KILLING TIME

"All war is deception"
Sun Tzu

RACHAEL KNIGHT
Meet SABRE's latest recruit

SABOTAGE
Mission 3: Destroy the Stronghold

NEW DIMENSIONS
The downloadable 3D Bunker

PLUS
*New rules, equipment
and weapons*

warm acre

editorial

Contents

While Hour of Glory never claimed to be a work of historical accuracy, I wanted it to follow real-world logic, which is why I did not include female intruders in the Stronghold Master Kit. Of course many women filled combat roles during WWII, but it would stretch credibility to imagine the Western Allies sending female agents into the heart of the Reich on commando missions.

However, my resolve wasn't really that strong because I'm a huge fan of ass-kicking girls in action/espionage movies. When I mentioned this to Gav, he drew my attention to the gun-toting ladies of *Where Eagles Dare* and *The Guns of Navaronne* - which persuaded me to do a total 180 and populate the Bunkerverse with female partisans, scientists and even a new intruder. It feels good to do one's bit for sexual equality in wargames.

So, say goodbye to historical accuracy and hello to SABRE's demolitions expert: Rachael Knight, an English rose with a penchant for a good bang.

This issue also introduces a plethora of new rules which, used in conjunction with the Advanced Defence rules from KT1, will create the foundations for Expert-level Hour of Glory. I look forward to receiving your feedback and war stories.

Wolfrik Galland
April 2008

SOME ACRONYMS

AM	Alert marker	**OM**	Operations Manual
BS	Bunkerstorm	**OR**	Occupied room
MT	Mission Timer	**WZ**	Watch zone

NEW FROM WARM ACRE FORGE

These new releases can be ordered from our web site:
http://www.warmacre.com/webpages/shop.htm

Rachael Knight ... £2.50

Captain Link ... £2.50 2 miniatures

Zombie Agents! £4.00
4 miniatures

German Engineer £1.00

Femme Fatale ... £1.00

BUNKERSTORM US Ranger BAR gunners... £2.00
2 miniatures

BUNKERSTORM British Commandos £8.00
8 miniatures

BUNKERSTORM Russian Scouts ... £8.00 5 miniatures

RACHAEL KNIGHT

STEALTH:	Skilled	4+
TECHNIQUE:	Expert	3+
COMBAT:	Proficient	5+
SURVIVAL:	Skilled	4+
Strength:	⚅⚅	
Endurance:	⚅⚅	

Rachael's parents were founding members of SABRE. Both were missing in action (presumed dead) while investigating the Baron's activities in 1940.

She graduated from Cambridge with a double first in Physics and Chemistry and found work as a research scientist with the RAF at the onset of the war. After relentlessly asking Berkley for a transfer, she was seconded to SABRE as the Brigadier's personal assistant.

Driven by the need to discover her parent's whereabouts, Rachael outperformed the other candidates at the Achnacarry commando school (compulsory basic training for SABRE agents) and was deemed fit for field assignments.

Her specialisation is explosives and she has an enthusiasm for blowing things up that would be a cause for concern – if there wasn't a war on.

Special:
Rachael is an avid inventor and frequently takes her technical innovations on assignments.

- Before any mission she may take an **additional** 3 points of **Equipment.**

Four Intruders:
You can now play Hour of Glory with 4 intruders using the following rules:

1) The Defender sets up the Stronghold as for 3 intruders, then places 2 additional Sentries.
2) To complete a mission with 4 agents, you must score maximum (10) points.
3) Use the new weapons and equipment rules from the Armoury on page 5.
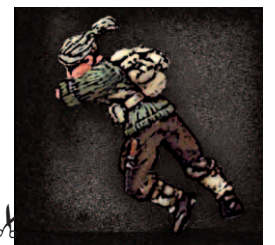
Rachael's Corpse Marker

THE ARMOURY

Before starting a mission, each intruder must select weapons and equipment cards from the points allowance below. The number of intruders sent on the mission determines the allocation for each agent.

Intruders	Weapons	Equipment
1	6 pts	4 pts
2	4 pts	3 pts
3	3 pts	2 pts
4	2 pts	1 pt

Weapons and Equipment SOP

- Agents are permitted to have the same equipment as their teammates.
- An agent can never carry more than 2 firearms (handguns, rifles, SMGs) at the same time.
- Put your weapon cards in a stack to the right of your profile and equipment to the left. The card on top of each stack is **primed**. You can only use your primed weapon and/or equipment on your turn.
- At the start of your turn you can change either your primed weapon OR equipment card. This does not count as an action and supersedes the rule for changing weapons when you assault/raid.
- During your turn you can change your primed weapon OR equipment as an action.
- Whenever a weapon or equipment card is permanently discarded, you may immediately prime a replacement.

NEW WEAPONS

GARROTTE – 1 pt

This strangle-cord can only used for **sneak-attacks**. Roll Strength +1 additional die, following the normal rules on page 31 of the OM. When making your free attempt to conceal the body, add +1 to the result of 1 die.

SILENCED HANDGUN – 4 pts

This suppressed firearm uses the normal rules for handguns, with the following additions:

- Reduced noise (4 squares).
- Cannot be fired at a target more than 6 squares distant, regardless of what is rolled.
- Can be fired in raiding mode. If the shot kills the target and no other defenders are within hearing range, the shooter remains hidden; otherwise he is exposed and his turn ends after shooting.

Note: The cards for the equipment and weapons on this page can be found on page 14.

NEW EQUIPMENT

Note: Equipment cards that provide markers must be discarded after the last marker is used.

EXTRA AMMO – 1pt

You may reload your primary firearm as an action. See the new rules for **Ammo** on page 11.

BASIC PICKLOCK – 1pt

A cheaper but less efficient alternative to the covert breaching kit. You must have it (or the CBK) primed to perform the **Breach** action. If you don't have a picklock/CBK, you cannot open locked doors.
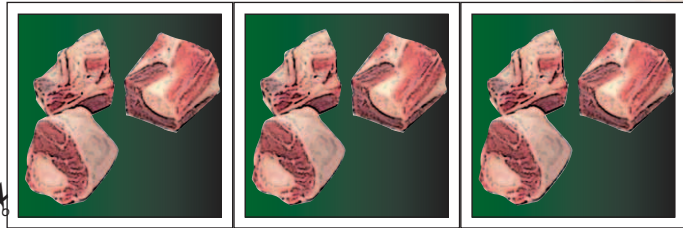
DOOR JAMMER – 1pt

This provides the agent with 3 'jam' markers. During the agent's turn he may use his action to place a marker in an adjacent empty square, directly in front of a closed door. For the remainder of the game the door remains permanently closed and may not be opened or breached.

DRUGGED MEAT – 1 pt

This provides the agent with 3 'meat' markers. During the agent's turn he may use his **action** to place a marker in an adjacent empty square.

The first guard dog that moves onto the marked square is immediately removed from play along with the marker.

MARBLES – 1 pt

This provides the agent with 3 'marbles' markers. During the agent's turn he may place a marker in an adjacent empty square by sacrificing one point of movement for that turn.

The first human agent to move onto the marked square must end their turn's movement. The marker is then removed.
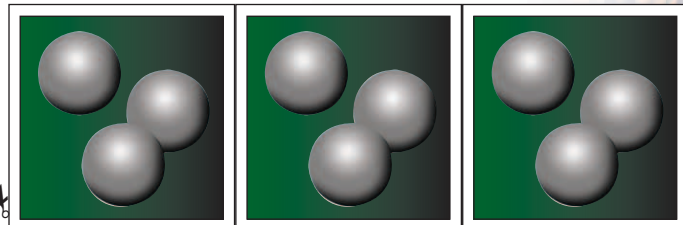
MISSION 3:
SABOTAGE

As the Baron's doomsday weapon nears completion, the Brigadier decides that it's time to fight fire with fire and SABRE faces its toughest mission yet…

SABRE Agents' Briefing

Professor Bloom's information is very worrying: the Baron is now developing atomic weapons at a number of fortified research facilities. Bloom has provided the location of one of these strongholds, which is deep behind enemy lines and unreachable by conventional attack, so SABRE have been tasked to destroy it.

The amount of explosive required to raze the facility is considerable – so agents must use material from within the Stronghold to effect its demolition. If all goes to plan, the operation will look like an accident and the Baron may be forced to rethink his plans.

PRIMARY OBJECTIVE

1) Collect explosive compounds (represented by the Intelligence Cards). Each set of **3 cards** creates 1 explosive compound. Certain combinations of cards have different explosive effects.
2) Plant explosives and **timed charges** in rooms.
3) Destroy critical parts of the Stronghold, determined by the number of agents attempting the mission.

AGENTS

You may assign from 1 to 4 agents to this mission. Select equipment and weapons as per the new rules in the Armoury on page 6.

The spy camera has no use on this mission and cannot be taken.

TIMED CHARGES

In addition to normal equipment, agents must take the 3 timed charge markers; these are marked 40-mins, 20-mins and 10-mins. Divide these up among the agents as you see fit.

Timed Charge markers

EXPLOSIVE COMPOUNDS

An explosive compound is created from any combination of **3 Intelligence Cards**. You must obtain the ICs by **spying** for them, using the normal rules in the Operations Manual. ICs should be put in your equipment stack, a set of 3 ICs counts as one item. If you have an explosive compound and a timed charge marker, you can set the charges in a room.

SET CHARGES (Action)

This action can only be performed in a room. You must also have 3 Intelligence cards primed on your equipment stack.

Spend time
Roll 🎲🎲🎲🎲
Skill: Technique
Base time: 4 minutes -1 min. per pass.

Success – place the 3 ICs face down in the room with the timed charge marker on top.

Take a chance (not recommended)
Roll 🎲🎲

Fail – explosive detonates immediately, killing the agent and causing structural damage according to the explosive compound used. See **BOOM!!!** below.
1 pass – charge not set properly. Try again next turn.
2 passes – success: as spending time, above.

BOOM!!!

Immediately after the Defender has **taken time**, any set charge marker whose value is greater than the current mission time will detonate.

Turn the ICs in the room face up and resolve the effect as follows:

3 x Green: target room's tile (only) destroyed.

3 x Blue: target tile and all adjacent (not diagonal) tiles destroyed.

Red x3: The entire Stronghold is destroyed! Game over.

Any other combination: target tile destroyed, the defender must then choose any one adjacent (not diagonal) tile which is also destroyed.

STRANDED

If an agent finds himself on a tile with no access to another tile, he is MIA and removed from the game.

*"You've gotta be kidding me!"*

WINNING

Each **room** destroyed is worth 1 point. The number of points required to complete the mission depends on the number of intruders taking part.

1 agent	2 pts
2 agents	4 pts
3 agents	6 pts
4 agents	10 pts (entire stronghold must be destroyed)

Note: the **Stronghold Map** is included in this mission and functions as normal but does not add to your final score.
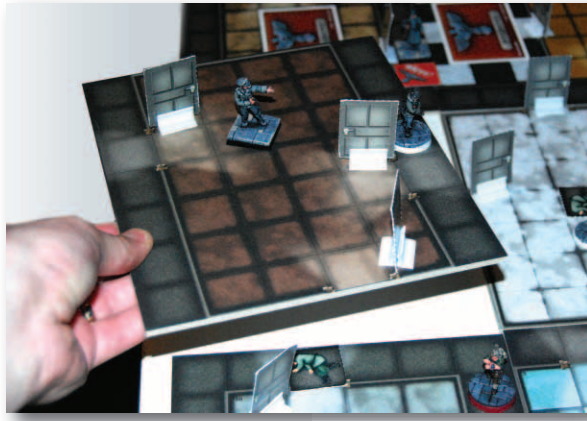
MISSION TIMER ZERO

When the MT reaches 00, all remaining charges detonate. After removing destroyed tiles, if the intruders are still alive and have an unobstructed path to the exit, they score half the points for the rooms destroyed.

ALL INTRUDERS GET OUT

When all intruders have exited the Stronghold, all remaining charges detonate. Work out the effects in timer order (highest to lowest values), then score as normal.

DEFENDER BRIEFING

SET-UP

1) Construct the Stronghold as for the Intelligence Mission (see Operations Manual).
2) Place the Intelligence Cards face down in each of the rooms. You may look at the cards before placing them but must keep them hidden from the intruders.
3) Post Sentries using the rules for Advanced Defence (KT1).
4) Place the Commander in one of the rooms at the back of the Stronghold.

RULES

Use the Advanced Defence rules from KT1 and all new rules in this issue.

If you are playing on a 3D board, use the markers on page 14 to cordon off destroyed tiles.
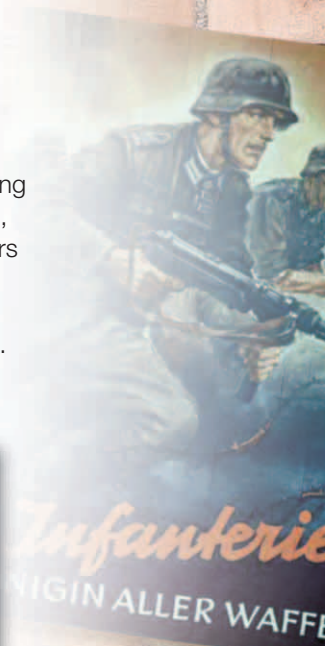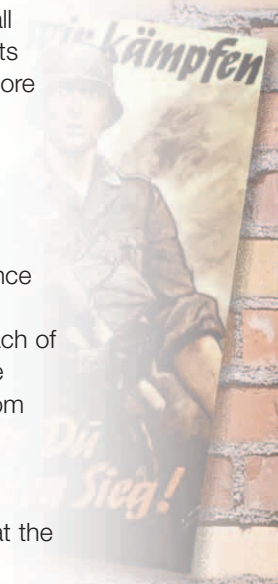
DARK ARTS

Introducing some experimental rules for all things sneaky and subversive. These should be used in conjunction with the Advanced Defence rules from Killing Time Issue 1.

ADVANCED SUBVERSION

Subversion gives an **assaulter** the opportunity to buy time by stirring up trouble. These rules replace the rules for subversion in the Operations Manual.

You may declare subversion immediately after you do one of the following:

- Move 6 squares and perform no action in the same turn. **Or**
- Wound (not kill) an enemy agent in combat.

You must then roll **1 die** as a **Stealth** test.

- If you **pass**, take 1 subversion marker.
- If you **fail**, you lose 1 minute.

Subversion markers

Each intruder may have a maximum of 3 subversion markers (below) at any one time.

Whenever the agent would lose time (spending time on an action, failing to recover, hiding, etc) he may discard 1 subversion marker instead. This cancels **all** the minutes he would have lost.

In the Take Time phase the Defender reduces the Mission Timer by 1 minute plus 1 additional minute for each assaulter in the Stronghold. An assaulter may spend a subversion marker to negate this penalty (if he has one). He no longer takes a stealth test.

ASSAULT SNEAK

Intruders may now sneak in assault mode.

1) Roll **1 die** as a Stealth test. You must always take a chance.
2) An assaulter can only move **4 squares** in the turn that he sneaks and may not perform an action in the same turn.

GO FOR HELP

The **Commander** may now exit the Stronghold to get help. When he moves through the entrance, deduct a number of minutes from the MT equal to the number of Alert Markers on the ASI. You may roll for a replacement commander as normal in the Admin phase.

SHOUTING (PAIN)

When a defending agent is hit, he may shout – using the normal rules for noise/sentries. The Defender must roll **1 die** to determine the range of the shout originating from the victim's square. Shouting occurs even if the victim resists the wound.

Exceptions: a shout will not occur if the target is killed by a **sneak-attack** or **headshot**, or if wounded/killed by an **unarmed** attack.

SPRINT

After an **assaulter** has moved his full 6 squares in a straight line, he may attempt to sprint up to **3 additional squares** in the same direction. Sprinting is an **action**. Roll 1 die as a **Survival** test. If you pass move the additional squares. If you fail your turn ends.

If your sprint move (i.e. the last 3 squares only) takes you into or through a watch zone, you do not have to stop and make a reaction roll - just keep moving!
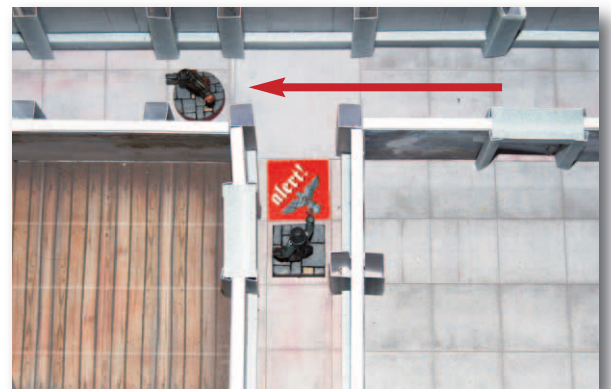
AMBUSH

A **raider** may make a **sneak-attack** against any defending agent (including Guards and Commanders) if both attacker and target are in a room.

Rachael prepares to bring a world of pain to a commander who wasn't informed of the new 'ambush' rule.

COMBAT & SURVIVAL

These rules expand Hour of Glory's combat system. They should be used with Advanced Defence (KT1) and can be combined with the new stealth rules on page 8.

AMMO

Each intruder will need up to **6 ammo markers** (opposite) to use this rule.

1) An intruder may carry up to 2 firearms. For each weapon card take three ammo markers.
2) When a firearm is on the top of your weapon stack, place the ammo markers on the card.
3) If you retrieve a weapon at any point during the game, it starts with 3 markers.

Expending ammo

1) Whenever you use a shooting action with the weapon (including coup de grace), discard one of its ammo markers.
2) If you have no ammo markers on your primary sidearm, you cannot shoot and must either abandon (and change) the weapon or **reload**.

Blaze away!

After rolling to shoot, you may discard 1 additional ammo marker in exchange for **re-rolling** all failed dice.

Reloading

1) To reload you must have an **Extra Ammo** card primed on your equipment stack.
2) If you declare 'reload' as your turn's action, discard the Extra Ammo card and place ammo markers on your primary weapon up to the maximum (3).

CLOSE QUARTER SHOOTING

This replaces the OM rule that you cannot shoot when adjacent to an enemy agent.

1) Before shooting, roll **1 die** as a Survival/**reaction** test. Pass - You may shoot as normal; Fail - you cannot shoot or perform any other action this turn.
2) If armed with a handgun, you may re-roll the die if needed. If armed with a 2-handed weapon, subtract 1 from your roll.
3) If you shoot at an adjacent target, you do not need to allocate any dice to range.
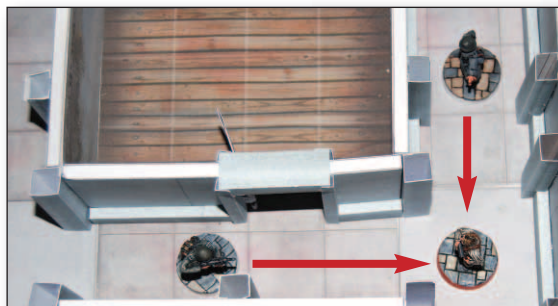
COVER

If a target is in a position where a valid 1 square move would take him out of all enemy line of sight, he is in cover. When shooting at a target in cover, the distance between shooter and target counts **double**.
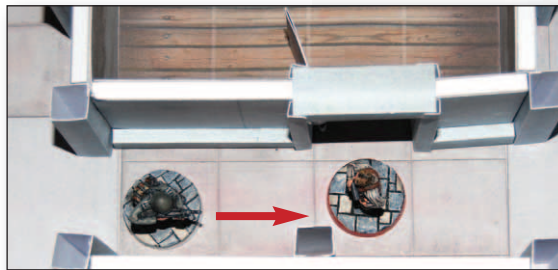
Harris in cover in a doorway. Range is 4 squares.
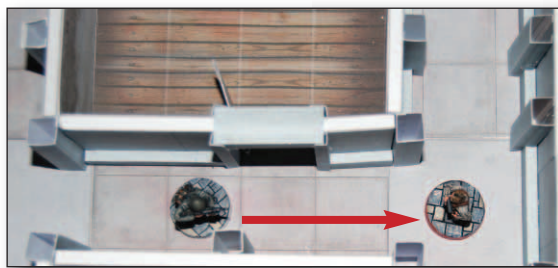
In cover at a junction. Range is 6 squares.

Flanked! Harris is no longer in cover because he cannot move out of enemy LOS.

FIRE FIRST RULE

As soon as an agent acquires line of site of a target, he must shoot from the square he is in. He may not move closer and then fire, but may move closer to the target after he has fired.

Note: This is a critical rule if you want your fire fights to feel more 'real'. Combined with the new rule for cover, it opens up some interesting tactical possibilities.

FRIENDLY FIRE

This replaces the OM rule that you cannot shoot a target adjacent to a friendly agent. However, if the friendly agent blocks line of sight, you still cannot shoot.


1) Roll to hit as normal, determine effects (before resistance) and declare headshot if you wish.
2) Roll 1 die as a **Combat** skill test.
   Pass – apply the effects to the target as normal;
   Fail – apply the effects to the friendly agent. If there is more than 1 friendly agent, your opponent decides who is hit.

HANDGUN: RAPID FIRE

Rapid fire gives a handgun-armed agent the possibility of firing up to three times in a single turn.

1) Before shooting, roll 3 dice vs. **Combat** skill.
2) For each Pass you may shoot once. If all dice Fail, you cannot shoot or perform any other action that turn.
3) For intruders, each shot requires the expenditure of 1 ammo marker.
4) No movement is permitted between shots.
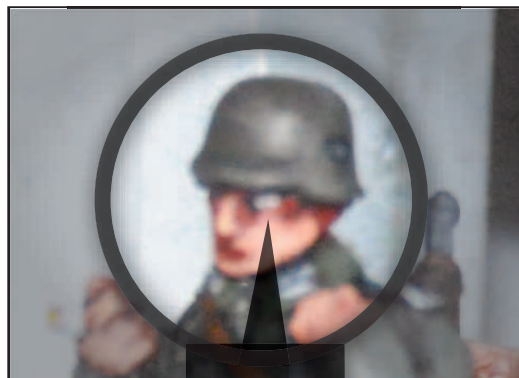
HEADSHOT

The head is a smaller target than the centre of mass, but cranial injuries are often far more severe.

1) After successfully hitting a target, you may declare a headshot. This must be declared before the target rolls for **resistance**.
2) Roll 1 die as a **Combat** skill test.
   Fail – the the shot misses and the target is uninjured.
   Pass – choose either: increase wound level to fatal **or** reduce the target's endurance/resist roll by 2 dice.

RIFLES:
2-HANDED WEAPONS

Rifles require two hands to use and can be cumbersome in assault situations.

1) **Intruders:** While you have a 2-handed weapon primed, you may not change your primed equipment card at the start of your turn. You may still change it as an **action** during your turn.
2) **All agents:** When making a **reaction** roll with a 2H weapon, subtract 1 from the result of each die. Agents with inept Survival skill automatically fail.

WALKING WOUNDED
Intruders only

Lying down on the job is not acceptable for SABRE agents when the Mission Timer is ticking. This new rule lets you be a real hero, limping towards the Stronghold exit with gritted teeth, defiantly ignoring the blood oozing from your battered body…

Injury cards may be taken instead of the normal effects of wounds (KO or kill). Although they can save you valuable turns lying on the deck (or being taken out of the game), their effects last for the rest of the mission and can be debilitating at the worst possible moments.

Minor Injury

If you sustain a light or severe wound, you can avoid being knocked out by taking a minor injury card instead. You must keep this card on your profile for the remainder of the mission.

1) At the start of your turn, roll **Endurance** dice as a **Survival/resistance** test. If you roll 1 or more **passes**, take your normal turn's **move and action**. If all rolls **fail**, you may **only move** this turn. However, reaction tests are taken as normal.

2) If you sustain another wound (KO or kill), you must exchange the minor injury card for a critical injury card.

Critical injury

If you sustain a **fatal** wound, you can avoid being killed by taking a critical injury card. You must keep this card on your profile for the remainder of the mission.

1) At the start of your turn, roll **Endurance** dice as a **Survival/resistance** test. If you roll 1 or more **passes**, take your normal turn's move and action. If all rolls fail, you may do nothing this turn unless forced to take a reaction test.

2) If you sustain another wound (of any level), you cannot shrug it off. You're going down. R.I.P.

MINOR INJURY

At the start of your turn, roll **Endurance** dice as a Survival/**resistance** test.
If you roll 1 or more passes, take your normal turn's **move and action**.
If all rolls fail, you may **only move** this turn. However, reaction tests are taken as normal.

If you sustain another wound, exchange this card for a Critical Injury card

CRITICAL INJURY

At the start of your turn, roll **Endurance** dice as a Survival/resistance test.
If you roll 1 or more passes, take your normal turn's move and action.
If all rolls fail, you may do nothing this turn unless forced to take a reaction test.

If you sustain another wound, you are killed

REVISED TURN SEQUENCE
INTRUDER TURN

1) **Raiders only: switch to assault mode** *(optional)*.
2) **Declare new primed weapon or equipment (optional).**
3) **Roll for injury** *(if applicable)*.
4) **Roll for reaction / evasion** *(if applicable)*.
5) **Move and/or action**

SHOOTING

1) **Roll for reaction if applicable. (WZ, OR, CQ shooting).**
   HANDGUN gives 1 re-roll if you commit to shoot.
   RIFLE subtracts 1 from the roll.
2) **Handguns only: declare rapid fire (optional) - roll 3 dice vs. Combat.**
   Then follow steps 3 to 6 for each shot taken.
   SMGs only: declare burst (single target) or area fire (up to 3 targets).
3) **Discard 1 ammo marker.**
4) **Calculate range. Double if target is in cover.**
5) **Roll attack dice. Allocate range and effect.**
   SMGs BURST ONLY: re-roll up to 3 range or effect dice.
6) **Blaze away (optional) – spend 1 ammo marker to re-roll all fails.**
5) **Declare headshot (optional). Roll 1 die vs. Combat (all or nothing).**
6) **Target rolls for resistance.**

STRONGHOLD CONSTRUCTOR:
LABORATORY

To celebrate the release of our new card 3D Hour of Glory BUNKER, here is a construction project that can transform any room of your Stronghold into a secret laboratory!

INSTRUCTIONS
These pieces of furniture have been designed to add more character to the new downloadable 3D Bunker, but can also be used with the standard board tiles.

Equipment Needed
You should ideally use a good quality craft knife. We recommend a surgical knife with 10A blades - you can buy these from most art & craft shops. Younger players should get an adult to help them. Dispose of old blades safely by wrapping them well.To get the best results you will need a glue which sets reasonably quickly, but not instant. We recommend a spirit based glue like Bostik All Purpose or UHU. PVA glues applied with a brush give good results (but don't apply too thickly or you'll discolour the ink), as do glue-sticks. You will need a cutting mat or board, a steel ruler to use as a cutting guide and some tweezers.

Printing
You will need to print these 2 pages on a colour printer onto sheets of A4 card.

GENERAL HINTS AND TIPS
Lines to be cut are solid. Lines to be scored for folding are shown as dotted lines and sometimes extend outside the object.

Cutting
Accuracy is important, particularly where a coloured area meets the cut edge. Always use a sharp blade. Use a steel ruler to cut against: anchor the ruler with the fingers of your non-cutting hand, keeping your finger tips away from the edge, and cut towards you. Always do this sort of work in a distraction free environment to avoid the risk of injury.

Scoring
Accurate scoring is just as important as cutting. To score you should use the back (non-cutting edge) of your craft knife. Make sure you do not press down too hard or you will cut the card. Make sure you have done all the scoring on a flat surface before you start cutting the pieces out – you will not be able to find many of the score lines once you have cut them out.

Gluing
Always use just enough glue for the job. Too little and the tab won't stick, too much and you will make a mess which could discolour the ink on the card. Apply glue to the edges of the tabs, wipe off any excess glue and wipe your fingers before pressing the part in place.

Blending in cut edges
To prevent exposed cut edges from showing as white lines, rub a soft pencil along the edge before gluing the part in place.

Notes
When fitting parts, don't be afraid to make slight adjustments by trimming or re-scoring. It is a paper model and will be hard to achieve perfect accuracy during construction.

If you have any problems building your 3D environment, have any questions or even just want to see some photos of finished bunkers, please go to our forum at http://www.warmacre.com

You can find the 3D Bunker to download from http://www.wargamingonline.com

RACHAEL KNIGHT

Stealth	Skilled
sneak · evade · conceal	4+
Technique	Expert
breach · spy	3+
Combat	Proficient
sneak attack	5+
Survival	Skilled
resist · recover	4+
Movement	4 squares
Endurance	
Strength	

RAIDING — Agents in raiding mode are hidden and must use stealth and guile to avoid being exposed.

RACHAEL KNIGHT

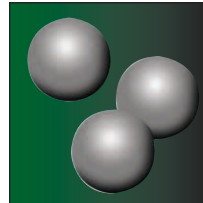| Stealth	Skilled
hide· conceal · subvert	4+
Technique	Expert
breach · spy	3+
Combat	Proficient
fight · shoot	5+
Survival	Skilled
react · resist · recover	4+
Movement	6 squares
Endurance	
Strength	

ASSAULT — Agents in assault mode are exposed and must employ speed, aggression and subversion to accomplish their mission.
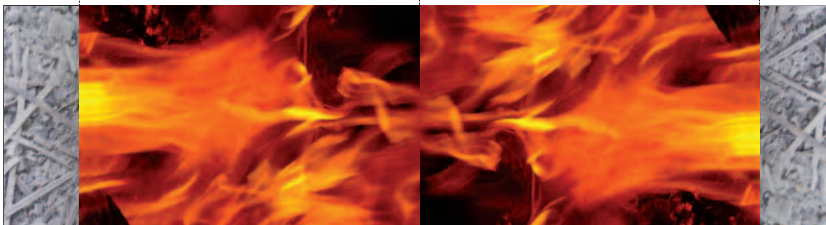
DOOR JAM   DOOR JAM   DOOR JAM

EXPLOSION MARKERS

If you are using a 3D non-modular Stronghold, you can use these markers in the Sabotage mission (page 6) to cordon off tile sections.
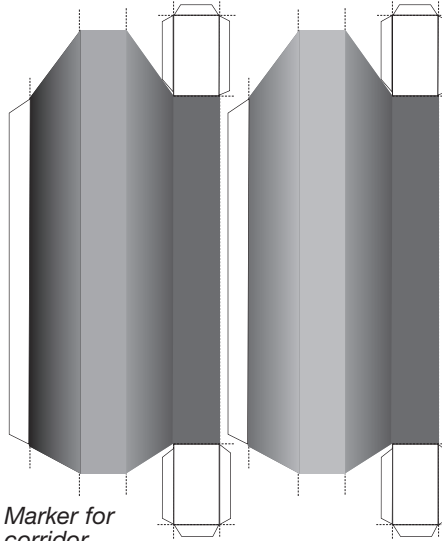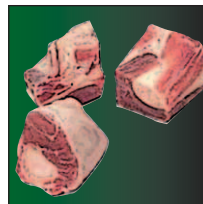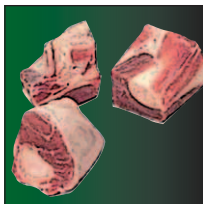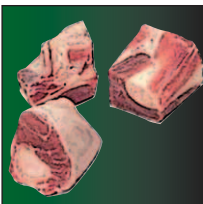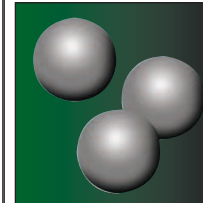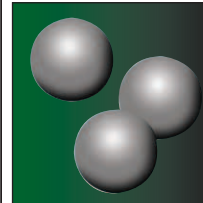
Marker for corridor

Marker for door way

GARROTTE

Type	Garrotte
Attack	Strength +1
Noise	Silent
Special	Sneak attack only

1pt

+1 🎲

WELROD SILENT PISTOL

Type	Silenced Handgun
Attack	🎲🎲🎲🎲
Noise	4 squares
Special	Can be fired when raiding. Max range: 6 squares.

4pts

🎲🎲🎲🎲

The Game of Covert Conflict in WWII

HOUR OF GLORY

WEAPON

© 2008 *warm acre*

EXTRA AMMO
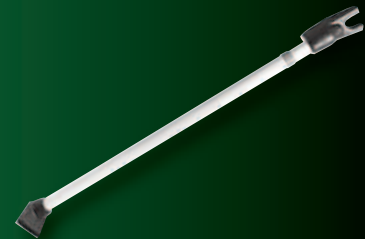
| Type | Reload |
| Use | Start mission with 3 Ammo markers. |

1pt

re-load

BASIC PICKLOCK

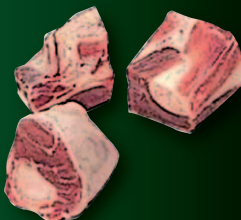| Type | Technique: Breach |
| Use | When primed, agent may use the **Breach** action. |

1pt

DOOR JAMMER

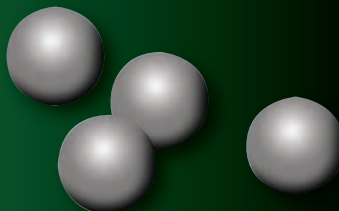| Type | Special |
| Use | Start mission with 3 Jam markers. When this card is primed, you may place a marker as an action. |

1pt

DRUGGED MEAT

| Type | Special |
| Use | Start mission with 3 Meat markers. When this card is primed, you may place a marker as an action. |

1pt

MARBLES

| Type | Special |
| Use | Start mission with 3 Marbles markers. When this card is primed, you may place a marker at the cost of 1 square of movement. |

1pt

The Game of Covert Conflict in WWII

HOUR OF GLORY

EQUIPMENT

© 2008 *warm acre*