

V-SABOTAGE

Using an equipment token costs 1 AP.

- 1 Using this weapon makes the commando visible immediately.
- 2 When this equipment is used the alarm on this level is triggered.
- 3 Number of dice to roll for each use of the weapon. A box around the white squares indicates special rules related to this weapon.
- 4 Green token: discarded after use, except the TNT which must be placed on the level on the red side. No commando may pick up an equipment token on the red side. Blue token: unlimited use.
- 5 Powerful explosive.



FIRST AID KIT

A first aid kit may be used to heal yourself or another character located on the same tile. It removes ALL "-1 AP" tokens from the card of the healed commando. It cancels any critical condition, replace the critical condition commando token with their stealthy token except if they are located on a large tile: Then the commando is visible. When a commando is healed by another commando, he or she gets full AP immediately. When healing oneself, recovered APs can only be used from the next turn on.



CROWBAR

The crowbar can be used in two ways:

1. Force Open a Locked Door: To be used on a tile in contact with the locked door to be forced. Flip the locked door token to its unlocked side.
2. Barricade an Enemy Entrance: To be used on a tile in contact with an enemy entrance may use a crowbar to barricade it. Remove the crowbar token from the commando's card and place it red side up *on* the enemy entrance token. During the enemy reinforcement step, enemies that should enter through a barricaded enemy entrance are placed outside the level next to this entrance. As soon as 4 or more enemy units - those with sledgehammers count as 2 - are behind a barricaded enemy entrance, they kick the barricade down and enter the tile. Discard the crowbar token.



GERMAN UNIFORM

Discard the German uniform token and replace the commando token with its second token on the German uniform side. Then, treat all tiles as if they were small ones.

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.

As soon as a commando becomes visible, they lose the German uniform: Replace the commando token wearing a German uniform with the commando token on its visible side.



STG44 & MG42

Special rule: Each of these weapons can only be used by 1 commando each turn (they can use it several times during the turn).



MG42 NEST

1 enemy on a tile containing an unoccupied MG42 nest is immediately placed inside it unless a commando on the same tile decides to occupy it. Occupying or leaving a nest costs 0 AP. A nest can accommodate a maximum of 1 character.

A character in a nest gets an important cover bonus (5+ to be hit). Following a shot targeting a tile containing a nest, each die scoring 5 or 6 can be attributed to the character in the nest.

An enemy unit in an MG42 nest shoots with this weapon instead of his personal weapon. However, a commando may decide which weapon to use.

Reminder: special rules apply to MG42 weapons (see on the left).



GRENADE

When throwing a grenade, use the shooting rules.

Special rule: If hits remain to be distributed after having eliminated all enemy units, they must be distributed among the characters remaining on the tile (including the commandos).



SPOTTED

A commando who remained stealthy after having eliminated an enemy unit on their tile or adjacent one becomes visible if the enemy is replaced by a "spotted" token AND at least another enemy unit is present on the targeted tile.



TNT CHARGE

Place the token (red side) on the tile where the commando is located on. Then decide when to perform the action “blowing up a TNT charge”.

The explosion automatically eliminates all equipment and character tokens from the tile. The alarm is triggered when the TNT explodes. Characters eliminated this way do not drop equipment tokens. Only a powerful explosive (💣) may destroy an objective.

Warning: 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 level in play. Roll the number of dice indicated on the bombardment token and check the hit number of the tile (as for shooting).

Special rule: If hits remain to be distributed after having eliminated all enemy units, they must be distributed among the visible characters remaining on the tile.

RÉSISTANCE

&

SECRET WEAPONS



GAS BARREL

A gas barrel can be targeted as an enemy soldier. A commando may destroy it if the player wishes to. On the other hand, a TNT charge or a Panzerfaust automatically destroys a gas barrel located 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 (🧴).

Flip the gas barrel token after destruction, the effect lasting until the end of the turn during which it was destroyed. Then the token is discarded.



PANZERFAUST

This weapon has the same destructive power as a TNT charge but can be used like any shooting weapon to target a tile within range.



MORTAR

The mortar must be used on an outdoor tile. For 2 AP, this weapon can target 1 outdoor tile on any level, except for the tile containing the shooter and its adjacent tiles. Roll the number of dice indicated on the Mortar token. Check out the number of hits as for a shot: Every die resulting equal or higher than the number indicated on the targeted tile scores a successful hit. The alarm is triggered on the targeted level.

Special rule: If hits remain to be distributed after having eliminated all enemy units, they must be distributed among the visible characters remaining on the tile.



BINOCULARS

A commando using binoculars may reroll 1 die affecting them (rolled by them or by an enemy unit) once per turn at any time for 0 AP. After use, flip the token on its used side. At the beginning of the following turn, flip this token on its previous side: The binoculars are ready to be used once again.



SMOKE GRENADE

A commando may throw a smoke grenade on a tile within range. A tile hit by a smoke grenade is considered a small tile: It is easier to be stealthy on it and more difficult to perform a successful shot (4+ to hit). The conditions to become visible on a tile containing a smoke grenade are the same as when wearing a German uniform.

Place the smoke grenade token on its red side on the targeted tile. A smoke grenade thrown on a tile containing 1 or several visible commandos makes them immediately stealthy. The effect remains until the level is dismantled.



EQUIPMENT AIRDROP

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.