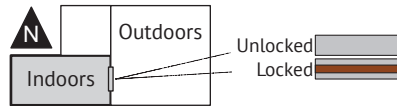


SETUP



Commandos start in tunnel and can move to exit any open trap door

EVENT Draw and play.

COMMANDO PHASE

3 AP Each

- 0**
 - Drop/Take Equipment
 - Blow Red TNT
- 2**
 - Move stealthily to M tile
- 1**
 - Move stealthily to S tile
 - Move to M/L tile
 - Use equipment
 - Deactivate alarm (if all stealthy)
 - Close Combat (if stealthy)
 - Shoot tile (or door)
 - Unblock trap door
 - Enter trap door (can exit any trap door in play by moving)
 - Save AP token

Enemies on start and end tile shoot at start tile. Then complete move.

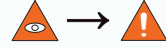
Visible?

Stealth check in end tile:
1 die per enemy per commando:
2 <=

Automatic success

Range: Same or adjacent via unlocked door
Roll (d6) to beat target value on tile
Each hit is kill/wound assigned by choice
Enemies (except dogs) drop 1 equipment

ANY TIME



ENEMY PHASE

REINFORCE

Draw 1 (2 if) tokens per entrance
0 tokens are removed from game, then add a random black enemy to bag.

MOVE

Units guarding **never** move
To nearest commando OR
Towards on event
if , redraw and ignore event

SHOOT

Each group targets nearest commando

Equipment reminders:

: Strong weapon, can only fire once per turn

Some weapons do not make commando

Some weapons do not raise alarm

Panzerfaust: as TNT but can be used at range

Trap doors work across simultaneously played levels!

Unlocked doors are passed through/shot through freely. They do not need to be opened.

Enemy type reminders:

Officer: All enemies on this space move twice.

Dog: All commandos on same space become visible. Can't fight, no loot. Can't pass locked doors if alone.

Paratrooper: Reroll 1 die that did not hit.

Goliath: See Secret Weapons p5. Reinforced Goliaths without a nest on map, flip and enter as Paratroopers.