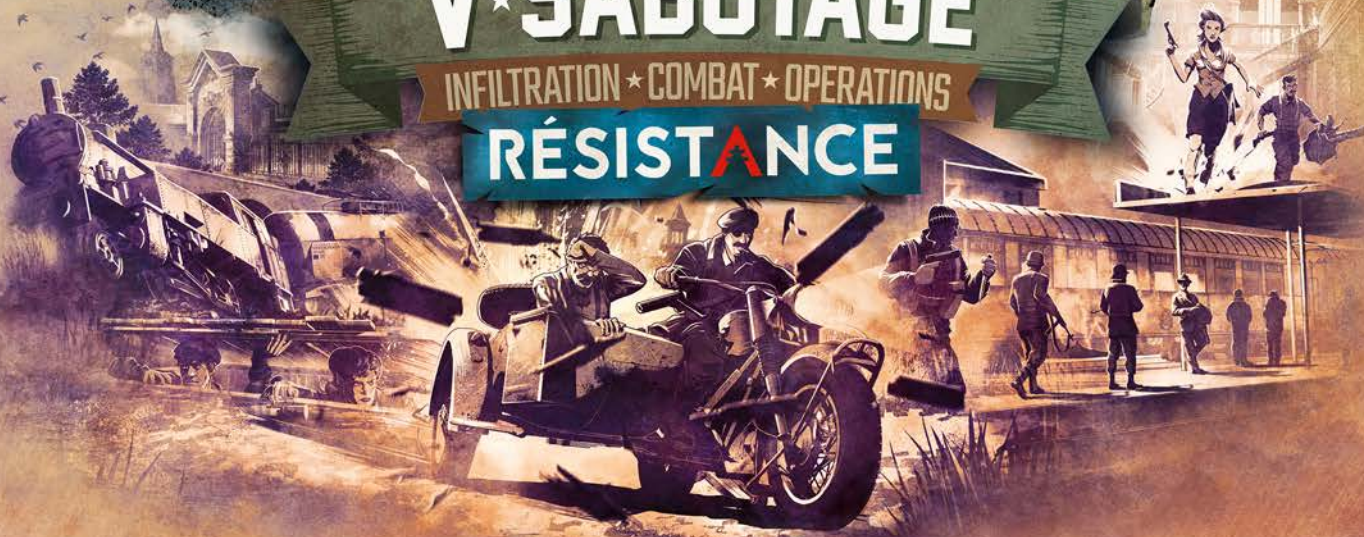




V ★ SABOTAGE

INFILTRATION ★ COMBAT ★ OPERATIONS

RÉSISTANCE



RULEBOOK



★ GAME COMPONENTS ★



Indoor / outdoor tiles
(10 small, 3 medium, 2 large)



3 commando cards



5 pairs of operation cards



13 level cards



18 event cards



3 commando tokens
(stealthy / visible)



3 commando tokens
(German uniform / critical condition)



4 "+1 AP" / "-1 AP" tokens



10 special enemy unit tokens
(guard dog / German officer)



9 regular enemy unit tokens with gas mask
(MP40 submachine gun / Mauser rifle)



10 equipment tokens



5 escorted character tokens



7 Resistance fighter tokens



8 gas barrel tokens
(intact / destroyed)



15 civilian tokens



2 MG42 nest tokens



1 rulebook



10 door tokens (unlocked / locked)



10 enemy entrance tokens
(silent / triggered alarm)

★ INTRODUCTION ★

World War II is probably one of the most ideological wars in History, in addition to being the biggest armed conflict of all times. This explains the acts of resistance that spontaneously arose in occupied countries as well as at the very heart of Germany. As of 1939, Poland started to collect both weapons and intel on the German army. In June 1940, tracts were distributed, calling for the French people to reject the Armistice. In May 1941, two young Greeks managed to take down a swastika flag that was fluttering over Athens...

Step by step, resistance movements started to organize themselves in each nation and to gain strength, often trained by the SOE (Special Operations Executive) set up by the British. Many forms of resistance appeared thanks to the bravery of women and men willing to risk their lives for freedom: Underground papers, strikes, gathering of all sorts of intel, spying, getaway or sabotage networks. At the end of the conflict, around 200,000 FFI members (Forces Françaises de l'Intérieur) took part in the battles for the liberation of France by harrying German road and rail convoys heading to Normandy.



★ SETUP ★

Follow those instructions to integrate the components of this expansion to the V-Sabotage base game:

Enemy reserve

- 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.

Equipment reserve

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

Event cards deck

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

Commando cards

You can choose your commando cards from the base game as well as from this expansion (the SOE Agent, the Spy and the Saboteur). Place all the remaining commando cards and tokens in the game box to create the commando reserve.

Operations and levels from the expansion V-Sabotage: Resistance are designed to be played along with the base game, but not with any other expansion.

★ ADDITIONAL EQUIPMENT ★

BINOCULARS



Binoculars allow to better prepare an attack or to anticipate a threat.

A commando using binoculars may reroll 1 die affecting them (rolled by them or by an enemy unit) at any time, without any AP (Action Point) cost. They can only use binoculars **once per turn**, at any time: After use, flip the token on its used side.



Flip the binoculars token on its used side after using them.

At the beginning of the following turn, flip this token on its previous side: The binoculars are ready to be used once again.

Example 1: A stealthy commando with binoculars enters a tile containing an enemy unit. They roll 1 die for the stealth check and it is a failure. Then they use the binoculars to reroll the die: This time, it is a success!

Example 2: A German soldier with an MP40 rolls 2 dice to shoot a visible commando wearing binoculars: 1 die is a hit. The commando then uses the binoculars to reroll this die. It is another hit: Sometimes, you just have to accept your fate... The commando suffers 1 injury.

EQUIPMENT AIRDROP



An equipment airdrop allows commandos to get additional equipment on the level.



Choose an outdoor tile on *any* level. 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 drawn at the beginning of the turn on the targeted level.

In the following cases, the airdrop is **cancelled**. When this happens, place the 3 equipment tokens drawn in the equipment discard pile:

- The 3 tokens you drew are “spotted” tokens.
- The airdrop was moved to an indoor tile.
- The airdrop was moved to another tile and the direction indicated by the event card is . *The weather conditions are bad; it is better to avoid any airdrop during this turn.*

AIRDROPS IN OCCUPIED FRANCE

The first weapon airdrop led by the SOE in France occurred in the night of June 13th to 14th 1941. Hundreds of tons of equipment (transmission stations, weapons, explosives, etc.) were airdropped in occupied France, including up to 200,000 Sten machine pistols!

Every operation was announced through messages broadcast over the air by the BBC. They usually occurred during full moon nights to help the pilots identify the drop zones.

GAS BARREL



A gas barrel can be targeted like an enemy unit. A commando may destroy it if the player wishes to. 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 located on the tile where it blows up.

When destroyed, the gas barrel releases its deadly content on its tile and eliminates simultaneously and silently all characters, whether they are stealthy or visible, except those wearing gas masks (symbol on their tokens). Flip the gas barrel token after destruction. **The effect lasts until the end of the turn** during which the barrel was destroyed. The token is then discarded.

Enemy shooting cannot destroy a gas barrel. During their movement step, the enemy units that do not wear any gas mask enter tiles containing gas and are eliminated before being able to perform a stealth check.

Note: A barrel does not occupy any space on a tile.



★ SPECIAL UNITS ★

Unless otherwise indicated, all rules applying to the base game's special enemy units also apply to the special units in this expansion.

GERMAN OFFICER



During the enemy movement step, a German officer and ALL enemy units located on his starting tile (except for the ones protecting a triangular token) move up to 2 tiles.

The German officer screams out his orders to the troops, who have no choice but to hurry up!

Note: The regular enemy units that cannot move because of the lack of space on the destination tiles remain in place.



WEHRMACHT'S OFFICERS

After the Wehrmacht was created in March 1935, the army was still organized in a traditional way. Its officers mainly came from the German aristocracy. As for the navy and the air force, they were very close to Nazism.

Several German officers opposed the Nazi ideas in various ways, some of them even trying to eliminate Hitler himself. One of the most renowned attempts was the plot of July 20th, 1944 (Valkyrie Operation). The group of coup plotters wanted to assassinate Adolf Hitler, and then to take power. Colonel Claus von Stauffenberg, who fiercely opposed the Nazi regime, placed a bomb at the heart of the "wolf's den", the Führer's headquarters. The latter only suffered slight injuries during the explosion and survived once again an attempt on his life, one among many others.

GUARD DOG



All commandos on a tile containing a guard dog automatically become visible (without stealth check). Note: A guard dog does not participate in combat.

Three exceptions distinguish guard dogs from other enemy special units:

- 1) A guard dog can only go through a locked door if at least one regular or elite enemy unit is on its starting tile. *A human being must open the door so that the dog can go through.*
- 2) A guard dog is not replaced by an equipment token if eliminated.
- 3) A dog behind an enemy entrance barricaded by a crowbar cannot help break it down. *Only humans can.*

DOGS DURING THE WAR

Germany and the United States of America massively relied on dogs during WWII for varied tasks like detecting mines, tracking the enemy, looking for injured soldiers or acting as liaison agents. In total, about 120,000 dogs (mostly German Shepherds) were allocated to the Wehrmacht's operations.



ESCORTED RESISTANCE FIGHTERS



Resistance fighters and pilots are escorted characters who can shoot (thus becoming visible), should the players decide to do so, as soon as a commando on the same tile performs the "shooting" action.

★ CREDITS ★

Game Design: Thibaud de la Touanne.

Art Direction: Thibaud de la Touanne, Olivier Demouron.

Illustrations: Vincent Filipiak, Bruno Tatti.

Tiles: Thibaud de la Touanne, Nicolas Lesbros.

Illustrations & Tiles Backup: Guillaume Briet, Grelin, Kuru, Vincent Parot.

Graphic Design: Büro K Design, Thibaud de la Touanne, Quentin Van Oycke.

Editing: Marine Boissière, Richard A. Edwards, Sandra Grès, Kurt McClung, Michel Ouimet.

Translation: Marine Boissière, Fabrice Lamidey, Dave Landry.

Project Management: Thibaud de la Touanne.

Special thanks to all our backers: with their support you can play this game today, as well as: Dave Banks, Bobbi Burquel, Olivier Demouron, Typhaine Desperramons-Dutartre, Fendoel, Rémi Flament, Arne Hoffmann, Claude Hostert, Jan-Philipp Koll, Fabrice Lamidey, Fabrice Mauer, Marie, Nicholas Bodart, Philippe Mouret, Randolph Pub Ludique, Shanouillette, Raphaël Da Silva Gomes, Dave Landry, Hervé Lalo, Luke Plunkett, the Préfous du Volant, Thomas Rollus, Tapimoket, Nicolas Vibert, Daniel Wandrei, Ricky Royal, Jim Wittmer, Hervé "vr3h" Zilliox and to all those who help us never forget this period of History.

Playtesters: Guillaume Cassel, Jean-François Chrétien, Pascal Hébert, Corentine Hertschuh, Patrick Kemner, Mathis and Nathaniel Lamidey, Dave Landry, Stéphane Laurin, Ulysse, Hyppolite and Nicolas Lesbros, Jacques Marcoux, Marc Rodrigue, Benoît Rullier, Stack Académie Montréal. A big thanks also to those who tested the Print and Play demos... and to all the others!





