

The Game of Covert Conflict in WWII

HOUR OF GLORY

OPERATIONS MANUAL

Second Edition 2004.

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The metal figures featured in this manual can be ordered from www.warmacre.com/forge.htm

GAME COMPONENTS

10 Stronghold tiles

6 weapon cards

6 Intruder card figures

Mission Timer

6 equipment cards

17 Defender card figures

Alert State Indicator

10 intelligence cards

25 alarm / corpse markers

3 Intruder profile cards

25 card doors

10 dice

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BACKGROUND

It is 1944 and a shattered world faces a fifth year of total war. Hitler's ambition has spread across continents like a polluted tidal wave, swallowing whole nations in a deluge of terror and brutality - but now the tide is about to turn. This year the Allies will launch Overlord, a massive combined arms operation to take back occupied Europe and wipe the Nazi stain from the face of the earth, forever.

*But as the free forces prepare to topple one tyrant, it seems that another has been waiting to seize power. Allied intelligence recently discovered that a Bavarian aristocrat known as **'the Baron'** has been using his wealth to levy a private army and assemble a team of top military scientists. It is believed that he is developing a secret weapon of unprecedented destructive power - unfortunately his progress, intentions and whereabouts are a mystery.*

*With resources focused single-mindedly on D-Day, only a small sub-section of the allied secret service has been assigned to this new threat. Under the command of Brigadier Robert Berkley, the Secret Allied Brigade Reconnaissance Expedition (**SABRE**) has recruited elite agents from Great Britain, the United States and the Soviet Union. Their first mission: to infiltrate one of the Baron's strongholds, discover the extent of his power and what he plans to do with it.*

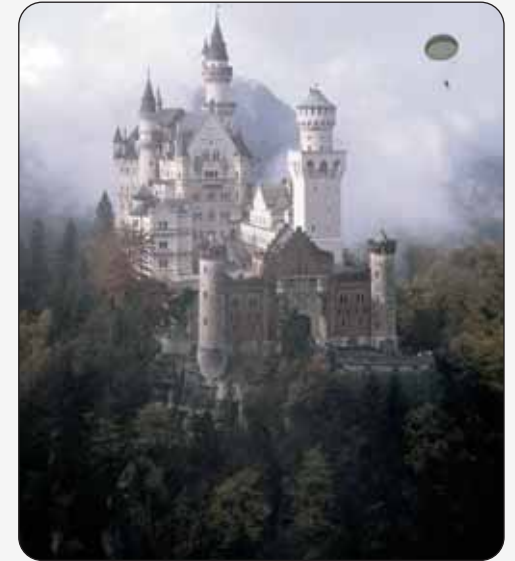
CHOOSE YOUR SIDE

Hour of Glory is played with **2 to 4 players**. One player is always the **Defender**; the other players are **Intruders** who play co-operatively against him.

Before starting a game, you must decide on which side of this secret war you wish to fight.

Intruder – As a SABRE agent you will embark on a perilous mission deep behind enemy lines, working alone or together with one or two other players.

Defender – As the Baron's trusted lieutenant you will be in charge of the Stronghold with a garrison of soldiers under your command.



OBJECTIVE

This manual is a guide for both the Defender and Intruders. However, the two opposing sides have different activities and objectives. To help you navigate, rules that relate directly to the Defender are marked in blue and those relating to the Intruders in green or red. Whichever side you choose to play, you should familiarise yourself with all the rules contained in this manual before starting a game.

INTRUDERS

You must infiltrate one of the Baron's Strongholds, locate and steal **intelligence** (cards), then make your escape before the 60-minute **Mission Timer** expires. Throughout the mission you must consider your tactical approach.

Raiding - Employ stealth and guile to infiltrate the Stronghold, prowl unseen through rooms and corridors and eliminate Sentries without a sound. As long as you remain hidden, you can achieve your objectives without being attacked.

Assault - Use speed and aggression to overwhelm the enemy. Break in, move fast, do your job, then cover your escape with a hail of firepower!

SCORING

There are 10 **intelligence cards** to collect. Nine of the cards have no individual value and must be collected to form sets – an intelligence jigsaw that will provide a clue to the Baron's plans. Sets score as follows:

- 3 cards of the same **colour** (red, blue or green) **2 points**
- 3 cards of the same **country** (Great Britain, U.S.A or U.S.S.R) **1 point**

The tenth card is the **Stronghold Map**; this is worth **1 point** on its own. The Map also reveals which intelligence is hidden in **unexplored** rooms.

WINNING

The number of Intruders who started the mission determines the points required to win.

- 1 Intruder:** You win if you escape with **2 or more** points of intelligence.
- 2 Intruders:** You win if you escape with **4 or more** points of intelligence.
- 3 Intruders:** You win if you escape with **6 or more** points of intelligence.

- Only Intruders who have escaped through the **Stronghold entrance** count their cards towards the score.
- Intruders left in the Stronghold do not contribute their cards and can only win if their teammates score enough points.
- There is no other penalty for Intruders left behind in the Stronghold when the time runs out - the mission is all that matters!

LOSING & ABORTING

If the Intruders fail to achieve the required score before the Mission Timer reaches zero, you **lose**.

After 30 minutes have elapsed from the Mission Timer you may attempt to abort the mission by leaving the Stronghold, even if you have not completed your mission objective. Aborting does not benefit you directly (you still **lose**) but it reduces the number of points awarded to the Defender. This may have implications if you are playing a series of games.

SCORING EXAMPLE

At the end of a mission a team of two Intruders has escaped from the Stronghold with the Stronghold with the cards pictured.

The Intruders score:
1 point for the Stronghold Map

1 point for the set of three G.B cards

2 points for the set of three Red cards

This gives them a total of **4 points**, just the amount required to win a game with 2 Intruders. Mission accomplished!



DEFENDER

You must protect the Baron's secret at all costs. Use your agents to hunt down Intruders and force them to flee empty-handed or ensure that they never leave the Stronghold alive.

In 60 minutes every garrison in a fifty-mile radius will converge on your Stronghold to bolster your defences and make escape impossible. Killing time can be as effective as killing enemy agents.

- As soon as the **Mission Timer** reaches zero, the game ends.

SCORING & WINNING

- If the Intruders fail to escape with the required amount of **intelligence** before the **Mission Timer** reaches zero, you **win** and are awarded **10 points**.
- After 30 minutes have elapsed from the Mission Timer, if the Intruders successfully **abort** (leave the Stronghold without completing their mission), you **win** with **6 points**.
- If they escape before the Mission Timer reaches zero and have completed their mission, you **lose**, and get **nothing**!



SETTING UP: DEFENDER

If this is your first game of Hour of Glory as the Defender, follow the directions below.

1 ASSEMBLE THE STRONGHOLD

Take the ten numbered **Stronghold tiles** and assemble them as shown.

Corpse markers

Separate the 3 **Commander** corpse markers, the 14 **Guard/Sentry** corpse markers and the 3 **Intruder** corpse markers.



Commander



Guard or Sentry



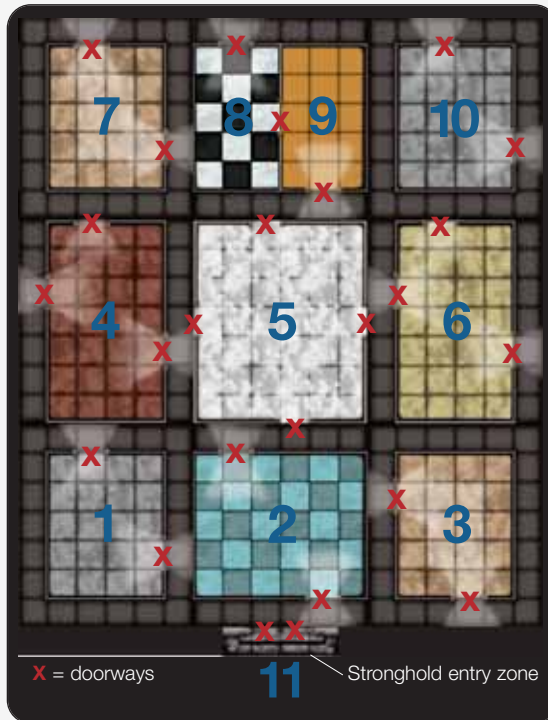
Harris



Link



Nikolai



Defending agents



Slot the **Commander** into a round black base.



Slot the **8 Guards** into round white bases.



Slot the **8 Sentries** into round black bases.

Doors



Slot the 25 cardboard **doors** into white rectangular bases and place one on each of the doorways marked with an **X** in the diagram above.

2 DEPLOY YOUR AGENTS

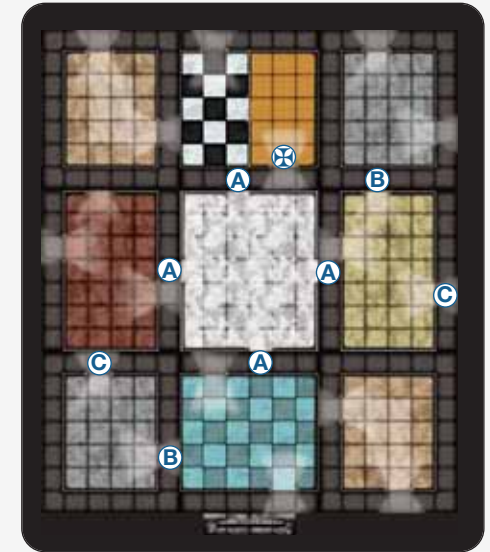
Put your **Commander** in the square labelled **⊗** on the diagram.

Place your **Sentries** according to the number of Intruders taking part in the mission:

- 1 Intruder** - place a **Sentry** on each of the squares labelled **A**.
- 2 Intruders** - place a **Sentry** on each of the squares labelled **A** and **B**.
- 3 Intruders** - place a **Sentry** on each of the squares labelled **A**, **B** and **C**.



Sentries are placed in the 'ready' position, facing away from the door they are guarding. When you are more experienced, you may deploy your Sentries in front of whichever doors you wish.



3 PLACE CARDS

Shuffle the ten intelligence cards and place one face-down in each of the rooms, without revealing it to any of the players.



4 SET MISSION TIMER

Turn the wheels of the Mission Timer so that it reads **60 minutes remaining**.



5 SET THE A.S.I

Put the Alert State Indicator (A.S.I) 'standby' side up, place one of the **alert markers** (the opposite side of a Sentry/Guard corpse marker) on the first box as shown. Put the remaining **alert/corpse markers** into a pile away from the Stronghold.






SETTING UP: INTRUDERS

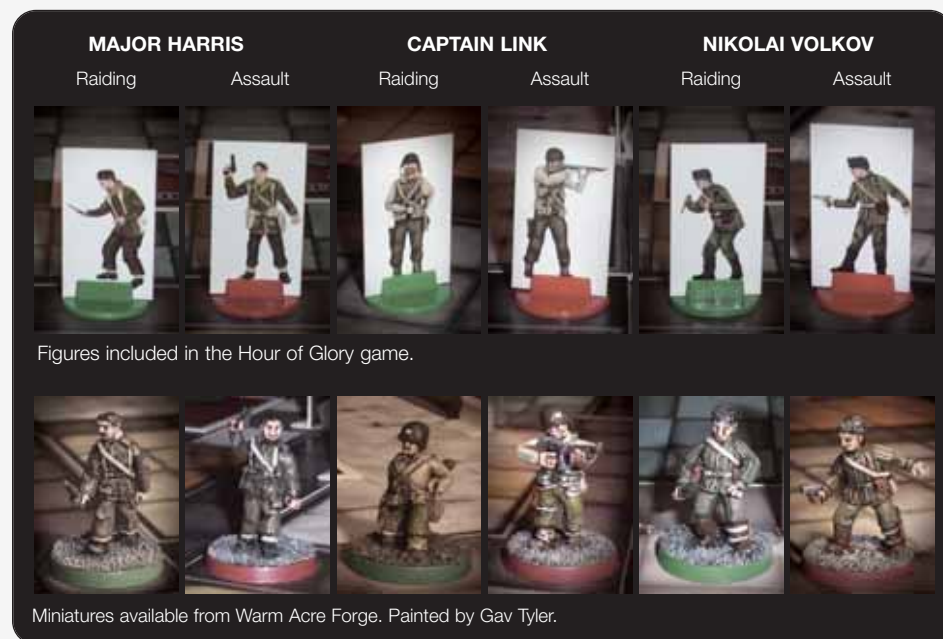
If this is your first game of Hour of Glory as an Intruder, follow the directions below.

1 CHOOSE AN AGENT

Each Intruder player chooses an agent. The number of Intruders determines which agent(s) may be selected.

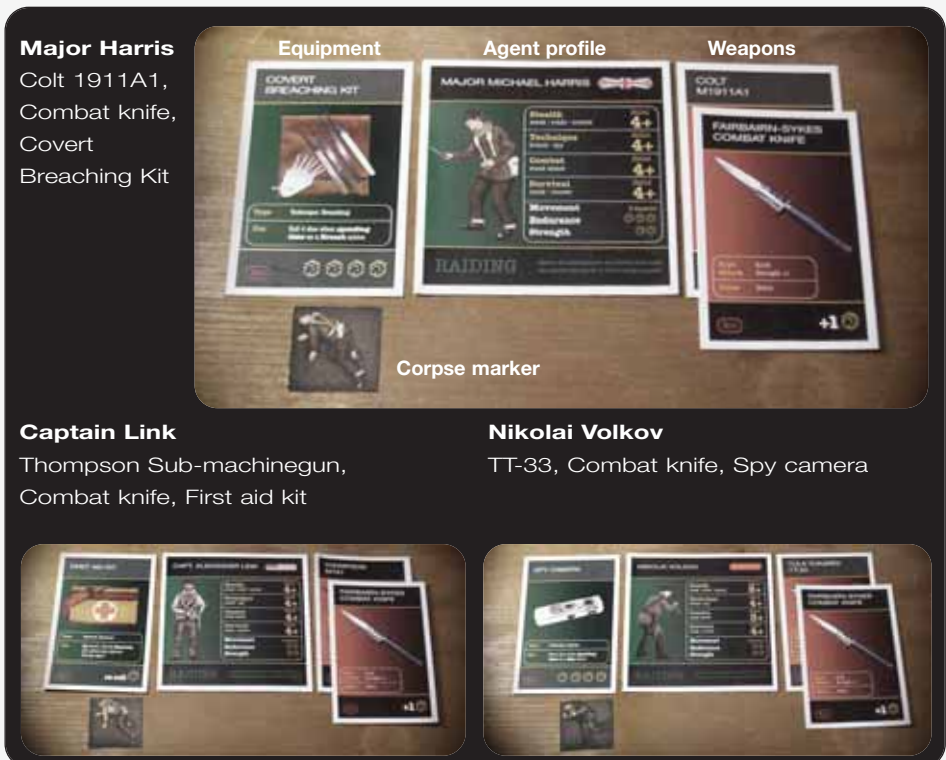
1 Intruder	Major Michael Harris	
2 Intruders	Major Michael Harris Captain Alexander Link	
3 Intruders	Major Michael Harris Captain Alexander Link Nikolai Volkov	

- Take the appropriate **profile** and two **figures** that match your agent. You should also take the corresponding **corpse marker** for your agent.
- Turn your agent profile so that the green (raiding) side is face up.
- Slot your **raiding** figure into a green plastic base and your **assault** figure into a red plastic base.
- When you are more experienced, you may choose whichever agent(s) and equipment you wish for the mission.



2 TAKE EQUIPMENT

Take the following weapons and equipment cards according to which agent you are playing. Place these cards face up on either side of your agent profile. Your equipment card should be on the left and your weapon card 'stack' on the right with the combat knife on top.



3 DEPLOY YOUR AGENT

Place your green (raiding) figure on one of the 4 squares outside the Stronghold entrance in the Stronghold entry zone. You are now ready to start your mission – good luck!




SEQUENCE OF PLAY

Play is divided into **rounds** in which each player takes a **turn**. The **Intruders** always take their turns first, followed by the **Defender**. Play ends when the Mission Timer reaches zero or all Intruders have either escaped from the Stronghold or been killed.

INTRUDERS

Intruders must decide on their **order of play** (who goes first, second and third) at the start of the game and may not change this order during the mission.




- During your turn your agent may normally **move** and perform an **action**. 
- The first Intruder action will always be to **breach** the Stronghold entrance.

DEFENDER

As the Defender you have more than one agent under your command and your turn is divided into 4 phases. You must complete each phase before moving on to the next.


Phase 1 Orders

Command your agents in the following order.


- 1) **Commander** 
- 2) **Sentries** 
- 3) **Guards** 

You must complete all the **movement** and **actions** for one agent type before commanding the next.

Phase 2 Recovery


Any unconscious **defending agents** may attempt to recover. 

Phase 3 Administration

If your **Commander** has been killed, you may attempt to mobilise a replacement. 

Phase 4 Take Time

Deduct 1 minute from the **Mission Timer**.

Each **Assaulter** in the Stronghold must take a **Stealth test** - if he fails, an additional minute is deducted. 

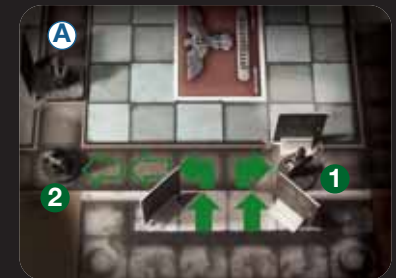
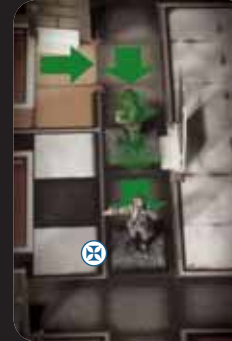




STARTING PLAY

A game of Hour of Glory can take many twists and turns, the following example shows some of the possible events and activity that could occur in the first three rounds of play in game with 2 Intruders.

6 0 THE FIRST ROUND

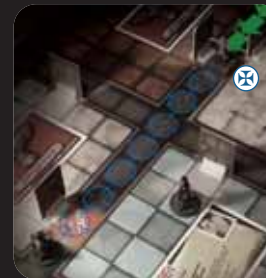
Harris **1** **breaches** the Stronghold entrance and moves 2 squares into the Stronghold. Link **2** moves 1 square then successfully **sneaks** through the 3 squares that are in hearing range of Sentry **A** taking 2 minutes.



The Defender rolls a dice for the Commander's  movement and gets . The Commander **opens** the door and moves 5 squares. The Defender ends his turn by deducting 1 minute from the **Mission Timer**.


5 7 THE SECOND ROUND

Harris **breaches** the door to room 2 and moves 4 squares inside. He turns over the **intelligence card** to show the room is **explored**.



Link **sneaks** 1 square to get next to the Sentry who he then dispatches with a **sneak-attack**. He attempts to **conceal** the corpse but fails, leaving a mess (and an **alert marker**). He decides not to move as he intends to breach the door to room 1 next turn.

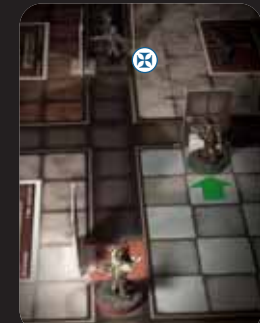


The Defender rolls  for the Commander's movement. He moves him down the corridor, putting Link in a **watch zone**. He then deducts 1 minute to end his turn.

5 6 THE THIRD ROUND

Harris **spies**, taking 1 minute, and takes the intelligence card. He then moves 1 square towards the door. Link is caught in a watch zone and attempts to **evade** detection - he fails and is **exposed**. Link changes to **assault** mode and his turn ends. The Defender receives an alert marker, which is placed on the **Alert State Indicator**.

The Commander has an exposed intruder in his sights. He must now decide - should he shoot at Link, which will also alert nearby Sentries or should he **raise the alarm** and bring some Guards into play...?



AGENT ACTIVITY

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


MOVEMENT


An agent may move a number of squares each turn.

Intruder (raiding)	4 squares
Intruder (assaulting)	6 squares
Commander	1 dice x squares
Guards	1 dice x squares

An agent may not move in his turn if he is:

- **Wounded** (unconscious)
- A **Sentry**
- **Engaged** in a **fight**
- Caught in a **watch zone**
- Performing an **extended action**

Movement may be divided around an **action**. For example – a raider could move 4 squares then perform an action; or move 2 squares, perform an action then move another 2; or any other combination. Movement restrictions in the Stronghold are discussed on  **p34**

Movement is an automatic activity – you don't need to take a **skill test** to perform it. However, raiders have a special type of movement called **sneaking** which they must use when moving within 4 squares of a Sentry, this requires a **Stealth** skill test to perform.  **p30**

ACTIONS

An unwounded agent may normally perform one action per turn. The actions available to an agent depend on the agent's type, his tactical mode (Intruders only) and circumstances. For example an Intruder is able to breach a locked door but cannot do so if he is not standing adjacent to a door.

Actions include: fighting, shooting, sneak-attacks, changing weapons, breaching/opening and closing doors, spying for intelligence, investigating, concealing corpses and raising the alarm.

Extended actions

Some actions take an entire turn to perform and the agent is not permitted to **move** in the same turn. These include: **hiding** and **recovering** (Intruders only).

Bonus actions

Some actions may be linked to another action and performed in the same round as that action. These include: **concealing** a corpse (after making a successful sneak-attack) and **taking equipment** (after concealing a corpse). A successful **reaction** roll will allow your agent to get a bonus attack (**shooting** or **fighting**) even if he has already performed an action in the same turn.

Response

A response functions like an action but only occurs as a result of enemy activity. It does not count as an action and, theoretically, an agent may make any number of responses in a single round. Responses include: **evasion**, **reaction** and **counterattack**.

Special

Some activity occurs outside the perimeters explained above. These include **recovering** Defending agents and **subversion**.

SKILLS

Most activity in Hour of Glory is complicated and/or dangerous and requires an agent to test his skills. There are four agent skills, covering a broad range of abilities.

Stealth	Perception, dexterity, sneakiness
Technique	Knowledge, reasoning, deduction
Combat	Aggression, agility, skill-at-arms
Survival	Willpower, instinct, reflexes

Intruders use all four of these skills, Defending agents only use Combat and Survival.

SKILL GRADES

Each agent skill has a grade with a corresponding 'pass score'. If you roll equal to or higher than your pass score on a die when taking a **skill test**, you get a 'pass'. If you roll lower than this number you get a 'fail'.

The skill grades (from worst to best) and their pass scores are:

Inept (6)	6
Proficient (5+)	5 or 6
Skilled (4+)	4, 5 or 6
Expert (3+)	3, 4, 5 or 6
Ace (2+)	2, 3, 4, 5 or 6

ACTIVITIES

Game actions and other activities are presented in the format below.

Agent

Who can perform this activity?

- Anyone (Agent)
- One side only (Intruder, Defending agent)
- Specific agent or mode (Raider, Assaulter, Commander, Sentry, Guard)

Skill

Which skill is tested?

- Stealth
- Technique
- Combat
- Survival
- Automatic (No skill test required)

Type

What type of activity is it?

- Movement
- Action
- Extended action
- Bonus action
- Response
- Special

Results table

The number of passes rolled will give you a score. Check your score against the results column and follow the instructions given.

Equipment

Intruder equipment cards provide bonuses to certain actions.

BREACH

Intruder • Technique • Action

All Intruders are equipped with basic lockpicks to breach Stronghold doors.

Score	Result
0	Failure! The door has not been breached and stays closed. You may attempt to breach the door again next turn.
1	The door is unlocked and opened.

There are two possible methods to covertly breach a door: **take a chance** or **spend time**.

Take a chance

Assaulters must always use this method. Raiders may use this method if they wish.

 **Roll 1 dice!** a pass scores 1.

Spend time

This method is only available to **raiders**.

 **Base time: 2 minutes**

Roll 2 dice! each pass reduces the time by 1 minute. After the minutes have been deducted from the Mission Timer, you score 1.

Covert entry kit

An Intruder who has taken the Covert entry kit rolls **4 dice** rather than 2 when spending time.



Method

There are two possible methods that may be used when taking a skill test: **take a chance** or **spend time**. Some activities allow you to choose your method, others can only be performed using one or the other. Only Intruders can spend time on an activity and all such activities (with the exception of hiding) must be performed in **raiding** mode.

Take a chance

Taking a chance means getting the job done quickly and trusting your skills. There is always a chance that you will fail when using this method, but you will not waste valuable time (at least not in the short term).



- Each pass rolled scores 1 on the results table.

Spend time

If you give sufficient time and attention to a task, you will not fail. You still take a skill test, but you do so in order to reduce the amount of time taken.



Activities that allow you to spend time have a **base time** (in minutes) and the number of dice that you may roll. Each pass rolled reduces the base time by 1 minute to a minimum of 0.

- Once you have deducted the resultant number of minutes from the **Mission Timer**, you score 1 on the results table.

INTRUDERS

STANDARD OPERATING PROCEDURES

There is a time for silence and a time for violence. Knowing the difference is essential if you want to complete your mission and get out alive. SABRE agents are trained to improvise their tactics according to their situation but must follow the standard operating procedures for the tactical mode that they choose.

There are two authorised tactical modes for Stronghold intrusion: **raiding** and **assault**. Both have inherent advantages and restrictions. In addition, if an agent has a preference for one mode over the other, some of his **skill grades** may be better in the preferred mode.

RAIDING

As a raider your primary assets are stealth and secrecy. You must attempt to avoid detection at all costs and not engage the enemy unless you have no choice. You always start your mission in raiding mode.

- When raiding ensure that the raiding side of your profile is face up and the card on top of your weapon stack is your combat knife.



Harris in raiding mode with combat knife selected

Advantages

- While raiding you are **hidden** from enemy agents and **cannot be attacked** or targeted.
- You can **spend time** on certain types of covert activity to guarantee success.
- You can eliminate enemy **Sentries** with a silent and lethal **sneak-attack**.

Restrictions

- You may not attack enemy agents using **assault** actions (**fighting** and **shooting**).
- If you move into a square within 4 squares of an enemy **Sentry** you must take a **Stealth** test to successfully **sneak**. If you fail, the Sentry will be **alerted**.
- If you start your turn in an enemy **watch zone** or move into a watch zone during your turn, you must take a **Stealth** test to **evade** detection. If you fail, you are **exposed** (switch to **assault** mode) and your turn ends immediately.
- You may not enter an **enemy occupied room**.
- If you start your turn in an **enemy occupied room**, you must take a **Stealth** test to **evade** detection. If you fail, you are **exposed** and your turn ends immediately.
- An enemy agent whose move would take them onto your square will stop in an adjacent square and **expose** you immediately.

ASSAULT

You can become an assaulter in one of two ways: voluntarily by declaring an assault action at the start of your turn (▶ **p46**) or involuntarily if you are **exposed** by an enemy agent (▶ **p22**). In either case you must resort to aggressive tactics and follow the rules below.

- When assaulting ensure that the assault side of your profile is face up and place either your sidearm or combat knife on top of your weapon card stack.



Harris in assault mode with sidearm (Colt M1911) selected

Advantages

- You may use any weapon at your disposal to eliminate the enemy.
- You can move more quickly through the Stronghold (up to 6 squares per turn).
- Tactical use of **reaction** gives you the possibility of gaining bonus combat actions in your turn.

Restrictions

- An agent who enters assault is **exposed** and may be attacked by enemy agents.
- If you move into a square within 4 squares of an enemy Sentry, he will be **alerted** immediately.
- If you start your turn in an enemy **watch zone**, you must take a **Survival** test to determine your **reaction**. If you fail, your activity will be restricted or even cancelled that turn.
- When entering an **enemy occupied room** or **watch zone**, you must take a **Survival** test to determine your **reaction**. Success will enable you to shoot or fight, failure will end your turn.
- You may not **spend time** on any activity except **hiding**.
- At the end of the Defender's turn he may penalise each assaulter in the Stronghold by taking an additional minute from the **Mission Timer**. This can only be avoided by making a successful **Stealth** test. See **Subversion**, below.

Subversion

If you are **exposed**, you draw attention to yourself and accelerate the Stronghold's lockdown procedure. Subversion tactically exploits noise, violence and confusion to cover your activities and buy you some time.

- In the Defender's **Take Time** phase you must take a **Stealth** test, rolling 1 die. If you roll a **pass**, you have not been penalised for your assault activities. If you **fail**, the Defender deducts an additional minute from the **Mission Timer**.