Church

Example: in Operation Shooting Star, completing all objectives on the City card opens access to the Hotel de Luxe and Bridges terrain cards. Set up those 2 terrains at the beginning of next turn. Commandos must complete all objectives on both Hotel de Luxe AND Bridges cards to unlock the last terrain card: Church.

4) During the commando phase, any commando who exited through a trap door in a previous turn can now enter a new terrain through an open trap door. Example: the 4 commandos completed the objective of the City terrain and exited through a trap door. Hotel de Luxe and Bridges (each recommended for 2 commandos) terrains 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 terrains concurrently.

Reminder: enemy phase takes place even if there is no commando on a terrain.

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

"Last step on 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.

★ EQUIPMENT ★

Commandos have access to various types of equipment to complete their objectives. All types of equipment can be used by any commando. Example: the Medic may use a TNT charge.

EQUIPMENT TOKENS

1. Using this weapon makes the commando <u>visible</u> immediately. The absence of 👁 symbol indicates that the commando does not become <u>visible</u> after using this weapon.

2. When this equipment is used the alarm on this terrain is triggered.

3. Weapon power: number of dice to roll for each use of the weapon. An outline around the little white squares indicates special rules related to this weapon.

4. Background colour: blue = unlimited use, green = discarded after use (do not place it back in the equipment reserve).

5. 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 terrain by a commando. No commando may pick up an equipment token placed 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 <u>stealthy</u> token except if they are located on a large tile: then the commando is <u>visible</u>).
When a commando is healed by another commando, he or she gets full AP immediately. When healing oneself, 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 take 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 take 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 on the table next to this entrance. Once 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. Then 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 simple door.

GERMAN UNIFORM

Using a German uniform as a disguise allows being <u>stealthy</u> regardless of the size of the tile: 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 <u>visible</u> commando on any kind of tile without an enemy unit who puts on a German uniform becomes immediately <u>stealthy</u>.

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...

Once commandos become 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 constitutes an offence under the various treaties 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.
Note: commando weapons are printed on commandos' cards. They are not available as tokens.

1. Standard Weapons

Standard weapons are noisy: each use of such firearms make the shooter visible and triggers the alarm.

2. StG44 and MG42

Powerful weapons: StG44 and MG42.

Special rule: these powerful weapons are subject to overheating. Once a commando uses this weapon once or several times, no other commando can use this weapon in the same game turn. Note: this rule also applies to the MG42 nest (see on right).

Example: the Sapper enters a 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 in this nest.

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

When entering a tile containing an unoccupied MG42 nest, a character is placed inside. One maximum can be in a nest at a time. A commando may freely enter or leave a nest (this is does not cost any AP).
A character in a MG42 nest gets an important cover bonus (5+ to be hit). When a shot targets a tile containing a MG42 nest, player can decide to assign the hit of any die resulting in a 5 or 6 to the character located in the nest. Note: It is not allowed to assign a 1, 2, 3 or 4 die result to a nest to make an enemy shot fail deliberately.
An enemy unit in a MG42 nest shoots with this weapon instead of his personal weapon. However, a commando may decide which weapon to use.
When commandos and enemy units are located on a same tile containing an unoccupied MG42 nest, commandos decide first if they want to occupy it.
Reminder: overheating rules apply to MG42 nests.
Note: a 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 token to place it (red side) on the tile where the commando is located on. Then a player decides when to perform the action "blowing up a TNT charge" placed red side on his terrain.

A TNT charge that blows up automatically eliminates all tokens from the tile hit by the explosion, except for trap door, alarm, door and nest tokens. 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 terrain in play.

Roll the number of dice indicated on the bombardment token and consult the targeted hit number of the tile to determine the number of hits to be applied (as for shooting).

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

SPOTTED

A commando who remained <u>stealthy</u> after having eliminated an enemy unit on their tile or adjacent one becomes <u>visible</u> 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 <u>stealthy</u>. In either case, there is nothing to loot and this token is discarded.

★ ESCORTING A CHARACTER ★

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

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

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 the latter escorts him.
- Is removed from game after leaving a terrain.

There are 3 types of escorted character tokens:

Stealthy / stealthy: always <u>stealthy</u>, the character is ignored by the enemy units.

Stealthy / visible: can choose between being <u>stealthy</u> or <u>visible</u> (all commandos' stealth rules apply).

Visible / visible: always <u>visible</u>, the enemy units move towards this character and try to eliminate him like a <u>visible</u> commando.

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

★ TACTICAL ADVICE ★

- Selecting your commando squad wisely is critical. Besides, the order in which your commandos will take action might be crucial as well.

- Remain <u>stealthy</u> as much as possible and avoid ending up <u>visible</u> at the end of the commando phase, at all cost.

- 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.

★ INDEX ★

★ CREDITS ★

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★ GAME TURN ★

1/ EVENT PHASE Draw 1 event card for each terrain 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.

★ COMMANDO ACTIONS ★

Each commando can perform 3 AP in the order they want.

- ★ 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).
- ★ Exiting 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 resulting 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 terrain!
- ★ Interact with an objective (variable AP cost).
- ★ Save 1 action point (1 AP). Take a "+1 AP" token to use it later on.

★ ENEMY PHASE ★

1/ REINFORCEMENT Draw and place (without having a look 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 an enemy unit.
- ★ Fail a stealth check (dice resulting 1 or 2).