FAQ

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Here are the answers to your most frequent questions.
The V-Commandos boxes contain all the assets planned, but a few points escaped our attention.

V-COMMANDOS

★ RULES

- V-Commandos base game operations and terrains are set for being played with the base game alone (do not use any items from an expansion).
- Enemy reinforcement step: a fast way to place enemy unit tokens is to blindly pick up a pile tokens from the enemy reserve. Do not look at this pile (these tokens and the side used, must be randomly selected),

then place them on their destination tiles. Place back the potential remaining tokens from the pile in the enemy reserve.
- Commandos come into play at the beginning of an operation: the first thing to do for each commando is to spend 1 action to perform the "Moving" action (or 2 actions to perform "Moving Stealthily onto a Medium Tile") to enter a tile containing an opened trap door.
- [NEW! Dec. 6 2017] A <u>visible</u> or <u>stealthy</u> commando may interact with an objective token protected by enemy unit(s).

   "*Spotted*" *token*
- "Spotted" tokens must be placed in the equipment reserve during set up.
- When 2 terrains are played at the same time, if an alarm is triggered on one terrain, it does not automatically trigger the alarm located on the other terrain.
- Each commando has 3 action points (AP) per turn. Example of what a commando could do during a turn:
>>> Start his turn with 3 AP
> Move (1 AP cost) - 2 AP remaining
> Pick up an equipment token (0 AP cost) - still 2 AP remaining
> Pick up another equipment token (0 AP cost) - still 2 AP remaining
> Move stealthily onto a medium tile (2 AP cost) - 0 AP remaining
> Blow up a TNT (0 AP cost) - still 0 AP remaining
>>> End of turn.
- Officer (tan side): the ability giving +1 shooting die is for 1 shot only and must be played immediatly after receiving it. This action costs 0 action, so it can be performed during another commando's turn to give him this bonus (see « When to execute an action costing 0 action? » p.6).
- TNT charge: all tokens are removed from the tile hit by the explosion, except for "trap door", "alarm", "door" and "nest" tokens.
- Reward after elimination (p. 8): ALL enemy units eliminated by the shot are simultaneously replaced by the same quantity of equipment tokens.
- Any escorted character following a commando exiting a terrain through a trap door is removed from play.

★ MISPRINTS
- Card / Operation / "Silence": the 3 Terrain cards are "Blockhaus" (not "Bunker"), "Cliff" and "Battery". Download corrected card (https://cdn.shopify.com/s/files/1/0415/3361/files/Operation_VC_Silence01_cards_UK_v2.pdf?9520998176279788986) (download the back of this card (https://cdn.shopify.com/s/files/1/0415/3361/files/Operation_VC_Silence01_cards_UK_back.pdf?2630005144855442297)).
- Training booklet / "Training mission 3": one of the 6 cards to remove from the Event card deck is "All is quiet." / "Sniper !!", (not "All is quiet." / "Don't venture out there fellas.").
- Card / Terrain / "Ruins": during set up, the small tile bottom left with a blocked trap door must be placed on its outdoor side. Download corrected card (https://cdn.shopify.com/s/files/1/0415/3361/files/V-Commandos_CORE_Ruins_v2_UK.pdf?9520998176279788986) (download the back of this card (https://cdn.shopify.com/s/files/1/0415/3361/files/V-Commandos_CORE_Ruins_back.pdf?9699993571644084739)).
- [NEW! May. 31 2017] Card / Terrain / "Cliff": 1 action on each objective (instead of 3). Download corrected card (https://cdn.shopify.com/s/files/1/0415/3361/files/V-Commandos_CLIFF_EN.pdf?1423764438912896305) (download the back of this card (https://cdn.shopify.com/s/files/1/0415/3361/files/V-Commandos_Falaise_back.pdf?13470648099409956303)).

- [NEW! Jan. 21 2017] Card / Event / "Don't Shoot !": the Spitfire shoots commandos wearing German uniform too. Download corrected card (https://cdn.shopify.com/s/files/1/0415/3361/files/V-Commandos_Event_Cards_UK_Dont_shoot.pdf?18134680743105828858) (download the back of this card (https://cdn.shopify.com/s/files/1/0415/3361/files/V-Commandos_CORE_Event_Card_back.pdf?6611192764145127976)).

★ BOX CONTENT

- 66 equipment tokens (not 76, it is a typo in the booklet: the quantity of tokens in the box is correct).
- 2 punchboards of tiles are in double (named "V-Commandos_CORE_Tiles_Punchboard_A_01" and "V-Commandos_CORE_Tiles_Punchboard_A_02").
- It is normal not to have any allied weapon token (they are printed on the commando cards).
- The white tokens with a black silhouette may be used later to customize your game with new printable characters.

V-COMMANDOS: SECRET WEAPONS

★ RULES

- V-Commandos: Secret Weapons operations and terrains are set for being played combined with the base game, but not with another expansion.
- Gas and enemy units: during enemy movement step, the enemy units move onto tiles even if they contain gas (those not wearing gas masks are eliminated).
- Smoke grenade: a tile hit by a smoke grenade is considered a small tile, including for shooting characters located on this tile.
- The enemies act simultaneously during each of the enemy steps. If an enemy unit enters an empty Goliath nest during the enemy movement step, the Goliaths on this terrain do not move during this step (they were not activated when this step began because there was nobody in the nest). But any Goliath can explode during enemy shooting step (now that there is an enemy unit in the nest) if it is on the same tile as a visible commando.

★ MISPRINTS

- Card / Commando / "Mortar Gunner" (tan side): when using the mortar, if 2 or 3 dice hit the tile successfully, eliminate 1 additional enemy unit. Download corrected card (https://cdn.shopify.com/s/files/1/0415/3361/files/Commando_SW_Gunner_cards_UK_v2.pdf?95209998176279788986) (download the back of this card (https://cdn.shopify.com/s/files/1/0415/3361/files/Commando_SW_Gunner_cards_UK_back.pdf?3503826812429937889)).
- Rulebook / Mortar: when using the mortar, the alarm is triggered on targeted terrain.
- Card / Commando / "Butcher" (tan side): ignore gas when wearing a German Uniform: [P] icon on both sides of the card (not [1A] icon). Perform a close combat attack when visible: [1A] icon on both sides of the card (not [P] icon). Download corrected card (https://cdn.shopify.com/s/files/1/0415/3361/files/Commando_SW_Butcher_cards_UK_v2.pdf?95209998176279788986) (download the back of this card (https://cdn.shopify.com/s/files/1/0415/3361/files/Commando_SW_Butcher_cards_UK_back.pdf?1209669979800449506)).

V-COMMANDOS: RESISTANCE

★ RULES

- V-Commandos: Résistance operations and terrains are set for being played combined with the base game, but not with another expansion.
- [UPDATED! Jan. 13th 2017] Resistance fighters & allied pilots: can shoot, if the players want, each time a commando on the same tile performs a "shooting" action. The Resistance fighter / pilot then becomes visible.
- Gas and enemy units: during enemy movement step, the enemy units move onto tiles even if they contain gas (those not wearing gas masks are eliminated).

★ MISPRINTS

- [NEW! Jan. 5th 2017] Card / Event / "Never Alone": "During this turn, every time 2 equipment tokens from the commandos are given (discarded) to the Resistance, eliminate 1 regular enemy unit alone on a tile". Download corrected card (https://cdn.shopify.com/s/files/1/0415/3361/files/V-Commandos_RESISTANCE_Event_Cards_UK.pdf?9520998176279788986) (download the back of this card (https://cdn.shopify.com/s/files/1/0415/3361/files/V-Commandos_CORE_Event_Card_back.pdf?1209669979800449506)).
- [NEW! Jan. 9th 2017] Card / Commando / Spy (tan side): Special abilities cost must be switched. Download corrected card (https://cdn.shopify.com/s/files/1/0415/3361/files/Commando_RES_Spy_cards_UK_v2.pdf?3389437414253495315) (download the back of this card (https://cdn.shopify.com/s/files/1/0415/3361/files/Commando_RES_Spy_cards_UK_back.pdf?14326972582422910073)).

V-COMMANDOS - KICKSTARTER EDITION

If you supported us during the campaign (Kickstarter and Backerkit), you will get these extra bonuses in your V-Commandos box:

★ KICKSTARTER BONUSES

The 2 tile punchboards (Kickstarter bonus)

- 10 tiles (1 large, 2 medium and 7 small) including the cable-car tile.
- 30 Regular SS unit tokens. Note: the guard dogs announced during the campaign are in the V-Commandos: Résistance expansion box, we replaced them by additional SS tokens.

SS Enemy units (black uniforms with red armband)

- 10 Special SS unit tokens.
- 1 German Minister token.
- Death Cheater commando card (EN + FR) + 2 tokens.
- Gander commando card (EN + FR) + 1 tokens only.
- Sergeant Bruno commando card (EN + FR) + 2 tokens.
- VF Inter Officer commando card (EN + FR) + 2 tokens.
- Anneke commando card (EN + FR) + 2 tokens.
- Jamie Finnlock commando card (EN + FR) + 2 tokens.
- 1 pair of "Helmet" Operation cards (EN + FR).
- 1 pair of "Freyja" Operation cards (EN + FR).
- 1 pair of "Starter" Operation cards (EN + FR).
- 1 pair of "Celcius" Operation cards (EN + FR).
- 1 "Cable Car" Terrain card (EN + FR).
> All the stretch goals for the expansions are box upgrades (included in the retail versions too).

★ RULES TO PLAY WITH THE KICKSTARTER BONUSES

- For each Kickstarter character added to the commando pool, remove another commando (you must always have 5 commandos if you play with the base game and 8 commandos if you play with an expansion). Gander is an exception: it is simply added to the commandos pool.
  • Death Chater, Gander and Sergent Bruno can be played with any of the boxes.
  • Anneke and VF Inter Officer must be played with V-Commandos: Secret Weapons expansion.
  • Jamie Finnlock must be played with V-Commandos: Résistance expansion.
- SS tokens can replace their equivalent (same number of dice on the token) in the base game. The total of tokens in the enemy reserve must always remain the same as the one indicated in the base game rules. SS do not have special rules, they simply allow a new visual appearance.
- The 4 operations are set to be played with V-Commandos base game box.
- "Gander" is considered as a commando wearing a uniform. He can be visible (triggering the alarm). He needs to spend 1 of the actions of his master to go back to cover (this is symbolised by using his uniform again, in the same conditions as wearing a uniform for a commando). Furthermore, Gander does not count as 1 commando when selecting the commandos for an operation, nor regarding the limit of commandos on a terrain. For example, if 2 commandos and Gander enter on a terrain for 2 commandos, the alarm is not triggered.

★ MISPRINTS

- Card / Commando / "Anneke" (tan side): her starting equipment also includes another grenade token and a Panzerfaust. Download corrected card
(https://cdn.shopify.com/s/files/1/0415/3361/files/Commando_Bonus_Anneke_cards_UK_verso_v2.pdf?
9520998176279788986) (download the back of this card
(https://cdn.shopify.com/s/files/1/0415/3361/files/Commando_Anneke_card_UK_back.pdf?
11265489969724044522)).
- Card / Commando / "Death Cheater" (tan side): the ability allowing to reroll dice hitting the Death Cheater

can only be used once per turn and only for up to 4 dice. Download corrected card (https://cdn.shopify.com/s/files/1/0415/3361/files/Commando_Death_Cheater_cards_UK_v2.pdf?9520998176279788986) (download the back of this card (https://cdn.shopify.com/s/files/1/0415/3361/files/Commando_Death_Cheater_card_UK_back.pdf?10643513698099801629)).

- Card / Commando / "VFInter Officer" (blue side): using the Goliath controller costs 1 action (not 2). Download corrected card (https://cdn.shopify.com/s/files/1/0415/3361/files/V-Commandos_Card_VFIntel_Officer_UK_v2.pdf?9520998176279788986) (download the back of this card (https://cdn.shopify.com/s/files/1/0415/3361/files/V-Commandos_VFIntel_Officer_UK_back.pdf?2677508456613567998)).