RULEBOOK

INSIDE

THE
BUNKER

REFERENCE
BOOK

COMPONENTS

19 ITEM CARDS

TRENCH GUN

1	OUTSIDE
3	INSIDE
4	in GUN PLATFORM

RIFLES

10 EVENT CARDS

OUTSIDE • ENCOUNTER •
Roll a DDD die 🎲:
♦ : You meet 3 Infantrymen!
★ : You meet 4 Infantrymen!
Otherwise, nothing happens.

INSIDE:
You hear footsteps. Roll a
DDD die 🎲:
💀 : Red Alert is declared.

RED ALERT • ENCOUNTER •
6 Paratroopers come down on
you! You can't Evade.

ITEM:
*Double the Power
of all weapons
for all players
for 1 combat.*

1 OPTIONAL RULE CARD

FOLLOW YOUR NOSE

To determine your
Secondary Objective,
roll 2d6 at the start of
the game and add them
together.

If you roll 11 or 12, the
result counts as 1.

7 SPECIAL OPERATIVE CARDS

SPECIAL OPERATIVE

ROYAL MARINE

Lt. Roderick Frappier
1st Special Service Brigade,
No. 45 (Royal Marine) Commando

+1 HEALTH
when you
decline to
draw for
an Item
(including 🗡).

YOUR POWER CAN NEVER
EXCEED 4!

1 BUNKER COMMANDER CARD

BUNKER COMMANDER

KANONIER

Each player
entering the
Gun Platform
rolls 6 DDD DICE!

| +1 | UNTIL THE END OF TURN FOR EACH ⚙ |
| -1 HEALTH | FOR EACH 💀 |

5 SCENARIO CARDS

PITCH BLACK
(1-4)
Start: Drop Zone
Starting Weapons (1 per player):
BAR1918, Johnson M1941 Rifle,
Auto-5 Shotgun, Trench Gun.
Play: Only the Locos on which players
are standing are visible: all others are
face-down. Players must commit to
move before revealing previously
explored, face down Locations.

Objectives: Get Explosives, sabotage
the Guns (this declares Red Alert). On
Red Alert, resolve extra Event on any
Location #6 to capture
scientist (take Prisoner of
War card). End turn on
any Drop Zone to win.

D-DAY DICE BONUS CARDS

8 SPECIALIST CARDS

PARATROOPER

Sacrifice to
gain a
Reinforcements
RWB.

1 GERMAN SPECIALIST CARD

FALLSCHIRMJÄGER

Sacrifice to
prevent the
loss of
up to 6 👣.

2 AWARDS

JUMP WINGS

*All Units can rally a
Paratrooper and a
Pathfinder for free
(if available)
OR
All Units may Advance
once without spending
Courage.*

1 REGULAR ITEM CARD

⚙ 15

PARACHUTE FLARE

+2d6 👤

1

"Inside the Bunker" simulates the conquest of the Bunker from any D-Day Dice Battle Map by using the Inside Locations of Airborne In Your Pocket. Or, if you prefer, it allows players to play a game of AIYP as the climax of their game of DDD. You'll need the components from both games to enjoy this expansion to its full extent (although it contains components that can be added to both games independently from each other).

All the cards from this expansion can be recognized by this symbol:

HOW IT WORKS

Inside the Bunker is compatible with all *D-Day Dice* Battle Maps. Play your game of *D-Day Dice* normally until a Unit conquers the Bunker. When this happens, place the Unit's figurine on the Entrance Location and start the corresponding *AIYP* Scenario. For Battle Maps with a single Bunker to conquer, use the "Final Bunker" Scenario. For Maps with a mid-way Bunker (like Mare Fontaine Battery, Pegasus Bridge or the solo version of N-04: Gold Beach), first use the "Mid-Bunker" Scenario and then finish with the "Final Bunker" Scenario. Bunker Scenarios are described on pp. 20-23.

Specific *D-Day Dice* compatibility rules:

- Inside the Bunker is not compatible with Battle Map *N-04: Gold Beach* (multiplayer) or with the *Atlantikwall* module (although a bonus card for that module is included here).
- When playing on Battle Map *N-07: Château de Vaumicel*, don't play any Mid-Bunker Scenarios on Bunkers 1 and 2. Just use the Final Bunker Scenario on Bunker 3.
- Always use *AIYP* Scenario Rules when playing (2 face-down cards at the start of every hour).

Note about the dice:

In these rules, we refer to 2 types of dice:

- Normal dice (or d6) are regular, six-sided dice that generate a number from 1 to 6.
- DDD Dice are the unique specialty dice from *D-Day Dice*, that generate results like Skull, Star, 1 Soldier, 2 Soldiers, Courage and Tool.

Since this is a cooperative game, if a player dies, the game is lost for everyone, in both games (*DDD & AIYP*)!

EVENTS

This expansion comes with a set of Events (the "Airborne" Set) that can be used in any game of AIYP. These Events use dice (regular d6 and special ones from *D-Day Dice*). Here are some clarifications for a few of them:

2 `Outside`

> You re-open an old wound, roll 3 DDD dice 💀💀💀 : Each 💀 : -1 Health.

Every 💀 you obtain on the 3 DDD dice makes you lose 1 Health. If you lose only 1, this counts as a "-1 Health Event" (and can trigger effects like the *D-IX Drug*). If you lose more, it counts as a "-X Health" Event.

3 `Inside`

> 🎲 1d6 SS Soldiers trade bullets with you!

Roll 1d6 to determine how many SS Soldiers you face (1 to 6).

4 `Inside`

> 3 Infantrymen with Bayonets steal a random weapon from you (not your Starting Weapon) and add its Power against you, a Paratrooper. Retrieve it after combat if still usable, but lose it if you Evade.

These Infantrymen will try to use one of your weapons at random (your Starting Weapon[s] don't count). If you have none, treat this as a regular Encounter. If you have one, add its Power to the Infantrymen's number. You (and all players)

count as Paratroopers for weapon bonuses/penalties. All weapons that "kill all enemies in one combat" raise the enemies to 9 (regardless of their real number).

If the weapon used against you has a limited number of uses, the Infantrymen will spend 1 use. If there are any uses left after that, you may retrieve the weapon after combat.

If you Evade, you cannot retrieve the weapon the Infantrymen stole from you.

Items that kill enemies but are not considered weapons cannot be stolen by these Infantrymen.

7️⃣ Outside

For each road on your Location, roll 1 DDD die 🎲:

Each 👤: 1 Infantryman attacks!

Count the number of road segments on your Location (1 to 4) and roll an equal number of DDD dice. Then, count the total number of Soldiers you have rolled (👥 counts as 2). If, for any reason, you read this Event while standing in an Inside Location, count the number of doors instead.

7 **Inside**

You notice an open closet. To search it, roll a DDD die 🎲:

🔧: find the **Item** printed on this card

💀: Booby Trap, **-1 Health**

🎖: find a **Distinguished Conduct Medal**

The printed Item is the *PPSh-41 Submachine Gun*.

If you roll any other results on your DDD die, you find nothing.

8 **Red Alert**

MACHINE GUN FIRE! Roll 1d6 🎲: If you roll OVER your current Health, you are **Wounded** (carry 1 less Item).

If you roll exactly your current Health, you are safe.

If you have 6 Health, there is no need to roll a die.

ITEMS

AMMO BOX

Double the Power of all weapons for all players for 1 combat.

1
USE

A lot of ammo goes a very long way! This Item doubles the base Power of all weapons and works much like *Ammunition* but for all players, wherever they are. If there are any other modifiers (like bonuses from Special Ops or Locations), those are added after the multiplying effect of the *Ammo Box*. The doubling can also be applied to Grenades, but not to equipment that gives bonuses (like the *Silencer* or the *Scope*). The *Ammo Box* does not affect weapons that have a Power value of "X" (weapons that kill all enemies in 1 combat).

AUTO-5 SHOTGUN **2**

4 when you can't Evade

The Power increase of this weapon happens whenever you are prevented from Evading (either because of the Location text, the Event, or any other game effect).

The Browning Automatic 5 Shotgun (or simply the Auto-5) is a recoil-operated shotgun designed in 1898 by John Browning and patented in 1900. It was the first mass-produced semi-automatic shotgun in the world, and saw military service worldwide from World War I to the Vietnam War. This highly popular gun was produced continually for almost 100 years, until 1998.

BAR M1918 `4` JAMS ON BLUE EVENTS

The *Browning Automatic Rifle (BAR)* is a powerful but fragile American light machine gun. It is Power 0 during Encounters printed on Blue Events.

DISTINGUISHED CONDUCT MEDAL

Lose 1 Health and return the Event you just resolved on top of your deck, to be drawn again.

1 USE

This does not work on Event cards drawn for other reasons (like drawing an Item or Resting). You must have resolved the Event. Once it is placed back on top of your Event deck, that card can be drawn for an Item, discarded or resolved normally.

> *The "DCM" was introduced in 1854 to reward Warrant Officers, Non-Commissioned Officers and regular men for "distinguished, gallant and good conduct on the field". For non-officers, this was the highest award after the famed Victoria Cross, and the equivalent of the officers' Distinguished Service Order. It was discontinued in 1993.*

EMERGENCY RATION

Gain up to 4 Health **OR** Gain up to 2 Health on Red Alert.

1 USE

> *Originally designed as Naval Liferaft rations and made in Montreal, Canada, this tin was later issued to all branches of the Canadian Forces. As the label says, this concentrated food should be eaten slowly.*

FLASH GRENADE

+1 on **GREEN EVENTS**

+2 on **RED EVENTS**

X on **BLUE EVENTS**

1 USE

This rather unique grenade's effectiveness depends on various factors like ventilation and wind direction. It is most effective on Blue Events, which are usually populated by Infantrymen.

> The BK-2H Blendkörper ("Blinding Devices") were introduced in 1943 as an anti-tank weapon. This model consisted of a small glass bottle containing a smaller vial, both filled with chemical solutions. When the chemicals mixed, it created a spontaneous volatile reaction that could incapacitate the crew inside an armored vehicle. More than 5 million BK-2H were produced and almost all were used on the battlefield.

GEWEHR 43
SEMI-AUTOMATIC RIFLE Roll 1d6 for Power:

1-3 : **2**

4-6 : **3**

You must roll a d6 to determine the Power of this weapon for each Encounter. If you resolve extra Events, you must roll for each Event.

> The Gewehr 43 is an upgraded version of Mauser's Gewehr 41, incorporating the gas mechanism of the Soviet SVT-40 Semi-Automatic Rifle, many of which were captured on the Eastern Front as Germany invaded the Soviet Union.

GEWEHR 98 RIFLE

2 Outside
1 Vehicle Locations

This rifle is a very reliable weapon against infantry, but its long barrel can be inconvenient when trying to avoid returning fire from vehicles. Vehicle Locations are clearly identified in the Reference Book.

The Gewehr 98 is a bolt-action Mauser rifle that was the standard weapon for the German army from 1898 to 1935 (when it was replaced by the shorter Kar98k Rifle). The design of this weapon influenced many other military rifles of its era, such as the Springfield M1903 and the M1917 Enfield.

JOHNSON M1941 RIFLE

2
3 vs. 5+ enemies

This weapon's Power is determined by the number of enemies you face: against 4 or less enemies, it has a Power of 2. But when facing 5 or more enemies, it becomes Power 3.

Designed by Melvin Johnson, the M1941 Johnson Rifle was the main competition for the M1 Carbine in the US Army. By all accounts, this weapon performed well in combat, and had some advantages over the M1, mainly its larger magazine capacity and lower recoil, but in the end, the Army chose the M1 Carbine.

KNUCKLE KNIFE   Roll 1d6 🎲 for Power:

1-2 :	**0**
3-4 :	**1**
4-6 :	**2**

FREE ITEM

Every time you use this Starting Weapon, you must roll 1d6 to determine what the *Knuckle Knife's* Power will be: if the result of your roll is 1 or 2, the Power is 0; if you roll 3 or 4, the Power is 1, and if the result is 5 or 6, the Power is 3. You cannot change weapons in the middle of a fight if you do not like the die result: if you decide to use the *Knuckle Knife* and roll the die, you are stuck with the result. As a Starting Weapon, this counts a Free Item (see the *AIYP* rulebook, p.10).

LUGER PARABELLUM
PISTOL

2 Outside
1 Inside

Georg Luger's Parabellum-Pistole 1908 was the standard sidearm of the Army of the German Empire (Deutsches Reichsheer) during World War I. Designed in 1898 and produced until 1942, it remained very much in service for the remainder of World War II (although officially replaced by the Walther P38). This sleek weapon was a very sought-after item among soldiers (on both sides of the conflict). While not very powerful, its accuracy is exceptional. Its name comes from the Roman adage: Si vis pacem, para bellum ("if you want peace, prepare for war").

M1A1 FLAME-THROWER **5**

Roll 1d6:

1-3 : Lose 1 Health
4-6 : Lose 2 Health

You must roll a die to determine how much Health you lose for every Encounter. Once you have rolled, you cannot switch weapons (but you can switch between resolving Events).

The M1 Flame-Thrower was introduced in 1941 to soldiers in training camps, and then in 1942 the US troops in the Pacific theater (where it saw more service than in Europe). The M1A1 was quickly developed to take advantage of the recent invention of napalm. 150 M1A1 Flame-Throwers were fielded on D-Day, of which about 100 were later recovered on the beaches, as they were abandoned by their encumbered users.

M3 "GREASE GUN" SUBMACHINE GUN **3**

4 on **GREEN EVENTS**

This weapon is Power 0 during the few Encounters printed on Green Events.

Nicknamed "Grease Gun" by soldiers because of its resemblance to the mechanic's tool, the M3 Submachine Gun entered service in December 1942 as the replacement for the Thompson Submachine Gun. It was originally designed as a disposable small arm, to be used and discarded once it became inoperative. However, in 1944, a shortage of new M3 weapons forced U.S. Army Ordnance workshops to order replacement parts to keep existing weapons operational.

MEDICAL BOX

Gain up to 1d6 🎲 Health. **1** USE

This Rotes Kreuz (German Red Cross) box contains enough bandages and medicine to fix just about anything. When you use it roll 1d6 🎲 to determine the amount of Health you can gain.

Important note: You can only use this Item before resolving an Event or after resolving it (not in the middle of resolving it). So you can't use the *Medical Box* to prevent yourself from reaching 0 Health. However, you may use it between 2 Events if you have to resolve an extra Event.

PPSH-41 SUBMACHINE GUN   **3**

You may Evade from SS Soldiers without damage.

As long as you have this weapon in your inventory, you do not suffer any damage when Evading SS Soldiers. Note that this does not allow you to Evade SS Soldiers if Evading is forbidden.

Georgi Shpagin's Pistolet-Pulemyot Shpagina, model 1941, became a firm favorite of enemy SS Troops because of its large capacity drum magazine and its reliability. Over 6 million were produced by the Soviet Union during the War. So many PPSh-41s were captured that it became the second-most-common submachine gun used by German forces. The Wehrmacht officially adopted the converted PPSh-41 as the MP41(r). It is still used today by various irregular military forces.

PRISONER OF WAR -1

You are Power -1.

FREE ITEM

While considered an "Item" for game purposes, this is actually a living, breathing prisoner that will hinder your mission, as you need to keep him under surveillance. The *Prisoner of War* is a Free Item with a permanent effect that can't be lost or dropped. He can be traded with another player standing on the same Location.

> *The man depicted on this card is German Doctor Karl Gebhardt, Consulting Surgeon to the Waffen-SS and personal physician to Heinrich Himmler himself. Gebhardt is blamed for letting Reinhard Heydrich die because he refused to give him antibiotics. To salvage his reputation, he then proceeded to do cruel medical experimentation on prisoners of Auschwitz and Ravensbrück to prove antibiotics were ineffective. He was tried in Nuremberg (during the Doctors Trial, from December 1946 to August 1947), where he was found guilty of war crimes and crimes against humanity. Sentenced to death, he was hanged on June 2nd, 1948.*

PZB 39
ANTI-TANK RIFLE 5 JAMS ON BLUE EVENTS

Roll a DDD die when used: If you roll 💀, lose 2 Health and discard weapon after combat.

Every time you use this weapon, roll a DDD die. If you obtain a 💀, the rifle misfires: you lose 2 Health and the weapon is destroyed after the fight (it still has Power 5 for that combat). Any other result means the PzB 39 functions normally.

TRENCH GUN

1 Outside
3 Inside
4 on Gun Platform

During World War I, the Winchester M1897 Shotgun was extremely effective for close combat, to the point that troops referred to it as a "trench sweeper" (or "trench gun"). It was so devastating, and feared, that the German government of the time protested (in vain) to have it outlawed in combat. In close quarters, like in the Gun Platform, the Trench Gun is unforgiving.

WALTHER P38 PISTOL

1 Outside
2 Inside

The standard sidearm of the whole German Armed Forces, it was designed as a replacement for the more costly to produce Luger Parabellum-Pistole 1908. The Walther P38 introduced many features that would influence pistol designs for the next 50 years, and is considered one of the best pistols of World War II for both its accuracy and ease of use.

NEW SPECIAL OPERATIVES

The FLAME GUNNER

Sergeant Luke Chamberlain, 29th Infantry Division, 116th Regimental Combat Team, (Charlie Company). [USA]

A veteran of Omaha Beach, Chamberlain loves fire above all else, and has the scars to prove it! He starts the game with an *M1A1 Flame-Thrower*, a powerful if unreliable weapon.

The GAMBLER

Private First Class Bret Garner, 2nd Ranger Battalion, Dog Company. [USA]

This card shark enrolled in 1941 to avenge his brother's death at Pearl Harbor. On the battlefield or at the table playing cards, Garner enjoys taking risks. At the start of each turn, roll a DDD die 🎲 to determine what happens to him:

- 💀 : He gets shot at while spying: Lose 1 Health.

- ⭐ : He gets cocky: Enemies are +2 against you this turn.

- 🧍 : He takes a sip from his hip flask: Gains up to 1 Health.

- 🧍🧍 : He finds some iron rations: Gain up to 2 Health.

- ♟ : He attracts too much attention: You can't Evade this turn, even if an Event or a Location forces you to.

- 🔧 : An opportunity to steal something presents itself: You may lose 1 Health to gain the Item printed at the bottom of the Events you resolve this turn.

16

The LUCKY BASTARD

Corporal Elliott Murphy, 3rd Canadian Division, Winnipeg Rifles (D Company). [Canada]

Since he was a little boy in his Prairie home, Murphy has been blessed by the luck of the Irish. He is considered to be his company's lucky charm: Murphy's weapons <u>never</u> jam, whether the jam is due to the weapon itself, an Event or any other game effect.

His only bad luck in life is a frail health, that comes from his Canadian mother: Murphy receives 1 less Health from Health-giving Items (whether they are his or his comrades'). Only Items that specifically give Health to him are affected by this limitation. All other sources of Health (Resting, Locations, Events) work normally for Murphy.

The PERFECTIONIST

Dominik Kasperski, 1st Independent Polish Parachute Brigade [Poland]

A well-respected painter before the Nazis invaded his country, Kasperski fled to join the exiled Polish forces in England, where he meticulously learned how to be a good paratrooper. When the conditions are favorable, this clever man will always be at an advantage: he is Power +2 when standing on any Location with 2 or less Roads/Doors (like Locations #1, #2 or #10).

However, Kasperski's extreme caution will often cost him precious time: when Evading, instead of losing 1 Health as German soldiers fire upon him, he completely avoids enemy fire, but discards 1 Event without resolving it.

The ROYAL MARINE

Lieutenant Roderick Frappier, 1st Special Service Brigade, No.45 (Royal Marine) Commando. [UK]

This scout loves to travel light: every time he is offered the possibility to draw for an Item and he chooses not to, he gains 1 Health. This includes all Events, Encounters with Pouches, Locations and other game effects. When an Event, reward or situation offers a specific Item, not picking it up does not give the Health bonus for Frappier: he must specifically be offered the opportunity to draw a card for an Item.

Although a master of reconnaissance, Frappier is a poor marksman: regardless of the weapon he uses, his Power can never exceed 4 (even if he uses a Grenade). This includes weapons that kill all enemies in one combat (which are worth Power 4 if used by him). Equipment or the *Gasoline+Bomb* combo work normally, however.

The SABOTEUR

Caporal Martin Forgues, No. 4 Commando, 1er Bataillon de Fusiliers Marins, Troop 8. [Free France]

Forgues never accepted the French Army's defeat at the hands of the Germans. After killing the Gestapo officer sent to arrest him, he crossed the Channel at night to join the Free French Forces in England. There, after vigorous training, he joined the "Kieffer Commandos". Once an army engineer, Forgues has become a demolition expert: he always has the option to lose 2 Health to permanently remove the special text of the Location he is standing on. This must be done during Phase 4, before resolving an Event, or at the start of Phase 7, before end-of-turn effects happen. Use a token (like the green ones from *D-Day Dice*) as a reminder. Negated Locations keep their name (for Secondary Objectives and such) and characteristics (Outside, Inside, Vehicle, their number of roads/doors, etc). The Saboteur cannot remove the text of the Ammo Dump or the Gun Platform.

As an engineer, Forgues knows the dangers of firing near live ordnance: he is Power -2 on the Gun Platform.

The TAG TEAM

Cpl. James Hébert, 1st Canadian Parachute Battalion (B Company) & Sgt. Jacob Cassens, 82nd Airborne, 505th PIR, 2nd Battalion, Dog Company [Canada/USA]

The 2 paratroopers landed far from their respective units but near each other. They have quickly bonded and joined forces, determined to fight the enemy until the end! When the Tag Team is your Special Op, you play these 2 soldiers who fight as 1. Your Maximum Health is 4 per soldier, for a total of 8. If you are Wounded, one of your soldiers is incapacitated and your Max Health drops to 4. If you are healed later on, your Max Health returns to 8.

When Evading, you must lose 1 Health per soldier (so 2 Health when both are active, only 1 Health when you are Wounded). Being a team also has its advantages: your total Power (after all modifiers and bonuses) is doubled on all Ammo Dump and Gun Platform Locations.

The Tag Team starts the game with a *Flare* (and cannot obtain another one if it places all its Outside Locations).

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Important Note: These new Special Operatives are included for use with the "Inside the Bunker" Scenarios but can be also be used in any regular Advanced game of AIYP.

NEW BUNKER COMMANDER

Although Bunker Commanders are not compatible with Scenarios, this one is designed to be used with the "Inside the Bunker" Scenarios, along with normal Basic and Advanced games.

THE KANONIER

Major Klaus Herzog, 716.Infanterie-Division, Infanterie-Regiment 736, 2.Battalion, 7.Kompanie

Herzog always had a soft spot for artillery, as he was an artilleryman during World War I. Now the commander of an important part of the Atlantikwall, Herzog has posted extra guards around all his guns. For each player entering a Gun Platform (even when Evading), roll 6 DDD dice: that player loses 1 Health for each 💀 rolled and gains +1 Power until the end of the turn for each 🎖 rolled.

SCENARIOS

FINAL BUNKER   For 1-4 players

The hard-fought battle to get to the Bunker was just the beginning! Now that you are at the Bunker's door, bullets are flying everywhere. Those damn guns will fire until they run out of ammo! You decide to leave your troops outside to secure the area while you take matters into your own hands. You enter the concrete fortification by yourself...

Setup
You will only use Inside Locations. Use 1 set per player (following normal AIYP rules, removing Gun Platforms, Locations #1 & #11 according to the number of players) and shuffle them into one pile. Place one *Bunker Door* in play, to which you connect an *Entrance*. You start on the *Entrance*.

When a Unit conquers the Bunker (it has to survive with at least 1 Soldier, as per *DDD* victory rules), place its Unit marker or an *AIYP* figurine of the corresponding color on the *Entrance* the following turn. Units must pick a Special Operative from the same country they played in *DDD* (the flags must match). SHAEF players can pick the Tag Team (included in this expansion) or the Mixed Unit from the base game.

Special Ops that come with their own Starting Weapons cannot be picked for this Scenario (except the Flame-Gunner, see below).

It is possible a Unit will start the *AIYP* Scenario while others are still on the *DDD* Battle Map. This means it will play this Scenario at the same time the

others are playing *DDD* (they must all play their turns simultaneously, even though a *DDD* turn takes longer to play than an *AIYP* one). Whenever a *DDD* Unit conquers the Bunker, it is "transported" to the *Entrance* the following turn.

The starting Health for each Unit is the number of Specialists they had when they conquered the Bunker (to a maximum of 9). Those Specialists are still placed on the Bunker to reduce its DEF value for the other Units (as per normal *DDD* rules).

For the Starting Weapon of Units, place all your *AIYP* weapons cards in separate piles, one for each category, face-down (you can include cards from any set, or a selection, as long as you have enough weapons for everyone and at least 1 per category). Players will randomly draw one card from a pile determined by the amount of Courage they had left after conquering the Bunker:

1 Courage left: Hand-to-Hand

2 Courage left: Handguns

3 Courage left: Rifles

4 Courage left :Bombs

5 Courage left or more: Machine Guns

Players who have no Courage left won't have a Starting Weapon (but can pick up Items normally). Starting Weapons are Free Items that cannot be lost, although some will have a limited number of uses (once these are out of uses, their player has no more Starting Weapon).

Objectives

The Unit(s) must sabotage the Guns (no need for *Explosives*), and must resolve an extra Event in all Locations #9 to neutralize the Bunker's communications. Sabotaging the last Gun Platform will declare Red Alert. All Units must then exit the Bunker <u>at the same time</u> and end their turn on the *Bunker Door* to win. This Scenario starts at 0800, so players only have 2 HOURS to win.

If a Unit enters the Bunker while other Units are already inside sabotaging the Guns, it can join them or wait on the *Entrance*, resolving Events until all Units can exit together.

Flame-Thrower

During the *DDD* game, if a Unit conquers the Bunker with a *Flame-Thrower*, it can play the Flame-Gunner Special Op (renouncing any other Starting Weapons), regardless of its Country.

Playing this Scenario as a stand-alone mission (AIYP-only)

Play as any Special Op. If your Special Op doesn't already have one, roll 1d6 to determine your Starting Weapon from the table above (6 means no Starting Weapon), and roll 1d6+3 for your starting Health (unless your Special Op has a predetermined Health). Play the game using Scenario Rules.

MID BUNKER

For 1-4 players

While the battle rages on the beach, you spot a machine gun bunker that needs to be silenced. Stealthily, and without telling your comrades, you approach the concrete fortification and rush into it head first, guns a-blazin'…

Setup

Setup is the same as the Final Bunker Scenario. Use 1 set per player. The only difference is that you must shuffle 1 *Entrance* into the pile of Inside Locations: this will be the Bunker's exit. To enter the Mid-Bunker, your Unit must fulfill all normal Sector requirements (unless it can ignore them with a Battle Cry or other game effects).

Objectives

The Unit(s) must sabotage the Guns (no need for *Explosives*), and must resolve an extra Event in any one Location #9, not in all of them like in the Final Bunker Scenario. Sabotaging the last Gun will declare Red Alert. All Units must then leave the Bunker through the exit (the second *Entrance* that was shuffled with the Inside Locations). When that exit is placed, connect a second *Bunker Door* to it. Players must end their turn on this second *Bunker Door* to win (this Location is not considered "previously explored", so Evading from the *Entrance* to the *Bunker Door* is not allowed).

This Scenario starts at 0800 (so players only have 2 HOURS to win).

Returning to the Battle Map

Once players end their turn on the second *Bunker Door*, they stop playing *AIYP* and return to the *D-Day Dice* Battle Map, in a never-before visited Sector adjacent

to the Bunker they just left. This can lead to a free Advance. Units keep the *DDD* resources they had just after conquering the Bunker, and gain the following bonuses based on how they finished this *AIYP* Scenario:

- For every Health point the Units had left, they gain 1 bonus Soldier. On Maps with "A Few Good Men" rules, they gain 1 Soldier for every 2 Health they have.

- For every Item the Units had in their possession (not counting their Starting Weapon), they gain 1 Star.

- For every Event they had left in their deck, they gain 1 Courage.

If a player finishes this Scenario with any kind of *Flame-Thrower*, and that weapon still has at least 1 use left (if applicable), they may carry it over to the Battle Map: that Unit immediately finds a *Flame-Thrower* for free (if still available). The Flame-Gunner's starting weapon cannot be carried over like this.

Entering a Bunker already sabotaged
Once sabotaged, a Bunker remains on Red Alert. Units entering it won't have to sabotage the Guns, but will still have to reach the exit while on Red Alert.

Playing this Scenario as a stand-alone mission (AIYP-only)
Play as any Special Op. If your Special Op doesn't already have one, roll 1d6 to determine your Starting Weapon from the table above (6 means no Starting Weapon), and roll 1d6 for you starting Health (unless your Special Op has a predefined Health). Play the game using Scenario Rules

BONUS AIYP SCENARIOS

These Scenarios do not require *D-Day Dice* components and are included here to add content to *Airborne In Your Pocket*.

UTAH BEACH: THE FORTIFIED BUNKER   For 1 player only

You are a Private 1st Class in the US 4th Infantry Division, under the command of Brigadier General Theodore Roosevelt, Jr. Your division has landed more than a mile away from its objective. You are sent on a recon patrol to the Uncle Red Sector, where you find a heavily defended bunker that contains a radar station. Your mission: get inside, sabotage the radar and return to Gen. Roosevelt!

You start on the Bunker Door with your *Browning Auto-5 Shotgun*. Place 2 tokens on the Entrance. These represent the *additional* Events you need to resolve to move inside.

To move on the Entrance, resolve an Event as usual. Then, resolve 1 extra Event per token (to remove them). You are not allowed to Rest between these Events, but you can Evade combat (to the Bunker Door) or use Items (like Health-giving ones). For each extra Event that you don't Evade, remove 1 token. If you Evade, you can return to the Entrance and resolve extra Events on the tokens left.

Once the Entrance is clear, put 3 tokens on the Bunker Door. These will be extra Events you'll need to resolve to move Outside when leaving.

Inside, your mission is to resolve an extra Event in Location #9 to disable the radar (no need to sabotage the Guns). This will declare Red Alert. Then, you must leave the Bunker. To move outside, resolve extra Events on the Bunker Door to get rid of the 3 tokens.

You must end your turn on the Drop Zone to win.

Note: If you happen on an Event that requires you to "resolve another card", you need to resolve the following Event to get rid of a token.

When you try to leave, you are allowed to Evade combat from the Entrance into the Bunker Door. Once there, immediately resolve extra Events to get rid of the Bunker Door tokens (no Resting allowed until you either clear the tokens or Evade back to the Entrance – you are not allowed to Evade past the Bunker Door as long as there are tokens on it).

SIEGRIED LINE: HELL BUNKER

For 1-4 players

October 29th, 1944. You are hotheaded Privates in the US 3rd Infantry Division, advancing deep in German territory. While scouting the area, your patrol encountered a Type 10 Limes Bunker, near Düren. Not wanting to wait for reinforcements, you decide to clean up the fortification by yourselves…

Start on the Drop Zone, armed with a *Johnson M1941 Rifle*. You need to find some *Explosives* to blow up this damn thing!

The place is swarming with Germans: when you move onto an Inside Location, for each Encounter, add the number of doors of that Location to the total number of enemies present. For example, any encounter in Location #11 would have +1 enemy (since the room has only 1 door).

You must sabotage the Guns (which will start a Red Alert) and end your turn on any Drop Zone to win.

> *The Siegfried Line was a defense system stretching approximately 630 km, with more than 18,000 bunkers, tunnels and tank traps. It went from Kleve (on the Dutch border), along the western border of the old German Empire and as far as the town of Weil am Rhein on the Swiss border. Built more for propaganda than strategy, Adolf Hitler planned the line in 1936 and had it built between 1938 and 1940. The Germans themselves called this defense system the Westwall, but the Allies renamed it after the First World War's Siegfried Line.*

PITCH BLACK   For 1-4 players

In the middle of the night, your small group of lost troopers from Dog Company, 2nd Battalion, 507th PIR, has come upon a small Norman farm. There, the owners told you of a cruel SS officer suspected of war crimes, stationed nearby. The farmer's daughter, a member of the Résistance, guides you to the area where that monster was last seen. Power lines have been sabotaged by Résistants, and clouds obscure the moon. Your group splits up, to cover more ground…
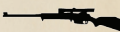
Special rule: Pitch Black
To simulate darkness, whenever a player leaves a Location, turn that Location face-down. Only Locations where players are standing are revealed for all to see. When

moving on previously explored Locations, players are only allowed to reveal those Locations once they commit to moving on them (no peeking!). All normal rules for moving apply. In big Bunkers, this will test the players' memory. If a player commits to moving to a Location that is not legally connected once revealed, that player's movement is cancelled for the turn (the player can't move but must still resolve an Event).

Setup & Objectives

Start on your respective Drop Zones. Starting Weapons are as follows (no two players can pick the same):

- **BAR M1918** **4** **JAMS ON BLUE EVENTS**

- **JOHNSON M1941 RIFLE** **2**
  3 vs. 5+ enemies

- **M3 "GREASE GUN" SUBMACHINE GUN** **3**
  4 on **GREEN EVENTS**

- **TRENCH GUN** **1** Outside
  3 Inside
  4 on Gun Platform

Your mission is to find the *Explosives* and enter the Bunker. The SS criminal has ordered the guns to fire on a nearby village, so you must first silence them: sabotage all the Guns, and the last one will declare Red Alert. Once this is done, you must apprehend the criminal on any Location #6 (resolve an extra Event there to capture him). Remember that this happens

on Red Alert. The player who captures the SS must take the *Prisoner of War* Item card to bring him back to Allied authorities. This prisoner cannot be dropped but can be traded between players.

Players must end their turn on any Drop Zone to win.

Note: If more than 1 player is present on Location #6 when the SS criminal is captured, they must agree on who will carry the *Prisoner of War* (and suffer his penalty).

NEW D-DAY DICE CARDS

Inside the Bunker also includes some airborne-themed bonus cards for *D-Day Dice* players, that can be added to any regular game.

- The Paratrooper Specialist comes in 8 different varieties, depending on each player's country. It can be added to any game, and replaces the Paratrooper included in *D-Day Dice: War Stories*.
- The Jump Wings and Glider Badge Awards are added to the Awards deck.
- The Parachute Flare is added to the Regular Items.
- The Fallschirmjäger is a German Specialist for use with *D-Day Dice: Atlantikwall*. Just add it to the German Player's pool.

D-DAY DICE VICTORY POINTS

If you play with Victory Points, winning an AIYP Scenario adds 25 VP to your total, +2 VP for each card left in your Event deck. This is for each "Inside the Bunker" Scenario, so in Battle Maps with 2 Bunkers to conquer, you can gain 50+ VP.

AIRBORNE

IN YOUR POCKET

D·DAY DICE

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