



V★SABOTAGE

**EXPANSIONS
MINIATURE PACK**

RULEBOOK



★ CONTENTS OF THE BOX ★



1 SOE Agent



1 Spy



1 Saboteur



1 Intelligence Officer



1 Gunner



1 Butcher



1 Gander



1 Death Cheater



4 enemies with Mauser and gas mask



5 enemies with MP40 and gas mask



Elite enemies for Resistance (5 officers and 5 guard dogs)



Elite enemies for Secret Weapons (5 paratroopers and 5 Goliaths)



8 gas barrels



29 enemy reinforcement tokens



6 commando cards (new illustration)



1 Gander card (new illustration)



1 Death Cheater card (new illustration)



8 doors with stands



Tiles (indoor/outdoor) (7 small, 7 medium, 3 large)



★ NEW ELEMENTS ★

MINIATURES

SETUP

Create the enemy token reserve according to the usual rules but use the enemy tokens from the "Miniature Pack" and "Expansions Miniature Pack" boxes instead of those from V-Sabotage and the expansion you have chosen to use (Resistance or Secret Weapons).



Randomly select the 3 elite enemy tokens that must be placed in the enemy reserve before you start playing.

Use the side of the enemy board shown below and place it near the level:



Place all enemy miniatures from this expansion and the Miniature Pack expansion on the corresponding spaces on this board. Note: Leave the 19 unused miniatures from the Miniature Pack in their original box (4 regular enemies with Mauser, 5 regular enemies with MP40 and 10 elite enemies).



You can now set up the first level.

After placing the enemy miniatures on the triangular tokens of each new level, take out as many corresponding tokens from the enemy reserve and place them on the corresponding locations on the enemy board.



GAS BARRELS

When a gas barrel is destroyed, lay down its miniature and add a gas barrel counter on its destroyed side. It will remain there until end of the turn. Remove the miniature and the barrel counter at the end of the turn.

★ CREDITS ★

Game Design: Thibaud de la Touanne.

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