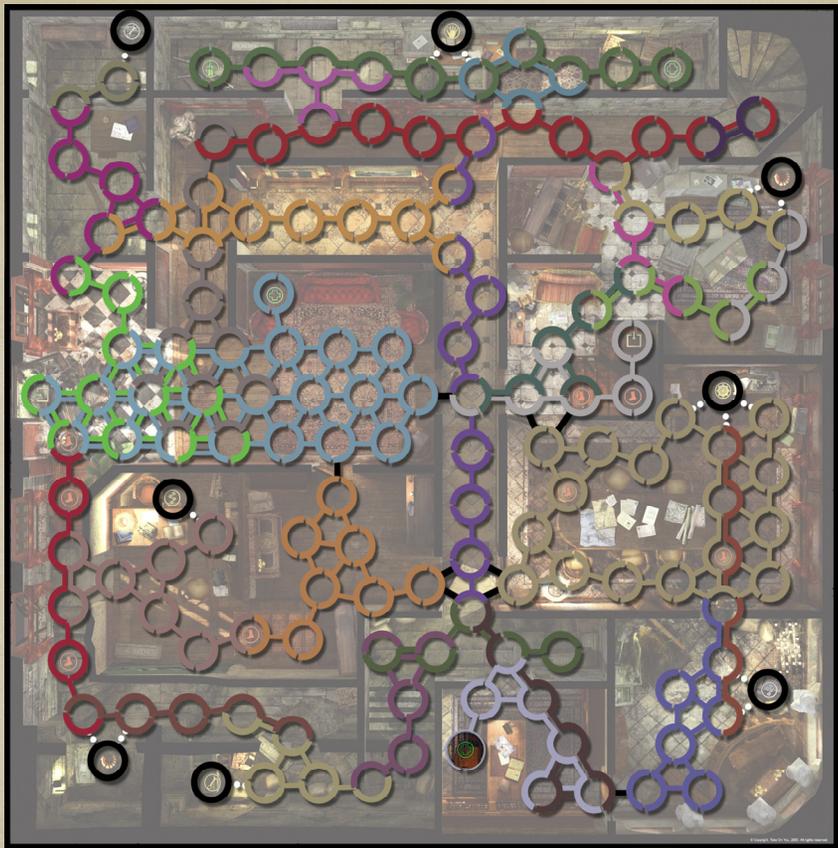


OPERATION: Disorder in the House



Briefing: After failing to assemble the Transference Inhibitor, the Reich has turned to more mundane methods of capture. Squad after squad of Stosstruppen and Schocktruppen have been dispatched to scour the area, and security around the Kaiser has been tripled. The Union have stepped up their surveillance, and have kept their teams in the field up to date on the movements of the Reich. Just recently, the Union has intercepted transmissions regarding the current location of the rogue Blutsturm.

Game Board: Ksiaz Castle First Floor

Difficulty: Hard

Game Mode: Story Mode

Necessary Materials: Tannhäuser Board Game

Setup: Do not roll for deployment. The Reich may only field one Blutsturm agent. Place a model to represent the rogue Blutsturm agent (Yula works great) on the green health circle midway between the Sneak secondary objective and the Mechanics primary objective. Then place both Reich trooper models on any nearby grey circles. The remaining Reich models enter from the stairwell. The game lasts 10 turns. Trooper models may not leave the room containing the Rogue.

Special Rules: Each turn the rogue agent is held captive, the Reich scores one victory

point. If the Union manages to eliminate both trooper models permanently, the agent is released. Once released the model is placed on the closest Union model's card. Every turn the agent is free, the Reich lose one victory point.

Reich Objective: Only two more items will complete the cell holding the rogue. The Reich must complete one primary objective, one secondary objective, and not let the Rogue escape.

Reich Advantage: The Reich trooper models benefit from the reinforcements rule twice per game. The trooper models reappear on the grey circles in the same room as the Rogue.

Union Objective: The Union seek to free the Rogue, not out a sense of justice, but just so the Reich will not have access to the artifact. The Union must free the agent, then escort her off of the board.

Union Advantage: Each turn the Union may choose to activate twice in a row, as they scramble to free the agent.

Victory Conditions: The Reich wins if they complete one primary objective, one secondary objective, and the Blutsturm agent is still captive at the end of ten turns.

The Union wins if they eliminate the two Reich troopers guarding the Rogue, and then escort her off the board via the front door.