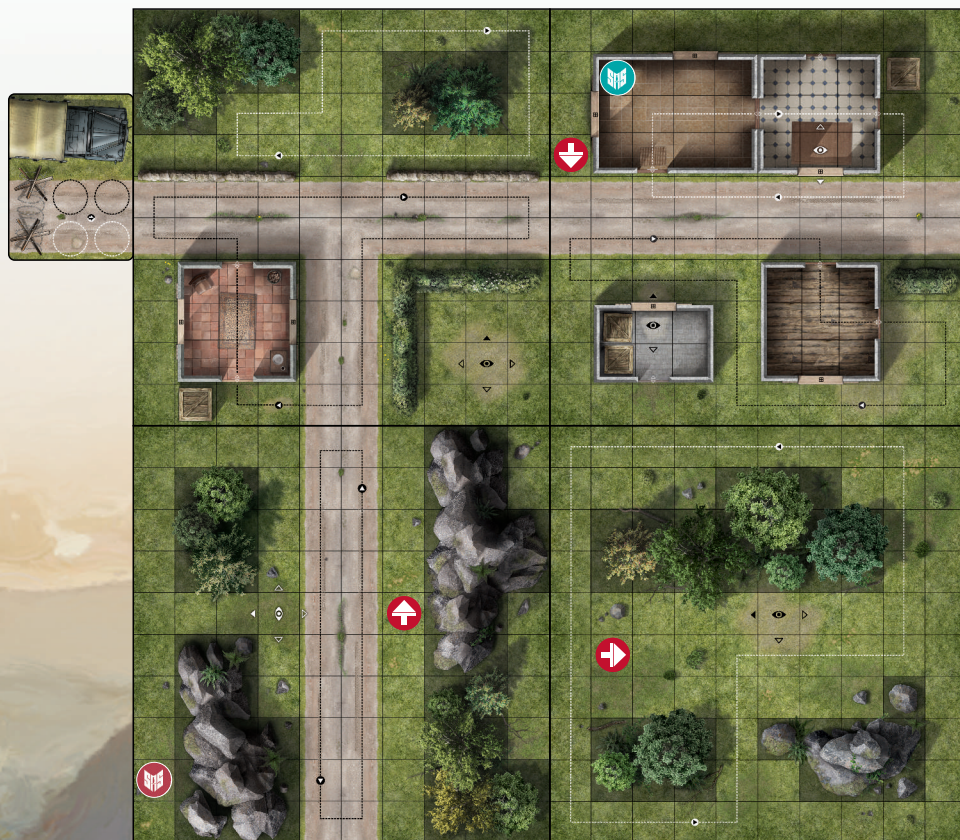







MISSION BOOK

MISSION 1 - SCATTERED

ESCAPE & EVADE



KEY

-  Operator Jock Start
-  Axis Guard
-  Mixed Spawn Tile

OBJECTIVES

-  Operator Anders

RECOMMENDED SETUP

Operators: **1***
Event deck: **Maroon**
Event Window: **None**

*Operator Anders is not a playable Operator for this mission.

"Well, the drop was a complete cock-up and now our boys are scattered all over the French countryside. To make matters worse, Anders was picked up by a local patrol and currently awaits hand over to the Gestapo. We need to get to him before they do or this game will be up before we even get started." - Jock

Operator Jock begins the game at his start point (👤). His mission is to reach the room in which Operator Anders (👤) is being held captive.

The mission is over and 1 victory point is awarded as soon as Jock enters the room. If Jock is killed, the mission is failed.

Did you know? The Lewes Bomb was the brainchild of one of the original SAS members, Lieutenant Jock Lewes. It was a blast-incendiary field expedient explosive device, made by mixing diesel oil and Nobel 808 plastic explosive.

MAJOR VICTORY - 1



MINOR VICTORY - N/A



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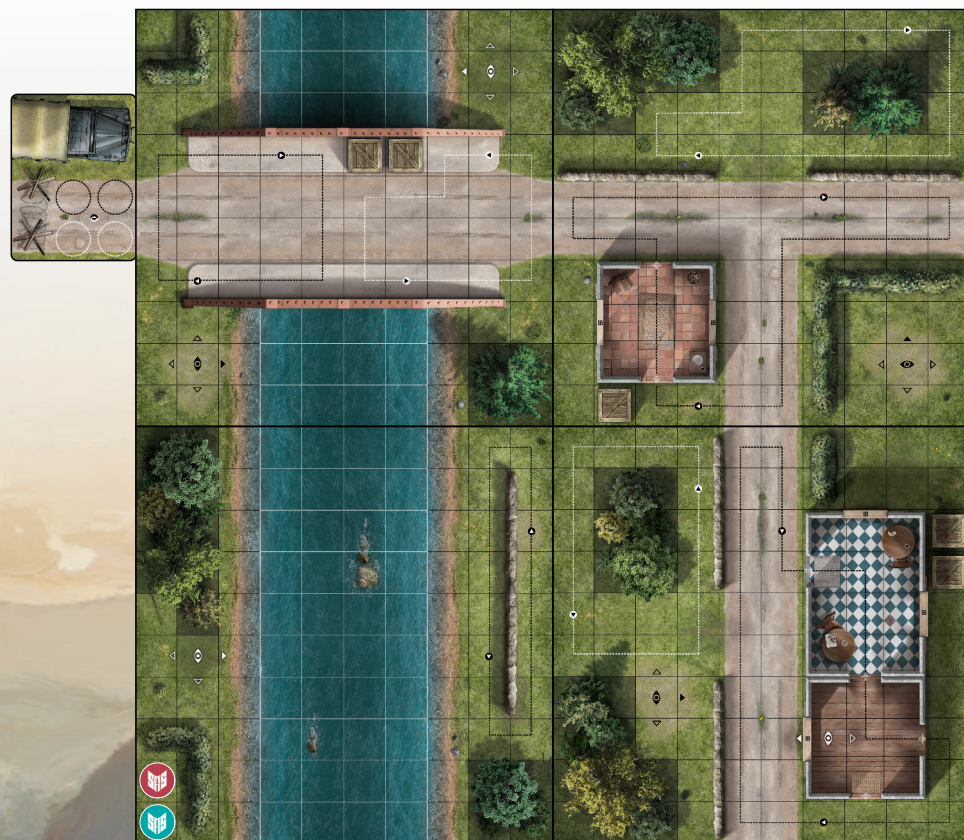
EASY

NORMAL

HARD

MISSION 2 - OVER & OUT

ESCAPE & EVADE



KEY

- Operator Jock Start
- Operator Anders Start
- Mixed Spawn Tile
- Operator Exit Tile

RECOMMENDED SETUP

Operators: **2**
Event deck: **Maroon**
Event Window: **None**

"The Willys is just over the other side of this river but Jerry has seriously stepped up security since the last time I passed through. Getting back across is going to take some creativity... I think you may well be taking a dip old boy." - Jock

Operators Jock () and Anders () begin at their start points. Their mission is to cross the river and get to the Willys Jeep to make their escape.

1 victory point is awarded for each Operator making it safely to the Operator entry/exit tile. The mission is failed if Operators score less than 2 victory points.

Did you know? Synonymous with actions across theatres from Africa to Europe, the SAS Willys Jeeps were heavily modified with twin Vickers .303 machine guns, .50 cal and BREN guns, packing an astonishingly large punch for such a small vehicle. Additionally, the Jeeps were light enough to be deployed by glider or even air dropped by parachute, making them the perfect transport for special forces Operators.

MAJOR VICTORY - 2



MINOR VICTORY - N/A



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EASY

NORMAL

HARD

MISSION 3 - RALLY POINT CHARLIE

RESCUE



KEY

- Operator Paddy Start
- Operator Ginger Start
- Fuel Barrel
- Axis Half-Track Patrol
- White Spawn Tile
- Black Spawn Tile
- Willys Jeep

RECOMMENDED SETUP

Operators: 4 + Willys Jeep*
Event deck: **Maroon**
Event Window: 18/6

*Operators Jock & Anders begin the game in the Willys Jeep.

"With Jerry now on full alert & combing the countryside for us it's only a matter of time before Paddy and Ginger are discovered at the rally point. We need to get in there and pull them out sharpish!" - Jock

Operators Paddy () and Ginger () begin at their start points. Operators Jock & Anders begin the mission in the Willys Jeep. The mission is simple, Paddy and Ginger must use any and all means necessary to stay alive until the Jeep arrives to extract them.

When the special event card is drawn, place the Willys Jeep at the position shown above, with Operators Jock & Anders positioned however you choose on the Willys vehicle sheet (one of them must be the driver). The Willys may enter the board during the next Operator Phase.

1 victory point is awarded for each of the 4 Operators leaving the board safely onboard the Willys. The Willys may exit the board in any direction (North, South, East or West). The mission is failed if Operators score less than 4 victory points.

MAJOR VICTORY - 4



MINOR VICTORY - N/A



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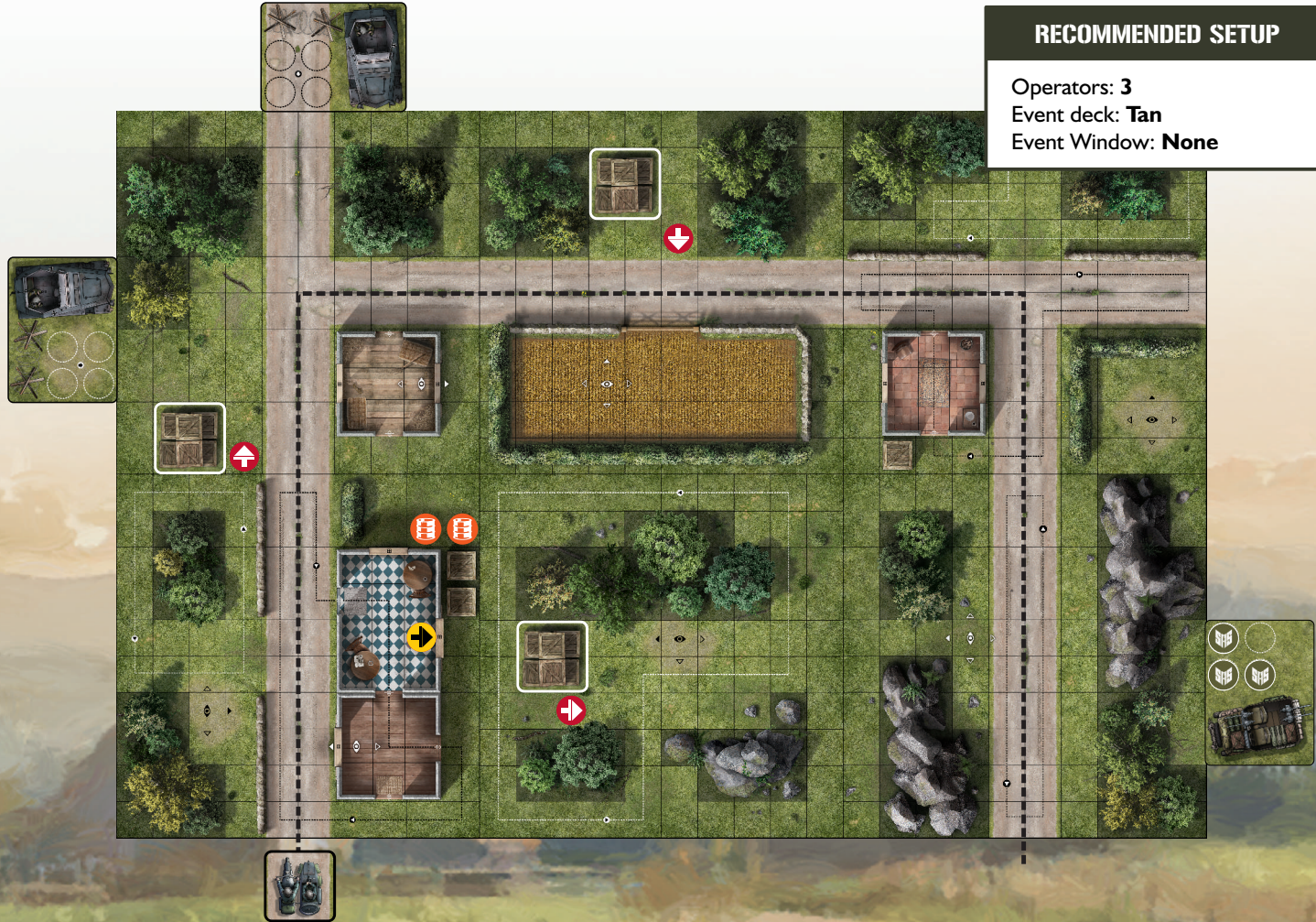
EASY

NORMAL

HARD

MISSION 4 - BUTCHER & BOLT

RAID



RECOMMENDED SETUP

Operators: 3
Event deck: **Tan**
Event Window: **None**

"Right then chaps, now we're all finally present and correct it's about time we got down to the serious business of mischief and mayhem. Intelligence provided by local resistance says we have an enemy supply dump a few miles East of our position that's just sitting there waiting for somebody to go and blow it up." - Jock

Operators (👤) begin at their entry/exit tile. Their mission is to destroy the three supply dumps (📦), kill the Axis Officer (➕) & then escape. Supply dumps can only be destroyed using explosive weapons (bombs, grenades or fuel barrels). One successful attack roll allocated from an exploding fuel barrel, grenade or Lewes bomb will destroy a supply dump.

Each of the three supply dumps and the Axis Officer are worth 2 victory points, plus 1 victory point is awarded for each Operator making it back safely to the entry/exit tile. The mission is failed if Operators score less than 9 victory points.

MAJOR VICTORY - 11 POINTS



MINOR VICTORY - 9 POINTS

KEY

- 👤 Operator Start
- 🔴 Axis Guard
- 🔥 Fuel Barrel
- 🏍️ Axis Motorbike Patrol
- 🏠 White Spawn Tile
- 🏠 Black Spawn Tile
- 👤 Operator Entry/Exit Tile

OBJECTIVES

- ➕ Axis Officer
- 📦 Supply Dump

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EASY

NORMAL

HARD

MISSION 5 - HEAD OF THE SNAKE

ASSASSINATION



KEY

- Operator Start
- Willys Jeep
- Rowing Boat
- Axis Guard
- Axis Motorbike Convoy
- Axis Kübelwagen Convoy
- Fuel Barrel
- White Spawn Tile
- Black Spawn Tile
- Operator Entry/Exit Tile

OBJECTIVES

- Axis Officer

RECOMMENDED SETUP

Operators: 4 + Willys Jeep
Event deck: Tan
Event Window: 18/6

"We just got word that the local garrison commander's staff car has broken down in a nearby village. They have sent for another vehicle to pick him up but we are going to beat them to the punch." - Jock

Operators () begin at their entry/exit tile. Their mission is to kill the Axis Officer () by any means necessary and then escape.

When the special event card is drawn, place the convoy at the edge of the board at the position shown on the map. The convoy will enter the board and follow the convoy route in the next Axis Advance Phase. When the Axis Kübelwagen reaches the space outside the Axis Officers building it will stop. The Axis Officer will leave the building and enter the vehicle. The convoy will then continue along its route in the next Axis Advance Phase. If the Kübelwagen exits the board with the Axis Officer onboard the mission is failed.

2 victory points are awarded for killing the Axis Officer, plus 1 victory point is awarded for each Operator making it back safely to the entry/exit tile. The mission is failed if Operators score less than 5 victory points.

MAJOR VICTORY - 6



MINOR VICTORY - 5

9

EASY

8

NORMAL

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HARD

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MISSION 6 - CONVOY

CONVOY



"Thanks to intelligence provided by local resistance we know that around noon tomorrow there's a convoy of enemy supply trucks passing through here heading for the front. Our job is to make sure that none of them get there." - Jock

Operators (👤) begin at their entry/exit tile. Their mission is to destroy the five vehicles of the convoy (two Half-Tracks and three Trucks) before the convoy exits the board and then escape. Half-Tracks are armoured targets so can be only be damaged using explosive weapons (bombs, grenades or fuel barrels).

When the special event card is drawn, place the convoy at the edge of the board at the position shown above. The convoy will enter the board and follow the convoy route in the next Axis Advance Phase.

Each of the five convoy vehicles are worth 2 victory points, plus 1 victory point is awarded for each Operator making it back safely to the entry/exit tile. The mission is failed if Operators score less than 11 victory points.

MAJOR VICTORY - 13 POINTS



MINOR VICTORY - 11 POINTS

KEY

- Operator Start
- Fuel Barrel
- Axis Motorbike Scout
- Mixed Spawn Tile
- Operator Entry/Exit Tile

OBJECTIVES

- Axis Truck Convoy
- Axis Half-Track Convoy

RECOMMENDED SETUP

Operators: 3
Event deck: **Maroon**
Event Window: 15/6

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8

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EASY

NORMAL

HARD

MISSION 7 - JAIL BREAK

RESCUE

RECOMMENDED SETUP

Operators: 4
Event deck: **Tan**
Event Window: **None**



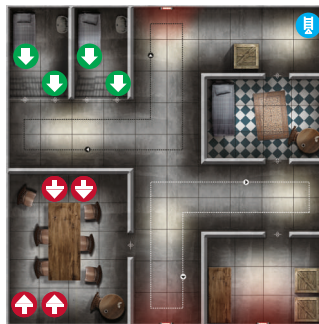
"Frustrated by the increasing acts of sabotage Jerry have rounded up suspected resistance agents from the local town and intend to publicly execute them. Those lads have been putting their lives on the line for us so it's only fair we return the favour and break them the hell out of there!" - Jock

Operators (👤) begin at their start points. Their mission is to rescue the 4 Resistance units (👤) being held in the Axis base and then escape via the West (W) board edge.

The ladder top (👤) and ladder bottom (👤) squares are considered to be adjacent to each other for movement purposes (it costs 1 AP to move from one ladder square to the other) and LOS exists between the two squares.

The Resistance units can do nothing until an Operator moves to an adjacent square within their LOS at which point they are "Activated".

1 victory point is awarded for each Operator or Resistance unit safely exiting the board. The mission is failed if Operators score less than 7 victory points.



KEY

- 👤 Operator Start
- 🚚 Truck
- 👤 Axis Guard
- 👤 Axis Motorbike Patrol
- 👤 Axis Half-Track Guard
- 🔥 Fuel Barrel
- 👤 Ladder Top
- 👤 Ladder Bottom
- 👤 White Spawn Tile
- 👤 Black Spawn Tile

OBJECTIVES

- 👤 Resistance Start

MAJOR VICTORY - 8



MINOR VICTORY - 7

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EASY

8

NORMAL

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HARD

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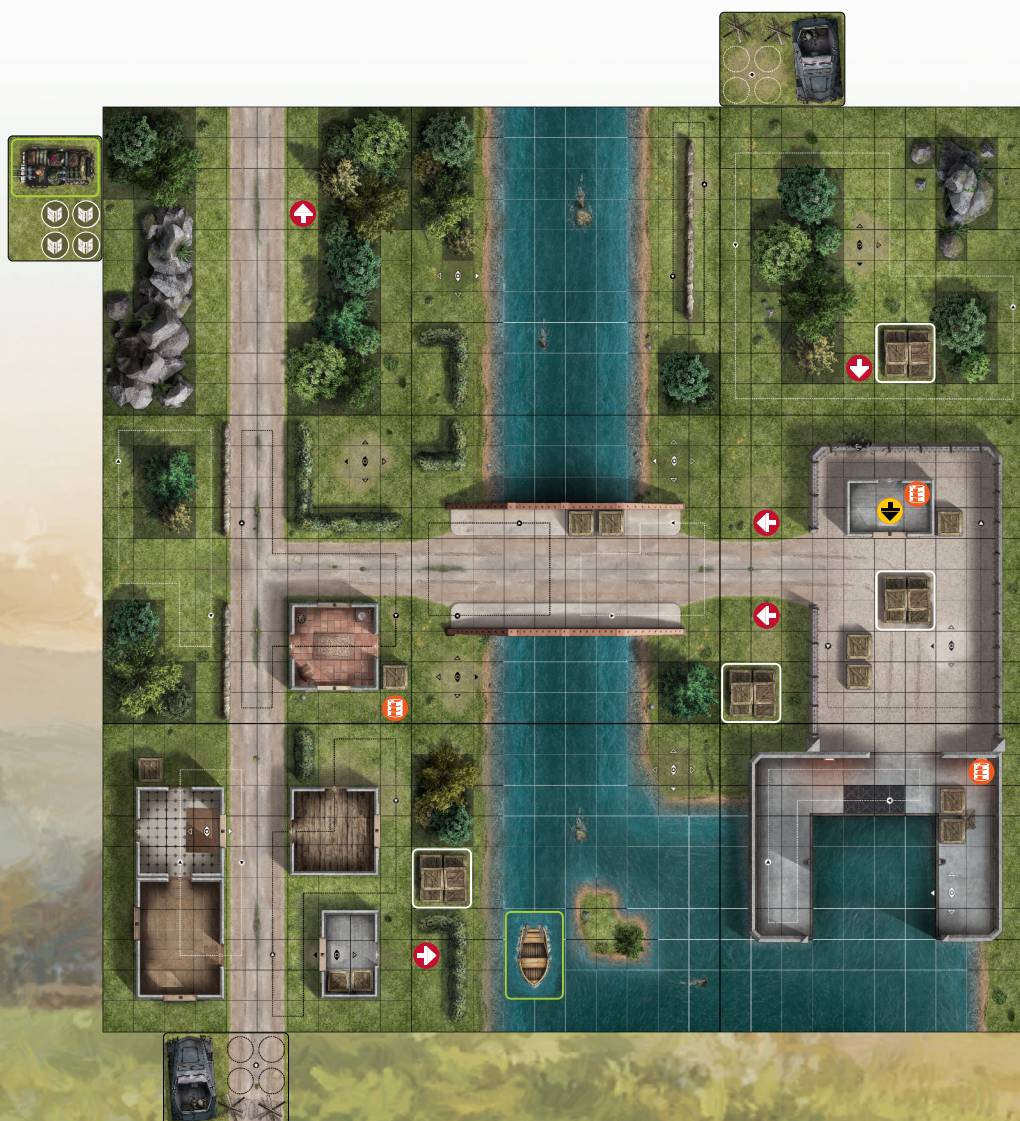
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MISSION 8 - FORTRESS

RAID



KEY

- Operator Start
- Willys Jeep
- Rowing Boat
- Axis Guard
- Fuel Barrel
- White Spawn Tile
- Black Spawn Tile
- Operator Entry/Exit Tile

OBJECTIVES

- Axis Officer
- Supply Dump

RECOMMENDED SETUP

Operators: 4 + **Willys Jeep**
Event deck: **Tan**
Event Window: **None**

"Right then lads, this is the big one. The enemy are throwing everything they have at our advancing forces and as a result this outpost has been left relatively undefended. We will teach them a valuable lesson, that no Jerry is ever safe, no matter how far from the front lines they are." - Jock

Operators () begin at their entry/exit tile. Their mission is to destroy the four supply dumps () , kill the Axis Officer () & then escape. Supply dumps can be only be destroyed using explosive weapons (bombs, grenades or fuel barrels.) One successful attack roll allocated from an exploding fuel barrel, grenade or Lewes bomb will destroy a supply dump.

Each of the four supply dumps and the Axis Officer are worth 2 victory points, plus 1 victory point is awarded for each Operator making it back safely to the entry/exit tile. The mission is failed if Operators score less than 12 victory points.

MAJOR VICTORY - 14



MINOR VICTORY - 12

9

EASY

8

NORMAL

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HARD

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MISSION 9 - LIBÉRATEURS

FIREFIGHT



KEY

- Operator Start
- Willys Jeep
- Resistance Unit
- Axis Officer
- Axis Guard
- Fuel Barrel
- Axis Half-Track Patrol
- Axis Half-Track Assault
- Axis Motorbike Assault
- White Spawn Tile
- Black Spawn Tile
- Mixed Spawn Tile
- Operator Entry Tile

RECOMMENDED SETUP

Operators: 4 + Willys Jeep
Event deck: **Tan**
Event Window: **15/6***

*Remove 9 cards from the event deck before setting the event window..

"With Jerry now in full retreat and allied forces only days away, our job here is all but done. As such, I have volunteered our services to the local resistance to aid in the liberation of their village... which, as luck would have it, lies smack bang in the path of a retreating enemy column. We wouldn't want the last of these explosives to go to waste now, would we?" - Jock

Before setting the event window, remove 9 cards, face down, at random from the event deck. Operators () begin at their entry tile. Their mission is to aid Resistance units () in liberating their town and then ambush a retreating Axis force.

If the alarm sounds before the special event card is drawn, only Axis units already on the board will flip to alert (not the assault units or units on spawn tiles). Continue to draw event cards but do not action any of them until the special event card is drawn, signalling the beginning of the Battle Section. Assault vehicles and units on spawn points will all flip to alert and event cards will now be actioned. When the end of the event deck is reached, there are no more event phases for the rest of the game. The game ends when all remaining Axis forces are destroyed.

Once all Axis units have been destroyed 1 victory point is awarded for each surviving Operator or Resistance unit. The mission is failed if Operators score less than 3 victory points.

MAJOR VICTORY - 5+



MINOR VICTORY - 3

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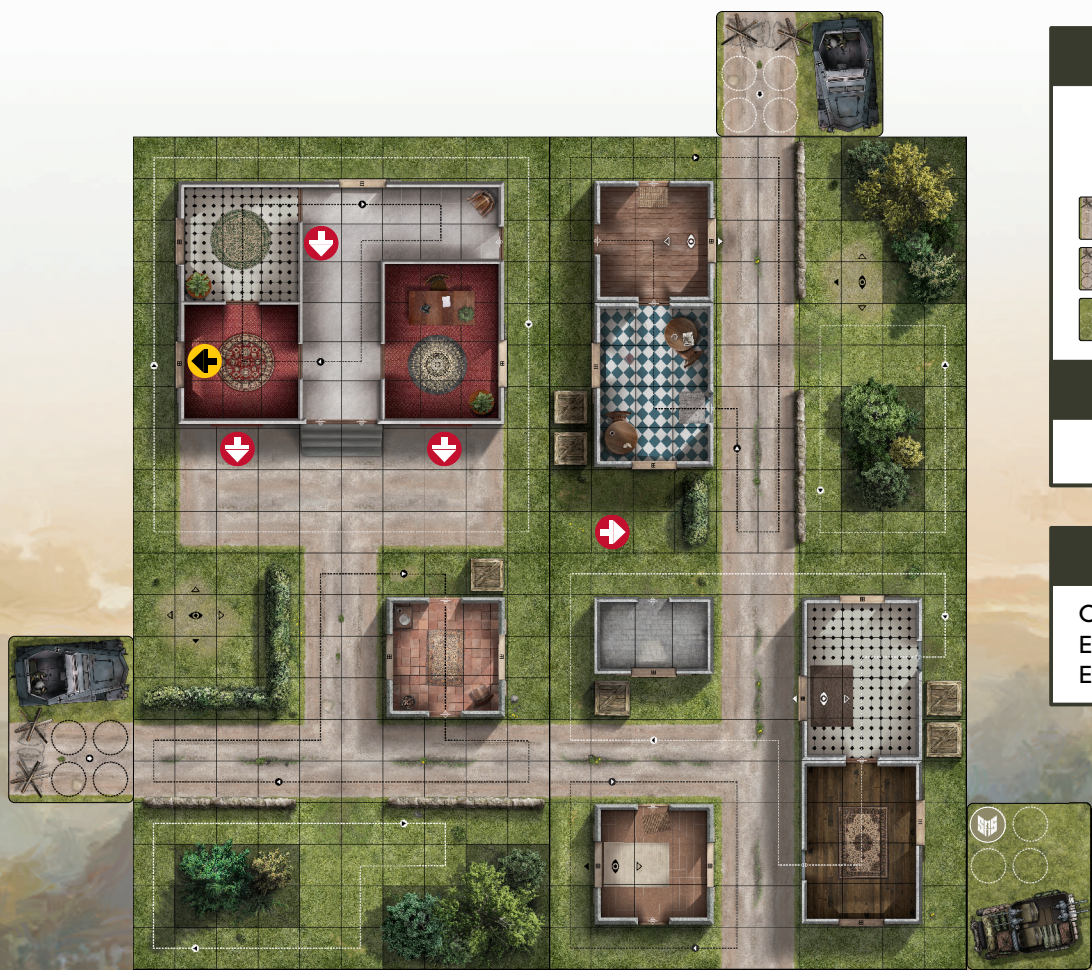
EASY

NORMAL

HARD

THEY WHO DARE 1 - A PARTING GIFT

ASSASSINATION



KEY

- Operator Nancy Start
- Axis Guard
- White Spawn Tile
- Black Spawn Tile
- Operator Entry Tile

OBJECTIVES

- Axis Officer

RECOMMENDED SETUP

Operators: 1
Event deck: **Green**
Event Window: **None**

"My contact in the resistance has been taken in for questioning and it's only a matter of time before he breaks & my cover here working at the chateaux is blown. I'll be leaving shortly but not before delivering a parting gift to mein Kommandant." - Nancy

Operator Nancy () begins at the entry/exit tile. Her mission is to kill the Axis Officer () by any available means and then escape.

2 victory points are awarded for killing the Axis Officer, plus 1 victory point when Nancy makes it back safely to the entry/exit tile.

Did you know? The Special Operations Executive (SOE) was formed in 1940 to wage an underground war in occupied Europe and Asia. Working alongside resistance forces, their actions provided a much needed boost to morale.

MAJOR VICTORY - 3



MINOR VICTORY - N/A



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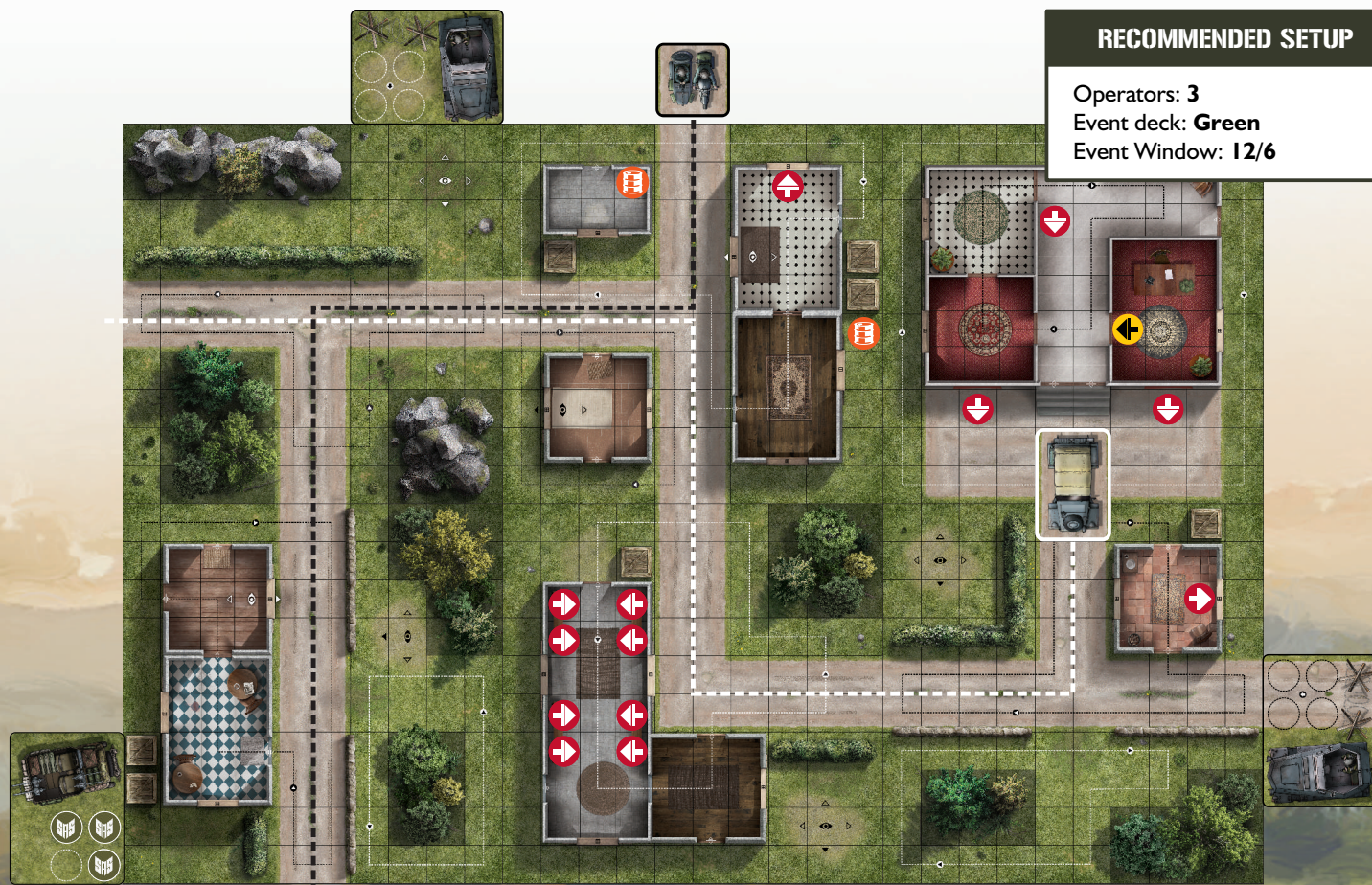
EASY

NORMAL

HARD

THEY WHO DARE 2 - OUT TO LUNCH

ESPIONAGE



RECOMMENDED SETUP

Operators: 3
Event deck: **Green**
Event Window: 12/6

"The local Commandant takes lunch in the town every thursday between twelve and two, if we can gain access to his office at the HQ during this time we should be able to gather valuable intelligence without them ever knowing we were there." - Nancy

Operators (👤) begin at their entry/exit tile. Their mission is to gather intelligence in the Axis Officer's office (🏢) before he returns from lunch.

In the first Axis Advance Phase the Axis Officer will move to the Kübelwagen and get in. From the following turn the Kübelwagen will follow convoy rules until it exits the board. When the special event card is drawn, rotate the Kübelwagen. From the following Axis Advance Phase it follows the convoy route in reverse, stopping outside the HQ. The Axis officer will exit the vehicle and return to his start point. In order to gather intelligence a non-spotted Operator must spend 4 AP in the Axis Officer's office before he returns.

If the Operator that gathered the intelligence makes it back to the entry/exit tile 4 victory points are awarded. 1 victory point is also awarded for each additional Operator making it back safely to the entry/exit tile.

MAJOR VICTORY - 6



MINOR VICTORY - 4

KEY

- Operator Start
- Axis Officer
- Axis Guard
- Axis Motorbike Patrol
- Axis Kübelwagen Convoy
- Fuel Barrel
- White Spawn Tile
- Black Spawn Tile
- Operator Entry/Exit Tile

OBJECTIVES

- Axis Officer's Office

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EASY

NORMAL

HARD

THEY WHO DARE 3 - PANZER HUNTERS

CONVOY



KEY

- Operator Start
- SAS Support Unit Start
- Wilys Jeep
- Rowing Boat
- Axis Officer
- Axis Guard
- Axis Motorbike Scout
- Axis AA Gun
- Fuel Barrel
- White Spawn Tile
- Black Spawn Tile
- Operator Entry Tile

OBJECTIVES

- Axis Truck Convoy
- Axis Panzer III Convoy
- Axis Half Track Convoy

RECOMMENDED SETUP

Operators: 4 + **Wilys Jeep**,
Hawker Typhoon + 4 **SAS Support Units**
 Event deck: **Green**
 Event Window: **18/6**

“Detailed plans of enemy troop movements gained in our previous intelligence raid have presented us with several potential targets, the first of which being the opportunity to intercept and destroy a westbound armoured convoy.” - Nancy

Operators () begin at their entry/exit tile. Their mission is to destroy the five vehicles of the convoy (two Half Tracks, one Truck and two Panzer III Tanks) before the convoy exits the board and then escape. Half Tracks & Panzer III Tanks are armoured targets so can only be damaged using explosive weapons (bombs, grenades, rockets or fuel barrels).

When the special event card is drawn, place the convoy at the edge of the board at the position shown above. The convoy will enter the board and follow the convoy route in the next Axis Advance Phase. Remember that the convoy will always move at the speed of it's slowest vehicle, in this case 6 squares for the Panzer III Tank.

Each of the five convoy vehicles are worth 2 victory points each, plus 1 victory point is awarded for each Operator making it back safely to the entry/exit tile.

MAJOR VICTORY - 14



MINOR VICTORY - 12

9

EASY

8

NORMAL

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HARD

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THEY WHO DARE 4 - WUNDERWAFFE

ESPIONAGE

RECOMMENDED SETUP

Operators: 4 + **Willys Jeep**,
Hawker Typhoon + 4 **SAS**
Support Units
Event deck: **Green**
Event Window: **None**

OBJECTIVES




-  Axis Officer
-  Safe Room




KEY

-  Operator Start
-  SAS Support Unit Start
-  Willys Jeep
-  Rowing Boat
-  Axis Guard
-  Axis Motorbike Patrol
-  Axis Half Track Patrol
-  Axis Panzer III Guard
-  Axis Panzer II Assault
-  Axis AA Gun
-  Fuel Barrel
-  White Spawn Tile
-  Black Spawn Tile
-  Operator Entry Tile

"Right then lads, our SOE contact believes that the safe in this compound contains plans for one of the Fuhrer's nasty new Wunderwaffe or "Wonder-Weapons." If all goes to plan, by tea time tomorrow, the only "Wondering" Adolf is going to be doing is where his plans have gone." - Jock

Operators () begin at their start points. Their mission is to kill the Axis Officer () take his safe key, use it to access the safe () and then escape with the plans.

When the Axis officer is killed an Operator moving onto the square containing his corpse will pick up the safe key. To access the plans, the Operator carrying the safe key must spend 4 AP in the safe room. Note that the safe key & plans can be freely transferred to another Operator on an adjacent square (use a spare vehicle health marker () to represent the key/plans).

If the Operator carrying the plans makes it back to the entry/exit tile 5 victory points are awarded. 1 victory point is also awarded for each additional Operator making it back safely to the entry/exit tile.

MAJOR VICTORY - 8



MINOR VICTORY - 5

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EASY

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NORMAL

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HARD

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THEY WHO DARE 5 - UNLEASHED




RAID
















RECOMMENDED SETUP

Operators: 4 + Willys Jeep,
Support Willys Jeep + 4 SAS
Support Units
Event deck: **Green**
Event Window: **None**





OBJECTIVES


-  Axis Officer
-  Axis Officer
-  Supply Dump

KEY

-  Operator Start
-  SAS Support Unit Start
-  Willys Jeep
-  Support Willys Jeep
-  Axis Guard
-  Axis Motorbike Patrol
-  Axis Half Track Patrol
-  Axis Panzer III Guard
-  Axis Kübelwagen Convoy
-  Fuel Barrel
-  White Spawn Tile
-  Black Spawn Tile
-  Operator Entry Tile

"Jerry is throwing everything they have at our advancing forces and that's left our local garrison pitifully short of defenders. I think we would be doing ourselves and the regiment a great disservice if we didn't mount up, roll through there and blow them all to buggery!" - Jock

Operators () begin at their entry/exit tile. Their mission is to destroy the four supply dumps () , kill the three Axis Officers ( & ) & then escape. Supply dumps can only be destroyed using explosive weapons (bombs, grenades or fuel barrels). One successful attack roll allocated from an explosive weapon will destroy a supply dump.

If the alarm sounds the Axis Officer in the HQ () will move towards the Kübelwagen in the Axis Advance Phase. When he reaches it, the Kübelwagen will move at beginning of the next Axis Advance Phase following convoy rules until the Axis Officer successfully escapes the board.

Each of the supply dumps and Axis Officers are worth 2 victory points each, plus 1 victory point is awarded for each Operator making it back safely to the entry/exit tile.

MAJOR VICTORY - 18



MINOR VICTORY - 16

9

8

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6

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4

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2

1



EASY

NORMAL

HARD

HEAVY METAL - ROLLING THUNDER

CONVOY

RECOMMENDED SETUP

Operators: 4 + Willys Jeep

Event deck: **Heavy Metal**

Event Window: 12/6



"Right then lads, this village sits on one of Jerry's main supply routes. Armoured convoys are passing through here regularly and it's the perfect spot for an ambush." - Jock

Operators (👤) begin at their entry/exit tile. Their mission is to destroy the four vehicles of the convoy (two Heavy Armoured Cars and two Trucks) before the convoy exits the board and then escape. Heavy Armoured Cars are armoured targets so can only be damaged using explosive weapons (bombs, grenades or fuel barrels etc.).

When the special event card is drawn, place the convoy at the edge of the board at the position shown above. The convoy will enter the board and follow the convoy route in the next Axis Advance Phase.

Each of the four convoy vehicles are worth 2 victory points, plus 1 victory point is awarded for each Operator making it back safely to the entry/exit tile.

MAJOR VICTORY - 12



MINOR VICTORY - 10

KEY

- Operator Start
- Willys Jeep
- Axis Guard
- Axis Motorbike Scout
- Axis Troop Transport Truck Patrol
- Fuel Barrel
- White Spawn Tile
- Black Spawn Tile
- Operator Entry/Exit Tile

OBJECTIVES

- Axis Truck Convoy
- Axis Heavy Armoured Car Convoy

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EASY

NORMAL

HARD

HOT DOGS - SEEHUND

SABOTAGE



KEY

- Operator Start
- Axis Guard Dog
- Axis Guard
- Axis Motorbike Patrol
- Axis Flamethrower Half-Track Patrol
- Axis Flamethrower Half-Track Guard
- Fuel Barrel
- White Spawn Tile
- Black Spawn Tile
- Operator Exit Tile

OBJECTIVES

- Seehund

RECOMMENDED SETUP

Operators: 4
Event deck: **Hot Dogs**
Event Window: 9/3

"Good morning gentlemen. The compound to our east is a supply base for mini-sub's or as Jerry calls them "Sea hounds".

When a sub docks for refuelling and rearmament, we have a brief window of opportunity to blow it to hell." - Jack

Operators () begin at their start points. Their mission is to destroy the Seehund () & then escape. The Seehund has 7 health points & is armoured so can only be damaged using explosive weapons (bombs, grenades, fuel barrels etc.).

If the special event card is drawn, the Seehund will exit the board in the next Axis Advance Phase. If the Operators fail to destroy the Seehund before it exits the board the mission is failed.

Destroying the Seehund is worth 2 victory points, plus 1 victory point is awarded for each Operator making it safely to the Operator exit tile.

MAJOR VICTORY - 6



MINOR VICTORY - 5

9

EASY

8

NORMAL

7

HARD

6

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JÄGER - THE GREAT RAID

RAID



KEY

- Operator Start
- Willys Jeep
- Rowing Boat
- Axis Guard
- Axis Motorbike Patrol
- Axis Sturmboot Patrol
- Fuel Barrel
- White Spawn Tile
- Black Spawn Tile
- Operator Entry/Exit Tile

OBJECTIVES

- Axis Officer
- Supply Dump

RECOMMENDED SETUP

Operators: 4 + Willys Jeep
Event deck: **Tan**
Event Window: **None**

"Just across this river, Jerry are stockpiling fuel and ammunition ready to be loaded onto boats. A few Lewes bombs among that lot should make for quite the fireworks display." - Jock

Operators () begin at their entry/exit tile. Their mission is to destroy the four supply dumps () , kill the two Axis Officers () & then escape. Supply dumps can only be destroyed using explosive weapons (bombs, grenades, fuel barrels etc.). One successful attack roll allocated from an explosive weapon will destroy a supply dump.

Each of the four supply dumps and the two Axis Officers are worth 2 victory points, plus 1 victory point is awarded for each Operator making it back safely to the entry/exit tile.

MAJOR VICTORY - 16



MINOR VICTORY - 14

9

EASY

8

NORMAL

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HARD

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KICKSTARTER - HELLRAISERS

RAID



KEY

- Operator Start
- Axis Guard
- Axis Motorbike Convoy
- Fuel Barrel
- White Spawn Tile
- Black Spawn Tile
- Operator Entry/Exit Tile

OBJECTIVES

- Axis Officer
- Supply Dump

RECOMMENDED SETUP

Operators: 2
Event deck: **Kickstarter**
Event Window: **None**

"Right then chaps, I'm looking for volunteers to aid in the rapid deconstruction of a Jerry outpost. It's only lightly defended so it should be a fairly quick job for a couple of us." - Jock

Operators () begin at their entry/exit tile. Their mission is to destroy the three supply dumps () , kill the Axis Officer () & then escape. Supply dumps can only be destroyed using explosive weapons (bombs, grenades, fuel barrels etc.). One successful attack roll allocated from an explosive weapon will destroy a supply dump.

Each of the three supply dumps and the Axis Officer are worth 2 victory points, plus 1 victory point is awarded for each operator making it back safely to the entry/exit tile. The mission is failed if Operators score less than 9 victory points.

MAJOR VICTORY - 10



MINOR VICTORY - 9



9

8

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EASY

NORMAL

HARD

KICKSTARTER - END OF THE ROAD

CONVOY

RECOMMENDED SETUP

Operators: 4 + Willys Jeep
Event deck: **Kickstarter**
Event Window: 15/6



"Ok lads, you know the drill, we have a convoy of Axis supply trucks heading for the front and we have been tasked with blowing them up. Apparently we have gained quite a reputation for this kind of thing." - Jock

Operators (👤) begin at their entry/exit tile. Their mission is to destroy the five vehicles of the convoy (two Stummel Half-Tracks and three Trucks) before the convoy exits the board and then escape. Stummel Half-Tracks are armoured targets so can only be damaged using explosive weapons (bombs, grenades, fuel barrels etc.).

When the special event card is drawn, place the convoy at the edge of the board at the position shown above. The convoy will enter the board and follow the convoy route in the next Axis Advance Phase.

Each of the five convoy vehicles are worth 2 victory points each, plus 1 victory point is awarded for each Operator making it back safely to the entry/exit tile. The mission is failed if Operators score less than 12 victory points.

MAJOR VICTORY - 14



MINOR VICTORY - 12

KEY

- Operator Start
- Willys Jeep
- Rowing Boat
- Axis Guard
- Fuel Barrel
- White Spawn Tile
- Black Spawn Tile
- Operator Entry/Exit Tile

OBJECTIVES

- Axis Truck Convoy
- Axis Stummel Half-Track Convoy

9

EASY

8

NORMAL

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HARD

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KICKSTARTER - HUNTED

ESCAPE & EVADE



“The Willys is just over the other side of this road but by the look of things Jerry has finally got tired of us knocking seven bells out of them and stepped up their efforts to capture us. As you all well know, if we’re captured we will be shot as spies so surrender is not an option.” - Jock

Operators begin at their start points (👤). Their mission is simply to escape the area and get back to the waiting Willys Jeep.

1 victory point is awarded for each Operator making it safely to the Operator entry/exit tile. The mission is failed if Operators score less than 3 victory points.

Did you know? On the 18th of October 1942 “The Commando Order” was issued by the high command of the German armed forces. It stated that all Allied commandos captured in Europe and Africa should be summarily executed without trial, even if in proper uniforms or if they attempted to surrender.

MAJOR VICTORY - 4



MINOR VICTORY - 3

KEY

- Operator Start
- Axis Guard
- Fuel Barrel
- Axis Half-Track Guard
- Axis Motorbike Patrol
- White Spawn Tile
- Black Spawn Tile
- Operator Exit Tile

RECOMMENDED SETUP

Operators: 4
Event deck: **Kickstarter**
Event Window: **None**

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EASY

NORMAL

HARD

KICKSTARTER - THE COMMANDO ORDER

RESCUE



"One of our lads has been captured by the enemy and faces summary execution this afternoon. I don't even need to ask for volunteers on this one, do I chaps? Lets get in there, snatch him back and give Jerry a damn good thrashing before we head off home." - Jock

Operators (👤) begin at the entry/exit tile. Their mission is to free the captured Operator (👤) before they are executed. When selecting Operators for the mission players must designate one Operator to be the captured one.

If the special event card is drawn or the alarm sounds before the captured Operator is freed, the captured Operator is shot in the Axis Attack Phase and the mission is failed.

The captured Operator can do nothing until an Operator moves to an adjacent square within his LOS at which point they are freed and can move and fight like other Operators.

1 victory point is awarded for each Operator making it safely to the entry/exit tile. The mission is failed if Operators score less than 5 victory points.

MAJOR VICTORY - 5



MINOR VICTORY - N/A

KEY

- Operator Start
- Willys Jeep
- Rowing Boat
- Axis Guard
- Fuel Barrel
- Axis Half-Track Patrol
- White Spawn Tile
- Black Spawn Tile
- Operator Entry/Exit Tile

OBJECTIVES

- Captured Operator

9

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4

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2

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EASY

NORMAL

HARD

KICKSTARTER - HIGHWAYMEN

CONVOY



KEY

- Operator Start
- Willys Jeep
- Axis Guard
- Axis Half-Track Guard
- Axis Motorbike Scout
- Axis Motorbike Convoy
- Fuel Barrel
- White Spawn Tile
- Black Spawn Tile
- Operator Entry/Exit Tile

OBJECTIVES

- Axis Truck Convoy

RECOMMENDED SETUP

Operators: 4 + Willys Jeep
Event deck: **Kickstarter**
Event Window: 12/6

"The road to our east is a main supply route for the enemy, I intend for us to prowl it like the highwaymen of old, bringing a reign of terror to any Jerries unlucky enough to pass through." - Jock

Operators () begin at their entry/exit tile. Their mission is to destroy the four Trucks of the convoy before the convoy exits the board and then escape.

When the special event card is drawn, place the convoy at the edge of the board at the position shown above. The convoy will enter the board and follow the convoy route in the next Axis Advance Phase.

Each of the four convoy vehicles are worth 2 victory points, plus 1 victory point is awarded for each Operator making it back safely to the entry/exit tile. The mission is failed if Operators score less than 10 victory points.

MAJOR VICTORY - 12



MINOR VICTORY - 10

9

EASY

8

NORMAL

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HARD

6

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KICKSTARTER - UNGENTLEMANLY WARFARE

ASSASSINATION



KEY

- Operator Start
- Willys Jeep
- Axis Guard
- Axis Half-Track Guard
- Axis Kübelwagen Convoy
- Fuel Barrel
- White Spawn Tile
- Black Spawn Tile
- Operator Entry/Exit Tile

OBJECTIVES

- Axis Officer

RECOMMENDED SETUP

Operators: 4 + Willys Jeep
Event deck: **Kickstarter**
Event Window: 12/6

“Damage sustained in last night’s bombing of the Jerry prison has led to the commandant and chief interrogator being temporarily housed in the neighbouring village. Security is still tight, but on paper this looks like the best chance we are ever going to get to snuff them both out in one go.” - Jock

Operators () begin at their entry/exit tile. Their mission is to kill both Axis Officers () and then escape.

When the special event card is drawn, place the Kübelwagen convoy at the edge of the board at the position shown on the map. The convoy will enter the board and follow the convoy route in the next Axis Advance Phase. When the Axis Kübelwagen reaches the space outside an Axis Officer’s building it will stop. The Axis Officer will leave the building and enter the vehicle. The convoy will then continue along its route in the next Axis Advance Phase. If the Kübelwagen exits the board with an Axis Officer onboard the mission is failed.

2 victory points are awarded for killing each of the Axis Officers, plus 1 victory point is awarded for each Operator making it back safely to the entry/exit tile. The mission is failed if Operators score less than 7 victory points.

MAJOR VICTORY - 8



MINOR VICTORY - 7

9

EASY

8

NORMAL

7

HARD

6

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BLACK BOX - SILENT NIGHT PART 1

RAID



"We are teaming up with local resistance & SOE operatives to knock out two targets within close proximity of each other. Synchronising the operation will be tricky but if we pull it off the Jerries will be dealt a significant blow." - Jock

Operators (👤) begin at their start points. Their mission is to destroy the two supply dumps (📦), kill the Axis Officer (👤) & then escape via the east board edge. Supply dumps can only be destroyed using explosive weapons (bombs, grenades or fuel barrels.) One successful attack roll allocated from an exploding fuel barrel, grenade or Lewes bomb will destroy a supply dump.

Each of the three supply dumps and the Axis Officer are worth 2 victory points each, plus 1 victory point is awarded for each operator safely escaping via the east board edge.

Both Silent Night missions take place simultaneously, both games are played at the same time making sure that both games are synchronised every End Phase. If the alarm sounds on one board the alarm will also sound in the end phase on the other board.

MAJOR VICTORY - 9



MINOR VICTORY - 8

KEY

- 👤 Operator Start
- 🚣 Rowing Boat
- 👤 Axis Guard
- 🚗 Axis Half-Track Patrol
- 📦 Fuel Barrel
- 📦 Mixed Spawn Tile

OBJECTIVES

- 👤 Axis Officer
- 📦 Supply Dump

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EASY

NORMAL

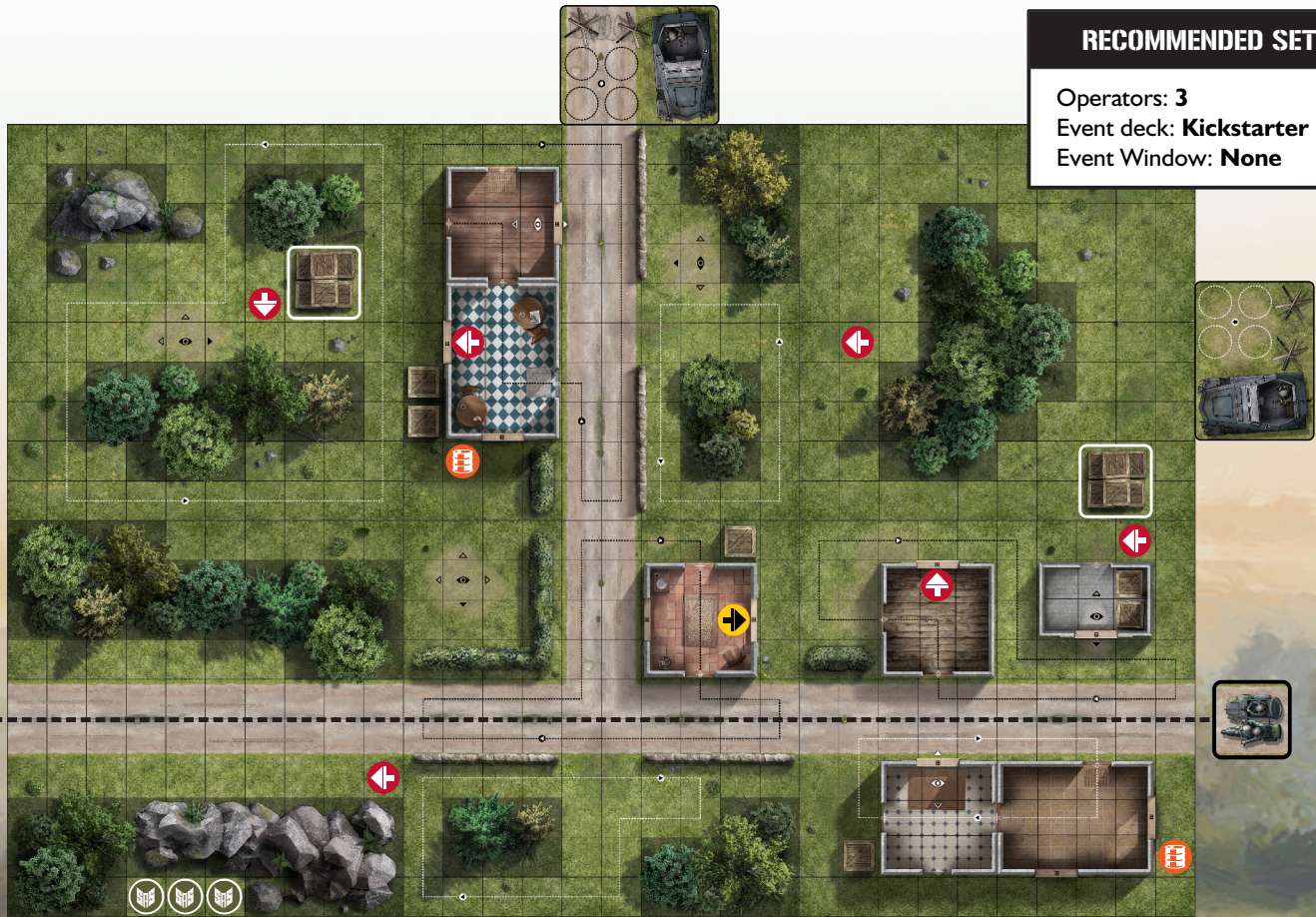
HARD

BLACK BOX - SILENT NIGHT PART 2

RAID

RECOMMENDED SETUP

Operators: 3
Event deck: **Kickstarter**
Event Window: **None**



“We are teaming up with local resistance & SOE operatives to knock out two targets within close proximity of each other. Synchronising the operation will be tricky but if we pull it off the Jerries will be dealt a significant blow.” - Jock

Operators (👤) begin at their start points. Their mission is to destroy the two supply dumps (📦), kill the Axis Officer (👤) & then escape via the west board edge. Supply dumps can only be destroyed using explosive weapons (bombs, grenades or fuel barrels.) One successful attack roll allocated from an exploding fuel barrel, grenade or Lewes bomb will destroy a supply dump.

Each of the three supply dumps and the Axis Officer are worth 2 victory points each, plus 1 victory point is awarded for each operator safely escaping via the west board edge.

Both Silent Night missions take place simultaneously, both games are played at the same time making sure that both games are synchronised every End Phase. If the alarm sounds on one board the alarm will also sound in the end phase on the other board.

MAJOR VICTORY - 9



MINOR VICTORY - 8

KEY

- 👤 Operator Start
- 👤 Axis Guard
- 👤 Axis Motorbike Patrol
- 📦 Fuel Barrel
- 📦 White Spawn Tile
- 📦 Black Spawn Tile

OBJECTIVES

- 👤 Axis Officer
- 📦 Supply Dump

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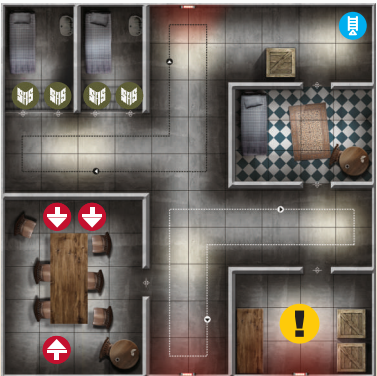
EASY

NORMAL

HARD

BLACK BOX - THE GREAT ESCAPE

ESCAPE & EVADE



RECOMMENDED SETUP

Operators: 4
Event deck: **Kickstarter**
Event Window: **None**

KEY

- Operator Start
- Truck
- Axis Officer
- Axis Guard
- Axis Motorbike Patrol
- Axis Motorbike Guard
- Fuel Barrel
- Ladder Top
- Ladder Bottom
- White Spawn Tile
- Black Spawn Tile
- Operator Exit Tile

OBJECTIVES

- Store Room

"OK lads, last night, under cover of the racket of you lot snoring, I managed to pick the lock on our cell door. Get ready, once the guard's out of sight we'll make a run for it. Don't forget to grab your kit from the store room on the way out." - Jock

Operators begin at their start points (👤). Their mission is simply to escape the area and get back to the Willys Jeep.

Each Operator must spend 4 AP in the store room (🔑) to reclaim their equipment. Before equipment is reclaimed an Operator may not use the equipment/items on their Operator board.

The ladder top (👤) and ladder bottom (👤) squares are considered to be adjacent to each other for movement purposes (it costs 1 AP to move from one ladder square to the other) and LOS exists between the two squares.

1 victory point is awarded for each Operator making it safely to the Operator exit tile. The mission is failed if Operators score less than 3 victory points.

MAJOR VICTORY - 4



MINOR VICTORY - 3

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🔔

EASY

NORMAL

HARD

BLACK BOX - ROGUE TWO

ESPIONAGE



KEY

- Operator Start
- SAS Support Unit Start
- Wilys Jeep
- Rowing Boat
- Axis Guard
- Axis Officer
- Axis Sturmboot Patrol
- Axis AA Gun Truck Patrol
- Axis Panzer III Guard
- Axis AA Gun
- Fuel Barrel
- Ladder Top
- Ladder Bottom
- White Spawn Tile
- Black Spawn Tile
- Operator Entry/Exit Tile

OBJECTIVES

- The Plans

RECOMMENDED SETUP

Operators: **6 + Wilys Jeep, Hawker Typhoon + 4 SAS Support Units**
Event deck: **Kickstarter**
Event Window: **None**

"Deep within the bowels of this heavily defended research facility are the plans to an Axis super weapon dubbed "Projekt Sternenstaub". We have no idea what the weapon is but rumours suggest that it is capable of swinging the war back in Germany's favour. We must infiltrate the facility and steal these plans at any cost." - Nancy

Operators () begin at their start points. Their mission is to infiltrate the Axis compound and steal the plans ().

The ladder top () and ladder bottom () squares are considered to be adjacent to each other for movement purposes (it costs 1 AP to move from one ladder square to the other) and LOS exists between the two squares.

If the Operator carrying the plans makes it back to the entry/exit tile 7 victory points are awarded. 1 victory point is also awarded for each additional Operator making it back safely to the entry/exit tile. The mission is failed if Operators score less than 7 victory points.

MAJOR VICTORY - 12



MINOR VICTORY - 7

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EASY

7

NORMAL

6

HARD

5

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