V★COMMANDOS

INFILTRATION ★ COMBAT ★ SABOTAGE

RÉSISTANCE

RULEBOOK

★ ★

TRITON NOIR
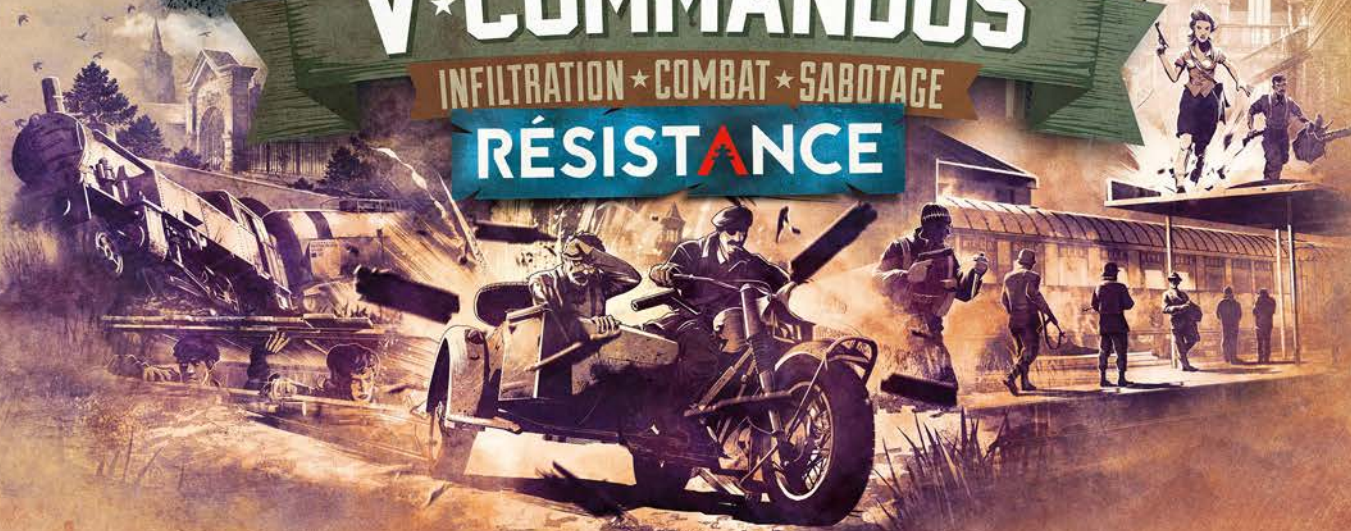
★ GAME COMPONENTS ★

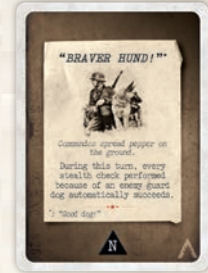Indoor / outdoor tiles
(10 small, 3 medium, 2 large)

3 commando cards

5 pairs of operation cards

13 terrain cards

18 event cards

3 commando tokens
(stealthy / visible)

3 commando tokens
(German uniform / critical condition)

4 +1 action / -1 action 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 (open / locked)

10 enemy entrance tokens
(silent alarm / 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-Commandos 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
- When selecting the commandos, you have the choice between the commando cards in the base game and the ones in this expansion: the SOE Agent, the Spy and the Saboteur. Place the remaining commando cards and tokens in the game box.

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 action cost. They can only use binoculars **once per turn**, at any time, without any action cost: 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 <u>stealthy</u> 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 MP40 rolls 2 dice to shoot a <u>visible</u> commando wearing binoculars: 1 die results in hitting the commando who uses the binoculars to reroll this die. Again, it results in hitting the commando: 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 terrain.

Choose an outdoor tile on any terrain. 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 associated with the targeted terrain.

In the following cases, the airdrop is **cancelled** (then place the 3 equipment tokens drawn in the equipment discard pile):

- The 3 tokens you drew are spotted tokens.
- The airdrop was moved to another tile, which happens to be 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 during the occupation, including up to 200,00 Sten machine pistols!
Every operation was announced through messages broadcasted 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 is considered as 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. Note: a TNT charge automatically destroys a gas barrel located on the tile where it blows up. When destroyed, the gas barrel releases its deadly substance on its tile and eliminates silently all characters, whether they are <u>stealthy</u> or <u>visible</u>, except those wearing gas masks (🎭 symbol on their tokens). 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.

Note: enemy shooting cannot destroy a gas barrel.

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 enemy movement step, a German officer and ALL enemy units located on his starting tile 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 enemy units unable to move because of the lack of space on the 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 <u>visible</u> (without stealth check). Note: a guard dog does not combat.

Two 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 enemy unit or a German officer is on its starting tile. *A human being must unlock the door so that the dog can go through.*

2) A guard dog is not replaced by an equipment token if eliminated.

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 Sheperds) were allocated to the Wehrmacht's operations.

★ CREDITS ★

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