



ROGUE REGIMENT



**KICKSTARTER
CONTENT**



KICKSTARTER CONTENT



PANZERFAUST & GRENADE INFANTRY

Panzerfaust and Grenade Infantry units are SMG Infantry units carrying an additional single use explosive weapon. Their token has 2 sides, one carrying the weapon and the other side a regular SMG Infantry token (indicating the explosive weapon has been used).



Panzerfaust Infantry



Grenade Infantry

Panzerfaust and Grenade Infantry units spawn onto the board during the Battle Section and follow the rules for advancing infantry, until they reach their weapon's maximum range on a spotted Operator (6 for a Grenade, 8 for a Panzerfaust), at which point they will stop. At the **beginning** of the Axis Attack Phase they will attack. They do not need LOS to attack the target.

Place the blast template over the target and roll a **small scatter** in exactly the same manner as an Operator blind firing a grenade. Note that the grenade/Panzerfaust unit will not attack if there are other Axis units within 4 squares of the intended target.

Once the explosive weapon attack has been made, flip the unit token over to the **SMG Infantry** side. This unit will now function as an SMG Infantry unit for the duration of the game. Note until the token is flipped over to the SMG unit side, the unit will not make reaction attacks.

SNIPER INFANTRY

Sniper Infantry units spawn onto the board during the Battle Section & follow the rules for advancing infantry. When they reach an attack position on a spotted Operator, they will stop & attack in the Axis Attack Phase.

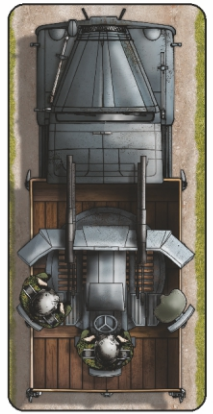


Sniper Infantry

Note that Sniper Infantry will always **end their movement** as soon as an attack is possible, even if it is not an optimal attack position. Sniper infantry **do not make reaction attacks**.

ANTI AIRCRAFT TRUCK

Anti Aircraft Trucks are used as **patrol vehicles** or **guards**. They have forward LOS like a regular Truck and will alert in the usual ways. They can however, **only attack aircraft**.



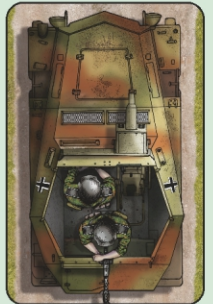
An Anti Aircraft Truck patrol will follow the normal rules for a vehicle patrol, moving when the black patrol line moves. If the vehicle flips to alert it will **continue to follow its patrol route** but move in every Axis Advance Phase.

Anti Aircraft Trucks when used as **guards** will **never move**.

The first time during a turn that an aircraft moves into a new tile, the Anti Aircraft Truck will roll a reaction attack (-3 for ground fire so hitting on a 5 or higher). In the Axis Attack Phase, if the aircraft is still on the board it will attack it again.

STUMMEL HALF-TRACK

- Armoured target can only be damaged by explosive weapons such as grenades, landmines, Lewes Bombs & fuel barrels.
- Forward and rear line of sight.
- Rear firing HMG can shoot through building walls to attack spotted Operators inside.
- Forward firing howitzer does not require range or LOS to make an attack on a spotted Operator, however, because the howitzer is forward firing, the target must still be within a 90 degree forward arc of the vehicle. Attacks made with the howitzer follow the exact same rules as attacking with a Mortar Team (Large scatter & no attacking Operators within 7 squares of another Axis unit etc).



THE STICK GRENADE & CIGARETTE EQUIPMENT

The stick grenade functions in exactly the same manner as a regular grenade (range 6). The cigarette equipment is a single use item which functions exactly like the cigarette break event card.



AXIS UNIT	HEALTH	MOVE	ARMOUR	SPECIAL	SHORT/LONG RANGE	ATTACK ROLL
Sniper Infantry	1	4	-	-	8 / 16	
Panzerfaust Infantry	1	4	-	Single use then flip to SMG	0 / 8	
Grenade Infantry	1	4	-	Single use then flip to SMG	0 / 6	
Anti Aircraft Truck	6	8	-	Only Attacks Aircraft	0 / 8	
Stummel Half-Track	5	8	Yes	Forward Firing Howitzer	-	
				Rear LOS - HMG	4 / 8	



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



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 be 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

7

HARD

6

5

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“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**

9

8

7

6

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1



EASY

NORMAL

HARD



RECOMMENDED SETUP

Operators: **5 + Willys Jeep***
 Event deck: **Kickstarter**
 Event Window: **15/3**

*The 5th Operator is the captured one who can only be used once freed.

"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

8

7

6

5

4

3

2

1



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

7

HARD

6

5

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1



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

5

4

3

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1



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

9

8

7

6

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EASY

NORMAL

HARD

BLACK BOX - SILENT NIGHT PART 1

RAID



RECOMMENDED SETUP

Operators: 3
Event deck: **Maroon**
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 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 two 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.

KEY

- Operator Start
- Rowing Boat
- Axis Guard
- Axis Half-Track Patrol
- Fuel Barrel
- Mixed Spawn Tile

OBJECTIVES

- Axis Officer
- Supply Dump

MAJOR VICTORY - 9



MINOR VICTORY - 8

9

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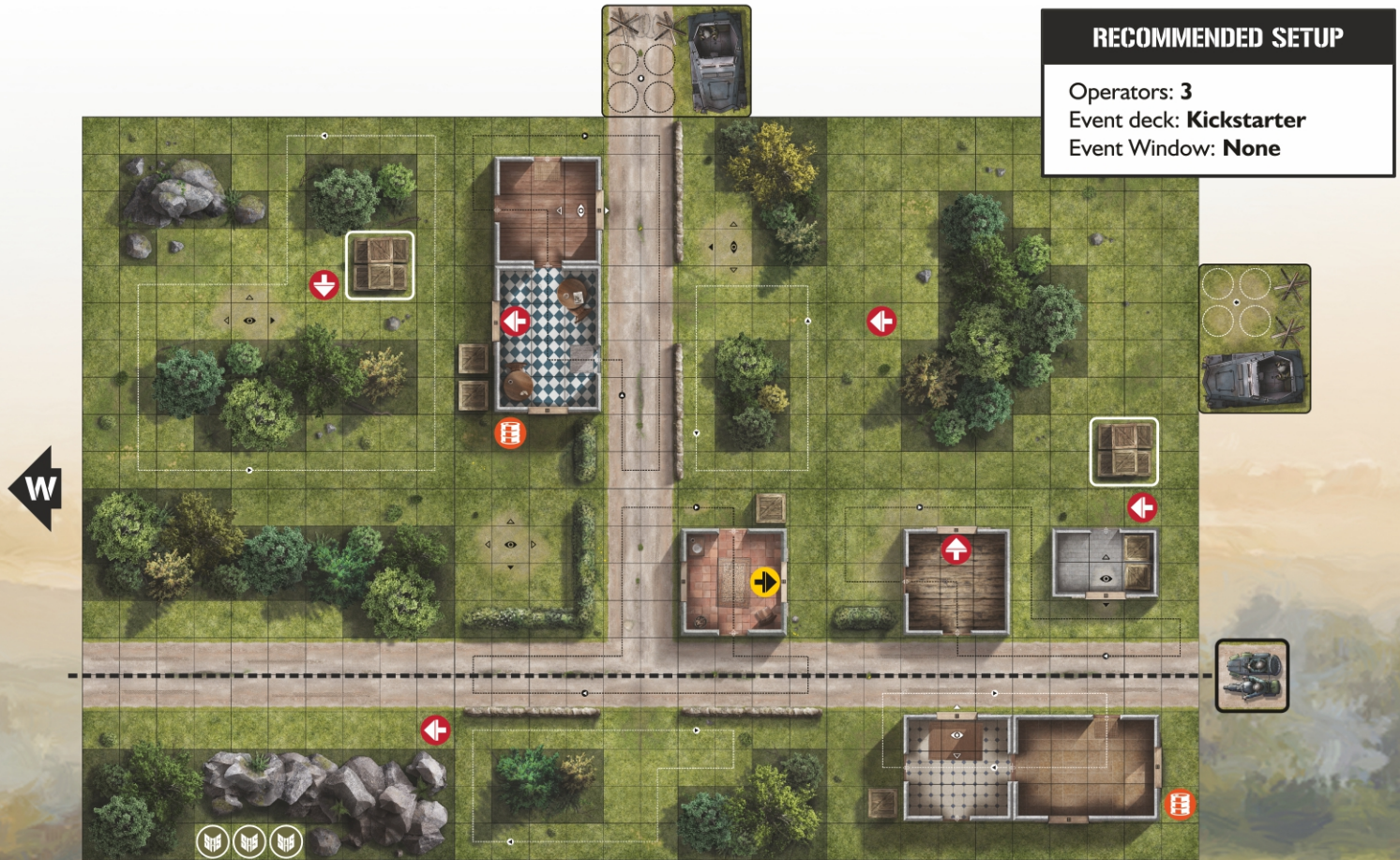
EASY

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 two 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.

KEY

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

OBJECTIVES

- Axis Officer
- Supply Dump

MAJOR VICTORY - 9



MINOR VICTORY - 8

9

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EASY

NORMAL

HARD

BLACK BOX - ROGUE TWO

ESPIONAGE



KEY

- Operator Start
- SAS Support Unit Start
- Willys 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 + Willys 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

9

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7

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1



EASY

NORMAL

HARD