

# QUICK REFERENCE GUIDE

## STEALTH SECTION

1. Operator Phase
2. Axis Advance Phase (🔴)
3. Event Phase
4. Axis Patrol Phase
5. Axis Attack Phase
6. End Phase

## BATTLE SECTION

1. Operator Phase
2. Axis Advance Phase (🔴)
3. Event Phase
4. Axis Attack Phase
5. End Phase

## ACTIONS

Move (1 Square)	1
Sprint (3 Squares)	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
Pick Up	0
Place Object	1
Move & Place (1 Square)	1
Recover	4

## CROUCHED ACTIONS

Move (1 Square)	1
Blind Fire	1
Pop Up	0
Pick Up	0
Place Object	1
Move & Place (1 Square)	1
Recover	4

## CARRYING OBJECT ACTIONS

Move (1 Square)	1
Place Object	1
Move & Place (1 Square)	1

UNIT	HEALTH	MOVE	SHORT/LONG RANGE	OPERATOR DEFENCE ROLL	ARMOUR
Rifle Infantry	1	4	4 / 8	🎲	No
SMG Infantry	1	4	4 / 8	🎲 🎲	No
Officer	1	4	4 / 8	🎲 🎲	No
Motorbike	3	10	4 / 8	🎲 🎲 🎲	No
Half Track	5	8	4 / 8	🎲 🎲 🎲	Yes
Kubelwagon	5	8	-	-	No
Truck	6	8	-	-	No

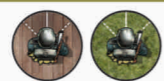
## ATTACK MODIFIERS:

Short Range	+1
Aimed Attack	+2
Marked Attack	+2
Blind Fire	-2

## DEFENCE MODIFIERS:

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

## AXIS UNITS



**Sentries** are rifle infantry positioned on white and black sentry points around the board.



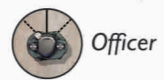
**Patrolmen** are rifle infantry units positioned on white and black patrol lines around the board.

*Black & White Rifle Infantry*



**Guards** are SMG infantry units placed at locations indicated on the mission page.

*SMG Infantry*



**Officers** are represented by the officer token and placed at locations indicated on the mission page.

# ROGUE REGIMENT

WIP RULES FOR MINI PREVIEW



A GAME BY  
ROBERT BUTLER



# 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 number of operators listed on the mission page must be used, so 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 our 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 may occupy a single square although operators may move through squares occupied by other operators, 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 (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 the diver & boat.

**Forest squares** are filled with trees and are shaded dark green. Both operator & axis units can see **into** 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 1 forest square to another forest square.

Additionally, forest squares are classed as **soft cover** so give operators +1 to their defensive 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 traverse them using the **climb action**.



Regular squares (X) Water squares (X) Forest squares (X) Rock squares (X)

## LOW COVER TERRAIN

Low cover terrain blocks LOS to corpses and crouching operators. It also offers a defence roll bonus to an operator standing behind it, as long as they are on an adjacent square.



**Low walls** are classed as **hard cover** so give operators +2 to their defensive dice 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 wall or looking down the length of the wall can see over it.



**Hedges** are classed as **soft cover** so give operators +1 to their defensive dice rolls. Hedges block all movement except the **climb action**.



**Crates** are classed as **hard cover** so give operators +2 to their defensive dice rolls. Crates block all movement except the **climb action**.

## HIGH COVER TERRAIN

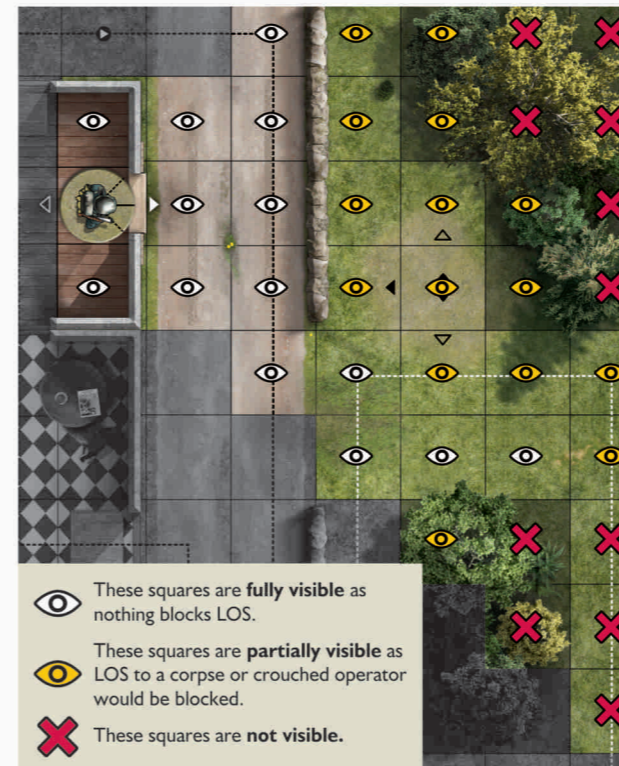
High cover terrain blocks both movement and LOS for all units.



**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.



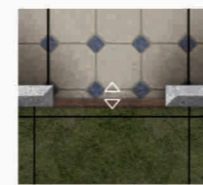
**Supply dumps** are a separate small tile placed on the board in the position indicated on the mission sheet. They block both LOS & movement for all units.



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.

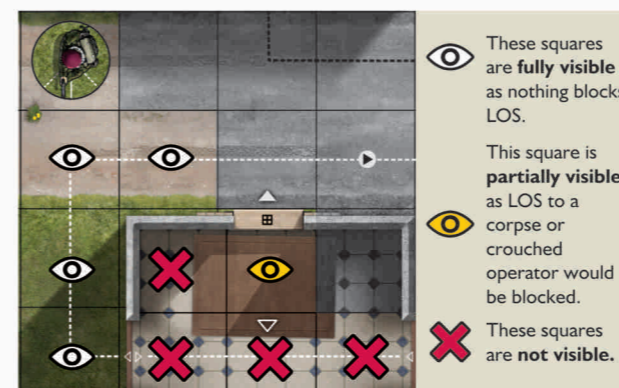


**Building doors** (⚡) block LOS into and out of the building but can be moved through using **move** or **sprint actions**, providing that the operator or axis unit is not moving through the door diagonally.



**Building windows** (⊞) block LOS into and out of a building, other than the 2 squares each side of the window. We refer to these as the interior (X) & exterior (X) 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 square. A unit on the exterior window square has full LOS into the building and units in the building have LOS to the exterior window square.



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 the window square & also give operators +2 to their defensive dice rolls.

Windows can be climbed through using the **climb action**, providing that the operator or axis unit is not climbing through the window diagonally.



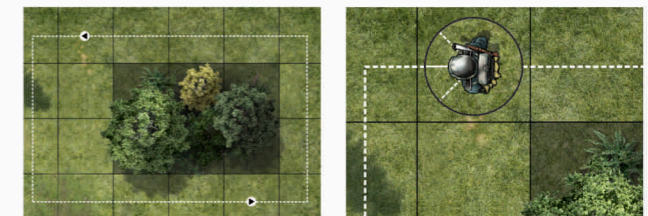
These squares are **fully visible** as nothing blocks LOS.  
 These squares are **not visible**.

## 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, shaded arrow.



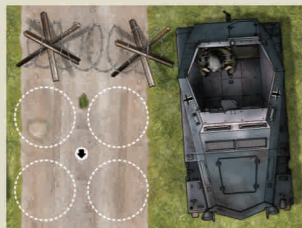
**Patrol lines**, like sentry points, are marked on the board in black and white variants. Each patrol line has two default start points. At the beginning of the game a corresponding black or white rifleman token should be placed on one of the default start points facing the direction of the arrow. Players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



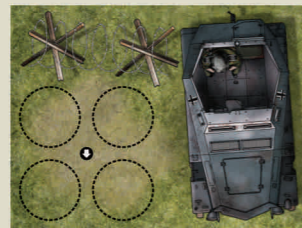
## SPAWN TILES

**Spawn tiles** are small tiles which are placed around 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.

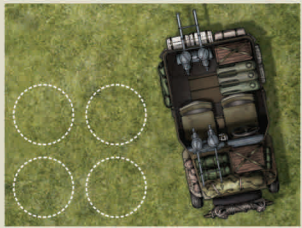




White Spawn Tile



Black Spawn Tile



Entry / Exit Tile

### 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.

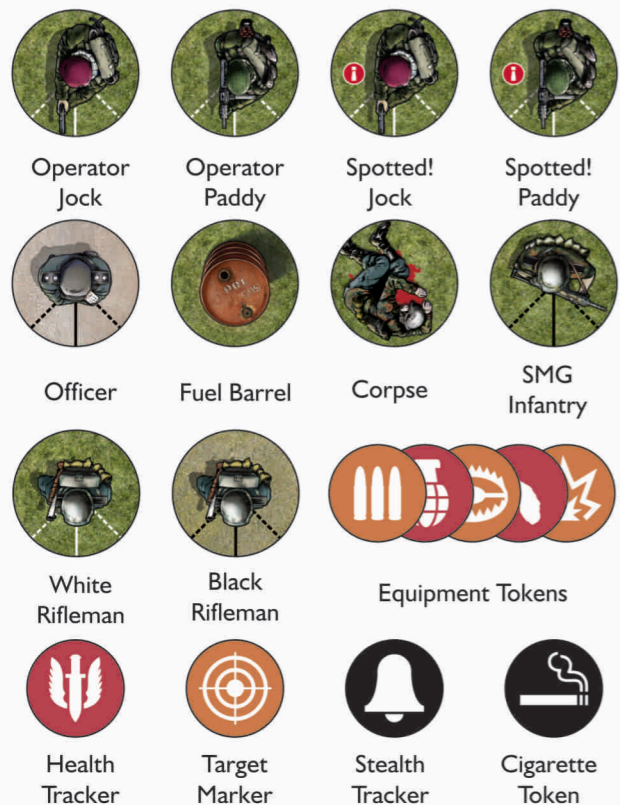
### LINE OF SIGHT TOOL

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 line of sight.



### TOKENS

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



### 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 in its area on the new card.



Event Card

Patrol Token



### DICE

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

### OPERATOR BOARDS

Each operator has a board which details their equipment set, object they are carrying, health points and ammunition where applicable.



- 1 Object Space
- 2 Equipment
- 3 Attack Dice
- 4 Short Range
- 5 Long Range
- 6 Earshot
- 7 Ammunition
- 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.

### 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 card placement.

- 1 Mission Name
- 2 Mission Map
- 3 Map Key
- 4 Mission Briefing
- 5 Recommended Settings
- 6 Stealth Meter

### REFERENCE TABLES

The guide on the back of this book has reference tables for game phases, operator actions, attack and defence modifiers and axis unit statistics.

UNIT	HEALTH (1)	MOVE (2)	SHORT/LONG RANGE (3)	OPERATOR DEFENCE ROLL (4)
Rifle Infantry	1	4	4 / 8	☰
SMG Infantry	1	4	4 / 8	☰☰
Officer	1	4	4 / 8	☰☰

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. **Operator defence roll (4)** shows the number of defence dice an operator must roll when attacked and the number they must roll equal to or greater than to successfully defend. Every failed defence roll will result in the loss of 1 health point for an operator.

## HOW TO PLAY

Once you have set up the board according to the map on the mission page, 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.



**DEFENCE MODIFIERS:**

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

**ATTACK MODIFIERS:**

Short Range	+1
Aimed Attack	+2
Marked Attack	+2
Blind Fire	-2

The attack and defence modifier tables show number to be added or subtracted from an operator's attack and defence rolls depending on circumstance.

#### 1. Operator Phase

Operators wishing to carry out actions detailed in the action point list may do so.

#### 2. Axis Advance Phase

Any alerted axis units will attempt to achieve an optimal attack position on the closest spotted hero.

#### 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 their movement allowance.

#### 5. Axis Attack Phase

Operators will make defensive dice rolls for every axis unit in an attack position.

#### 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 for every alert axis unit on the board.



# OPERATOR PHASE

## (STEALTH & BATTLE SECTIONS)

During the operator phase players may move & fight etc. with all of their operators. The turn order of the operators is decided by the players and can 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.

### 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 on the right (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 completed before moving on to the next action. When an operator either wishes to stop using or has run out of action points, the next operator 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)	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
Pick Up	0
Place Object	1
Move & Place (1 Square)	1
Recover	4

### THE MOVE ACTION

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

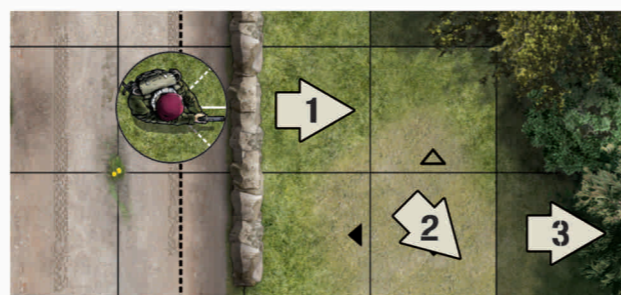
The **move action** is blocked by: rock squares, water squares, squares containing axis units, hedges, crates & high walls. Additionally, the **move action** cannot be used diagonally over a doorway.



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

### THE SPRINT ACTION

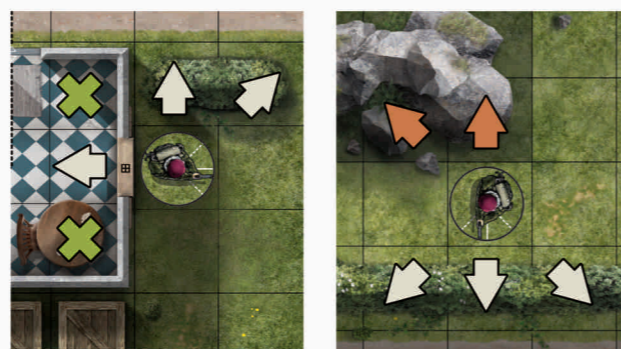
Operators may carry out a **sprint action** for 2AP. The sprint action allows an operator to move 3 squares for just 2AP (the 3 squares do not need to be in a straight line). The **sprint action** is blocked by all the same things as the move action above. Additionally the **sprint action** cannot be 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 2AP **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 action points. 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. As with doors, the climb action cannot be used diagonally through a window.

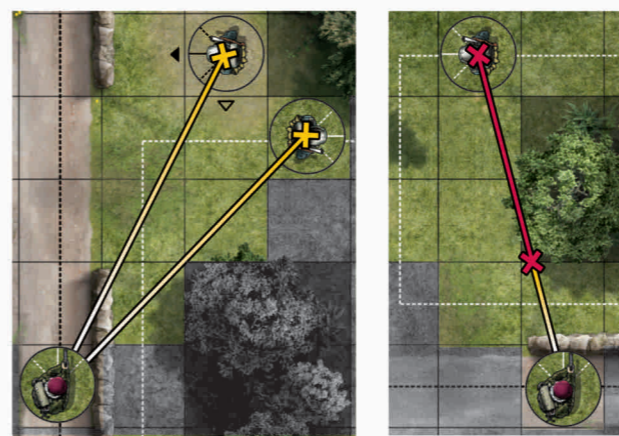


Available climb (⇧), Blocked by window frame (⊗),  
Available climb for an operator with a grappling hook (⇧).

### 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.

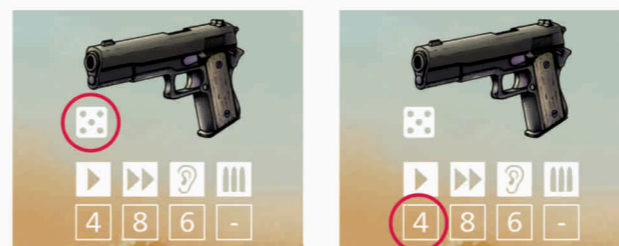
You can attack any axis unit providing the target is within your line of sight (LOS) and within the range of your selected weapon. LOS is determined by tracing a line from the centre of your operators square to the centre of the axis target's square. If the line passes through a forest square, rock square, 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 (X) are viable targets for Jock to attack with his pistol. This white patrolman (X) cannot be attacked as the LOS is blocked by a forest square.

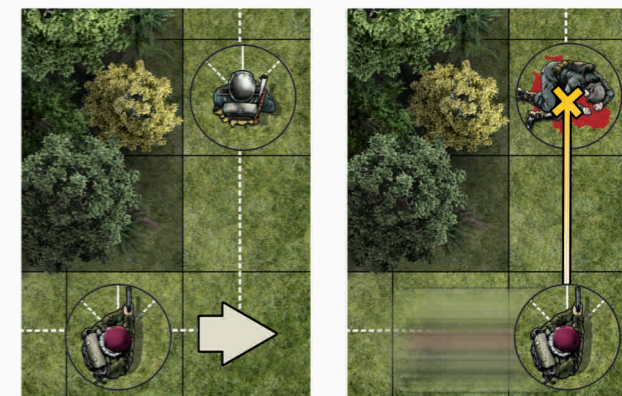
To make a ranged attack, simply nominate your target, check the range & then roll a D6. The result of this roll is referenced against the weapon on the operator board. If the result is equal to or higher than, the number shown on the dice symbol, the attack is successful. Remove the axis unit token from 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.

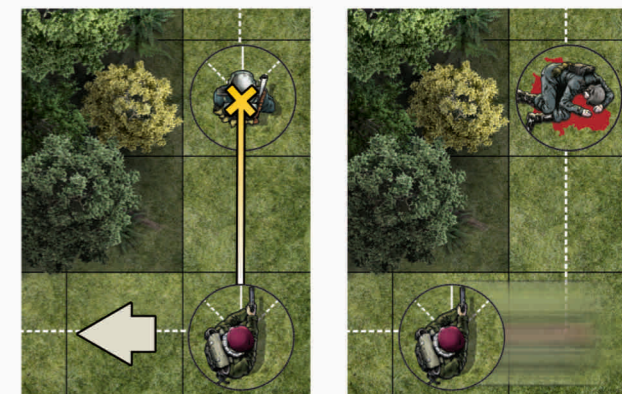


If Jock makes an attack with his pistol he would roll one D6 needing a roll of five or higher to hit his target. If the target is four squares or less away, he would be at short range and add 1 to his roll, meaning he only needs to roll a four or higher.

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 and attack** action for 1AP, he steps out and shoots the patrolman.



Jock uses the **move and attack** action for 1AP, 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 unit. Simply move into the square and attack, remove the axis unit and replace it with a corpse token.

**A spotted operator may not carry out an assassination attack.**

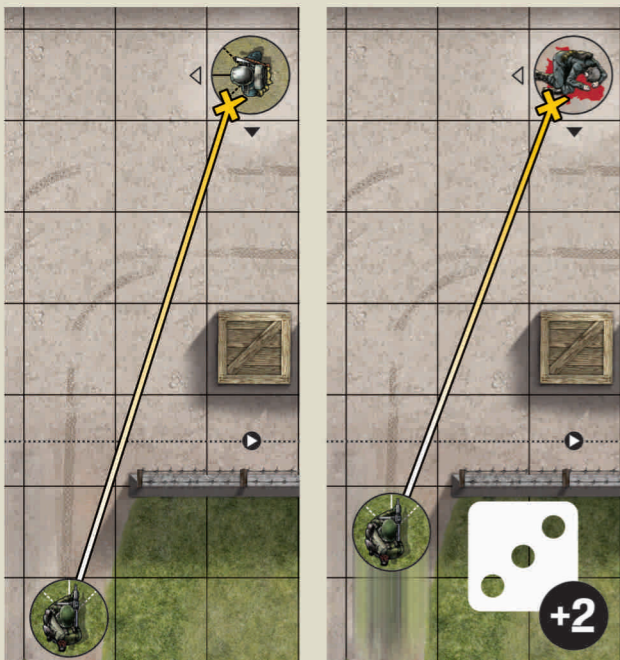


Jock uses the **move and attack** action for 1AP. He moves diagonally into the square directly behind the patrolman & attacks with his fighting knife. An assassination with a fighting knife only requires him to roll a 1 or higher, so no roll is needed. The unit is removed from play & replaced with a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



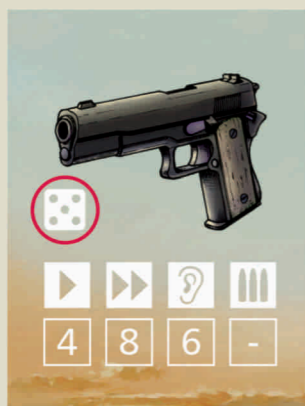
### THE AIM ACTION

Aiming a weapon costs 1 AP. Simply nominate an axis unit within range and LOS. Any attacks made against this target will now add 2 to the result of their dice roll. Operators can move and attack 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 against a short range target would get both bonuses and add 3 to their roll.



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

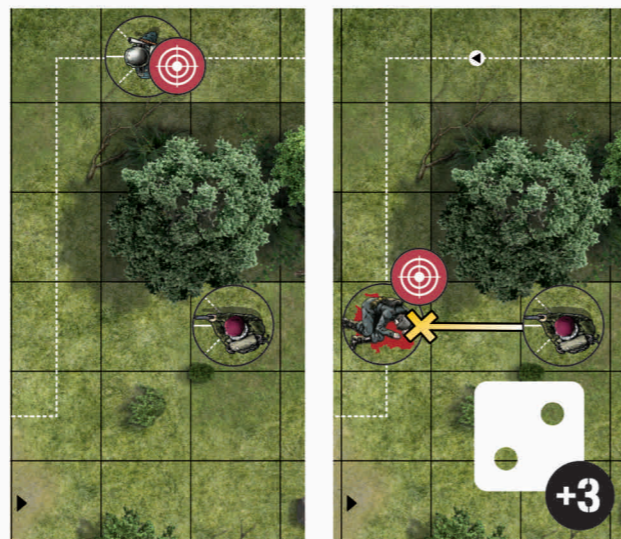
He then carries out a **move and attack action** for 1 AP stepping forward one square and shooting. He rolls a 3 which normally would be a miss but because he is aiming he adds 2 to the roll, hitting and killing the target.



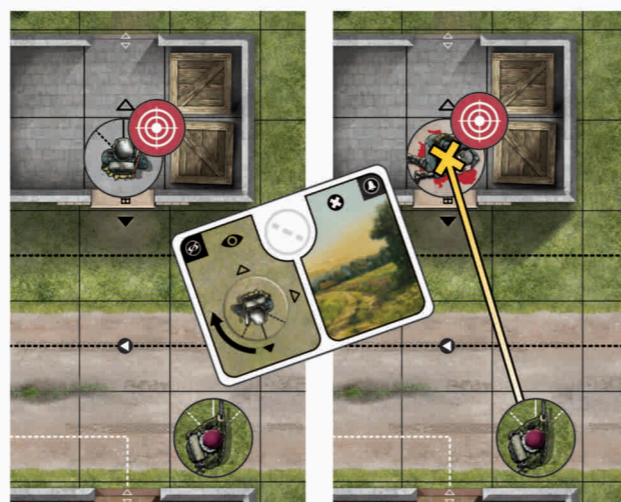
### THE MARK TARGET ACTION

Marking a target costs 2 AP. Nominate an axis unit and place your operator's target marker on it. You may choose to make an attack on a marked target during any phase of the turn as long as the target is within range/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!



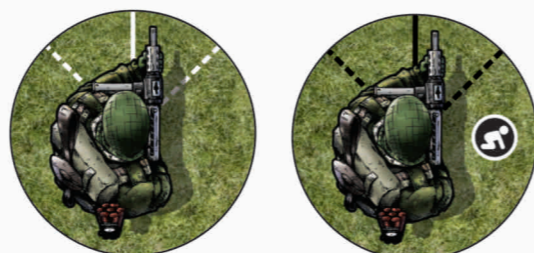
Jock puts his target marker (🎯) on the white patrolman. In the axis patrol phase the patrolman moves 4 squares along the patrol line. The last square of movement puts him within Jock's LOS. Jock immediately attacks at short range with his pistol. He rolls a 2 but as it's a marked target he adds 2 to 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 sentry has time to turn and see him.

### THE CROUCH & POP UP ACTIONS

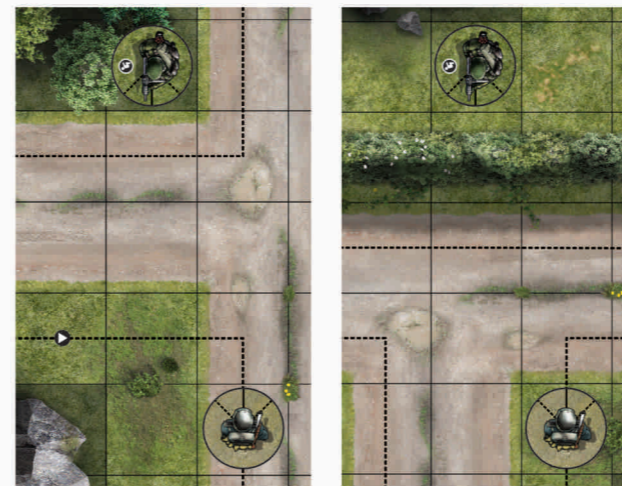
The **crouch action** costs 1 AP. To crouch, flip the operator's token to show the crouch symbol.



Standing Operator

Crouched Operator

LOS to and from a crouched operator is blocked by low cover such as a low wall, hedge, crate or window. 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 and the patrolman is not adjacent.

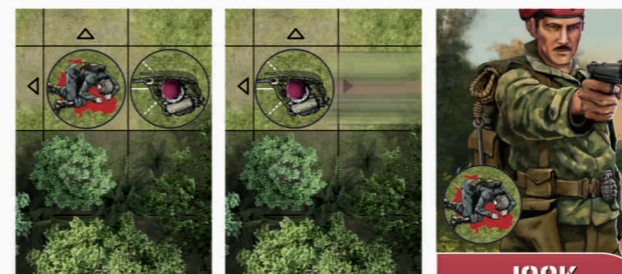
Paddy is not visible as he is crouched behind the hedge.

While crouched, an operator has the following actions available: **move, blind fire, pick up, place, move and place, recover & pop up**. Note that an operator cannot vault over a low wall while crouched. Large 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.

### THE PICK-UP & PLACE ACTION.

The **pick up action** is a free action. Simply move onto a square containing an item or object and declare you are picking it up. Items are placed onto the operator 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.



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 and place**.

Placing an item or object costs 1 AP and can be combined with 1 square of movement. Simply place the item or object token back onto the board on any adjacent square. An item or object placed into the line of sight of an axis unit will not alert them.

Items and objects can be placed over walls or through windows.



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

### THE STEALTH METER 📊

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.

#### Being heard

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

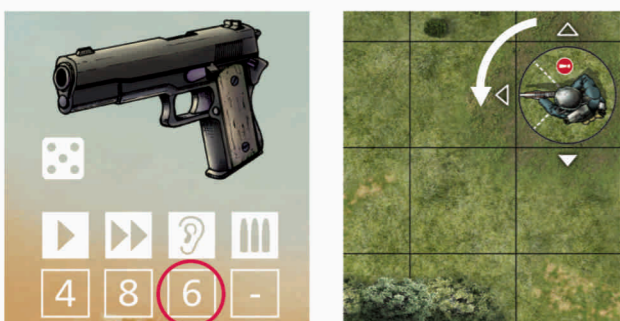
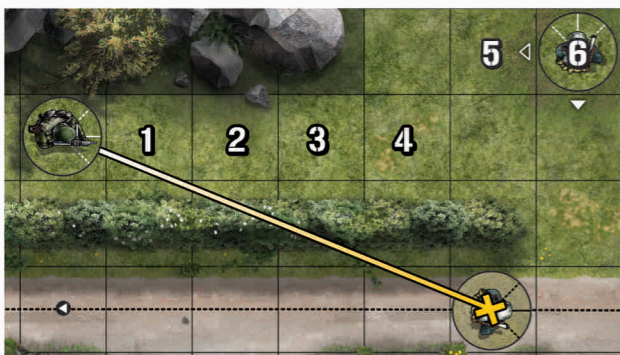


The earshot range of a weapon is shown in the square below the earshot symbol on the operator board.

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, the **sprint action**, used on a square adjacent to an axis unit will also cause the unit to turn and alert. Axis units which are already alert will still turn to face the sound.





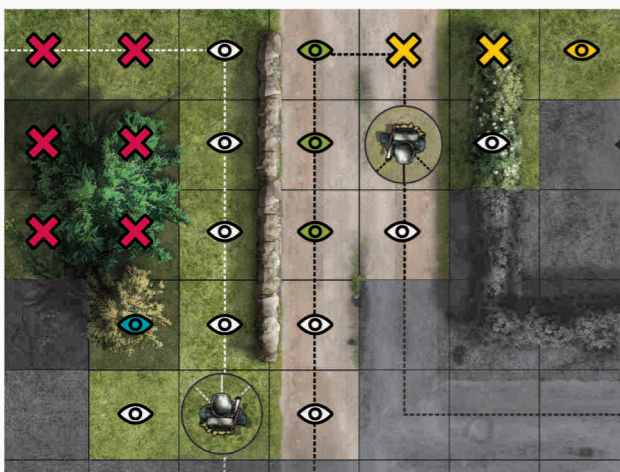


Paddy shoots the black patrolman with his pistol. The white sentry is 6 squares away so hears the shot. The sentry rotates anti-clockwise and his token is flipped to alert status. As the pistol is a "loud" weapon the stealth meter is advanced 1 square.

Axis units reacting to sounds will 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 45 degree field of view to their front, for a distance of 8 squares. Additionally they can see the 2 adjacent squares to their left and right, we call this peripheral view.



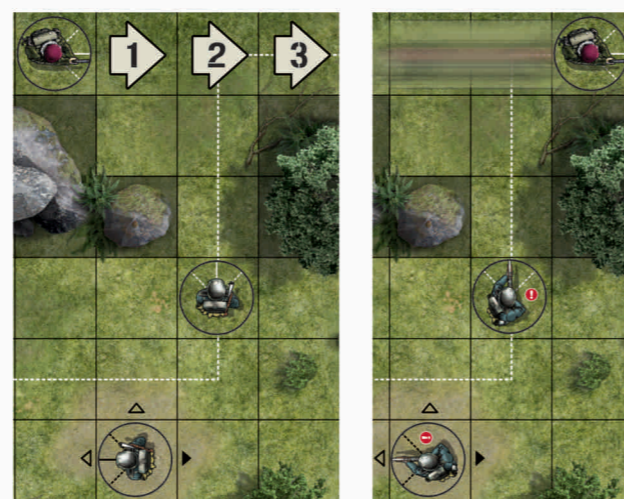
These squares (👁️) are fully visible. These squares (👁️) are fully visible because the rifleman is looking down the length of the low wall. This square (👁️) is fully visible, but only because the rifleman is adjacent. This square (👁️) is partially visible as the hedge would block LOS to a corpse or crouched operator. These squares (❌) are not visible as they are blocked by forest squares. These squares (❌) are not visible as they are blocked by the other axis patrolman.

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

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

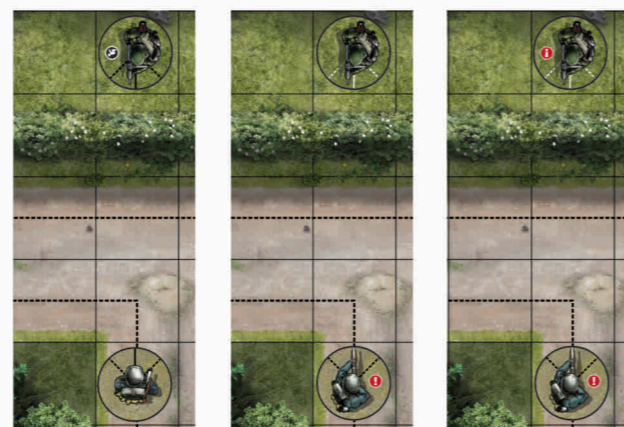
If an axis unit is killed on either a fully visible or partially visible square within another axis unit's line of sight, flip the axis unit witnessing the kill to alert status. This axis unit will also shout a warning which will alert any other axis units within 4 squares.

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.



Jock carries out a **sprint action** for 2AP. 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).

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. Make a defence roll, remembering to apply the various modifiers for range and cover. Once the roll has been made, if the operator is still alive, he can continue his 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.

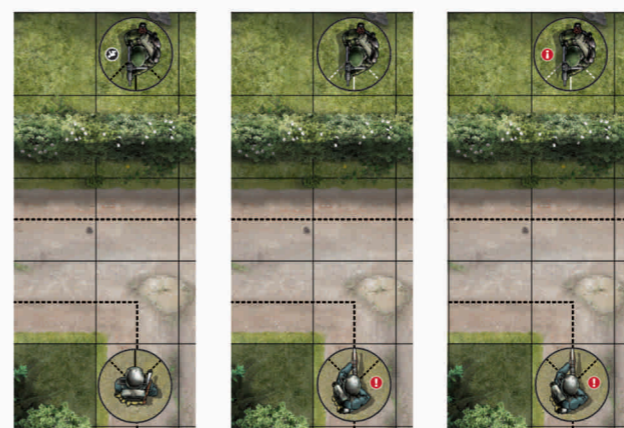
HEALTH	MOVE	SHORT/LONG RANGE	OPERATOR DEFENCE ROLL
1	4	4/8	🎲
1	4	4/8	🎲🎲

Defence Modifiers:

- Short Range: -1
- Soft Cover: +1
- Moving out of LOS: +2

Paddy makes a defence roll adding 1 for the soft cover hedge, but also subtracting 1 because the patrolman is at close range. The standard defence roll for an attack from rifle infantry is 5 or higher and he rolls a 3, sustaining 1 damage point. The marker on Paddy's health tracker is moved down to 4. Paddy now continues his turn with his remaining 3AP.

The only time an axis unit will not attack, is if the action the operator is carrying out results in the axis unit being killed.



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.

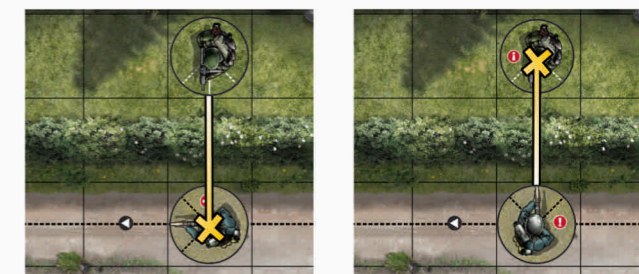
Attack Modifiers:

- Short Range: +1
- Aimed Attack: +2

This time, Paddy carries out an **attack action** for 1AP adding 1 to his roll as the target is at close range. He rolls a 4, killing the patrolman before he has chance to attack.

Note that an axis unit will only attack an individual operator once during the operator phase. If a second operator was also carrying out an action within the same axis unit's line of sight, one attack would also be made against this operator.

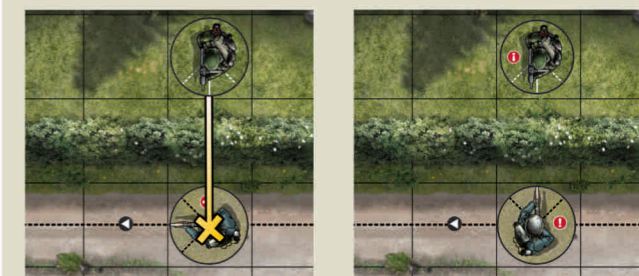
If an attack is made against an axis unit, the axis unit will always flip to alert and turn to face the direction of the attack, even if the attacker is out of earshot. If an attack is made against an alert axis unit and the attack does not result in the unit being killed, the axis unit will turn to 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.

**THE BLIND FIRE ACTION**

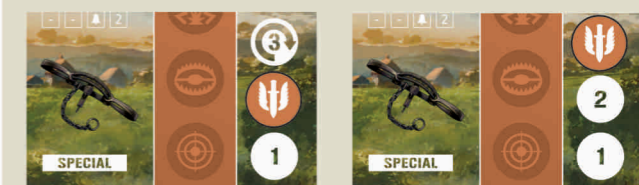
The **blind fire action** enables an operator to make an attack over low cover while remaining crouched. A blind firing operator, although not technically being seen, will still swap his token to a spotted! version.



Paddy carries out a **blind fire action** with his pistol for 1AP. 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 Paddy 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 4AP 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 3 health points, so only an operator on 1-2 health points can use the action.



Paddy uses the **recover action** for 4AP to regain 1 health point.



# AXIS ADVANCE PHASE

## (STEALTH SECTION)

In this axis advance phase all alert axis units (patrols, sentries or 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

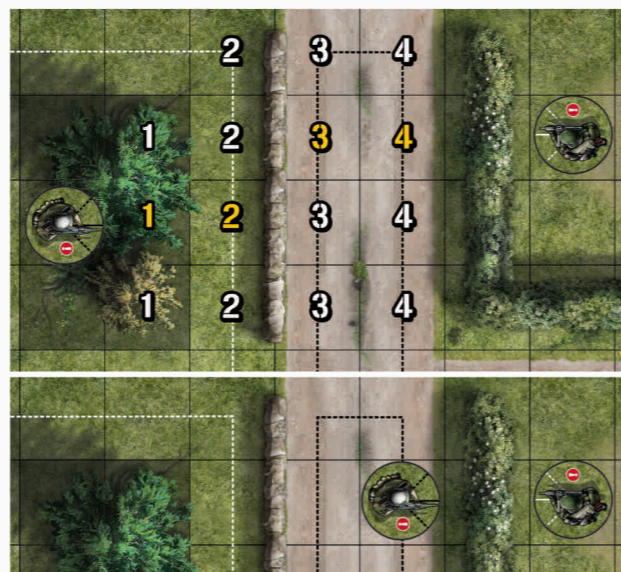
Advancing axis units will move by the shortest possible route, towards the closest spotted operator, until an optimal attack position is achieved (short range with no defence bonus). If multiple routes are equidistant, players may choose the route taken. If a particular route will give a unit LOS to 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).

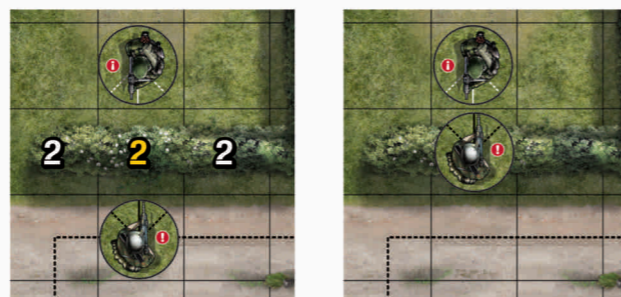
Advancing infantry will always move their full movement allowance (where terrain & other units allow) until they reach an optimal attack position. They will move through forests & buildings, vault over walls & climb through hedges & windows (at a cost of 2 movement points, just like the operator's **climb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

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

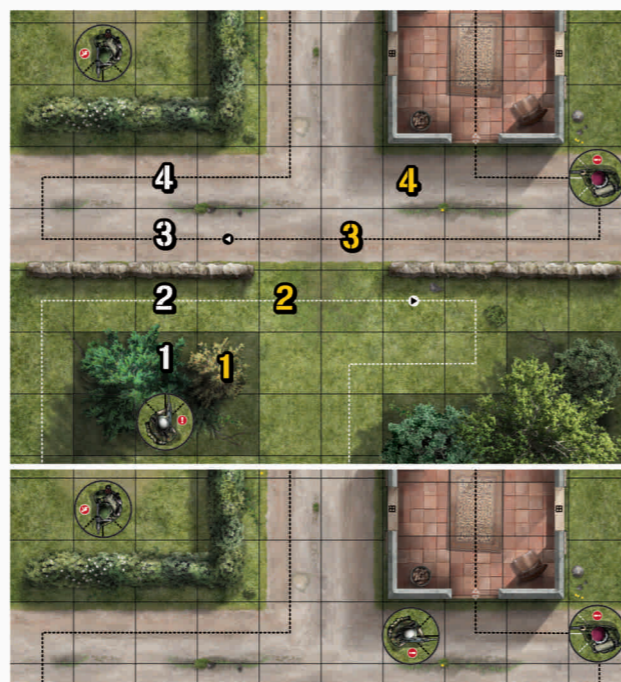
1. Move to an optimal attack position on the closest spotted operator.
2. Move to an optimal attack position on a different spotted operator.
3. Move towards the closest spotted operator by the shortest possible route, maintaining LOS on any part visible squares containing spotted operators (facing the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



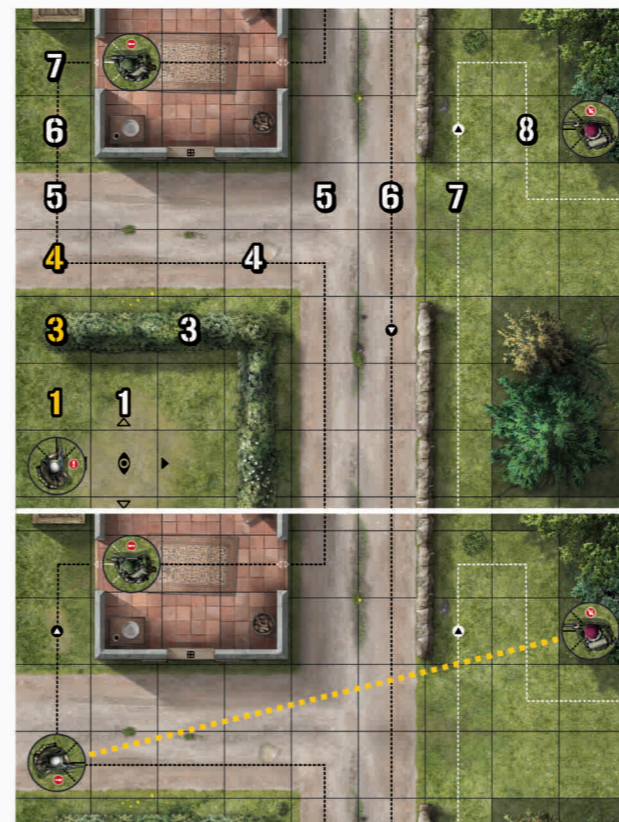
The SMG infantry unit is able to obtain an attack position on Paddy as he is not crouching behind the hedge. All of the routes (1,2,3,4) are equidistant, finishing 2 squares away from Paddy so players may choose which route is taken.



The following turn the SMG infantry unit can optimise his attack position (negate Paddy's defence bonus) 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, reach an attack position on Jock.



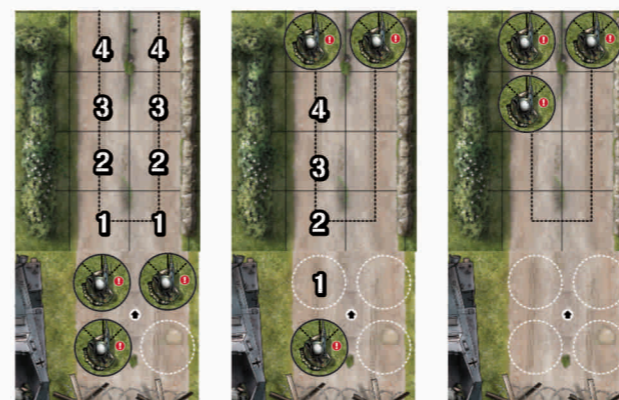
This time the SMG infantry unit is unable to achieve an attack position on either spotted operator. He moves towards the closest operator (Paddy) but he is able to do this keeping the other spotted operator (Jock) on a partially visible square (crouching in a forest square). He moves 4 squares towards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

# AXIS ADVANCE PHASE

## (BATTLE SECTION)

In the battle section, axis units will do the following:

All SMG infantry (guards and units on spawn tiles) and rifle infantry on patrol lines will advance following the rules for **advancing axis units**. Note that units on spawn tiles "step onto" the board from the position markers they are on, with the rear unit's first square of movement being onto the front row of markers.



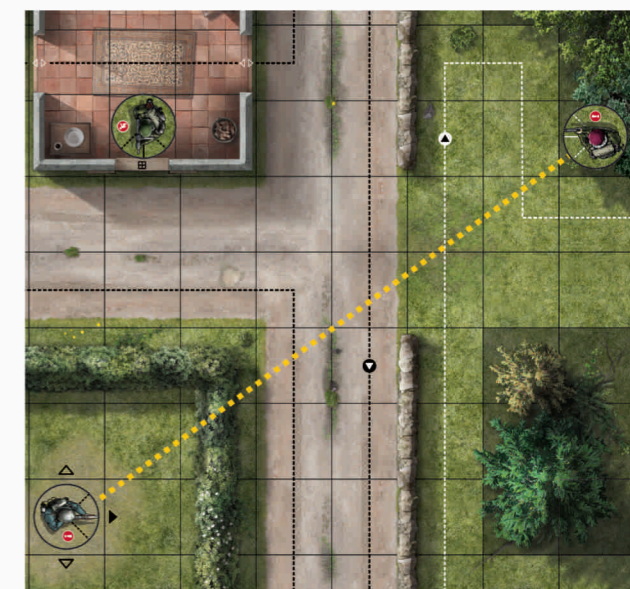
Axis units stepping onto the board from the white spawn tile.

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.

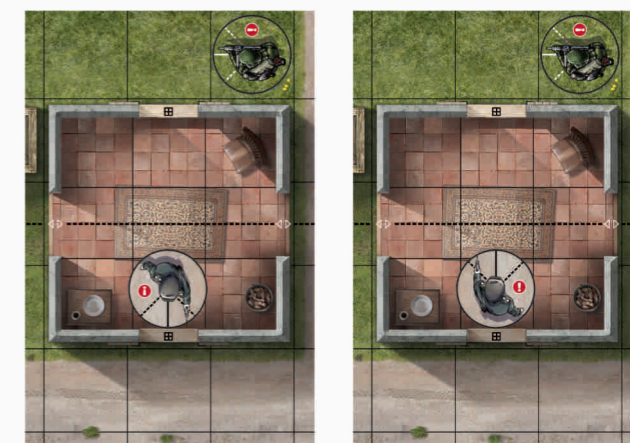
Officers will never leave their start point (unless otherwise stated on the mission page), but will always turn to face the closest spotted operator.

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.



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.



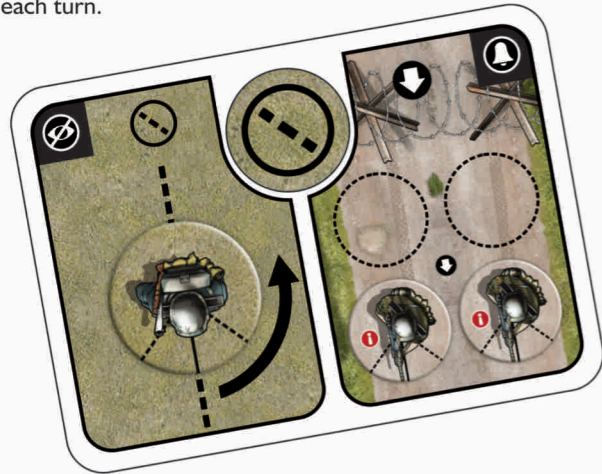
In the axis advance phase the officer turns to face the direction of the closest spotted operator (Paddy).



# 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, now place the patrol token in the space at the top of the card. For the first turn 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.

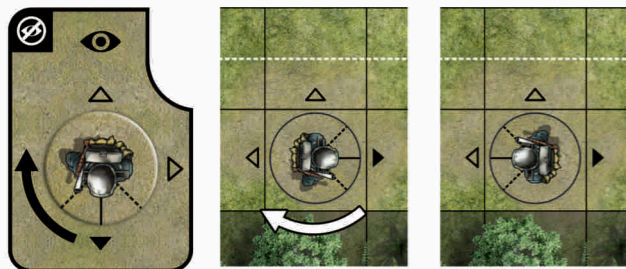


The event card showing the stealth panel (🚫) on the left, the battle panel (🔔) on the right and the patrol token black side up (👁️).

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

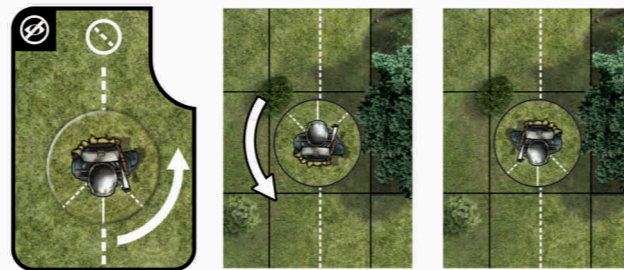
All sentries on sentry points matching the colour indicated will rotate in the direction shown on the card (clockwise or anti-clockwise) to the next arrow on their sentry point. If the card shows a double arrow the sentry will rotate 2 arrows. Note that some sentry points have less arrows than others so turns will be bigger or smaller depending on the point.



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

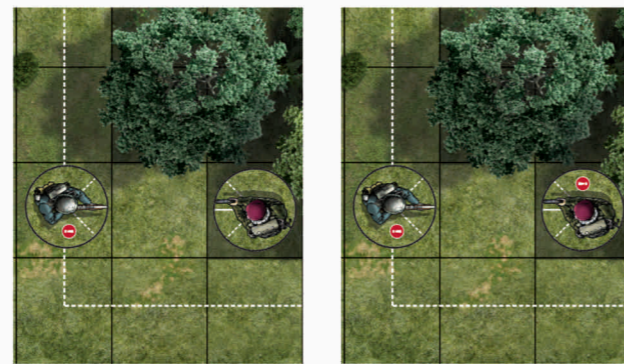
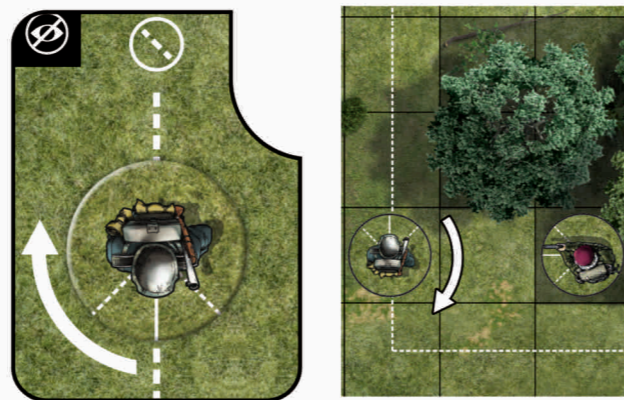
### 2. Black or White Patrol Rotate

All patrolmen on lines matching the colour indicated will rotate in the direction shown on the card (clockwise or anti-clockwise) to face the opposite direction on 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.

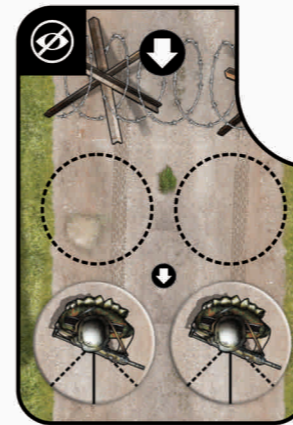


The event card indicates that white patrols should rotate clockwise. Mid-turn the white patrolman gains LOS on Jock who is standing in a forest square (note that if Jock was crouching he would not be visible). The patrolman stops his rotation and flips to alert status while Jock's token is replaced with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

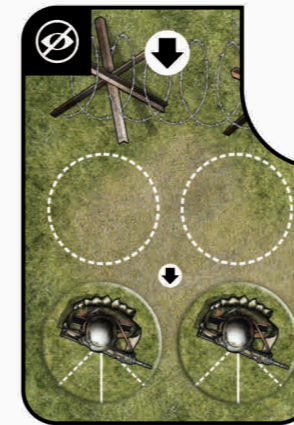
### 3. Spawn Units

The spawn event indicates that you should place the number of SMG axis 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.



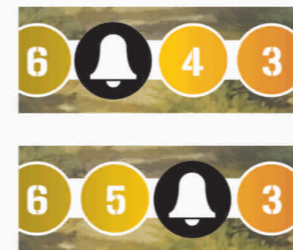
Black Spawn Tile



White Spawn Tile

### 4. Alarm Advance

The alarm advance event indicates that you should advance the stealth meter by one space.



The event card indicates that the stealth meter should advance 1 square 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 the operator wishes to use it.



Simply nominate an axis unit that is not alerted and place the cigarette 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 on it will still flip to alert status due to a warning shout, weapons fire or the alarm being triggered, in these circumstances, immediately discard the cigarette token and flip the axis token to alert status.

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 STEALTH METER 🔔

If the alarm sounds in the event phase, flip every axis unit on the board (including those on spawn tiles) to alert status, maintaining their current facing.

If there are no spotted operators currently on the board, remove the closest operator token to an axis unit from the board and replace with their spotted! token. If more than one operator is equally close to axis units, all of the closest operators are spotted.

# EVENT PHASE

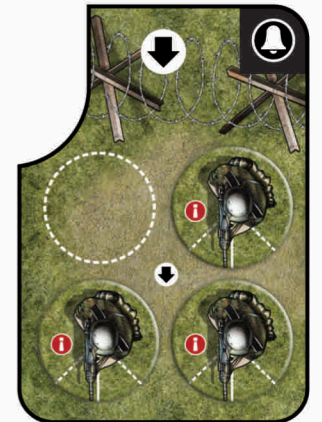
## (BATTLE SECTION)

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

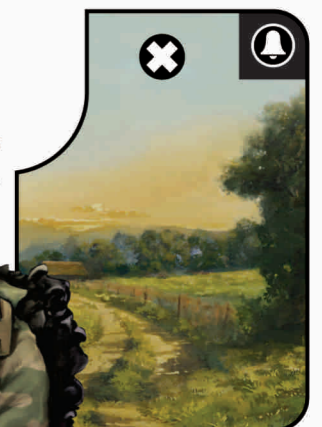
The spawn event indicates that you should place the number of alert SMG axis units shown on the card onto the relevant spawn point.

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



### 2. Nothing

Do nothing that turn in the event phase.

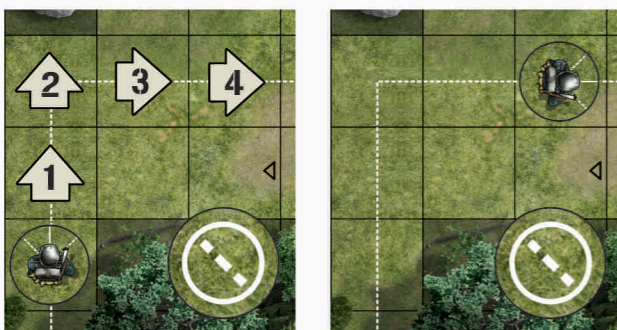




# AXIS PATROL PHASE

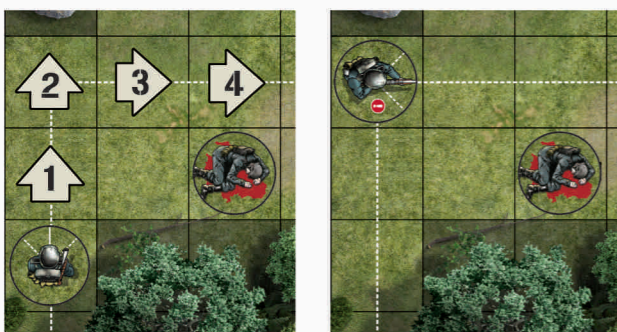
(STEALTH SECTION ONLY)

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.



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.

## 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.

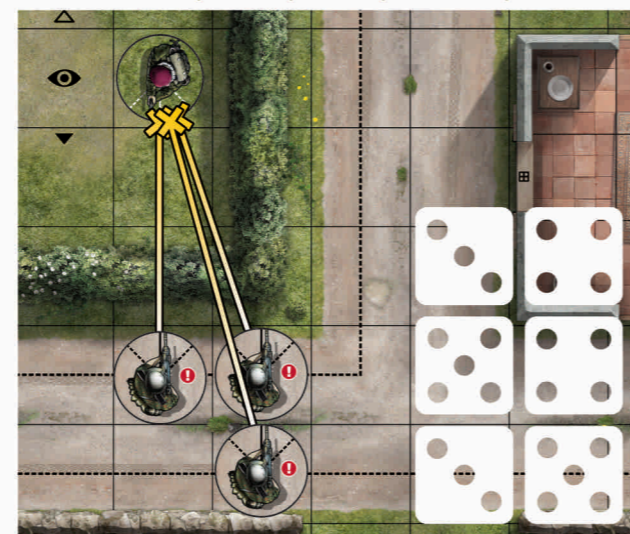
If there are no spotted operators currently on the board, remove the closest operator token to an axis unit from the board and replace with their spotted! token. If more than one operator is equally close to axis units, all of the closest operators are spotted.

# AXIS ATTACK PHASE

During the axis attack phase every axis unit in a position to make an attack on an operator will do so. Each operator must roll defence rolls for every attack. Use the axis units statistics on the reference page to determine the number of defence dice an operator must roll when attacked and the number they must roll equal to or greater than to successfully defend. Every failed defence 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 close range, the operator will subtract 1 from their defence roll.

UNIT	HEALTH	MOVE	SHORT/LONG RANGE	OPERATOR DEFENCE ROLL
Rifle Infantry	1	4	4 / 8	2
SMG Infantry	1	4	4 / 8	2
Officer	1	4	4 / 8	2

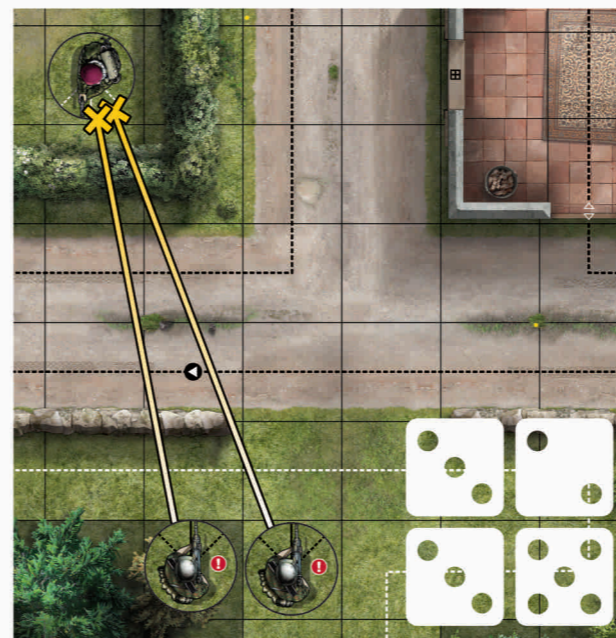


The 3 SMG infantry units are within short range and have clear LOS to Jock as Jock is not adjacent to the hedge square between them. The SMG requires that Jock rolls 2 defence dice for each of the axis units, needing a 4 or higher. He rolls 5,5,4,4,3 & 3. Due to the SMG units being at short range he must subtract 1 from each of the dice, resulting in a roll of 4,4,3,3,2 & 2. Jock loses 4 health points!

Note that alert axis units do not block line of sight.

An operator in a forest square or adjacent to soft cover between them and their attacker, will add 1 to their defence roll.

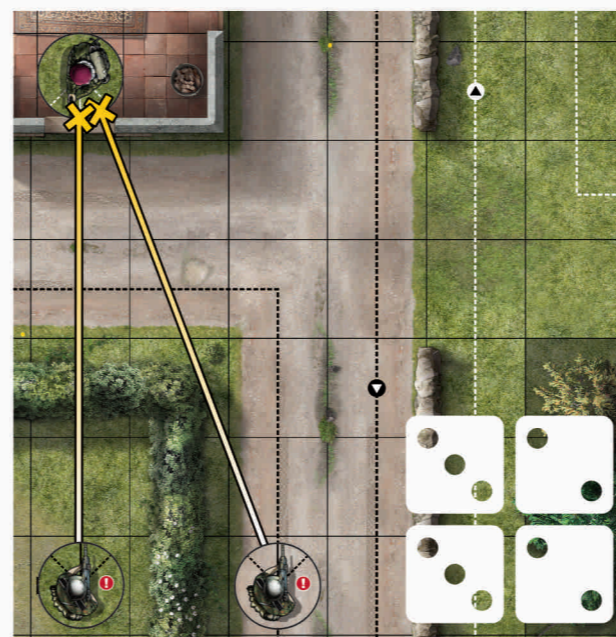
UNIT	HEALTH	MOVE	SHORT/LONG RANGE	OPERATOR DEFENCE ROLL
Rifle Infantry	1	4	4 / 8	2
SMG Infantry	1	4	4 / 8	2
Officer	1	4	4 / 8	2



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 Jock rolls 2 defence dice for each of the axis units. He rolls 5,3,3 & 2. Due to Jock having soft cover he adds 1 to each of the dice, resulting in a roll of 6,4,4 & 3. Jock loses just 1 health point.

An operator adjacent to hard cover between them and the attacker, will add 2 to their defence roll.

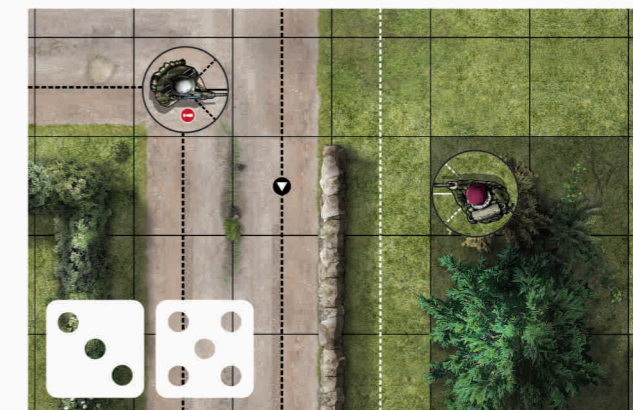
UNIT	HEALTH	MOVE	SHORT/LONG RANGE	OPERATOR DEFENCE ROLL
Rifle Infantry	1	4	4 / 8	2
SMG Infantry	1	4	4 / 8	2
Officer	1	4	4 / 8	2



The 2 SMG infantry units are 5 squares away at long range and Jock is on the interior window square. The SMG requires that Jock rolls 2 defence dice for each of the axis units. He rolls 3,3, 2 & 2. Due to Jock having hard cover he adds 2 to each of the dice, resulting in a roll of 5,5,4 & 4. 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.

UNIT	HEALTH	MOVE	SHORT/LONG RANGE	OPERATOR DEFENCE ROLL
Rifle Infantry	1	4	4 / 8	2
SMG Infantry	1	4	4 / 8	2
Officer	1	4	4 / 8	2



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





# END PHASE

(STEALTH SECTION)

The end phase is used to clear the board of expired tokens and advance the stealth meter based on the number of alert axis units on the board.

In the end phase do the following:

- If there are no alert axis units on the board remove any spotted operator tokens and replace them with their regular operator tokens.
- Remove corpse tokens inside buildings or on forest squares from play.
- Remove explosion markers from play.
- Remove operator's target markers and place them back onto the corresponding operator boards.

## THE STEALTH METER

During the end phase the stealth meter will advance one space for every alert axis unit on the board.

If the alarm sounds in the end phase, flip every axis unit on the board (including those on spawn tiles) to alert status maintaining their current facing.

If there are no spotted operators currently on the board, remove the closest operator token to an axis unit from the board and replace with their spotted! token. If more than one operator is equally close to axis units, all of the closest operators are spotted.

# END PHASE

(BATTLE SECTION)

In the end phase do the following:

- Remove all corpse tokens from play.
- Remove explosion markers from play.
- Remove operator's target markers and place them back onto the corresponding operator boards.

Note that spotted operator tokens are never removed and switched in the battle section.

# 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 carrying an object has the following actions available: **move, place, move and place.**



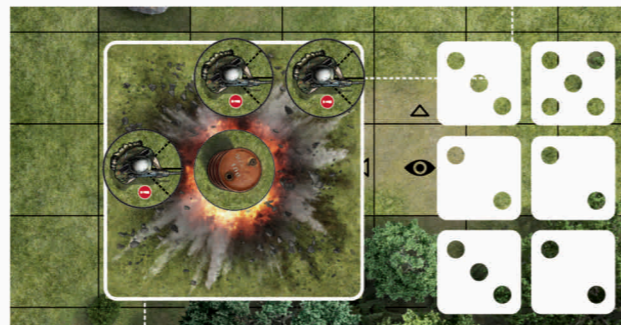
**Corpse** tokens are placed whenever an axis unit is killed. During the stealth section, axis units gaining LOS on a corpse token will flip to alert status & shout a warning. Corpse tokens placed into forest squares, buildings or water squares are removed from play in the end phase.



**Fuel barrels** will explode when a successful attack is made against them with any "loud" weapon. Place the blast template over the fuel barrel so the barrel token is in the centre and roll 6 attack dice. Any dice rolling 3 or higher can be allocated to any axis units within the blast template.



The blast template will remain on the board until the turn's end phase blocking line of sight and movement.

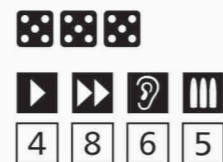


The fuel barrel is attacked and detonates rolling 5,3,3,2,2 & 2. The 3 successful rolls are allocated to each of the 3 SMG infantry killing all of them.



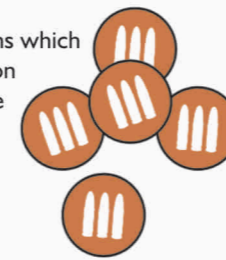
## STEN GUN

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 in the normal way, throwing 3 attack dice. Any of the dice showing hits can be allocated to the original



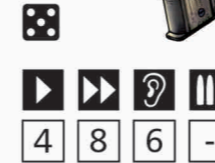
target and also any other axis units on adjacent squares, providing they are within LOS of the operator. Difference in range does not matter as the success of the attack roll for all the dice is based on the range of the initial target.

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).



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



## FIGHTING KNIFE

The fighting knife can only be used for assassination attacks and does not use ammunition.



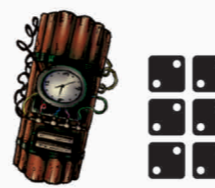
As the knife only requires that an attacker roll 1 or higher, no roll is needed.



## TRAP

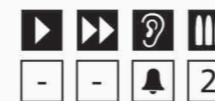
The trap can be used with the **place** or **move and place** action. Remove the token (⊕) from the operator board and place it on an adjacent square, the first time an axis unit steps onto the square

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.



## LEWES BOMB

The Lewes bomb is a single use timed explosive used with the **place** or **move and 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.



On the turn that the event card is played that reveals a bomb at the top of the event deck, first, 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 any axis units within the blast template.

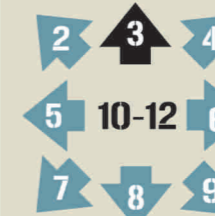
When the attacks have been resolved, discard the bomb token. The blast template will remain on the board until the turn's end phase blocking LOS and movement.



## GRENADES

The grenade is a single use weapon with a range of 6 squares. Simply 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 within the blast template. Once the attacks have been resolved **immediately remove the blast template from play** and discard the grenade token.



A grenade can also be thrown to a square within range but not within LOS but the operator must roll on the scatter chart to determine how close to the intended square the grenade will land. Place the grenade token on its intended square and then roll 2 D6 to determine a

direction with the **black 3** being the direction the operator is facing. On a roll of 10, 11 or 12 the grenade will land on its intended square, rolls of 2-9 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.



## GRAPPLING HOOK

An operator with the grappling hook may use the **climb** action to traverse rock squares or climb over high walls (but only at the grapple point)



## RABBIT'S FOOT

The rabbit's foot is a single use item which allows players to re-roll any dice roll. It can be used for a single die (eg. a single attack with a pistol) or for multiple dice (eg. a defence roll of 6 dice against three SMG infantry). 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.

## THE STEALTH METER

When a grenade, Lewes bomb or fuel barrel explodes the sound will immediately trigger the alarm. If the alarm triggers due to an explosion, flip every axis unit on the board (including those on spawn tiles) to alert status, maintaining their current facing.

If there are no spotted operators currently on the board, remove the closest operator token to an axis unit from the board and replace with their spotted! token. If more than one operator is equally close to axis units, all of the closest operators are spotted.