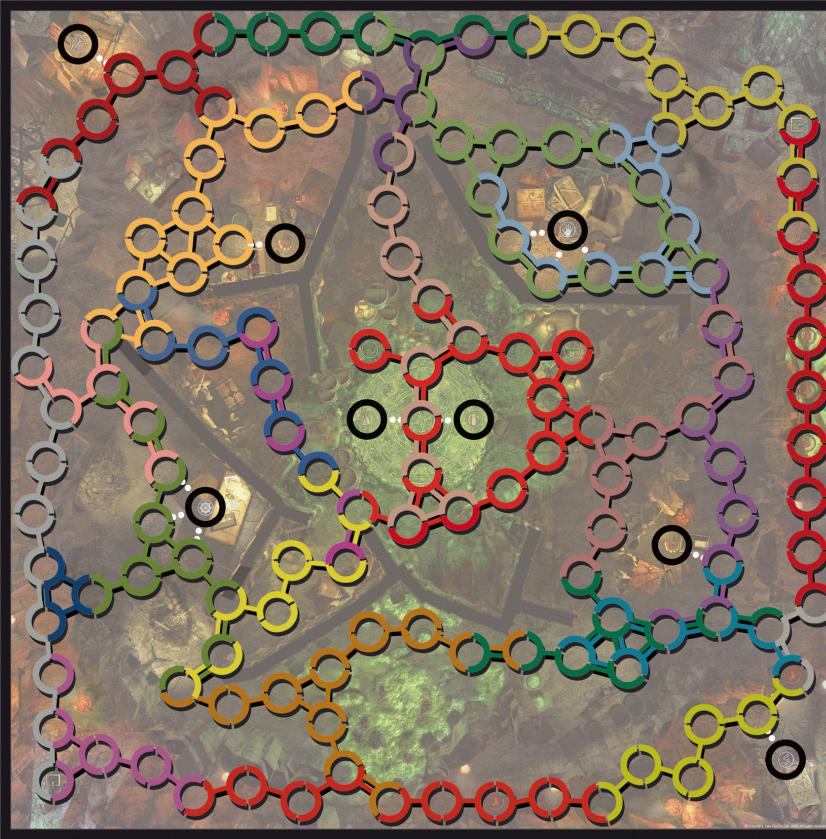


## OPERATION: Wave of Mutilation



**Briefing:** Despite the best efforts of the Union, the Reich managed to get the artifact to a safe house. Three days passed before the Union managed to round up a team, and gear them up for a surgical strike against the house. Kicking down the door, the team was met with a ghastly sight. Schocktruppen were ripped apart as if an animal had savaged them. Strange sigils marked the wall and odd sounds flittered at the edge of hearing. Progressing in they moved down the staircase into the darkness. No further contact was ever achieved. The Union must now send in the best team possible and recover the artifact, and find out what happened to the first team.

**Game Board:** Crypt

**Difficulty Level:** Hard

**Game Mode:** Story Mode

**Necessary Materials:** Tannhäuser Board Game

**Setup:** A deployment roll is not necessary. The Reich player may pick the entry point they wish to enter from and go first. The Union enters from the remaining entry point. Only one Blutsturm agent may be on this team.

**Special Rules:** If the Reich have eight or more victory points, they may move any model to the center circle between the two primary objectives.

If they do so, the model is removed from the board. On the next turn it may be placed on any legal circle and move as normal from there. The model may perform an action.

**Reich Objective:** The Blutsturm agent must be in the circle directly between the two objective circles in the middle of the board. For each full turn she is in the circle without moving, the Reich gain four victory points. Objectives are worth an additional one victory point for each completed part.

**Union Objective:** Killing the Blutsturm agent is worth four additional victory points. Objectives are worth an additional one victory point for each completed part.

**Victory Conditions:** The Reich score a major win if the Blutsturm agent is in the center circle without moving for two consecutive turns. The Reich score a minor win if they ever have twelve victory points.

The Union score a major win if they kill the Blutsturm agent and complete their primary objective. The Union score a minor win if they eliminate two enemy models and complete both secondary objectives.