

A woman in a Soviet military uniform, wearing a dark green tunic with yellow laces and a black beret with a red star, aims a long-barreled sniper rifle. The background features a stone fortress on a rocky cliff, engulfed in flames and smoke. The sky is dark blue with scattered stars.

SNIPER ELITE

EAGLE'S NEST

EXPANSION RULES

An expansion for the game by Roger Tankersley & David Thompson

The Axis are making plans to turn the tide of war.
Now, more than ever, is the time to strike decisively.
Luckily, you know some people who can help.

ONE BULLET CAN CHANGE HISTORY

Sniper Elite: Eagle's Nest is a collection of modular expansions for the board game *Sniper Elite*. It requires a copy of the main game to play. Each part of this collection can be used independently or combined in whichever manner you choose.

NEW MAPS

Test yourself in the wide open areas of the *Heavy Water* plant, or the claustrophobic corridors of the *Eagle's Nest*.

NEW LOADOUT CARDS

Shuffle the new loadout cards into the existing loadout deck to widen the sniper's tactical options.

ALLIED SNIPERS

Replace your sniper with one of four new allies, each with a unique shooting ability and bag composition.

COMPONENTS

Main Board (double-sided)

2 Hidden Boards

18 Objective cards: 2 sets of 9 cards

4 Allied Sniper miniatures

4 Allied Sniper Cards

6 Loadout Cards

12 Solo Cards

This Rulebook



ALLIED SNIPERS

These new snipers replace the base sniper in the main game. During setup, choose which allied sniper you would like to play as, taking that card and miniature, and placing them somewhere visible to the other players.

The icons on the lower left indicate the number of aim, noise, and recoil tokens you should load your shot bag with at the start of the game, replacing the values listed in the main rules. The text on the right lists the additional rules for that sniper. With the exception of Karl's choice of whether to shoot twice with his Springfield rifle, all card effects are mandatory.

ROZA

Lieutenant Roza Petrovna is one of the Soviet Union's most proficient snipers. Armed with the integrated suppression of her Delisle Carbine, she has limited range but near-silent shots.

Roza appears in Sniper Elite 4.

JUN

Attaché to a Chinese diplomat turned resistance fighter, Jun's focus and resourcefulness mark her as a survivor. Her Mosin-Nagant rifle has been modified to shoot electrified rounds, which can spread to additional targets.

Jun appears in Zombie Army 4: Dead War.

KARL

Veteran of campaigns across Europe and North Africa, Lieutenant Karl Fairburne lives up to his lethal reputation among allies and enemies alike. When armed with a bolt action M1903 he is lethal from afar, valuing precision over haste.

Karl appears throughout the Sniper Elite series.

MAJOR EAZY

Major Eazy is a laid-back British officer with a total disregard for authority and protocol. Having 'borrowed' a semi-automatic Gewehr 43 from a fallen enemy, he pays little heed to the noise he generates: it doesn't matter if dead men know his position.

Major Eazy appears in Battle comics.

ROZA

Delisle Carbine



4



1



2

You cannot draw more than 5 tokens when shooting.
This means you cannot target a unit more than 5 spaces away.

JUN

Modified Mosin-Nagant



6



2



2

Successful shots also remove defending units matching-adjacent to the target.
For each additional unit removed, add a noise token to your bag instead of an aim or suppression token.

Does Jun need to have line of sight to the additional units she removes?

No. Jun fires special rounds with an electrical arc that jumps from her target to nearby units.

KARL

M1903 Springfield



7



2



1

You may shoot twice instead of moving on your turn.
Any time you shoot, if your target is 2 or fewer spaces away, you must add a noise token to your bag after the shot.

Can this version of Karl use the Tommy Gun or Trench Gun?

Yes. Using those loadout cards replaces one of Karl's shots this turn. Remember that snipers are limited to using 1 loadout card per turn.

MAJOR EAZY

GEWEHR 43



3



3



3

NOISE TOKENS ALSO COUNT AS AIM TOKENS WHEN SHOOTING.
THEY STILL GENERATE NOISE, AND A TOTAL OF 5 OR MORE NOISE AND RECOIL STILL CAUSES A MISFIRE.

MAP BREAKDOWN: HEAVY WATER



Elevated Areas

The cliff tops and the top of the dam along the top and right of the map are elevated spaces. They are only accessible via the indicated paths.



Enclosed Areas

All of the buildings are enclosed single spaces. They can only be entered and exited through the marked doorways.



Water Spaces

Water spaces cannot be moved through, but do not block line of sight.



Difficult Terrain

Each difficult terrain space reduces the maximum move distance of the sniper and the defenders by 1. This means it is only possible for a defender to enter this type of space if they start the movement in an adjacent space, or for the sniper to enter if they start the movement from 2 spaces away.

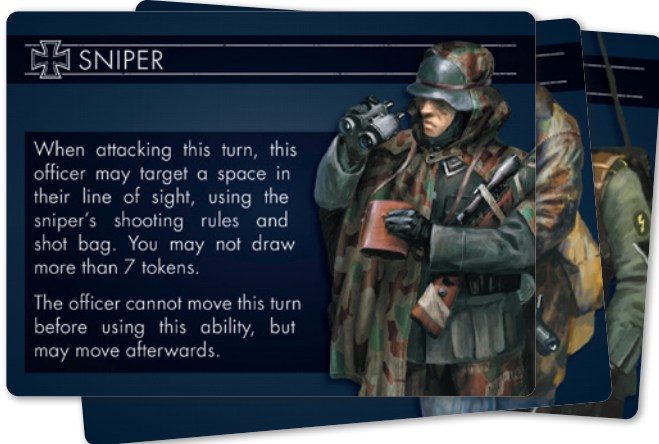
It is only possible to move into 1 difficult space per turn, making the path along the base of the dam slow and treacherous.

Key Loadout

Climbing gear will allow the sniper to swiftly escape a pursuit along the clifftops.

Key Specialist

A counter-sniper in the right location could secure large areas of the board from aggressive play, and a scout could help mitigate the sniper's movement advantage in large open areas.



SOLO RULE: EXPOSED

Places to make yourself invisible are few and far between. At the end of every defender turn (before returning defenders to the board), all defenders in the LKS scan.

SOLO RULE: NEUTRAL ASSIGNMENTS

Assignments in the neutral sector move more than one defender from each squad.





MAP BREAKDOWN: EAGLE'S NEST

UNIQUE ELEMENT: REINFORCED WALLS

The walls within *Eagle's Nest* are heavily fortified, as befits a hideout for the high command. It is not possible to shoot or spot through these walls, though it is possible to hear noise through them. In the solo mode, the scan ability *does* work through these walls (the defenders are listening carefully for movement).

Enclosed Areas

The internal rooms all count as distinct enclosed areas, making this the only map with doorways between different enclosed areas. The marble corridors, the balcony on the left edge, and the servants' corridor along the top/right edge are all open areas.

Unique Line of Sight

If you can draw line of sight to a doorway, you can target the space on the opposite side of that door, but no further. On this map, if there is a doorway in your current space, you can trace line of sight as though you were on the other side of that doorway (peeking through the door). It is possible to shoot through two doorways, but only if you are tracing line of sight from the first door and targeting the space directly on the other side of the second.



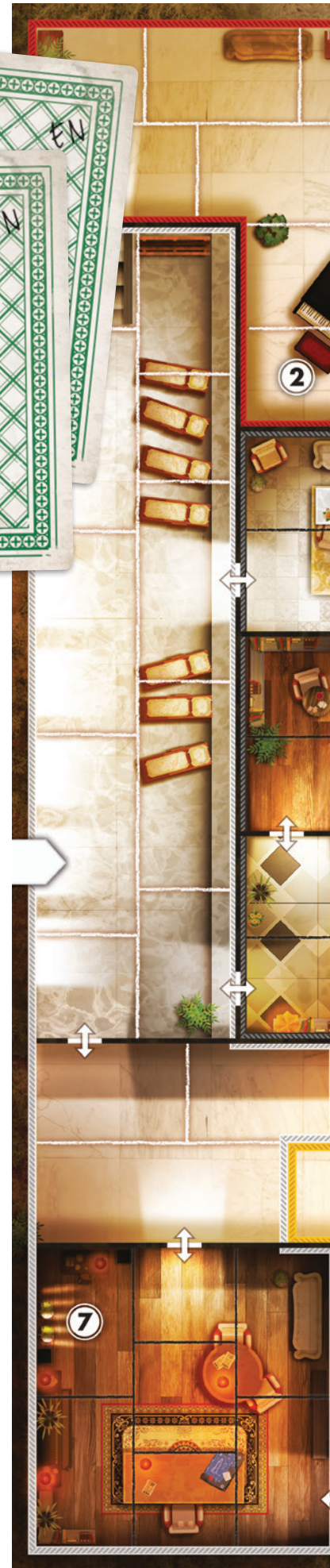
The sniper in this space could target any of the marked spaces.

Key Loadout

Sound masking can get you out of a tight corner when you are surrounded. If the defenders think you have silently slipped past them, a well-timed mine can also upend their plans.

Key Specialist

With more limited bluffing options for the sniper, the Jager can take full advantage of his aggressive flexibility.





Do defenders adjacent to the water space hear a noise?

Yes. You cannot end your turn in a water space, so any adjacent units will hear noise as usual.

KNIFE

Fairbairn-Sykes Fighting Knife



Reveal your position to immediately kill a defender in your current space.

Add an aim token to your shot bag. You may still move and take an action this turn.

REVEAL BEFORE USING

DIVING GEAR

Closed Circuit Rebreather



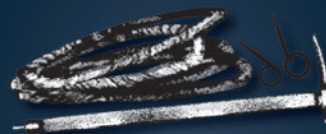
You can move through water spaces this turn.

If using this, you forfeit any non-movement actions this turn. You cannot end your turn in a water space.

REVEAL WHEN THE GAME ENDS

CLIMBING GEAR

Mountain Division Requisition



If you move 1 space this turn, your movement can cross from an elevated to an open space (or vice versa) without using an access point.

You cannot use this if you move 2 or 3 spaces.

REVEAL WHEN THE GAME ENDS

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ADVANCED VARIANT: GHOST SNIPER

For even greater deception, try using the allied snipers with these ghost sniper rules.

During setup, the sniper player must shuffle the allied sniper cards and draw one at random, keeping their card secret from the other players. This is their sniper for this game. The sniper player must load their shot bag out of sight, and keep their token supply hidden from view.

The sniper's identity remains a secret until one of the following happens:

- They use their special ability.
- Their position on the board is revealed for any reason (most likely through drawing 2 or more noise tokens).
- They complete an objective.
- The defenders successfully find them with a spot or attack action.

At that point they reveal their sniper card, and take the relevant miniature from the box, placing it on the board if their position is revealed, or alongside their sniper card if not.

