



TOP SECRET

MISSION BOOK 0

THE JERSEY SPY



****** MISSION INTRODUCTION ******

August 1943. The war against Nazi Germany is approaching its fourth year, with no end in sight. You are a team of trainee operatives for the Special Operations Executive - a unit of British spies operating internationally. At the end of your training, you're posted for two weeks to German-occupied Jersey, in the Channel Islands, to gather basic information on German defences. The task is not particularly challenging or interesting, but it is intended to give you a sense of the reality of being a spy in enemy territory, to prepare you for the more serious missions to come.

But then, after ten days on the island, something unexpected happens - a new mission briefing arrives.

1.	Open and read the Mission Briefing postmarked 24th August 1943.
2.	Select four Agents for the mission from your Agent Pool of five Agents.
3.	Give each Agent a Welrod pistol from the Equipment deck (card E1). Also draw Equipment card E2 (Sniper Rifle).

Today is the 24th August, and 'Halo' is due to arrive sometime this afternoon. You need to find out where he will land on Jersey and get there as soon as possible to orchestrate a strike. You consider your options, and three possible sources of information come to mind...

Draw cards 1, 2 & 3.

Pick an action from the available Action cards.

100

C The house's sitting room provides great cover and line of sight to both the front and rear entrances. You take up your positions.

Add 2 Advantage tokens to Position C.

IF/ELSE

If there is an Agent at Position D:	Turn to entry 102.
Else:	Turn to entry 110.

101

C Cautiously, you move across the street towards the door.

CHECK lowest Stealth of Blue Agents **C**

1	Turn to entry 163.
2	Turn to entry 131.
3+	Turn to entry 116.

102

D Alerted by the sound of the breaking door, guards in the driveway move to go inside the house. As they do so, you open fire.

CHECK Firearms at Position D **C**

1-2	Turn to entry 118.
3	Turn to entry 129.
4+	Turn to entry 154.

103

** Advance Time to 1pm. **

Turn to entry 139.

104

C You finish sabotaging the exhaust and dash away. The driver doesn't seem to be aware that anything happened.

** Circle G. **

Regroup.

You head to Rozel Bay to find Halo.

Turn to entry 254.

105

C Nelken's keen eye finds his target, as Halo takes pot shots from the corner.

Give an injury to any 1 Agent at Position C.

Give an injury to any 1 Agent at Position C with an Awareness of 1. **C**

In response, one of your bullets strikes Nelken's elbow, causing his arm to jolt backwards, and then a second finds his throat, sending him to the floor. Halo fires repeatedly in desperation, but his aim is weak. You step forwards and end the spy with a shot to the chest.

Remove both black cubes from the house.

You grab the documents as you hear shouting from the driveway. You need to get out of here, fast.

Draw card 4.

IF/ELSE

If you have an Agent at Position D:	Turn to entry 157.
Else:	Turn to entry 125.

106

You thank Miss Sartin for her help.

"Go out the back," she says, "Through the gate into the alley. You are less likely to be seen that way."

Regroup.

** Advance Time. **

Discard card 1.

Pick a new action from the available Action cards.

107

C Soldiers burst into the house, guns at the ready. You open fire.


For each 3 points of total Firearms at Position C, remove 1 red cube from the house. **C**

HOW MANY red cubes remain on the house?

0	Turn to entry 266.
1+	Turn to entry 171.

108

Consulting the list of locations at the back of the cipher manual, you see that the codename GOAT refers to a tower in Beaumont. However, when you get near, you see that there are soldiers carrying cases of ammunition back and forth, and realise you've made a mistake - this is not the meeting point.

Add tracking points equal to 9 minus your total Stealth.	
Advance Time.	
Discard cards 5 & 7.	

With time and options running out, you must now head to the Ho2 tunnel and follow General Nelken to the meeting with Halo.

Turn to entry 128.

109

You notice a thin, hunched man who's attracting a great deal of attention. He steps forward and you can see his uniform more clearly - this must be General Nelken. Having just concluded his inspection of the tunnel, he strides over to a Mercedes and gets inside. It drives away, flanked by three motorcycles, and you follow.

They lead you northwards, winding through the Jersey countryside. Eventually, they stop outside a lonely farmhouse.


Turn to entry 132.

110

 Soldiers burst into the house, guns at the ready.

Move 3 red cubes from the driveway on to the house.

You open fire.

For each 3 points of total Firearms at Position C, remove 1 red cube from the house.	

HOW MANY red cubes remain on the house?	
0	Turn to entry 266.
1+	Turn to entry 171.


111

No one answers when you knock at the door of the hut. You give it a push, and it creaks open, revealing a small, sparse room with a few cans of food, items of clothing, and a blanket that

appears to be covering something. You wander over and lift it, then step back in shock. Underneath is the body of a man. Presumably, this is Wedler, and he is riddled with bullet holes.

You pause a moment and take a breath, then study the scene. Wedler is in civilian clothes, and you realise nothing in the hut has any obvious military connection. Was he really in the Army? The floor nearby is splattered with blood, but with a clean patch in the middle. It looks like something was on that spot when Wedler was shot, and the object shielded the floor beneath from the blood. Then the object was taken. Was Wedler killed for it? A deal gone wrong, perhaps?

Whatever the reason for Wedler's death, you won't be getting any information from him. However, there may still be something useful in the hut. You begin to search.

CHECK total Awareness		
1-6	Turn to entry 126.	
7-8	Turn to entry 219.	
9+	Turn to entry 228.	

112

With several strong kicks, the back door gives way and you rush into the house. The sound will no doubt have been heard in the driveway - you only have moments to take advantage of the element of surprise.

Do you want to look for a position in the house that will provide cover and a line of sight to the entrance so you're defended from any German soldiers, or do you want to immediately sweep the house for the spy?

CHOOSE	
To prepare a defensive position:	Turn to entry 100.
To sweep the house for the spy:	Turn to entry 124.

113

If the Germans capture or kill you, they will take back the stolen documents, which would be a disaster.

If you want to destroy the documents now, to ensure that cannot happen:	Discard card 4.
	----- ** Circle M. **
Turn to entry 287.	

114

C You pause, but Halo moves rapidly. He ducks to the side as his hand pulls a revolver from the drawer and he fires multiple times. You return fire, sending him to the floor in a pool of blood.

Remove the black cube from the house.

Give an injury to any 1 Agent at Position C with an Awareness of 1.

On a chair behind the desk, you find the stolen documents.

Draw card 4.

Turn to entry 130.

115

As you leave the room, you notice Tomas staring at the tins on the shelf where the grenade was. You're approaching the gates of the Estate when you hear shouting behind you, and Tomas' voice, loud and clear, "They are thieves! Stop them!"

Knowing you would be vastly outnumbered in a firefight, you break into a run, trying to evade your pursuers.

CHECK total Stealth + highest Awareness

5-9	Turn to entry 255.
10+	Turn to entry 216.

116

C Taking advantage of a group of passing fishermen for cover, you reach the door feeling certain you were not spotted.

Turn to entry 158.

117

B Your fellow agents start to approach the house. You need to do your best to cover them.

CHECK total Firearms at Position B

1-2	Turn to entry 155.
3-4	Turn to entry 182.
5-7	Turn to entry 120.
8+	Turn to entry 246.

118

D You struggle to have much impact, but one of your shots wounds a soldier as he enters the house.

Add 1 Advantage token to Position C.

Move 3 red cubes from the driveway on to the house.

Turn to entry 107.

119

Tomas comes back in with some wires.

"Now, we can get to work," he says.

CHECK total Technical

4-5	Turn to entry 286.
6-7	Turn to entry 145.
8+	Turn to entry 122.

120

Your bullets distract the guards from the approach of your fellow agents. One clean shot manages to strike home, sending a soldier sprawling in the dirt.

Remove 1 red cube from the yard.

Add 1 Advantage token to Position C.

Turn to entry 275.

121

You sneak up slowly and carefully. The objects in the tray mostly seem useless, but one thing stands out - a sniper rifle. From what you can tell, it's functional, and it could be useful to have two of them. You pick it up and return to your team, hoping that you covered your tracks well.

Regroup.

** Add tracking points equal to 5 minus the Stealth of the Blue Agent. **

** Advance Time to 1pm. **

Draw card E3.

Turn to entry 139.

122

As you finish working, Le Mur comes back into the room. He looks over the device on the table. "You are happy with it?" he asks Tomas. "It will do the job?" Tomas nods. "It will do the job."

Le Mur smiles, then turns to you. "I will keep my end of the deal - let your masters in London know I did so. You say an important spy is arriving this afternoon. If that is the case, he will certainly be met by General Nelken. And Nelken visits tunnel

**** ENTRIES ****

Ho2 for inspection each Tuesday afternoon. My suggestion is you head to the tunnel, wait for him, and then follow him to the meeting."

"Thank you." You are about to leave, when Le Mur speaks again.

"One more thing - we heard a radio transmission this morning that we think is a coded message. Perhaps it is related to this spy."

He passes you a sheet of paper and you glance over a list of bird sightings. "Why do you think it's a code?" you ask.

"Do they teach you nothing in London?" he says, frowning. Then he laughs and adds, "A flock of Jack Snipe in summer? There's more chance of me becoming a die-hard capitalist! Now, I bid you good day."

** Circle J. **


** Advance Time. **

Discard card 2.

Draw cards 5 & 6.


IF/ELSE	
If N is circled:	Turn to entry 115.
If K is circled:	Turn to entry 221.
Else:	Pick a new action from the available Action cards.

123

 Nelken and some of his entourage are heading for the house. It's time to protect your fellow agents. Your first two shots go straight through a soldier's chest, sending one of his companions scurrying for cover from where he returns fire. However, Nelken barks an order to get into the house - he has realised Halo is the target. You swing your gun round and begin laying down fire at the doorway, trying to slow them down.


Remove 1 red cube from the front of the house.

Add 1 Advantage token to Position C.


For every 2 points of Firearms at Position D, add 1 additional Advantage token to Position C. 

Turn to entry 125.

124

CHECK highest Awareness at Position C 	
1-2	Turn to entry 127.
3+	Turn to entry 153.

125

If the Germans capture or kill you, they will take back the stolen documents, which would be a disaster. 

If you want to destroy the documents now, to ensure that cannot happen:	Discard card 4.
-----	-----
** Circle M. **	

Turn to entry 140.	

126


Your search reveals nothing of use.

** Advance Time. **

Discard card 3.

Pick a new action from the available Action cards.

127

You haven't made much progress in sweeping the house when you hear German soldiers at the front door. 

IF/ELSE	
If there is an Agent at Position D:	Turn to entry 102.
Else:	Turn to entry 110.

128


You take up a safe position behind some rocks at the edge of a wood, with a good view of the main tunnel entrance. Nevertheless, getting this close to the enemy always comes with some risk of leaving a trail.

** Add 1 tracking point. **

There is considerable activity around the tunnel, with several workers and soldiers present.

WHAT is the current Time (the most recently circled Time on your Team Sheet)?	
12pm or earlier:	Turn to entry 187.
1pm:	Turn to entry 139.
2pm or later:	Turn to entry 109.

129

You send one of your targets running for cover, and wound another just as he is entering the house. 

Add 1 Advantage token to Position C.

 Move 2 red cubes from the driveway on to the house.

 Turn to entry 107.

130

You hear the rumble of cars - General Nelken and his entourage have arrived. You need to get away as quickly as possible.

Add 4 red cubes to the driveway.

If you have 5+ tracking points:	Add 1 more red cube to the driveway.
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IF/ELSE	
If G is circled:	Turn to entry 144.
If L is circled:	Turn to entry 148.
If you have an Agent at Position D:	Turn to entry 157.
Else:	Turn to entry 125.

131



You get to the door and press the doorbell, unsure whether the soldiers noticed you.

 Add 2 tracking points.

 Turn to entry 158.

132

The farmhouse at Rozel Bay is bathed in a hazy sunlight which would almost make it seem welcoming, if it weren't for the soldiers stationed outside. Nelken's Mercedes is parked in the driveway along with numerous motorcycles. The General must be inside the house right now, meeting with Halo. You need to get in there and recover the documents before they leave.

START OF ENCOUNTER
** Circle I. **
----- Discard all Action cards. -----
Draw cards 8 & 9. Place them side by side to create the Encounter Map.
----- Place 5 red cubes on the driveway and 3 on the yard to represent the guards at the doors. -----
Place 2 black cubes (representing General Nelken and Halo) on the house.

If the Germans have become aware of your activities, they may have sent more soldiers.

If you have exactly 4 tracking points:	Add 1 red cube to the driveway.
-----	-----
If you have 5+ tracking points:	Add 1 red cube to the driveway and 1 to the yard.

You will now assign your Agents to Positions on the Encounter map.

ON THE ENCOUNTER MAP:
Position A This is a long-range sniper Position, and can only be occupied by an Agent with a long-range weapon. An Agent positioned here can provide covering fire for Agents at Position C as they move in towards the house.
Position B This is a short-range Position that can provide covering fire for Position C as they move in towards the house.
Position C This is the main assault Position and you must assign at least 2 Agents here. These Agents will attempt to recover the documents, and they will be able to choose whether to take a stealthy approach or make a direct assault.
Position D This is a long-range sniper Position, and can only be occupied by an Agent with a long-range weapon. During the assault, they can fire on the guards on the driveway to try to prevent them joining the battle.

 Assign your Agents to Positions.

 Turn to entry 202.

133

CHECK Stealth of Blue Agent	
1-2	Turn to entry 183.
3	Turn to entry 147.
4+	Turn to entry 143.

134

You're unable to pick the lock. The only option you have is to break down the door.

 Turn to entry 112.

135

C The ensuing gunfight is short and bloody.

For each red cube on the yard, give an injury to any 1 Agent at Position C.

Remove all red cubes from the yard.

IF/ELSE

If the black cube (Halo) is still on the yard: Turn to entry 285.

If the black cube (Halo) is on the house: Turn to entry 174.

Else: Turn to entry 250.

136

Consulting the list of locations at the back of the cipher manual, you see that the codename ROSE refers to a villa in Bouley Bay. However, when you get near, you see several German Officers mingling in the garden, surrounded by many guards. You have made a mistake - this is not the meeting point.

**** Add tracking points equal to 9 minus your total Stealth. ****

**** Advance Time. ****

Discard cards 5 & 7.

With time and options running out, you must now head to the Ho2 tunnel and follow General Nelken to the meeting with Halo.

Turn to entry 128.

137

C You send Halo to the floor in a pool of blood.

**** Circle L ****

Remove the black cube from the house.

Glancing around, you see the stolen documents on a chair nearby. Wasting no time, you grab them.

Draw card 4.

Turn to entry 130.

138

A week later, you are called before your superior, Sir Oliver Hallows. "The documents you destroyed," he says, "listed codenames and identities for Maquis resistance fighters in the Morette region of France. It is unfortunate that we have lost them. Still, if Halo had succeeded in passing them on, many Maquis would have been located and killed - or worse."

"Thank you Sir," you reply.

He nods. "Sadly, it is not enough. There is increased activity from the German military and the Gestapo in Morette. The Maquis are being ruthlessly hunted. That is why I intend to send you there. You will form the Magpie network - you have already stolen something from the Germans, and you're going to swoop in and take a whole lot more. Your missions are likely to include sabotage and direct conflict with the enemy. It will be challenging, and it will be dangerous. But I think you are ready. Do you accept?"

To join the Magpie Network in occupied France:



You've completed the War Story demo, but the mission isn't over. Play the full game to follow the Magpie Network to Morette.

139

It is a calm, still day, and you hear some of the idle chatter from the soldiers and workers at the tunnel. Then come the words, "General Nelken is arriving!" which are followed by a buzz of activity. A Mercedes 770 pulls up, escorted by three motorcycles. The driver emerges, opens the back door, and the thin, hunched form of Nelken clambers out. He surveys the area and adjusts his uniform, then says something to the driver.

CHECK highest Awareness

1-3 Turn to entry 176.

4+ Turn to entry 166.

140

You run from the room and along the landing, hearts pounding. As you reach the stairs, you hear the main door of the house opening and the thud of boots on the floorboards below.

Move all red cubes from the driveway on to the house.

CHECK highest Awareness + lowest Stealth at Position C


2-3 Turn to entry 222.

4-5 Turn to entry 270.

6 Turn to entry 244.

7+ Turn to entry 167.



141

 You quickly and silently dispatch the guards. Gathering at the back door of the house, you discover it is locked, and you can find no keys on the bodies of the guards.


CHOOSE	
To break the door down and launch an assault on the house:	Turn to entry 112.
To pick the lock and continue to sneak into the house:	Turn to entry 159.

142

Halo walks with rapid but considered steps, clearly alert for any threat. Then he raises something to his face, and you curse as you realise it's a small pair of binoculars. As he moves, he begins to scan the surrounding area.


IF/ELSE	
 If Position A or Position B has an Agent with a Stealth of 1:	Turn to entry 177.
 If Position C has an Agent with a Stealth of 1:	Turn to entry 165.
Else:	Turn to entry 169.

143

 You grab the grenade quickly and conceal it in your coat. Then you carefully place the tins back as you found them.

Regroup.
Draw Equipment card E5.

Tomas comes back in with some wires. "Now, we can get to work," he says.

CHECK total Technical 	
4-5	Turn to entry 286.
6-7	Turn to entry 145.
8+	Turn to entry 122.

144

Sabotaging the exhaust of Nelken's car slowed him down and has given you more time to flee the house.

Add 2 Advantage tokens to Position C.

IF/ELSE

If L is circled:	Turn to entry 148.
If you have an Agent at Position D:	Turn to entry 157.
Else:	Turn to entry 125.

145

As you finish working, Le Mur comes back into the room. He looks over the device on the table and frowns. "You are happy with it?" he asks Tomas.

Tomas shrugs. "I think it will probably do the job, but it isn't what I hoped for."

Le Mur turns to you. "Do they teach you nothing in London?"

"It's a bomb," you protest, "and we made a deal."

He thinks a moment then says, "True enough. And I do not want to sour relations with British Intelligence any further, so despite my disappointment, I will offer you something. You say an important spy is arriving this afternoon. If that is the case, he will certainly be met by General Nelken. And Nelken visits tunnel Ho2 for inspection each Tuesday in the early afternoon. My suggestion is you head to the tunnel, wait for him, and then follow him to the meeting. Now, I bid you good day."

** Advance Time. **


Discard card 2.

Draw card 6.

IF/ELSE

If N is circled:	Turn to entry 115.
Else:	Pick a new action from the available Action cards.

146

In a brief exchange of bullets, you dispatch the enemy. 

Remove all red cubes from the yard.

IF/ELSE

If the black cube (Halo) is still on the yard:	Turn to entry 272.
If the black cube (Halo) is on the house:	Turn to entry 174.
Else:	Turn to entry 250.



147

You grab the grenade, but before you can put the tins back in place you hear someone approaching. Quickly, you return to the workbench.

** Circle N. **	
Regroup.	
Draw Equipment card E5.	

Tomas comes in with some wires. "Now, we can get to work," he says.

CHECK total Technical	
4-5	Turn to entry 286.
6-7	Turn to entry 145.
8+	Turn to entry 122.

148

As you have not yet openly attacked any soldiers and there has been no gunfire, the Germans are still unaware of your presence. However, Nelken and some of his soldiers are about to enter the house and you may encounter them as you flee.

If you have an Agent at Position D, they could open fire to slow down the soldiers entering the house, but then Nelken will know an attack is underway.

CHOOSE	
If you have an Agent at Position D and want them to open fire:	Turn to entry 123.
Otherwise:	Turn to entry 113.

149

"Excellent," Le Mur replies. "Come this way."

He shows you into another part of the workshop, where an engineer is hunched over a table covered in tools, bags of gunpowder, machine parts and pieces of metal.

"This is Tomas. He has run into some problems while making an explosive device - help him out, and I will help you."

Le Mur leaves, and Tomas begins to explain how far he has got. "Ah, but we are missing an important piece," he says. "Wait here."

He walks out, and as he does so, you notice that on a shelf behind some tins is a concussion grenade. That could prove useful, if you're prepared to grab it and take the risk of being caught.

CHOOSE	
To try to steal the grenade:	Select an Agent to take it. Turn to entry 133.
Otherwise:	Turn to entry 119.

150

Your fellow agents start to approach the house. You need to do your best to cover them. A
B

CHECK total Firearms at Position A + Position B	
1-4	Turn to entry 182.
5-7	Turn to entry 120.
8+	Turn to entry 246.

151

A squat man with dark hair is standing near a fireplace, his eyes wide in fear. Halo. "Don't shoot!" he shouts. "I can give you what you want." C
His hand reaches into a drawer of a nearby desk.

CHOOSE	
To shoot him:	Turn to entry 137.
To wait to see what he does:	Turn to entry 114.

152

A week later, you are called before your superior, Sir Oliver Hallows. As you enter, he stands and looks at you with pride.

"Those documents," he says, "list codenames and identities for Maquis resistance fighters in the Morette region of France. If Halo had succeeded in passing those documents on, many Maquis would have been located and killed - or worse. You did an excellent job in recovering them, well done."

"Thank you, Sir," you reply.

He nods. "Sadly, it is not enough. There is increased activity from the German military and the Gestapo in Morette. The Maquis are being ruthlessly hunted. That is why I intend to send you there. You will form the Magpie network - you have already stolen something from the Germans, and you're going to swoop in and take a whole lot more. Your missions are likely to include sabotage and direct conflict with the enemy. It will be challenging, and it will be dangerous. But I think you are ready. Do you accept?"

To join the Magpie Network in occupied France:	
--	--

You've completed the War Story demo, but the mission isn't over. Play the full game to follow the Magpie Network to Morette.

153	
IF/ELSE	
If there is an Agent at Position D:	Turn to entry 189.
Else:	Turn to entry 170.

154	
Add 1 Advantage token to Position C.	
Remove 1 red cube from the driveway.	
Move 2 red cubes from the driveway on to the house.	
Turn to entry 107.	

155	
Add 1 Advantage token to Position C.	
** Circle 0. **	
Turn to entry 275.	

156	
As soon as Tomas is gone you move to the door and check the route to the exit, but you hear him shouting - the alarm is raised. Judging the timing as best you can, you make a dash for it.	
** Advance Time. **	
Discard card 2.	
CHECK total Stealth + highest Awareness	
5-10	Turn to entry 255.
11+	Turn to entry 216.

157	
The soldiers at the front are heading for the house - you will lay down fire at the entrance to slow down their progress as much as possible. Brick dust erupts around the doorway as your rifle gets to work.	

Add 1 Advantage token to Position C.	
For every 2 points of Firearms at Position D, add 1 more Advantage token to Position C.	
Turn to entry 125.	

158

The door is opened by a maid who, after consulting the mistress, shows you into an opulent sitting room. A crystal chandelier illuminates a chaise longue, velvet drapes, and the swinging pendulum of a golden clock. Sophia Sartin is standing in the centre of the room.

"I believe I know who you are," she says, as soon as you enter, "but I am unclear why you would come here. The conditions of my communication are very strict."

"Yes," you say, "but this is an urgent matter. A German spy with the codename 'Halo' has fled England with sensitive documents and arrives in Jersey this afternoon. Our mission is to find out where he is landing and recover the documents."

"I have not heard the name Halo," she replies. "But I do know General Nelken of military intelligence is meeting someone this afternoon and the whole thing is very secretive. This must be your spy."

"Where can we find Nelken?"

"He visits the Ho2 tunnel every Tuesday around 1 or 2pm. You could go there, then follow him to the meeting with Halo." She pauses. "But I imagine it could be useful to get to the meeting point before Nelken arrives?"

"It would be," you reply. "Is there any way you could find out the meeting point now?"


She thinks a moment, but then shakes her head. You detect she may have had an idea, but is unsure about vocalising it.



Draw card 6.	
CHOOSE	
To try to persuade Sophia to tell you her idea:	Turn to entry 235.
Otherwise:	Turn to entry 106.

159	
CHECK highest Technical at Position C	
1-2	Turn to entry 134.
3+	Turn to entry 248.



160

 You try to avoid the rain of bullets, but it's hard with so many of you out in the open.

Give an injury to any 1 Agent at Position C with an Awareness of 1.	
Give an injury to any 1 Agent at Position C with a Stealth of 1.	

IF/ELSE	
If all Agents at Position C are mortally wounded:	Turn to entry 276.
Else:	Turn to entry 252.

161

START OF ENCOUNTER	
Discard all Action cards.	
Draw cards 8 & 9. Place them side by side to create the Encounter Map.	
Place 3 red cubes on the driveway and 2 on the yard to represent the guards at the doors.	
If you have 4+ tracking points, the Germans have bolstered defences in response to reports of suspicious activity:	Add 1 additional red cube to the driveway.
Place a black cube (representing Halo) on the house.	

You will now assign your Agents to Positions on the Encounter map.


ON THE ENCOUNTER MAP:	
Position A This is a long-range sniper Position, and can only be occupied by an Agent with a long-range weapon. An Agent positioned here can provide covering fire for Agents at Position C as they move in towards the house.	
Position B This is a short-range Position that can provide covering fire for Position C as they move in towards the house.	
Position C This is the main assault Position and you must assign at least 2 Agents here. These Agents will attempt to recover the documents, and they will be able to choose whether to take a stealthy approach or make a direct assault.	

Position D This is a long-range sniper Position, and can only be occupied by an Agent with a long-range weapon. During the assault, they can fire on the guards on the driveway to try to prevent them joining the battle. They can also attempt to suppress General Nelken's soldiers when they arrive.
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Assign your Agents to Positions.
Turn to entry 202.

162

Suddenly, Halo pauses for a second. To your horror, he signals the guards and points towards the trees. They raise their weapons and fire.


Give an injury to the Agent at Position C with the lowest Stealth.	
--	---

Halo breaks into a run. It's time to launch the assault.

If H is circled, your information on the guards will give you an edge in the coming fight:	Add 1 Firearms token to the Team Pool.
---	--

IF/ELSE	
If you have any Agents at Position B:	Turn to entry 117.
Else:	Turn to entry 234.

163


You get to the door and ring the doorbell, but realise one of the soldiers is clearly looking in your direction. There are no keys in the truck - you're going to have to hotwire it. 

** Add 4 tracking points. **
Turn to entry 158.

164

It is an easy shot and Tomas falls to the ground. It's no longer safe to stay here, so you move to the door and check the route to the exit. Judging the timing as best you can, you make a dash for it.

** Advance Time. **
Discard card 2.

CHECK total Stealth + highest Awareness 	
5-9	Turn to entry 255.
10+	Turn to entry 216.

165

A At the very edge of your range, Halo pauses for a second. To your horror, he signals the guards and points towards the trees. They raise their weapons and fire.

Give an injury to the Agent at Position C with the lowest Stealth.



You sense Halo is about to break into a run. You need to take him down now.

Turn to entry 169.

166

You manage to pick up the words, "Our next stop is the farm at Rozel Bay." That must be the rendezvous spot with Halo.

**** Advance Time. ****

Now you know the meeting point, you could head straight there. Alternatively, you can try to sabotage the exhaust on Nelken's car so he arrives later and you have more time to prepare.

CHOOSE

To try to sabotage the exhaust to delay him:	Select an Agent. Turn to entry 179.
To head straight to Rozel Bay:	Turn to entry 254.

167

C With the thudding of boots ringing in your ears, you exit the back door of the house and head for cover. Some soldiers emerge and stand their ground, opening fire at you as you flee. However, you have a good head start.

IF/ELSE

If M is circled:	Turn to entry 252.
If all 4 Agents are mortally wounded:	Turn to entry 276.
Else:	Turn to entry 252.

168

"British Intelligence is intent on getting this spy," you say. "If you help them, you will have something to use in the future - a negotiating tool. If you don't, your relations with them will only get frostier, and then surely life is going to get more difficult." He holds a hand up and the two guards pause. "I will help," he says. "But remember it - and tell your masters to remember it too. If an

important spy is arriving, he will certainly be met by General Nelken. And Nelken visits tunnel Ho2 for inspection each Tuesday afternoon. My suggestion is you head to the tunnel, wait for him, then follow him to the meeting."

You thank Le Mur and leave.

**** Advance Time. ****

Discard card 2.

Draw card 6.

IF/ELSE

If N is circled:	Turn to entry 115.
Else:	Pick a new action from the available Action cards.

169

You steady your rifle and carefully take aim.

CHECK long-range Firearms at Position A

1-2	Turn to entry 230.
3-4	Turn to entry 195.
5+	Turn to entry 289.

170

Three soldiers enter the house in response to the sound of the breaking door.

Move 3 red cubes from the driveway on to the house.

Turn to entry 266.

171

For each red cube remaining on the house, give an injury to any 1 Agent at Position C.

IF/ELSE

If every Agent at Position C is mortally wounded:	Turn to entry 253.
Else:	Turn to entry 190.

172

One of your bullets finds its target, who sends back a volley of shots as he falls to the ground.

Give an injury to any 1 Agent at Position C.

Remove 1 red cube from the yard.

**** ENTRIES ****

IF/ELSE	
If 1+ red cubes remain on the yard:	Turn to entry 135.
If the black cube (Halo) is still on the yard:	Turn to entry 285.
If the black cube (Halo) is on the house:	Turn to entry 174.
Else:	Turn to entry 250.

173

"Officer Trauner," you say, "I am calling with some good news, which we would like you to keep to yourself for now."
 "Yes?" You can hear the curiosity in his voice.
 "You have been nominated for a new special award for military service. So first, I wish to offer my congratulations."

"Well... thank you."
 "However, we need more information to check your eligibility and to help with the final assessment. The more information you give, the better your chances of actually winning the award."

"I see. What do you need to know?"
 Trauner is entranced, and you keep him on the phone for a long time. Twenty minutes after the call ends, the Icebreaker returns with a satisfied expression on her face.

"I found it," she says. "They are meeting at the farm at Rozel Bay. I also found another document that listed the security detail being sent to meet him, along with General Nelken." She gives you information on these soldiers, including their rank, expertise and equipment.

"But one warning," she continues, "Trauner will soon discover that phone call was fake and become aware that something is afoot."


The information on the security detail could be useful later:	** Circle H. **
** Add 1 tracking point. **	
** Advance Time. **	

Now that you know where Halo is landing on Jersey, you head straight there.

WHAT is the current Time (the most recently circled Time on your Team Sheet)?	
12pm:	Turn to entry 191.
1pm:	Turn to entry 227.
2pm:	Turn to entry 254.
3pm:	Turn to entry 132.

174

Discard all Advantage tokens.

The guards are eliminated, but now you need to follow Halo into the house. 

IF/ELSE	
If there is an Agent at Position D:	Turn to entry 198.
Else:	Turn to entry 175.

175

As they realise an attack is underway, guards in the driveway respond by moving into the house.

Move 3 red cubes from the driveway on to the house.
 Turn to entry 241.


176


You watch for a while as Nelken inspects the tunnel and questions the workers. Then he returns to the car. As he leaves with his entourage, you follow.

They lead you northwards, winding through the Jersey countryside. Eventually, they stop outside a lonely farmhouse.

**** Advance Time. ****
 Turn to entry 132.

177


Just before getting within your range, Halo pauses for a second. To your horror, he signals the guards and points in your direction. They raise their weapons and fire. 


Give an injury to any 1 Agent at Position A or B with a Stealth of 1. 

You sense Halo is about to break into a run. You need to take him down now.

Turn to entry 169.

178

Suddenly, Halo pauses for a second. To your horror, he signals the guards and points in your direction. They raise their weapons and fire. 

Give an injury to any 1 Agent at Position B with a Stealth of 1. 

Halo breaks into a run. It's time to launch the assault.

If H is circled, your information on the guards will give you an edge in the coming fight:	Add 1 Firearms token to the Team Pool.
Turn to entry 117.	

179

CHECK Stealth + Technical of Blue Agent	
2-3	Turn to entry 284.
4-5	Turn to entry 267.
6+	Turn to entry 104.

180

You rush up to the guards, taking them by surprise.

For each Agent at Position C, remove 1 of the red cubes from the yard.

HOW MANY red cubes remain on the yard?	
0	Turn to entry 141.
1+	Turn to entry 201.

181

Your bullets distract the guards from the approach of your fellow agents, and then one bullet strikes home, sending a guard sprawling in the dirt.

Remove 1 red cube from the yard.

Add 1 Advantage token to Position C.

HOW MANY red cubes remain on the yard?	
0	Turn to entry 258.
1+	Turn to entry 243.

182

You score no direct hits, but your shots serve to distract the guards.

Add 1 Advantage token to Position C.

Turn to entry 275.

183

You grab the grenade but knock one of the tins off the shelf as you do so. Then you hear someone approaching, so rush back to the workbench.

Regroup.
Draw Equipment card E5.

Tomas comes in and puts some wires on the table. "Now we..." he says, but then pauses, staring at the tins. "You're trying to steal from us!" he hisses, then turns to leave the room.

CHOOSE	
To shoot Tomas with your silenced Welrod pistols:	Turn to entry 164.
To wait until he leaves then try to sneak away:	Turn to entry 156.

184

You hear words in German, "These are destined for Kommissar Heidenreich."

Someone else says, "And what..." but then there is silence.

Quickly, you move into the room, guns at the ready. Inside you meet the thin, hunched form of General Nelken and a squat, dark-haired man. Halo.

Despite his elderly appearance, Nelken is sharp - he seems to have been aware of your approach and is ready. He raises his gun to fire.

CHECK highest Firearms at Position C	
1-2	Turn to entry 105.
3+	Turn to entry 259.

185

British Intelligence informed the communists that you were present on the island, but they clearly weren't expecting a visit. There is suspicion in the eyes of their leader, George Le Mur, as he looks at you over a blood-spattered machine gun, its barrel pointed disconcertingly in your direction.

"Nothing to fear," Le Mur says, with a devilish grin. "It's broken... or at least, I think it is." He gives the gun a shake and something rattles. Instinctively, you edge sideways, and Le Mur laughs. "We'll fix it. Eventually. Now tell me what you want."

You decide it is best to be direct. "There is a German spy on his way to Jersey, and he arrives this afternoon. We need to intercept him when he lands."

"The British let him slip with something juicy, did they?"

"Something like that."

Le Mur sighs and looks around the small workshop. "British Intelligence have let us down in the past," he says. "We have some information that could be of use, but I am not prepared to offer it freely. So tell me, do you know anything about making bombs?"

CHOOSE	
If you think your team has enough technical skill and you want to say yes:	Turn to entry 149.
To say no:	Turn to entry 257.

186

A few minutes, then you hear a loud explosion. You see faces appear at windows all down the street, and Trauner comes running from the house with two armed guards. They carefully scan the area, then cautiously begin to explore.

Eventually, Trauner notices the remains of the airgun. He walks over and picks them up, glances around, then returns to the house.

Ten minutes later, the Icebreaker returns with a satisfied expression on her face.

"I found it," she says. "They are meeting at the farm at Rozel Bay. And I also found another document that listed the security detail that will be sent to meet him, along with General Nelken." She gives you the information on the soldiers who will be sent to meet Halo, including their rank, expertise and equipment.

"But one warning," she continues, "He was clearly suspicious. He asked what I thought about the loud noise, and what I'd been doing when he was out of the house. To be honest, it scared me a little."


The information on the security detail could be useful later:	**Circle H.**
Add 2 tracking points.	
Advance Time.	

Now that you know where Halo is landing on Jersey, you head straight there.


WHAT is the current Time (the most recently circled Time on your Team Sheet)?	
12pm:	Turn to entry 191.
1pm:	Turn to entry 227.
2pm:	Turn to entry 254.
3pm:	Turn to entry 132.

187

You notice a small storage unit nearer to your position, where the door has been left ajar. Inside, you can see miscellaneous items on a bench, waiting to be sorted. Perhaps the possessions of a deceased soldier. One of you could sneak up and see if there is anything useful.

CHOOSE	
To have one Agent sneak up:	Select 1 Agent. 
	Turn to entry 121.
To continue to wait for Nelken:	Turn to entry 103.

188

Nelken's keen eye finds his target, as Halo takes pot shots from the corner. 

Give an injury to any 1 Agent at Position C.
--

In response, one of your bullets strikes Nelken's elbow, causing his arm to jolt backwards, and then a second finds his throat, sending him to the floor. Halo fires repeatedly in desperation, but his aim is weak. You step forwards and end the spy with a shot to the chest.


Remove both black cubes from the house.


You grab the documents as you hear shouting from the driveway. You need to get out of here, fast.

Draw card 4.


IF/ELSE	
If you have an Agent at Position D:	Turn to entry 157.
Else:	Turn to entry 125.


189

Alerted by the sound of the breaking door, guards in the driveway move to go inside the house. As they do so, you open fire, hoping to slow them down. 

CHECK Firearms at Position D 	
1-2	Turn to entry 204.
3+	Turn to entry 231.

190

Knowing time is of the essence, you decide to take a risk. Wiping blood from your eyes, you launch from cover and charge at the enemy. 

For each 2 points of total Firearms at Position C, remove 1 of the red cubes from the house. 
--

HOW MANY red cubes remain on the house?	
0	Turn to entry 266.
1+	Turn to entry 253.

191


The farmhouse at Rozel Bay is bathed in hazy sunlight - it would appear idyllic and tranquil, if it weren't for the soldiers guarding the doors. You are confident that Halo has not yet arrived, and you locate a dock to the rear of the house which must be his intended landing spot. When he arrives, it is likely that Halo will be expecting a signal from the guards that it is safe to approach. If they do not give the signal, he may flee the island and never be found. That means you can't attack yet - you must wait until Halo has received the safe signal and is approaching the house, and then he will not be able to get away.

START OF ENCOUNTER	
Discard all Action cards.	
Draw cards 8 & 9. Place them side by side to create the Encounter Map.	
Place 3 red cubes on the driveway and 2 on the yard to represent the guards.	

You will now assign your Agents to Positions on the Encounter map.

ON THE ENCOUNTER MAP:
<p>Position A This is a long-range sniper Position, and can only be occupied by an Agent with a long-range weapon. An Agent positioned here can fire on Halo as he moves towards the house, attempting to quickly eliminate the spy. They can then also provide covering fire for Agents at Position C as they move in to recover the documents.</p>
<p>Position B This is a short-range Position that can provide covering fire for Position C as they move in to recover the documents.</p>
<p>Position C This is the main assault Position and you must assign at least 2 Agents here. These Agents will attempt to recover the documents. They may have to deal with the guards and possibly Halo as well, depending on how effective Positions A and B have been.</p>
<p>Position D This is a long-range sniper Position, and can only be occupied by an Agent with a long-range weapon. During the assault, they can fire on the guards on the driveway to try to prevent them joining the battle. They can also attempt to suppress General Nelken's soldiers if and when they arrive.</p>
Assign your Agents to Positions.
Turn to entry 220.


192

For each 2 points of total Firearms (using only Welrod pistols) at Position C, remove 1 of the red cubes from the yard. 

HOW MANY red cubes remain on the yard?	
0	Turn to entry 141.
1+	Turn to entry 201.

193

As the firing begins to the rear, the guards in the front are alerted and start to move towards the house, no doubt intending to move through it to support the other soldiers. You fire, hoping to kill them before they can do so. It is to your advantage that they are not expecting an attack from this direction.

 For each 2 points of Firearms at Position D, remove 1 of the red cubes from the driveway.

HOW MANY red cubes remain on the driveway?	
0	Turn to entry 211.
1+	Turn to entry 209.

194

In the SOE Headquarters on Baker Street, a man in a Major's uniform stands at the window, his lips pressed together beneath his neat moustache; his dark, bushy eyebrows knitted. "Those documents," he says, "listed codenames and identities for Maquis resistance fighters in the Morette region of France. Thank God the Germans didn't get hold of them."

"Our agents did well," says a suited man standing behind him, "but they paid a high price for it."

The Major nods. "And despite the destruction of the documents, the increase in military and Gestapo activity in Morette continues apace. The Maquis are being ruthlessly hunted."

"You are right," the other man responds. "We need to do something about it. A new network in Morette. Missions to include sabotage and direct conflict with the enemy."

The Major's eyes widen. "Challenging and dangerous. Do you have any agents in mind?"

"Yes, several," the other replies.

The Major runs his hand through his thinning hair. After a moment of reflection, he says, "Very well. And do you have a name for this network?"

"Not yet."

"Let me know when you do." Picking up his hat, the Major walks out.

The man in the suit begins to gather up photos from

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the table, then pauses to look at them once more.
Four faces. Four people killed fighting for freedom.
Four more souls who must not be forgotten.

There is a sound at the window, and he glances up to see a magpie land on the windowsill and ruffle its feathers. He thinks there is a rhyme about magpies - how does it go? 'One for sorrow,' isn't it?

It seems appropriate. With a nod, he leaves the room.

To join the Magpie Network in occupied France:	
--	---

You've completed the War Story demo, but the mission isn't over. Play the full game to follow the Magpie Network to Morette.

195

A You pull the trigger, your gun recoils, and Halo's arm jolts sideways in a spurt of blood. The spy screams and breaks into a clumsy run.

Add 1 Advantage token to Position C.	
If H is circled, your information on the guards will give you an edge in the coming fight:	Add 1 Firearms token to the Team Pool.

C Halo is injured, the guards are alerted, and now is your moment - you have to move in and recover the satchel.

Turn to entry 150.

196

"Officer Trauner," you say. "I am calling for an update on your recent activities in suppressing the communist insurgents."

"Why are you calling me direct?"

"I have been told to get your view on the matter. Questions have been raised."

"Questions? Who is this? Are you really from German Command in Paris?"

"Yes, Herr Trauner."

"Then what is the colour of the carpet in the main hallway?"

"I don't see the relevance..."

"What colour is it?"

You decide to take a guess. "Blue."

He hangs up and you curse. Twenty minutes later, the Icebreaker returns - her face is drawn and pale. "He came back almost immediately," she says, "and saw me leaving his office, then asked how I

got in because it was locked. I said it wasn't locked and I just suddenly felt faint and was looking for somewhere to lie down. But he must be suspicious. You had better leave, and don't come back."

With no options left, you head out.

Add 2 tracking points.
Advance Time.
Discard card 1.
Pick a new action from the available Action cards.

197

The soldiers in the house are at your maximum range and behind cover, but you are determined to do your best to help your fellow agents. You take aim and fire.



Add 1 Advantage token to Position C.
For each 4 points of total Firearms at Position A + Position B, remove 1 of the red cubes from the house.



HOW MANY red cubes remain on the house?	
0	Turn to entry 215.
1+	Turn to entry 242.

198

As they realise an attack is underway, the guards in the driveway move to go inside the house. As they do so, you open fire.



CHECK Firearms at Position D	
1-2	Turn to entry 249.
3	Turn to entry 273.
4+	Turn to entry 205.



199

One of your bullets finds its target, who sends back a volley of shots as he falls to the ground.




Give an injury to any 1 Agent at Position C with an Awareness of 1.
Remove 1 red cube from the yard.



IF/ELSE	
If 1+ red cubes remain on the yard:	Turn to entry 135.
If 0 is circled:	Turn to entry 285.
If the black cube (Halo) is still on the yard:	Turn to entry 272.
If the black cube (Halo) is on the house:	Turn to entry 174.
Else:	Turn to entry 250.


200

C You look into the room. Two men are crouched behind a desk - you glimpse the thin, drawn face of General Nelken and a squat, dark-haired man. Halo. They see you and raise their guns to fire.

CHECK total Firearms at Position C 	
1-3	Turn to entry 105.
4	Turn to entry 188.
5+	Turn to entry 259.

201

C Your attack is not strong enough...although startled, the remaining guards recover quickly. They sound the alarm and strike back.

Give an injury to any 1 Agent at Position C with a Stealth of 1 or 2. 

IF/ELSE	
If you have Agents at Position A and/or Position B:	Turn to entry 225.
Else:	Turn to entry 233.


202


If H is circled, your information on the guards will give you an edge in the coming fight:	Add 1 Firearms token to the Team Pool.
--	--

C You have the most important task - get into the house and recover the documents. Now you must decide how to go about it, by stealth or force. A stealthy approach will be very difficult given it is a bright day and there is little cover, but could avoid a bloody gunfight.

CHOOSE	
To launch an assault on the house:	Turn to entry 217.
To attempt to sneak into the house:	Turn to entry 290.

203

Your fellow agents prepare to launch an assault on the house. You need to do your best to cover them. You take aim. 


CHECK total Firearms at Position A + Position B 	
1-2	Turn to entry 262.
3-4	Turn to entry 229.
5-7	Turn to entry 181.
8+	Turn to entry 214.

204

Your shots send one soldier scurrying for cover, but two of his companions make it through the door.

Move 2 red cubes from the driveway onto the house.
Turn to entry 266.

205

Your first two shots go straight through a soldier's chest, and send his companion scurrying for cover. You shift your sights and wound another just as he is entering the house. 

Add 1 Advantage token to Position C.
Remove 1 red cube from the driveway.
Move 2 red cubes from the driveway onto the house.
Turn to entry 241.


206

A week later, you are called before your superior, Sir Oliver Hallows.

"Those documents," he says, "list codenames and identities for Maquis resistance fighters in the Morette region of France. Now the Germans have them, it is likely that many Maquis will be located and killed - or worse. But you will soon have a chance to make up for this failure. There is increased activity from the German military and the Gestapo in Morette. The Maquis are being ruthlessly hunted. That is why I intend to send you there. You will form the Magpie network - you have already stolen something from the Germans,

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and you're going to swoop in and take a whole lot more. Your missions are likely to include sabotage and direct conflict with the enemy. It will be challenging, and it will be dangerous. But I think you are ready. Do you accept?"

To join the Magpie Network in occupied France:	
--	---

You've completed the War Story demo, but the mission isn't over. Play the full game to follow the Magpie Network to Morette.

207

A few minutes pass, and you hear a small explosion. You look to Trauner's house, but see no movement. He has not even noticed the sound.

A while later, the Icebreaker returns, her face a picture of disappointment. "Whatever you tried," she sighs, "it did not work. That is it - there is nothing else I can do for you."

** Advance Time. **

Discard card 1.

Pick a new action from the available Action cards.

208

C Very carefully, you move up against the wall of the house and sidle along until the guards are just several feet away.

You have two options: stay where you are and fire on the guards with your silenced Welrod pistols, or run up and dispatch them with knives. In either case, if you don't kill them all quickly, they will certainly sound the alarm.

CHOOSE	
To shoot the guards:	Turn to entry 192.
To sneak up and kill them with knives:	Turn to entry 180.

209


D Just as the last of the guards enters the house, you manage to wound him with a shot to the shoulder.

Add 1 Advantage token to Position C.

Turn to entry 282.

210

Moving very carefully, you move towards the wall of the house, but then suddenly there is a shout in German and the retort of a gun. **C**

Give an injury to the Blue Agent with the lowest Stealth.	
---	---

You have been spotted and have no choice now but to launch an assault on the house.

IF/ELSE	
If you have Agents at Position A and/or B:	Turn to entry 203.
Else:	Turn to entry 243.

211

You quickly eliminate the threat in the driveway. **D**

Turn to entry 224.

212

The ensuing gunfight is short and bloody. **C**

For each red cube on the yard, give an injury to any 1 Agent at Position C.

Remove all red cubes from the yard.

Discard all Advantage tokens.

IF/ELSE	
If you have an Agent at Position D:	Turn to entry 198.
Else:	Turn to entry 175.

213

Halo continues to walk, thankfully remaining oblivious to your presence. As he gets closer, you decide it is time to strike. **C**

If H is circled, your information on the guards will give you an edge in the coming fight:	Add 1 Firearms token to the Team Pool.
--	--

IF/ELSE	
If you have any Agents at Position B:	Turn to entry 117.
Else:	Turn to entry 234.

214

A Your sudden barrage of firepower takes the guards by surprise.

B Remove 2 red cubes from the yard.

Add 1 Advantage token to Position C.

HOW MANY red cubes remain on the yard?

0	Turn to entry 258.
1+	Turn to entry 243.

215

C With relief, you watch as your fellow agents eliminate the threat.

Turn to entry 224.

216

You flee the Estate, followed by the sound of Le Mur barking orders and several gunshots. However, you have a good head start, and are soon clear of any danger. You realise you just made a dangerous enemy, and are thankful you are leaving Jersey after this mission.

The Germans may be notified of gunfire in the area:	** Add 1 tracking point. **
---	------------------------------------

IF/ELSE

If J and K are circled:	Turn to entry 221.
Else:	Pick a new action from the available Action cards.


217

IF/ELSE

If you have Agents at Position A and/or B:	Turn to entry 203.
Else:	Turn to entry 260.

218

C You drop to the ground and return fire.

For each 4 points of total Firearms at Position C, remove 1 of the red cubes from the house. 

HOW MANY red cubes remain on the house?

0	Turn to entry 224.
1+	Turn to entry 261.

219

Partly hidden by Wedler's hunched body, you notice a small bag containing some tools.

Draw Equipment card E4.

**** Advance Time. ****

Discard card 3.

Pick a new action from the available Action cards.

220

A number of fishing boats are visible out at sea, silhouetted against the sparkling water. Then you realise one is drawing closer. A few minutes later, the small vessel docks by the house, and a lone figure leaves it - a short man with broad shoulders, carrying a satchel. Halo. And the satchel must contain the documents. He walks forward until he is in line of sight of the soldiers at the house door, then gives a hand signal. The soldiers give one in return, and Halo seems satisfied. He waves at the fishing boat, which leaves the dock. As it does so, the spy walks towards the house.

Place one black cube on the yard to represent Halo.

IF/ELSE

If you have an Agent at Position A:	Turn to entry 142.
Else:	Turn to entry 288.

221

With the cipher book from the hut, you might be able to decode the German radio transmission. General Nelken is mentioned by name, and the reference to him wanting to know 'where the most beautiful specimens are found' makes you suspect the message is telling him where to meet Halo.

At the back of the cipher manual, you find a page with four handwritten codenames for locations around Jersey. If you can work out which of these is the meeting place, you can go there now. However, choosing wrong option would likely be very costly.



IF/ELSE	
If you are not sure of the meeting place and do not want to take the risk:	Pick another action from the available Action cards.
Else:	Read on.

CHOOSE a codename	
Gift:	Turn to entry 271.
Goat:	Turn to entry 108.
Rose:	Turn to entry 136.
Ruby:	Turn to entry 263.

222

You descend, then round a corner and come face-to-face with German soldiers, who open fire.

For every red cube on the house, give an injury to any 1 Agent at Position C.

IF/ELSE	
If all Agents at Position C are mortally wounded:	Turn to entry 264.
Else:	Turn to entry 238.

223



"No," she says. "I cannot risk losing my position here - or more than that - for this."

Turn to entry 106.

224

You all move away from the house, clutching your precious prize. From a safe distance, you see the small shapes of General Nelken's entourage pulling into the driveway. Thanks to you, he will be going back empty-handed today.

With a sense of satisfaction you approach the bay where your boat awaits, ready to take you home.

IF/ELSE	
If M is circled, you destroyed the documents:	** Mark the objective as PARTIAL SUCCESS ** Turn to entry 138.
Else, you have recovered the documents:	** Mark the objective as SUCCESS ** Turn to entry 152.

225

Seeing that the stealthy approach has failed, you prepare to provide covering fire for the agents attacking the house, but it is tricky now that the guards are alerted and so close to your fellow agents. You take careful aim.



CHECK total Firearms at Position A + Position B	
1-2	Turn to entry 262.
3-4	Turn to entry 229.
5-7	Turn to entry 181.
8+	Turn to entry 214.



226

Very carefully, you move up against the wall of the house, but suddenly there is a shout in German. The guards are looking in your direction, guns at the ready.

You have been spotted - there is no choice now but to launch an assault on the house.



IF/ELSE	
If you have Agents at Position A and/or Position B:	Turn to entry 203.
Else:	Turn to entry 243.

227

The farmhouse at Rozel Bay is bathed in hazy sunlight. It appears idyllic, tranquil... It's hard to believe this may soon be the scene of a gunfight. Scouting from a distance, you see that there are soldiers guarding the front and rear entrances. A fishing boat is leaving the dock, and you realise it must be the vessel that brought Halo - the spy has just arrived and is already inside the house. Thankfully, General Nelken and his entourage are not yet here. You need to get into the house and recover the documents before he arrives.

Arriving early gives you more time to prepare:	Add 1 Skill token to the Team Pool.
Turn to entry 161.	

228

Partly hidden by Wedler's hunched body, you notice a small bag containing some tools.

Draw Equipment Card E4.

As you are leaving, your eye catches a floorboard that looks slightly askew. You reach down and lift it, revealing a book partly submerged in

rainwater that has collected under the hut. You take it out and shake it, then begin to peel apart the water-logged pages. As you do so, you realise it is a German cipher manual for deciphering coded messages. It looks like Wedler may have really been in the Army after all. Most of it is blurred or torn thanks to the water, but some pages remain legible.

** Circle K. **
** Advance Time. **
Discard card 3.
Draw Card 7.

IF/ELSE	
If J is circled:	Turn to entry 221.
Else:	Pick a new action from the available Action cards.

229

A One of your bullets strikes home, taking down a guard.
B

Remove 1 red cube from the yard.

HOW MANY red cubes remain on the yard?	
0	Turn to entry 258.
1+	Turn to entry 243.

230

A You pull the trigger, your gun recoils...and a shower of dirt erupts at Halo's feet. The spy breaks into a run as the guards move forward to defend him.

** Circle O. **	
If H is circled, your information on the guards will give you an edge in the coming fight:	Add 1 Firearms token to the Team Pool.

C The guards are alerted and Halo is approaching the safety of the house. You need to act fast.

Turn to entry 150.

231

Your first two shots go straight through a soldier's chest, and send his companion scurrying for cover.

Remove 1 red cube from the front of the house.
Move 2 red cubes from the driveway onto the house.
Turn to entry 266.

232

You approach the trees, trying to avoid the rain of bullets. **C**

CHECK lowest Awareness + lowest Stealth at Position C	
1-3	Turn to entry 251.
4+	Turn to entry 269.

233

You engage in a tense battle at close range. **C**

For each 3 points of total Firearms at Position C, remove 1 of the red cubes from the yard. C	
Give an injury to any 1 Agent at Position C with an Awareness of 1 or 2. C	

HOW MANY red cubes remain on the yard?	
0	Turn to entry 258.
1+	Turn to entry 212.

234

You charge at the enemy, gunshots reverberating around you. There are only two guards, but with no covering fire their attention is focused solely on you, which makes it difficult to get past them and reach Halo. As you fight, the spy reaches the door of the house and goes inside. **C**

Move the black cube from the yard onto the house.

CHECK total Firearms at Position C	
1-3	Turn to entry 172.
4-5	Turn to entry 199.
6-8	Turn to entry 280.
9+	Turn to entry 146.

235


CHECK highest Influence of Blue Agents	
1-2	Turn to entry 223.
3+	Turn to entry 278.

236

There is no time to arrange any kind of plausible cover story for why you are visiting Sophia Sartin, so you will have to try to enter her house unseen. The street outside is fairly quiet, but there are no moments when

it is empty. The biggest concern is the three German soldiers stationed a short distance away.

You do not all need to enter the house - it could be best for just one or two of you to go, to reduce the chance of being noticed, but splitting up always comes with risks.

Select 1 to 4 Agents to go to the Ice House. 

Turn to entry 101.

237

In the SOE Headquarters on Baker Street, a man in a Major's uniform stands at the window, his lips pressed together beneath his neat moustache; his dark, bushy eyebrows knitted. "Those documents," he says with a sigh, "list codenames and identities for Maquis resistance fighters in the Morette region of France. You know what this means?"

"Yes of course," says a suited man standing behind him.

"Many Maquis will now be located and killed - or worse," the Major continues. "This is all part of the increase in activity from the German military and Gestapo in Morette that has been ongoing for months. The Maquis are being ruthlessly hunted."

"You're right," the other man responds, "and we need to do something about it. A new network in Morette. Missions to include sabotage and direct conflict with the enemy."

The Major's eyes widen. "Challenging and dangerous. Do you have any agents in mind?"

"Yes, several," the other replies.

The Major runs his hand through his thinning hair. After a moment of reflection, he says, "Very well. And you have a name for this network?"


"Not yet."

"Let me know when you do." Picking up his hat, the Major walks out.

The man in the suit begins to gather up photos from the table, then pauses to look at them once more. Four faces. Four people killed fighting for freedom. Four more souls who must not be forgotten.


There is a sound at the window, and he glances up to see a magpie land on the windowsill and ruffle its feathers. He thinks there is a rhyme about magpies - how does it go? 'One for sorrow,' isn't it?


It seems appropriate. With a nod, he leaves the room.

To join the Magpie Network in occupied France:	
--	---

You've completed the War Story demo, but the mission isn't over. Play the full game to follow the Magpie Network to Morette.

238


It's all or nothing - unleashing a storm of bullets, you make one last desperate charge, forcing your way through the soldiers and out into the open air. 

For every 2 points of Firearms, remove 1 red cube from the house. 

IF/ELSE	
If any red cubes remain on the house:	Turn to entry 264.
Else:	Turn to entry 252.


239

You gather a pipe, rope and some other items to construct a makeshift air gun. The sound of this shouldn't go unnoticed. A simple timer will mean it triggers when you are not nearby. Once Sartin has entered Trauner's house, you set the device at the end of an alley across the street, then withdraw to a safe distance.

CHECK highest Technical + second-highest Technical 	
3-4	Turn to entry 207.
5	Turn to entry 281.
6+	Turn to entry 186.

240

Discard all Advantage tokens.

Suddenly, Halo leans out from behind cover and aims his gun - but you are fast, and before he can fire he is sent sprawling to the ground in a pool of blood. 

Remove the black cube from the yard.

Draw card 4.


If the Germans have become aware of your activities, they may have sent more soldiers to the house.

If you have exactly 4 tracking points:	Add 1 red cube to the driveway.
-----	-----
If you have 5+ tracking points:	Add 2 red cubes to the driveway.

IF/ELSE	
If there is an Agent at Position D:	Turn to entry 193.
Else:	Turn to entry 282.

241


C With several strong kicks, the back door gives way, and immediately you come under fire - German soldiers are already inside the house.

Count the red cubes on the Farmhouse.
Give an injury to every Agent at Position C with an Awareness below that number. 

IF/ELSE	
If every Agent at Position C is mortally wounded:	Turn to entry 253.
Else:	Turn to entry 291.

242


C You need to try to make it to the safety of the trees, but as soon as you start to move you come under fire.


Give an injury to any 1 Agent at Position C with a Stealth of 1. 

Turn to entry 218.

243

C You charge into a close-range gunfight, the smell of burnt gunpowder filling the air.

For each 3 points of total Firearms, remove 1 of the red cubes from the yard. 

Give an injury to any 1 Agent at Position C with an Awareness of 1 or 2. 

HOW MANY red cubes remain on the yard?	
0	Turn to entry 258.
1+	Turn to entry 212.

244

C With the thudding of boots ringing in your ears, you exit the back door of the house and head for cover. Some soldiers emerge and stand their ground, opening fire at you as you flee.

IF/ELSE	
If you have Agents at Position A and/or Position B:	Turn to entry 283.
Else:	Turn to entry 232.

245

"Officer Trauner," you say. "I am calling to check you received the delivery."

"From Paris?"

"Yes - it should have arrived by now."

"What is it? I was not expecting anything."

"I will find the details - please hold the line a moment, Sir."

You manage to keep him on the phone a while, but you can clearly hear his agitation growing.

"I didn't receive anything!" he shouts, eventually.

"If it is so important, resend it!" Then he hangs up.

Twenty minutes later, Sartin returns, but you can see from the expression on her face that she did not have time to find information on Halo's meeting point. "I did manage to find the codename Halo on a document. It listed the security detail that will be sent to meet him, along with General Nelken." She gives you the information on the soldiers who will be sent to meet Halo, including their rank, expertise and equipment.

"And one warning," she continues, "be aware that Trauner will soon discover that phone call was fake and become aware that something is afoot."

The information on the security detail could be useful later:	** Circle H. **

** Add 1 tracking point. **	

** Advance Time. **	

Discard card 1.	

Pick a new action from the available Action cards.	

246

Your sudden barrage of firepower takes the guards by surprise.

Remove both red cubes from the yard.

IF/ELSE	
If the black cube (Halo) is still on the yard:	Turn to entry 272.
Else:	Turn to entry 250.

247

"British Intelligence needs this spy," you say. "Helping us could mend your relationship with them..."

You see he is not swayed.

"I bid you good day," he says, as the guards lead you to the doorway. "And while I cannot help, I do wish you luck."

****Advance Time.****

 Discard card 2.

IF/ELSE	
If N is circled:	Turn to entry 115.
Else:	Pick a new action from the available Action cards.

248

C You pick the lock and move through the house, clearing each room as quickly as possible. Finally, on the upper floor, you see a shadow move in a room at the end of a corridor. Cautiously, you approach.

IF/ELSE	
If I is circled:	Turn to entry 184.
Else:	Turn to entry 151.

249

D You struggle to have much impact, but one of your shots wounds a soldier as he enters the house.

Add 1 Advantage token to Position C.

 Move 3 red cubes from the driveway on to the house.

 Turn to entry 241.

250

C Discard all Advantage tokens.

You grab the satchel and inside you find the documents.

 Draw card 4.

If the Germans have become aware of your activities, they may have sent more soldiers to the house.

If you have exactly 4 tracking points:	Add 1 red cube to the driveway.
If you have 5+ tracking points:	Add 2 red cubes to the driveway.

IF/ELSE	
If there is an Agent at Position D:	Turn to entry 193.
Else:	Turn to entry 282.

251

Give an injury to every Agent at Position C.

IF/ELSE	
If all Agents at Position C are mortally wounded:	Turn to entry 264.
Else:	Turn to entry 252.

252

C With your lungs burning, you keep running and running, until eventually you collapse, a long way from any German soldiers.

IF/ELSE	
If M is circled, you destroyed the documents:	** Mark the objective as PARTIAL SUCCESS ** ----- Turn to entry 138.
Else, you have recovered the documents:	** Mark the objective as SUCCESS ** ----- Turn to entry 152.

253

C You are gasping, choking... It feels like... like you cannot get enough air. You were using an interior wall for cover, and now your face is pressed against it. You open your eyes, and the flowers on the wallpaper begin to dance and twist.

You must have passed out. Someone is kneeling by you - is that a hand on your shoulder? "Still alive. Barely." The words are in German.

A narrow, drawn face in front of yours. The insignia of a German General. "You have paid the price for interfering in my affairs," Nelken sneers. "A shame you will not live to regret it." The cold metal of a gun barrel and then... darkness.

All Agents at Position C are killed.

**** Mark the objective as Failure ****

 Turn to entry 237.

254

The farmhouse at Rozel Bay is bathed in hazy sunlight. It appears idyllic, tranquil... It is hard to believe it may soon be the scene of a gunfight.

Scouting from a distance, you see there are soldiers guarding the front and rear entrances. A fishing boat is making its way out to sea, apparently having recently left the farmhouse dock. It must be the vessel that Halo arrived on -


the spy is inside the house. Thankfully, General Nelken and his entourage are not yet here. You need to get into the house and recover the documents before he arrives.

Turn to entry 161.

255

You flee the Estate, followed by the thudding boots of the communist fighters. You have a good head start, but as you run through the gates they begin to fire, and one of you feels a deep shooting pain through the shoulder.

Once you are a good distance from the Estate, you decide what to do next.

Give an injury to the Agent with the lowest Stealth. 


The Germans may be notified of gunfire in the area:	** Add 1 tracking point. **
---	-----------------------------

IF/ELSE	
If J and K are circled:	Turn to entry 221.
Else:	Pick a new action from the available Action cards.

256

Discard all Advantage tokens.

Suddenly, Halo leans out from behind cover and sends several shots in your direction. However, he is outmatched, and you take him down. You grab the satchel and inside you find the documents.

Give an injury to any 1 Agent at Position C with an Awareness of 1 or 2. 

Remove the black cube from the yard.

Draw card 4.


If the Germans have become aware of your activities, they may have sent more soldiers to the house.

If you have exactly 4 tracking points:	Add 1 red cube to the driveway.
If you have 5+ tracking points:	Add 2 red cubes to the driveway.

IF/ELSE	
If there is an Agent at Position D:	Turn to entry 193.
Else:	Turn to entry 282.

257

"No, sorry, that's something we can't help with." Le Mur does not attempt to hide his disappointment. His eyes shift towards the exit, and you know he is about to throw you out. Two armed guards take a step forward, anticipating his command. If you are going to get anything useful here, you need to speak quickly.


CHECK highest Influence 	
1-2	Turn to entry 247.
3-4	Turn to entry 168.
5+	Turn to entry 279.

258

Discard all Advantage tokens.

IF/ELSE	
If you have an Agent at Position D:	Turn to entry 198.
Else:	Turn to entry 175.

259

Before he pulls the trigger, one of your shots tears open Nelken's throat. He staggers backwards, his gun sends a bullet into the ceiling, and then he collapses. A moment later, Halo lies beside him. 


Remove both black cubes from the house.


You grab the documents as you hear shouting from the driveway. You need to get out of here, fast.


Draw card 4.

IF/ELSE	
If there is an Agent at Position D:	Turn to entry 157.
Else:	Turn to entry 125.

260

This is your moment - you charge forward, gunshots reverberating around you. However, with no covering fire, the guards' attention is focused solely on you, and they group into a tight formation. 

For each 4 points of total Firearms at Position C, remove 1 of the red cubes from the yard. 

Give an injury to any 1 Agent at Position C with an Awareness of 1 or 2. 

HOW MANY red cubes remain on the yard?	
0	Turn to entry 258.
1+	Turn to entry 212.

261

You are now pinned. It's hard to hit the enemy inside the house, but if you break cover there is a high risk you'll be shot.

Then you hear a rumbling sound - it must be General Nelken's entourage arriving in the driveway. You realise you have no choice but to run.

IF/ELSE	
If you have Agents at Position A and/or Position B:	Turn to entry 268.
Else:	Turn to entry 277.

262



You score no direct hits, but your shots serve to distract the guards.

Add 1 Advantage token to Position C.
Turn to entry 243.

263

Consulting the list of locations at the back of the cipher manual, you see that the codename RUBY refers to a warehouse in Le Bourg.

When you get there, you find a strong German presence, but it's nowhere near the shore. You have made a mistake - this is not where Halo will land.

Add tracking points equal to 9 minus your total Stealth.
Advance Time.
Discard cards 5 & 7.



With time and options running out, you must now head to the Ho2 tunnel and follow General Nelken to the meeting with Halo.

Turn to entry 128.

264

You are moving, yet can no longer feel your legs. It's as if you are floating towards the safety of the trees, carried by some guardian angel... Freedom is at hand!



But then you open your eyes, and all you see is dirt, grass, and a growing pool of red. As the thud of German boots draws closer, you realise you will not be leaving this island. You close your eyes again, and all is darkness.

All Agents at Position C are killed.

IF/ELSE	
If M is circled, you destroyed the documents:	** Mark the objective as PARTIAL SUCCESS **
Else, the Germans take back the documents:	** Mark the objective as FAILURE **

IF/ELSE	
If you got a Partial Success and 1 or more Agents survived:	Turn to entry 138.
If you got a Partial Success and all Agents died:	Turn to entry 194.
If you got a Failure and 1 or more Agents survived:	Turn to entry 206.
If you got a Failure and all Agents died:	Turn to entry 237.

265

You agree to the plan and Sartin tells you how to get to Trauner's house, then shows you out the back gate to reduce your chances of being seen.



Advance Time.
Regroup.

You all gather in an alley to work out the best way to distract Trauner. It soon becomes clear you have two main options.

The first is to make a phone call to his house, claiming to be calling from German Command with a message for him. Sartin has told you the passphrase to use when the secretary answers, but after that it would be down to you to construct a story that would keep Trauner on the line as long as possible.

Alternatively, you could rig up a device to cause a noise in the street and create a commotion, in the hope that he would go outside to investigate.

CHOOSE	
To telephone:	Turn to entry 274.
To construct a noise device:	Turn to entry 239.

266

Discard all Advantage tokens.

C As fast as you can, you sweep through the house, clearing each room. Finally, on the upper floor, you see a shadow move in a room at the end of a corridor. Cautiously, you approach.

IF/ELSE	
If I is circled:	Turn to entry 200.
Else:	Turn to entry 151.

267

B As you finish sabotaging the exhaust, you hear the car door open. Quickly, you dash away. The driver does not see you, but he must have heard something and seems suspicious.

Luckily, he does not appear to realise the exhaust has been tampered with.

****Circle G.****
****Add 3 tracking points.****
 Regroup.

You head to Rozel Bay to find Halo.

Turn to entry 254.

268

A
B Your job is simple: lay down enough fire to keep any soldiers at the door of the house at bay while the agents with the documents get to the safety of the trees.

Add 1 Advantage token to Position C.
 For every 3 points of total Firearms, add 1 more Advantage token to Position C.
 Turn to entry 277.

269

C By some miracle, you manage to avoid all the incoming bullets.

IF/ELSE	
If M is circled:	Turn to entry 252.
If all 4 Agents are mortally wounded:	Turn to entry 276.
Else:	Turn to entry 252.

270

C You descend, then narrowly avoid a direct encounter with some soldiers. They spot you fleeing and pursue, opening fire as you exit the rear door of the house.

For every 2 red cubes on the house, give an injury to any 1 Agent at Position C.

With the thudding of boots ringing in your ears, you exit the back door of the house and head for cover. Some soldiers emerge and stand their ground, shooting at you as you flee.

IF/ELSE	
If all Agents at Position C are mortally wounded:	Turn to entry 264.
If all 4 Agents are at Position C:	Turn to entry 160.
If you have Agents at Position A and/or Position B:	Turn to entry 283.
Else:	Turn to entry 232.

271


The decoded radio message reads "GIFT 2pm". Consulting the list of locations at the back of the cipher manual, you see the codename GIFT refers to a farmhouse on Rozel Bay. That must be where Halo is landing on Jersey, to be met by General Nelken. Now you know the meeting place, you head straight there.

Discard cards 5 & 7.

WHAT is the current Time (the most recently circled Time on your Team Sheet)?	
12pm:	Turn to entry 191.
1pm:	Turn to entry 227.
2pm:	Turn to entry 254.
3pm:	Turn to entry 132.

272

C As the second guard falls lifeless to the ground, you ready your weapons and advance towards the cover where Halo has taken refuge.

CHECK total Firearms at Position C 	
1-2	Turn to entry 256.
3+	Turn to entry 240.


273

D You send one of your targets running for cover, and wound another just as he is entering the house.

Add 1 Advantage token to Position C.
Move 2 red cubes from the driveway onto the house.
Turn to entry 241.


274

A short time later, the plan is underway. Sartin has gone to Trauner's house, telling you to wait 30 minutes and then call from a public telephone kiosk. Hoping she is in position, you pick up and dial. You give Sartin's scripted response to the secretary, saying you are calling from German Command in Paris. She says she will fetch Officer Trauner for you, and a minute later you hear a slow, heavy voice: "This is Trauner."

CHECK highest Influence 	
1-2	Turn to entry 196.
3-4	Turn to entry 245.
5+	Turn to entry 173.

275

C You charge at the enemy, gunshots reverberating around you.

CHECK total Firearms at Position C 	
1-3	Turn to entry 172.
4-5	Turn to entry 199.
6-8	Turn to entry 280.
9+	Turn to entry 146.

276

C With your lungs burning, you keep running and running, until you collapse. You spit blood... breathing is painful. You realise none of you


will be leaving this island and, at some point, the Germans will find you one way or another.


Your hand shakes as you flick the match. One strike... two strikes... the damn thing won't light. Mustering your remaining strength, you strike a third time, and scorch your fingers in the sudden flame.

And with your final breath, you watch the documents burn to ashes.

** Mark the objective as PARTIAL SUCCESS **
Turn to entry 194.

277


Picking the best moment you can, you sprint out across the open ground. There is the sound of gunfire from the house doorway. 

Count the red cubes on the house. Give an injury to every Agent at Position C with an Awareness equal to or below that number. 
--

IF/ELSE

If all Agents at Position C are mortally wounded:	Turn to entry 264.
Else:	Turn to entry 252.

278

"Miss Sartin," you say. "If these documents are not recovered, it will be a significant blow. If you have an idea that could help us, we really need to hear it." 

"I do," she replies, calmly, "but it is a highly risky one. Although, from what you say, in this case maybe the risk is justified. I will explain, and you can judge for yourselves. There is a senior German Officer called Trauner who I know quite well. Unbeknownst to him, I made a duplicate key to his office. Given his position, I think it is likely he would have been sent information on Halo's arrival. So, here is a suggestion - I will visit him, then you distract him so I can search the office. He has a telephone in the hallway of his house. You could call him, and would just need to keep him on the line as long as possible."

You think it over. It could work, but the risk is high - if Trauner finds Sophia in his office, her cover could be blown, and anything you do as a distraction may make him suspicious.

CHOOSE	
To go ahead with this plan, despite the risks:	Turn to entry 265.
Otherwise:	Turn to entry 106.

279

"British Intelligence is intent on getting this spy," you say. "If you help them, you will have something to use in the future - a negotiating tool. If you don't, your relations with them will only get frostier, and then surely life is going to get more difficult."

He holds a hand up and the two guards pause.

"Also," you add, "we might need to do some damage to get to this chap - and any damage to the Germans is gravy for you, right?"

Le Mur nods slowly. "I will help you," he says. "But remember it. And tell your masters to remember it too. If an important spy is arriving, he will certainly be met by General Nelken. And Nelken visits tunnel Ho2 for inspection each Tuesday in the early afternoon. My suggestion is that you head to the tunnel, wait for him, then follow him to the meeting."

"Thank you." You are about to leave, when Le Mur speaks again.

"One more thing - we heard a radio transmission this morning which we think is a coded message. Perhaps it is related to this spy."

He passes you a sheet of paper and you glance over a list of bird sightings. "Why do you think it's a code?" you ask.

"Do they teach you nothing in London?" he says, throwing up his arms. Then he laughs and adds, "A flock of Jack Snipe in summer? There's more chance of me becoming a die-hard capitalist! Now, I bid you good day."

** Circle J. **


** Advance Time. **


Discard card 2.

Draw cards 5 & 6.

IF/ELSE	
If N is circled:	Turn to entry 115.
If K is circled:	Turn to entry 221.
Else:	Pick a new action from the available Action cards.

280

 In a brief exchange of bullets, you dispatch the enemy.

Give an injury to any 1 Agent at Position C with an Awareness of 1. 

Remove all red cubes from the yard.

IF/ELSE	
If O is circled:	Turn to entry 285.
If the black cube (Halo) is still on the yard:	Turn to entry 272.
If the black cube (Halo) is on the house:	Turn to entry 174.
Else:	Turn to entry 250.

281

A few minutes pass, and then there is a distinctly audible bang. You look towards Trauner's house, and see him look out of a window. Then he comes to the door and looks up and down the street. You watch, willing him to walk into the street, but instead he goes back inside. You realise he may have thought it was simply a car backfiring.

When Sartin returns, you can see from the expression on her face that she did not have time to find information on Halo's meeting point. "I did manage to find the codename Halo on a document. It listed the security detail that will be sent to meet him, along with General Nelken." She gives you the information on the soldiers who will be sent to meet Halo, including their rank, expertise and equipment.

The information on the security detail could be useful later:	** Circle H. **


** Advance Time. **	

Discard card 1.	

Pick a new action from the available Action cards.	

282

Move all red cubes from the driveway onto the house.

Your jubilation at finding the documents is short-lived, as you are suddenly fired on from the house.  German soldiers have taken cover in the doorway and behind windows, which will make them difficult to target. By contrast, you are on flat, open ground with just a few small shrubs for cover.

If the Germans capture or kill you they will take back the stolen documents, which would be a disaster.

If you want to destroy the documents now, to ensure that cannot happen:	Discard card 4.

	** Circle M. **

IF/ELSE	
If you have any Agents at Position A and/or Position B:	Turn to entry 197.
Else:	Turn to entry 242.

283

A
B You watch as your fellow agents come running from the house, German soldiers close behind. You need to lay down enough fire to keep the soldiers suppressed while the agents with the documents get to the safety of the trees.

For every 2 points of total Firearms at Positions A+B, add 1 Advantage token to Position C.
Turn to 232.

284

C As you attempt to sabotage the exhaust, you hear the car door open. Quickly, you dash away. The driver does not see you, but he must have heard something and seems suspicious.

Add 3 tracking points.
Regroup.

You head to Rozel Bay to find Halo.

Turn to entry 254.

285

Discard all Advantage tokens.

C You see no sign of Halo. With despair, you realise that he's made it into the house. You will have to follow.

Move the black cube from the yard onto the house.

IF/ELSE	
If there is an Agent at Position D:	Turn to entry 198.
Else:	Turn to entry 175.

286

As you finish working, Le Mur comes back into the room. He looks over the device on the table and frowns. "Will that work?" he asks Tomas.

Tomas shakes his head. "To be honest, I think my 2-year-old daughter would have been more help."

Le Mur looks at you as if you were something unpleasant he's just found stuck to the bottom of his shoe.

"We made a deal," you protest.

"A deal to help make a bomb, not..." He gestures at the table. "Not whatever that is. Once again, British Intelligence has promised more than they can deliver."

His eyes shift towards the exit, and you know he is about to throw you out. Two armed guards take a step forward, anticipating his command. If you are going to get anything useful here, you need to speak quickly.

CHECK highest Influence	
1-2	Turn to entry 247.
3-4	Turn to entry 168.
5+	Turn to entry 279.

287

You run from the room and along the landing, hearts pounding. You hear the front door of the house open, quickly followed by footsteps on the floorboards below.

Move half the red cubes from the driveway (rounding up) onto the house.

As you reach the stairs there is a shout in German: "Sir - blood on the back window."

Then Nelken's reply, "Something is wrong. Search the house!"

CHECK highest Awareness+lowest Stealth at Position C	
2	Turn to entry 222.
3-5	Turn to entry 270.
6	Turn to entry 244.
7+	Turn to entry 167.

288

Halo walks with rapid but considered steps, clearly alert for any threat. Then he raises something to his face, and you curse as you realise it's a small pair of binoculars. As he moves, he begins to scan the surrounding area.

IF/ELSE	
If Position B has an Agent with a Stealth of 1:	Turn to entry 178.
If Position C has an Agent with a Stealth of 1:	Turn to entry 162.
Else:	Turn to entry 213.

289

A You pull the trigger, your gun recoils, and Halo's head snaps backwards in a splash of blood. The spy collapses to the ground, lifeless. At his side lies the satchel containing the documents.


Remove the black cube.	
Add 1 Advantage token to Position C.	
If H is circled, your information on the guards will give you an edge in the coming fight:	Add 1 Firearms token to the Team Pool.

C Halo is dead, the guards are alerted, and now is your moment - you have to move in and recover the satchel.

Turn to entry 150.


290

C You use what little concealment there is available to sneak towards the house.

CHECK lowest Stealth at Position C 	
1	Turn to entry 210.
2	Turn to entry 226.
3+	Turn to entry 208.

291

C Finding your feet, you send a volley of fire back at the soldiers.

For each 3 points of total Firearms at Position C, remove 1 red cube from the house. 

HOW MANY red cubes remain on the house?	
0	Turn to entry 266.
1+	Turn to entry 171.

