



KESSEL'S RUN

EPISODE ONE

THE RACE (STANDARD RULES)

The whole world is talking about the defection of the East German agent Oleg Kessel.

He left his hometown in the dead of night, and travelled with help to a remote part of the border with the west. By all accounts he and his accomplices were spotted by a border patrol, and although his allies were killed, he himself escaped. Once in the west, however, he seems to have vanished – most probably fearing being captured and returned for trial and execution.

It's been a week, and now he could be anywhere. The greatest spy story of the age is slowly dying down, but your organisation has received a tip off as to his location. Time is short, as it's likely that others have the same information. You gather together a small team and make haste to the place you were told he was in hiding. All seems quiet, but you sense he's here all right...

SPECIAL RULES

- You must roll 5+ on 1D6 to take any objective token.
- Once you have a token, and the maguffin has not been found roll 1D6. On the roll of 6 take the maguffin (which represents Kessel). You can claim the VP for the maguffin if you get it/him off the table by your own table edge.



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EPISODE TWO

THE HIT (STANDARD RULES)
WINNER OF EPISODE ONE

Oleg Kessel is in your hands and it takes all your persuasive skills to get him to talk to you.

Eventually he comes to realise that giving you what he has is his best chance to make a new life in the west. He describes to you in great detail his work on new micro-electronic circuitry, and soon you realise he has brought both plans and actual prototypes over with him. These have been stashed in a secret location, but he is willing to take you to them.

Your previous skirmish is now well known to many factions, and you can't take any chances. You take Kessel and a small team and head off to find his stashed plans and equipment. It's a needle in a haystack so you're reliant on Kessel to show you exactly where you left them.

SPECIAL RULES

- You must roll 5+ on 1D6 to take any objective token.
- As you won the previous episode you can choose any one act one or act two countdown card and keep it. You can play it at any relevant point in the episode.



KESSEL'S RUN

EPISODE TWO

THE HIT (STANDARD RULES) LOSER OF EPISODE ONE

Oleg Kessel is in the hands of the opposition, and even now they are likely to be interrogating him.

However, you have received a lucky intelligence break. One of your operatives over the Iron Curtain has informed you of the work Kessel was engaged upon, and that he has defected with both plans and prototypes for his micro circuits. One of these circuits contains a secret homing device unknown to Kessel, and with the frequency you should be able to home in on it's general location.

You arrive and are about to begin searching for the stashed plans and circuits when you see the opposition arrive with Kessel, presumably to grab the same thing. Your mission is to get the secrets and kill the defector – with the actual material in hand he's no use to you, and you can prevent your enemies making use of him.

SPECIAL RULES

- You must roll 5+ on 1D6 to take any objective token.



KESSEL'S RUN

EPISODE THREE

THE STEAL (DIRECTOR'S CUT RULES)
WINNER OF EPISODE TWO

Kessel's micro circuits are in a more advanced state than you had imagined – in fact they are contained in a working prototype.

You need to get this back to your headquarters and retro-engineer it. The technological breakthrough this could give you could be incalculable. Your radio reinforcements then begin to make your way back to base once you have met up with them.

While you are en-route you receive a coded message diverting you a short way off to pick up some specialised technical equipment which will enable your scientists to analyse these circuits more easily. These have been left at a specified location, and you're about to collect them when you spot your enemy closing in!

SPECIAL RULES

- You are the defender.
- You must roll 5+ on 1D6 to take any objective token.
- As you won the previous episode you can choose any one unchosen gadget card as an extra gadget.



KESSEL'S RUN

EPISODE THREE

THE STEAL (DIRECTOR'S CUT RULES) LOSER OF EPISODE TWO

The opposition have the vital micro circuitry components and plans.

They are likely to be making their way back to their headquarters. Once there you will never get hold of them, and the advantage will be lost. Your only chance is to ambush them at a point of your choosing and take them back.

You have managed to obtain their radio codes from your last encounter, and send out a message to bring them to a deserted spot. You also signal one of your agents who has managed to infiltrate the reinforcements they have just picked up. You can unveil this agent during the battle in order to try to turn the tide!

SPECIAL RULES

- You are the attacker.
- You must roll 5+ on 1D6 to take any objective token.