



**V ★ SABOTAGE**  
INFILTRATION ★ COMBAT ★ OPERATIONS  
**SECRET WEAPONS**

# RULEBOOK



# ★ GAME COMPONENTS ★



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



3 commando cards



5 pairs of operation cards



13 level cards



18 event cards



3 commando tokens (stealthy / visible)



3 commando tokens  
(German uniform / critical condition)



4 "+1 AP" / "-1 AP" tokens



10 special enemy unit tokens  
(Goliath / paratrooper)



9 regular enemy unit tokens with gas mask  
(MP40 submachine gun / Mauser rifle)



10 equipment tokens



1 escorted character token



2 Goliath nest tokens



8 gas barrel tokens  
(intact / destroyed)



10 door tokens (unlocked / locked)



10 enemy entrance tokens  
(silent alarm / triggered alarm)



1 rulebook

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## ★ INTRODUCTION ★

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The Third Reich's limitless ambition and the technical skills of German scientists gave birth to many inventions, some of them truly terrifying, such as the atomic bomb. The "Bomb of all Bombs" was the target of an allied commando operation to destroy the heavy water necessary for its fabrication. Other projects were akin to science fiction, like suborbital bombers and death rays.

Those research programs made it possible to develop weapons ahead of their times. Here are some examples: The Panzerschreck (rocket launcher propelled by an engine), V1 and V2 missiles (able to reach Great Britain), the FX 1400 Fritz X (radio-controlled missile), the FuG 240 Berlin (state-of-the-art radar) and the Horten flying wing (first stealth aircraft). Luckily, most of these projects were only prototypes or were manufactured in small quantities, thus having a minor impact on the outcome of the conflict.

Today, numerous technologies such as jet planes, rocket engines and drones, are the results of this research. These technologies - and especially the scientists who created them - captured the full attention of the Secret Services of the USA, the Soviet Union, Britain and France at the end of the war. Hundreds of them were taken out of the country and recruited by these nations as of 1945.



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## ★ SETUP ★

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Follow those instructions to integrate the components of this expansion to the V-Sabotage 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 Panzerfaust and smoke grenade 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

You can choose your commando cards from the base game as well as from this expansion (the Butcher, the Mortar Gunner and the Intel Agent). Place all the remaining commando cards and tokens in the game box to create the commando reserve.

When setting up a level, always place one regular enemy token equipped with an MP40 (2 white squares on the token) on every Goliath nest.

Operations and levels from the V-Sabotage: Secret Weapons expansion are designed to be played along with the base game, but not with another expansion.

## ★ ADDITIONAL EQUIPMENT ★

### PANZERFAUST



This weapon is as powerful as a TNT charge, but way more flexible to use. Like any shooting weapon, a Panzerfaust can target an adjacent tile. Effect on the tile: . Discard the token after use.

*Example: A commando uses a Panzerfaust to shoot on an adjacent tile. The explosion automatically destroys the objectives, the enemy units and the equipment tokens on it.*



#### PANZERFAUST

*The crew controlling the allied tanks particularly feared this single use grenade-launcher. Powerful, yet dangerous to use, it offered very little discretion because of the three-meter flame and thick smoke it gave off when used.*

### 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:** Just like a grenade or a bombardment, a mortar can hit any visible character on the targeted tile. Should there remain hits to distribute after the elimination of all enemy units on the tile, they must be affected to the other visible characters on the tile. A stealthy character cannot be hit.

### SMOKE GRENADE



A commando may throw a smoke grenade on a tile within range. 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. 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.

The effect remains until the level is dismantled. Reminder: You cannot collect a token that is placed on its red side on the level.

### GAS BARREL



A gas barrel can be targeted as an enemy soldier. 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. 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 releases its deadly substance on its tile and eliminates silently all characters, whether they are stealthy or visible, except those wearing gas masks ( symbol on their tokens). Note: The characters are simultaneously eliminated by both the shot and the gas released by the destroyed barrel. 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.

Enemy shooting cannot destroy a gas barrel. During their movement step, the enemy units that do not wear any gas mask enter without hesitation a tile containing gas and are eliminated before being able to perform a stealth check.

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 these new special units.

### GOLIATH



Goliath and Goliath nest.

When an enemy unit is in a Goliath nest **at the beginning of an enemy phase**, all Goliaths on this level are activated. An activated Goliath can move (enemy moving step) and blow up (enemy shooting step). A Goliath that is not activated cannot do anything.

#### Moving

The activated Goliath moves using the same rules as other enemy units. A stealthy commando must make a stealth test when he or she enters a tile containing an activated Goliath or when a Goliath enters the tile.

#### Combat

An activated Goliath blows up instead of shooting (effect = ☼, the Goliath is eliminated):

- During the enemy shooting step if it is located on a tile containing at least one visible commando.
- If a visible commando enters its tile or leaves it (conditions of a reaction fire).

There are 3 ways to destroy a Goliath:

- 1) Use a token with the ☼ symbol, such as a TNT charge or a Panzerfaust, on its tile.
- 2) Enter a Goliath nest on its level to control it and blow it up (see below).
- 3) Be on the same tile as the Goliath and spend 1 AP to cut the wire that links it to the enemy unit in control. The Goliath is then eliminated without blowing up. Replace it by a **TNT charge** token from the equipment reserve.

Note: A Goliath that blows up ☼ is not replaced by an equipment token.

*Example: An enemy unit occupies a Goliath nest and there are 2 Goliaths on the level. During the enemy movement step, Goliaths are activated thanks to the enemy unit in the nest: They move. One of them enters a tile containing a stealthy commando, who fails the stealth check and becomes visible! Unfortunately, this commando did not keep a "+1 AP" token (which could have been used to cut the control wire to eliminate the Goliath). Enemy shooting step: The Goliath blows up on the tile containing the visible commando, who is immediately eliminated, just like any other character on the tile (including the Goliath). Equipment and objective tokens are destroyed.*

During an enemy reinforcement step, if a Goliath enters a level with no Goliath nest, flip its token on its paratrooper side.

The Goliath is not affected by gas, it does not perform reaction fire and it triggers the alarm when it blows up.

Exceptions:

- 1) A Goliath can **only** go through a locked door **if** at least one regular or elite enemy unit is on its starting tile. *A human being must open the door so that the Goliath can go through.*
- 2) A Goliath behind an enemy entrance barricaded by a crowbar cannot help breaking it down. *Only humans can.*

#### Controlling a Goliath with a commando

A commando in a Goliath nest may control these vehicles remotely. For every spent AP, the commando can activate 1 Goliath on their level to make it move 1 tile or blow up where it is located.

### GOLIATH

*The Goliath was a small tank controlled remotely and full of 130 to 220 lbs of explosives, depending on the type. Based on plans that were confiscated from a French laboratory by the Germans, more than 7,500 copies of the Goliath were manufactured. Its primary use was to destroy tanks, strongholds or mine fields. One of the techniques developed to stop Goliaths was to come close to them and cut the control wire, often with a simple shovel!*

*This single use vehicle was not considered successful, especially because of its slowness (moving around 6 miles per hour) and its fragility, but it was the starting point for the development of remote-controlled technologies like today's drones.*



## PARATROOPER



Every time they shoot, paratroopers reroll 1 die (maximum) that did not hit. When an enemy group containing paratroopers shoots, roll the dice separately for each paratrooper.

*Example: A paratrooper targets a small tile (4+ to hit) and rolls the 3 dice corresponding to the small white squares on his token. The dice result is 1, 3 and 6, which means only 1 hit. He rerolls one of the dice that failed and obtains a 4. The final result is 2 hits on the targeted tile (6 and 4).*

## FALLSCHIRMJÄGER

The Fallschirmjäger were the Luftwaffe's German paratroopers (Air force). The recruits used to follow the most demanding training before obtaining the prestigious paratrooper certificate. The German army equipped these elite troops with the best material, some weapons being made especially for them, such as the FG 42 automatic rifle.

They carried out the first airborne operation in History, on April 9th, 1940 during the Denmark invasion. Later, they took part in some of the most famous confrontations of WWII, such as the Monte Casino battle in Italy. They came to be known as the "green devils" for their steadfast determination to hold their ground despite being outnumbered by allied forces.

## ★ CREDITS ★

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**Playtesters:** Guillaume Cassel, Jean-François Chrétien, Pascal Hébert, Corentine Hertschuh, Patrick Kemner, Mathis and Nathaniel Lamidey, Dave Landry, Stéphane Laurin, Ulysse, Hyppolite and Nicolas Lesbros, Jacques Marcoux, Marc Rodrigue, Benoît Rullier, Stack Académie Montréal. A big thanks also to those who tested the Print and Play demos... and to all the others!





**OPERATION BARBICIOUS**

**BOLLARNS FACTORY**  
 The factory is full of soldiers. During every enemy reinforcement step, place all special units tokens entering the terrain on the German side.

**VILLA (SET UP)**  
 The hotel has rooms. Do not place the blocked trap door tokens.

**V-2 LAUNCH PAD**  
 The launch pad is on the top edge of the map. Every **W** used on a tile in contact with an enemy entrance prevents this entrance permanently (place it in the game's bank).

**VILLAGE**  
 Every shell wrecks one tile in the sector at full of them. If all tiles are destroyed, the carrier can only save 1 tile in each turn.



