V·SABOTAGE

INFILTRATION ★ COMBAT ★ OPERATIONS

GHOST

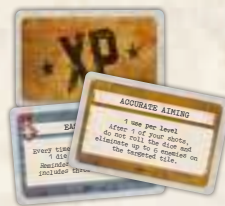# RULEBOOK

★ ★

TRITON NOIR

★ CONTENTS OF THE BOX ★

1 pair of operation cards

21 event cards

38 XP cards

2 level cards

4 flee tokens

12 luck tokens

21 danger tokens

1 sticker sheet

8 red dice

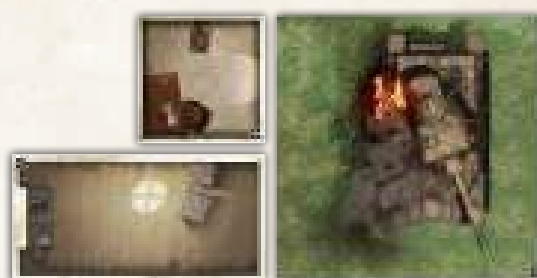16 double-sided commando sheets

EXCLUSIVE BONUSES

6 commando tokens
(stealthy/visible)

5 commando tokens
(critical condition/
German uniform)

40 SS tokens

Indoor/outdoor tiles
(7 small, 2 medium, 1 large)

1 Minister token

4 pairs of
operation cards

1 level card

6 commando cards

★ EVENTS AND RED DICE ★

EVENT CARDS

When setting up a game with at least one Ghost game mode, you **must** add the event cards from that expansion to the event card stack and then shuffle it.

RED DICE

The red dice have two "6" sides and no "1" sides.
Note: The term "dice" refers to the dark blue dice in the base box.

★ THREE GAME MODES ★

This expansion has 3 game modes: XP, Campaign and Lone Wolf. You can play with only one of these modes or combine several.

XP MODE (XP)

XP mode allows your commandos to acquire new abilities (XP cards).

Commandos begin each new operation/campaign with no XP card (except in Lone Wolf mode). They keep the acquired XP cards until the end of the operation/campaign.

Setup

- For your first game with this expansion, leave the 6 XP cards with a medal circled in red in the game box.
- If you are playing in Lone Wolf mode, place the XP cards marked "Lone Wolf Mode only" next to the other XP cards, otherwise store them in the game box.
- Create 2 decks with the yellow and blue XP cards, then shuffle each deck.
- Shuffle the "Danger" tokens face down, create a pile next to the XP cards.

Acquiring an XP card

Each time you complete 1 objective ⚠ of a level card, choose 1 commando on the affected level, then perform the two steps below (1. Adding a "Danger" token and 2. Acquiring an XP card). Some objectives require more than one step. In this case, the chosen commando will acquire an XP card only when all the steps have been completed. *Examples: 'Join a character then escort them to a trap door' or 'place a charge of TNT on an objective and then detonate it'.*

Note: in the *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.

1. Adding a "Danger" token: As soon as a commando is about to acquire an XP card, first draw 1 "Danger" token without revealing it and add it to the enemy reserve.

2. Acquiring an XP card: The player controlling the chosen commando draws 1 yellow XP card and 1 blue XP card. They choose one and set it aside their commando card, then put the other one back under the deck it comes 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 number of XP cards, the chosen commando can choose to replace one of their cards with the new one. **In that case, do not add any "Danger" tokens to the enemy reserve (ignore step 1).**

Playing a "Danger" token

Important: during the enemy reinforcement step, each 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. As the effect of the "Danger" token applies during the enemy reinforcement step, you must always wait until the end of this step before being able to use a "+1 AP" token. If you have drawn several "Danger" and/or "Luck" tokens (see below), decide in which order to play them. If you have drawn several copies of the same "Danger" token, the effect is cumulative.

Draw and add 1 additional enemy reinforcement token for each enemy entrance (whether the alarm is activated or not). Reminder: If one of these reinforcement tokens is a "Danger" or "Luck" token, immediately draw 1 enemy token from the enemy reserve until you obtain an enemy, elite enemy, or Ø token.

Enemies move once during the enemy *reinforcement* step (twice if a German Officer - *Resistance* expansion - is on their tile). Note: They will move again time during the enemy *movement* step.

If all commandos are <u>stealthy</u> during the enemy movement step, ignore the direction on the event card drawn at the start of the turn. Draw a new event card and apply the direction to the bottom of that card (do not play the card's effect) then discard it. Note: 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.

Important: After you played the effect of the "Danger" tokens, **place them on the next level card** (not in the enemy reserve). When setting up the next level (if there is one), you will need to return these tokens to the enemy reserve.

Playing an XP Card

Important: The effect of an XP card applies only to the commando who owns it.

Playing an XP card costs 0 AP. The blue XP cards are useable under the conditions described on the card. The yellow XP cards are limited to a single use per level (flip the card after use).

Warning: a commando who is eliminated loses all their XP cards (put them all back at the bottom of their respective decks).

LONE WOLF MODE

Lone Wolf mode, recommended for experienced players, allows you to play a level, operation, or campaign with just 1 commando. This mode must **always** be combined with the XP mode. Reminder: You can accumulate up to 6 XP cards in Lone Wolf mode.

Setup

After choosing a single level, an operation, or a campaign, start by setting it up. Then choose 1 commando (see point 1 below). They begin the mission with several cards and tokens based on the number of commandos that should normally participate in the operation or level (if you are playing on a single level), see point 2 below. Reminder: The number of commandos is indicated in the lower right corner of the first operation card or of the level card if you are playing on a single level.

1. Choose 1 commando:

You can always choose the Death Cheater. If you are not playing with this character, choose one of the following two 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).

IMPORTANT: "ARMY OF TWO" XP CARD

You **must** select the "Army of two" XP card when you play one of the following operations or level:

Operations:
- Snowflake (*V-Sabotage*)
- Wipe (*V-Sabotage*)
- Flail (*Resistance*)
- Victory (*Resistance*)
- Knighthood (*Resistance*)
- Steam (*Resistance*)
- Atlanteia (*Secret Weapons*)
- One-Eyed Ghost (*Ghost*)

Levels:
- Underground Base (*V-Sabotage*)
- Forest Road (*V-Sabotage*)
- Eiffel Tower (*Resistance*)
- Engineers Workshop (*Secret Weapons*)
- Hedgerow Hell (*Ghost*)

2. Take your XP cards, your "Luck" and "equipment" tokens:

NUMBER OF COMMANDOS	LUCK TOKENS	LONE WOLF XP CARDS	EQUIPMENT
Regular number of Commandos for the operation or level (if you play on a single level)	Number of "Luck" tokens to be drawn randomly. Add them to the enemy reserve.	Number of XP cards marked "LONE WOLF MODE ONLY" to be **chosen**. See text box on top. Do not add any "Danger" tokens to the enemy reserve for those cards.	Number of tokens to choose from the equipment reserve **except any MG42 and StG44** token. Note: you can replace any or all your commando's starting equipment tokens with these tokens.
1	0	0	0
2	2	1	1
3	4	2	1
4	6	2	2
5	8	3	2
6	10	3	3

⊕ Play "Luck" tokens

Important: 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, who 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 have drawn several "Danger" and/or "Luck" tokens, decide in which order to play them. Note: If you have drawn several copies of the same "Luck" 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 <u>visible</u> 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. Note: 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.

Flee token

Important: After playing the effect of the "Luck" tokens, **place them on the level card of the next level** (and not in the enemy reserve). When setting up the next level (if there is one), you will need to return these tokens to the enemy reserve.

Parallel levels

When playing in Lone Wolf mode on two 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

The campaign mode allows you to play longer games by chaining several operations and keeping what has been acquired between each of them.

Selection of operations

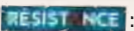The operations you are going to select must all involve the same number of commandos.

Choose at least 2 operations. The only limit is the number of operations available. These operations must belong either to V-Sabotage (with or without Ghost), or to V-Sabotage (with or without Ghost) and **1** other expansion.

For example, you can create a campaign consisting of the following 5 operations: "Snowflake" (V-Sabotage), "Knighthood" (Resistance), "Time Pencil" (V-Sabotage), "Silence" (V-Sabotage) and "One-Eyed Ghost" (Ghost), which are all operations planned for 4 commandos.

Setup with an expansion

If your campaign includes at least one operation from an expansion other than Ghost, play **all** operations with items from the chosen expansion. Start by integrating them as indicated in the "setup" section of the relevant expansion booklet (p. 3).

Then apply the following rules when setting up **each** V-Sabotage 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 operation. In the same way as when you chain 2 levels, each commando completing an operation successfully keeps everything they possess to start the next operation: equipment tokens, "-1 AP" or "+1 AP", German uniform, as well as XP cards (if you are playing in XP mode).

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

We recommend that you play this operation in Lone Wolf Mode for greater historical fidelity.

LÉO MAJOR (1921–2008)

Raised in Montréal during the 1930s' Great Depression in a family of 13 children where he was subjected to abuse by his father, Léo Major joins the Canadian Army in 1940. After more than three years of intense training, he takes part in the Normandy landings on June 6th, 1944, where he manages to breach a bunker, allowing his companions to neutralize it. Later that day, he conducts a daring capture of a German anti-tank armored vehicle.

After a skirmish with a patrol of an SS Division he loses his left eye from a phosphorus grenade. Although he could be reassigned to the rear, he insists he only needs his right eye to shoot and goes on fighting with an eye patch that will earn him the nickname "one-eyed ghost" by the Germans.

Later, he manages to destroy a Panzer tank and eliminate SS soldiers ambushing his regiment.

On a late October night, in the Netherlands, he is sent on a recon mission to find a patrol of 50 British soldiers who are reported missing. After confronting a two-man patrol, killing one and subduing the other, he cunningly manages to capture a 93-man garrison single-handedly. Under intense fire from a German artillery battery, he takes his prisoners to the Canadian frontline and, finally, to a camp with close to 100 prisoners. He is named for the Distinguished Conduct Medal but refuses it, deeming Montgomery, the British General supposed to decorate him, as incompetent.

In February 1945, in Germany, while helping his regiment's chaplain carry corpses of a Tiger tank's soldiers on a transport vehicle, their Bren carrier hits a landmine. The chaplain and driver are killed, but Major lands hard on his back and falls unconscious. He is transported to a field hospital 50 km away, stopping every fifteen minutes for morphine shots. With three fractures in his back, both ankles sprained and four broken ribs, he is marked for evacuation. One week later, he escapes from the hospital and convinces a jeep's driver to get him to Nijmegen, where he spends a month in recovery with a family he had met earlier. He joins his regiment as soon as he's able, late March 1945.

In April, his regiment is closing in on Zwolle, a 50 000 inhabitant Dutch city occupied by the Germans and providing fierce resistance to the Allied advance. He and his closest friend, Willy Arseneault, volunteer to go on a recon mission to identify targets for an artillery bombing.

As they are caught off guard by a German ambush, his friend is killed. Furious, he kills two Germans while the platoon flees. He decides to go on by himself. As he enters the city, he spots a German officer having a drink in a bar. Major disarms him. When he realizes the officer speaks French, he tells him the Canadian army is ready to bomb the city in the morning and that it would cause a lot of casualties, both among the German troops and the civilians. He then gives the officer his weapon back and takes a big risk, letting him go.

During the night, he runs in the city streets shooting around and throwing grenades in empty houses, as if the city were being invaded by the Canadian troops. He stumbles regularly on German platoons, captures them, and accompanies them out of the city to surrender to the French-Canadian troops.

As he forces himself into a house to find a resting place, he stumbles onto the SS headquarters where he fights 8 officers, killing 4, while the others flee. He sets fire to a Gestapo HQ.

In the morning, all the German troops have fled the city. Léo Major freed Zwolle all by himself!

After the end of World War II, when North Korea invades its Southern neighbour, Léo Major is tasked with leading a group of scouts. He will once again prove to be a hero, fighting off two entire infantry divisions of the Chinese army with a group of 20 or so men.

Among other decorations, Léo Major is the only soldier ever credited with liberating an entire city alone.

Every year, in Zwolle, schoolchildren read poetry to honor the memory of the city's liberators and, in particular, Léo Major.

★ ★ ★

The challenges you have completed will allow your commando squad to acquire medals from 6 categories: Combat, Equipment, Game Modifiers, Levels & Operations, Commandos and Stealth. Note: You will have to play many operations to get the 6 medals.

After successfully completing each level, check if you have completed one or more of the challenges listed below. For each completed challenge:

1. Circle the number next to the challenge (it will only be counted once).
2. In the Medals section on the next page, check the number of boxes corresponding to the sum of the numbers circled, starting with the first line (King's recommendation for brave conduct). 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: the famous Victoria Cross!

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 your future games.
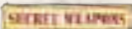
Example: After successfully completing a level, you have completed these challenges: "Do not use any Panzerfaust [...]" (1 point) and "Do not use any grenade [...]" (1 point). You get a total of 2 points. You then tick 2 boxes on the line 'King's recommendation for brave conduct'.

After completing another level, you completed two new challenges: "Eliminate at least 6 enemies with a Goliath [...]" (4 points) and "Only 1 commando managed to leave the level alive" (2 points). You must now tick 6 boxes. Start with the last 3 boxes of the line 'King's recommendation for brave conduct': You get the corresponding medal! Stick this medal's sticker on the matching location and add the "Endurance" XP card on top of the yellow XP deck. You still need to tick 3 boxes on the line below.

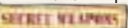Note: the Victoria Cross does not allow you to unlock an XP card.

CHALLENGES

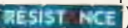### COMBAT

2 ★ `SECRET WEAPONS` / `RESISTANCE` Eliminate at least 8 enemies with 1 gas barrel.

4 ★ `SECRET WEAPONS` Eliminate at least 6 enemies with a Goliath (the eliminated Goliath does not count).

4 ★ Eliminate at least 8 enemies in the same turn from 1 MG42 nest.

4 ★ Eliminate at least 8 enemies with 1 single TNT charge.

7 ★ 2 or more commandos in critical condition have been healed in the same turn.

EQUIPMENT

1 ★ Do not use any grenade while at least one commando has one.

1 ★ Do not use any first aid kit while at least one commando has one.

1 ★ Do not use any crowbar while at least one commando has one.

1 ★ `SECRET WEAPONS` Do not use any Panzerfaust while at least one commando has one.

1 ★ `RESISTANCE` Do not use any binoculars while at least one commando has one.

4 ★ A commando with a silent blue weapon (without any 👁 🔊) did not use it.

GAME MODIFIERS

2 ★ During setup, for each regular enemy with MP40 (■■), add 1 elite enemy (on the tile with the regular enemy). If you play with an expansion, choose as many human elite enemies as possible.

4 ★ You have used no "+1 AP" token.

4 ★ Do not place any equipment token after eliminating enemies.

4 ★ During each enemy reinforcement step, replace as many enemies with Mauser (■) as possible with equivalent enemies with MP40 (■■). This is valid also for those with sledgehammers and gas masks (`SECRET WEAPONS` / `RESISTANCE`).

7 ★ Add 3 "Danger" tokens in the enemy reserve before starting an operation made of at least 4 levels and complete this operation successfully. Note: Playing the One-Eyed Ghost operation in Veteran level completes this challenge.

LEVELS & OPERATIONS

1 ★ All the commandos have left a level before the start of the 5th game turn.

2 ★ Only 1 commando managed to leave the level alive.

4 ★ Play a full operation in Veteran level (except operation Green).

4 ★ Complete an operation or a campaign made of at least 5 levels.

7 ★ Complete an operation or a campaign made of at least 10 levels.

**7 ★** **GHOST** Complete operation One-Eyed Ghost in Lone Wolf mode.

COMMANDOS

1 ★ Play a whole level with the Sniper without her receiving any injury.

1 ★ Play a whole level with the Sapper without him receiving any injury.

1 ★ Play a whole level with the Medic without him receiving any injury.

1 ★ Play a whole level with the Officer without him receiving any injury.

1 ★ Play a whole level with the Scout without him receiving any injury.

1 ★ **GHOST** Play a whole level with Gander without him being eliminated.

1 ★ **GHOST** Play a whole level with the Death Cheater without him receiving any injury.

1 ★ **RESISTANCE** Play a whole level with the Spy without him receiving any injury.

1 ★ **RESISTANCE** Play a whole level with the SOE Agent without her receiving any injury.

1 ★ **RESISTANCE** Play a whole level with the Saboteur without him receiving any injury.

1 ★ **SECRET WEAPONS** Play a whole level with the Gunner without him receiving any injury.

1 ★ **SECRET WEAPONS** Play a whole level with the Intelligence Officer without her receiving any injury.

1 ★ **SECRET WEAPONS** Play a whole level with the Butcher without him receiving any injury.

1 ★ 1 commando has 3 XP cards.

2 ★ 4 commandos have 3 XP cards.

STEALTH

1 ★ **RESISTANCE** No commando became <u>visible</u> because of a guard dog.

2 ★ You turned off the alarm.

2 ★ 2 commandos have never been <u>visible</u>.

2 ★ 2 commandos wore a German uniform at the same time (Gander is not considered a commando).

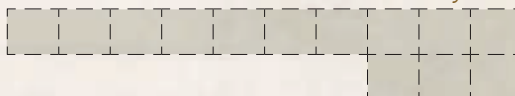**4 ★** Play a whole level without activating the alarm.

MEDALS

King's recommendation for brave conduct
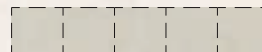
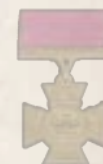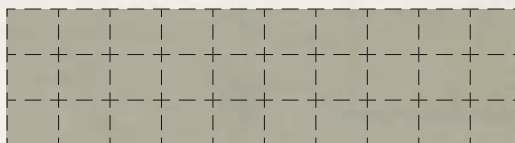*Distinguished Service Medal*

Military Cross

Order of the British Empire

Knight Commander of the Bath

Victoria Cross

Tip: If you want to keep this booklet intact, you can download these pages on triton-noir.com and print them.

★ 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 *Secret Weapons* expansion.

Jamie Finnlock can be used only when you play with *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. *For example, if 2 commandos and Gander enter a level made for 2 commandos, the alarm is not automatically activated.*

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 (token with the same icons).

BONUS OPERATIONS

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

★ CREDITS ★

★ PLAYER AID ★

DANGER TOKENS

Enemies move once during the enemy *reinforcement* step. Note: They move twice if a German Officer (*Resistance* expansion) is on their tile.

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.

Draw and add 1 additional enemy reinforcement token for each enemy entrance (whether the alarm is activated or not). Reminder: If one of these reinforcement tokens is a "Danger" or "Luck" token, immediately draw 1 enemy token from the enemy reserve until you obtain an enemy, elite enemy, or Ø token.

If all commandos are <u>stealthy</u> during the enemy movement step, ignore the direction on the event card drawn at the start of the turn. Draw a new event card and apply the direction to the bottom of that card (do not play the card's effect) then discard it.

LUCK TOKENS

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 <u>visible</u> 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, from the equipment discard pile and replace it with 1 "Flee" token. Note: 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.

Flee token

AFTER COMPLETING A LEVEL

When you have completed a level and there is at least another one to complete:

1. Check the challenges and medals to see which ones you completed. Add any unlocked XP card to the top of the deck of its color.

2. Dismantle the completed level:

- Gather all the "Luck" and "Danger" tokens that have been drawn from the enemy reserve and put them back, unless the completed level was one in parallel. In that case, complete the other level before you put them back.
- Flip the yellow XP cards that have been used on the completed level (they are available again).
- Place the equipment tokens from this level in their discard pile.
- Place the enemies in their reserve.
- Put the components of the level back in the game box (tiles and tokens).
- Flip the completed level card to its illustrated side.

Leave as is:

- The event card deck and its discard pile.
- The equipment reserve and its discard pile.
- The elite enemy and Ø tokens on the table.
- All the tokens on the commando cards as well as their XP cards.
- Any commando wearing a German uniform (they will start the next level with their uniform).

3. Setup the next level except if the completed level was one in parallel. In that case, complete the other level first.