V★SABOTAGE

INFILTRATION ★ COMBAT ★ OPERATIONS

MINIATURE PACK

RULEBOOK

★ ★ ★

1 Sniper 1 Sapper 1 Officer 1 Medic 1 Scout

5 commandos in German uniform

3 nests and 3 MG42

2 alarms

16 regular enemies with Mauser

16 regular enemies with MP40

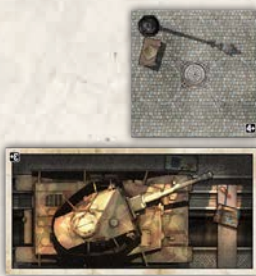2 regular enemies with sledgehammer and Mauser

3 regular enemies with sledgehammer and MP40

10 elite enemies with StG44

6 red bases

Indoor / outdoor tiles (15 small, 3 medium, 7 large)

5 commando cards (new illustrations)

16 doors with stands

8 reminder tokens

54 enemy reinforcement tokens

2 cloth bags (enemy reserve and equipment reserve)

1 double sided enemy board

SETUP

If you are playing with the Core box alone or with the Ghost expansion, read the instructions below for setup.

If you are playing with another expansion, read the setup instructions in the V-Sabotage Expansions Miniature Pack booklet.

Create the **enemy token reserve** according to the usual rules but use the enemy reinforcement tokens from this expansion instead of the V-Sabotage ones (see below).

Use the side of the enemy board shown below and place it near the level:

Place all enemy miniatures on the corresponding spaces on this board.

You can now set up the first level.

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

Example: You have placed 1 enemy miniature with an MP40 on a triangle token on the level. Take 1 token with an MP40 from the enemy reserve and place it on this location.

DOORS

Replace any door token with a door miniature. A locked door must be placed in line with the wall. An unlocked door must be turned 90°. *Example below: The door on the left is locked, the one on the right is unlocked.*

REMINDER TOKENS

Use these tokens whenever you need to remember something. *Example: If you need to remember the effect of an event card that will take place during the enemy phase, place one of these tokens on the card.*

USING THE MINIATURES

ENEMY MINIATURES

Enemy reinforcement step

1. Bring the enemies in by placing the reinforcement tokens according to the usual rules.
2. Replace each of those tokens with the corresponding miniature from the enemy board.
3. Place each token thus replaced on the corresponding pile of the enemy board.

Example: During the enemy reinforcement step: 1) An enemy token with an MP40 has been placed on this tile. 2) Place a miniature with an MP40 on the tile. 3) Remove the corresponding token and put it on the enemy board.

Eliminated enemies

As soon as an enemy is eliminated:

1. Remove his miniature from the level and place it on a corresponding location on the enemy board (draw a token from the equipment reserve as usual and place it on the tile where the enemy was eliminated).
2. Remove the enemy token corresponding to the eliminated miniature from the enemy board and place it in the enemy reserve.

Golden rule: Each time you remove 1 miniature from the enemy board, you must place 1 corresponding enemy token there. Likewise, each time 1 enemy returns to the enemy board, remove the corresponding token on the same board and place it in his reserve.

VISIBLE COMMANDO

As soon as a commando becomes <u>visible</u>, attach a red base to its miniature. Remove this base from the level as soon as the commando becomes <u>stealthy</u> again.

GERMAN UNIFORM

When wearing a German uniform, replace your commando miniature with a German commando miniature in uniform of your choice. As soon as a commando wearing a German uniform becomes <u>visible</u>, collect your commando miniature with a red base.

ALARM

When the alarm is activated, place 1 alarm token, orange side up, next to the alarm miniature.

★ NEW TILES ★

The new tiles can be used freely to create levels as you usually do with other tiles in the game. Normal rules apply; you can still move between two tiles if they are not separated by a wall.

For example, any character can move freely between two outdoor tiles in contact if one is a roof tile and the other is a ground tile as long as they aren't separated by a wall or a locked door.

★ CREDITS ★