

RULE BOOK

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In SAS Rogue Regiment players take on the role of SAS soldiers in the pivotal weeks following D-Day, carrying out acts of sabotage deep behind enemy lines.

Ambush convoys, assassinate high ranking officers, destroy ammo dumps and much, much more in your four man campaign against the Axis war machine!

Strike from the shadows! – Take down enemy patrols and sentries with the vast array of tools at your disposal, from rifles, explosives and grenades to vehicles, traps and your trusty fighting knife.

Leave no trace! – Move quickly and quietly to complete your objectives. Kill silently and hide the bodies to avoid detection. Get spotted, make too much noise or take too long to carry out your objective and the enemy will raise the alarm. Your heavily outnumbered team won't last long in a firefight, so when the attack comes, make sure you're in position to make four men feel like a hundred!

OVERVIEW

SAS: Rogue Regiment is a solo / co-operative game for 1-4 players. Players take control of one or more of the 4 **Operator** characters, whilst the enemy **Axis** have a set of automated rules which govern their movement & behaviour.

The mission page has a recommended number of Operators to use. Where possible, divide them evenly between players.

THE BOARD

The SAS board is made up of multiple double sided **tiles**, which can be arranged into many thousands of possible map layouts. Each mission uses a different map layout (detailed on the mission page), along with objective locations, Axis positions and the conditions the Operators must fulfil in order to complete their mission.



SQUARES

Each tile is divided into squares which are used to regulate movement and range. Only one Operator or Axis unit may occupy a single square although they may move through squares occupied by other units, providing they are able to finish their turn on an unoccupied square.

There are four types of squares on the SAS board: **regular**, **water**, **forest** & **rock**, with each having an impact on movement and line of sight (often referred to as **LOS**).

Regular squares make up the majority of the board and have no movement or LOS restrictions.

Water squares have no effect on LOS but block movement for all units, except an Operator in scuba mode or the Rowing Boat.

Forest squares are filled with trees and are shaded dark green. Both Operator & Axis units can see **into** & **out of** forest squares, but not **through** them. Even though a forest square can be seen into, a corpse or crouching Operator will only be visible from an adjacent square. The **sprint action** cannot be used to move from one forest square to another forest square.

Additionally, forest squares are classed as **soft cover** so Axis units attacking Operators on forest squares subtract 1 from their attack dice rolls.

Rock squares are filled with rocks and shaded dark green. Both Operator & Axis units can see **into** rock squares, but not **through** them. Rock squares block movement for all units except an Operator with a grappling hook who can move into them using the **climb action**.





Regular squares (✕) Water squares (✕) Forest squares (✕) Rock squares (✕)

At various points throughout this book we use the term **adjacent square**, this refers to any of the 8 adjacent squares, **including diagonal**, unless otherwise stated.

LOW COVER TERRAIN

Low cover terrain blocks LOS to corpses and crouching Operators. If an Operator is standing adjacent to low cover and that cover is between them and an attacking Axis unit, the Axis unit will modify their attack roll.



Low walls are classed as **hard cover**, so Axis units subtract 2 from their attack rolls. Low walls have no effect on movement for either Operator or Axis units as they will simply step or vault over them while moving or sprinting. An Axis unit which is adjacent to a low wall or looking down the length of the wall can see over it.



Hedges are classed as **soft cover**, so Axis units subtract 1 from their attack rolls. Hedges block all movement except the **climb action**.



Crates are classed as **hard cover**, so Axis units subtract 2 from their attack rolls. Crates block all movement except the **climb action**.

HIGH COVER TERRAIN

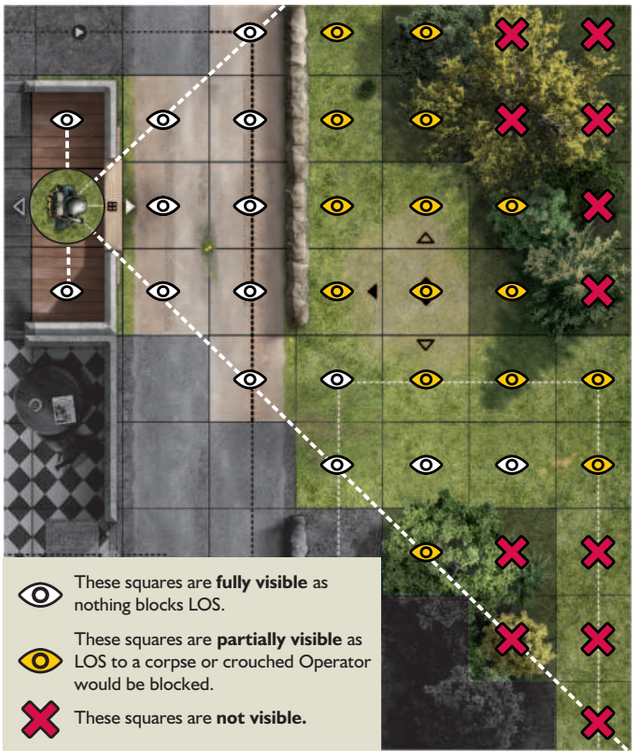
High cover terrain blocks both movement and LOS for all units.



High walls block LOS & movement for all units except an Operator with a grappling hook, who can climb over the high wall with the **climb action** but only at the point indicated with the grapple symbol.



Supply dumps are a separate small tile placed on the board in the position indicated on the mission sheet. They block both LOS & movement for all units.



These squares are **fully visible** as nothing blocks LOS.

These squares are **partially visible** as LOS to a corpse or crouched Operator would be blocked.

These squares are **not visible.**

BUILDINGS

Buildings are made up of high walls, doors, rooms & windows. **Building walls** block LOS and movement for all units.

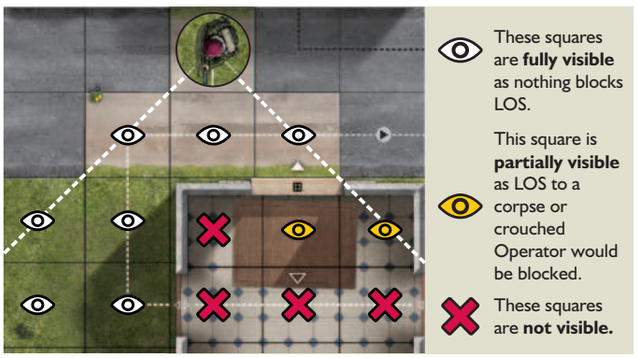


Building doors (⧖) block LOS into and out of the building/room but can be moved through using **move** or **sprint actions**, providing that the Operator or Axis unit is not moving through the door diagonally. Attacks cannot be made through doorways.



Building windows (⊞) block LOS into and out of a building, other than the 6 squares adjacent to the window. We refer to these as the interior (✕) & exterior (✕) window squares.

A unit on an interior window square has full LOS out of the window and units outside the building have LOS to the interior window squares. A unit on an exterior window square has full LOS into the building and units in the building have LOS to the exterior window squares.



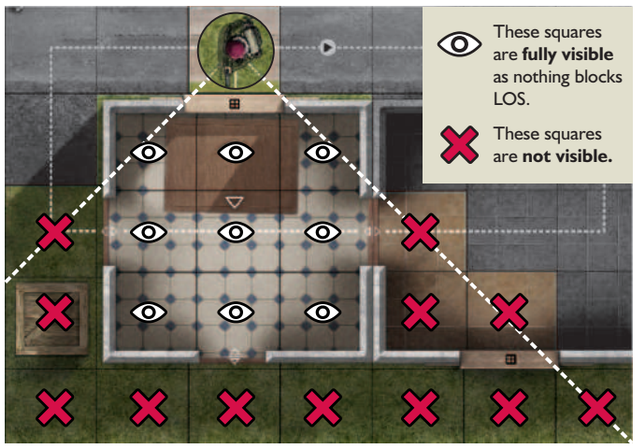
These squares are **fully visible** as nothing blocks LOS.

This square is **partially visible** as LOS to a corpse or crouched Operator would be blocked.

These squares are **not visible.**

Windows are considered to be low **hard cover**, so block LOS to corpses and crouching Operators on window squares, they also subtract 2 from Axis attack rolls.

Windows can be climbed through using the **climb action.**



*Note that the interior window squares are **fully visible** once Jock moves adjacent to the window.*

LINE OF SIGHT TOOL

The line of sight (LOS) tool is used to quickly establish an Axis unit's field of view. It is also used as a straight rule between attacker & target to check LOS. Please see the separate LOS reference guide sheet for a more information & examples.

SENTRY POINTS & PATROL LINES

Sentry points are marked on the game tiles in various places around the board. There are two types of sentry points: black and white. At the beginning of the game, a corresponding **black or white Rifleman token** should be placed on every sentry point facing the default filled arrow.





Patrol lines, like sentry points, are marked on the board in black and white variants. Each patrol line has two default start points. At the beginning of the game a corresponding **black or white Rifleman token** should be placed onto **one** of the default start points facing the direction of the arrow. **Players may choose which of the two points to use.**





GUARDS

Guards are **SMG Infantry** units placed onto the board at locations shown on the mission page ( ) facing the indicated direction.

SPAWN TILES

Spawn tiles are small tiles which are placed at the edge of the board at locations indicated on the mission page. There are 3 types of spawn tile: white, black and mixed. The colour of the spawn point corresponds with information on the event cards to indicate where Axis units are placed before entering the board.



White Spawn Tile



Black Spawn Tile



Entry / Exit Tile



Mixed Spawn Tile

ENTRY/EXIT TILE

The **entry/exit tile** is a small tile placed at the location shown on the mission page. This is generally the place that Operators will begin and end their mission, one side of the tile has an empty space for the Willys Jeep token if the mission page indicates it can be used.

TOKENS

We use a wide variety of different tokens to represent everything from Operator and Axis units to status, posture, equipment and objectives.





Willys Jeep



Rowing Boat



Axis Vehicles

EVENT CARDS & PATROL TOKEN

Each event card is split into 2 panels, with the left panel being used for the **Stealth Section** and the right panel being used for the **Battle Section**. The circular area between the panels is for placement of the patrol token. Every turn, an event card is drawn from the event deck and actioned. The patrol token is flipped and placed into the designated area on the new card. The patrol token is always initially placed **black side up**.



Event Card

Patrol Token (White Side Up)



DICE

We use six 6 sided dice to determine various aspects of SA S game play; we refer to these as **D6** for short.

OPERATOR BOARDS

Each Operator has a board which details their equipment, space for the object they are carrying, health points & ammunition where applicable.





1. Object Space
2. Equipment
3. Attack Dice
4. Short Range
5. Long Range
6. Earshot
7. Ammunition Box
8. Item Space
9. Health Tracker
10. Recover point

Multiples of the same item are stacked in the same item space matching the symbol on the token. The number an Operator starts the game with is detailed in the **ammunition** box. Note that an Operator may only use their own items & Equipment.



MISSION PAGES

Each mission has a mission page which details the board layout, the conditions of victory, the recommended amount or class of Operators that should be used, the recommended event deck, the stealth rating and any additional information such as special event window card placement.

1. Mission Name
2. Mission Type
3. Mission Map
4. Map Key
5. Objectives
6. Recommended Settings
7. Mission Briefing
8. Victory Points
9. Difficulty Setting
10. Stealth Tracker

REFERENCE TABLES

The quick reference guide sheet has reference tables for game phases, Operator actions, attack modifiers and Axis unit statistics.

AXIS UNIT	HEALTH (1)	MOVE (2)	SHORT/LONG RANGE (3)	ATTACK ROLL (4)	ARMOUR (5)
Rifle Infantry	1	4	4 / 8	⚄	No
SMG Infantry	1	4	4 / 8	⚅ ⚅	No
Officer	1	4	4 / 8	⚅ ⚅	No
Mortar Team	2	4	-	⚅ ⚅ ⚅	No
Motorbike	3	10	4 / 8	⚅ ⚅ ⚅	No
Half Track	5	8	4 / 8	⚅ ⚅ ⚅	Yes
Kubelwagon	5	8	-	-	No
Truck	6	8	-	-	No

*On the Axis unit statistics table **Health** (1) shows how many successful attack rolls are needed to kill a unit. **Move** (2) shows the distance an Axis unit will move. **Range** (3) shows the short and long range of the unit's attack. **Attack Roll** (4) shows the number of dice an Axis unit must roll when attacking an Operator and the number they must roll equal to or greater than to succeed. Every successful attack roll will result in the loss of one health point for an Operator . **Armour** (5) shows which units are only damaged by explosive weapons.*

OPERATOR ATTACK MODIFIERS	
Short Range	+1
Aimed Attack	+2
Marked Attack	+2
Blind Fire	-2

AXIS ATTACK MODIFIERS	
Short Range	+1
Soft Cover	-1
Moving out of LOS	-2
Hard Cover	-2
In Building (HMG/Mortar)	-3

The attack modifier tables show the number to be added or subtracted from Operator & Axis attack rolls depending on circumstance. Note that Operator attacks on Axis units are never modified for cover.

HOW TO PLAY

Once you have set up the board according to the map on the mission page and placed the stealth token at your chosen difficulty setting on the stealth tracker, you are ready to begin.

SAS games are broken down into two distinct sections; the **Stealth Section** & the **Battle Section**.

During the **Stealth Section**, Axis forces are largely unaware of the Operators presence and will follow a set of behaviours dictated by the stealth panel on the left hand side of the event cards, along with patrol lines & sentry points marked on the board.

Each mission has a **stealth meter** which will slowly fill up until the alarm is raised, triggering the **Battle Section** of the game. The speed at which the stealth meter fills is dictated by how stealthily players are operating.

SAS turns are broken down into several phases. The **Stealth Section** has six phases & the **Battle Section** has five.

1. Operator Phase
Operators may perform actions in the order of the players choosing, but Operator vehicles must always move first.

2. Axis Advance Phase
Alerted Axis units will attempt to achieve an optimal attack position on the closest spotted Operator. Alert Axis vehicles move first.

3. Event Phase
The next card is drawn from the event deck and actioned. Additionally, in the Stealth Section, the patrol token is flipped over.

4. Axis Patrol Phase (Stealth Section Only)
Axis units on patrol lines corresponding with the patrol token will move as many spaces as their movement points (as listed on the reference table) allow. Patrol vehicles move before infantry on the turn that the black patrol line moves.

5. Axis Attack Phase
Every Axis unit in an attack position will make an attack roll. Explosive weapons such as the mortar, attack before other units.

6. End Phase
This phase is used to tidy the board of any expired tokens such as hidden corpses, target markers or explosions. Additionally, in the Stealth Section, the stealth meter will advance one space if there are either alert Axis units, spotted Operators or the Willys jeep on the board.

OPERATOR PHASE

(STEALTH & BATTLE SECTIONS)

During the Operator Phase, players may move & attack etc. with all of their Operators. The turn order of the Operators is decided by the players and may be different every turn. Each Operator must complete their turn before the next starts theirs, so in tricky situations be sure to plan turn order carefully. Players do not need to do anything with their Operator if they do not want to.

Although free to move in any direction, Operators must always be facing one of the horizontal or vertical flat edges of the square they are standing on, they may **never face diagonally.**

ACTIONS

At the beginning of their turn each Operator has 4 action points (AP). These AP are used to spend on actions shown on the table below (we will go into more detail on these later). Each action has an **AP cost** which represents the time the action will take to complete.

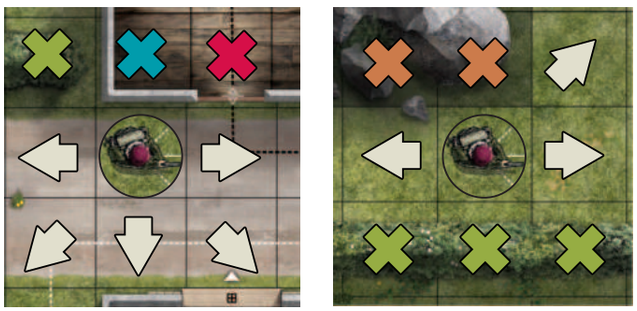
Each action must be completed one at a time and in full before moving onto the next action. When an Operator either wishes to stop using or has run out of action points, the next Operator 's turn begins. Once all Operators have done this, the Operator phase is over. Unused AP cannot be carried over to the next turn.

ACTIONS	
Move (1 Square)	1
Sprint (3 Squares) 1	2
Climb (1 Square)	2
Attack	1
Move & Attack (1 Square)	1
Take Aim	1
Mark Target	2
Blind Fire	1
Crouch	1
Pop Up	0
Pop Up & Attack	1
Pick Up	0
Place	1
Move & Place (1 Square)	1
Recover	3
Break Cover	0

THE MOVE ACTION

Moving 1 square costs 1 action point (1 AP) and can be done in any direction (horizontal, vertical or diagonal).

The **move action** is blocked by: rock squares, water squares, hedges, crates & high walls. Additionally, the **move action** cannot be used diagonally through a doorway.



Available move (), Blocked by hedge (), Blocked by doorway (), Blocked by building wall (), Blocked by rock square ().

THE SPRINT ACTION

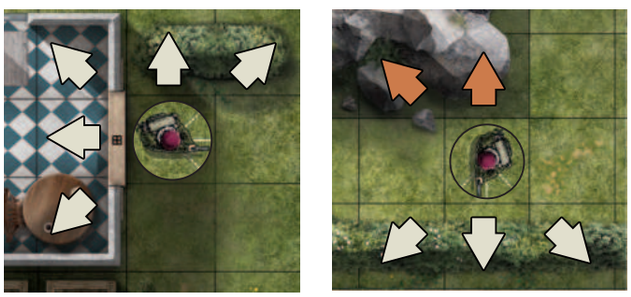
Operators may carry out a **sprint action** for 2 AP. The sprint action allows an Operator to move 3 squares for just 2 AP (the 3 squares do not need to be in a straight line). The **sprint action** is blocked by all the same things as the move action above. Additionally the **sprint action** cannot be used to move from one forest square to another forest square (note that you can still use the **sprint action** to sprint into and out of forest squares).



*Jock uses the 2 AP **sprint action** to move 3 squares, he vaults over the low wall (no movement penalty for low walls) and finishes his **sprint action** in a forest square.*

THE CLIMB ACTION

Operators may carry out a **climb action** for 2 AP. The **climb action** allows an Operator to move 1 square (in any direction) into a square containing a hedge or crate. The **climb action** is also used to climb through a window.

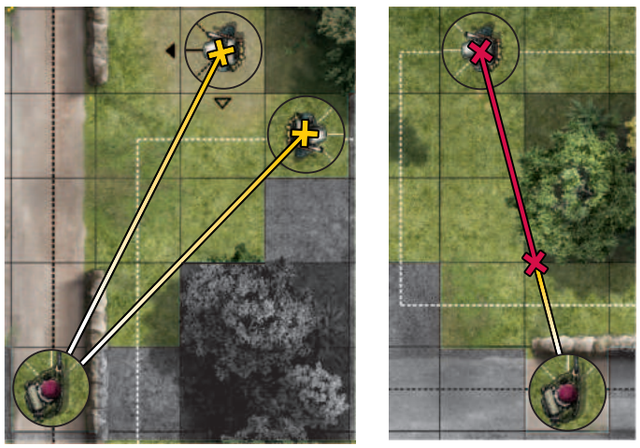


Available climb (), Available climb for an Operator with a grappling hook ().

THE ATTACK ACTION

Operators may attack with any weapon shown in the equipment section of their player board for 1 AP. Simply declare which weapon they are using and roll a D6.

You can attack any Axis unit providing the target is within your line of sight (LOS) and within the range of your selected weapon. LOS is determined by tracing a line from the centre of your Operator 's square to the centre of the Axis target's square. If the line passes through a forest square, rock square, high wall, building or a different Axis unit, the LOS is blocked & the attack cannot be made. The range of a weapon is shown on the Operator board below the equipment image. Note that each weapon has a **long ( )** and **short ( )** range symbol.



These Axis units () are viable targets for Jock to attack with his pistol. This white patrolman () cannot be attacked as the LOS cuts through a forest square.

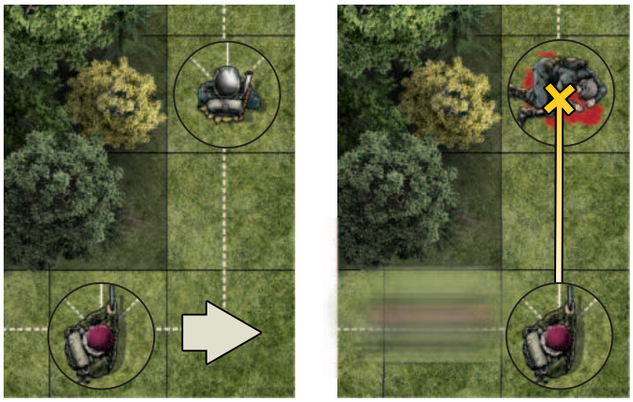
To make a ranged attack, simply nominate your target, check the range (count the squares from the attacker to the target, not including the attacker's square) & then roll a D6. The result of this roll is referenced against the weapon on the Operator board. If the result is equal to or higher than the number on the dice symbol, the attack is successful. Remove the Axis unit token from play and replace it with a corpse token.

If the target is within **short range ( )** of the weapon being used, **add 1 to the result of the dice roll.**

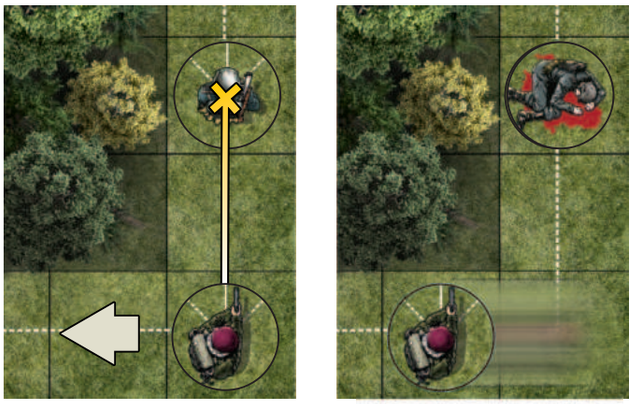


If Jock makes an attack with his pistol he would roll one D6 needing a roll of five or higher to hit his target. If the target is four squares or less away, he would be at short range and add 1 to his roll, meaning he only needs to roll a four or higher.

You can also combine an attack action with moving 1 square (for 1 AP). The **attack action** can take place either before or after the 1 square of movement. If you are attacking then moving as one action, you should still move the Operator before you make the attack roll, as the move must still be made regardless of the outcome on the dice.

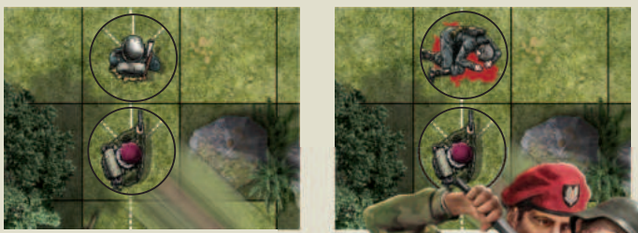


*Jock uses the **move & attack action** for 1 AP, he steps out & shoots the patrolman.*



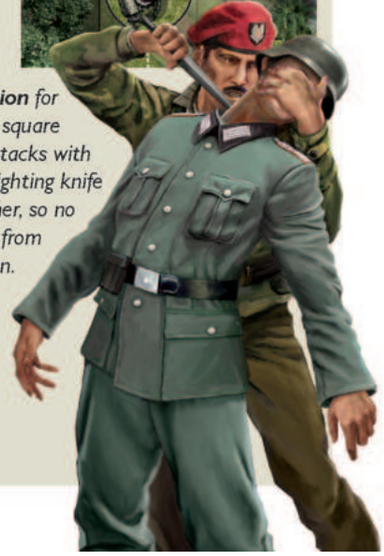
*Jock uses the **move & attack action** for 1 AP, he shoots the patrolman & steps back behind the forest squares.*

In addition to ranged attacks, an Operator with a fighting knife can carry out an assassination. An assassination attack can only be made from the one square **directly behind** an Axis infantry unit (Rifleman, SMG or Officer). Simply move into the square & attack, remove the Axis unit and replace it with a corpse token. **A spotted Operator may not carry out an assassination.**



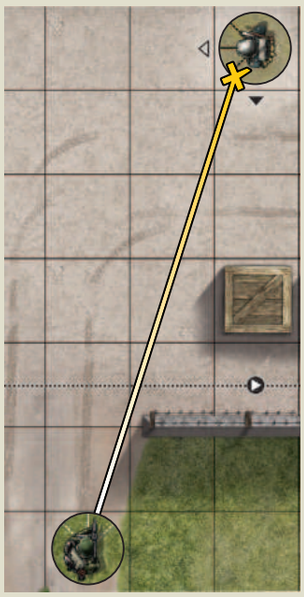
*Jock uses the **move & attack action** for 1 AP. He moves diagonally into the square directly behind the patrolman & attacks with his knife. An assassination with a fighting knife only requires him to roll a 1 or higher, so no roll is needed. The unit is removed from play & replaced with a corpse token.*

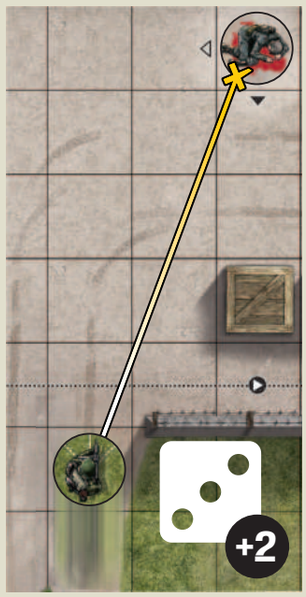
Note that assassination attacks can be made through windows but never through doorways.



THE TAKE AIM ACTION

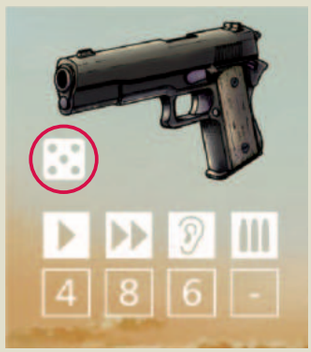
The **take aim action** costs 1AP. Simply nominate an Axis unit within range and LOS. Any attacks made by this Operator against this target during this turn will now add 2 to the result of their dice roll. Operators can use a **move & attack action** while aiming at a target as long as the target remains within range/LOS. Note that the **add 2** would be in addition to any range bonus, so an aimed attack on a target at short range would get both bonuses and add 3 to their dice roll.





The black sentry is within Paddy's LOS. He takes aim at the sentry for 1 AP.

*He then carries out a **move & attack action** for 1 AP stepping forward one square and shooting. He rolls a 3 which normally would be a miss but because he used the **take aim action,** he adds 2 to the roll, hitting and killing the target.*



THE MARK TARGET ACTION

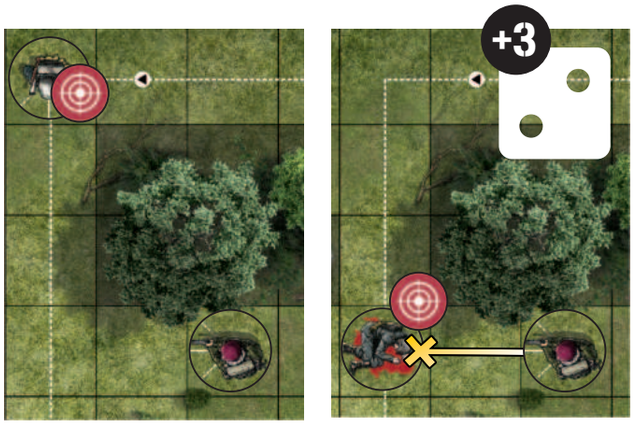
The **mark target action** costs 2 AP. Nominate an Axis unit and place your Operator's target marker on it. An Operator may choose to make an attack on their marked target during the Axis Advance Phase, Event Phase or the Axis Patrol Phase. Marked attacks in the Event Phase take place after the event card is drawn but before the card is actioned. The target must be within range and LOS when the attack is made.



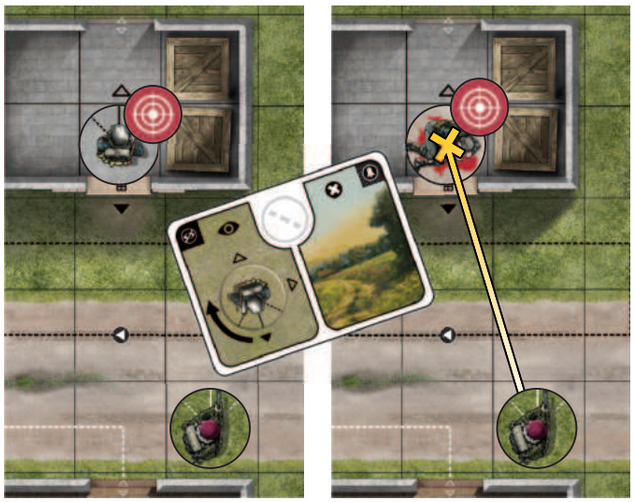
As with the aimed attack, the attack against the marked target will add 2 to the result of the dice roll.

Note that the unit does not have to be within LOS or range of your Operator at the time you mark them, you can even mark units on spawn tiles which have not yet entered the board. Attacks may also be made in the middle of an Axis unit's movement (the target unit or a different Axis unit).

Target marking may also be used for assassination attacks (eg. waiting for LOS to the target to be blocked by a passing patrol).



Jock puts his target marker ( ) on the white patrolman. In the Axis Patrol Phase the patrolman moves 4 squares along the patrol line. The 3rd square of movement puts the patrolman within Jock's LOS. Jock immediately attacks at short range with his pistol. He rolls a 2 but as it's a marked target he adds 2 to the roll, additionally the target is at short range so he adds a further 1, hitting and killing the patrolman.



Jock puts his target marker ( ) on the black sentry. In the event phase the event card indicates that the black sentries should rotate clockwise. Jock immediately attacks before the event card is actioned.

Note that although Operators may change facing at will (rotating an Operator does not have an AP cost), for the purpose of target marking, an Operator has the same **90 degree field of view to their front** as an Axis unit.

THE CROUCH & POP UP ACTIONS

The **crouch action** costs 1AP. To crouch, flip the Operator's token to show the crouch symbol.



Standing Operator

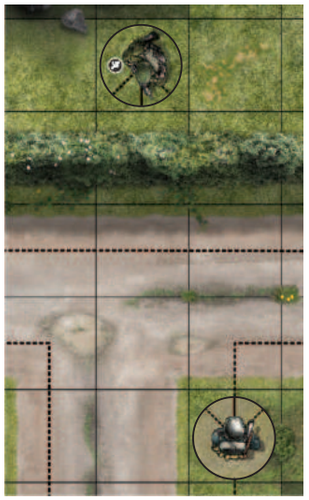


Crouched Operator

LOS to and from a crouched Operator is blocked by low cover (low walls, hedges, crates & windows) & fuel barrels. Additionally , although Axis units can see into forest squares a crouched Operator in a forest square will only be visible from an adjacent square.



Paddy is not visible as he is crouched on the forest square & the patrolman is not adjacent.



Paddy is not visible as he is crouched behind the hedge.

While crouched, an Operator has the following actions available: **move**, **blind fire**, **pick up**, **place**, **move & place**, **recover**, **break cover**, **pop up** and **pop up & attack**. Note that an Operator cannot vault over a low wall while crouched. Objects such as corpses and fuel barrels cannot be picked up or carried while crouched.

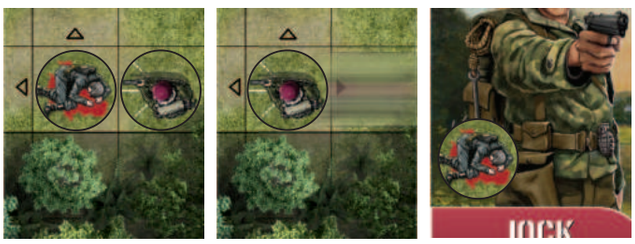
The **pop up action** is a free action, simply flip the Operator 's token back over to the non-crouched side. An Operator wishing to carry out an action unavailable while crouched must first use the **pop up action** to stand.

You can also combine a **pop up action** with an **attack action** (for 1 AP), simply flip the Operator 's token back over to the non-crouched side and make an attack.

THE PICK-UP & PLACE ACTIONS

The **pick up action** is a free action. Simply move onto or finish a **sprint action** on a square containing an item or object and declare you are picking it up. Items are placed onto the Operator 's board in the relevant or available empty space. Objects are placed in the object carry space on the left hand side of the Operator board.

Note that an item & object can be picked up simultaneously if they occupy the same square (eg. bear trap & corpse) but an Operator may only ever carry one object at a time.



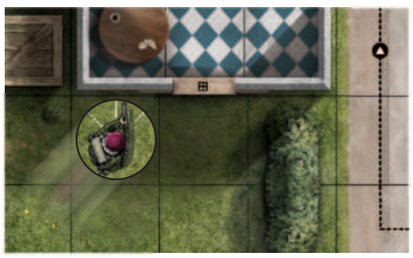
Jock moves 1 square onto the square containing the corpse and declares he is picking it up. The corpse token is placed on the object carry space on his Operator board.

An Operator carrying an object such as a corpse or fuel barrel has the following actions available: **move, place, move & place.**



Placing an item or object costs 1AP and can be combined with 1 square of movement. Simply place the item or object token back onto the board on any adjacent square (either before or after the 1 square of movement. An item or object (other than a corpse) placed into the LOS of an Axis unit will not alert them.

Items and objects can be placed over low walls or through windows & doors. **Items** can be placed over low walls and windows while the Operator remains crouched.





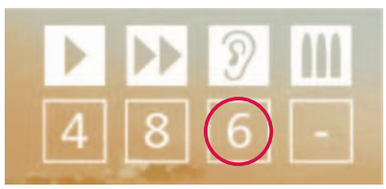


Jock is carrying an Axis corpse. He uses the ***move & place action*** *for 1 AP. Jock moves 1 square to the exterior window square, the corpse token is removed from his object carry space & placed diagonally through the window onto the interior window square.*

BEING HEARD

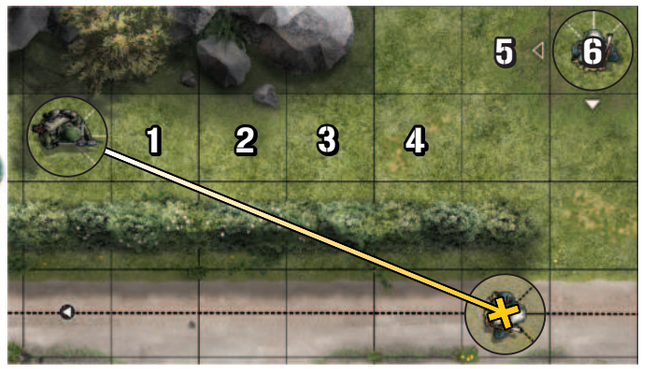
Axis units will react to the Operator 's actions in the Operator phase if the Operators are **seen** or **heard**. Additionally, they will react if they see another Axis unit killed.

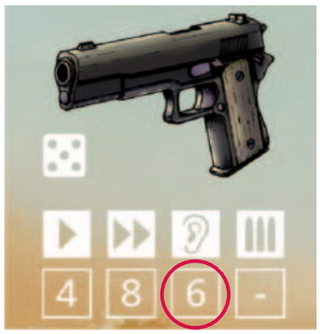
Any time a **loud** weapon is used (a weapon with an earshot greater than 0), the stealth meter will advance one space.



The earshot range of a weapon is shown in the square below the ear symbol on the Operator board. Earshot range is not blocked by cover etc.

Any Axis units within earshot of a loud weapon will turn to face the direction of the shot and their tokens will flip to show alert status. Additionally, if an Operator uses the sprint action on a square adjacent to an Axis unit, the unit will become alert and turn to face the Operator. **Axis units which are already alert will still turn to face the sound.**







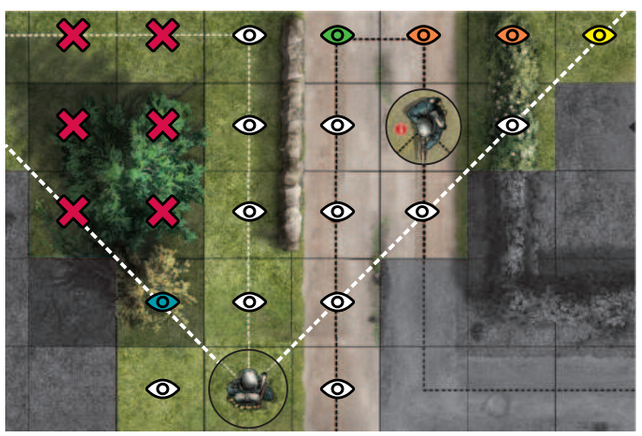
Paddy shoots the black patrolman with his pistol. The white sentry is 6 squares away so hears the shot. The sentry rotates anti-clockwise and his token is flipped to alert status. As the pistol is a ***loud*** *weapon the stealth meter is advanced 1 space.*

Axis units reacting to sounds rotate clockwise or anti-clockwise depending which is the shortest distance. If equidistant, players can choose the direction of the rotation.

BEING SEEN

Axis units can **see** everything within a 90 degree field of view to their front, for a distance of 8 squares. Additionally they can see one adjacent square to their left and right, we call this **peripheral line of sight**.

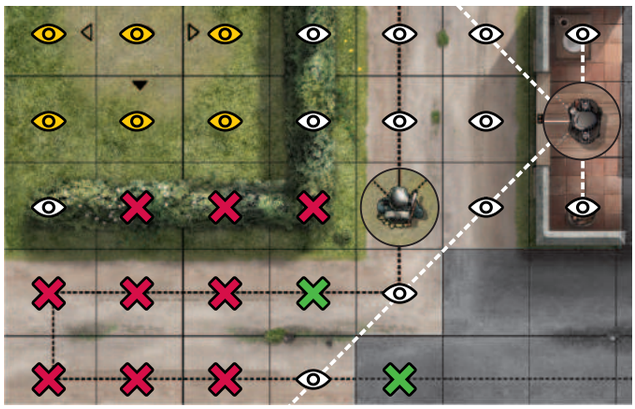
Although free to move in any direction, Axis units must always be facing one of the horizontal or vertical flat edges of the square they are standing on, they may **never face diagonally.**



(👁) Fully visible to the white patrolman. (👁) Fully visible because the white patrolman is looking down the length of the low wall. (👁) Fully visible, but only because the white patrolman is adjacent. (👁) Partially visible as the hedge would block LOS to a corpse or crouched Operator. (✖) Not visible as they are blocked by forest squares. (👁) Fully visible because the black patrolman is alert.

All of the squares within an Axis unit's field & peripheral view fall under 3 categories: **fully visible**, **partially visible** and **not visible**.

Note that non-alert status Axis units block line of sight but **alert Axis units do not**.

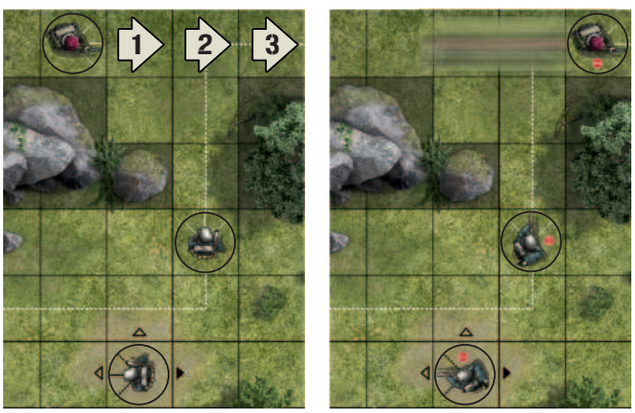


(👁) Fully visible to the officer. (👁) Partially visible to the Officer as the hedge blocks LOS to a corpse or crouched Operator. (✖) Not visible as they are blocked by the black patrolman. (✖) These 2 squares are not visible to the Officer as one is blocked by the black patrolman and the other is outside of his field of view. An Operator moving from one of these squares to the other would not be seen despite crossing the line.

If an Axis unit is killed on either a fully visible or partially visible square within another Axis unit's line of sight, flip the Axis unit witnessing the kill to alert status. This Axis unit will also shout a warning which will alert any other Axis units within 4 squares.

Note that if an Axis unit sees another unit being assassinated the assassinating Operator will be spotted even if they are not within line of sight.

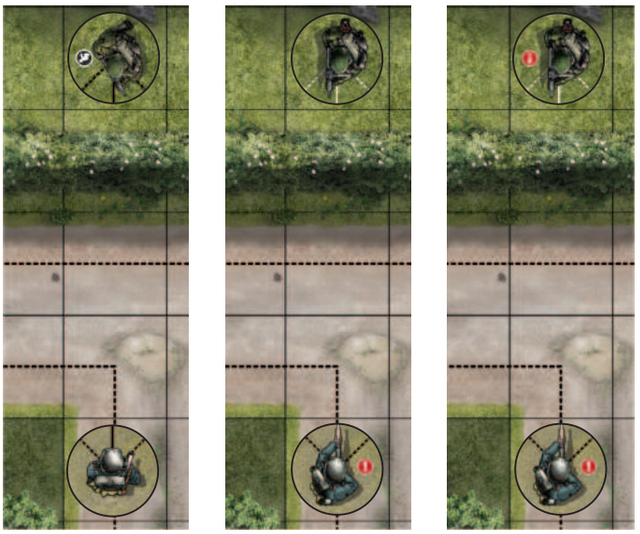
The first time an Operator carries out an action within an Axis unit's LOS, replace the Operator's token with their spotted (❗) version and flip the Axis unit to alert status. The Axis unit will also shout a warning which will alert any other Axis units within 4 squares. Axis units alerted by a warning shout will flip to alert status but maintain their current facing (they do not shout a warning themselves). Note that if the action that the Operator carries out results in the Axis unit being killed, the unit will not flip to alert or shout a warning.



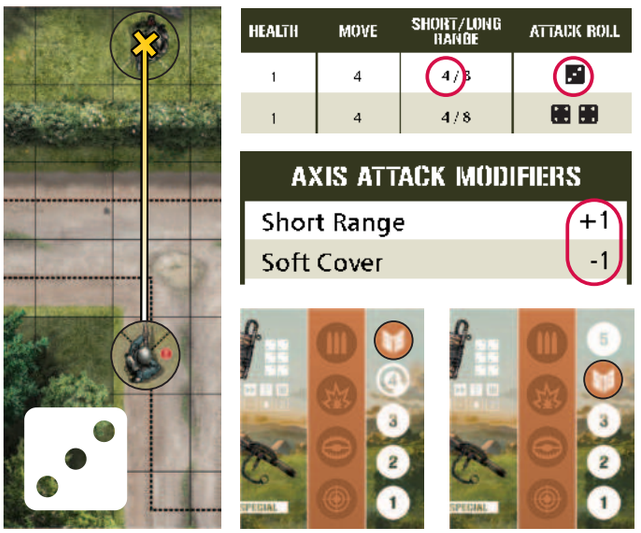
*Jock carries out a **sprint action** for 2 AP. The action passes him into and then out of the white patrolman's LOS. The patrolman's token is flipped to alert status and he shouts a warning which also flips the black sentry to alert status (maintaining current facing).*

REACTION ATTACKS

The first time during a turn that an Operator carries out an action within the LOS of an **alert Axis unit,** the Axis unit will attack them, we call this a "**Reaction attack**". Make an Axis attack roll, remembering to apply the various modifiers for range and cover. Once the roll has been made, if the Operator is still alive, they can continue their turn.



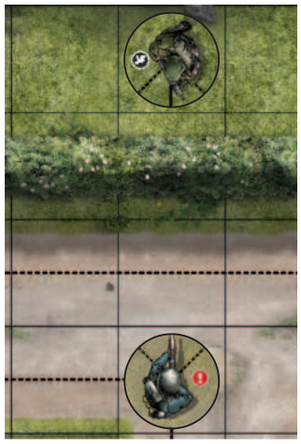
*Paddy uses the free **pop up action** and is immediately spotted by the black patrolman. The patrolman is flipped to show alert status and Paddy's token is changed to his spotted (❗) token. Next, Paddy uses the **take aim action** so the patrolman attacks.*

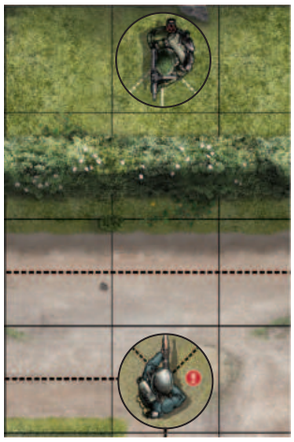


The Rifleman makes an attack roll subtracting 1 for the soft cover hedge, but also adding 1 because Paddy is at close range. The attack roll for Rifle Infantry requires a 3 or higher and he rolls a 3, inflicting 1 damage point. The marker on Paddy's health tracker is moved down to 4. Paddy now continues his turn with his remaining 3AP.

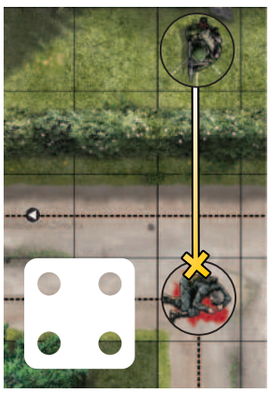
Note that an alert Axis unit will only make **one** reaction attack on **each individual Operator** during the Operator Phase (eg. if multiple Operators were to carry out actions within LOS of the same alert Axis unit it would make one reaction attack on each of them). Other Operators do not block Axis LOS.

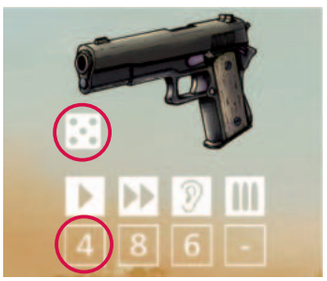
If the first action an Operator carries out within LOS results in the Axis unit being killed, no reaction attack is made by that unit.





*Paddy uses the **pop up & attack action** for 1 AP, flipping his token from crouched to the standing position.*

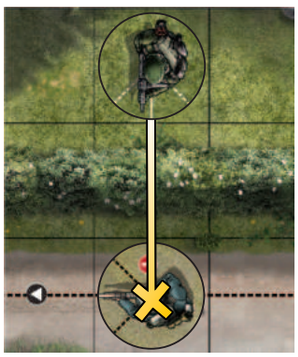


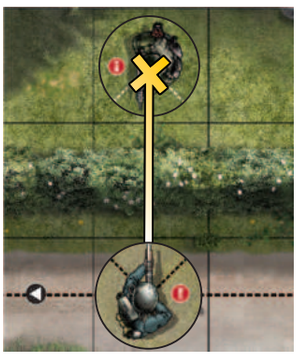


OPERATOR ATTACK MODIFIERS	
Short Range	+1
Aimed Attack	+2

Paddy Rolls his attack, adding 1 to his roll as the target is at close range. He rolls a 4, killing the patrolman before he has the chance to make a reaction attack.

If an attack is made against an Axis unit, the Axis unit will always flip to alert and turn to face the direction of the attack, even if the attacker is out of earshot. If an attack is made against an alert Axis unit and the attack does not result in the unit being killed, the Axis unit will turn to face the direction of the attack and, if the attacking Operator is visible, **immediately attack them**.





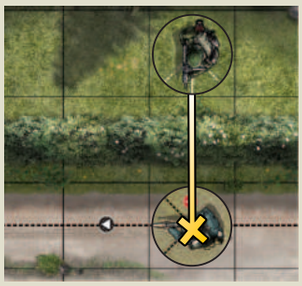
*Paddy carries out an **attack action** on the patrolman at short range needing to roll a 4 or higher. He rolls a 3 and misses. The patrolman immediately rotates, Paddy's token is changed to the spotted (!) version and the patrolman attacks.*

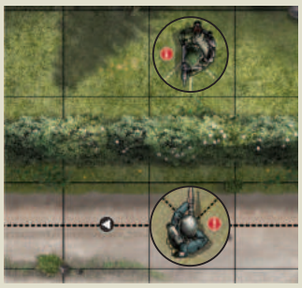
Reaction attacks take place after the Operator's action (for the purpose of range & cover modifiers). If the action an Operator carries out finishes with them out of range or LOS, use only the **moving out of LOS -2** modifier for the reaction attack.

If an Operator does not carry out another action after the one alerting the Axis unit, no reaction attack is made (eg. an Operator can prematurely end their turn to prevent a reaction attack from being made).

THE BLIND FIRE ACTION

The **blind fire action** enables an Operator to make an attack over low cover while remaining crouched. A blind firing Operator, although not technically seen, will still swap his token to a spotted (!) version.

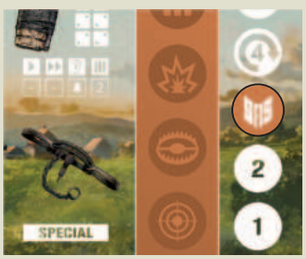


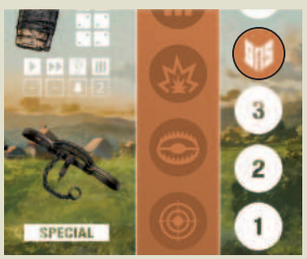


*Paddy carries out a **blind fire action** with his pistol for 1 AP. He attacks the alert patrolman applying the short range (add 1) & blind fire (minus 2) modifiers, which leave him needing a 6. He rolls a 4 and misses. The patrolman rotates but he does not attack as P addy is not visible. Paddy's token is still swapped for the spotted (!) version as the Axis unit knows he is there.*

THE RECOVER ACTION

The **recover action** costs 3 AP and is used to restore a badly wounded Operator's health points. Each time the **recover action** is used the Operator will regain one lost health point. Note that this can only restore up to a maximum of 4 health points, so only an Operator on 1-3 health points can use the action.





*Paddy uses the **recover action** for 3 AP to regain 1 health point.*

THE BREAK COVER ACTION

The **break cover** action is a free action in which an Operator gives away their position to the enemy. During the Stealth Section if an Operator wishes to break cover, simply switch their Operator token to the spotted (!) version and flip the closest Axis unit (or units if equidistant) to alert status.

If an Operator breaks cover during the Battle Section simply switch their Operator token to the spotted (!) version.

THE STEALTH METER

If the alarm sounds in the Operator Phase, immediately flip every Axis unit on the board (including those on spawn tiles) to alert status, maintaining their current facing. The game will now **switch to the Battle Section**, so once the Operator Phase ends, the next phase will be the **Axis Advance Phase (Battle Section)**.

If the alarm is triggered by an Operator breaking cover or the sound of a loud weapon (other than a grenade), change this Operator's token to the spotted (!) version.

There must always be at least one Operator spotted at all times during the Battle Section. If an Operator is already spotted when the alarm sounds, this Operator will remain spotted. Any additional Operator firing a loud weapon (other than a grenade) or moving into an Axis unit's LOS during the Battle Section will be spotted.

In the Battle Section, spotted Operators will remain spotted for the duration of the game (or until they are killed or leave the board).

If at any point all spotted Operators have either been killed or left the board, players must immediately nominate another Operator and change their token to the spotted (!) version.

Note that grenades do not give away the position of an Operator. If the alarm is triggered by a grenade and there are no spotted Operators already on the board, players must immediately nominate an Operator and change their token to the spotted (!) version.

AXIS ADVANCE PHASE (STEALTH SECTION)

In this Axis Advance Phase all alert Axis units (patrols, sentries, guards) will advance on spotted Operators. Alert officers will not advance but will turn to face the direction of the closest spotted Operator.

If there are no spotted Operators on the board, alert Axis units will remain on their patrol lines or sentry points and move in the Axis Patrol Phase. If the cause of their alert status means that they are now not correctly facing a patrol line or sentry point arrow , the unit will maintain their current facing (and in the case of patrolmen, not move) until the event card dictates that they should rotate. Guards/Officers will keep their current facing until they see/hear something else or the Battle Section begins.

ADVANCING AXIS UNITS

When advancing, alert Axis units use the following priority order:

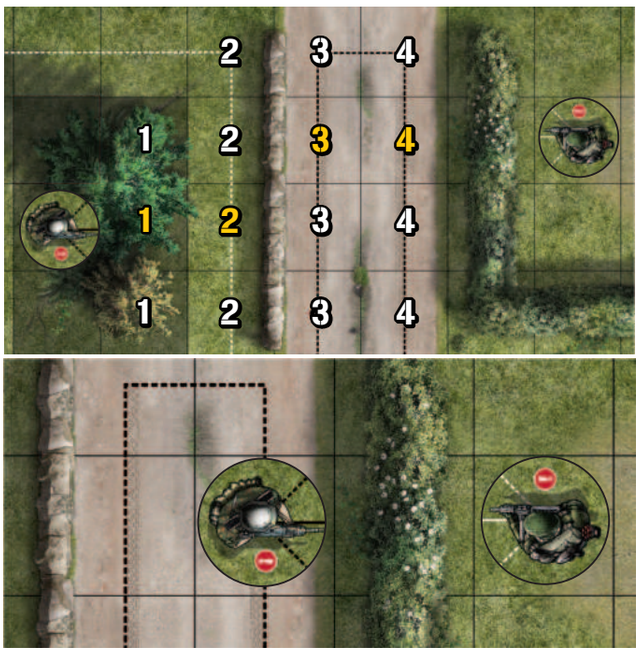
1. Move to an optimal attack position on the closest spotted Operator.
2. Move to an optimal attack position on a different spotted Operator.
3. Move towards the closest spotted Operator by the shortest possible route, maintaining LOS on any partially visible squares containing spotted Operators (facing the closest one).

In order of proximity to spotted Operators, advancing Axis units will move by the shortest possible route, towards the closest spotted Operator, until an optimal attack position is achieved (short range with no subtractions for Operators being behind cover). If multiple routes are equidistant, players may choose the route taken. If a particular equidistant route will give a unit L OS to a partially visible square containing a spotted Operator (even if this Operator is not the closest one they are moving towards), then this route **must** be taken.

The only time an advancing Axis unit will not move towards the closest spotted Operator is if they are able to obtain an attack position on a different spotted Operator (but not on the closest one).

Advancing units will always move up to their full movement points allowance (where terrain & other units allow) towards reaching an optimal attack position. They will move through forests & buildings, vault over walls & climb through hedges & windows (at a cost of 2 movement points, just like the Operator's **climb action**). When calculating the shortest route, remember to include any additional movement points required for climbing.

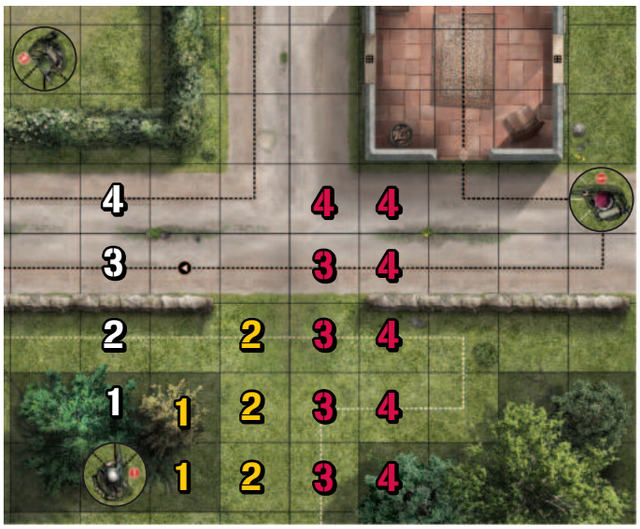
Advancing units will move through squares occupied by other units (including vehicles and Operators blocking doorways), providing they are able to finish their turn on an unoccupied square.



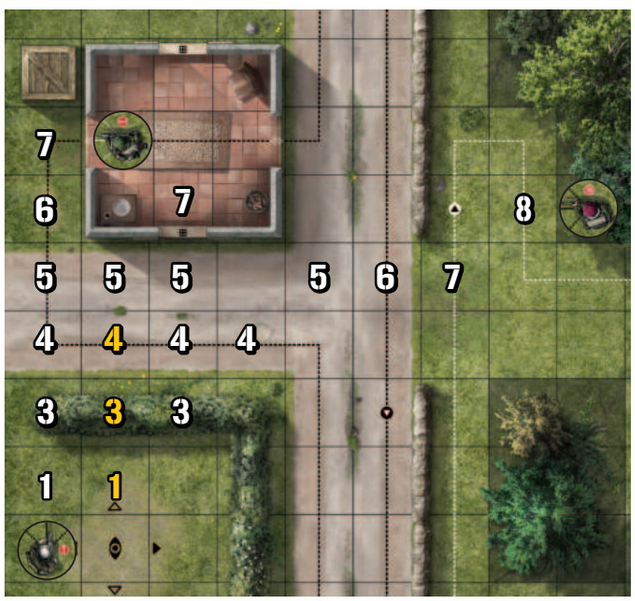
The SMG Infantry unit is able to obtain an attack position on P addy as he is not crouching behind the hedge. All of the routes (1,2,3,4) are equidistant, finishing 2 squares away from P addy so players may choose which route is taken (the yellow route is selected).

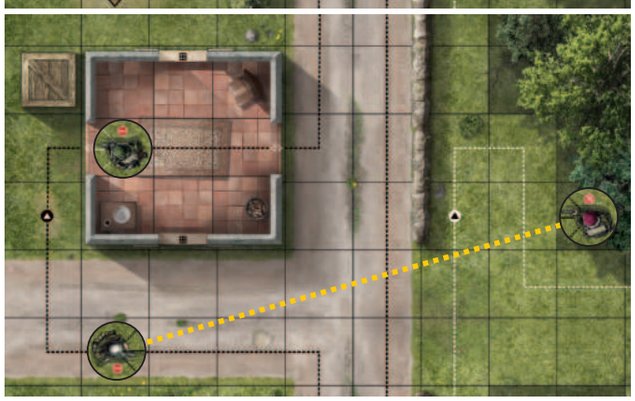


The following turn the SMG Infantry unit can reach an optimal attack position (negate Paddy's cover bonus from the soft cover of the hedge at close range) by climbing through the hedge using 2 movement points.



This time the SMG Infantry unit is unable to achieve an attack position on the closest Operator (Paddy) as he is crouched behind the hedge. He can, however, attack Jock, so players must move the unit to any of the (3 or 4) squares as all of these are considered to be optimal attack positions.





This time, the SMG Infantry unit is unable to achieve an attack position on either spotted Operator. He moves towards the closest Operator (Paddy) but he is able to do this keeping the other spotted Operator (Jock) on a partially visible square (crouching in a forest square). He moves 4 squares towards Paddy but turns to face Jock.

Advancing alert vehicles always move before infantry (for more on advancing Axis vehicles see page 19).

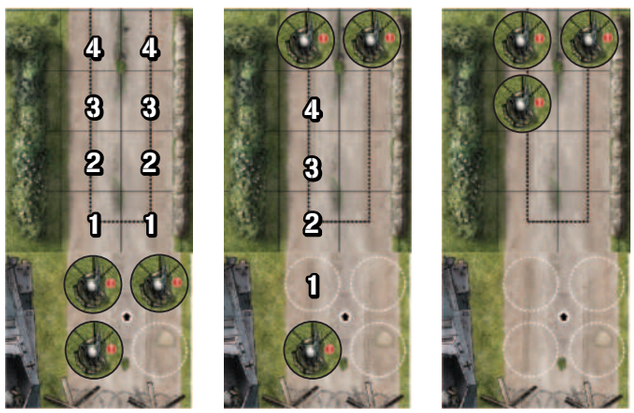
THE STEALTH METER

If the alarm sounds during the Axis Advance Phase, flip every Axis unit on the board (including those on spawn tiles) to alert status, and immediately switch to the **Axis Advance Phase (Battle Section)**. Units that already advanced in the Stealth Section will not advance again.

AXIS ADVANCE PHASE (BATTLE SECTION)

In the Battle Section, all SMG Infantry (guards and units on spawn tiles) and Riflemen on patrol lines will advance following the rules for **advancing Axis units**.

Note that units on spawn tiles **step onto** the board (including diagonally) from the position markers they are on, with the rear unit's first square of movement being onto the front row of markers.



Axis units stepping onto the board from the white spawn tile.

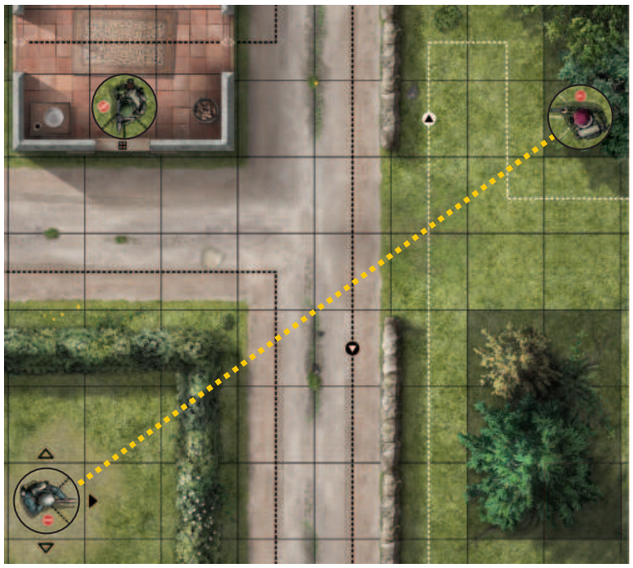
All Rifle Infantry on sentry points will stay on their sentry points but turn to face the closest spotted Operator. If at any point there are no Axis units on the board able to advance, sentries will leave their sentry points and follow the advance rules.

Officers will never leave their start point (unless otherwise stated on the mission page), but will always turn to face the closest spotted Operator.

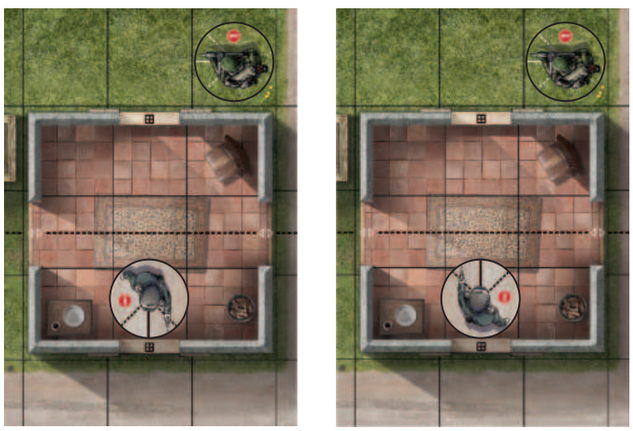
In the Axis Advance Phase of the Battle Section **sentries** and **officers** use the following priority order:

1. Rotate to an attack position on the closest spotted Operator.
2. Rotate to an attack position on a different spotted Operator.
3. Rotate to face the closest spotted Operator.

Advancing vehicles always move before infantry (for more on advancing Axis vehicles see page 19).



Paddy is the closest spotted Operator but he is crouched in the interior window square so the black sentry has no LOS. Jock is further away but visible as he is standing in the forest square. The sentry turns to face Jock.



In the Axis Advance Phase the officer turns to face the direction of the closest spotted Operator (Paddy).

EVENT PHASE

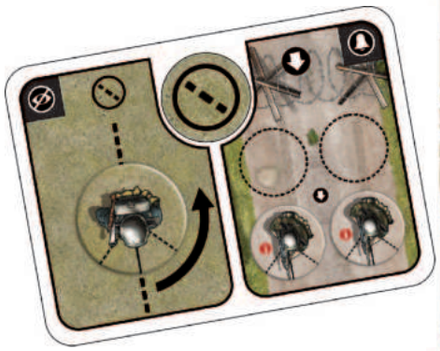
(STEALTH SECTION)

At the beginning of the Event Phase, draw the top card from the event deck and place it face up alongside the deck.



Next, place the patrol token in the space at the top of the card. For the first event card of a game, always place the patrol token **black line side up**.

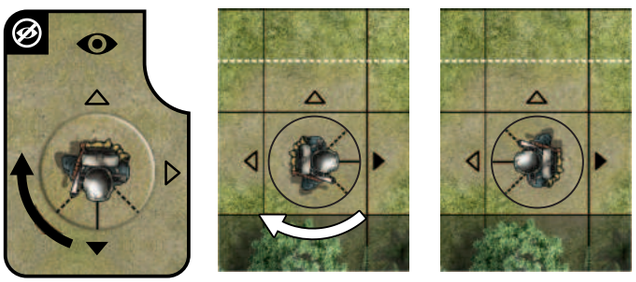
Every subsequent turn, draw the next card from the event deck, flip the patrol token and place it on the new card so that it alternates between white & black line each turn. If you reach the end of the event deck, shuffle the cards and start again.



The event card showing the stealth panel ( ) on the left, the battle panel ( ) on the right and the patrol token black side up ( ).

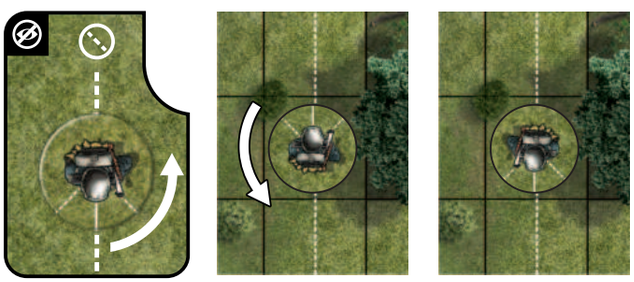
During the Stealth Section you will be referring to the left side **stealth** panel of the event card. The card will display one of 5 different types of event:

1. Black or White Sentry Rotate ( )
All sentries on sentry points matching the colour indicated will rotate in the direction shown on the card (clockwise or anti-clockwise) to the next arrow on their sentry point. If the card shows a double arrow the sentry will rotate 2 arrows. Note that some sentry points have less arrows than others so the angle of rotation will vary depending on the number of arrows.



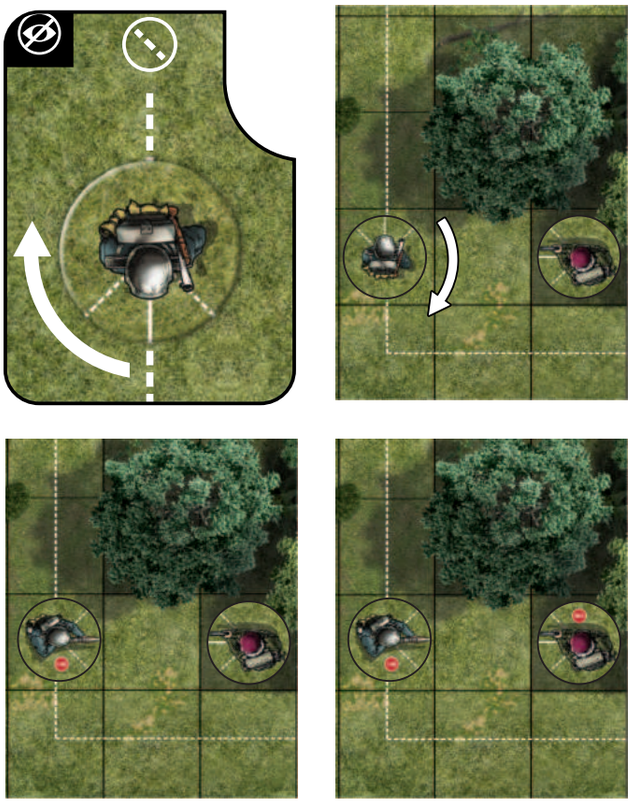
The event card indicates that black sentries should rotate clockwise. On this particular sentry point there is no arrow facing the forest so the sentry rotates clockwise 180 degrees to the next arrow .

2. Black or White Patrol Rotate ( )
All patrolmen on lines matching the colour indicated will rotate in the direction shown on the card (clockwise or anti-clockwise) until they are back facing along their patrol line.



The event card indicates that white patrols should rotate anti-clockwise.

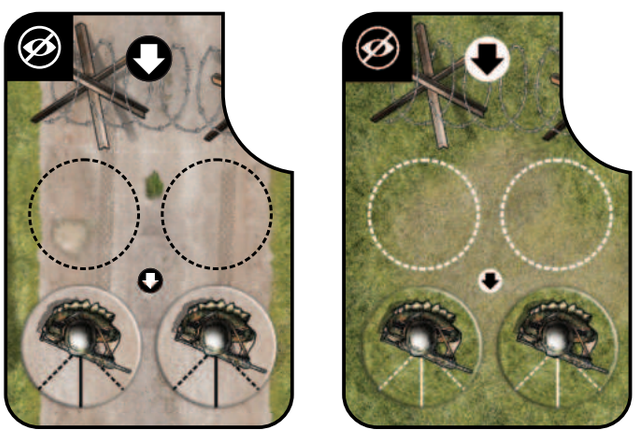
If during, or at the end of, a rotation a sentry or patrolman gains clear LOS to either a corpse or an Operator, they will stop (if mid rotation) and their token will be flipped to show alert status. The sentry or patrolman will also shout a warning which will alert any other Axis units within 4 squares. Axis units alerted by a warning shout will flip to alert status but maintain their current facing. If the Axis unit has gained a clear LOS on an Operator, remove the Operator's token and replace it with the spotted ( ) version.



The event card indicates that white patrols should rotate clockwise. Mid-turn the white patrolman gains LOS on Jock who is standing in a forest square (note that if Jock was crouching he would not be visible). The patrolman stops his rotation and flips to alert status while Jock's token is replaced with a spotted (!) one.

3. Spawn Units (⬇)
The spawn event indicates that you should place the number of SMG Infantry units shown on the card onto the relevant spawn tile. Always place them on the markers closest to the board first. If you are unable to place units as the spawn tile is already full, do nothing that turn in the Event Phase.

Note that Axis units placed on spawn tiles do nothing until the alarm is triggered, so ignore all LOS and earshot.



Black Spawn Tile *White Spawn Tile*

4. Alarm Advance (🔔)
The alarm advance event indicates that you should advance the stealth meter by one space. If this causes the meter to reach **0**, the alarm will sound.



The event card indicates that the stealth meter should advance one space from 5 to 4.

5. Cigarette Break (🚬)
When the cigarette break event takes place, take the cigarette token and place it into any empty small item slot on an Operator board of the player's choice.



The cigarette token can be used at any point during the Operator Phase and is held in the Operator's equipment until they wish to use it.

Simply nominate an Axis unit that is not alerted and place the token on it, this unit will pause and light a cigarette. A unit with a cigarette token on it will have no LOS and will not move or rotate this turn. The token is discarded in the End Phase. Note that an Axis unit with a cigarette token will still flip to alert status due to a warning shout, loud weapons or the alarm being triggered; in these circumstances, immediately discard the cigarette token and flip the unit to alert.

If a cigarette break event card is drawn but the cigarette token is already in play (on the board or an Operator board), do nothing that turn in the Event Phase.

THE SPECIAL EVENT CARD

Some missions have an **event window** detailed on the mission page. The event window information shows where the special event card should be placed within the event deck before the game begins.



Example: For a mission with an event window of **16/8** players should shuffle the event deck (face down) and then cut the deck into three stacks, one stack of 16, one stack of 8 and then a third stack containing the rest of the event deck. The special event card should then be shuffled into the stack of 8. Place the stack containing the special event card on top of the third stack (containing the rest of the deck) and then place the stack of 16 on the top.



THE STEALTH METER

If the alarm sounds in the Event Phase, immediately flip every Axis unit on the board (including those on spawn tiles) to alert status, maintaining their current facing. The game will now **switch to the Battle Section**, with the next phase being the **Axis Attack Phase (Battle Section)**.

If the alarm is triggered by an event card (alarm advance or a bomb going off) and there are no spotted Operators currently on the board, players will need to nominate an Operator and replace their token with the spotted (!) version. As with other phases, the use of a loud weapon (other than a grenade) triggering the alarm will result in that Operator being spotted.

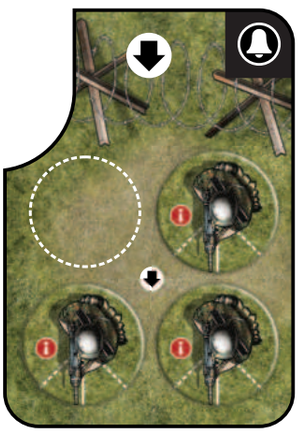
EVENT PHASE

(BATTLE SECTION)

During the Battle Section of the game you will be referring to the right side "Battle" panel of the event card. The card will display one of just 2 different types of event:

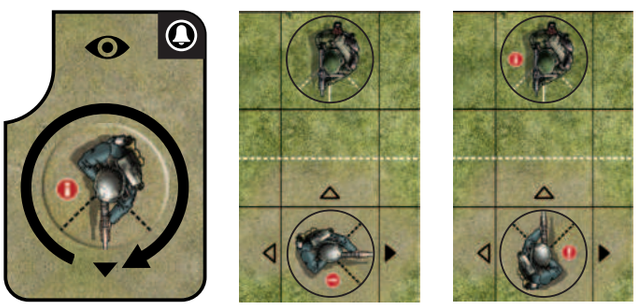
1. Spawn Units (⬇)
The spawn event indicates that you should place the number of alert SMG Infantry units shown on the card onto the relevant spawn point.

Always place them on the markers closest to the board first.



2. Black or White Sentry Sweep (👁)
All sentries **without an Operator within their LOS** on sentry points matching the colour indicated will rotate a full 360 degrees in the direction shown on the card (clockwise or anti-clockwise) returning to their current facing.

If, during the rotation, a sentry gains LOS to an Operator, they will stop. Replace the Operator's token with the spotted (!) version.



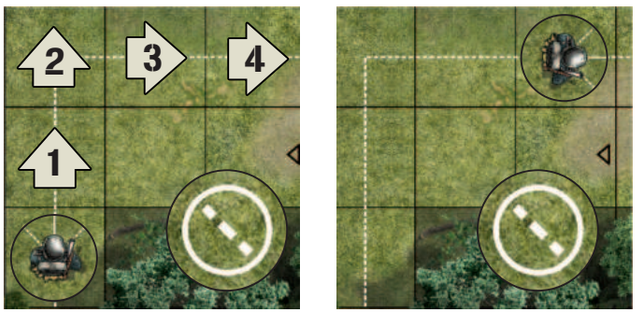
The event card indicates that black sentries should carry out a 360 degrees clockwise sweep. The sentry rotates, stopping when P addy is in his LOS. Paddy's token is swapped for the spotted (!) version.

Note that because the sentries will always return to their current facing, players only need to physically rotate unit tokens that will gain LOS on an Operator that is not yet spotted.

AXIS PATROL PHASE (STEALTH SECTION ONLY)

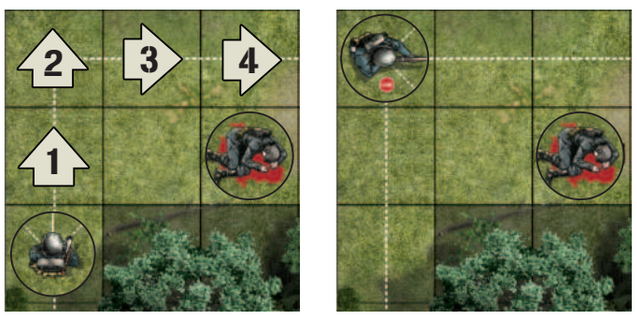
During the Axis Patrol Phase all Axis units on patrol lines matching the colour of the patrol token will move 4 squares (following the patrol line). Patrolmen will always move starting with those closest to Operators and will always finish their move facing the next square on their patrol line. Patrolmen will move through squares occupied by other units (including vehicles), providing they are able to finish their turn on an unoccupied square.

Patrol vehicles move before infantry on the turn that the black patrol line moves (for more on patrol vehicles see page 20).



The patrol token indicates that the white patrol lines should move. The white patrolman moves 4 squares along his line.

If, during the course of their move, a patrolman gains clear LOS to either a corpse or an Operator they will stop and their token will be flipped to show alert status. The patrolman will also shout a warning which will alert any other Axis units within 4 squares. Axis units alerted by a warning shout will flip to alert status but maintain their current facing. If the Axis unit has gained a clear LOS on an Operator, remove the Operator's token and replace it with the spotted (!) version.



The patrol token indicates that the white patrol lines should move. The white patrolman moves 2 squares along his line then turns and gains LOS on an Axis corpse. He stops moving, his token is flipped to alert status & he shouts out a warning to alert any other Axis units within 4 squares.

If a patrolman is unable to pass through a doorway on their patrol route due to the square being blocked by an Operator they will stop and their token will be flipped to show alert status. The Operator token should also be swapped for the spotted (!) version. Additionally, the patrolman will also shout a warning which will alert any other Axis units within 4 squares.

THE STEALTH METER

If the alarm sounds in the Axis Patrol Phase, flip every Axis unit on the board (including those on spawn tiles) to alert status, maintaining their current facing. The game will now **immediately switch to the Battle Section**, with the next phase being the **Axis attack phase (Battle Section)**.

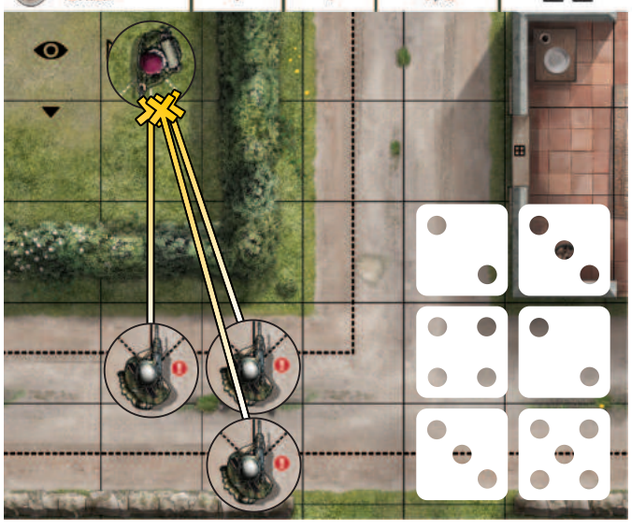
If there are no spotted Operators currently on the board, players will need to nominate an Operator and replace their token with the spotted (!) version. As with other phases, the use of a loud weapon (other than a grenade) triggering the alarm will result in that Operator being spotted.

AXIS ATTACK PHASE

During the Axis Attack Phase every Axis unit in a position to make an attack on an Operator will do so. Use the Axis units statistics on the reference page to determine the number of attack dice an Axis unit must roll and the number they must roll equal to or greater than to be successful. Every successful attack roll will result in the loss of 1 health point for an Operator. Remember to add or subtract from the roll depending on the circumstance:

If an Axis unit is attacking at short range, it will add 1 to it's attack roll.

AXIS UNIT	HEALTH	MOVE	SHORT/LONG RANGE	ATTACK ROLL
Rifle Infantry	1	4	4 / 8	⚄
SMG Infantry	1	4	4 / 8	⚄ ⚄
Officer	1	4	4 / 8	⚄ ⚄

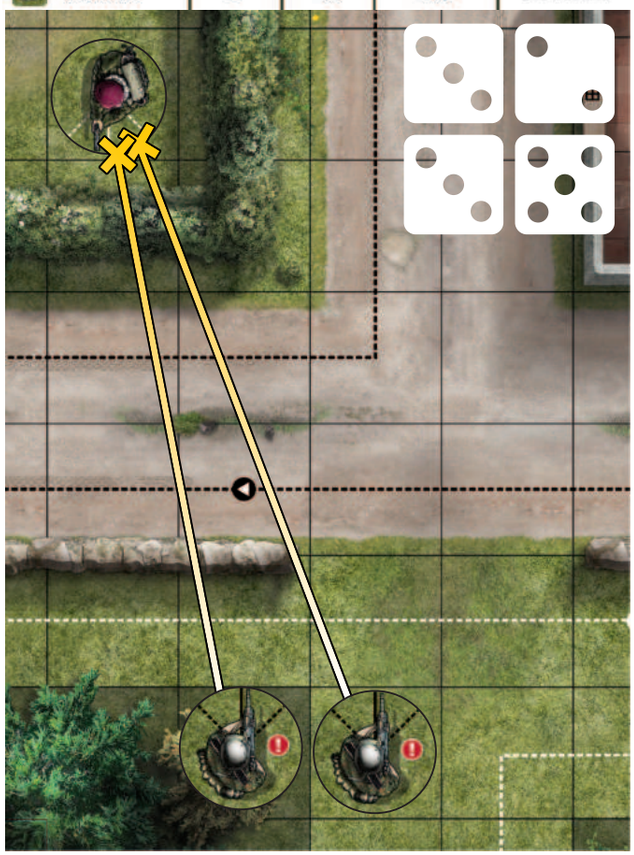


The 3 SMG Infantry units are within short range and have clear L OS to Jock as he is not crouched & not adjacent to the hedge square between them (so there is no cover modifier). The SMG requires that 2 attack dice are rolled for each of the Axis units, needing a 4 or higher. They roll 2,3,4,2,3 & 5. Due to the SMG units being at short range they add 1 to each of the dice, resulting in a roll of 3,4,5,3,4 & 6. Jock loses 4 health points!

Note that **alert Axis units do not block line of sight**

When attacking an Operator in a forest square or adjacent to soft cover between them, Axis units will subtract 1 from their attack roll.

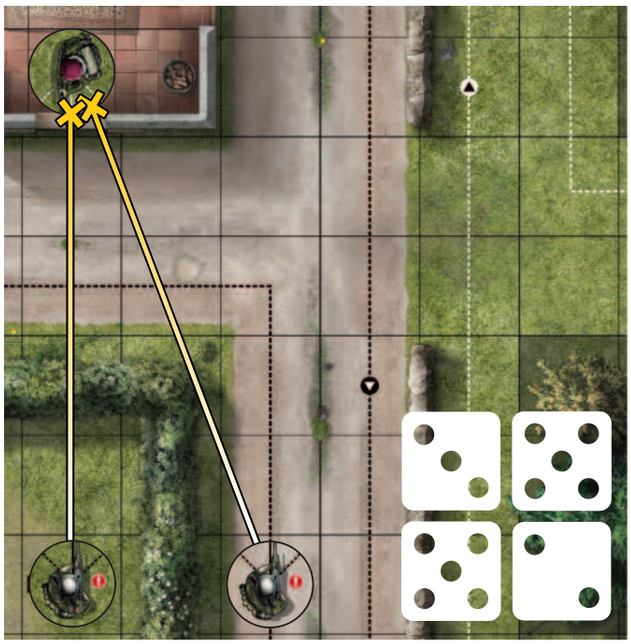
AXIS UNIT	HEALTH	MOVE	SHORT/LONG RANGE	ATTACK ROLL
Rifle Infantry	1	4	4 / 8	⚄
SMG Infantry	1	4	4 / 8	⚄ ⚄
Officer	1	4	4 / 8	⚄ ⚄
Mortar Team	2	4	-	⚄ ⚄ ⚄
Motorbike	3	10	4 / 8	⚄ ⚄ ⚄



The 2 SMG Infantry units are 5 squares away at long range and Jock is adjacent to the hedge square between them. The SMG requires that 2 attack dice are rolled for each of the Axis units. They roll 5,3,3 & 2. Due to Jock having soft cover they subtract 1 from each of the dice, resulting in a roll of 4,2,2 & 1. Jock loses just1 health point.

When attacking an Operator adjacent to hard cover between them and the attacker, Axis units will subtract 2 from their attack roll.

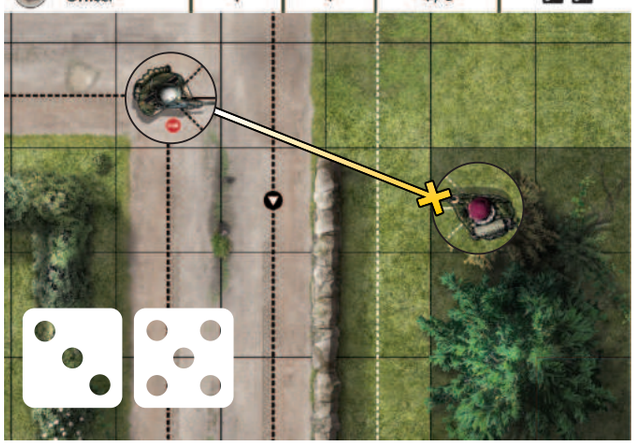
AXIS UNIT	HEALTH	MOVE	SHORT/LONG RANGE	ATTACK ROLL
Rifle Infantry	1	4	4 / 8	⚄
SMG Infantry	1	4	4 / 8	⚄ ⚄
Officer	1	4	4 / 8	⚄ ⚄
Mortar Team	2	4	-	⚄ ⚄ ⚄
Motorbike	3	10	4 / 8	⚄ ⚄ ⚄
Half Track	5	8	4 / 8	⚄ ⚄ ⚄



The 2 SMG Infantry units are 5 squares away at long range and Jock is on an interior window square. The SMG requires that 2 attack dice are rolled for each of the Axis units. They roll 3,5,5 & 2. Due to Jock having hard cover they subtract 2 from each of the dice, resulting in a roll of 1,3,3 & 0. Jock takes no damage.

Note that each Axis unit will only attack 1 Operator in the Axis attack phase, this being the Operator they are in the optimal position to attack (least amount of cover modifiers or shortest range). If 2 Operators are equally optimal, players may choose which one is attacked.

AXIS UNIT	HEALTH	MOVE	SHORT/LONG RANGE	ATTACK ROLL
Rifle Infantry	1	4	4 / 8	
SMG Infantry	1	4	4 / 8	
Officer	1	4	4 / 8	



The SMG Infantry unit is 3 squares away at short range and Jock is stood in a forest square. The SMG requires that 2 attack dice are rolled. He rolls 5 & 3. Due to Jock having soft cover he subtracts 1 from each of the dice, but due to being at short range he also adds 1 resulting in a roll of 5 & 3. Jock loses 1 health point.

Note that if an Axis unit reaches an adjacent square to an Operator using a low wall, forest square or window for cover, **no cover modifier (-1 or -2)** is applied to the Axis attack roll.

END PHASE
(STEALTH SECTION)

In the End Phase do the following :

- If there are either **alert Axis units**, **spotted Operators** or the **Willys Jeep** on the board, advance the stealth meter **one space**.
- If there are spotted Operators on the board but **no alert Axis units**, after advancing the stealth meter one space, remove the spotted (!) tokens and replace them with regular Operator tokens.
- Remove corpse tokens inside buildings or on forest squares from play.
- Remove bomb and fuel barrel blast templates from play.
- Remove Operator's target markers and place them back onto the corresponding Operator boards.
- Remove the cigarette token from play

Note that the stealth meter will only advance a maximum of one space in the End Phase.

THE STEALTH METER

If the **alarm** sounds in the End Phase due to presence of alert Axis units, remove the closest Operator token to an **alert Axis unit** from the board and replace it with their spotted (!) token. If more than one Operator is equally close to an alert Axis unit, all of the closest Operators are spotted.

If the alarm sounds in the End Phase due to the presence of the Willys Jeep on the board, remove all Operators seated in the Willys from the vehicle sheet and replace them with their spotted (!) versions.

Finally, flip every remaining Axis unit on the board (including those on spawn tiles) to alert status, maintaining their current facing.

END PHASE
(BATTLE SECTION)

In the End Phase do the following:

- Remove all corpse tokens from play.
- Remove bomb and fuel barrel blast templates from play.
- Remove Operator target markers and place them back onto the corresponding Operator boards.

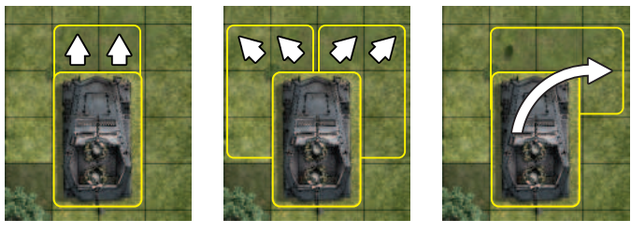
Note that spotted (!) Operator tokens are never removed and replaced in the Battle Section.

AXIS VEHICLES

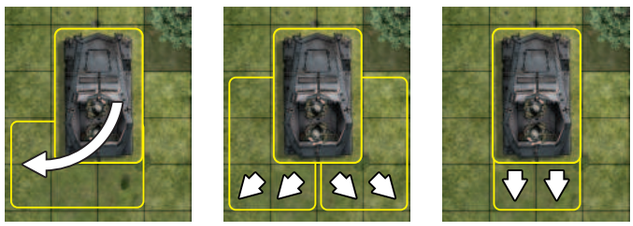
VEHICLE MOVEMENT

Vehicle units, when moving, will always do so at the beginning of either the Black Patrol Phase or Axis Advance Phase (before infantry units, regardless of proximity to Operators).

Vehicles move forwards 1 square (straight or diagonally) or can make a turn at the cost of 1 of their movement points. They can also reverse 1 square (straight or diagonally) or make a reverse turn at the cost of 2 of their movement points.



The Half-Track can move forwards, diagonally forwards or make a turn for the cost of 1 of it's 8 movement points.

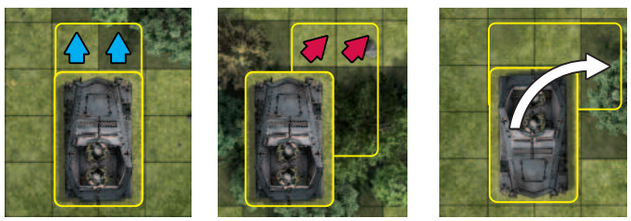


The Half-Track can move backwards, diagonally backwards or make a reverse turn for the cost of 2 of it's 8 movement points.

To make a turn move the vehicle forwards (or backwards) one square diagonally and simultaneously rotate it 90 degrees.

Vehicle movement is blocked by low and high walls, buildings, rock squares, water squares & crates. Vehicles may pass through other Axis units (infantry and vehicles) and Operator vehicles, providing they can finish their move in empty squares, if they do not, they will move as far as they can and stop. Infantry units with enough movement to reach an empty square will likewise pass through squares containing vehicles.

Vehicles may move into forest squares and squares containing hedges, at the cost of 2 of their movement points (forward or reverse). Moving out of forest squares is calculated normally (1 point forwards, 2 points to reverse). Note that reversing into a forest square or hedge still only costs 2 points of movement.



(▲) One of the squares the Half-Track moves into is a forest square so costs 2 points of movement. (▲) Both of the squares that the Half-Track moves diagonally into are regular squares so this only costs 1 point of movement. (↷) The reverse turn into the forest squares costs 2 points of movement.

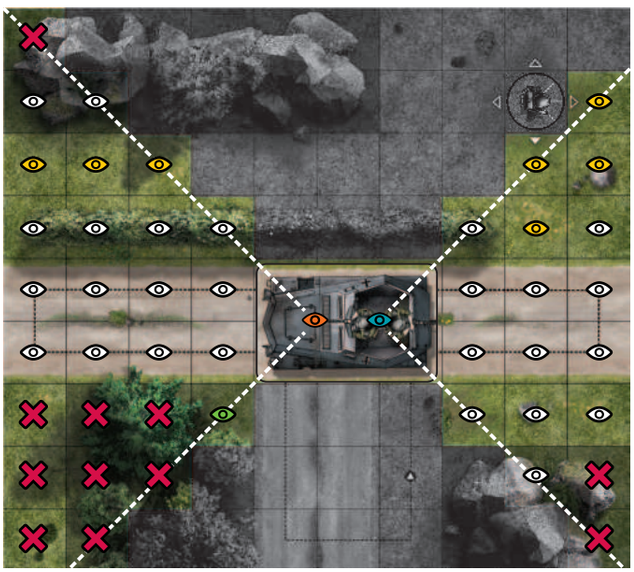


Note that vehicles may partially leave the board to drive around obstacles such as buildings.

VEHICLE LINE OF SIGHT

Axis vehicle units can **see** everything within a 90 degree field of view to their front, for a distance of 8 squares. In some cases they have both forward and rear LOS. Vehicles do not have peripheral LOS and a vehicle on an exterior window square does not have LOS into a building.

Vehicle LOS is calculated from the centre of the front 4 squares or the back 4 squares of the token. Note that range is still counted from the first square in front of the token. Terrain such as a hedge or forest square underneath a vehicle never blocks LOS. Vehicles (even when alert) block LOS for all units, both Axis & Operator.



(👁) Forward LOS. (👁) Rear LOS. (✖) Not visible. (👁) Fully visible. (👁) Fully visible (forest square is adjacent). (👁) Partially visible.

VEHICLES ADVANCING

Alert Axis vehicles will advance on spotted Operators until they reach an optimal attack position in the same manner as advancing infantry. Vehicles always move in order of proximity to spotted Operators at the beginning of the Axis Advance Phase **before any infantry units advance.**

When calculating the shortest route, remember to include any additional movement points required for reversing or moving through forest squares & hedges.

VEHICLES ATTACKING

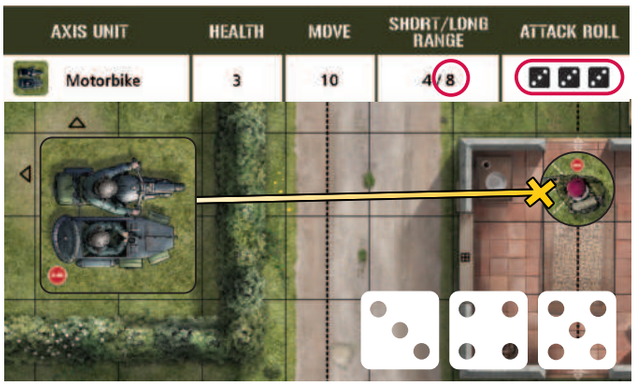
Vehicle units attack in the Axis Attack Phase just like infantry. Vehicles with front and rear LOS will attack with both should the opportunity present itself.

Vehicles will make reaction attacks but only against Operators currently within their LOS (eg. a Motorbike will not immediately rotate to face an Operator attacking it from the rear).

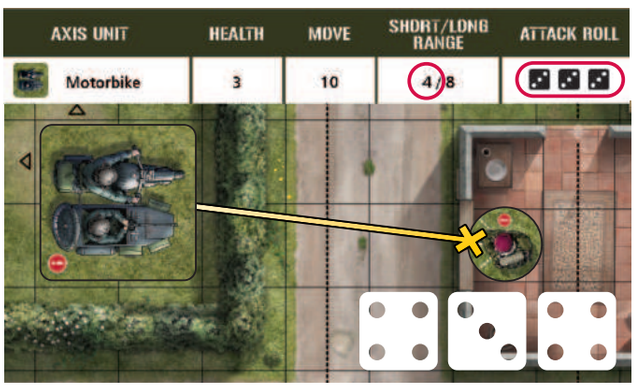
The heavy machine guns (HMG) of Axis Half Tracks & Motorbikes are able to attack spotted Operators inside buildings, even if there is no clear LOS, they just need to be in range. A vehicle attacking an Operator in a building will subtract 3 from it's attack roll. If the vehicle reaches short range, the vehicle would subtract 3 from it's attack roll and then add 1 for being at short range.

Note that these type of attacks only take place in the **Axis attack phase** & only ever through a **single building wall**.

Attacks made from vehicles on Operators within LOS on interior window squares are calculated in the same way as Axis infantry.



The Motorbike is within long range (5 squares away from spotted Jock) but Jock is not on an interior window square, so the Motorbike does not have LOS. The Motorbike is still able to make an attack subtracting 3 from it's attack roll. It rolls 3,4 & 5 subtracting 3 from each of the results (modified result 0,1 & 2) inflicting no damage.



The Motorbike is within close range (4 squares away from spotted Jock) and Jock is standing on an interior window square so the bike has LOS. The Motorbike attacks, subtracting 2 from it's attack roll (for hard cover) and then adding 1 (for being at close range). It rolls 4,3 & 4 (modified result 3,2 & 3). Jock loses 2 health points.

ATTACKING VEHICLES



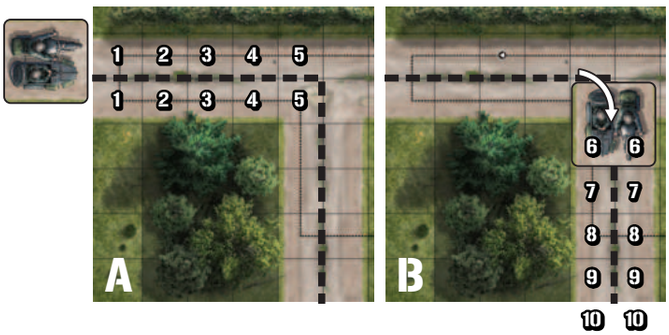
Operators attack vehicle units in the same way as they attack infantry units with each successful attack reducing the vehicle's number of health points. Use the vehicle damage tokens to show how many health points have been knocked off the vehicle, when the total equals the vehicle's health point number, the vehicle is destroyed and immediately removed from play.

Note that **armoured vehicles** such as the Axis Half-Track can only be damaged by explosive weapons such as the grenade, Lewes bomb, landmine or fuel barrel, other weapons have no effect.

PATROL VEHICLES

Patrol vehicles (highlighted in black on the mission page) follow a predetermined route depicted on the mission sheet with a thick black dotted line. During the Stealth Section, vehicle patrols will move their movement allowance at the beginning of each turn that the **black patrol** moves.

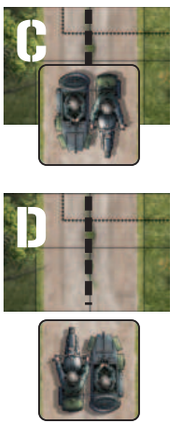
Patrol vehicles will drive onto the map (in the same way spawning infantry enter the map) at the point shown on the mission page, follow the patrol line and then drive off the map. Exiting vehicles can sometimes still be **partially** on the map. On the turn that a vehicle completely leaves the map, turn it around to face the opposite direction (back onto the map), the next time it moves, it will drive back across the same route in the opposite direction. Much like infantry on spawn tiles, vehicles which are not on the map cannot **hear** or **see** anything until they re-enter it.



The Motorbike patrol enters the board & moves 10 squares along the patrol line shown on the mission page at the beginning of each black Axis Patrol Phase.

The bike moves 5 squares forwards (A), makes a right turn and then moves its remaining 4 squares of movement (B). Its turn ends partially off the board (C). At the beginning of the next black Axis Patrol Phase the bike moves 1 square taking it completely off the board, the bike is rotated and it's turn ends (D).

In the following black Axis Patrol Phase the bike will re-enter the board.



Patrol vehicles do not rotate in the Event Phase. Vehicles do not rotate when they **hear** an Operator (although they will still flip to **alert** status).

If, during the course of their move, a patrol vehicles gains clear LOS to either a corpse or an Operator they will stop and their token will be flipped to show **alert** status. If the Axis vehicle has gained a clear LOS on an Operator, remove the Operator's token and replace it with the spotted (!) version.

CONVOY VEHICLES

Convoys are highlighted in white and follow the predetermined route indicated on the mission page with a thick white dotted line. When the special event card is drawn, place the convoy at the edge of the board at the position shown on the mission page. The convoy will move in the Axis Advance Phase each turn until it finishes it's route and leaves the board.

Convoys will move in the formation shown on the mission page. A convoy vehicle will never finish its move within 2 squares of another convoy vehicle. Every vehicle in a convoy will always move at the speed of the slowest vehicle in the convoy (eg. a Motorbike in a convoy will only move 8 instead of 10 when part of a convoy containing trucks). Convoy vehicles will flip to alert status in the same way as other vehicles and armed convoy vehicles will attack in the Axis Attack Phase if they have an Operator within LOS however, alert convoy vehicles will always remain on the convoy route and will never advance towards spotted Operators unless they are a scout.

The lead vehicle of the convoy is sometimes highlighted in blue indicating that this is a scout vehicle. The scout vehicle will follow the normal rules for convoy vehicles during the Stealth Section but if the alarm sounds it will cease to follow convoy rules and advance towards spotted Operators.



The mission page shows a convoy made up of 2 motorbikes & 2 trucks with the lead Motorbike highlighted in blue indicating that it's a scout. On the turn that the special event card is drawn, the convoy is lined up in the formation shown at the edge of the board (A).

At the beginning of the next Axis Advance Phase, the convoy enters the board. The slowest vehicle in the convoy is the truck so the Motorbike only moves 8 (not 10), followed by the first truck, leaving a 2 square gap (B).





In the next Axis Advance Phase, the convoy continues to enter the board and follow it's route moving 8 squares (C).

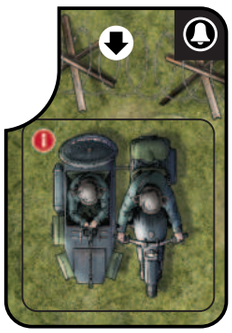


In the third Axis Advance Phase, the second truck only moves 7 squares in order to maintain the 2 square gap ( ) with the truck in front (D).

Note that a truck needs to have at least 2 movement points left in order to make a turn, if it only has 1 point left at the time it reaches a corner it will stop and wait until the next turn to move.

It is rare that the convoy spacing will stay at 2 squares for the duration of it's route. Some vehicles will need to slow down to maintain spacing at corners, some units will be delayed due to passing through other units. Regardless of how spacing ends up the convoy units will still only move at their normal convoy speed (eg. a Motorbike at the rear delayed by infantry in the road would not use extra movement points to catch up).

Note that any Operators standing on a convoy route will be run over and instantly killed.



SPAWNING VEHICLES

Spawning vehicles are placed on the relevant spawn tile and enter the board in the Axis Advance Phase.

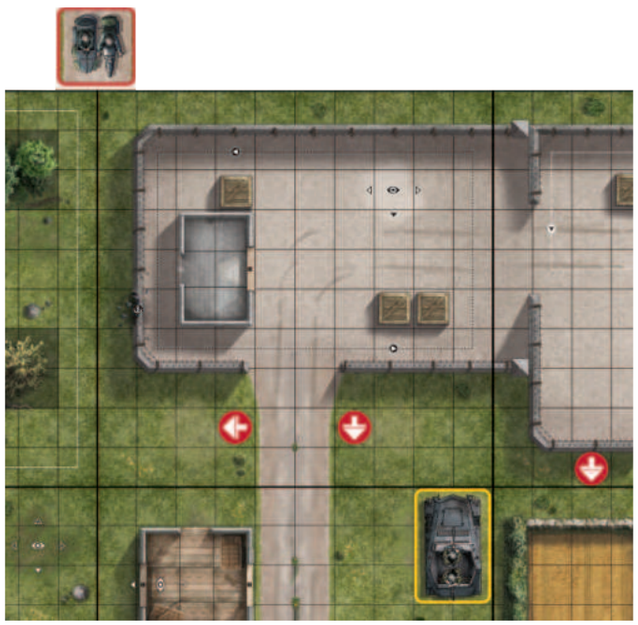
Note that, like infantry units, vehicles may enter the board diagonally.

GUARD VEHICLES

Like infantry guards, guard vehicles are placed on the map at the locations shown on the mission page (highlighted in yellow). They will stay in this position and maintain facing (even when alerted vehicles do not change facing when they **hear** Operators) until they are alerted with a spotted Operator on the map.

ASSAULT VEHICLES

Assault vehicles are placed at the edge of the map at the locations shown on the mission sheet (highlighted in red). They will do nothing until the alarm is sounded, at which point they will flip to alert status and enter the board in the Axis Advance Phase.

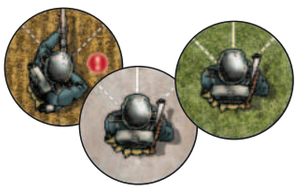


This mission page map shows that the Motorbike ( ) is an assault unit and the Half-Track ( ) is a guard unit.

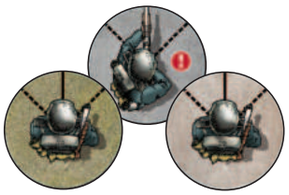
AXIS UNITS

RIFLE INFANTRY

Rifle Infantry are divided into two groups: white Riflemen & black Riflemen. At the beginning of a game every sentry point must be populated by a corresponding coloured Rifleman facing the default arrow and every patrol line must have a corresponding Rifleman placed on one of it's two default start points, facing the indicated direction. Rifle Infantry never spawn in the Battle Section.

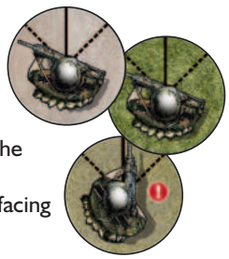


White Riflemen

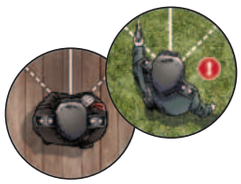


Black Riflemen

SMG INFANTRY



SMG Infantry units are the most common Axis unit spawned onto the board during the Battle Section. Additionally, SMG units are used for **guards** and are placed onto the board at the beginning of a game at the locations shown on the mission page (◀) facing the indicated direction.



OFFICERS

Officers are placed onto the board at the beginning of a game at the locations shown on the mission page (◀) facing the indicated direction. They never leave this position unless the mission page indicates they should.

MORTAR TEAMS



Mortar teams spawn onto the board during the Battle Section. The Mortar Team token has 2 sides, **move mode** and **attack mode**.

Move Mode

In the Axis Advance Phase the Mortar Team (move mode) will move it's movement allowance towards the closest sentry point not situated inside of a building. On the turn that the Mortar Team will reach the sentry point, if the sentry point is occupied the Rifleman will first vacate and advance, leaving the sentry point open for the Mortar Team to set up. Move the Mortar Team to the sentry point and flip the token to the attack side. The mortar will attack the closest viable Operator target in the Axis Attack Phase.



Attack Mode

Note that despite the token being larger than other infantry units, for the purpose of movement & range the Mortar Team is treated as occupying just one square.

Mortar Teams attack at the **beginning** of the Axis Attack Phase **before other units.**



Mortar Teams do not need LOS to attack a spotted Operator and can attack an Operator on any part of the board. They will not attack an Operator within 7 squares of an Axis unit (including themselves) so if the closest spotted Operator is not a viable target they will move to the next closest until they have a viable target.

Once it is established that an attack can be made, place the scatter blast template over the target so that the central number 7 is directly over the Operator & the number 6 being the direction that the Mortar Team is facing (if attacking an Operator vehicle, players may choose which part of the vehicle the number 7 is placed over). Next, roll a **large scatter**. Roll 2D6, with a roll of 7 the mortar shell will land on it's intended square, for any other result the template should be moved in the direction indicated**.** Roll another D6 and move the template this many squares.

If there are any Operator targets under the template, roll 3 attack dice with any results of 3 or more subtracting 1 health point. If multiple Operators are under the template, players can allocate the damage however they see fit. Once the attacks have been resolved, **remove the blast template** from play.

Mortar attacks are never modified for cover other than subtracting 3 when attacking Operators inside buildings.

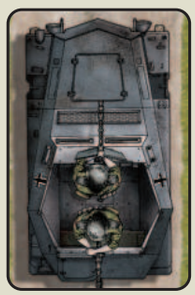
Note that for reaction attacks, Mortar Teams are treated as 2 SMG Infantry (mortars only attack in the Axis Attack Phase). If Operators attack a Mortar Team, one successful attack will disable the mortar. Remove the mortar token from play and replace it with a single SMG Infantry token.

MOTORBIKES



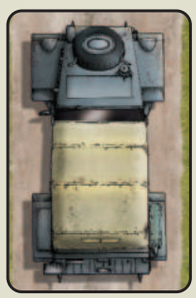
- Forward line of sight only.
- Forward firing HMG can shoot through the walls of buildings to attack spotted Operators inside.

HALF-TRACKS

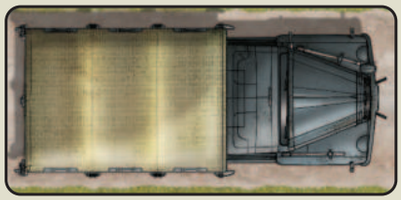


- Armoured target can only be damaged by explosive weapons such as grenades, landmines, Lewes bombs & fuel barrels.
- Forward and rear line of sight.
- Forward and rear firing HMGs can shoot through building walls to attack spotted Operators inside.

KÜBELWAGENS & TRUCKS



- Forward line of sight only.
- Unarmed vehicles do not ever attack



OBJECTS & EQUIPMENT

Corpses & fuel barrels are classed as objects. One object at a time can be picked up, carried and placed using the object carry space on the Operator board. An Operator may only **move**, **place** or **move & place** while carrying an object.



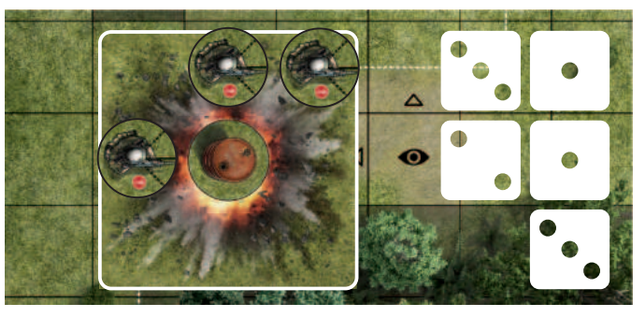
Corpse tokens are placed whenever an Axis unit is killed. During the Stealth Section, Axis units gaining LOS on a corpse token will flip to alert status & shout a warning (alert other Axis units within 4 squares). Corpse tokens placed into forest squares or buildings are removed from play in the End Phase. A corpse token placed into a water square is immediately removed from play.

Corpses do not block LOS or movement in any way. Both Axis units & Operators may occupy the same square as a corpse token.



Fuel barrels will explode when a successful attack is made against them with any **loud** weapon (guns or explosives). Place the blast template over the fuel barrel so the barrel token is in the centre and roll 5 attack dice. Any dice rolling 2 or higher can be allocated to any Axis units (or objectives) within the template.

The blast template from a fuel barrel will remain on the board until the turn's End Phase blocking LOS and infantry movement (vehicles will still move through blast templates). Note that any friendly units (Operators or Resistance) caught under the blast template of a fuel barrel, Lewes bomb, mine or grenade will be instantly killed.

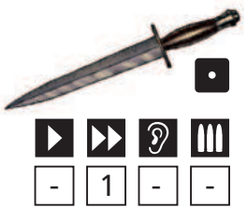


The fuel barrel is attacked and detonates rolling 3,3,2,1 & 1. The 3 successful rolls are allocated to each of the Axis units, killing them all.

Fuel barrels block LOS to a corpse or crouched Operator. Both Operator & Axis units may move through squares occupied by fuel barrels, providing they are able to finish their turn on an unoccupied square.

FIGHTING KNIFE

The fighting knife can only be used for assassination attacks and does not use ammunition. As the knife only requires that an attacker roll 1 or higher, no roll is needed.



-	1	-	-



STEN GUN

The Sten gun has a range of 8 squares (short range 4 squares). It fires in bursts of 3 rounds which can be carried over to multiple adjacent targets in a **strafe**. Simply select a target and attack / mark in the normal way, rolling 3 attack dice. Any of the dice showing hits can be allocated to the original target and also any other Axis units on adjacent squares, providing they are within LOS of the Operator. Difference in range does not matter as the success of the attack roll for all the dice is based on the range of the initial target.

4	8	6	5



The Sten gun uses 5 ammunition tokens which are stacked in the indicated item slot on Paddy's Operator board. Each time the Sten is used he must discard an ammunition token.



PISTOL

The pistol is the common sidearm for all Operators. It has a range of 8 squares (short range 4 squares).

4	8	6	-

The pistol never runs out of ammunition so does not use item tokens.



TRAP

The trap can be used with the **place** or **move & place action**. Remove the token () from the Operator board and place it on an adjacent square, the first time an Axis unit steps onto the square containing the trap they will be instantly killed. Remove the Axis token and replace it with a corpse token then flip over the trap token to show the **used** side (). The trap can be picked back up and used again in the same way. Note that the trap has no effect on vehicle units.



LEWES BOMB

The Lewes bomb is a single use timed explosive used with the **place** or **move & place action**. Remove one of the tokens () from the Operator board and place it on an adjacent square. Next, place the bomb event card matching the bomb token into the event deck up to a maximum of 20 cards deep into the deck.

-	-		2



On the turn that the event card is played that reveals a bomb at the top of the unplayed event cards, action the event card and then detonate the bomb.

Place the blast template over the bomb token so the token is in the centre and roll 6 attack dice. Any dice rolling 2 or higher can be allocated to Axis units (or objectives) within the blast template. When the attacks have been resolved, discard the bomb token & card. The blast template will remain on the board until the turn's End Phase, blocking LOS and infantry movement. If both Lewes bombs are placed in the same place in the deck they will detonate simultaneously. Once placed, a bomb cannot be picked up again.





GRENADES

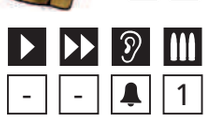
The grenade is a single use weapon with a range of 6 squares. Simply make an attack, remove one of the grenade tokens ( ) from the Operator board and place it wherever the Operator would like to throw it within range and LOS. Place the blast template over the grenade token so the token is in the centre and roll 4 attack dice. Any dice rolling 2 or higher can be allocated to any Axis units (or objectives) within the blast template. Once the attacks have been resolved**, remove the blast template** & grenade token from play.

Grenades can also be used with the **mark target action.** Place the grenade token on the intended **square** (not unit) and make the attack in any phase that a marked attack is allowed. Note that marked / aimed attacks with a grenade **do not add 2** to the roll.



A grenade can also be thrown onto a square within range but **not** within LOS. To do this the Operator must roll a **small scatter** to determine how close to the intended target square the grenade will land. Place the grenade token on the intended square and then roll 2 D6 to determine a direction with the number 6 being the direction the Operator is facing. On a roll of 7 the grenade will land on it's intended square, for any other result the grenade token should be moved in the direction indicated. Roll another D6 with the roll of 1-2 moving the token 1 square in the direction indicated, 3-4 moving it 2 squares and 5-6 moving the token 3 squares. Once the position of the token has been established, resolve the attack as above.





LANDMINE

The landmine is a single-use, pressure activated explosive and can be used with the **place** or **move & place action**. Remove the token ( ) from the Operator board and place it on an adjacent square. The first time an Axis unit moves into the square, the landmine will explode. Place the blast template over the landmine token so the token is in the centre and roll 4 attack dice. Any dice rolling 2 or higher can be allocated to any Axis units (or objectives) within the blast template. Once the attacks have been resolved **immediately remove the template from play** and discard the landmine token.



GRAPPLING HOOK

An Operator with the grappling hook may use the **climb action** to move into rock squares or climb over high walls (but only at a grapple point).



RABBIT'S FOOT

The rabbit's foot is a single-use item which allows players to change the result of any single D6 to a 6. Note that the Operator with the rabbit's foot can use it on themselves or any other Operator. Once used, the item token ( ) should be discarded.





SNIPER RIFLE

The sniper rifle has a range of 16 squares (short range 8 squares). It uses 5 ammunition tokens which are stacked in the indicated item slot on the Operator board. Each time the sniper rifle is used an ammunition token must be discarded.



CAMO NET

An Operator standing (not crouched) on a forest square with a camo net is only visible when an Axis unit is adjacent, or if the Operator uses the **attack action**. Note that a spotted ( ) Operator or an Operator carrying a corpse or fuel barrel may not use the camo net.



MED PACK

The med pack is a single-use item which allows an Operator to fully restore their own health points, or those of an Operator in an adjacent square. It is a free action, simply restore the health and discard the token ( ).



SCUBA GEAR & SPEARGUN

Scuba gear allows the Operator to move, unseen, using water squares. When the Operator uses a **move, move & place** or **sprint action** to move into a water square, remove the Operator token and replace it with their scuba mode ( ) token. The Operator may now move into water squares using the **move action**. The Operator can also move from a water square to a regular square with a **move** or **sprint action** (replacing the scuba token with the regular Operator token).

Note that low cover such as the low walls on each side of the bridge block movement from water squares to regular squares but an Operator in scuba gear can swim under the bridge. Simply use the same squares but keep the scuba token in play.





Available move while remaining in scuba mode ( ), Available move when using or switching back to regular Operator token ( ), Blocked by low wall as scuba Operator may not vault out of a water square ( ). Available move when switching to scuba token as Operator can vault over the low wall into the water ( ).

While using water squares LOS to the Operator is blocked unless the Operator is spotted ( ).

When using the scuba mode token an Operator has the following actions available: **move, attack, move & attack, take aim, mark target & sprint** (only out of the water into a regular square).

The speargun is the only weapon which can be use to make an attack from a water square by an Operator in scuba gear. Low cover blocks LOS from water squares to regular squares.

An Operator using the spear gun may only make one **attack** or **mark target** action per turn. Attacks made with the speargun are classed as assassinations so the Operator is spotted if the target is killed within another Axis unit's line of sight. If the speargun attack misses the Axis target will turn to face the direction of the attack but due to the Operator not being visible they are not spotted.

Note that the speargun may still be used when the Operator is not in the water for ranged, silent assassinations.

OPERATOR VEHICLES AND SUPPORT UNITS

There are three different vehicles which are usable by Operators in SAS games: The **Willys Jeep**, the **Truck** & the **Rowing Boat.**

VEHICLE SHEETS

Each Operator vehicle has its own vehicle sheet which details available actions, earshot range, seating positions, health points & weapons/firing positions where applicable.



1. Vehicle Name
2. Actions List
3. Operator Attack Modifiers
4. Axis Attack Modifiers
5. Driver Seat
6. Front Gunner Seat
7. Rear Gunner Seat
8. Passenger Seat
9. Engine Earshot
10. Health Tracker

Operators may enter any vehicle which has an available seat on its vehicle sheet by simply moving or sprinting into a square containing a vehicle. Remove the Operator token and place it into an available seat.

Operator vehicles have just 2 actions and move at the **beginning of the Operator Phase** before any other units.

The **move action** requires there to be an Operator seated in the **driver's seat**. It costs 1AP and works exactly the same way as Axis vehicle movement, (The vehicle will move 4 squares forwards & diagonally forwards or turn at the cost of 1 movement point, reversing and moving into forest squares or squares containing hedges costs 2 points of movement).

The **floor it! action** (Willys only) requires there to be an Operator seated in the **driver's seat**. It costs 1AP and allows the vehicle to move 5 squares in a straight line (no diagonal or turning). Note that the floor it! action can only be used to move into regular squares.

The **attack / mark target action** costs 1AP & requires that Operators are seated in either front, rear or both gunner 's seats, simply make an attack roll with one or all of the available weapons or place the marking Operator 's **own target marker** to attack in a later phase. Note that all Operators must do the same (either mark or attack, never mixed). Note that marked attacks from a vehicle **do not have an add 2 modifier**.

The **move & attack / mark action** costs 1AP & requires that Operators are seated in both driver's and gunner's seats. As with Operators on foot, the attack can take place before or after the move.

Note that attacks made from vehicles rolling multiple attack dice (eg. 4D6 for the Willys machine guns) can be carried over to multiple adjacent targets in a **strafe** much like the Sten gun burst. Additionally, much like the heavy weapons of the Axis Motorbike and Half-Track, the Willys twin Vickers K machine guns are able to attack Axis units inside buildings (subtracting 2 from their attack rolls).

An Operator vehicle moving into squares containing Axis infantry units will run them over, instantly killing them. Remove the Axis unit tokens and replace with corpses.

The **deploy action** costs 1AP and can be used to remove any number of Operators from the vehicle sheet and place them on any square adjacent to the vehicle. Alternatively, the action can be used to switch around the seating arrangement of the vehicle. Operators deployed onto an adjacent square may move in the same turn.

The **repair action** costs 2 AP & requires that an Operator is seated anywhere in the vehicle. It will restore 1 health point to the vehicle but only up to the maximum repair symbol shown on the tracker ( ).

BEING HEARD & SEEN

If the Willys Jeep is on the board during the End Phase, the stealth meter will advance one space.

When the alarm sounds all Operators currently seated in the Willys (and additionally, any other Operators entering the Willys during the Battle Section) are automatically spotted.

Vehicles will alert Axis units within the earshot shown on their vehicle sheet. Axis units will flip to alert status and turn to face the sound in the same manner as if a loud weapon is being used.

BEING ATTACKED

Axis units will make reaction attacks against vehicles and also make attacks on Operator vehicles in the Axis Attack Phase, but only if the vehicle has an Operator onboard (attacks are always made against the vehicle, not the Operators on-board). Axis units only need LOS to a single square containing a vehicle to make an attack.

Each time a successful Axis attack roll is made move the vehicle's marker down it's health tracker. If at any point the vehicle runs out of health points it is immediately destroyed, killing all Operators onboard.

Note that Axis attacks on vehicles are never modified for cover (eg. an Axis unit attacking a Willys adjacent to a low wall would not subtract 2 from their attack roll).



*The Willys has an Operator in the driver's and front gunner's seats. It carries out a **move & attack action** for 1AP. It moves forwards 1, makes a turn, moves a further 3 squares and then attacks. The Willys machine guns roll 4 dice requiring a roll of 4 or more to hit their target.*



The central SMG Infantry unit is at short range and is adjacent to 2 other units so the Willys gunner can strafe (potentially hitting all 3 targets). He rolls 3,4,2 & 1 but due to the target being close range he adds 1 to the result of each dice making it 4,5,3 & 2.



Two Axis targets are hit and killed but as the Willys carried out an action in LOS of the surviving third alert SMG unit a reaction attack is made. The SMG unit attacks with 2 dice needing 4 or higher. He rolls 4 & 3 but because the Willys is at short range he adds 1 making it 5 & 4. 2 points of damage are inflicted on the Willys.



*For it's second and final action, the Willys uses the **floor it! action**, moving 5 squares in a straight line, running over and instantly killing the final SMG unit.*

THE WILLYS JEEP



The Willys Jeep is is the primary Operator vehicle. Missions which allow the (optional) use of the Willys detail this on the mission page in the **recommended setup (Operators)** section.

If players wish to use the Willys in a game, one Operator must be placed in the drivers seat of the vehicle sheet before the game begins and remain there until the Willys enters the board. Additional Operators may also start the game in other seats (eg. front gunner) but, as with the driver, any Operators seated in the Willys will remain there until it enters the board.

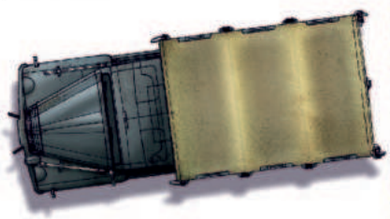
THE ROWING BOAT



The Rowing Boat is placed on the board at the location shown on the mission page (highlighted in green).

The Rowing Boat has no earshot as it does not make noise. Due to it's low profile the Rowing Boat does not block LOS. An Operator in the gunner seat of the Rowing Boat may attack in any direction.

THE TRUCK



The Truck is placed on the board at the location shown on the mission page (highlighted in green).

RESISTANCE UNITS



Resistance units are **support units** which are placed on the board at the beginning of the game at the location shown on the mission page ( ).

Support units function as additional Operators, they have a limited set of actions (shown on their support card) and just 3 health points (tracked in the same way as Axis vehicle damage using the resistance damage tokens ( )).

Support units cannot pickup items or objects and they cannot use the **mark target action**.

Support units move and attack in the Operator Phase and they can use vehicles (although a support unit in the Willys is still not able to use a **mark target action**).

Axis units treat support units in the exact same way as Operators. Support units have spotted ( ) versions of their tokens which are switched out when spotted exactly like Operator tokens.

Note that in the battle phase there must still always be a spotted Operator on the board (spotted support units do not count) so if the alarm is triggered by the actions of a support unit an Operator must also be nominated and spotted in addition to the support unit.

WHO DARES WINS

ORIGINS

Born on the sands of North Africa during the Second World War, the Special Air Service (SAS) was founded in 1941 by Lieutenant David Stirling and co-founder Lt John Steel "Jock" Lewes.



David Stirling in 1942

The regiment was initially named "L" Detachment, Special Air Service Brigade to tie-in with a British disinformation campaign designed to deceive the Axis into believing they were dealing with a 5000 strong brigade as opposed to Stirling's rag-tag band of 60 or so commandos.

Things didn't start out well with the first SAS mission "Operation Squatter" being an unmitigated disaster. One third of the unit - 22 men - were killed or captured due to unexpectedly heavy German resistance and diabolical weather conditions.

Despite these early teething problems the regiment went on to achieve legendary status, working with the support of the Long Range Desert Group (LRDG) the SAS carried out many successful raids on Axis airfields across North Africa, destroying more than 400 aircraft in just over a year!

The Regiment, whose motto is "Who Dares Wins", has a long and illustrious history of daring deeds and successes against seemingly insurmountable odds. Many of these deeds have become part of folklore, forming the basis of many a tale. Indeed it is likely that many of your favourite childhood war movies were based loosely, or even rather tightly, on the actions and deeds of these legendary Operators.



SAS patrol in North Africa 1943

EXPANSION

In September 1942, the regiment was renamed 1st SAS and had swollen to consist of four British squadrons, one Free French, one Greek and the Folboat Troop. In January 1943, Colonel Stirling was captured in Tunisia, his replacement as commander coming in the form of the fiery Irishman Robert Blair "Paddy" Mayne. Paddy would go on to become one of the British Army's most highly decorated soldiers and received the DSO with three bars.

As the regiment expanded, so did it's theatre of operations. The SAS carried out missions all across the Mediterranean, fighting in Crete, Sicily, Italy and finally on to Northwest Europe in support of Operation Overlord, the Allied invasion of German-occupied France.



A Willys Jeep of 1st SAS near Geilenkirchen in Germany

D-DAY AND BEYOND

One of the major concerns around the allied invasion of France was holding up German reinforcements long enough for the Allies to build up their forces on the Normandy beachheads. To this end, it was proposed that SAS teams should be dropped deep into enemy territory to disrupt any reinforcement by German Panzer divisions.

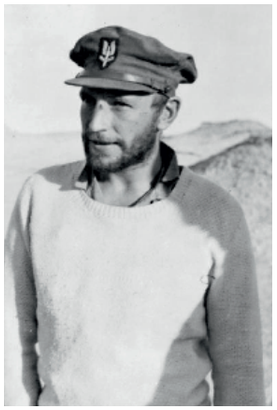
SAS teams were also deployed in support of Operation Jedburgh, a joint OSS & SOE operation to aid French Resistance in the sabotage of rail and road supply routes.

1st and 2nd SAS used heavily armed Willys Jeeps behind enemy lines to raid truck convoys and railways after Normandy. The French 4th SAS Regiment jumped into Brittany on D-Day to support French Resistance fighters.

THE GAME

While the characters and events of the SAS Rogue Regiment campaign are fictional, the missions undertaken during the game are very much based on the real life actions of many SAS teams across occupied Europe & our Operators are named in honour of some of the bravest men this world has ever seen.

With this game we hope to keep their memories alive and would encourage players to delve deeply into the real-life history of these men and of the regiment they so proudly served.



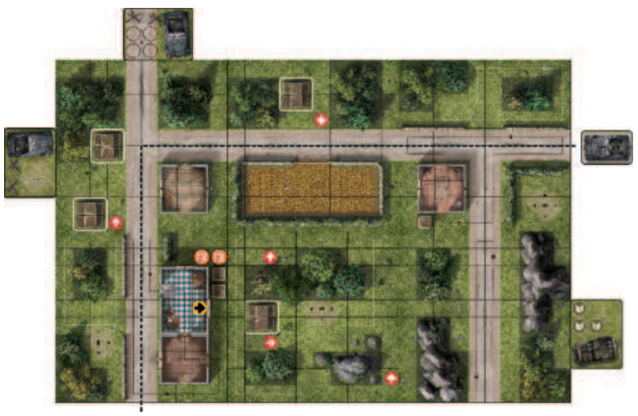
Paddy Mayne in Egypt 1942

CUSTOMISING & CREATING MISSIONS

The sandbox nature of SAS, combined with the self populating tiles, make it incredibly easy to create and modify content.

CUSTOMISING EXISTING MISSIONS

Customising a mission could be something as simple as playing with a different event deck. Another easy customisation would be changes such as adding additional guards (Vehicle or Infantry), moving objectives or adding in additional ones. Switching out the vehicle in a convoy/patrol or even adding in an additional vehicle patrol can drastically change your experience of a mission too!



In this example, Mission 4 "Butcher and Bolt", we have increased the difficulty by adding an extra objective and two extra guards. The Motorbike patrol has been changed to a Half-Track.

RESIZING

SAS maps can be expanded or contracted to suit time and table size. The stealth meter and number of Operators should be adjusted up or down to suit the size of the map eg. if you reduce the size of a map, the stealth meter should also reduce. For a 9 tile map reduced to 6, the stealth meter and Operator number should be reduced by 1. For a 9 tile map reduced to 4, the stealth meter and number of Operators should be reduced by 2. Additionally, the Willys Jeep should be removed from any map smaller than 8 tiles.



In this example, Mission 8 "Fortress" is reduced from 9 tiles to 6. The number of Operators is reduced to 3, the Willys Jeep and one objective are removed and the stealth meter "Normal" setting is reduced to 7. We are effectively playing Mission 8 "Fortress" but using recommended settings from Mission 4 "Butcher and Bolt".

Likewise, if a map is expanded the stealth meter and number of Operators should be extended by the same relative amount.

When reducing maps, try to keep the most important tiles for the resized version. It may be necessary to move objectives to suit the smaller layout. When a map is expanded try to expand in a way that adds additional tiles the Operators must transverse, adding to the overall length of the game.

CREATING YOUR OWN MISSIONS

When it comes to creating your own missions you really have a blank canvas. but the easiest way to start is by using the missions in this book as a template. Some rough guidelines for Operator numbers and stealth settings are as follows:

4 Tile Map - 2 Operators. Stealth meter "Normal" setting of 6.

6 Tile Map - 3 Operators. Stealth meter "Normal" setting of 7.

8 or More Tiles - 4 Operators + Willys Jeep or 4 support units. Stealth meter "Normal" setting of 8.

QUICK START

1. Select a Mission - Choose a mission from the mission book. It is advised that the missions are played in order & the recommended setup is used, especially for beginners.

2. Select Operators - Take a look at the mission and select a team most suited to the job. Note that each Operator 's board is double sided with a subtly different equipment set to choose from on the reverse. Note that early missions act as tutorials and specify which Operators must be used.

3. Set Up The Board - Arrange the game tiles to match the map on the mission page.

4. Place Units - Place the units and small tiles shown on the key onto the board at the locations shown on the map. SMG Infantry units are used for Axis Guards ( ). Note that convoys of Vehicles (highlighted in white) are not placed at the edge of the map until the event card indicates they should be.

5. Sentries & Patrols - Populate all of the sentry points and patrol lines with appropriately coloured Rifle Infantry . Note that sentries will always start facing the shaded arrow . For patrol lines players may choose which of the two available start points to place the Rifleman on (facing the direction of the arrow).

6. Stealth Meter - Set the stealth meter to the required difficulty by placing the alarm token in the relevant space. We recommend the "Normal" setting.

7. Event Window - If the mission does not have an event window , remove the special event card from the event deck you are using then shuffle the deck and place it face down. If the mission does have an event window, set this following the instructions on page 15 of the rule book.

You are now ready to play.



CIVILIAN DISGUISE

Changing into and out of civilian disguise costs 4 AP (swap Nancy's Operator token for the relevant one and turn over the Operator board). When using the disguise, Nancy can only use the **move action** (she cannot crouch, climb, sprint, vault over low walls or move into forest squares), the **attack action** (but only using the garrotte), the **break cover action** and the **interact action**. Additionally, use of vehicles is not permitted.



Disguised Operator



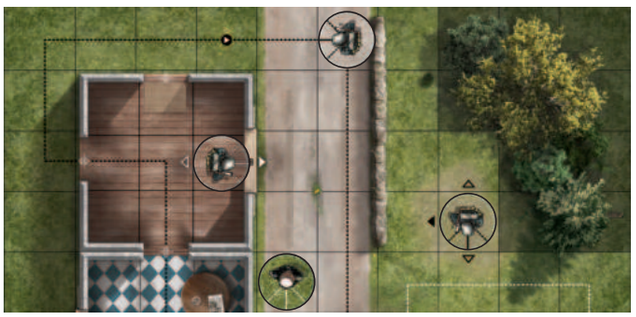
Regular Operator

While in disguise Nancy can move freely through Axis LOS and also move through squares containing Axis units (providing she can finish her turn in an unoccupied square). Axis units will also move through her (as though she were another Axis unit).

Moving through Axis LOS will not get Nancy **spotted**, although spending a lot of time out in the open will still increase suspicion. At the beginning of the **End Phase**, before tokens are removed, if one or more Axis units have a disguised Nancy within their LOS, the stealth meter will advance one space. This is **in addition** to any other alarm advance in the End Phase.



In the Operator Phase, disguised Nancy moves through the LOS of the white sentry and the black patrolman. She finishes her move in the peripheral LOS of the black patrolman.



In the Axis patrol phase the black patrolman moves meaning that in the turn's End Phase Nancy is not within LOS of any Axis units.

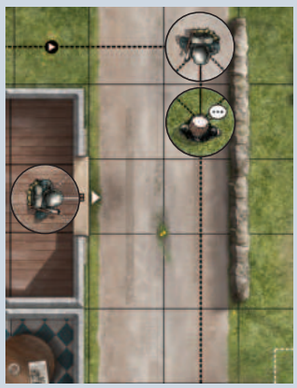


INTERACT

The **interact action** costs 1 AP (and 1 interact token). While in disguise, Nancy may interact with any non-alert Axis infantry unit. Simply move to a square orthogonally adjacent (not diagonal) to an Axis unit, flip her Operator token to show the interact icon and discard one of the 3 interact tokens.

The Axis unit will turn to face Nancy and remain that way for as many turns as the player wishes to continue the interaction, or until the alarm sounds. While interacting with an Axis unit in the End Phase the stealth meter will not advance, regardless of Axis units having her within LOS.



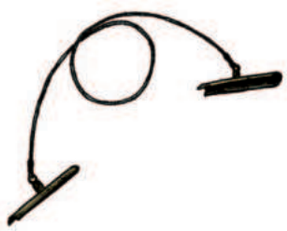


*Nancy moves 3 squares finishing adjacent to the black patrolman. She uses the **interact action** for 1 AP. The patrolman turns to face Nancy. In the End Phase, despite being within the white sentry's LOS, the stealth meter does not advance.*

While interacting, the Axis unit will have no LOS but will still flip to alert if they hear Operator activity (just like a cigarette token). Flipping to alert will end the interaction and the Axis unit will either rotate to face the sound (in the case of gunfire) or back to default (in the case of a warning shout).

While in disguise, Nancy may choose to **break cover.** Switch Nancy's token for the spotted (!) version and flip the Axis unit closest to Nancy to alert status. When a disguised Nancy is spotted she has the full range of actions and abilities she has when not in disguise (sprint, crouch, use forest squares & vehicles etc.) and is treated by Axis units in the same way as any other Operator. Note that in order to use her equipment (gun, bomb, knife), Nancy would still need to change back into her regular non-disguised outfit for 4 AP.

If the alarm sounds, Nancy's disguise no longer works. If she is within Axis LOS when the alarm sounds, she is immediately spotted, even if she is interacting at the time.



GARROTTE

While using her civilian disguise the only weapon available to Nancy is the garrotte. Like the fighting knife, the garrotte can only be used for assassination attacks, however, unlike the knife, the garrotte still requires a successful attack roll to be made.

THE HAWKER TYPHOON

The Hawker Typhoon, when available, is shown on the mission page. The players can introduce the Typhoon whenever they like, but as soon as it enters the board the alarm will sound (flip all Axis units to alert and nominate an Operator to be spotted).

To use the Typhoon, in the Operator Phase simply place the Typhoon card into the event deck in the position corresponding to the edge of the board from which it will begin its attack run. If you want the Typhoon to enter on the same side of the board as the Operator entry/exit tile, place the Typhoon on that side of the board and the event card 2 cards into the event deck. For the Typhoon to enter the board on the next table edge (either left or right) from the entry / exit tile, place the Typhoon on that side of the board and the event card 3 cards into the event deck. If you want the Typhoon to enter the board from the opposite side to the Operator entry/exit tile place the Typhoon on that side of the board and the card 4 cards into the event deck.



The Typhoon is placed on the right side of the board. This is the next table edge around from the entry/exit tile so the Typhoon card is placed 3 cards into the event deck.

On the turn that the card comes to the top of the unplayed event cards, place the Typhoon at the edge of the board in the centre of the line of tiles you wish to make an attack run through. The Typhoon will now move and attack at the beginning of the Operator Phase.



The Typhoon has 2 action points and just 2 available actions: **move** and **move & attack**. The typhoon **must** use 2 actions every turn (it can't not move). The first time the Typhoon moves, it moves from the edge of the board to the centre of the first tile. Every move afterwards is to the centre of the next tile, until it moves off the board again, completing its attack run.

ATTACKING

The Typhoon attacks either before or after it moves and can only attack targets on the **next tile** it will move into. Every time the Typhoon makes an attack run, it has 2 available rockets, represented by the tokens ( ) in the vehicle sheet. Attacks can be made either with the Typhoon's heavy machine guns (which strafe in the same manner as the Willys Jeep guns) or one or both of its available rockets. The Typhoon's rockets are an **explosive weapon** & work in the same manner as blind firing a grenade (place the blast template on the target and then roll a **small scatter**).

The first attack requires the roll of a 6. If this is unsuccessful and the AP is available to make a second attack, this can be made needing a 5. If this fails and the AP is available, a third can be made requiring a 4 and then, if required, a fourth attack requiring a 3. If Nancy runs out of actions while garrotting, her turn ends but the target remains ensnared in the garrotte and can do nothing during the Axis phases. In her next turn Nancy can start the attack process again requiring a 6.

As with a knife / speargun assassination, if the Axis target is within LOS of other Axis units when the attack is made, the units will flip to alert and Nancy will be spotted. While normally assassination attacks cannot be made by spotted operators Nancy is still allowed to complete the attack on an ensnared target even if she is spotted mid-garrotte.

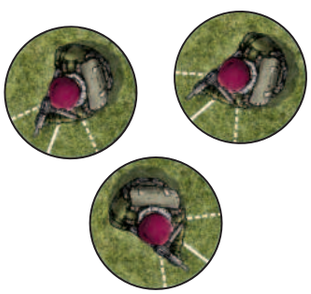


RAT BOMB

The rat bomb functions in exactly the same manner as the Lewes bomb. Place the bomb token ( ) with a **place** or **move & place** action and put the rat bomb card into the event deck to detonate in the required event phase.

SAS SUPPORT UNITS

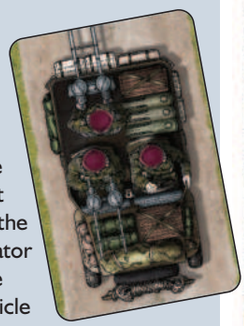
SAS support units are placed on the board at the beginning of the game at the location shown on the mission page ( ). They follow the same support unit rules as **Resistance support units**.





THE SUPPORT WILLYS

The Support Willys Jeep, when available, is placed at the edge for the board at the location shown on the mission page.



The support Willys functions exactly like the Operator's Willys but has a more limited set of actions (no target marking). Additionally, the deploy action can only be used for an Operator to exit the passenger seat of the vehicle (the units driving the Willys and manning the vehicle weapons will never exit the vehicle).

As with the Operator's Willys, the alarm will advance in the End Phase if the support Willys is on the board. The Support Willys is always considered to be spotted, so alert Axis units will advance and attack it like any other spotted Operator or support unit.



*For its first action the Typhoon uses a **move & attack action**, attacking the tank on the tile in front and then moving. It fires one of its two rockets and then moves to the centre of the tile.*



*For its second and final action the Typhoon uses another **move & attack action,** this time moving first (to the centre of the next tile) and then attacking, strafing the group of SMG infantry units on the next tile with its heavy machine guns.*

After leaving the board the Typhoon's rocket ammo tokens are replenished, ready for its next run. If the Typhoon managed to complete its attack run without being shot down it can make another run. To re-enter from the side of the board it just left place the card 2 cards into the event deck, for one of the next board edges along (left or right), 3 cards into the deck, to loop all the way back to the opposite edge place the card 4 cards into the deck.

BEING ATTACKED

The Typhoon is considered to be within LOS of any Axis units **not inside buildings** on a tile it moves into. Axis units will carry out reaction attacks the first time the Typhoon moves into a tile they occupy.

Note that all attacks from the ground on the Typhoon are subject to a **ground fire -3** modifier, so it is impossible for SMG Infantry to attack successfully.

During the Axis Attack Phase, any Axis units on the same tile as the Typhoon will attack it, but only if they are unable to obtain an attack position on an Operator or support unit that turn. Axis units will never prioritise or advance to an attack position on the Typhoon.

Explosive weapons such as howitzers & mortars will never attack aircraft.



ANTI AIRCRAFT GUNS

AA Guns are placed on the board at the locations shown on the mission page. They do not move & have no LOS to anything other than the **entire airspace** above the board but will still flip to **alert status** if they **hear** an Operator.

The first time during a turn that the Typhoon moves into a new tile, all Anti Aircraft Guns on the board will roll reaction attacks (-3 for ground fire so hitting on a 5 or higher). In the Axis Attack Phase, if the Typhoon is still on the board all AA Guns will attack it again.

Anti Aircraft Guns are **armoured** so only attacks made with explosive weapons such as bombs or rockets can damage them.



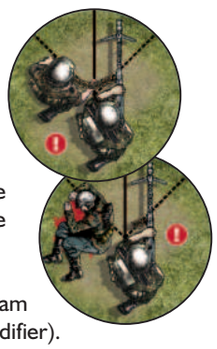
PANZER III TANK

The Panzer III Tank is an armoured vehicle. It moves 6 squares and can move into forest squares with no penalty. Low walls & crates do not block the tank's movement.

The Panzer III has forward LOS and a heavy machine gun, additionally it has a turret mounted howitzer which does not require LOS to make an attack on a spotted Operator on any part of the board.

In the Axis Attack Phase the Panzer will attack with both of its weapons (potentially at 2 different targets) if able to do so, but reaction attacks are only ever made with the HMG. Attacks made with the howitzer turret follow exactly the same rules as attacking with a Mortar Team (Large scatter & no attacking operators within 7 squares of another Axis unit etc).

HMG TEAMS



HMG Teams spawn onto the board during the Battle Section & follow the rules for advancing infantry, however, once a team is within range to make an attack, they will stop and make no attempt to optimise the attack position. For the purpose of movement & range HMG Teams are treated as occupying just one square.

As with the HMG of a vehicle unit the HMG Team can shoot through a building wall (-3 attack modifier).

The HMG team has 2 health points (flip the token to show the corpse if only one point has been deducted)

AXIS UNIT	HEALTH	MOVE	ARMOUR	SPECIAL	SHORT/LONG RANGE	ATTACK ROLL
HMG Team	2	4	-	-	4 / 8	
AA Gun	3	-	Yes	Only Attacks Aircraft	-	
Panzer III	7	6	Yes	Forward LOS - HMG	4 / 8	
				Howitzer (Large Scatter)	-	

HEAVY METAL

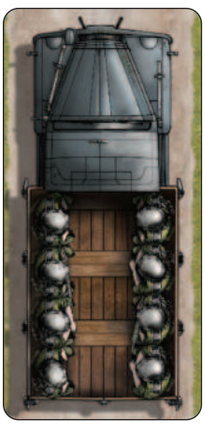
MECHANICAL FAILURE



When a mechanical failure event takes place, take a mechanical failure token and place it into any empty small item slot on an Operator board of the player's choice.

The mechanical failure token can be used at any point during the Operator phase and is held in the Operator's equipment until they wish to use it.

Nominate an Axis vehicle on the board and place the token on it. This unit will not **move** this turn (but it can still attack if there are viable targets). The token is discarded in the end phase.



TROOP TRANSPORT TRUCK

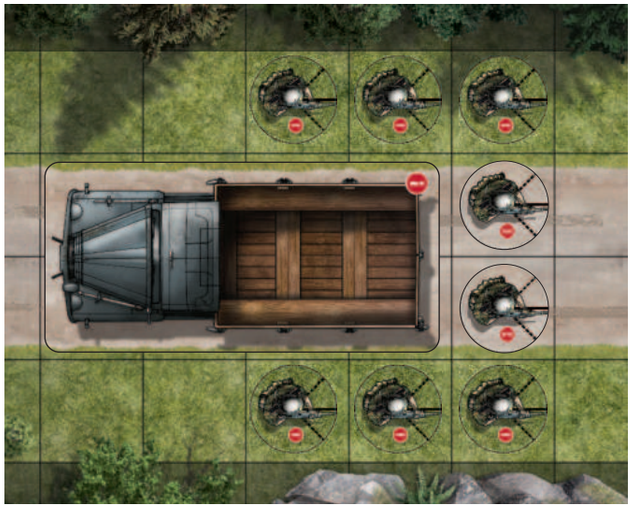
The Troop Transport Truck follows the same movement rules as the regular Axis Truck (turning requires 2 movement points).

When the truck is alerted, flip the token to show the empty alert side and place 8 alert SMG Infantry units on available adjacent squares closest to a spotted Operator (if there is one). The SMG units will advance in the Axis Advance Phase.

If the Troop Transport Truck is not on the board when the alarm sounds (eg. a patrol/convoy/assault vehicle), move the truck back onto the board at the beginning of the next Axis Advance Phase and place the SMG units. The SMG units will advance this turn.



Empty Alert Troop Transport Truck



The alarm sounds and the Troop Transport Truck is flipped to show the alert empty side. Eight SMG Infantry units are placed on the closest available adjacent squares. The Truck will do nothing else for the duration of the game.

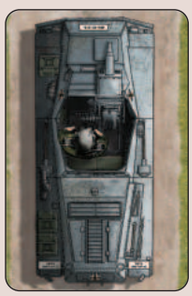
If the Troop Transport Truck is destroyed before deploying SMG Infantry units, all of the SMG Infantry units are killed.

ARMOURED CAR



- Armoured target can only be damaged by explosive weapons such as grenades, landmines, Lewes bombs & fuel barrels.
- Forward line of sight.
- Forward firing autocannon can shoot through a building wall to attack spotted Operators inside (in building -3 modifier).

HEAVY ARMOURED CAR



- Armoured target can only be damaged by explosive weapons such as grenades, landmines, Lewes bombs & fuel barrels.
- Forward line of sight.
- Forward firing howitzer does not require range or LOS to make an attack on a spotted Operator, however, because the howitzer is forward firing, the target must still be within a 90 degree forward arc of the vehicle. Attacks made with the howitzer follow exactly the same rules as attacking with a Mortar Team (Large scatter & no attacking Operators within 7 squares of another Axis unit etc).

AXIS UNIT	HEALTH	MOVE	ARMOUR	SPECIAL	SHORT/LONG RANGE	ATTACK ROLL
 Armoured Car	5	8	Yes	-	4 / 8	⚄⚄⚄
 Heavy Armoured Car	6	8	Yes	Howitzer (Large Scatter)	-	⚄⚄⚄⚄
 Troop Transport Truck	6	8	-	-	-	-

HOT DOGS

FLAMETHROWERS

Axis units with flamethrowers only attack in the Axis Attack Phase (they do not make reaction attacks).

Soft cover (hedges & forest squares) does not modify attacks made with flamethrowers.

If an Axis unit with a flamethrower attacks an Operator in a building, **in addition** to rolling the attack, place a flame token (🔥) in the room the Operator is located in. The token will remain there for the duration of the game. If, during any subsequent Axis Attack Phase, an Operator is in a room which has flame tokens in it, roll one attack dice for every flame token in the room and subtract one health point for any dice rolling 2 or higher.

If a Flamethrower unit has no LOS but is within range of a room that a spotted Operator is in they will **attack the room.** Simply place a flame token on the room and roll one attack dice for the token as above.

Axis units with flamethrowers will not attack a room containing other Axis units. Axis units will not enter a room which has flame tokens on it.



FLAMETHROWER INFANTRY

Flamethrower Infantry units spawn onto the board during the Battle Section. They carry flamethrowers so do not make reaction attacks.

FLAMETHROWER HALF-TRACK



- Armoured target can only be damaged by explosive weapons such as grenades, landmines, Lewes Bombs & fuel barrels.
- Forward line of sight.
- Forward firing HMG can shoot through a building wall to attack spotted Operators inside.
- Forward firing flamethrower.

DOGS



Dogs spawn onto the board during the Battle Section. Additionally, Dogs are used as **Guard Dogs** and are placed onto the board at the beginning of a game at the locations shown on the mission page (🔄) facing the indicated direction.

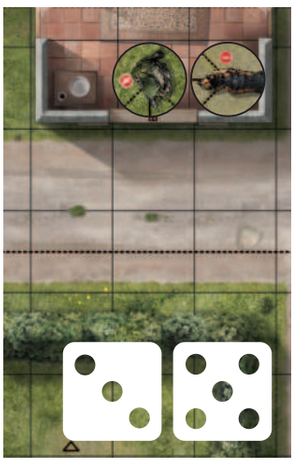
Dogs will alert if they **see** or **hear** an Operator, just like Axis infantry units. Additionally, Dogs will **smell** any Operator moving within 2 squares of them (turn the Dog to face the Operator & flip its token to alert as if the Operator used a loud weapon that only the Dog could hear). If a Dog **sees** an Operator it will bark a warning, alerting other Axis units within 4 squares and the Operator's token is changed for the spotted (❗) version.

In the Axis Advance Phase, Dogs will move up to their full moment allowance, by the shortest possible route, towards the closest spotted Operator until they reach an attack position.

Dogs have a range of 1 square so they can only attack from an adjacent square. They cannot attack over a wall or window.

Climbing through a window or hedge does not cost a Dog any additional movement points.





The Dog moves 4 squares, over the hedge & diagonally through the window to an attack position on crouching Paddy. In the Axis Attack Phase the Dog attacks rolling 2 attack dice resulting in a roll of 3 & 5. Paddy loses 2 health points.

AXIS UNIT	HEALTH	MOVE	ARMOUR	SPECIAL	SHORT/LONG RANGE	ATTACK ROLL
Flamethrower Infantry	1	4	-	Flamethrower	0 / 5	⚄⚄⚄
Dog	1	8	-	-	0 / 1	⚄⚄
Flamethrower Half-Track	5	8	Yes	Forward LOS - HMG	4 / 8	⚄⚄⚄
				Forward LOS - Flamethrower	0 / 5	⚄⚄⚄

Jäger

JÄGER MODE

Jäger Mode allows one player to take on the role of the Axis and thwart the best laid plans of our SAS Operators using a special deck of Jäger event cards. During the Stealth Section, the Jäger player can influence patrols and sentries, deploy Stalker units and use a range of special events to hasten discovery of the Operators. During the Battle Section, special Jäger units are fully controlled by the Jäger player during the Axis Advance Phase.

To start a Jäger game, set up a mission of your choice in the normal way. Set the stealth meter to **easy**, shuffle the Jäger event deck and place it in front of the Jäger player (note that this expansion also contains 6 maroon event cards which are not part of the Jäger deck; these can be added to the maroon event deck for added difficulty if players so choose). Next, the Jäger player must place the 4 numbered Stalker units onto empty spaces on spawn tiles of their choice. You are now ready to begin.



Jäger games have an additional **Jäger Phase** which takes place **after the End Phase.** In the Jäger Phase, the Jäger player may do **one** of the following three things:

1. Play one card.
2. Draw one card.
3. Discard two cards and draw one.

If the Jäger player **plays a card**, place it **face down** next to the event deck. In the Event Phase, reveal the regular event card. The Jäger player must then decide whether to replace this turn's event card with the card placed next to the event deck. If they decide to play it, turn over the Jäger card and action it **instead of** the regular event card. If the Jäger player decides not to turn over the Jäger card, the Jäger card is discarded.

If the Jäger player **draws a card**, simply take a card from the top of the Jäger deck and add it to the Jäger player's hand. The Jäger player may only hold a maximum of 4 cards in their hand.

If the Jäger player chooses to **discard cards**, they can choose two cards from their hand, put them in the discard pile and draw a new card from the top of the Jäger deck.

JÄGER DECK (STEALTH SECTION)

Jäger event cards have 2 panels just like a regular event card. During the Stealth Section the left side stealth panel will take effect.

1. Sentry Rotate, Patrol Rotate & Alarm Advance
Some Jäger event cards feature events seen in regular event decks, these are actioned in exactly the same manner as when playing a normal solo/co-op game.

2.Stalker Waypoint (①②③④)
The Stalker waypoint card allows the Jäger player to place a waypoint token anywhere on the board except on a water square or convoy route.



During the Axis Advance Phase, the numbered Stalker unit corresponding to the waypoint number will move it's move allowance towards it. When the Stalker unit arrives at the waypoint the Jäger player may choose it's facing.

If another Stalker waypoint card is played for the same waypoint number, that waypoint can be moved to a different location.

Once in position the Stalker unit follows the same rules as a **guard** for the duration of the game (or until another corresponding waypont token is placed).



3. The Cat
The cat card allows the Jäger player to place a cat token anywhere on the board except on a convoy route. If any unit, Operator or Axis, moves within 2 squares of the cat, the cat is startled.

When the cat is startled every Axis unit within 4 squares will turn to face it & then the token is removed (note that they **do not alert**). Patrols will rotate back to default the next time they should move.

4. Twig Snap
The twig snap card allows the Jäger player to place the twig snap token on an Operator of their choosing. If the Operator moves it will make a noise. Alert any Axis units within 4 squares (like a warning shout) & remove the token.



The Operator can optionally spend 4AP to remove the token.



5. Blood Stain
The blood stain card allows the Jäger player to place a blood stain token (large symbol side up) on top of any corpse token on the board. Axis units will treat the blood stain token as a corpse token.

If the corpse is moved or removed, leave the blood stain token in it's place. During the End Phase of the turn, flip the token to the side with the smaller symbol. In the following End Phase, remove the token from play.



6. Door Lock ( )
The door lock card allows the Jäger player to place a door lock token on any door on the board.

The door will remain locked, blocking Operator movement, until either an Axis unit moves through it or an Operator spends 4 AP to pick the lock (removing the token).

JÄGER DECK (BATTLE SECTION)

During the Battle Section the right side **battle** panel takes effect.

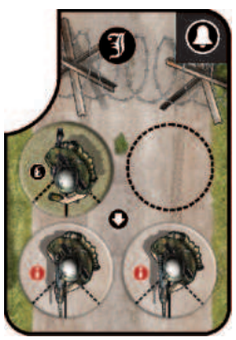
1. Spawn Units ( )
Jäger event cards feature events seen in regular event decks. These are actioned in exactly the same manner as when playing a normal solo/co-op game**.**

2. Spawn Jäger Sniper Infantry Unit ( )
The Jäger spawn event indicates that 2 alert Axis SMG Infantry units and 1 Jäger Sniper Infantry unit should be placed on the relevant colour of spawn point.



In the Axis Advance Phase the Jäger player can move the Jäger unit its move allowance to wherever they so wish (Jäger units do not have to follow the automated movement rules).

Jäger units follow automated rules for Axis units in all other phases.



3. Spawn Jäger Grenade Infantry Unit ( )
The Jäger spawn event indicates that 2 alert Axis SMG Infantry units and 1 Jäger Grenade Infantry unit should be placed on the relevant colour spawn point.

In the Axis Advance Phase the Jäger player can move the Jäger unit its move allowance to wherever they so wish (Jäger units do not have to follow the automated movement rules).

Jäger units follow automated rules for Axis units in all other phases.

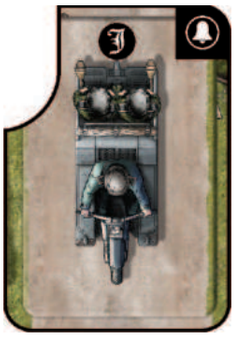
4. Spawn Jäger HMG Kübelwagen ( )
The Jäger spawn event indicates that you should place a Jäger HMG Kübelwagen on the relevant colour of spawn point.



In the Axis Advance Phase the Jäger player can move the Jäger unit its move allowance to wherever they so wish (Jäger units do not have to follow the automated movement rules).

Jäger units follow automated rules for Axis units in all other phases.

5. Spawn Jäger Kettenkrad ( )
The Jäger spawn event indicates that you should place a Jäger Kettenkrad on the relevant colour of spawn point.



In the Axis Advance Phase the Jäger player can move the Jäger unit (both the vehicle & when deployed, the 2 Jäger Panzerfaust units onboard) its move allowance to wherever they so wish (Jäger units do not have to follow the automated movement rules).

Jäger units follow automated rules for Axis units in all other phases.



6. Jäger Infantry Unit Upgrade ( )
The Jäger infantry upgrade token can be placed on any regular infantry unit except an Officer.

An Axis unit with a Jäger upgrade token on it is controlled by the Jäger player during the Axis Advance Phase.

Jäger upgraded units follow automated rules for Axis units in all other phases.

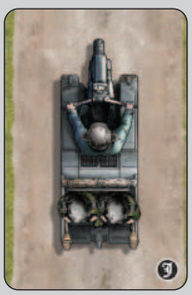
WINNING A JÄGER MODE GAME

The Jäger player wins the game if the Operators fail to achieve a major or minor victory.

AXIS JÄGER UNITS

The Jäger expansion includes new Axis infantry and vehicle units for use in both Jäger and normal solo/co-op games. Note that the Jäger symbol ( ) on the tokens replaces the normal alert ( ) symbol.

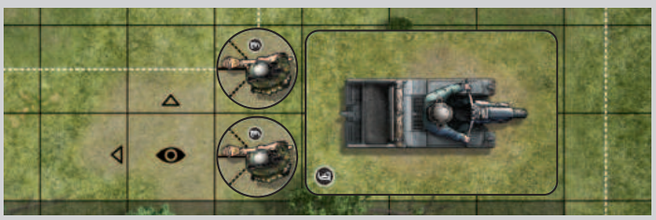
KETTENKRAD



The Kettenkrad spawns onto the board during the Battle Section & follows the rules for advancing Axis vehicles.

When the Kettenkrad reaches a distance of 8 squares from a spotted Operator, flip the token to show the empty side and place 2 alert Panzerfaust Infantry units on the squares directly to the rear of the vehicle. They will advance in the Axis Advance Phase.

If the Kettenkrad is destroyed before deploying Panzerfaust Infantry units, all of the Panzerfaust Infantry units are killed.



The Kettenkrad reaches a distance of 8 squares from a spotted Operator. The token is flipped and 2 Panzerfaust infantry units are placed on the squares directly to the rear of the vehicle. The Kettenkrad will do nothing else for the duration of the game.

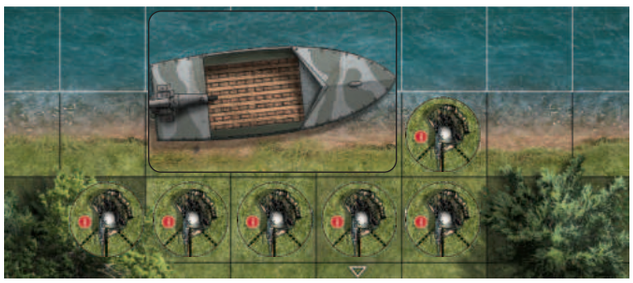
STURMBOOT



Sturmboots are used as **patrol vehicles, assault vehicles** or **guards.** They have forward LOS and will alert in the usual way. Sturmboots move using **only water squares.** While loaded with SMG Infantry the Sturmboot will make reaction attacks.

If there are spotted Operators in play, an alert Sturmboot will move as close as possible to the closest spotted Operator and then deploy 6 SMG Infantry onto the river bank. Remove the Sturmboot token, replace it with the empty Sturmboot token & place 6 SMG Infantry onto available adjacent squares.

The SMG Infantry units will advance in the Axis Advance Phase.



The Sturmboot moves as close to the spotted Operator as the water squares allow. The token is replaced with the empty Sturmboot token and 6 SMG Infantry units are placed onto available adjacent squares. The Sturmboot will do nothing else for the duration of the game.

If the Sturmboot is destroyed before deploying SMG Infantry units, all of the SMG Infantry units are killed.

HMG KÜBELWAGEN



- Forward line of sight.
- Forward firing HMG can shoot through a building wall to attack spotted Operators inside.

PANZERFAUST & GRENADE INFANTRY



Panzerfaust Infantry

Panzerfaust and Grenade Infantry units are SMG Infantry units carrying an additional single use explosive weapon. Their token has 2 sides, one carrying the weapon and the other side a regular SMG Infantry token (indicating the explosive weapon has been used).



Grenade Infantry

Panzerfaust and Grenade Infantry units spawn onto the board during the Battle Section and follow the rules for advancing infantry, until they reach their weapon's maximum range on a spotted Operator (6 for a Grenade, 8 for a Panzerfaust), at which point they will stop. At the **beginning** of the Axis Attack Phase they will attack. They do not need LOS to attack the target.

Place the blast template over the target and roll a **small scatter** in exactly the same manner as an Operator blind firing a grenade. Note that the Grenade/Panzerfaust unit will not attack if there are other Axis units within 4 squares of the intended target.

Once the explosive weapon attack has been made, flip the unit token over to the **SMG Infantry** side. This unit will now function as an SMG Infantry unit for the duration of the game. Note until the token is flipped over to the SMG unit side, the unit will not make reaction attacks.

SNIPER INFANTRY



Sniper Infantry

Sniper Infantry units spawn onto the board during the Battle Section & follow the rules for advancing infantry. When they reach an attack position on a spotted Operator, they will stop & attack in the Axis Attack Phase.

Note that Sniper Infantry will always **end their movement** as soon as an attack is possible, even if it is not an optimal attack position. Sniper Infantry **do not make reaction attacks**.

AXIS UNIT	HEALTH	MOVE	ARMOUR	SPECIAL	SHORT/LONG RANGE	ATTACK ROLL
Sniper Infantry	1	4	-	-	8 / 16	⚀
Panzerfaust Infantry	1	4	-	Single use then flip to SMG	0 / 8	⚀ ⚀ ⚀ ⚀
Grenade Infantry	1	4	-	Single use then flip to SMG	0 / 6	⚀ ⚀ ⚀
Kettenkrad	4	6	-	-	-	-
HMG Kübelwagen	5	8	-	-	4 / 8	⚀ ⚀ ⚀
Sturmboot	4	6	-	-	4 / 8	⚀ ⚀

KICKSTARTER CONTENT

PANZERFAUST & GRENADE INFANTRY

Panzerfaust and Grenade Infantry units are SMG Infantry units carrying an additional single use explosive weapon. Their token has 2 sides, one carrying the weapon and the other side a regular SMG Infantry token (indicating the explosive weapon has been used).



Panzerfaust Infantry

Panzerfaust and Grenade Infantry units spawn onto the board during the Battle Section and follow the rules for advancing infantry, until they reach their weapon's maximum range on a spotted Operator (6 for a Grenade, 8 for a Panzerfaust), at which point they will stop. At the **beginning** of the Axis Attack Phase they will attack. They do not need LOS to attack the target.



Grenade Infantry

Place the blast template over the target and roll a **small scatter** in exactly the same manner as an Operator blind firing a grenade. Note that the grenade/Panzerfaust unit will not attack if there are other Axis units within 4 squares of the intended target.

Once the explosive weapon attack has been made, flip the unit token over to the **SMG Infantry** side. This unit will now function as an SMG Infantry unit for the duration of the game. Note until the token is flipped over to the SMG unit side, the unit will not make reaction attacks.

SNIPER INFANTRY

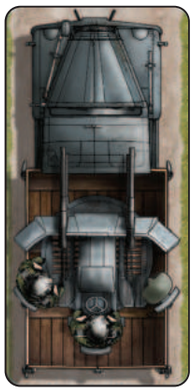
Sniper Infantry units spawn onto the board during the Battle Section & follow the rules for advancing infantry. When they reach an attack position on a spotted Operator, they will stop & attack in the Axis Attack Phase.



Sniper Infantry

Note that Sniper Infantry will always **end their movement** as soon as an attack is possible, even if it is not an optimal attack position. Sniper infantry **do not make reaction attacks**.

ANTI AIRCRAFT TRUCK



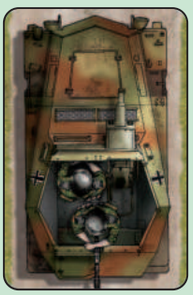
Anti Aircraft Trucks are used as **patrol vehicles** or **guards.** They have forward LOS like a regular Truck and will alert in the usual ways. They can however, **only attack aircraft.**

An Anti Aircraft Truck patrol will follow the normal rules for a vehicle patrol, moving when the black patrol line moves. If the vehicle flips to alert it will **continue to follow it's patrol route** but move in every Axis Advance Phase.

Anti Aircraft Trucks when used as **guards** will **never move.**

The first time during a turn that an aircraft moves into a new tile, the Anti Aircraft Truck will roll a reaction attack (-3 for ground fire so hitting on a 5 or higher). In the Axis Attack Phase, if the aircraft is still on the board it will attack it again.

STUMMEL HALF-TRACK



- Armoured target can only be damaged by explosive weapons such as grenades, landmines, Lewes Bombs & fuel barrels.
- Forward and rear line of sight.
- Rear firing HMG can shoot through building walls to attack spotted Operators inside.
- Forward firing howitzer does not require range or LOS to make an attack on a spotted Operator, however, because the howitzer is forward firing, the target must still be within a 90 degree forward arc of the vehicle. Attacks made with the howitzer follow the exact same rules as attacking with a Mortar Team (Large scatter & no attacking Operators within 7 squares of another Axis unit etc).

THE STICK GRENADE & CIGARETTE EQUIPMENT



The stick grenade functions in exactly the same manner as a regular grenade.
The cigarette equipment is a single use item which functions exactly like the cigarette break event card.

AXIS UNIT	HEALTH	MOVE	ARMOUR	SPECIAL	SHORT/LONG RANGE	ATTACK ROLL
Sniper Infantry	1	4	-	-	8 / 16	⚀
Panzerfaust Infantry	1	4	-	Single use then flip to SMG	0 / 8	⚀ ⚀ ⚀ ⚀
Grenade Infantry	1	4	-	Single use then flip to SMG	0 / 6	⚀ ⚀ ⚀
Anti Aircraft Truck	6	8	-	Only Attacks Aircraft	0 / 8	⚀ ⚀ ⚀ ⚀
Stummel Half-Track	5	8	Yes	Forward Firing Howitzer	-	⚀ ⚀ ⚀ ⚀
				Rear LOS - HMG	4 / 8	⚀ ⚀ ⚀

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	AXIS UNIT	HEALTH	MOVE	ARMOUR	SPECIAL	SHORT/LONG RANGE	ATTACK ROLL
ROGUE REGIMENT	 Rifle Infantry	1	4	-	-	4 / 8	⚀
	 SMG Infantry	1	4	-	-	4 / 8	⚁
	 Officer	1	4	-	-	4 / 8	⚂
	 Mortar Team	2	4	-	Mortar (Large Scatter)	-	⚃
	 Motorbike	3	10	-	-	4 / 8	⚃
	 Half Track	5	8	Yes	Forward & Rear LOS	4 / 8	⚃
	 Kubelwagon	5	8	-	-	-	-
	 Truck	6	8	-	-	-	-
THEY WHO DARE	 HMG Team	2	4	-	-	4 / 8	⚃
	 AA Gun	3	-	Yes	Only Attacks Aircraft	-	⚄
	 Panzer III	7	6	Yes	Forward LOS - HMG	4 / 8	⚃
					Howitzer (Large Scatter)	-	⚄
HEAVY METAL	 Armoured Car	5	8	Yes	-	4 / 8	⚃
	 Heavy Armoured Car	6	8	Yes	Howitzer (Large Scatter)	-	⚄
	 Troop Transport Truck	6	8	-	-	-	-
HOT DOGS	 Flamethrower Infantry	1	4	-	Flamethrower	0 / 5	⚃
	 Dog	1	8	-	-	0 / 1	⚁
	 Flamethrower Half Track	5	8	Yes	Forward LOS - HMG	4 / 8	⚃
					Forward LOS - Flamethrower	0 / 5	⚃
JÄGER	 Kettenkrad	4	6	-	-	-	-
	 HMG Kübelwagen	5	8	-	-	4 / 8	⚃
	 Sturmboot	4	6	-	-	4 / 8	⚂
KICKSTARTER	 Sniper Infantry	1	4	-	-	8 / 16	⚀
	 Panzerfaust Infantry	1	4	-	Single use then flip to SMG	0 / 8	⚄
	 Grenade Infantry	1	4	-	Single use then flip to SMG	0 / 6	⚃
	 Anti Aircraft Truck	6	8	-	Only Attacks Aircraft	-	⚄
	 Stummel Half Track	5	8	Yes	Howitzer (Large Scatter)	-	⚄
					Rear LOS - HMG	4 / 8	⚃