OPERATION: Ghouls Night Out

Briefing: The Reich have earned a pact from the U-worlds. For their bloodshed they have gained the ability to call forth demons, albeit at a high cost. We must end this foul arrangement, for if the Reich loses this battle, they will lose their deal.

Game Board: Any

Difficulty: Hard

Game Mode: Story Mode

Necessary Materials: Tannhäuser and Novgorod Board Game can be used

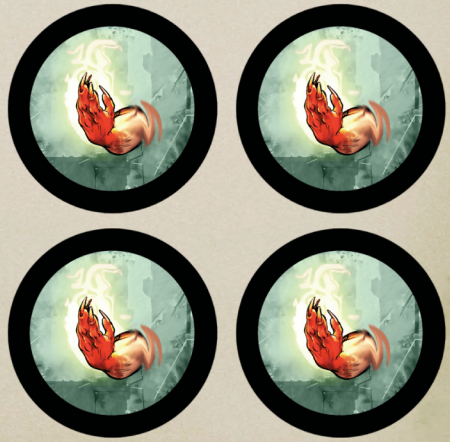
Setup: Set up as normal. Both sides begin the game with 5 victory points.

Special Rules: Reinforcements - up to 2 basic troopers may be brought back once per game. Once per turn, the Reich may sacrifice one of its basic trooper models to place a demon token on the circle the model was standing on. The demon token will attack any non-Reich model who is on its pathway at the end of their movement. Treat the demon as having 1 statline with the following stats:

Movement	- -
Mental	- 5
Combat	- 5
Stamina	- 5

For every model the Reich sacrifices, the opponent gains 1 victory point.

Reich Objective: The Demon tokens must eliminate 2 troopers and 1 hero, or 2 heroes.

Union/Matriarchy Objective: The Union/ Matriarchy must eliminate all 3 heroes of the Reich.

Victory Conditions: A side wins when their objective is completed, or when no models remain on the opposing side.