

# HOUR OF GLORY KILLING TIME

*“This is no time for ease and comfort.  
It is time to dare and endure.”*

Winston Churchill



## THE BUNKER

How we made the  
Warm Acre 3D Stronghold

## ADVANCED DEFENCE

It's time to take control  
of your Stronghold!

## GUARDS! GUARDS!

Enhance your roster with  
Stormtroopers and Guard dogs

## EXTRACTION

Rescue Professor Bloom  
from the Baron's clutches



# KILLING TIME

Issue 1

## editorial

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**warm acre**

### Welcome to the first issue of Killing Time!

In this issue the focus is on on the Defender. Those of you who enjoy playing 'Zee Germans' do so for various reasons: maybe you think the Wehrmacht boys look cool, you like the idea of thrashing your friends' collective intellect or you just dislike sharing victory. Whatever your motivation, your hour has come!

When I started work on Hour of Glory I wanted the Defender to be an adversarial *player* rather than a Games Master. GMs are often forced to break their tactical train of thought and supply the real 'players' with narrative. The Defender has only one obligation: to stop the Intruders from leaving the Stronghold alive.

However, in the basic rules the Defender's tactical options were limited to ensure balanced play. This is something I hoped to improve when the rules were expanded. In this issue you will find the first part of this development.

In future issues I'll be introducing more new ideas and scenarios for both Hour of Glory and Bunkerstorm. I've received some great feedback from players and will be sharing your house-rules and modifications with the rest of the covert community.

So, if you've got something to contribute to secret war-effort, now's the time to put it into writing.

**Wolfrik Galland**

July 2006





## Triples '06

1<sup>st</sup> - 2<sup>nd</sup> April, Sheffield

Our first trip out this year was up in Sheffield - we played Hour of Glory all weekend and attracted a lot of interest! So much so, we only managed to take one photo...

## Salute '06

22<sup>nd</sup> April London



We played a record number of ten games of Hour of Glory in one day at Salute this year - it was great fun and we're already looking forward to the next one! We had lots of help running the stand, mostly from Gav's family!

Campaign was a more relaxed affair but we still played a lot of games over the weekend. Gav's family turned up in force again, giving us time to get stuck into some serious covert ops...



## Campaign 2006

13<sup>th</sup> - 14<sup>th</sup> May Milton Keynes





# HOUR OF GLORY

***The 3D Stronghold  
made its first  
appearance at  
Salute '06.  
Here's a few lines  
on how I made it.***



# THE BUNKER

*by Gav*



Ever since we started work on Hour of Glory I'd planned to construct a three dimensional Stronghold.

My first designs were modular, using Stronghold tiles from the game with balsa and card for the walls. A disadvantage in this approach was that the corridors tended to be too narrow to manipulate the card markers; it also felt very claustrophobic for the miniatures when the tiles were put together. However, as set pieces they looked great and you can see some of my early attempts in the Operations Manual.

I decided to embark on a larger, single-piece model after booking our place at Salute '06 – if nothing else, I thought it would make a nice centrepiece for our trade stand.

It's been worth the effort and we now use it for all our Hour of Glory and Bunkerstorm play-testing. I've already started drawing up plans for another 3D Stronghold later in the year – so keep watching this space!



## Tools

The tools that I needed for this project included the following: scalpel and blades, steel rule, hammer, pencil, tape measure, clay sculpting tool, paint brushes, pin vice, polystyrene cutter, wire cutter.

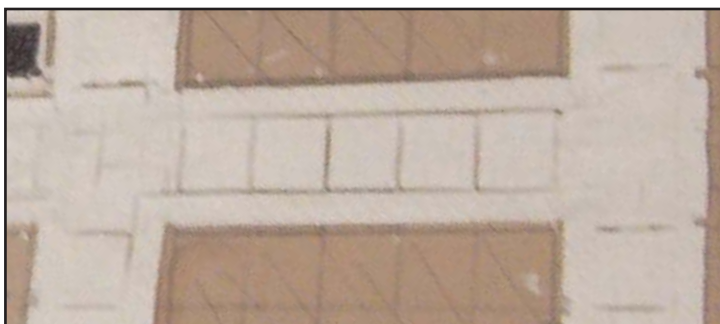


## Material

15mm mdv board,  
15 sheets of balsa  
0.5x 100x 600mm,  
2 sheets of 0.2mm  
balsa, 10 balsa  
square rods of  
10mm and 5mm  
widths, polystyrene  
blocks, PVA glue,  
black matt spray,  
quick dry filler, light  
weight air-drying clay,  
small nails, staples.

## Corridors

I decided to increase the width of the corridors, but because they are only one square wide in the game rules I had to find a way to maintain consistency. This was achieved by expanding the junctions. Although no longer square, they still clearly represent one 'space'.



## Doors

I wanted the doors to work (open and close). I cut all to size (30mm x 40mm) out of 5mm balsa wood and for detail used thin (2mm) balsa wood panels to give them an 'armoured' look.

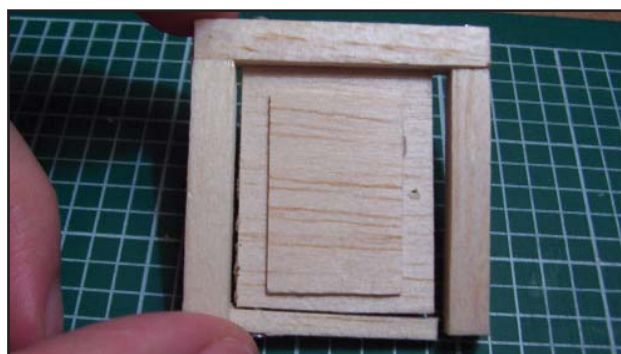


Using the pin vice at the same width as the nails, I drilled into the top and bottom corners of one side of the door. Drilling stops balsa from splitting which it does when you try to force the nail in on its own.

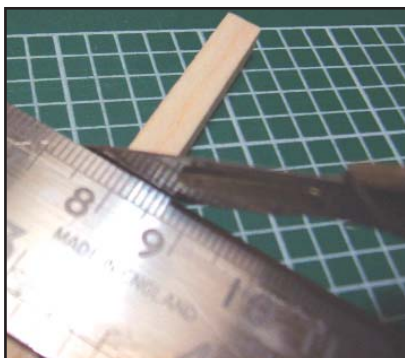


Finally I carefully pushed the nail into the cross beam and then the door. Using glue on the nail isn't really an option if you want the door to open later.

Below is the finished door before painting.



I cut the doorframe out of the balsa square 'rods' and nailed and stuck it together. Then I drilled into the cross beam, lining the hole up with the hole in the top of the door, and did the same for the door step.



## Tips

While the PVA glue is setting along a join between two sheets of balsa, I found it a good idea to 'pin' the two pieces of wood together. This stops them from warping or falling apart while you are trying to stick other pieces down. To 'pin' the balsa together I used staples that I straightened out on one side, pushed it in carefully using the squared end of the staple and then clipped this part off with a pair of wire cutters or clippers once it was pushed in.



# HOUR OF GLORY

## ADVANCED DEFENCE

These new rules replace those for Defender deployment, mobilisation and activity in the Operations Manual. You should be familiar with the standard rules before using these – they offer more tactical options but you'll now need even greater cunning and ingenuity to outwit the intruders.

### SUMMARY

- Guards are mobilised in the **Administration** phase. They can be mobilised even when the ASI is on Standby and do not need the Commander to bring them into play.
- Guards have the freedom to move where they wish within the normal movement restrictions. They are not restricted to blindly pursuing assaulters.
- A defending agent's movement rate (squares per turn) is no longer randomly determined but depends on the current alert state.
- Sentries and Guards have interchangeable roles. A Guard can become a Sentry and vice versa.
- You must have **5 Alert markers** on the ASI to **raise the alarm**. These markers are not converted into Guards when the alarm is raised.



### SET-UP

- 1) Set-up your Stronghold as explained in the Operations Manual but do not post Sentries yet.
- 2) Place a number of **Alert markers** on the ASI depending on how many SABRE agents have been sent on the mission.

<b>1 agent</b>	<b>6 markers</b>
<b>2 agents</b>	<b>8 markers</b>
<b>3 agents</b>	<b>10 markers</b>

- 3) Deploy Sentries. To deploy a Sentry discard 1 Alert marker from the ASI and place a Sentry in a corridor square in front of any door except the Stronghold Entrance. You may place as many Sentries as you can afford but you should consider your agents' movement during the game (see next section).

### DEFENDER'S TURN

Follow the normal phase order as explained in the Operations Manual.

#### Movement

The number of Alert markers on the ASI determines the maximum movement of all your defending agents (including the Commander).

<u>Markers</u>	<u>Movement</u>
<b>0</b>	<b>1 square</b>
<b>1-2</b>	<b>2 squares</b>
<b>3-4</b>	<b>3 squares</b>
<b>5-6</b>	<b>4 squares</b>
<b>7-8</b>	<b>5 squares</b>
<b>9-10</b>	<b>6 squares</b>

Guards may move in whatever direction you wish within the normal restrictions. They are no longer restricted to pursuing assaulters.

#### Guard Activity

- 1) Each Guard may perform one action per turn in addition to their movement.
- 2) Permitted Guard actions are open a door (from inside a room), close a door, fight, shoot and **become a Sentry**.





## Administration

The Administration phase is now divided into two sub-phases.

### 1) Mobilise Guards:

You can mobilise a new Guard from any unexplored room(s) or the Stronghold entrance by discarding an alert marker from the ASI (on standby).

- Guards deployed from unexplored rooms are not moved on the turn they are mobilised.
- Guards deployed from the Stronghold entrance may move up to 6 squares into the Stronghold but cannot perform an action in the turn they arrive. You may not deploy Guards from the Stronghold entrance **in your first turn**.
- You can bring as many Guards into play in a single turn as you wish (and can afford).
- The Commander does not need to be in play to mobilize Guards and it does not count as his action.
- Remember: Guards can also be brought into play by changing alerted Sentries.

### 2) Replace Commander

A replacement Commander comes into play if you roll greater than Mission Timer/10 on 1 die. You do not have to pay for him with Alert markers.

**New rule:** if you bring a replacement Commander into play, you do not receive an additional Alert marker on the ASI.

## Changing Roles

- 1) A Guard who finishes his move in a corridor square in front of a doorway can **become a Sentry** as an **action**. Replace the Guard figure with a Sentry, facing away from the door.
- 2) In the **Administration phase** you can change an **alerted Sentry** into a Guard – at the cost of his Alert marker. The new Guard may not move or perform an action in the turn he is mobilised.

## Collecting markers

- 1) The Commander investigates Alert and corpse markers as normal.
- 2) If the Commander collects a marker and this would result in additional movement for Defending agents, he may move the extra square in the same turn.

## Raising the alarm

- 1) If there is at least one assaulter in the Stronghold, the Commander may raise the alarm as his **action** provided that there are at least **5 Alert markers** on the ASI. All markers are then discarded from the ASI.
- 2) Alert markers cannot be collected while the alarm is raised.
- 3) The Commander may return the base to Standby during your turn as his **action**.
- 4) If there are no assaulters in the Stronghold at the start of the Defender's turn, the ASI must be put back on standby immediately.
- 5) While the alarm is raised:
  - All Defending agents move at their maximum rate (6 squares).
  - All un-alerted Sentries are put on alert (marker and face them whichever way you see fit).
  - Subversion tests must be taken by assaulters as normal.





# HOUR OF GLORY

## GUARDS! GUARDS!

Tired of sending feckless conscripts to their death at the hands of smug Allied spies? Well, the Baron's human resource department is here to help...

### STORMTROOPERS

**Cost:** 2 Alert markers



Stormtroopers have frontline battle experience and are much tougher than standard Guards and Sentries. Armed with rapid firing MP-40 sub-machineguns, they can make mincemeat of intruders at close range.

#### Mobilisation

Stormtroopers are mobilised exactly like Guards except that you pay two Alert markers for each one that you wish to mobilise.

#### Activity

- 1) Stormtroopers move in the same sub-phase as Guards and follow the normal rules governing Guard movement and actions.
- 2) They may never be converted to or from Sentries.

### STORMTROOPERS

**Stealth** 6

**Technique** 6

**Combat** 5+

**Survival** 5+

**Movement** 1-6

**Endurance**

**Strength**

**MP-40** x3



#### Combat

- 1) Stormtroopers are armed with MP-40 sub-machineguns. They use the rules for SMGs as explained in the Operations Manual. You can select covering fire or burst fire as appropriate.





# GUARD DOGS

Cost: 2 Alert markers  

Man's best friend is a spy's worst nightmare. Canines are not fooled by sneaking and evasion, their barks can wake up a slumbering Stronghold, and they bite too!

A Guard dog 'unit' consists of two figures: the dog itself and a human handler. The handler is armed with a Karabiner 98K rifle.

**HANDLER**  
**Stealth** 6  
**Technique** 6  
**Combat** 5+  
**Survival** 6  
  
**Movement** 1-6  
**Endurance**   
**Strength**   
  
**Rifle** 



**GUARD DOG**  
**Stealth** -  
**Technique** -  
**Combat** 4+  
**Survival** 6  
  
**Movement** +3  
**Endurance**   
**Strength**   
  
**Bite** 



### Mobilisation

- When you mobilise a Guard dog in a room, place it in an empty square and put the handler in an empty adjacent square. Both figures must be inside the room.
- If you mobilise the dog from the Stronghold entrance, move the handler inside 6 squares (as per normal Guard rules) then place the dog in an empty, adjacent corridor square.

### Movement

- Guard dogs and handlers are moved in the same sub-phase as Guards.
- If the Guard dog starts its turn adjacent to the handler, it is **leashed**; if not, it is **unleashed**.
- If the Guard dog is **leashed**, move the handler first (as a Guard), then position the dog in an adjacent square. The handler must finish his move in a square where it possible to reposition the dog.



- If **unleashed**, move the dog and handler separately. The handler moves as a Guard and the dog moves up to the ASI-determined allowance plus an additional 3 squares.
- An **unleashed** dog must move as many squares as possible and attempt to end its move either adjacent to the handler or to an enemy agent (raider or assaulter). As soon as a dog moves into a square adjacent to the handler, it must end its turn.

### Detecting intruders

- A Guard dog's **alert range** is 6 squares and extends exactly like a Sentry's hearing range.
- If there is an intruder (raiding or assaulting) in a **leashed** dog's alert range at the end of its turn, it will **bark**, alerting all Sentries within 8 squares. Unleashed dogs do not bark. Barking is not an action and does not expose raiders.
- As soon as a dog moves into a square adjacent to a raider, the raider is immediately **exposed**.

### Actions

- A handler with a leashed dog may not perform any action except **unleash dog** (see below).
- If the dog has been **unleashed**, the handler may perform actions exactly like a Guard.
- To **unleash** a dog, there must be an intruder (raider or assaulter) in the dog's alert range. The dog moves 1 square away from the handler on the first turn it is unleashed.

### Combat

- If the dog is **unleashed**, the handler can fight (unarmed) or shoot (Karabiner 90k rifle) exactly like a standard Guard. If the dog is **leashed**, the handler cannot attack, but can still counter-attack.
- A dog (leashed or unleashed) can fight (bite) an adjacent enemy.
- An **unleashed** dog is not subject to the rules for occupied rooms. It does not count towards the number of agents occupying a room and does not need to make a reaction roll when entering an enemy occupied room. A handler who enters an enemy-occupied room with a leashed dog, ends his turn immediately and does not make a reaction roll.



# HOUR OF GLORY

## MISSION: EXTRACTION

Your first foray into the Baron's Stronghold yielded some worrying intelligence. Now SABRE want you to go back into shadows to find out more...



### SABRE Agent's Briefing

Three months ago Professor Bloom, an eminent scientist in the field of atomic physics, was abducted. We now know that he is being held at one of the Baron's strongholds and forced to assist in the development of his secret weapon.

It is vital that we remove the Professor and his research from the Baron's clutches before he can manufacture this nightmare device.



### PRIMARY OBJECTIVE

1. Locate and extract Professor Bloom before the Mission Timer expires (**1 point**).
2. Retrieve (and escape with) the Professor's research material. (**2 points** per **blue** Intelligence card).

### SECONDARY OBJECTIVES

*These only count towards your score if Professor Bloom is successfully extracted.*

1. Gather intelligence on target locations. (**2 points** for collecting all three **red** cards).
2. Gather intelligence on Baron's spy network (**1 point** for collecting all three **green** cards).

### AGENTS

You may assign 1, 2 or 3 agents to this mission.

Standard equipment and weapons to be issued (as per Operations Manual).

### RULES

1. Professor Bloom is found in the **Stronghold Map** room. As soon as this room is explored, the Defender must place the Professor's figure in any unoccupied square in the room. The player who finds the Professor controls him for the rest of the game.
2. You may not acquire research material (blue Intelligence cards) until Professor Bloom is found. An agent may only spy for blue cards if the Professor is in the same room as him.

### WINNING

The game will be declared *Mission accomplished* if you score the pre-requisite number of points.

<b>1 agent:</b>	<b>2 points</b>
<b>2 agents:</b>	<b>4 points</b>
<b>3 agents:</b>	<b>6 points</b>

**NB.** It is possible to win *without* extracting Professor Bloom, provided that you retrieve enough research material. If the Professor is killed before you do this, you must abort.



## PROFESSOR BLOOM

<b>Stealth</b>	6
<b>Technique</b>	3+
<b>Combat</b>	6
<b>Survival</b>	5+
<b>Movement</b>	
<b>Endurance</b>	
<b>Strength</b>	



- At the start of the intruder's turn **roll a die** and move the Professor up to that many squares within the normal movement restrictions.
- The Professor may only perform the following **actions**: open door (from inside a room), close door. He cannot breach, spy or engage in a fight (although he can counter-attack if attacked).
- He cannot be given any weapon, equipment or intelligence cards.
- He cannot **sneak** and automatically alerts Sentries when moving within 4 squares of them.
- Only an agent accompanied by the Professor can attempt to spy for **blue** Intelligence cards during the Extraction mission.
- First Aid**: Any agent in an adjacent square to Prof. Bloom may re-roll a failed **recovery** attempt. The re-roll is taken against the Professor's Technique (3+).
- If wounded, the Professor makes a recovery test like an intruder and loses time if he fails his Survival test. He may not use first aid ability on himself.

### In a room

- He is effectively **hidden** but does not need to take evasion tests and cannot be exposed by contact.
- He cannot be attacked.
- No agent from either side can move through or enter his square.
- Note: he cannot enter enemy-occupied rooms.

### In a corridor

- He is **exposed** can be attacked or shot at (unless he is wounded or in a watch zone).
- The Defender can raise the alarm as if he were an assaulter.
- He does not need to take a subversion test (no time penalty).

### In a watch zone

- He can take no movement or action. He never rolls for evasion or reaction.
- He cannot be attacked.

### Extraction

The Professor is extracted as soon as he leaves through the Stronghold entrance.

## Defender Briefing

### SET-UP

- Construct the Stronghold as for the Intelligence mission (see Operations Manual).
- Place 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.
- Post Sentries using the new rules in the *Advanced Defence* article.
- Place your Commander in any of the rooms at the back of the Stronghold.

### TACTICS

- Placement of the cards is critical. Try to put the Map (Professor Bloom's start point) in the last place you think the intruders will look.
- The intruders will be totally dependant on keeping the Professor alive (at least until they acquire enough of his research material), so killing him is definitely a good solution. This can only be accomplished in a corridor, however, since he is effectively untouchable in rooms.
- If the Professor is caught in a watch zone, he is completely immobilised – use this to your advantage! Remember that intruders cannot move through an occupied square within a watch zone.





# HOUR OF GLORY

## GUARDS



<b>Stealth</b>	Skilled <b>6</b>
<b>Technique</b>	Skilled <b>6</b>
<b>Combat</b> shoot • fight	Skilled <b>5+</b>
<b>Survival</b> resist • recover • react	Skilled <b>6</b>
<b>Movement</b>	<b>1-6</b>
<b>Endurance</b>	
<b>Strength</b>	

Karabiner 98K Rifle:



## STORMTROOPERS



<b>Stealth</b>	Skilled <b>6</b>
<b>Technique</b>	Skilled <b>6</b>
<b>Combat</b> shoot • fight	Skilled <b>5+</b>
<b>Survival</b> resist • recover • react	Skilled <b>5+</b>
<b>Movement</b>	<b>1-6</b>
<b>Endurance</b>	
<b>Strength</b>	

MP-40: x3



## GUARD DOG



<b>Combat</b> fight (bite)	Proficient <b>5+</b>
<b>Survival</b> resist • recover	Proficient <b>6</b>
<b>Movement</b>	<b>+3</b>
<b>Endurance</b>	
<b>Strength</b>	

For handler's skills  
see Guard profile

Comes into play with handler.



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**NEW  
ORDERS  
FOR SABRE  
AGENTS**

## Taking Equipment

*Intruder • Automatic • Bonus*

After attempting to conceal the body of a defending agent you may take any equipment in their possession (see below). You may do this even if your concealment was unsuccessful.

<b>Commander</b>	Luger 9mm, Stronghold Master Key, any captured equipment or intelligence.
<b>Sentry/Guard</b>	KAR 98K Rifle.
<b>Stormtrooper</b>	MP-40.

Opposite you will find new weapons cards and corpse markers which you can print out for use with this new rule.



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## KAR 98K RIFLE



<b>Type</b>	Rifle
<b>Attack</b>	5 dice
<b>Noise</b>	12 squares
<b>Ammo</b>	7.62mm

3pts



## The Game of Covert Conflict in WWII HOUR OF GLORY



### WEAPON

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## LUGER 9MM



<b>Type</b>	Handgun
<b>Attack</b>	4 dice
<b>Noise</b>	12 squares
<b>Ammo</b>	9mm

2pts



## The Game of Covert Conflict in WWII HOUR OF GLORY



### WEAPON

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## MP-40



<b>Type</b>	Sub-machinegun
<b>Attack</b>	4 dice
<b>Fire</b>	Burst Re-roll up to 3 attack or range dice x3 attacks
<b>Noise</b>	12 squares
<b>Ammo</b>	.45

3pts



## The Game of Covert Conflict in WWII HOUR OF GLORY



### WEAPON

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