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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

HOUR OF GLORY

SETUP

One player is the **Defender** (Nazis); the other players are **Intruders** (SABRE) who play co-operatively against him. Figures from both sides are referred to as **agents**.

Assemble the **Stronghold** tiles. Place the **Commander**, and a number of **Sentries** (facing away from the doors they are guarding) depending on the number of Intruders.

Shuffle the 10 **Intelligence cards** and place one facedown in each room without revealing them to any player. Set the **Mission Timer** to 60 minutes remaining. Place an **Alert marker** on the first box of the **Alert State Indicator** (ASI).

Each Intruder player chooses a character and takes his profile, 2 **figures** (green/*raiding* and red/*assaulting*), and **corpse marker**. Choose weapons and equipment for the character.

Turn your profile green side up, and place your green/*raiding* figure on one of the 4 squares outside the stronghold entrance.

SEQUENCE OF PLAY

Play is divided into **rounds** in which each player takes a **turn**. Intruders take their turns first (decide on their permanent order of play at the start of the game), followed by the Defender.

Intruder Turns

Intruder agents normally **move** and then perform an **action**.

The *first* Intruder action is always to **BREACH** the stronghold entrance.

Defender Turn

The Defender has several agents to command and his turn is divided into 4 phases which must be completed in order:

Phase 1: Orders Command your agents in the following order: **Commander, Sentries, Guards.** Complete all movement and actions for one agent type before commanding the next.

Phase 2: Recovery Any unconscious defending agents may attempt to **RECOVER**.

Phase 3: Administration If your **Commander** has been killed, attempt to **mobilise** a replacement.

Phase 4: Take Time Deduct 1 minute from the Mission Timer. **SUBVERSION:** Each *assaulter* in the stronghold must take a d6 *Stealth* test—if he fails, an additional minute is deducted.

AGENT ACTIVITY

In their turn most agents may **move** and perform an **action**.

Movement

An agent may **move** a number of squares each turn:

Intruder, *raiding*	4 squares
Intruder, *assaulting*	6 squares
Commander	d6 squares
Guards (*all Guards that turn*)	d6 squares

An agent may move in any direction, but may *not* move diagonally across corners (*eg.* in corridors). Movement may be divided around an action.

It must be clear in which direction the **Commander** and **Sentries** are **facing** at the end of their turn.

An agent may *not* move in his turn if he is: a **Sentry**; **wounded** (prone); **engaged** in a fight; caught in a **watch zone**; or performing an **extended action**.

An **adjacent** square is a neighbouring square not separated by a wall or closed door.

Once an Intruder has entered the stronghold, he may not re-enter the entry zone, unless he wishes to **escape**.

Occupied Squares

A square is occupied if it contains a standing or prone agent (friend or enemy). Only one agent may occupy a square at any given time. Markers do not occupy squares.

A room is occupied by the enemy if there are more enemy agents in the room than friendly agents. *Raiders*, wounded (prone) agents, and agents engaged in a fight do not count towards the number of agents in a room and cannot occupy it. The **entry zone** is not a room and may not be occupied.

Agents may move through a square occupied by a standing friendly agent or any wounded (prone) agent. They may not move through a square occupied by a standing enemy agent.

Intruders may not move through an occupied square if the square lies within an enemy **watch zone** or is within 4 squares of a **Sentry** who is not wounded or engaged in a fight.

Actions

An unwounded agent may normally perform one action per turn.

Extended actions take an entire turn and the agent may not move in the same turn. **Bonus actions** are linked to an action and performed in the same round. **Response actions** only occur as a result of enemy activity, do not count as an action and an agent may make any number of responses in a single round. **Special actions** are actions not covered by the categories above.

Skills

There are 4 skills: *Stealth*, *Technique*, *Combat* and *Survival*. Defending agents only use *Combat* and *Survival*.

Each agent skill has a **grade** with a corresponding **pass score**. If you roll equal to or higher than this score on a d6, you *pass*. If you roll lower than this number you *fail*.

There are 2 methods for taking skill tests:

Take a chance Each pass rolled scores 1 on the results table.

Spend time Only Intruders can spend time on an activity and such activities (except **HIDING**) must be performed in *raiding* mode. The activity has a **base time** (in minutes) and the number of d6 to roll. Each pass rolled reduces the base time by 1 minute to a minimum of 0. Once you have deducted the final number of minutes from the Mission Timer, score 1 on the results table.

Rerolls If you roll a die and the result is not a pass, a **reroll** lets you roll the die again. You must accept the new result.

Corpse Markers

If an agent dies, his figure is immediately removed from play and replaced with the appropriate **corpse marker**. Guards and Sentries have generic markers, and Commanders and Intruders each have their own unique markers.

Intruders may attempt to **CONCEAL** corpse markers, removing them from play.

THE INTRUDERS

There are 2 tactical modes for Intruders: **raiding** and **assault.**

Raiding

The green side of your profile and your green figure is used, and the card on top of your weapon stack is your **combat knife**.

When *raiding*, you are **hidden** from enemies and cannot be attacked or targeted.

You can *spend time* on some activities.

You may not **attack** enemies using *assault* actions.

Occupied Squares (continued)

You can eliminate enemy Sentries with a **SNEAK-ATTACK**.

If you move into a square within 4 squares of an enemy Sentry you must take a *Stealth* test to **SNEAK**. If you fail, the Sentry will be **alerted**.

An Defender whose move would take them onto your square will stop in an adjacent square and **expose** you immediately. The Defender's turn then ends.

Assault

You enter *assault* mode involuntarily if you are **exposed** by an enemy agent.

You can enter *assault* mode voluntarily at the start of your turn if you are not in a watch zone or in an enemy occupied room. After you have changed, you may take your turn's movement and action as normal.

The red side of your profile and your red figure is used, and the top card on your weapon stack is your **sidearm** or **combat knife**.

You are **exposed** and may be attacked by enemy agents.

You may not *spend time* on any activity except to **HIDE**.

You may use any weapon. Use of **REACT** may give you bonus combat actions in your turn.

If you move into a square within 4 squares of an enemy Sentry, he will be **alerted** immediately.

Subversion

In the Defender's **Take Time** phase *assaulting* intruders must take a d6 *Stealth* test. If the test is failed, the Defender deducts an additional minute from the Mission Timer.

THE DEFENDERS

The Commander

INVESTIGATE, RAISE ALARM, OPEN/CLOSE DOOR, FIGHT, SHOOT.

INVESTIGATE (Commander • *Automatic* • Action)

The commander collects **alert** and **corpse markers** to bring Guards into play. He must be standing in an adjacent square to the marker he wishes to investigate.

Only one marker can be collected each turn as an action, which is then placed in a square on the **standby** side of the ASI.

If the Commander **exposes** an Intruder (through watch zone or contact), he may take an alert marker and place it on the ASI.

If the Commander investigates an Intruder's **corpse marker**, you may take all of his equipment, weapons and intelligence cards.

RAISE ALARM (Commander • *Automatic* • Action)

This action may only be carried out if there is at least one *assaulter* in the stronghold and at least one **alert marker** on the ASI.

Turn the ASI over to the **alarm** side, discarding any alert markers on it. For each marker discarded, put into play one Guard figure.

While the alarm is raised no alert or corpse markers may be collected.

Mobilising a Replacement Commander

There can only be one Commander in play. If he is killed, replace his figure with a Commander corpse marker, and discard all alert markers on the ASI.

You may attempt to **mobilise a replacement Commander** in your Administration phase. **Roll d6:** if the result is higher than the number of minutes remaining divided by 10, place a new

Commander in any square of any unexplored room, or the stronghold entry zone; then place one alert marker on the ASI.

If the **alarm** is raised, you do not receive this alert marker and cannot get it back when the stronghold returns to *standby*.

If the replacement Commander is mobilised in a room, he may not move or act on the turn he enters the game.

If he is mobilised in the entry zone, he may move up to 6 squares on the turn he comes into play but may not perform an action.

Sentries

FIGHT, SHOOT.

Sentries may *never* move from the square in which they are posted.

A Sentry will be **alerted** to any of the following situations:

1. Any agent (friend or enemy) that **shoots** a firearm will alert all Sentries within 12 squares.
2. If a Sentry is **attacked** and not killed, he is alerted even if knocked unconscious. If he **RECOVERS**, stand him facing the marker. An unconscious Sentry who dies loses his alert marker.
3. Any Intruder **moving** within 4 squares of a Sentry will alert him. Raiders are able to avoid alerting a Sentry by **SNEAKING** (*Stealth* skill test).

When **alerted**, the Sentry is turned to face the direction of the trouble and an **alert marker** placed on the square in front of him. A Sentry may only have one alert marker.

A Sentry cannot be alerted to a disturbance if he is engaged in a **fight**. If alerted to a disturbance in a room, place the alert marker in the room, in the square in front of the doorway. If the door is subsequently closed, reposition the alert marker to the left or right of the Sentry as you wish.

If an alerted sentry is **killed**, remove his alert marker.

When the Commander collects an alert marker adjacent to a Sentry, the Sentry is placed back in the **ready** position (facing away from the door).

Guards

OPEN DOOR (*from inside a room only*), **FIGHT, SHOOT.**

Guards are **mobilised** in any square of any unexplored room, or the stronghold entry zone. They may move and/or act on the turn they are mobilised. If mobilised in the entry zone, they may move up to 6 squares on their first turn (do not roll for movement).

If there are any assaulters in the stronghold, a Guard must move towards one of them of your choice. A Guard must attempt to move his full distance. The route does not have to be direct but he must finish his turn no further from the target than he was at the start, and cannot step on the same square twice in one turn.

A Guard inside a room and adjacent to a closed door will always open the door. This action ends that Guard's turn.

If a Guard starts his turn with an assaulter in his LOS, he must attempt to move closer to his target. If he ends adjacent to the assaulter he will **fight**, otherwise he will **shoot** at the assaulter.

If a Guard acquires LOS to an assaulter during his movement, he will stop and **shoot**. He may not move again in the same turn.

If a Guard's move would take him onto a square occupied by a standing raider, his turn ends as soon as he is adjacent and the raider is immediately **exposed**.

If there are no assaulters in the stronghold, Guards must move towards the entrance (using the same rules as for pursuing assaulters) to **demobilise**. When there are no Guards, the alarm ends; turn the ASI over to *standby* mode.

IN THE STRONGHOLD

Intelligence Cards

A facedown **intelligence card** in a room indicates the room is **unexplored**.

A faceup card, or no card, indicates the room has been **explored** and can no longer be used by the Defender to mobilise Guards or a replacement Commander.

Any Intruder with the **Stronghold Map** may, on his turn and at no cost in actions, secretly look at any face-down intelligence cards in unexplored rooms.

The first time an Intruder enters a room, the intelligence card there is turned over.

Defending agents do not explore rooms.

Doors

At game start all stronghold doors are closed.

To unlock/open a door, a figure must be in one of the 3 adjacent squares.

To **open a door** from *outside* a room it must be **BREACHED** or **unlocked**. Opening a door is an action. An unlocked door is always open.

The Commander and any Intruder with a **Stronghold Master Key** can **unlock** and open a door automatically as an action. Sentries and Guards cannot unlock doors and can only open doors from inside a room. Otherwise, Intruders can only unlock a door from the outside by **breaching** it.

The interior door between rooms 8 and 9 is *not* locked and can be opened automatically from either side of this door. Sentries may not be deployed on either side of this door.

A door can be **closed** as an action. You may **close a door** after moving through it by using one square of your turn's movement (this does not count as an action). A closed door is always locked.

When the **stronghold entrance** is breached it may not be closed. Any figure moving out through the entrance is removed from play.

Noise

Any weapon fired has a **noise range** of 12 squares. Intruders moving have a noise range of 4 squares.

If the noise originates in a room, the entire room counts as the source square and each corridor square through an *open* doorway is the first adjacent square to the source. Noise does not pass through closed doors.

Watch Zones

The line of 8 corridor squares directly in front of a Commander or Sentry form their **watch zone**. Guards and Intruders do not have watch zones.

A watch zone is blocked in the same way as LOS.

If the Defender is outside a room looking in through an open door, the watch zone extends **one square** into the room. If the Defender is inside the room looking out, the watch zone extends **one square** into the corridor.

The effects of a watch zone are always resolved in the Intruder's turn; as soon as the Intruder finds himself in a zone, whether at the start of his turn or during his turn.

Evading and Reacting

A *raider* entering or starting his turn in a watch zone, or starting his turn in an enemy occupied room, must test to **EVADE**. If he fails he is **exposed** and loses the rest of his turn.

An *assaulter* entering or starting his turn in a watch zone must test to **REACT**. If he fails he is **challenged** and unable to move or perform an action; otherwise his movement and activity may be restricted.

Fighting and Reacting

If you enter a watch zone and are adjacent to the enemy agent imposing it, you must test to **REACT** before fighting.

If you start your turn **engaged** within a watchzone, you do not have to **REACT** as long as you are in the fight. The moment you disengage (killing or knocking out your opponent) you must attempt to **REACT** if you are still in a watch zone.

Entering a Room

An *assaulter* or Defender must test to **REACT** on a d6 as soon as he enters an **enemy occupied room**. If he starts his turn in the room no test is necessary and he may move and act as normal.

WEAPONS

Whichever card is on the top of your **weapon stack** is your selected weapon. You may only attack with your selected weapon.

You may **CHANGE YOUR WEAPON** as an action. Changing your weapon is a **bonus action** when you choose to *assault*.

When *raiding* your selected weapon must always be your combat knife; you cannot use a firearm.

If you choose your firearm, you may **shoot** (as your action) but are considered **unarmed** in a fight. If you choose your combat knife, you may not shoot.

Weapons

Handguns

Handguns allow you to re-roll one d6 whenever you test to **REACT** in a watch zone or enemy occupied room, but only if you declare before rolling the original die that you intend to shoot.

If you are able to shoot as a result of the roll (or reroll) you must do so.

Sub-machineguns (SMGs)

SMGs can be employed in one of 2 modes:

Covering fire allows you to make up to 3 attacks in a single turn. All targets must be in the same LOS and you may not attack the same target more than once in a single turn.

Burst allows you to re-roll up to 3 dice (range or attack dice) after rolling attack dice and designating which dice will cover the range. You may re-roll the same dice up to 3 times.

Rifles

After shooting with a rifle an agent may not move again that turn. He may move and then shoot, however.

Unarmed

Unarmed fighting uses the attacker's **Strength** to determine the number of attack dice rolled. If an agent is attacked in a fight and not killed or wounded, he may **counter-attack**.

Knives

Knives increase the **Strength** of attacks in a fight by +1 d6.

Knives are silent weapons, and can be used in a **SNEAK-ATTACK** or **COUP DE GRACE** when the Intruder is raiding.

COMBAT

To engage an enemy in **combat** Intruders must be in *assault* mode.

Fighting

If you attack an enemy agent using the **fight** action and do not kill or wound him, you are **engaged** in a fight with that agent.

Any agent standing adjacent to a conscious enemy agent at the start of his turn is engaged in a fight.

If 2 agents from different sides are adjacent to one another and neither is taking his turn or action, they are both said to be engaged.

An engaged agent may not move or perform any action other than fight; is not affected by enemy watch zones; does not count towards the number of agents occupying a room; and may not be shot at by the enemy.

If you are not engaged at the start of your turn, you may move through squares adjacent to an enemy agent without being drawn into a fight.

Once engaged you may only move from your square when there are no adjacent enemies standing next to you.

If you disengage (by wounding or killing all adjacent enemies in your turn), you may take your turn's movement as normal.

Intruders only: As soon as you disengage, any watch zones that would affect you must be resolved immediately.

ATTACKER

FIGHT (Agent · Combat · Action)

Roll attack dice equal to the acting agent's **Strength**. When fighting unarmed, all agents have a Strength of 2.

Combat skill test. Each pass scores 1:

Score	Result
0	The attack has no effect on the victim
1	The victim sustains a **light** wound
2	The victim sustains a **severe** wound
3	The victim sustains a **fatal** wound

VICTIM

RESIST EFFECTS (Agent · Survival · Response)

Roll dice equal to the victim's **Endurance**.

Each pass scores 1 and reduces the effect of wound by one level:

Score	Result
0	The victim is affected by the wound as normal
1	**Effect reduced:** Fatal to Severe; Severe to Light; Light to No Effect
2	**Effect reduced:** Fatal to Light; Severe to No Effect; Light to No Effect
1	**Effect reduced:** Fatal to No effect; Severe to No Effect; Light to No Effect

COUNTERATTACK (Agent · Combat · Response)

If the victim is alive and conscious after an unarmed attack, he may immediately attack his attacker even though it is not his turn.

This is worked out exactly like a fight action, however the victim of a counterattack may not counterattack; and the counterattacker may only use an unarmed attack even if he is armed.

Any number of counterattacks may be made in a single round (one for each failed attack).

Shooting

Raiders may not shoot with unsilenced firearms.

The shooter must have a clear **line of sight** (LOS).

In a corridor LOS extends in an unobstructed straight line.

LOS only extends one square in or out of rooms.

A shooter in a room has LOS to every square within the room not obstructed in a straight line.

Standing *assaulters* or Defenders obstruct LOS; *raiders* do not obstruct LOS for either side.

A target engaged in a **fight** (with an agent from the shooter's side) may not be targeted, even if the friendly agent does not block your LOS.

ATTACKER

SHOOT (Agent · Combat · Action)

Roll attack dice, determined by the weapon used.

Confirm range: Determine the number of squares to the target. Remove attack dice whose total *equals or exceeds* this number for the attack to be *in range*.

Each pass on the remaining attack dice scores 1: check the effect as for fighting.

TARGET

RESIST EFFECTS (Agent · Survival · Response)

As for fighting.

WOUNDS AND DEATH

Light & Severe Wounds

The victim is unconscious and his figure placed on its side. An unconscious agent may take no further part in the game (no movement or action) until he **RECOVERS**.

Unconscious Intruders are put into *raiding* mode, are ignored by defending agents when prone, and cannot be **exposed**.

An Intruder in an adjacent square to an unconscious enemy may attempt to administer a **coup-de-grace** as an action. Defenders may not do this.

An agent may attempt **RECOVERY** to regain consciousness.

Fatal wounds

A fatal wound kills the victim immediately. A dead agent is replaced with the appropriate corpse marker.

Heroic Sacrifice

If you make an unsuccessful **RECOVERY** roll that would result in the Mission Timer being depleted to the detriment of the mission, you may make an heroic sacrifice.

Instead of taking time, replace your figure with your corpse marker.

WINNING THE GAME

As soon as the Mission Timer reaches 0, the game ends.

Intruders escaping with **intelligence cards** score as follows:

3 cards of the same **colour**	2 points
3 cards of the same **country**	1 point
Stronghold Map card	1 point

The points required to win depend on the number of Intruders who started the game:

1 Intruder	2+ points
2 Intruders	4+ points
3 Intruders	6+ points

Only intruders **escaping** through the stronghold entrance count their cards. Those left in the stronghold do not count their cards and only win if their teammates score enough points.

If the Intruders fail to achieve the required score before the Mission Timer reaches 0, they lose.

RAIDER

EVADE   STEALTH

Raiders who move into or start their turn in a watch zone, or start their turn in an enemy occupied room, must **EVADE**.

You may **EVADE** even if you are standing adjacent to the enemy who has you in his watch zone.

Take a chance: If you have not moved this turn, roll 3d6. If you have moved this turn, roll d6. Each pass scores 1.

Score	Result
0	Failure! You are **exposed** and your turn ends.
1	Your turn ends immediately; you remain hidden.
2	The enemy agent(s) putting the watch zone on you stands down*. **Sentry:** remove alert marker and put in the ready position. **Commander:** turn figure to face opposite direction. You may move/sneak this turn or take an action.
3	The enemy agent stands down*. You may take your normal turn's movement and action.

*Exception: If a defending agent has an *assaulter* in his LOS, he will not stand down. Treat as a score of 1.

SNEAK   STEALTH

A *raider* may **SNEAK** (as part of normal movement) whenever he *enters* a square in a Sentry's 4-square hearing range. You may not **SNEAK** through an occupied square.

Take a chance: Roll d6: a pass scores 1.

Spend Time: Base time: 2 minutes. Roll 2d6: each pass reduces the time by 1 minute, then score 1.

Score	Result
0	Sentry is **alerted**. If caught in his watch zone, attempt to **evade**. Otherwise, continue your turn.
1	Sentry is not alerted. Continue your turn, but **SNEAK** again if your next move is within hearing range.

SNEAK-ATTACK   COMBAT

A *raider* can silently eliminate a Sentry in an adjacent square if the Sentry does not have him in his watch zone.

Take a chance: Roll 3d6: each pass scores 1.

Score	Result
0	Sentry is **alerted**, you are exposed and turn ends.
1	The Sentry is eliminated. Remove the Sentry from play and replace with a corpse marker. You may attempt to **CONCEAL** the body in the same turn as a free bonus action.

RAIDER ASSAULTER

BREACH   TECHNIQUE

Take a chance: *Assaulters* must use this method. *Raiders* may if they wish. Roll d6: a pass scores 1.

Spend Time: *Raiders* only. Base time: 2 minutes. Roll 2d6: each pass reduces the time by 1 minute, then score 1.

Score	Result
0	Failure! The door stays closed. You may attempt to breach the door again next turn.
1	The door is unlocked and opened.

Covert Entry Kit: Roll 4 dice when *spending time*.

SPY   TECHNIQUE

To collect intelligence you must be standing in a room containing a **intelligence card**.

Take a chance: *Assaulters* must use this method. *Raiders* may if they wish. Roll d6: a pass scores 1.

Spend Time: *Raiders* only. Base time: 2 minutes. Roll 2d6: each pass reduces the time by 1 minute, then score 1.

Score	Result
0	You may try again next turn.
1	You have acquired vital intelligence. Take the intelligence card and add it to your equipment.

Spy Camera: Roll 4 dice when *spending time*.

CHANGE WEAPON   AUTOMATIC

Changing your selected weapon is a **bonus action** when you choose to *assault*.

When *raiding* your selected weapon must always be your combat knife; you cannot use a firearm.

If you choose your firearm, you may **shoot** (as your action) but are considered **unarmed** in a fight. If you choose your combat knife, you may not shoot.

TAKE EQUIPMENT   AUTOMATIC

After attempting to **CONCEAL** the body of a friendly agent (even if unsuccessful) you may take any equipment, weapons and intelligence they were holding.

Stronghold Master Key: After attempting to **CONCEAL** the body of a **Commander** (even if unsuccessful) you may take the Master Key.

Any equipment, weapons or intelligence the Commander captured may also be recovered.

CONCEAL   STEALTH

Attempt to **CONCEAL** a corpse marker in an adjacent square.

Counts as your turn's action; however if you have just killed a Sentry with a **SNEAK-ATTACK** it is a free bonus action in the same turn.

Take a chance: Roll d6: a pass scores 1.

Spend Time: *Raiders* only. Base time: 2 minutes. Roll 2d6: each pass reduces the time by 1 minute, then score 1.

Score	Result
0	Failure! Some gory detail was overlooked. Turn the corpse marker over to show an alert marker.
1	You have successfully disposed of the body. Remove the corpse marker from play.

COUP-DE-GRACE   COMBAT

Administer a **COUP-DE-GRACE** to an adjacent, unconscious enemy with your currently equipped weapon.

Using a firearm causes **noise** just like a shooting attack.

Take a chance: Roll 3d6: 1+ passes scores 1.

Score	Result
0	What are you, squeamish? The victim is still alive. You may try again next turn, provided that the victim does not recover!
1	The victim is dead. Remove the figure from play and replace with a corpse marker.

INTRUDER RECOVER   SURVIVAL

Intruders may attempt to **RECOVER** in their turn *instead of* their normal movement and action.

Take a chance: Roll d6: a pass scores 1.

Score	Result
0	You are in a bad state and must remain prone this turn. Deduct a number of minutes from the Mission Timer equal to the number you have rolled.
1	You have recovered. Place your agent in either raiding or assault mode.

If you successfully **RECOVER** in a watch zone or enemy occupied room you must attempt to **EVADE** (if *raiding*) or **REACT** (if *assaulting*).

First Aid Kit: May reroll a failed recovery roll.

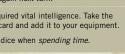Any unconscious Intruder in an adjacent square to the agent with the kit may also reroll a failed recovery roll.

ASSAULTER

SUBVERSION — STEALTH

In the Defender's **Take Time** phase, each *assaulter* in the stronghold must take a d6 *Stealth* test—if he fails, an additional minute is deducted from the Mission Timer.

REACT — SURVIVAL

When *assaulting*, if enter or start your turn in a watch zone, roll to **REACT**. Success permits movement and/or an action even if you have already performed an action in that turn.

Take a chance: If you have not moved this turn, roll 3d6. If you have moved this turn, roll d6. Each pass scores 1.

Score	Result
0	Too slow! You may perform no further activity this turn and your turn ends immediately.
1	You may fight or shoot this turn. You may *not* move.
2	You may either fight/shoot *or* move this turn.
3	You may fight/shoot *and* move this turn.

An *assaulter* or defending agent must roll to **REACT** as soon as he enters an *enemy occupied* room, to determine whether he can attack. If he starts his turn in the room no test is necessary; he may move and act normally.

Roll d6. **Take a chance:** A pass scores 1 (see above).

Instead of fighting/shooting or moving, an Intruder may **CHANGE WEAPON**.

Handguns allow you to re-roll one d6 whenever you test to **REACT** in a watch zone or enemy occupied room, *only* if you declare before rolling the original die that you intend to shoot. If you are able to shoot as a result of the roll (or reroll) you must do so.

HIDE — STEALTH

An *assaulter* must **HIDE** to return to *raiding* mode.

Ccan only be performed in a room that is not occupied by an enemy, and all doors to the room must be closed. You may not move or perform any other action on the same turn.

Spend Time: Base time: 3 minutes (+1 minute for each Guard in the stronghold). Roll 3d6: each pass reduces the time by 1 minute, then score 1.

Score	Result
1	You are hidden.

Replace your *assault* figure with your *raiding* figure, turn over your profile to show your green *raiding* statistics, and put your combat knife on top of your weapon stack.

ANY AGENT

FIGHT — COMBAT

Attacker rolls d6 equal to **Strength**.

Unarmed, all agents have a Strength of 2.

Each pass scores 1:

Score	Result
0	The attack has no effect on the victim
1	The victim sustains a **light** wound
2	The victim sustains a **severe** wound
3	The victim sustains a **fatal** wound

RESIST EFFECTS — SURVIVAL

Victim rolls d6 equal to **Endurance**.

Each pass scores 1 and reduces the effect of wound by one level:

Score	Result
0	The victim is affected by the wound as normal
1	**Effect reduced:** Fatal to Severe; Severe to Light; Light to No Effect
2	**Effect reduced:** Fatal to Light; Severe to No Effect; Light to No Effect
3	**Effect reduced:** Fatal to No effect; Severe to No Effect; Light to No Effect

COUNTERATTACK — COMBAT

If the victim is alive and conscious after the attack, he may immediately attack his attacker (**unarmed** only).

The victim of a counterattack may not counterattack.

SHOOT — COMBAT

Must have clear LOS.

Attacker rolls d6 as per **weapon**.

Confirm range: Determine number of squares to the target.

Remove dice whose total *equals or exceeds* this number for the attack to be *in range*.

Each pass on the remaining dice scores 1: check the effect as for **FIGHTING**.

Any weapon fired has a **noise range** of 12 squares.

RESIST EFFECTS — SURVIVAL

Target rolls d6 equal to **Endurance**. Each pass scores 1 and reduces the effect of wound by one level.

DEFENDER

DEFENDER RECOVER — SURVIVAL

Defending agents may attempt to **RECOVER** in the **Recovery** phase of the Defender's turn.

Take a chance: Roll d6: a pass scores 1.

Score	Result
0	The agent does not recover and must remain prone. If you rolled a 1, the agent has died from his injuries; remove the figure from play and replace with a corpse marker.
1	The agent has recovered. Place the agent upright. A recovered Sentry may be turned to face an adjacent alert marker.

WEAPONS

Handguns See **REACT**.

Sub-machineguns (SMGs) can be employed in one of 2 modes:

Covering fire allows you to make up to 3 attacks in a single turn. All targets must be in the same LOS and you may not attack the same target more than once in a single turn.

Burst allows you to re-roll up to 3 dice (range or attack dice) after rolling attack dice and designating which dice will cover the range. You may re-roll the same dice up to 3 times.

Rifles After shooting with a rifle an agent may not move again that turn. He may move and then shoot, however.

Unarmed fighting uses the attacker's **Strength** to determine the number of attack dice rolled. If an agent is attacked in a fight and not killed or wounded, he may **counter-attack**.

Knives increase the **Strength** of attacks in a fight by +1 d6. Knives are silent weapons, and can be used in a **SNEAK-ATTACK** or **COUP DE GRACE** when the Intruder is raiding.

WOUNDS

Light & Severe Wounds The victim is unconscious and his figure placed on its side. An unconscious agent may take no further part in the game (no movement or action) until he **RECOVERS**.

Unconscious Intruders are put into *raiding* mode, are ignored by defending agents when prone, and cannot be **exposed**.

An Intruder in an adjacent square to an unconscious enemy may attempt to administer a **coup-de-grace** as an action. Defenders may not do this.

Fatal wounds A fatal wound kills the victim immediately. A dead agent is replaced with the appropriate corpse marker.

COMMANDER

Combat
FIGHT · SHOOT
Proficient **5+**

Survival
REACT · RESIST · RECOVER
Proficient **5+**

Movement d6
Endurance
Strength

Available Actions:

OPEN/CLOSE DOOR

INVESTIGATE Collect **alert** and **corpse markers** from adjacent squares (one each turn as an action). Place on the **standby** side of the ASI. Also take a marker if the Commander **exposes** an Intruder. May investigate an Intruder's **corpse marker** and take all equipment, weapons and intelligence cards.

RAISE ALARM Must be an *assaulter* in stronghold and at least one **alert marker** on the ASI. Turn ASI to **alarm** side, discarding markers on it. For each marker, mobilise one Guard figure. While alarm is raised no markers may be collected.

FIGHT Unarmed **2d6**.
SHOOT Luger 9mm **4d6**.

SENTRIES

Combat
FIGHT · SHOOT
Proficient **5+**

Survival
RESIST · RECOVER
Inept **6+**

Movement none
Endurance
Strength

Available Actions:

FIGHT Unarmed **2d6**.
SHOOT Karabiner 98k **5d6**.

Alert Conditions:

SHOOTING Any agent that shoots a firearm alerts all Sentries within 12 squares.

ATTACKED A Sentry attacked and not killed is alerted (even if unconscious). If he recovers, stand him facing the alert marker. If he dies, marker is lost.

INTRUDER MOVEMENT An Intruder moving within 4 squares of a Sentry will alert him. *Raiders* may **SNEAK** to avoid this.

GUARDS

Combat
FIGHT · SHOOT
Proficient **5+**

Survival
REACT · RESIST · RECOVER
Inept **6+**

Movement d6
Endurance
Strength

Available Actions:

OPEN DOOR from inside a room only.

FIGHT Unarmed **2d6**.   **SHOOT** Karabiner 98k **5d6**.

Pursuit: Must move towards an *assaulter*. If in a room and adjacent to a closed door will open it, ending turn. **Starting turn with assaulter in LOS:** must attempt to move closer to target. If ends adjacent will fight, otherwise will shoot. **Acquires LOS to assaulter during move:** stop and shoot and no more move that turn. If move would end in a square with a standing *raider*, turn ends when adjacent and raider is **exposed**.

If there are no *assaulters*, must move towards entrance and **demobilise**. When there are no Guards, the alarm ends; turn the ASI over to *standby* mode.