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I'm Peter (Universal Head). For 10 years I've been hosting **my famous rules summaries** and **entertaining, informative videos** about games on the EOG.

It takes time and money and a lot of hard work, and **I need your support** to keep me going. If you find this game aid useful and enjoy my content, please consider **making a donation**, or regularly **supporting me on Patreon** and enjoying the privileges of being a member of the EOG community!

v2

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Game: **V-SABOTAGE**

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SETUP

Choose to play a **quick game** using a single terrain card, or an entire **operation** (2 to 5 terrain cards). A terrain is a series of tiles where the commandos must complete one or more objectives. If playing an operation, select 2 matching **operation cards**.

Choose a **difficulty level**: **standard** (ignore all special rules on the operation cards) or **veteran** (more enemies, and apply all special rules on the operation cards, including those with the V symbol).

Place the terrain cards on the table as indicated by the operation card, along with the **compass**. Build the terrain corresponding to the terrain card(s) in the left most position. All terrains must be facing north, matching the compass. Special rules for an operation replace the objective of a terrain card if needed.

The layout on each terrain card shows the tiles and tokens to set up. Tile are small, medium or large, and each has an indoor (thick outlines and shading) and an outdoor (thin outlines and no shading) side. You may choose any tiles as long as the size, shape, and sides match those on the card.

Place the required tokens on the tiles. Equipment tokens must be taken from their reserve. If the reserve doesn't contain the tokens you are looking for, take the token from the discard pile. If one or more of the tokens are missing, players may choose which tiles or commandos will not receive them.

Place 1 regular enemy unit token with a MP40 (2 white squares on its token) on each token with a triangular shape so that it overlaps the triangular token. For a MG42 nest, place the token on its single space. If you play in veteran difficulty mode, add 1 enemy token with a MP40 on every tile in contact with an enemy entrance token.

Shuffle the **event cards** and place the deck facedown on the table. When a terrain card must be completed in a limited number of turns, create a separate event card deck made up of as many event cards as the turn limit and place it next to that terrain. When there are no more event cards to draw, you have reached the turn limit. If you draw an event card with the 💥 symbol, draw a new card from the main event deck until you get one with a direction. If the turns go on beyond the limit, draw event cards from the main deck.

Equipment reserve: The remaining equipment tokens (including the spotted tokens) in an opaque bag or a bowl.

Enemy reserve: The remaining regular enemy units (with Mauser / MP40, 5 with sledgehammer and 7 Ø tokens) and 3 special enemy unit tokens (black border) in another bag or in a bowl.

Special enemy units reserve: The remaining 7 special enemy unit tokens, on the table next to the enemy reserve.

Commando reserve: The commando cards and tokens in the box.

Each player selects a **commando card** and a side of the card (blue or tan) to use. Keep the commando card (and its chosen side) as long as the commando stays alive. Place your commando card in front of you with the 2 commando tokens with matching flags. One token is used when the commando is stealthy or visible, the other when the commando is in critical condition or wears a German uniform.

Place 1 equipment token corresponding to each transparent icon on the commando card. The total number of circles is the maximum number of equipment the commando can carry. Transparent equipment slots can be used to hold any equipment token once the starting equipment token is used and discarded and the slot is free.

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

When there are fewer players than the number of commandos required to play the operation, players may control more than one.

In situations offering several options, the players concerned decide what to do.

On the first game turn of an operation, bring the commando tokens into play: all commandos must spend 1 AP to perform their **MOVING** action (or 2 AP to **MOVE STEALTHILY ONTO A MEDIUM TILE**) in order to enter a tile containing an open trap door.

GAME TURN

1. EVENT PHASE

Draw an event card for each terrain in play. Place each drawn event card face up next to its terrain, where it remains until the end of the turn. Unless otherwise stated, an event card affects only its terrain, and applies immediately.

If an event card has different effects based on the alarm, apply the one that corresponds to the status of that terrain's alarm when the card is drawn.

To remind you about an event that takes place during the enemy phase, place the event card under an enemy entrance token.

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

2. COMMANDO PHASE

The commandos play in an order chosen by the players. Each commando has **3 action points** (AP) per commando phase, and each type of action has a cost from 0-2 AP.

A commando must perform all their actions before the next commando (though it is possible to use some specific 0 AP actions later on). Any AP not used during the commando phase are lost.

A commando may perform the same action several times.

Actions costing 0 AP can be performed before or after (never during) an action performed by another commando, or before or after (never during) one of the enemy steps.

As well as the special actions printed on their commando cards, commandos may perform the following actions:

Collecting or Dropping Equipment (0 AP)

Collect a green or blue (never red or orange) equipment token on the commando's tile and place it on a free space on the right part of their commando card.

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

Blowing up a TNT Charge (0 AP)

Blow up a red TNT charge anywhere on the commando's terrain.

Moving (1 AP)

Move your commando onto an adjacent tile with a free space. Diagonal movement is forbidden. There must also be an opening (an unlocked door or no walls) along the edge between the departure tile and the destination tile. Walls without an unlocked door (around indoor tiles) are usually impassable.

The number of circles on a tile is the maximum number of characters it can contain. There must be at least 1 free space on the destination tile for a commando to move onto. Equipment and small triangular tokens (alarms and objectives) do not use a space on tiles. A MG42 nest uses 2 spaces on a tile, though the nest itself has only 1 space.

This action may also be used to enter a tile through an open trap door (as in when they enter the first tile of an operation): place the commando on the tile containing the trap door.

A stealthy commando that enters a tile containing enemy units, must perform a stealth check.

Moving Stealthily onto a Medium Tile (2 AP)

Move your commando onto a medium tile while remaining stealthy. Otherwise, this type of movement is the same as **MOVING**. This movement may also be used to become stealthy when entering a medium tile through an open trap door.

Exiting Through a Trap Door (1 AP)

Leave the terrain through an open trap door on the commando's tile. After exiting, a commando can no longer perform another action, but must wait for the next turn to act again.

Place the commando token on the table (out of the terrain). Now between 2 trap doors, the commando is unaffected by enemy units and event cards and cannot interact with other commandos.

While between 2 trap doors, the only available actions on the following turn are **MOVING** or **MOVING STEALTHILY ONTO A MEDIUM TILE**, to enter a tile through an open trap door on any terrain.

A commando exiting an open trap door keeps all the tokens on their commando card. Visible commandos exiting through an open trap door are considered to be leaving the tile and suffer reaction fire from each enemy unit on their departing tile. If the commando is in a critical condition, they are then eliminated.

Unblocking a Trap Door (1 AP)

Unblock a blocked trap door on the commando's tile (flip the trap door token to its unblocked side). A commando between 2 trap doors cannot unblock a blocked trap door.

Attacking in Close Combat (1 AP)

A close combat attack can only be performed by a stealthy commando on the same tile as the targeted enemy unit. **Attacking in close combat is an automatic success.** Return the enemy unit token to the enemy reserve and replace it with 1 equipment token randomly drawn from the equipment reserve. This token is placed on its green, blue, or orange side (never on the red side).

Shooting (1 AP)

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

Complete the following steps for every shot before taking another shooting action.

1. **Declare a shot:** Choose the **weapon** on the commando card to use, then select a **target** (tile or locked door) within **range** (the tile where the shooter is, and every orthogonally adjacent tile not blocked by a wall or locked door). To shoot a locked door, the commando must be on one of the 2 tiles it separates.

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

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

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

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

   A shot never hits an objective. A commando shot never hits another commando. Extra successful hits are lost.

4. **Reward after elimination:** After every shot, all eliminated enemy tokens are returned to the enemy reserve and simultaneously replaced by the same number of equipment tokens randomly selected from the equipment reserve. Place each token on its green, blue, or orange side (never on the red side).

Using Equipment (1 AP)

Use an equipment token on the commando's card. A visible or stealthy commando on a tile with enemy units may use equipment.

Interrupting an Alarm (1 AP)

Switch off a triggered alarm if the commando is on the same tile and stealthy: flip all orange alarm and enemy entrance tokens to their black side.

This action may only be taken once per terrain. If the alarm is triggered again on this terrain, **permanently** flip the alarm and enemy entrance tokens to their orange side.

Ensure that all commandos on the terrain are stealthy: if anyone is visible, the alarm will be immediately triggered again.

Interacting with an Objective (variable AP)

Interact with an objective token if the commando is on the same tile. Some objectives require the use of an equipment token to interact with it. Others may require a specific interaction, as indicated on the terrain card.

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

Saving an Action (1 AP)

Spend 1 AP, take a +1 **AP token**, and place it on the dedicated space of your commando card (+1 AP tokens cannot be placed on -1 AP spaces on commando cards).

A commando can save as many AP as there are dedicated spaces to store them on the commando card (never more).

Commandos may keep these tokens as long as they wish, until used or removed by injury. Using a +1 AP token costs 0 AP and must be used following the same conditions as an action costing 0 AP, however the commando may execute any action requiring 1 AP. Discard the +1 AP token after use.

You may combine 1 or several AP with a +1 AP token (and even 2 +1 AP tokens for the sapper commando on his blue side).

3. ENEMY PHASE

Players control enemy units during the following steps. The enemy phase takes place even if there are no commandos on the terrain.

1. Enemy Reinforcements Step

Randomly take a handful of enemy tokens from the enemy reserve and place them in a small pile with random sides faceup.

Drawing from this pile, place 1 enemy unit token on every tile that is in contact with an enemy entrance token. If the alarm is triggered, place 2 enemy unit tokens on each tile. Return the remainder of the pile to the enemy reserve if necessary.

If there are not enough enemy unit tokens in the reserve to place all the required units, the operation fails and the players lose.

You may look at the enemy reserve at any time to to see how many enemy unit tokens remain.

If the tile does not have enough free spaces, or if the enemy entrance is **barricaded**, place the enemy unit tokens on the table (outside the terrain) right behind the corresponding enemy entrance token. Commandos cannot perform actions against enemy units on the table. These units will enter during the following enemy reinforcement step, if possible. Where only some of these enemy units may enter, the players select the units that will enter and the ones that will stay outside.

If enemy units enter a tile containing a stealthy commando, the commando must immediately perform a stealth check.

When a Ø enemy token is placed on the terrain or on the table, do not place an enemy. At the end of the enemy reinforcement step, *permanently* return all Ø enemy tokens from the terrain or the table to the box. Then, for each Ø token removed this way, **add 1 token from the special enemy unit reserve to the enemy reserve**.

2. Enemy Movement Step

1. **For each terrain, all enemy units follow one of these rules to determine direction:**
   - Toward the nearest visible commando by the shortest path.
   - If all commandos are stealthy, in the direction defined by the cardinal point at the bottom of the event card drawn at the beginning of the turn for that terrain.

The direction determined at the beginning of the enemy movement step is enforced for the whole step, whatever happens.

2. **Move enemy unit tokens to the adjacent tile in the specified direction on each terrain:**
   - Toward the nearest visible commando: move each enemy unit by taking the shortest path.
   - In the direction indicated by the cardinal point at the bottom of the event card: move enemy units in this direction (using the compass placed on the table).

Always move the enemy units nearest to the direction or visible commando first, followed by the enemy units furthest away. Enemy units can move through locked doors, but not through trap doors.

If the symbol at the bottom of the event card is 💥, draw a new event card and apply this new card's direction, then discard it (ignore its event). Ignore and discard cards with the same symbol until you get a direction.

An enemy unit does not move if:
- There is no tile in this direction, or a wall blocks the way.
- They are protecting a triangular token.
- They are on a tile containing a visible commando.
- The destination tile already contains the maximum number of characters.

If a group of enemy units have a choice of several paths to follow, split them into as many groups of the same number as there are possible paths, choosing the types of enemy units in each group. Then move each group toward their different destination tile. Players decide which group gets an odd unit if there is one.

Any time an enemy unit moves onto a tile with an unprotected **triangular token**, they automatically **protect** it and will not move again. Slightly overlap the triangular token with the enemy unit token, or if it is a MG42, place the unit on the space on the nest (neither is considered a movement). Only 1 enemy unit at a time can protect a token; additional enemy units entering the tile can leave the tile freely. **Special enemy units never protect a triangular token**.

3. Enemy Shooting Step

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

DECLARE A SHOT

Each enemy unit shoots once and only if they have a visible commando within range. **A stealthy commando can never be targeted nor hit by a weapon involving a dice roll.**

When shooting, each enemy group gives priority to:
1. Their own tile.
2. An adjacent tile. If an enemy group can target several adjacent tiles with visible commandos, players decide which is targeted.

SHOOT

Take as many dice as the total of white squares on all enemy unit tokens in the group that is shooting. If an enemy unit is in a MG42 nest, use the number of white squares on the MG42 nest instead of the squares on their enemy unit token.

Roll the dice: each result equal or higher than the number on the targeted tile hits a visible commando on that tile. For each hit, place a **-1 AP token** on the commando's card.

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

4. END OF TURN PHASE

Check for operation success or failure:

OPERATION SUCCESS

The operation is a success when these 2 conditions are true:
- All objectives of all terrains of the operation have been completed *and*
- At least 1 living commando got out of the last terrain through a trap door.

OPERATION FAILURE

The operation fails if any one of these conditions occur:
- All commandos have been eliminated *or*
- There are not enough tokens left in the enemy reserve to place all the enemy units needed *or*
- A failure condition on a terrain card or an operation card has occurred.

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

COMMANDO HEALTH

There are 4 health statuses for a commando:

HEALTHY

All commandos are healthy when starting a new operation.

INJURED

When a commando is hit, place a **-1 AP token** on their card on the uppermost left slot that does not already have a -1 token. If that slot already contains a +1 AP token, flip it to its -1 AP side.

Each -1 AP token on a commando card immediately makes them lose 1 AP, as well as during all future commando phases. As long as the top slot on the commando card is occupied by a -1 AP token, the commando cannot save any +1 AP tokens.

CRITICAL CONDITION

A commando is in critical condition when all their card's slots are occupied by -1 AP tokens. Replace the commando token with their critical condition token.

A commando in critical condition may only perform actions with 0 AP cost and remains on the tile waiting to be healed. Enemy units ignore commandos in critical condition (who are considered stealthy). **If no one heals the commando before the end of the next game turn, a commando in critical condition is eliminated.**

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

ELIMINATED

A commando is eliminated in the following situations:
1. The commando was in critical condition and was not healed before the end of the next game turn.
2. The commando is on a tile hit by an **explosion** (💥).
3. The commando suffered a special operation rule that eliminates commandos.

After elimination, Take a randomly selected commando card from the reserve in the box. Choose the side to use (blue or tan). Do not place any equipment tokens on the card's transparent icons.

Discard the eliminated commando card and 2 tokens. Their equipment tokens remain on the tile where they were eliminated (unless they were eliminated by a 💥, in which case all the equipment tokens are destroyed and placed in the equipment discard pile instead). If there are no more commando cards left, shuffle the eliminated commando cards to form a new reserve.

When a new terrain is set up after a commando's elimination, the player that was in control of the eliminated commando may order their new commando to enter any terrain. Therefore a player controlling a commando eliminated on the last terrain of an operation will not be able to return to play.

STEALTH

Stealthy characters are invisible to the enemy. They can never be targeted or hit by a weapon requiring a dice roll, and they can perform lethal close combat attacks.

The two sides of a commando token indicate whether they are **stealthy** or **visible**.

To become stealthy, a commando must move onto a tile that allows hiding. A commando entering a small tile becomes automatically stealthy. A commando entering a large tile becomes automatically visible.

A commando entering a medium tile can either become visible if they performed the **MOVING** action or become stealthy if they performed the **MOVING STEALTHILY ONTO A MEDIUM TILE** action.

A visible commando cannot become stealthy if there is at least 1 enemy unit on the tile they want to move onto.

Only commandos and some escorted characters can become stealthy. Enemies are always visible.

A commando not in a stealthy state is **visible**. You can be visible on a terrain even if it does not contain an enemy. Enemy units move towards the nearest visible commando on their terrain, and will target them if in range. A visible commando entering or leaving a tile containing enemy units immediately suffers **reaction fire**.

Commandos become immediately visible if any of these occur:
- They shoot with a weapon that has the 👁 symbol on its token.
- They move onto a large tile.
- They move onto a medium tile (unless they used the **MOVING STEALTHILY ONTO A MEDIUM TILE** action).
- They fail a stealth check.
- A **spotted token** is placed on a tile containing at least 1 other enemy unit.

STEALTH CHECK

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

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

REACTION FIRE

Reaction fire occurs each time a visible commando enters or leaves a tile containing enemy units. Every enemy unit on the departure tile and on the destination tile performs reaction fire immediately. Roll the dice for enemy shooting targeting the departure tile of the targeted commando, then attribute the injuries to the commando. For each wound received, they lose 1 AP immediately. No matter the results of the dice, the commando makes the move as initially planned.

A stealthy commando who becomes visible by entering a tile with enemy units does not suffer any reaction fire.

A reaction fire always targets a tile; never a MG42 nest that a targeted commando left or is about to enter.

ALARM

The **alarm** on a terrain is immediately triggered if:
- any equipment token with the 📢 symbol is used.
- there is at least 1 visible commando on the terrain;
- the players use more commandos than the **quantity** for this terrain (as indicated on the bottom-right of the terrain card).

Once the alarm is triggered, flip the **alarm** and **enemy entrance tokens** on the terrain to their orange sides.

A triggered alarm on a terrain means more enemy unit reinforcements. The only way to stop a triggered alarm is to perform the action **INTERRUPTING AN ALARM**. An alarm remains triggered even if all commandos are stealthy again or if there is no commando on its terrain.

An alarm cannot be destroyed or moved by the commandos.

ESCORTING A CHARACTER

If the objective of a terrain card requires **escorting** a character, as soon as a commando reaches the objective token, replace this token by the token of the character to be escorted, on its stealthy side if possible (on a large tile, they are visible). The token of the character to be used is printed on the terrain card.

A character to be escorted:

Occupies 1 space on the tile (there must be 1 free space on the tile to replace the objective token with the escorted character token).

Does not have any AP.

May follow a commando on the same tile when the commando performs 1 of these actions: **MOVING, MOVING STEALTHILY ONTO A MEDIUM TILE**, or **EXITING THROUGH A TRAP DOOR**.

Is eliminated at first hit.

Does not benefit from the special skills of the commando who is escorting him.

Is removed from game after leaving a terrain.

There are 3 types of escorted character tokens:

Stealthy / stealthy (black borders): always stealthy, the character is ignored by the enemy units.

Stealthy / visible (plain side/alarm side): can choose between being stealthy or visible (all commandos' stealth rules apply).

Visible / visible (2 alarm sides): always visible; the enemy units move towards this character and try to eliminate him like a visible commando.

An enemy escorted character does not require a commando entering his tile to perform any stealth check.

COMPLETING A TERRAIN

A terrain is completed when its last objective is completed and no commando remains on that terrain. At the end of the commando phase, for every completed terrain:

1. Flip the terrain card to its completed side.

2. Dismantle the completed terrain. Discard all remaining equipment tokens and return enemy unit tokens to the enemy reserve.

3. At the beginning of next turn, if the completed terrain card is linked by 🔁 to another terrain card (or by 🔁 to 2 other terrain cards) on its right, set up these terrains. If 2 terrain cards are linked by 🔁 to another terrain, you must complete these 2 terrains to open access to the next terrain.

4. During the commando phase, any commando who exited through a trap door in a previous turn can now enter a new terrain through an open trap door.

When leaving a terrain, commandos keep all their equipment, German uniform, and -1 AP/+1 AP tokens.

V·SABOTAGE
INFILTRATION · COMBAT · OPERATIONS

GAME TURN

1. EVENT PHASE

Draw an event card for each terrain in play.

2. COMMANDO PHASE

Each commando has **3 AP**. The same action may be performed several times. Actions costing 0 AP can be performed before or after (not during) an action performed by another commando, or before or after (not during) one of the enemy steps.

Collecting or Dropping Equipment (0 AP)

Collect a green or blue equipment token on the commando's tile and place it on a free space on heir commando card.Drop, give, take or exchange equipment tokens with another commando on the same tile.

Blowing up a TNT Charge (0 AP)

Blow up a red TNT charge anywhere on the terrain.

Moving (1 AP)

Move through an opening onto an orthogonally adjacent tile with a free space, or enter a tile through an open trap door.

A stealthy commando that enters a tile containing enemy units, must perform a stealth check.

Moving Stealthily onto a Medium Tile (2 AP)

Exiting Through a Trap Door (1 AP)

After exiting, a commando can no longer perform another action, but must wait for the next turn to act again. Visible commandos exiting through an open trap door suffer reaction fire from enemy units on their departing tile.

Unblocking a Trap Door (1 AP)

A commando between 2 trap doors cannot unblock a blocked trap door.

Attacking in Close Combat (1 AP)

Can only be performed by a stealthy commando on the same tile as the target **Attacking in close combat is an automatic success**. Replace the enemy unit token with 1 equipment token randomly drawn from the equipment reserve.

Shooting (1 AP)

Use a firearm or a grenade to target a tile containing enemy units, or open a locked door with a firearm.

1. **Declare a shot:** Choose the **weapon**, then select a **target** (tile or locked door) within **range**.
2. **Shoot:** Roll a number of dice equal to the number of white squares on the weapon token. The minimum score to hit with each die is indicated on the targeted tile. Shooting a locked door is an automatic success.
3. **Shooting results:** Each successful die roll causing a hit eliminates 1 enemy unit. Choose how to distribute successful hits if there are multiple enemy units.
4. **Reward after elimination:** Replace eliminated enemy unit tokens with randomly drawn equipment tokens.

Using Equipment (1 AP)

Interrupting an Alarm (1 AP)

Switch off a triggered alarm if the commando is on the same tile and stealthy. **This may only be done once per terrain**.

Interacting with an Objective (variable)

Saving an Action (1 AP)

Spend 1 AP and place a +**1 AP token** on your commando card. Using a +1 AP token costs 0 AP and must be used following the same conditions as an action costing 0 AP.

3. ENEMY PHASE

The enemy phase takes place even if there are no commandos on the terrain.

1. Enemy Reinforcements Step

Place 1 enemy unit token on every tile in contact with an enemy entrance token. If the alarm is triggered, place 2 enemy unit tokens on each tile.

If there are not enough enemy unit tokens to place all the required units, the operation fails and the players lose.

If enemy units enter a tile containing a stealthy commando, the commando must immediately perform a stealth check.

When a Ø enemy token is placed on the terrain or table, do not place an enemy. At the end of this step, *permanently* return all Ø enemy tokens to the box, and for each removed, **add 1 token from the special enemy unit reserve to the enemy reserve**.

2. Enemy Movement Step

1. **For each terrain, all enemy units determine direction:**
   – Toward the nearest visible commando by the shortest path.
   – If all commandos are stealthy, in the direction defined by the event card drawn at the beginning of the turn.

2. **Move enemy unit tokens to the adjacent tile in the specified direction on each terrain:**
   – Toward the nearest visible commando.
   – In the direction indicated by the event card.

If the symbol at the bottom of the event card is 🔀, draw a new event card and apply this new card's direction, then discard it (ignore its event).

An enemy unit does not move if:
– There is no tile in this direction, or a wall blocks the way.
– They are protecting a triangular token. **Special enemy units never protect a triangular token**.
– They are on a tile containing a visible commando.
– The destination tile already contains the maximum number of characters.

3. Enemy Shooting Step

Each enemy unit shoots once and only if they have a visible commando within range. **A stealthy commando can never be targeted nor hit by a weapon involving a dice roll**.

When shooting, each enemy group gives first priority to their own tile, then an adjacent tile.

Take as many dice as the total of white squares on all enemy unit tokens in the group that is shooting. Roll the dice: each result equal or higher than the number on the targeted tile hits a visible commando on that tile. For each hit, place a **-1 AP token** on the commando's card.

4. END OF TURN PHASE

Check for operation success or failure.

EQUIPMENT

All equipment can be used by any commando. **Using an equipment token costs 1 AP**.

Blue = unlimited use, green = discard after use (do not place it back in the equipment reserve). Use the red side of a token if the equipment is placed on the terrain by a commando. No commando may pick up an equipment token on its red side.

Once the equipment reserve is empty, shuffle all the discarded equipment tokens together to create a new equipment reserve.

First aid kit

Commandos equipped with a **first aid kit** may use it to heal themselves or another character located on the same tile.

Using a first aid kit removes *all* -1 AP tokens from the card of the healed commando and cancels any critical condition. Replace the critical condition commando token with their stealthy token except if they are on a large tile (and therefore visible).

A commando healed by another commando gets their full AP immediately. When healing oneself, APs can only be used from the next turn on.

Crowbar

The **crowbar** can be used in 2 ways:

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

Barricade an enemy entrance: The commando must be on a tile in contact with an enemy entrance. Place the crowbar token red side up on the enemy entrance token. During the enemy reinforcement step, enemies that should enter through a barricaded entrance are placed on the table next to it. Once 4 or more enemy units (those with sledgehammers count as 2) are behind the entrance, they kick the barricade down and enter the tile: discard the crowbar token.

An enemy entrance token can be barricaded again even if the entrance was kicked down previously. A crowbar cannot be used to barricade a simple door.

German uniform

A commando using a **German uniform** is stealthy regardless of the size of the tile: treat all tiles as if they were small. Discard the German uniform token and replace the commando token with the commando token on its German uniform side.

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

When wearing a German uniform all the other rules for becoming visible are in effect.

Once commandos become visible, they lose the German uniform: replace the commando token wearing a German uniform with the commando token on its visible side.

Firearms

A **firearm** shot can only hit visible enemy characters. Commando weapons are printed on commandos' cards and are not available as tokens.

Standard weapons are noisy: each use of them makes the shooter visible and triggers the alarm.

The StG44 and MG42 are subject to overheating. Once a commando uses this weapon once or several times, no other commando can use this weapon in the same game turn. This also applies to the MG42 nest.

Sniper rifles do not make their user automatically visible. However, those except for the Sten with silencer are noisy and trigger the alarm when used.

MG42 Nest

When a character enters a tile with an unoccupied **MG42 nest**, place them inside the nest. Only 1 character can be in a nest at a time. A commando may freely enter or leave a nest at no cost in AP.

A character in a MG42 nest gets 5+ cover. When a shot targets a tile with a MG42 nest, players can decide to assign the hit of any die that rolled a 5 or 6 to the character located in the nest (you cannot assign a 1-4 die result to a nest to make an enemy shot fail deliberately).

An enemy unit in a MG42 nest shoots with this weapon instead of their personal weapon. A commando may decide which weapon to use.

When commandos and enemy units are located on a same tile containing an unoccupied MG42 nest, commandos decide first if they want to occupy it.

MG42 nests are subject to overheating. Once a commando uses this weapon once or several times, no other commando can use this weapon in the same game turn.

A MG42 nest cannot be destroyed nor moved by commandos.

Grenade

When throwing a grenade, use the shooting rules. A grenade may hit any visible character on the targeted tile (including the commando who threw it if he is visible). If hits remain to be distributed after having eliminated all enemy units, they must be distributed among the characters remaining on the tile.

TNT charge

Place a **TNT charge token** (red side) on the commando's tile. A player can decide to perform the action **BLOWING UP A TNT CHARGE** to blow up a red TNT charge token anywhere on his terrain.

A TNT charge that blows up automatically eliminates all tokens from the tile it is on, except for trap door, alarm, door and nest tokens. Trap doors and triangular tokens stay in place. Characters eliminated this way do not drop equipment tokens. Only a powerful explosive (��) such as a TNT charge token may destroy an objective. When a token with �� blows up on a tile containing an objective not to be destroyed, the operation fails.

Bombardment

Use a **bombardment token** to target 1 outdoor tile of any terrain in play. Roll the number of dice indicated on the token and check the hit number on the tile to determine the number of hits.

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

Spotted

A commando who remained stealthy after having eliminated an enemy unit on their tile or an adjacent one becomes visible if the enemy is replaced by a **spotted token** and at least 1 other enemy unit is on the targeted tile.

If no other enemy unit is on the tile with the spotted token, the commando remains stealthy. In either case, there is nothing to loot and this token is discarded.

RÉSISTANCE

SETUP

Replace 9 regular enemy units with MP40 / Mauser from the base game by the 9 enemy units with gas mask from the expansion. Replace the 10 special enemy units from the base game by this expansion's 10 special enemy units.

Add all binoculars and airdrop tokens to the equipment reserve from the base game.

Add this expansion's 18 event cards to the 37 event cards from the base game and shuffle them.

When selecting commandos, you may choose between those in the base game and those in this expansion (SOE agent, spy, and saboteur). Place all the remaining commando cards and tokens in the box.

ADDITIONAL EQUIPMENT

Binoculars

A commando using **binoculars** may reroll 1 die affecting them (rolled by them or by an enemy unit) at any time, without any AP cost. Binoculars may only be used once per turn, at any time: after use, flip the token to its used side.

At the beginning of the following turn, flip the token to its previous side: the binoculars can be used again.

Equipment airdrop

Choose an outdoor tile on any terrain. Discard the **equipment airdrop** token and draw 3 tokens from the equipment reserve. Place these tokens on the chosen tile, except if at least one of these tokens is a **spotted token**: each spotted token moves the airdrop 1 tile in the direction indicated by the cardinal point at the bottom of the event card next to the targeted terrain.

In the following cases, the airdrop is cancelled (place the 3 equipment tokens drawn in the equipment discard pile):
— The 3 tokens you drew are spotted tokens.
— The airdrop was moved to another tile, and that tile is an indoor tile.
— The airdrop was moved to another tile, and the direction indicated by the event card is 💥.

Gas barrel

A **gas barrel** is considered an enemy unit and a commando may destroy it. Should there be more hits than enemy units on a tile containing a gas barrel, the player can decide that the extra hits are lost instead of destroying this barrel. A TNT charge automatically destroys a gas barrel on the tile where it blows up.

When destroyed, the gas barrel eliminates silently all characters, whether they are stealthy or visible, except those wearing **gas masks** (🫁 symbol on their tokens). Flip the gas barrel token after its destruction. The effect lasts until the end of the turn during in which it was destroyed, then the token is discarded. Enemy shooting cannot destroy a gas barrel.

A gas barrel does not occupy any space on a tile.

SPECIAL UNITS

German officer

During the enemy movement step, a German officer and *all* enemy units on his starting tile move up to 2 tiles.

Rgular enemy units unable to move because of the lack of space on the destination tiles remain in place.

Guard dog

All commandos on a tile with a guard dog automatically become visible (without a stealth check).

A guard dog does not combat.

Guard dogs are different from other enemy special units in 2 ways:

1. A guard dog can only go through a locked door if at least 1 regular enemy unit or a German officer is on its starting tile.

2. A guard dog is not replaced by an equipment token if eliminated.

MINIATURE PACKS

SETUP

Create the **enemy token reserve** as usual, but use the **enemy reinforcement tokens** from this expansion instead. Place all the enemy miniatures on their corresponding spaces on the basic side of the enemy board.

When playing an expansion, use the other side of the enemy board and the enemy tokens from the miniatures pack and the expansions miniatures pack. Randomly select the 3 elite enemy tokens that must be placed in the enemy reserve.

After placing enemy miniatures on the triangular tokens of each new level, take out as many corresponding tokens from the enemy reserve and place them on the corresponding locations of the enemy board.

Replace **door** tokens with door miniatures, Locked doors are placed in line with the wall; unlocked doors are turned 90º.

USING MINIATURES

Bring enemies in by placing reinforcement tokens as usual, replace each of those tokens with the corresponding miniature from the enemy board, then place the replaced tokens on the corresponding pile on the enemy board.

When an enemy is eliminated, place its miniature on a corresponding location on the enemy board. Remove the corresponding enemy token from the enemy board and place it in the enemy reserve.

When a commando becomes **visible**, attach a red base to its miniature, removing it when it becomes **stealthy** again.

When a commando wears a **German uniform**, replace its miniature with a German commando miniature in a uniform of your choice.

When using the **alarm** miniature and it is activated, place next to it one alarm token, orange side up.

When a **gas barrel** is destroyed, lay down its miniature and add a gas barrel counter, destroyed side faceup. Remove the miniature and the counter at the end of the turn.

V-SABOTAGE
INFILTRATION · COMBAT · OPERATIONS

GHOST

You can use any one of these game modes or combine several.

XP MODE (XP)

Commandos start each new operation/campaign with no XP cards (abilities). They acquire XP cards and keep them until the end of the operation/campaign.

Setup

If playing in *Lone Wolf* mode, place the XP cards marked *Lone Wolf only* with the other XP cards. Create 2 decks with the yellow and blue XP cards, then shuffle each deck. Shuffle the **danger tokens** facedown in a pile next to the cards.

Acquiring an XP card

Each time you complete 1 objective of a level card (when all the steps have been completed), choose 1 commando on the affected level, then:

1. Draw 1 danger token without revealing it and add it to the enemy reserve.
2. The player controlling the chosen commando draws 1 yellow XP card and 1 blue XP card. They choose 1 and place it next to their commando card, then place the other under the deck it came from.

Each commando can have a maximum of 3 XP cards (in *Lone Wolf* mode, the limit is 6). If all commandos already have the maximum allowed, the chosen commando can choose to replace 1 of their cards with the new one. In that case, do not add any danger tokens to the enemy reserve.

Resistance expansion: After having spoken with the civilians on the *Station* level or after having saved them on the *School* level, designate the commando who will receive the XP card.

Playing a danger token

During the enemy reinforcement step, every time you draw a danger token, immediately draw 1 other token from the enemy reserve until you draw a regular, elite enemy, or Ø token, which will arrive through the same enemy entrance.

After placing enemy reinforcements and performing any stealth check, apply the effect of any danger tokens on that level.

The effect of the token applies during the enemy reinforcement step, so you must wait until the end of this step before being able to use a +**1AP** token. If you draw several danger and/or luck tokens, decide in which order to play them. If you draw several copies of the same token, the effect is cumulative.

Draw and add 1 additional enemy reinforcement token for each enemy entrance (whether the alarm is activated or not). Remember, if one of them is a danger or luck token, draw 1 enemy token from the reserve until you obtain an enemy, elite enemy, or Ø token.

Enemies move once during the enemy reinforcement step (twice if a German officer is on their tile). They will move again during the enemy movement step.

If all commandos are stealthy during the enemy movement step, ignore the direction on the turn's event card. Draw a new event card and apply its direction (do not play its effect), then discard it.

If you draw more than one of this type during the same turn, the effect only applies once.

Until the end of this turn, perform all stealth checks adding 1 die (as if there is 1 more enemy).

Each commando rolls 1 die for each of their enemy weapon tokens (MP40, StG44 or MG42). If the result is 1, the weapon no longer works: place its token in the equipment discard pile.

After you have resolved any danger tokens, place them on the next level card (not in the enemy reserve). When setting up the next level (if there is one), return these tokens to the enemy reserve.

Playing an XP Card

The effect of an XP card applies only to the commando who owns it, and playing one costs 0 AP. Blue XP cards are useable under the conditions described on the card. Yellow XP cards are limited to a single use per level (flip the card after use).

A commando who is eliminated loses all their XP cards (place them all back under their respective decks).

LONE WOLF MODE

Play with just 1 commando. This mode must always be combined with the *XP mode.*

Setup

Set up a single level, an operation, or a campaign, then:

1. CHOOSE 1 COMMANDO
You can always choose the *Death Cheater*. If you are not playing with this character, choose one of these options:
- If you are playing with only the core box, select 1 commando from that box;
- If you are playing with the *Resistance* or *Secret Weapons* expansion, select 1 commando from that expansion or from the core box.

In any case, your commando can be accompanied by the dog *Gander* (which is not considered a commando).

2. TAKE XP CARDS, LUCK AND EQUIPMENT TOKENS
Refer to the following table and the regular number of commandos for the operation or single level chosen.

Randomly draw the given number of **luck tokens** and add them to the enemy reserve.

Choose the given number of *Lone Wolf only* **XP cards** (do not add danger tokens for them).

Choose the given number of **equipment tokens** except any MG42 or StG44 tokens (you can replace any or all of your commando's starting equipment tokens with these).

# Commandos	Luck tokens	XP cards	Equipment
1	0	0	0
2	2	1	1
3	4	2	1
4	6	2	2
5	8	3	2
6	10	3	3

You *must* select the **Army of Two** XP card when you play the following:

Operations: *Snowflake, Wipe, Flail, Victory, Knighthood, Steam, Atlanteia, One-Eyed Ghost.*

Levels: *Underground Base, Forest Road, Eiffel Tower, Engineers Workshop, Hedgerow Hell.*

Play luck tokens

During the enemy reinforcement step, each time you draw a luck token, immediately draw 1 other token from the enemy reserve until you draw a regular, elite enemy, or Ø token, which will arrive through the same enemy entrance.

After placing all enemy reinforcements and performing any stealth checks, apply the effect of the luck token. If you draw several danger and/or luck tokens, decide in which order to play them. If you draw several copies of the same token, the effect is cumulative.

Remove 1 **-1 AP** token from 1 commando card *or* 1 commando can perform 1 more action before the end of the turn.

Choose 4 enemies on the level, except those on your tile and those protecting an objective. Remove them and put them back in their reserve. Do not replace them with an equipment token.

If there are no visible commandos, the alarm is deactivated. Otherwise, receive 1 **+1 AP** token or perform 1 more action before end of turn.

If there are 4 or more enemy entrances on this level, permanently remove one of them. Otherwise, return to their reserve all enemies with a sledgehammer who are not protecting an objective (including those on the table behind an enemy entrance).

Permanently remove 1 **spotted token** from the reserve or, if there is no spotted token in the reserve, from the equipment discard pile and replace it with 1 **flee token**. If you run out of flee tokens, this luck token has no effect when it appears. When a flee token appears on a tile containing enemies, they flee: remove them from the level as if they had been eliminated (replace each of them with 1 equipment token), then discard the flee token.

After you have resolved any luck tokens, place them on the next level card (not in the enemy reserve). When setting up the next level (if there is one), return these tokens to the enemy reserve.

Parallel levels

When playing in *Lone Wolf* mode on 2 levels in parallel, play the enemies phase on all levels in play, including if your commando ended their turn by leaving a level through a trapdoor (they are absent from both levels).

CAMPAIGN MODE

Play longer games by chaining several operations and keeping what has been acquired between each of them.

Selection of operations

Choose at least 2 operations. They must all involve the same number of commandos and must belong either to *V-Sabotage* (with or without *Ghost*), or to *V-Sabotage* (with or without *Ghost*) and 1 other expansion.

Setup with an expansion

If your campaign includes at least 1 operation from an expansion other than *Ghost*, play all operations with items from the chosen expansion.

Apply the following rules when setting up each level:

Secret Weapons/Resistance: Add 1 gas barrel to all medium and large tiles (if you run out of tokens, decide which tiles will not receive any);

Secret Weapons: Add 1 Goliath nest on a medium outdoor tile or, failing that, on a large outdoor tile.

Rules

When an operation is successfully completed, continue the campaign by starting the next. In the same way as when you chain 2 levels, each commando completing an operation keeps everything they possess to start the next operation.

Equipment tokens, event cards and the enemy reserve (including Ø tokens and the elite enemy reserve) also remain as they are.

CHALLENGES AND MEDALS

The challenges complete allow your commando squad to acquire medals from 6 categories: *Combat, Equipment, Game Modifiers, Levels & Operations, Commandos* and *Stealth.*

After successfully completing each level, check if you have completed one or more of the challenges listed in the **Ghost** rules p8-9. For each completed challenge:

1. Circle the number next to the challenge (it will only be counted once).

2. In the *Medals* section, check the number of boxes corresponding to the sum of the numbers circled, starting with the first line. When you've checked all the boxes on a medal row, you've earned the medal. Paste the medal's sticker on the matching location. Keep checking the boxes of the medal directly below until you reach the highest rank.

3. As soon as you get a medal, place the corresponding sticker on the medal shape, then collect the XP card with the matching medal printed on it. Place that card on top of the deck of its color. This XP card will then be available for all future games. sThe Victoria Cross does not allow you to unlock an XP card.

EXCLUSIVE BONUSES

Bonus commandos

For each bonus commando added to the commando reserve, remove another commando of your choice (this reserve is limited to 5 commandos for *V-Sabotage* or 8 for *Secret Weapons* or *Resistance).*

The *Death Cheater, Gander* and *Sergeant Bruno* can be used with *V-Sabotage* and any expansion.

Anneke and the *Intel Officer* can be used only when you play with the *Secret Weapons* expansion.

Jamie Finnlock can be used only when you play with the *Resistance* expansion.

Gander is considered to be wearing a German uniform. He can be visible (and thus activate the alarm) but always keeps the advantages of his uniform. *Gander* does not count as a commando when you select your commandos for an operation or a level.

SS enemies

The SS enemies are identified by their black uniforms (they follow the same rules as the other enemies). For each SS token added to the enemy reserve, remove 1 matching enemy token (one with the same icons).

Bonus operations

The 4 bonus operations are to be played with *V-Sabotage*. If you use them with campaign mode, consider these operations to be part of *V-Sabotage.*