

# RAIDERS

## MINI GAME SCENARIO RULES

### SCENARIO: HEROES OF TELEMAR

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#### 28.0 INTRODUCTION

**Heroes of Telemark** is a solitaire game of the *RAIDERS* series in which you, the player, take command of British-Norwegian SOE (Special Operations Executive) forces attempting to destroy the German heavy water plant at Vemork in Norway. The German defenses are controlled by the game system by a deck of Operation cards. The player conducts the following missions.

**Grouse:** a preliminary scouting and intelligence mission.

**Freshman:** a failed attempt with glider-borne engineers to sabotage the plant.

**Gunnarside:** a successful raid by Norwegian SOE commandos that sabotaged the heavy water production facilities.

**Tinnsjo:** the sabotage and sinking of the ferry carrying heavy water barrels across Lake Tinnsjo for shipment to Germany.

#### 29.0 COUNTER TYPES

##### Raider Units (player)

**Leader (1+3):** a commander of extraordinary abilities. Adds one to Tactical Edge die roll.

**Commandos (2-3):** a team of SOE trained Norwegian commandos. The binoculars on the reverse indicate they are Scouting/Recon capable.

**Combat engineers (3-2 with red dot on front and demolition symbol on reverse):** troops specially trained to use high explosives. Combat engineers have demolition capability (rule 31.2).

**Partisan Squad (3-2):** local irregular fighters.

**MILORG Camp (2-0):** a forward camp set up by the Norwegian underground (see 36.0).



**Airstrike (4):** tactical air support. An airstrike can only be called in by a Raider unit with a Radio.



##### Raider Gear

**Supplies:** see the Supply Rule (24.0).



**Comp-C (demolitions):** a force can expend one of these (23.4, also see 31.2) to roll one die when trying to destroy an objective. Any Raider unit can use Comp-C.



**Silenced pistol:** gives +1 die roll modifier to Tactical Edge (in addition to any Elites). This does not expend the Gear.



**Bren LMG:** add one to the combat value of the carrying unit. This does not expend the Gear.



**Radio:** an Operating force can use the Radio to (1) call in an airstrike in its space as part of an Op; or (2) conduct optional Coordinated Operation (26.0).



##### Objective Markers

**Heavy Water (D<sub>2</sub>O) Facility and Barrels:** these remain in place until destroyed by Demolition (either combat engineer or Comp-Cs).



**Pu-239 (Plutonium) sample:** this remains in place until recovered or destroyed (see 32.2).



**Ambush:** if revealed by a Raider force entering the space, then a Hostile force appears; place a number of Hostile units equal to the current Alert level and engage in combat. If it is revealed by other means, then nothing happens. Regardless, remove the marker from play.



**Abandoned:** nothing happens, remove the marker.



##### Hostile Units

**Infantry (2 to 4) and Sd.Kfz. 251 armored vehicle (5):** combat units.



**Gebirgsjäger troops (4+):** elite mountain unit. Adds one to Tactical Edge die roll.



**Flak Battery (4):** If a Raider airstrike is called in, the airstrike and the flak gun are removed (no further airstrike can be called in). Flak unit does not participate in the ground battle if it cancels an airstrike, but



does participate, with strength 4, if there was no airstrike to cancel.

**Gestapo (1\*):** If a Raider force loses a battle and there is a Gestapo unit surviving, then you must immediately roll on the Gestapo Interrogation Table and apply the result.



#### 30.0 SPECIAL SPACES

##### 30.1 SOE Staging Area (Britain)

In *Telemark*, the SOE Staging Area is the only airfield. Raider units can move onto the map from here via Air Movement.

#### 31.0 SPECIAL UNITS

##### 31.1 Norwegian Partisans (3-2)

This unit can be recruited via play of the *Partisans* Ops card. Treat it thereafter as a Raider unit.

##### 31.2 Engineers & Demolition

Engineer units have an inherent demolition capability. This allows them to destroy certain Objective markers per the scenario. To perform demolition, an Engineer must be part of an Operating force in the same space as an Objective marker in an Objective phase. Roll one die for each Engineer in that space. Consult the Demolition Table. If you have more than one Engineer in a space (or you have Engineers and Comp-C gear in the same Operating force), you can declare one demolition attempt for each Engineer unit and each Comp-C gear in the space. Engineers are not expended after demolition attempts (unlike Comp-C gear). Demolition attempts are conducted one at a time in any order the player chooses (and can stop, regardless of success or failure).

##### 31.3 Scouting/Recon

Leader and Commando units may conduct scouting/recon per 27.0.

##### 31.4 Airborne-Qualified Units

All Raider Leader and Commando units are parachute qualified. Combat Engineer units are glider qualified.

##### 31.5 Airstrikes

The player places purchased Airstrikes in the Air Available Box. They are available to support ground combat operations. To call in an airstrike, the Operating force must include a Radio. The player picks up an available airstrike unit from the Air Available Box, and places it on the map in the same space as a Raider force engaged in combat. The airstrike attacks any one German unit before rolling for Tactical Edge.

Airstrikes are never affected by enemy fire (exception: the FLAK Battery prevents placement

of the Airstrike). Furthermore, airstrikes may not attack German units by themselves; they may only be placed in a space where a Raider force conducts ground combat.

An Airstrike can fire only once per Combat and then is placed in the Recruit Box. It can be re-purchased on an ensuing Operation (see the Resupply phase).

*Note. Using airstrikes does not count as an additional Op.*

### 32.0 OBJECTIVE MARKERS

When setting up the game, turn all the Objective markers face down and randomly pick five of them and place them on the Objective Locations. They are revealed (flipped face up) only if one of the following conditions apply:

- a) an Operating Raider force is in the same space during an Objective segment; or
- b) if you play a card which reveals an Objective; or
- c) via the Scouting/Recon rule; or
- d) if the Grouse mission has been successfully completed, one Abandoned marker is removed from play for the rest of the campaign.

Once an Objective marker is revealed, it remains so until eliminated or recovered.

**Note:** if you are playing a single Mission or a random Campaign, remove one Abandoned marker when playing any but the Grouse Mission.

#### 32.1 Movement Effects

A moving force must cease movement in a space containing an Objective marker (face up or down).

#### 32.2 Actions on Objectives

Mission cards will detail the actions Raiders need to take when in the same space as an Objective.

**Reveal:** Turn the Objective marker on the map face up (see 32.0)

**Destroy the Heavy Water (D<sub>2</sub>O) Facility and Barrels:** Raider units attempt to destroy the Objective (see 31.2).

**Recover the Pu-239 sample:** An eligible Raider unit must pick up the Objective and transport it to the MILORG Camp (see 18.4). If the MILORG Camp has been removed, transport it to one of the three spaces with a grey arrow to transfer it to an agent who will smuggle it out.

**Ambush:** If this is revealed by a Raider force entering the space, then a German force appears; pick a number of German units equal to the current Alert level and engage in combat. If it is revealed by other means, then nothing happens. Regardless, remove the marker from play. If you win the ensuing battle, gain one Op. If you lose, lose one Op.

**Abandoned:** nothing happens, remove the marker.

### 32.3 Objective RPs

When an Objective is successfully destroyed or recovered, the RPs are gained immediately. The Pu-239 marker must be transported to the MILORG Camp in order to count for victory and RP bonus.

### 33.0 LEADERS

One Leader starts the first mission. If a Raider force wins a battle, roll one six-sided die. If the roll is a "6," the player picks one leader from the recruit pool (if available) and places it in the space with that force.

Leaders are considered units for all game purposes however they do not count towards the stacking limit (10.2). Leaders are elite units. If a leader is killed, he may not be replaced in a mission.

### 34.0 AIRBORNE LANDINGS

Certain units (see 31.4) can make airborne insertions via parachute or glider. To do so, they must start in the SOE Staging Area. You execute an Airborne landing as an Operation (step 2). Pick up the units from the Staging Area you wish to insert (up to stacking limits), and place them on any one designated landing zone space on the map (as a single force). Next, roll one six-sided die for the force and consult the Airborne Insertion Table; apply the cross-indexed outcome indicated for that die roll result. After the insertion, the airborne units may not move any further that Op. Pick an Operations Card normally for that force after it lands.

*Note. Airborne insertions are different from airfield to airfield moves. Also, the glider and transport aircraft are not represented by counters in the game.*

### 35.0 GEAR

You purchase Gear markers by expending RP. You assign Gear by placing the Gear counters under individual Raider units. Gear assignment is done during initial setup (and sometimes in a scenario depending on Ops cards).

You can trade items of Gear between Raider units at the start of a movement in which they conduct an op. If a Raider unit is eliminated, then any Gear with it is also eliminated. Otherwise, Gear is not affected by combat. A Raider unit can carry a maximum of two items of gear.

#### Gear Effects

See Counter Types (29.0).

### 36.0 MILORG CAMP

You receive this unit at no cost at the start of each scenario. Deploy it via the Random Placement procedure.

This acts as a combat unit with the following special rules.

Once placed, the camp can move only under the following circumstances:

- a) an Op card causes it to move. Use Random Placement to determine the new location. Reroll if same location.
- b) it is eliminated via combat or card; remove it from the scenario.

#### MILORG effects

The camp itself cannot be part of an Operating force. A Raider force that starts an Operation in the same space as the MILORG may:

- a) **Resupply:** declare an Op. Instead of moving, the force remains in place. You can expend RP to buy Gear. OR
- b) **Gain Intelligence:** initiate an OP. Instead of moving, roll one die. On an odd result, you can reveal any one Objective marker. On an even, nothing happens.

#### Camp Destruction

The camp is destroyed if:

- a) the Raiders fight and lose a battle in the same space.
- b) a card calls for it.

The camp cannot be replaced within the course of the current mission. The camp is automatically replaced at the start of the next mission.

### 37.0 CAMPAIGN GAME

For a historical Campaign Game, play the missions in their card number order. Repeat a failed mission per 25.0, but any subsequent failed mission (same or subsequent mission) loses the Campaign. In the Campaign Game, any leaders that are in the MILORG camp or the Staging Area at the end of the mission are retained for the next mission (all other units must be re-purchased). Win or lose, retain half the RP's plus the number of Op cards remaining (rounded down).

**Errata: Cards #12-14 & #16-18: the failure result is on greater than (">").**

#### CREDITS

**System Design:** Joseph Miranda

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