# WAR STORY
## OCCUPIED FRANCE

# RULEBOOK

# INTRODUCTION

The Special Operations Executive (SOE) was created in 1940 to conduct covert operations and sabotage behind enemy lines. It recruited and trained agents from various backgrounds to gather intelligence, support resistance movements, and disrupt enemy operations in occupied territories.

In *War Story: Occupied France*, you command a team of SOE agents tasked with intelligence gathering, sabotage, espionage, and possibly even assassination. The Mission Books will lead you through the game's story, driving the action and providing your Agents with a series of challenges to overcome. You will have to work together to plan out your Agents' strategy and respond to the choices given. Over the course three linked missions, you will explore different locations, gather information from locals, sneak past enemy forces, and engage in tense tactical skirmishes. Once you're finished, you can replay the missions and take different paths to discover a whole new ending to the story.

## ~ THE FRENCH RESISTANCE ~

During the Second World War, the French Resistance was made up of a number of different groups and included civilians and service people from all political persuasions, professions, and ages – no one particular group had a monopoly over it. It has been estimated that 2% of the French population (about 400,000 people) were active resisters, with some authorities claiming a figure as high as 5%. In addition, there were perhaps no fewer than 10% (2 million) who were passive resisters, sympathetic enough to read underground newspapers and turn a blind eye here and there.

When the compulsory labour draft was introduced, a significant number of draftees went on the run rather than submit to working in Germany. These réfractaires headed for the forests and mountains and were said to have 'taken to the maquis' – a Corsican word referring to the inner terrain of hills and forests. Out of necessity, these réfractaires, along with others evading German persecution, spontaneously banded together in small groups for mutual support, relying on local farmers and shepherds for aid. Faced with extra hungry mouths to feed, in turn, the farmers went to local Resistance chiefs for assistance. It was not long before the Resistance realised the potential of those sheltering in the maquis and began recruiting them en masse and providing them with training.

## ~ THE SOE ~

The SOE is most famous for supplying the Maquis in France and waging a sabotage campaign in support of the Normandy landings, but the SOE had agents at work in Denmark, Norway, the Netherlands, Italy, Greece, Crete, Yugoslavia, Czechoslovakia, Romania, Bulgaria, Albania, North Africa, and throughout the Far East. It was based at 64 Baker Street, London, and operated under the cover title 'Inter-Service Research Bureau'. In terms of size, the SOE at its peak was the equivalent of a weak army division, with a little over 13,000 personnel, a quarter of whom were women.

# COMPONENTS

**1 RULEBOOK**

**1 TEAM SHEET PAD**

**1 SECRET ENVELOPE**

**8 AGENT PAWNS**

**48 WOODEN CUBES**

24 red
4 blue
4 yellow
8 black
8 white

**49 TOKENS**

14 Skill tokens
14 Firearms tokens
8 Advantage tokens
5 Mortally Wounded tokens
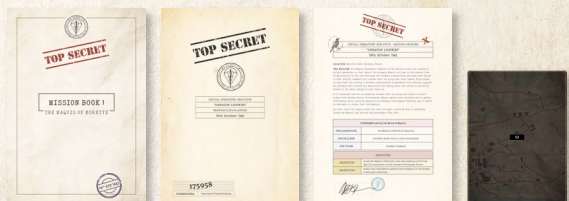3 Special Ability tokens
4 Vehicle tokens
1 Team Pool token

**63 CARDS**

8 Agent cards
11 Equipment cards
44 Mission cards

**3 MISSION BOOKS**

**3 MISSION ENVELOPES**

3 Mission briefings
17 Encounter maps

# SETUP

Start by choosing a mission. Inside *War Story: Occupied France*, you will find three missions: The Maquis of Morette, The Tailor of Brinay, and The Viper of Vaillant. While you can play these missions out of order and in isolation, it is highly recommended that you start with Mission 1: The Maquis of Morette, and complete them in sequential order.

Once you have chosen your mission, find the following and put them within reach next to a general play area:

1. The Team Pool token.
2. All tokens and cubes, separated into types.
3. The Agent deck and pawns.
4. The Mission deck.
5. The Equipment deck.
6. The Mission Book for the mission you are playing.
7. The Mission Envelope for the mission you are playing. Keep this closed for the moment.
8. One Team Sheet, either blank if starting a new campaign, or your existing Team Sheet if you are continuing a campaign.



To begin your chosen mission, read the mission introduction at the start of the Mission Book, which introduces the situation you find yourselves in. You will then be instructed to open up the Envelope for the mission you are playing, find your Mission Briefing and read it aloud to the group.

Complete setup by choosing your Agents and creating your Team Pool (see overleaf). The Mission Book will also give you some additional setup instructions.

# ~ CHOOSE YOUR AGENTS ~

You will work as a team to control the four chosen Agents, making group decisions to guide their actions.

Each Agent has a unique set of attribute values (Skills and Firearms) that will become important during Checks (page 10). The higher the attribute value, the more beneficial. If this is your first game of *War Story*, you may find it easier to choose from the Agents without Special Abilities (Antoine, Monique, Bernadette, Yannick, and Odile).

During setup, choose four Agents from the eight that are available and place them with their uninjured side showing. Place two pawns of the same colour on each Agent's card. Return any unchosen Agent cards to the box. Record the names of the chosen Agents on your Team Sheet under the correct mission.

> **NOTE:** In later missions during a campaign, you may not have eight Agents to choose from due to casualties.

## * AGENTS *

An Agent card is defined by:

(1) **Name**

(2) **Firearms:** A number from 1 to 3 representing the Agent's ability to use firearms. This does not count as a Skill for the use of Skill tokens.

(3) **Skills:** Each Agent has four Skills, ranging from 1 (basic) to 3 (advanced):

  * **Awareness:** How perceptive and focused they are.

  * **Influence:** How skilled they are at influencing and persuading people.

  * **Stealth:** How stealthy they are, including taking down enemies at close quarters without firearms.

  * **Technical:** How skilled they are with technology.

(4) **Special Abilities:** Some Agents have Special Abilities they can use during a mission.

(5) **Injury:** The reverse of Agent cards shows that they are injured. See page 12 for more.



Carte d'identité — Nom: *Gagnon,* Prénoms: *Dominique* Né le: *28 mars 1910*

(1) **Firearms** (2) **1**

**S K I L L S** (3)

(1) Awareness
(2) Influence
(2) Stealth
(2) Technical

(4) **LEADERSHIP:** Begins with 1 Ability token. Dominique's Ability token can be used as a Skill or Firearms token by any other Agent.

## ~ CREATE YOUR TEAM POOL ~

The Team Pool represents your team's training and experience. To create your Agents' starting Team Pool, take the number of Skill tokens and Firearms tokens indicated at the top of your Team Sheet and place them on the Team Pool token in the middle of the table. These numbers may change through a campaign if you choose to take training between missions. If this is your first mission, write the number '2' under Firearms tokens, and the number '4' under Skill tokens.

Tokens in the Team Pool are a shared resource for all Agents and can be used at any time to provide a temporary bonus to a Skill or Firearms. For full rules on using Boost tokens, see page 10.

> **NOTE:** All tokens are considered unlimited. You are unlikely to run out of any tokens, but, if you do, use a substitute.

# PLAYING THE GAME

The Mission Book will guide you through your chosen mission, giving you choices and actions to make along the way. It is made up of numbered entries, which tell the story of your mission, as well as giving you instructions about what actions to take. When you begin your mission or choose an option from a card, flip to the corresponding entry in the Mission Book and read it out loud.

## ~ READING THE MISSION BOOK ~

The Mission Book is made up narrative entries and tables of instructions. Each plays an important role in your experience, and follows a visual language to help guide you through.

### INSTRUCTIONS

Any text in a yellow box is an instruction. In this example instruction, you would draw card 7 from the Mission Deck, and map 2.3 from the Mission Envelope.

> Draw card 7 and map 2.3.

> **NOTE:** Stars framing any words indicate that the instruction needs to be resolved on the Team Sheet.

### SOLID LINES

Instructions divided by solid lines are mutually exclusive: you will only resolve **one** of them.

'Choose' tables allow you to choose from multiple possible paths, shown in grey.

In this example, you would choose one of the two options, then follow the instruction next to it, ending up at either entry 400 or 310.

| CHOOSE | |
|---|---|
| To enter ███████ by ██████: | Turn to entry 400. |
| To enter ███████ by ███████████: | Turn to entry 310. |

| IF/ELSE | |
|---|---|
| If it is night: | Turn to entry 347. |
| Else: | Turn to entry 152. |

'If/Else' tables require you to read the criteria shown in grey from top to bottom and resolve the instructions for the first one that applies.

In this example, you would start at the first row and, if it were night, you would turn to entry 347. If it weren't, you would move on to the 'Else' row and turn to entry 152.

## DOTTED LINES

Instructions divided by dotted lines need to all be resolved as much as possible in order from top to bottom.

In this example, you would return tokens, then discard the map and cards, then add a tracking point, then Advance Time.

| END OF ENCOUNTER |
|---|
| Return any tokens on the map and all Advantage tokens to the supply. |
| Discard map 1.2 and all Action cards. |
| ** Add 1 tracking point. ** |
| **Advance Time. ** |

| Remove 1 red cube from ████████ of the map. | |
|---|---|
| If X is circled, ████████ have been perfectly placed to cause the best conditions for ████████: | Remove 1 ████████ ████████ from the north of the map. |
| For every ████████████ at Position A, ████████████ the north. | |

In this example, you would still resolve instructions in the order they appeared from top to bottom, however, the middle row has a condition for its resolution in the grey box. In this case, to complete the second instruction, X would need to have already been circled.

In this example, you would choose between the two options separated by solid lines. Once one had been chosen, you would resolve the instructions in the order they appeared, from top to bottom. If you chose 'To move on', for example, you would first discard card 3, then pick a new action from the available Action cards.

| CHOOSE | |
|---|---|
| To move ████████ ████████: | Select 1 or more Agents. |
| | Turn to entry 152. |
| To move on: | Discard card 3. |
| | Pick a new action from the available Action cards. |

## ~ SELECTING AGENTS ~

Sometimes, you will be instructed to select one or more Agents for a particular task by placing either a blue or yellow cube on their Agent card. In the entries that follow, any narrative text that begins with a 'Blue Agents' or 'Yellow Agents' stamp refers only to the Agents with that colour cube. Any time you read 'Regroup', remove cubes from all your Agents.

# ~ DRAWING CARDS ~

Entries may instruct you to draw new cards from the Equipment deck or from the Mission deck, which contains both Action and Field cards. Find the card by its number, place it face up in front of you, and read it aloud. You will be instructed when to discard a card.

**NOTE:** Sometimes you will be told to draw a card you already have (or that you had and discarded). In that case, nothing happens – you do not draw the card again.

## * ACTION CARDS *

Action cards present you with a choice of actions, each of which directs you to an entry number in the Mission Book. If an action lists different entry numbers for different times of the day and you choose to do the action, you must turn to the entry that corresponds to the current Time on your Team Sheet (see page 13).

An Action card is defined by:

① **Name**

② **Number:** The card number, used to find it in the Mission deck.

③ **Description**

④ **Actions:** The types of actions that can be taken by your Agents, depending on the current Time.

⑤ **Entry Numbers:** Each action shows the entry in the Mission Book you must read if you select that action.

② 26

① Le Renard

③ The Maquis used to meet at this inn. There could still be documents or other items of value here.

④ Return

🌙 NIGHT     123 ⑤

☀ DAY     329

## * EQUIPMENT CARDS *

Equipment cards present you with options or bonuses in certain situations. When not in an Encounter, they are kept face up on the table and may be used by any Agents. During an Encounter (see page 14), they will be allocated to specific Agents.

You will start each mission with a number of pieces of Equipment, including one Welrod pistol for each of your Agents.

You might acquire other Equipment during a mission and will be told to take the appropriate card. Any additional Equipment acquired during a mission is not retained for future missions.

An Equipment card is defined by:

1. **Name**
2. **Number:** The card number, used to find it in the Equipment deck.
3. **Ability:** The Equipment's ability or benefit.
4. **Silenced/Audible:** How noisy a weapon is.
5. **Short-Range/Long-Range:** At what distance a firearm can be used.

## * FIELD CARDS *

Field cards represent a wide range of different things your Agents will encounter on a mission. You will be instructed how to use these when they are drawn.

~ Welrod Pistol ~
**Welrod Mk II**

E1

Equip every agent with a Welrod Pistol.

MINEFIELD

IDENTIFIED MINES

DISARMED MINES

Maquis Radio Message

# ~ CHECKS ~

When reading entries in the Mission Book, you may be asked to check the value of your Agents' Skills or Firearms and resolve an instruction based on that. This could mean checking the lowest value, the highest value, the total value (a number of Agents' values added together), or something else. Examples of Checks are shown below.

| CHECK total Firearms of Blue Agents | |
| --- | --- |
| 1 | Turn to entry 416. |
| 2+ | Turn to entry 439. |

Give an injury to any 1 Agent at Position B with an Awareness of 2 or below.

For every 3 points of Firearms at Position A, remove 1 red cube from ██████ ███.

To complete a Check, take the value of the relevant attribute (of one or more Agents depending on the Check), plus any Boost tokens you wish to use for that Check (see below). Compare this value to the thresholds given, and then complete the relevant instruction; most Checks direct you to turn to the indicated entry, but others may have different instructions, such as taking cubes, adding tracking points, or allocating an injury. If no Agent's attribute value is valid, you do not resolve the instruction. If more than one Agent has a valid value, you can choose which Agent to apply the effect to.

## USING BOOST TOKENS

Boost tokens are used to temporarily change the value of attributes during a Check. You may use Boost tokens any time you see the Boost tokens stamp.

There are 3 types of Boost tokens available:

**Skill tokens**          **Firearms tokens**          **Advantage tokens**

**Skill tokens** and **Firearms tokens** can be used during a Check to temporarily add 1 to the value of an attribute. Skill tokens can be applied to the value of any of your four Skills (Awareness, Influence, Stealth, or Technical), and Firearms tokens can only be applied to the Firearms attribute. Any number of tokens may be spent during a Check. When spent, the tokens must be returned to the supply. Once the Check is completed, the value of the attribute returns to its printed value.

You will sometimes gain additional Skill or Firearms tokens during a mission, but it is rare. For the most part, you have to work with the limited supply you start with, and judge when is best to use them. Does it feel like you want to get to the best outcome for this particular Check, or is the middle outcome likely to be good enough?

**Advantage tokens** can be spent during any Check to add 1 to the value of **any** attribute (Skills or Firearms). However, at any point, the text may tell you to "discard all Advantage tokens", at which point any Advantage tokens on the Encounter map and in the Team Pool must immediately be returned to the supply. It is therefore advisable to spend them as soon as they will make a difference to a Check, rather than wait until they are most useful.

You may spend tokens from the Team Pool on any of your Agents' attributes any time you see the Boost tokens stamp. If an Agent starts with Skill or Firearms tokens on their card, you can spend those tokens in any relevant Check on that Agent's attributes. If a weapon starts with Skill or Firearms tokens on the card, those tokens can be used to boost the relevant attribute for any Agent using that weapon.

> **NOTE:** There may be special conditions about how Agents can use tokens on their cards.

## * EXAMPLE SKILL CHECK *

You are completing this Check asking for the total Awareness of all active Agents. Adding up the value on the Agent cards gives a combined Awareness of 5, which would lead to entry 424. However, knowing that lower values are likely to lead to more harmful results, you decide to use some Boost tokens to raise the total value.

| CHECK total Awareness | |
|---|---|
| 1–5 | Turn to entry 424. |
| 6–8 | Turn to entry 113. |
| 9+ | Turn to entry 354. |

You could try to reach the 9 Awareness required for the highest option entry, but this would require using all Skill and Advantage tokens in your Team Pool, as well as Monique's Skill token. To conserve your resources, you decide to use Monique's Skill token to boost her Awareness by 1, bringing you to a total Awareness of 6. This gives you the option of a better outcome than you would have previously got.

# ~ USING THE TEAM SHEET ~

For each play through of *War Story: Occupied France*, your group will make use of a Team Sheet to record various things during play. For each mission, the Team Sheet contains spaces for:

① The State Tracker.

② The Agents you selected and their status at the end of the mission.

③ The progression of Time in the mission.

④ Your number of tracking points or Security level.

⑤ Whether you succeeded, partially succeeded, or failed your mission objectives (see page 17).

Your Team Sheet will follow your group through all three missions of a campaign. The reverse of the sheet contains a grid for you to track your your entries as you play.

## THE STATE TRACKER

Each mission on the Team Sheet has a 'State Tracker', which tracks your decisions during the mission. When told to circle a letter, circle it in the State Tracker for the current mission. Cards and mission entries may give you different options depending on whether or not a certain letter is circled. If you are told to cross out a letter, it is no longer considered circled for these mission entries.

> **NOTE:** You should not aim to collect the circled letters – some of them are actually very bad to have! All your decisions should instead be made based on what the text tells you and what is happening in the story.

> **NOTE:** It is very important that you do not miss instructions to circle letters, or instructions based on having certain letters circled – IF YOU DO, THE GAME WILL QUICKLY STOP MAKING SENSE.

## AGENT STATUS

You will sometimes be told that an Agent is injured or killed. Record this on your Team Sheet at the end of the mission.

You may have some choice in which Agent is affected. For example, the text might say, 'Give an injury to any 1 Agent with an Awareness of 1'. If no Agents meet the criteria (in this case, if there were no Agents with Awareness 1), the injury or death does not happen.

This means that you may prevent an injury or death by using Boost tokens to increase the attribute values of any Agents currently meeting the criteria.

When an Agent is injured, flip their card over to its injured side – their Firearms or one or more of their Skills will be reduced. There are ways to recover injured Agents to full health, which you will discover as you play.

If an Agent is already injured and takes another injury, place a Mortally Wounded token on their card. You may **not** give further injuries to an Agent that is already Mortally Wounded. When you Advance Time or when the mission ends (whichever comes first), Mortally Wounded Agents die and are removed from the game – they will no longer be part of your Agent Pool. However, they can still be used as they normally would until that happens.

Sometimes, you will simply be told that an Agent is killed/dies. If that happens, the Agent is immediately removed from the game. If the mission hasn't ended and a death leaves you with no Agents, read entry 300 in your Mission Book.

Unless instructed otherwise, return all of an Agent's Equipment to the general team Equipment pool and all tokens on their card to the supply when they die.

**NOTE:** There is no way to save a Mortally Wounded Agent.

## TIME

The current Time is the most recently circled Time on the Team Sheet. Action cards or mission entries may give you different options depending on the current Time.

At certain points throughout *War Story: Occupied France*, Time will move on. Whenever the text says ** Advance Time **, cross out the most recently circled Time on your Team Sheet, and circle the next Time along.

## TRACKING POINTS

Tracking points represent the extent to which German Command are aware of your presence, and the level of resources they have mobilised in response. Record them on your Team Sheet in the relevant box, starting at 0. As a rough guide, 5 points means that the enemy are aware of your activities and 10 points means that they are dedicating considerable resources to hunting you down. At certain points during a mission, you will be instructed to do specific things based on the number of tracking points you have.

## SECURITY LEVEL

Security level is used in Mission 3. It functions similarly to Tracking points, but instead represents the overall level of German forces in the area. It begins at 20 and can be reduced or increased during the mission. Record the Security level on your Team Sheet in the relevant box, starting at 20. At certain points during a mission, you will be instructed to add additional Threat cubes to Encounters based on the Security level.

# ~ ENCOUNTERS ~

In each mission, you will face one or more Encounters, where you will need to decide how to utilise your Agents in combat with the enemy. They will begin when you see 'Start of Encounter'.

At the start of an Encounter, you may allocate (or reallocate) any available Equipment cards to Agents. Until the end of the Encounter, Equipment may not be allocated to or swapped between your Agents unless instructed by the text to do so.

You will normally have the rifle and concussion grenade, but may acquire more Equipment during a mission. Note that all Agents have a Welrod pistol, which is a Silenced Short-Range weapon. An Agent always has the option of using their Welrod, whether or not they have been allocated other Equipment. Checks during Encounters may ask you to check Long-Range Firearms – in this case, an Agent cannot contribute their Firearms value to the Check unless they are equipped with a Long-Range weapon.

> **NOTE:** Some items have different rules depending on whether or not you are engaged in an Encounter.

> **NOTE:** Once you move on to the next part of the Encounter, you can no longer reallocate Equipment amongst your Agents until the End of Encounter, unless specified by the text.



## ENCOUNTER MAPS

Some Encounters include Encounter maps. When you are instructed to take an Encounter map, take it from the Mission Envelope and assign your Agents to Positions.

The text will give you a brief description of each Position and what their role may be. The Position spaces on the map also include icons that tell you how many Agents can be assigned to that Position and what weapons can be used. You cannot assign an Agent to a Position if they do not have a weapon they can use there.

Assign Agents by placing one of each Agent's pawns on the locations marked with the Position icon (see below). The other pawn stays with the card to track that Agent's colour.
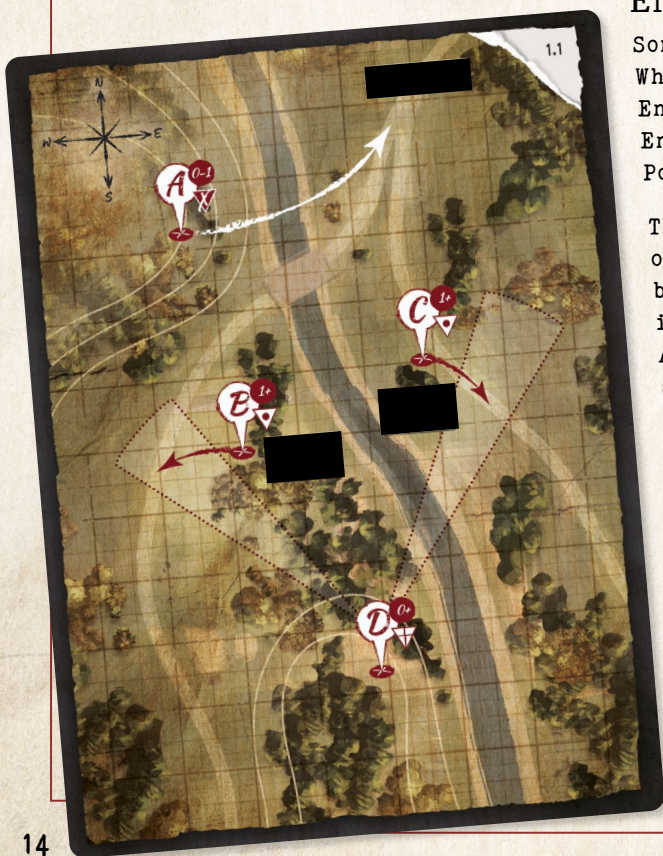
Encounter maps use the following icons:

1. A Position where Agent pawns may be assigned.

2. The number of Agents that can be assigned to this Position. A single number, such as a '2', means <u>exactly</u> that number of Agents must be assigned there. A range of numbers, such as '1-3', means any number of Agents within that range may be assigned there.

3. Agents may only use Short-Range weapons at this Position. As all Agents start with a Welrod pistol, all Agents may be assigned to Positions with this icon.

4. Agents may only use Long-Range weapons at this Position. Agents without a Long-Range weapon cannot be assigned here.

5. Agents may use both Short-Range and Long-Range weapons at this Position.

6. No weapons can be used at this Position.

7. This is a Surveillance Position. The direction of the arrow indicates the direction of Surveillance.

8. This indicates the primary Firing Arc or Arcs from that Position. Long-Range Positions will tend to have longer Firing Arcs.

9. These thin lines indicate that this Position is elevated. Usually, this is reflected in the type of weapon you can use at that Position or type of surveillance you have.

During Encounters using a map, most entries will specify a particular Position, with the narrative and instructions that follow only applying to that Position. For example, a check asking you to 'Check total Firearms at Position A' only applies to those Agents at Position A (and only those using weapons with the correct range for that Position).

During Encounters with no map in play, all Agents are considered to be at the same Position. If there is no map in play and Agents are selected, Agents with the same colour cube (blue or yellow) are considered to be at the same Position.

## ENDING AN ENCOUNTER

When the text states 'End of Encounter', the Encounter is over. Return all Advantage tokens (wherever they are) to the supply. If you were using an Encounter map, follow these steps:

1. Remove Agent pawns from the Encounter map and return them to their Agent cards.
2. Remove all other tokens from the Encounter map and return them to the supply.
3. Return the Encounter map to the Mission Envelope.
4. On entries marked with "End of Encounter", you may freely reallocate Equipment amongst your Agents again.

# * EXAMPLE ENCOUNTER *

This entry instructs you to draw Encounter map 1.1. Encounter maps for each mission are found inside their respective Mission Envelopes.

Once you have read the additional information about the different Positions, the entry instructs you to assign your Agents. Since Yannick is injured, and Position A is non-combative (marked with a 'no weapons' icon), it would be wise to assign him to Position A. Both Odile and Monique have Firearms values of 2, so assigning them to Positions B and C makes sense, especially if the German patrol splits. You then have Domonique left. You could choose to have an additional Agent at Position B or C, supporting Odile or Monique. However, Position D offers up some support advantages for both Positions B and C, and you have a rifle available to allocate. Even though Dominique only has a Firearms value of 1, allocating the rifle to Domonique will allow her to fire from the Long-Range Position D and support both Odile and Monique.

Once you have assigned your Agents to Positions, the instructions tell you to turn to entry 330, which will resolve the next part of the Encounter.

## ON THE ENCOUNTER MAP:

### Position A

A non-combat surveillance Position. A character positioned here can give warning of the German's approach, count the number of soldiers, and see which path they take. However, for the best vantage point, the Agent must be positioned on an open hillside, so there is a risk of being seen. After signalling what they have seen, the Agent will hide in the trees to the north.

### Position B and Position C

Your main attack Positions for each path. You **must** put at least 1 Agent at each.

Position B has basic concealment and a good view along the path.

Position C has good concealment but a restricted view along the path.

Ideally, the German patrol will split into two smaller groups to explore each path. If they do not, Agents at Position B or Position C can move to support the other, but as they will have to cross the river at a bridge, they may not reach the other Position before combat begins.

### Position D

A long-range Position. From this Position, any Agent with a long-range weapon can provide good supporting fire to Position B. They can also provide some supporting fire to Position C, but the view is more limited and the distance is greater.

16
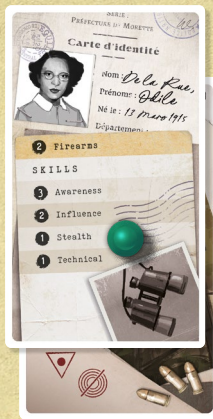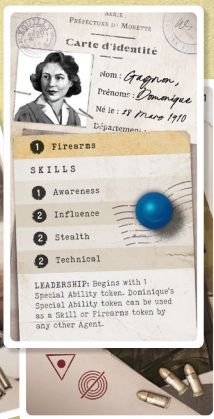
## ~ COMPLETING THE OBJECTIVES ~

Each mission will present you with multiple Objectives.

When the text says that you Succeed, Partially Succeed, or Fail an Objective, tick the appropriate box on your Team Sheet. While you are attempting to succeed at all Objectives, it will not be easy. Sometimes, you may have to make tough choices about whether to risk your Agents' lives or abandon an Objective altogether.

You will be told by the text when a mission has ended. At this point, check the status of your Agents is recorded on the Team Sheet. When you're ready to play the next mission, take out your Team Sheet and the next Mission Book to continue the story.

> Keep in mind that there are multiple ways to achieve an Objective, allowing you to play through each scenario multiple times and experience very different Encounters and endings. You can also select a different team of Agents to see how that changes things. Can you achieve the perfect result? Good luck!

# VEHICLES

**MISSION 3 ONLY**

Some paths through the missions will ask you to use vehicle tokens. Each vehicle has one large token and one small token. When instructed to find them, place the large vehicle token in the play area and the small vehicle token on the map. The large token will be used for adding cubes to, representing passengers in the vehicle, whilst the small token will be used for moving the vehicle around the map. Both tokens refer to the same vehicle. When instructed to discard the vehicle, discard both tokens and any/all cubes on the large token.

HALF-TRACK
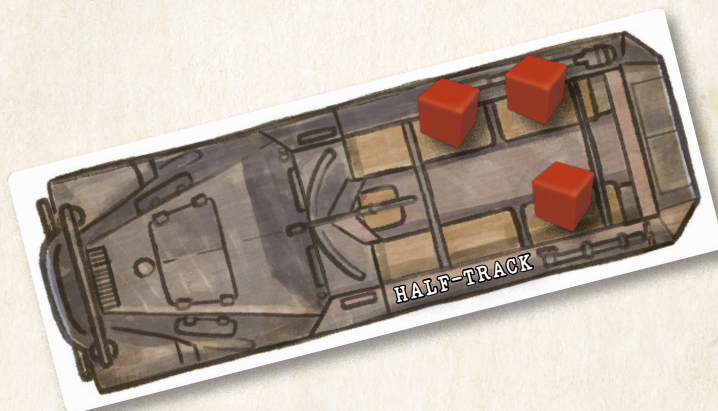
## AFTER THE CAMPAIGN

You can replay the whole campaign or individual missions, playing with different Agents can create different outcomes, not to mention the variability that arises from your choices in each mission. Furthermore, the Germans do not always use the same battle tactics. Tracking points can dramatically alter the narrative, and there are at least 3 very different ways to get to Leichenberg.

If you did not open Envelope X during your campaign, open it now. You will find 4 new Agents you can include in the Agent pool when replaying individual missions or the campaign.

To replay an individual mission, select any 4 Agents. You will need to use a Team Sheet but only use the section for the Mission you are playing. If playing Mission 3, select one training option before starting (you will select another when told to during the Mission introduction). At some point, you may be asked if you are playing the campaign – as you are not, select the alternative option.

To replay the campaign, first select 8 Agents from the 12 available to be your Agent pool, and put the other 4 into Envelope X. Then take a fresh Team Sheet and begin.

# CREDITS

**Game Design:** Dave Neale & David Thompson

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Additional material from Warrior 117: *French Resistance Fighter* (Osprey Publishing 2007) and Warrior 133: *SOE Agent* (Osprey Publishing 2008) by Terry Crowdy.

# ICON REFERENCE

A Position where Agent pawns may be assigned.

The number of Agents that can be assigned to this Position. A single number, such as a '2', means <u>exactly</u> that number of Agents must be assigned there. A range of numbers, such as '1–3', means any of number of Agents within that range may be assigned there.

This is a Surveillance Position. The direction of the arrow indicates the direction of Surveillance.

This indicates the primary Firing Arc or Arcs from that Position. Long-Range Positions will tend to have longer Firing Arcs.

These thin lines indicate that this Position is elevated. Usually, this is reflected in the type of weapon you can use at that Position or type of surveillance you have.

No weapons can be used at this Position.

Agents may use only Short-Range weapons at this Position. As all Agents start with a Welrod pistol, all Agents may be assigned to Positions with this icon.

Agents may only use Long-Range weapons at this Position. Agents without a Long-Range weapon cannot be assigned here.

Agents may use both Short-Range and Long-Range weapons at this Position.

This weapon is silenced.

This weapon is audible.

This Agent is Mortally Wounded and will die when Time next moves on.

This Agent has a Special Ability that can be used once in the mission.

This token counts as a boost of 1 to any single Skill for 1 Agent.

This token counts as a boost of 1 to any Agent's Firearms.

This token counts as a boost to any single attribute for 1 Agent.

Morning | Early Afternoon | Late Afternoon | Evening | Night