

TANNHÄUSER™



RULES OF PLAY
REVISED EDITION



SETUP

The following sections provide instructions for setting up a game of TANNHÄUSER. First, general rules for setting up all games are introduced.

1. CHOOSE MODE OF PLAY

Both players agree on the mode of play for the game. There are six modes, described under “Modes of Play” on page 28. Unless stated otherwise, this rulebook assumes that you are playing deathmatch mode, which is the recommended mode of play for first time players.

If Story mode is chosen, the players must also choose a scenario. See “Story Mode” on page 31.

2. CHOOSE FACTIONS

Each player chooses which **FACTION** they wish to play. The



TANNHÄUSER core game includes two factions: Union and Reich.

The OPERATION: NOVGOROD expansion adds a third faction: the Matriarchy.

In story mode, the scenario chosen may limit the available factions. Otherwise, players are free to choose factions, save that both players may not choose the same one.

If both players want to choose the same faction, each rolls a die, with the high roller choosing first and the low roller choosing from among those remaining.

3. CHOOSE MAP

Both players agree which map will be used. The TANNHÄUSER core game comes with two maps, Castle Ksiaz and the Catacombs beneath the castle.



The OPERATION: NOVGOROD expansion adds a third map: the Tesla Priory.

In story mode, the map may be preselected, and will be indicated in the specific scenario. Otherwise, players may choose a map freely from among those available.

If the players can't agree on which map to use, the map should be determined randomly.

Once chosen, the map is placed in the center of the table.

4. CHOOSE CHARACTERS

Each player chooses characters to control from among those available. Each player controls five characters (although some scenarios may change this number), and must choose them according to the following restrictions:

- Each team is comprised of three Heroes and two Troopers
- All characters chosen must be from the same faction (excluding Mercenaries; see below).

Each player takes a single token from every character available, for his faction, including mercenaries. Each player then selects the five models that he wishes to comprise his team, and puts their matching tokens in a closed fist (or one hand below the table). Both players reveal the five tokens they have chosen at the same time. If the same mercenary has been chosen by both players, see the Mercenaries section below.

The chosen miniatures are placed next to the board until they enter it, during the first turn (see “Entry Points” on page 9 and “Actions” on page 18).

Mercenaries



Some characters – including Wolf and Gorgei Volkov – are **MERCENARIES**, which means that every player has the opportunity to add them to their team.

All mercenaries' character sheets bear the mercenary unit affiliation symbol:



Mercenary unit affiliation symbol

Mercenaries may be mixed with any faction, and may be chosen by either player. If both players choose the same mercenary, roll a die. The higher roller must include the mercenary on his team, while the lower roller must choose another character (If there are multiple copies of the mercenary see page 31 for details on multiple copies of the game).

Some mercenaries are described as **faction loyal**. This means that they will not work against their home faction. Gorgei is Matriarchy faction loyal, and may not be chosen by a team that is fighting against the Matriarchy.

Both Yula Korlitz and Ramirez are single figures, but neither of them are mercenaries. They may only work for their faction.

5. CHOOSE PACKS

Each player chooses one equipment pack (combat, stamina, or command) for **each** of his characters individually, and fills that character's equipment slots with the corresponding equipment tokens, **facedown**. Once both players have chosen a pack for each of his characters, the tokens are flipped faceup.

Some scenarios specify which packs or individual pieces of equipment must be chosen. The equipment tokens that constitute each character's various packs are presented in the character descriptions (See "Equipment" on page 13 for more information).

6. CHOOSE BONUS TOKENS

BONUS TOKENS are equipment tokens available from sources outside the various characters' normal packs. Bonus tokens can be found on the web at www.FantasyFlightGames.com, and many are available in expansions.

After players have chosen packs and revealed them, each player may equip the characters on his side with up to three bonus tokens. Each bonus token replaces one item of equipment provided by a character's chosen pack, and each character may only receive a single bonus token. Return the replaced equipment token to the box.

Many bonus tokens can only be used by certain characters, or types of characters. Such restrictions are part of each bonus token's description. See "Appendix II: Bonus Tokens" on page 83.

Bonus tokens are chosen and assigned simultaneously. If both players wish to use the same token, roll a die, with the higher roll getting to use the token.

7. SELECTING ENTRY POINTS

Both players roll a die, with the highest roller choosing which entry point he will have his characters enter through on the first turn. In addition, he will also be activating a character first in the opening turn of the game. The other player must select an entry point from those remaining, and will be second in activating his characters.



8. MODE-SPECIFIC SETUP

After each player has equipped his characters, setup steps diverge depending on the mode of play chosen. The steps for deathmatch mode is detailed in the following sections.

TANNHÄUSER has six **MODES** of play: deathmatch mode, capture the flag mode, domination mode, king of the hill mode, objective mode, and story mode. For the first game, players should stick to Deathmatch mode. A full listing of the other modes can be found on page 28.

DEATHMATCH MODE

Mode-specific Setup

a. Command Points

Each player sets up his Command Point tokens to indicate that he has **2 Command Points**. (See "Tracking Command Points" on page 24.)

b. Crate Tokens

Collect all available crate tokens depicting Command Points or equipment. Shuffle them facedown on the table or in a cup or unused box top. For each **Action circle** and **Objective circle** on the game board (see "Map Features" on page 15), randomly draw one of these tokens and place it facedown on the circle (crate icon side up), until each circle has a token.

VICTORY CONDITIONS

In deathmatch mode, a player wins immediately when none of his opponent's characters remain on the board.

SETUP ROLLS

All game modes require that a **SETUP ROLL** be made.

To make a Setup Roll, each player rolls a die and adds any modifiers allowed from equipment or other sources. Modifiers specified for Setup Rolls **and for Initiative Rolls** are added to the Setup Roll. The low roller may spend a Command Point to re-roll once, if he wishes (see "Re-rolling Setup or Initiative Rolls" on page 25). The high roller acts first during setup as the mode's setup rules specify.

In addition to affecting the course of setup per the mode's instructions, the Setup Roll's results also serve as the results of the first game turn's Initiative Roll (see "Roll Initiative" on page 10).

RUSH-AND-GO VARIANT

For game boards with four entry points, such as the Tesla Priory game board, the players may agree to play with the rush-and-go variant. In this variant, immediately after choosing their entry points, each player chooses an additional entry point (in the same order the first pair were chosen). Each player may use his pair of entry points equally and interchangeably in the course of play. This variant can be used with any mode.

PLAYING THE GAME

Regardless of mode, a game of TANNHÄUSER is played out over a series of **URNS**. The core activities of each turn involve the players alternately **ACTIVATING** their characters to move and act.

Each turn, players follow the steps below in the listed order. Each player completes the entire step before either player moves on to the next step.

1. **Refresh Tokens**
2. **Roll Initiative**
3. **Set Overwatch**
4. **Activate Characters**

1. REFRESH TOKENS

At the beginning of each turn, both players refresh their Command Points to the number specified by the game mode. (Exception: Command Points are **not** refreshed the first turn of the game. Points spent to influence the Setup Roll come out of a player's first turn pool.) Unused Command Points from the previous turn are lost, even if they arose from an unusual source, such as from equipment or a crate. See "Tracking Command Points" on page 24.

Tokens used to mark the previous round's character activations are also removed from all players' character sheets at this time (see "Marking Activations" on page 10).

Any characters who were placed on overwatch on the previous turn, but did not make overwatch attacks, lose their overwatch status; the tokens under their miniatures that marked the overwatch status are removed (see "Overwatch" on page 26). Finally, The top Smoke token on each stack on the board is removed (see Smoke tokens on page 23).

2. ROLL INITIATIVE

In this step, each player makes an **INITIATIVE ROLL**, rolling a single die and adding any applicable bonuses, such as from equipment tokens.

Multiple bonuses, such as bonuses from Ranks or Medals belonging to different characters, are cumulative.

After the dice are rolled and results compared, the player with the lower result may spend 1 Command Point to re-roll his die. See "Re-rolling Setup or Initiative Rolls" on page 25 for more information.

After the option to make a re-roll has been taken or declined, the player whose modified Initiative Roll is highest **HAS INITIATIVE** for the duration of the turn.

In the first game turn, the Roll Initiative step is skipped, because the results of the Setup Roll also serve as the results of the Initiative Roll in the first turn (see "Setup Rolls" on page 8).

3. SET OVERWATCH

A character on **OVERWATCH** is standing ready to attack anything that moves, and gains the ability to interrupt an opponent's movement with a vicious attack!

In this step, starting with the player who does **not** have initiative, players take turns choosing a character he controls, one character at a time, and places him on overwatch. Setting a character on overwatch costs 1 Command Point. An unused objective token is placed beneath that character's miniature on the game board to indicate this. A character who is on overwatch will not receive an activation during this turn (see "Activating Characters" on page 10).

A player is not required to place any of his characters on overwatch.

The maximum number of characters a player can place on overwatch is limited only by his Command Points.

When both players decline in sequence to place a character on overwatch, this step ends. (However, note that a player **may** choose to place a character on overwatch even if he previously declined in the current step, as long as both players have not yet declined in sequence, which ends the step. See "Overwatch" on page 26 for details.)

4. ACTIVATE CHARACTERS

During this step, players alternate activating their characters. The player who has initiative goes first. If one player runs out of characters to activate (frequently because some of his characters have died, or are on overwatch), his opponent activates the rest of his characters one after the other.

When his turn to activate a character comes, a player may choose to activate any character on his side who has not been activated yet and is not on overwatch.

When activated, a character can **MOVE** (see "Moving" on page 17) and take one **ACTION** (see "Actions" on page 18). Taking an action is also known as **ACTING**.

During an activation, a character performs one of the following:

- Move and then act.
- Act and then move.
- Move, then act, then move some more.
- Move without taking an action.
- Act without moving.

Rules for moving characters are found under “Moving” on page 17. Rules for acting are found under “Actions” on page 18, and include attacking, equipping new items, and more.

Characters who have not yet entered play are activated as normal but must begin their activation by moving onto one of their entry points (see “Entry Points” on page 16). Such characters cannot carry out actions before entering the board.

All characters must enter the game board on the first game turn. That is, a player may not leave some of his starting characters off the board, for introduction on some later turn.

MARKING ACTIVATIONS

When a player finishes activating a character, he must place an unused objective token facedown on that character's character sheet. This placement indicates that the character may not be activated again in the current game turn. When all characters have been activated, or are on Overwatch, the turn ends, and play proceeds to the Refresh Tokens step (see page 10).

CHARACTERS

Each character in TANNHÄUSER has unique characteristics and capabilities. These are detailed on the character's **CHARACTER SHEET**.

There are two general types of characters: **HEROES** and **TROOPERS**, which can be distinguished from each other by their number of health rows. Heroes have four rows, while Troopers have three rows.

CHARACTERISTICS

Each character is described by four **CHARACTERISTICS**: **COMBAT**, **STAMINA**, **MENTAL**, and **MOVEMENT**. A character's capabilities in a given characteristic at a given level of health is represented by a **VALUE**.

1. **Combat** represents a character's skill at fighting, both up close and at range.
2. **Stamina** represents a character's physical durability and capacity to withstand pain.
3. **Mental** represents a character's intelligence, willpower, perception, and mental capabilities.
4. **Movement** represents a character's speed and quickness, and directly communicates the number of movement points that character may use each turn.

1	2	3	4	
5	4	4	8	
4	4	4	7	
4	4	3	6	
3	4	3	5	

This health indicator token has been rotated so its mark points to the third row of values. This is the character's current row. Its values are his current values.

CHARACTER SHEET ANATOMY

Illustration: A picture of the character.

Name or Rank: The character's name (if a Hero) or rank (if a Trooper).

Skill Icons: A collection of icons representing the character's aptitude for completing objectives in objective mode.

Characteristics: A table of values that record the character's Combat, Stamina, Mental, and Movement characteristics at various health levels.

Health Indicator Position: The place where a health indicator token is placed in order to track the character's health in the course of play.

Affiliation Symbols: One or more symbols that indicate which groups a character belongs to.

Equipment Slots: A series of spaces, each of which can hold up to one equipment token at a time.

ARMY OF THE UNION
DEPARTMENT OF WAR AND THE NATIONAL GUARD

CLASSIFIED

Illustration

Skill Icons

Characteristics

Health Indicator Position

Affiliation Symbols

Equipment Slots

Name or Rank

Name John MacNeal
Serial TAUNMSPOOL
Enrollment Tannhäuser

Every character has several **ROWS** of characteristic values. The top row is the set of values that character uses when fresh, at the start of a game. Successively lower rows are used as the character's health degrades. Lower rows generally (but not always) have lower values than higher rows.

Each health indicator token has a mark. During play, the token is rotated so the mark points to the row currently in effect for that character. The row that a character's health indicator token points to at any given time is that character's **CURRENT ROW**. Its values are that character's **CURRENT VALUES**. See "Injury and Death" on page 23 for more information about how the health indicator token is rotated as wounds are sustained.

Characters always use the characteristic values from their current row, save where a specific rule indicates otherwise. There are generally two types of exceptions.

- When a rule calls for a character to use his **best row**, that character uses the value for the given characteristic from his **top row**, even if it is not his best value for that characteristic.
- When a rule calls for a character to use his **best value**, that character uses the value for the given characteristic from whichever row contains the **highest value**, even if it is not in his top row.

Abilities that call for a character's **worst row** or **worst value** work the same way, calling for the character's bottom row or lowest value, respectively.

NULL CHARACTERISTICS

Some characters have null values for some characteristics, shown by a dash. Voivodes, for example, have null Mental values.

A character with a null characteristic cannot make tests or participate in duels based on that characteristic and is not affected by effects that would cause such tests or duels. For example, a Voivode cannot make a Mental test, cannot participate in a Mental duel, and cannot be the target of any effect that would require either.

SKILLS

Different characters have different training, represented by a series of **SKILL ICONS** on their character sheets. If a character's sheet bears a given skill icon, he has that skill. Otherwise, he does not. There are no gradations of skill level in TANNHÄUSER.

Most skills are useful solely in accomplishing objectives in objective modes. However, certain skills convey particular capabilities to characters who have them, and are required to use certain equipment. Otherwise, skills do not impact gameplay.

What each skill represents is described in the Skills Table.

SKILLS TABLE

Icon	Name and Description
	Athletics: The character is quick, supple, and has built up an exceptionally muscular body.
	Archaeology: The character has detailed knowledge of ancient civilizations and their historic objects and artifacts.
	Command: The character knows how to effectively lead others in combat situations.
	Dexterity: The character has great facility with his hands, and exceptional hand-eye coordination.
	Engineering: The character knows how to conceptualize, design, construct, and use complex machinery and equipment.
	Hand-to-Hand Combat: The character is an expert in melee combat.
	Mechanics: The character knows how to use, repair, and sabotage mechanical apparatuses and simple electronic equipment.
	Sangfroid: The character knows how to react calmly in even the most stressful and dangerous situations.
	Reasoning: The character is able to apply rigorous logic to complex cognitive problems.
	Sneak: The character can move silently and take discreet action without being noticed.
	Strategy: The character has a broad range of military knowledge including strategy, tactics, and logistics.
	Weaponry: The character knows how to maintain and use artillery, explosives, and heavy weapons.

AFFILIATION SYMBOLS TABLE

Symbol	Unit
	Blutsturm Division
	Paranormal Division
	Obscura Korps
	Airborne Destruction Squad
	42nd Marine Special Forces
	Mercenary
	Matriarchy

AFFILIATION SYMBOLS

Each character is affiliated with one or more **UNITS**, which are designations for various groups of soldiers. Each character sheet bears one or more **AFFILIATION SYMBOLS**, each corresponding to a unit with which that character is associated.

The affiliation symbols used in TANNHÄUSER and its expansions to date are shown in the Affiliation Symbols Table above.

EQUIPMENT

Equipment in TANNHÄUSER, from combat knives to first aid kits, is represented by equipment tokens. Equipment tokens are also used to represent abilities and bonuses that are not, strictly speaking, physical hardware.

All equipment tokens have a **FRONT SIDE** and a **BACK SIDE**. An equipment token's front side distinguishes it from other equipment, while its back side generally identifies which faction or character it belongs to.

Every equipment token has specific rules that apply to its use in play. The rules that govern a particular equipment token are generally found with the corresponding character. The rules associated with a given equipment token do not change in the course of play, even if the equipment is dropped or handed off to a different character.

EQUIPMENT SLOTS

Each character has a number of **EQUIPMENT SLOTS**, each of which can accommodate up to one **EQUIPMENT TOKEN**. Most characters have four equipment slots. A character who has an equipment token in one of his equipment slots is said to have that token "in his inventory." A character cannot have more equipment tokens in his inventory than he has equipment slots.

Each character begins play with a certain collection of equipment tokens, called a pack. Most characters have several equipment pack options, among which their player may choose during setup.

DISPOSABLE EQUIPMENT



Some equipment is **DISPOSABLE**. Disposable equipment tokens have a yellow-and-black border. Equipment tokens without this border are not disposable.

Disposable equipment can be dropped on the board or handed off between characters. Non-disposable equipment cannot be dropped or handed off (see page 13 for details).

SPECIAL OBJECTS

Every character has one **SPECIAL OBJECT**, a defining – and powerful – piece of equipment for that character.

Every character begins each game with his special object in one of his equipment slots; it is considered to be part of each of his equipment packs (see below).

EQUIPMENT PACKS

An **EQUIPMENT PACK**, or **PACK**, is a collection of equipment tokens that together comprise one group of tokens that a player may choose for that character during setup.

An equipment pack generally (but not necessarily) consists of three equipment tokens plus that character's special object.

TRAITS

Many items of equipment have one or more **TRAITS**, which identify them as belonging to one or more broad classes of similar equipment. For example, every equipment token that can be used to launch an attack has the **Weapon** trait. Most weapons have additional traits like **Hand-to-Hand**, **Pistol**, or **Mental**. When rules refer to "a **Weapon**" or "a **Hermetica**" (for example), this reference means "an equipment token with the trait **Weapon**" or "an equipment token with the trait **Hermetica**."

When rules refer to multiple traits at once, this reference means an equipment token with **all** of the referenced traits. For example, "an **Automatic Weapon**" refers an equipment token with both the trait "Automatic" and the trait "Weapon," and "an **Occult Ability**" refers to an equipment token with both the trait "Occult" and the trait "Ability." Exception: "Smoke Grenade" is a single trait, discrete from the "Grenade" trait.

An equipment token's traits are always the first word or words listed in its rules text, and are separated from other rules by a bullet (•). Equipment whose rules do not begin with a trait word do not have any traits.

Traits make it easy to refer to large groups of similar equipment at once. For example, the rules for attacking specify that a character who attacks with an equipment token having the trait "Pistol" rolls four dice.

Some traits are provided for ease of reference in scenarios and future TANNHÄUSER expansions, but do not have any additional effects in these core rules of play.

MAPS AND THE PATHFINDING SYSTEM

One of the core elements of TANNHÄUSER is the Pathfinding System.

Under the Pathfinding System, each map is divided into **PATHS**. Each path is comprised of a series of **MOVEMENT CIRCLES** (or simply, "**CIRCLES**") that are all marked with the same color. As a general rule, characters whose miniatures occupy circles on the same path can see each other and attack each other. In contrast, characters who do not share a

path cannot generally see or attack each other. (Some attacks have additional restrictions, however. See "Combat" on page 21.)

Many circles belong to more than one path. These circles are marked with the color of each path to which they belong. Characters on such circles are simultaneously on all of the corresponding paths; all characters on any of those paths can generally see and attack them, just as they can generally see and attack all of the characters on all of those paths.

Each circle is **ADJACENT** to one or more other circles. Which circles are adjacent to which other circles is generally obvious from their arrangement, but explicit tactical diagrams of all the circle adjacencies can be found on pages 80–82. As a general rule, circles separated from one another by walls are **not** adjacent to each other, while circles separated from one another by doors usually are adjacent to each other.

Adjacency between movement circles is determined independently of path. That is, two circles **can** be adjacent to each other regardless of whether they are on the same path or not.

A movement circle can be adjacent to circles that are not themselves movement circles, such as Action circles and Objective circles. (See the "Circle Terminology" sidebar.) These adjacencies are generally obvious, but are also marked on the tactical diagrams on pages 80–82.

Paths are made up only of movement circles. Action circles and Objective circles are **never** part of a path.



Barry Daniel Brown(1) and John MacNeal(2) are both on the purple path, but of the two of them, only Barry also shares a path (red) with the Schocktruppen(3). Because MacNeal and the Schocktruppen do not share a path and are not adjacent (see the Castle Ksiaz tactical map on page 80), they can't see or attack each other. Eva Krämer(4) doesn't share any paths with any of the other characters here.

MAP FEATURES

Each TANNHÄUSER map features many different elements. By far the most common are movement circles, which are described in the previous section. The following sections describe the other features found on TANNHÄUSER maps.

MODIFIER CIRCLES

Some movement circles are also **MODIFIER CIRCLES**. These circles are marked with icons that correspond to one of the four characteristics (Combat, Mental, Stamina, or Movement). Each icon is always either red or green.

The icon present determines which characteristic that circle affects, while the color determines whether the effect is positive for the character (green) or negative for him (red).

Modifier circles work in two different ways, depending on which characteristic they pertain to.

- A character standing on a Combat, Mental, or Stamina modifier circle receives a bonus or suffers a penalty to the corresponding stat while he remains there, depending on the number of icons present and their color. Green icons provide bonuses, red icons inflict penalties, and the number of icons present indicates the magnitude of the bonus or penalty. For example, one green Combat icon gives a character on that circle a +1 bonus to his Combat characteristic, while two red Mental icons inflict a -2 penalty to his Mental characteristic.



Left to right: Movement penalty, Combat bonus, and Stamina bonus modifier circles.

- A moving character who enters a **Movement** modifier circle must pay a modified movement cost at the time of entry. If the icon is red, entering that circle costs an extra number of movement points equal to the number of icons present. If the icon is green, entering that circle gives the moving character a number of movement points back equal to the number of icons present. (Note, then, that a circle with a single green Movement icon costs a net zero movement points to enter.)

Note that movement modifier circles do not adjust a character's Movement characteristic.

Rubble tokens have the effect of replacing modifier circles where they are placed. This replaces whatever was on the circle originally.

CIRCLE TERMINOLOGY

There are many map locations that are labeled, in part, with the word "circle," and because each type of location has critical gameplay differences, it's important to avoid confusing them with each other.



A **movement circle** is a location on the game board where a miniature can stand. Every movement circle is part of one or more paths, and every movement circle is adjacent to one or more other movement circles. Any time the rules refer to a "circle" without additional specification (such as "Objective circle" or "Action circle") they are referring to a movement circle.



A **modifier circle** is a type of movement circle that imposes special bonuses, penalties, or restrictions. See "Modifier Circles" on page 15.



An **entry point** is a type of movement circle where a miniature can enter play.



An **Objective circle** is a location important to victory in certain game modes. Objective circles are not movement circles. See "Objective Circles" on page 16.



An **Action circle** is a location where a character standing in an adjacent movement circle can do some corresponding action. Action circles are not movement circles. See "Action Circles" on page 16.

CONFLICT BETWEEN
HARBINGER AND
VON HEIZINGER?
CAN THIS BE
EXPLOITED?

TRANSCATED FROM THE GERMAN BY OSS SIG
GROUP 2
TO KRÄMER. YOU ARE ORDERED TO PROCEED
WITHOUT DELAY TO THE ISLAND OF
CRETE TO RENDEZVOUS WITH THE 13TH OCCULT
DIVISION. YOU WILL ATTACH YOURSELF TO MAR-
QUIS GENERAL VON HEIZINGER'S COMMAND AND
ASSIST IN HIS MISSION. SEND REGULAR EVIDENCE OF
REPORTS THROUGH SECURE CHANNELS. SHOULD BE
HEIZINGER SUCCESSFULLY UNCOVER CONTAIN-
MENT PROTOCOLS. VON HEIZINGER MUST NOT BE
THE AXIS MUNDI. THAT IS A PRIVILEGE RESERVED FOR MYSELF.
ALLOWED FULL ACCESS TO THE TOWER OF THE AXIS
MUNDI, THAT IS A PRIVILEGE RESERVED FOR MYSELF.
YOU MAY COMMANDEER ANY RESOURCES OR PERSONNEL
FROM BLUTSTURM DIVISION AS NECESSARY.
IN THE NAME OF THE KAISER,
MAY HE LIVE A THOUSAND YEARS.
- REICHDOKTOR HOSS

WALLS

Walls divide areas of the game board from each other.

Most of this area-dividing effect is also reflected in the layout of the game board's paths. That is, the map's different-colored paths show which characters can see and attack each other even if the walls were not there.

Walls on the game board serve primarily to give information about which circles are adjacent to each other: Two circles on opposite sides of a wall are never adjacent.

In some cases – such as near the ends or corners of walls – adjacency seems open to interpretation. In such cases, refer to the tactical diagrams on pages 80–82, which show all agencies explicitly.

DOORS

Doors are decorative – rather than mechanical – elements of a TANNHÄUSER game board. As with walls, the information about how doors affect the ability of different characters to see and attack each other from various positions is already encoded in the game board's paths.

Unlike walls, however, the doors drawn in on the map do not affect or indicate circle adjacency. As with all questions about whether two particular circles are adjacent, refer to the tactical diagrams on pages 80–82.

ENTRY POINTS

Entry points are locations on the game board where characters enter play.

Ownership of the map's entry points is determined during setup. The side who owns a given entry point is the only side who can bring miniatures into play there.



For maps with more than two entry points, some entry points may be unowned, and thus not useful for bringing characters of either side into play.

When a player brings a miniature onto the game board through an entry point, the entry point circle costs one movement point, according to the normal rules for movement (see “Moving” on page 17).

OBJECTIVE CIRCLES

Objective circles are locations on the game board that characters must interact with to fulfill the victory conditions of certain modes. There are two types of Objective circles: **PRIMARY OBJECTIVE CIRCLES**, which are gold-colored, and **SECONDARY OBJECTIVE CIRCLES**, which are silver-colored.



All Objective circles bear a skill icon, which provides information about which objective tokens can be placed on them during setup in objective mode.

In some game modes, Objective circles are covered with crate tokens during setup.

Flavorful descriptions of the various Objective circles on the Castle Ksiaz, Catacombs, and Tesla Priory maps are found along with those maps' tactical diagrams on pages 80–82.

Objective circles are not movement circles, so miniatures never stand on them. However, every Objective circle is adjacent to one or more movement circles.

Objective circles do not belong to paths.

ACTION CIRCLES

Action circles are locations on the game board where crate tokens are frequently placed during setup. Some scenarios introduce additional uses for Action circles.

Action circles are not movement circles, so miniatures never stand on them. However, every Action circle is adjacent to one or more movement circles.

Action circles do not belong to paths.



MOVING

Players move their characters' miniatures around the game board by spending movement points.

At the beginning of a character's activation, that character receives a number of **MOVEMENT POINTS** equal to his Movement characteristic (see diagram on page 11). Each movement point allows that character to move from his current movement circle to an adjacent movement circle.

A character may not enter a circle occupied by an enemy miniature (exception: see "Bull Rush," below). A character may move through, but may not end its activation in, or stop to act in, a circle occupied by a friendly miniature.

Recall that modifier circles bearing the Movement characteristic icon cost more, or fewer, movement points to enter. Also remember that characters never move onto Objective circles or Action circles.

A character is not required to spend all – or any – of his movement points on a given activation. However, any unspent movement points are lost at the end of the character's activation.

Characters are allowed to act before, after, or in the middle of spending movement points. Players who worry that they may forget how many movement points a given character has already spent while they perform that character's action may place a die next to that miniature, setting its top face to the number of movement points that remain for that character to spend after his action is over.

BULL RUSH

A moving character may not normally move through a circle occupied by an enemy. However, a desperate character may try to do so by executing a **BULL RUSH** against that enemy from an adjacent movement circle.

To attempt a bull rush, the moving character and target character engage in a Stamina duel (see "Tests and Duels" on page 19). If the moving character wins, then he may move through the target circle (the one occupied by the enemy character) as if it were unoccupied. If the moving character loses, then he may not enter the target circle, and furthermore, the enemy character may immediately make a free melee attack against him before his activation continues. ("Free melee attack," here, means that the attack uses up no action and costs no Command Points).

A character may only attempt one bull rush per activation. However, a bull rush – whether successful or not – does not use or require the activated character's action.

A bull rushing character cannot stop to act, or end his activation, in the target circle. A character may not attempt a bull rush if there are no clear circles beyond the target of the bull rush ("beyond" meaning circles adjacent to the bull rush circle that are not the circle from which the rushing character originated). Similarly, a character may not attempt a bull rush if he does not have enough movement points to enter a clear circle beyond the bull rush circle.

Eva Krämer wishes to "Bull Rush" through the circle John MacNeal is standing in. Both she and John MacNeal roll four dice (equal to their stamina characteristic). Eva's results grant her 3 successes. John's results grant him 2 successes. As Eva Krämer has scored more successes than John, she may now move through his circle as if it were empty. Note that she may not stop in his circle for any reason.

SIGHTING

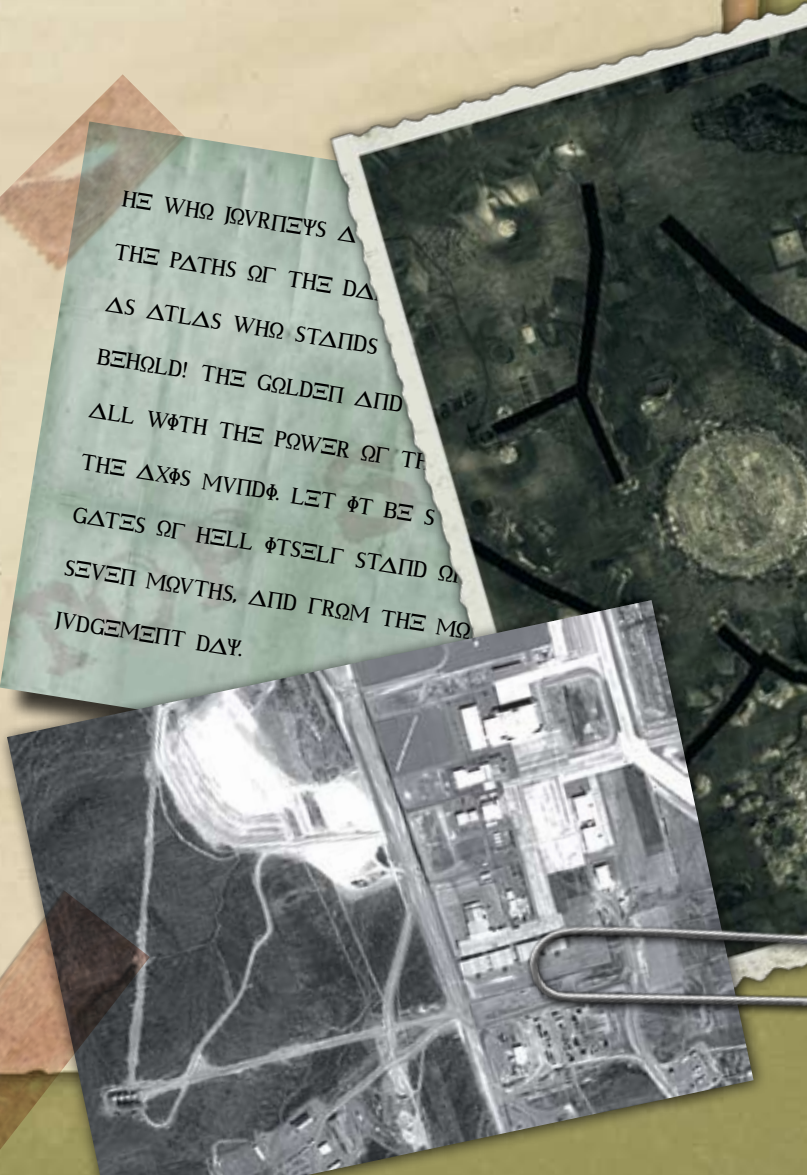
It is sometimes important to know which characters can **SEE** each other. One character who can see another character is sometimes said to have **LINE OF SIGHT** to that character.

Line of sight is always reciprocal. That is, a character who can **see** another character can always also **be seen by** that character.

Two characters who share a path **can always see each other**. (Exception: Certain equipment, such as Smoke Grenades, can limit this. See "Smoke Grenades" on page 23.)

The only exception to this is Hand to Hand attacks. Hand to Hand attacks may target a character on the other side of a door, regardless of Line of Sight. The target must still be in an adjacent circle, as indicated by the tactical maps on page 80-82.

HE WHO JOURNEYS A
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AS ATLAS WHO STANDS
BEHOLD! THE GOLDEN AND
ALL WITH THE POWER OF THE
THE AXES MIND. LET IT BE S
GATES OF HELL ITSELF STAND ON
SEVEN MONTHS, AND FROM THE MO
JUDGEMENT DAY.



OUT-OF-PATH RANGES

Some equipment allows characters to attack non-adjacent characters who do not share a path with the attacker. Such attacks are only permitted when a piece of equipment's rules explicitly allow them (e.g., "out-of-path attacks are allowed").

When allowed, such attacks are often limited by a range measured in movement circles and expressed in the form of "**X OUT-OF-PATH CIRCLES**." These ranges are measured in the same way that movement is measured, and always by the shortest possible route. For example, two figures that are adjacent to each other are at a range of 1. (Exception: Penalties arising from Movement modifier circles do **not** increase this measured range as they would increase a character's cost in movement points.) Such ranges are not blocked by other characters' miniatures, whether friendly or enemy.



Eva Krämer(1) is two out-of-path circles away from each of John MacNeal(2) and Barry Daniel Brown(3). She is three out-of-path circles away from the Schocktruppen(4). Although the Schocktruppen, Brown, and MacNeal are all on the same path (red), an "out-of-path range" can still be measured between any given pair of them. An out-of-path range **can** be measured across multiple paths, but does not **have to be**.

ACTIONS

Actions are the meat of a game of TANNHÄUSER. Every character has the opportunity to take **one** action during his activation, whether before, after, or in the middle of moving.

Common actions include the following, each of which is described in greater detail in the sections that follow.

- **Attack**
- **Throw a Grenade**
- **Pick Up Equipment**
- **Pass Equipment**
- **Use Equipment**
- **Search a Crate**
- **Activate an Action Circle**

This list of actions is not exhaustive. Some special rules – especially those provided by particular scenarios – provide additional action options for certain circumstances. Some items of equipment also provide special action options (although usually the "use equipment" action governs the use of equipment).

ATTACK

A character uses this action to try to wound – and hopefully eliminate – an enemy character. See "Combat" on page 21 for complete rules.

THROW A GRENADE

This action is used to throw both Grenades (any piece of equipment with the Grenade trait) and Smoke Grenades (any piece of equipment with the Smoke Grenade trait). See "Grenades" on page 22 for more information.

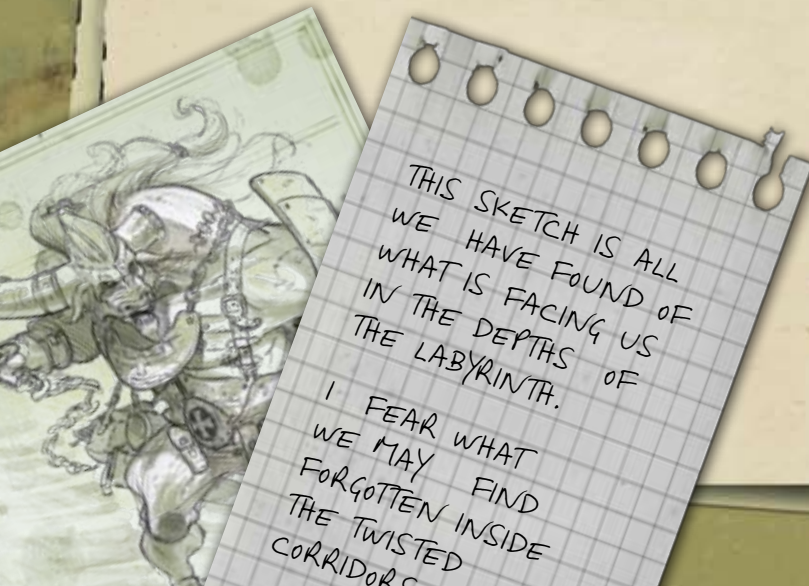
PICK UP EQUIPMENT

A character can use the "pick up equipment" action to add any or all equipment tokens from his or an adjacent circle to his inventory, and/or to drop any or all disposable equipment tokens currently in his inventory to the same circle.

By the end of this action, the character may not be carrying more equipment tokens than he has equipment slots on his character sheet.

PASS EQUIPMENT

A character can use this action to take one or more equipment tokens from his inventory and place them in the inventory of a friendly character standing in an adjacent circle.



If the receiving character does not have enough open equipment slots to receive these equipment tokens, the character may give equipment to the active character, or the character may drop any number of equipment tokens into the circle he occupies. At no point may any character have more equipment tokens than equipment slots on his sheet.

USE EQUIPMENT

The “use equipment” action is a catch-all for the actions required by the multitude of equipment tokens in TANNHÄUSER that must be triggered with an action in order to function. Each such piece of equipment describes the requirements and effects of the action(s) necessary to use it.

Example: As the active character, Eva Krämer's owner wishes to “use” her Iron Cross First Class token. She reads what to perform when the item is used, in this case her team would gain two additional Command Points. She decides to carry out that action, by placing two more Command Points on her side.

SEARCH A CRATE

A character adjacent to a crate token may use the “search a crate” action to secretly examine the crate's contents (which are pictured on the token's face). That character's player must then do one of the following:



- He may return the token to the game board in the same location, facedown.
- If the crate contains equipment, he may place the token in the searching character's inventory. If the character lacks an empty equipment slot to receive the equipment, he may drop an item from his inventory in the circle he's standing in, without any additional action cost, to make room.
- If the crate contains Command Points, he may increase his side's available Command Points accordingly. Recall that Command Points do not persist from turn to turn (see “Refresh Tokens” on page 10).

ACTIVATE AN ACTION CIRCLE

Some scenarios allow characters to do special things by activating certain Action circles. A character adjacent to such an Action circle can use the “activate an Action circle” action to do these things.

A character can use the “activate an Action circle” action even if the Action circle contains a crate token.



TESTS AND DUELS

The outcomes of many things TANNHÄUSER characters can attempt are uncertain, and dice are often rolled to determine whether their exploits succeed or fail. Many actions or equipment require characters to make die rolls in the form of a **TEST** or **DUEL**.

Tests occur when a character is acting without opposition from another character, while duels take place when another character directly opposes the acting character.

Both tests and duels are described in detail in the following sections.

TESTS

A test has two elements: a **DICE POOL** and a **DIFFICULTY**.

- The **dice pool** is the number of dice to be rolled.
- The **difficulty** is the number that the player needs to roll or exceed on any given die.

The size of a test's dice pool varies according to the circumstance requiring the test. The default dice pool when no other size is specified is **four dice**.

The difficulty of a test is (10 minus the value of the specified characteristic of the testing character). The characteristic used is always specified by the rules. For example, a character might be called on to make a Mental test. If such a character's current Mental value is 4, then the difficulty for the test is 6 (10 - 4 = 6).

To make a test, the player rolls a number of dice equal to the dice pool and compares each die result to the difficulty. Each die result that equals or exceeds the difficulty is called a **SUCCESS**. If the player generates at least one success, the test is successful.

Example: Eva Krämer must make a Mental test, so her player rolls four dice. The results are 1, 4, 5, and 8. Her current Mental value is 4, so the difficulty of the test is 6 (10 - 4 = 6). As Eva has rolled at least one success – that is, one of her results is equal to or greater than the difficulty of 6 – she succeeds at the test.

DUELS

A duel is similar to a test, differing primarily in that it involves two opposed characters rolling dice and comparing their results to each other in order to determine the outcome.

The character who initiates a duel is called the **ATTACKER**. The other character is the **DEFENDER**. Each character has his own dice pool and difficulty.

Once the dice have been rolled, each of the defender's successes **CANCELS** one of the attacker's successes. In order to win the duel, the attacker must have at least one success left after this process has been done. If he does not, the defender wins the duel.

The effects of winning and losing a duel vary according to the circumstances of the duel, and are described in each case.

Example: *Hermann Von Heizinger uses the Patmos Amulet equipment token against John MacNeal, which requires the two characters to conduct a Mental duel. Since Von Heizinger initiated the duel, he is the attacker and MacNeal is the defender.*

Both roll four dice. Von Heizinger rolls 2, 4, 4, and 10. MacNeal rolls 3, 4, 8, and 9. Von Heizinger's current Mental value is 6, so his difficulty is 4 ($10 - 6 = 4$), which means that he has rolled three successes. MacNeal's current Mental value is 4, so his difficulty is 6 ($10 - 4 = 6$), which means that he has rolled two successes.

Each of MacNeal's successes cancels one of Von Heizinger's successes, which leaves one uncanceled success. Von Heizinger wins the duel. Per the Patmos Amulet's rules, MacNeal turns to attack the nearest character...

If MacNeal had been able to roll one more success, he would have canceled all three of Von Heizinger's successes. In that case, MacNeal would have won the duel, because the attacker must have at least one success in order to win.

TEST AND DUEL BONUSES AND PENALTIES

Sometimes characters receive bonuses or suffer penalties when making tests or duels.

Bonuses and penalties can affect the size of a dice pool **or** the results of individual dice.

- Bonuses and penalties that affect the size of a dice pool are written as: "one additional die" or "one less die."
- Bonuses and penalties that affect the difficulty of a test are written as: "a +1 bonus," "a -3 penalty," or "a +2 modifier."

Example: *Eva Krämer makes a Mental test with equipment that gives her "one additional die" but under circumstances that inflict "a -2 penalty." She rolls five dice (one more than the default four), but must subtract two from each die's result. The raw die results are 2, 4, 4, 6, and 9. The modified results are thus 0, 2, 2, 4, and 7. If the difficulty were 6, she would score one success.*

A test whose dice pool is reduced to zero or fewer dice is not invalidated; the character is simply not allowed to roll dice (meaning that failure is almost certain!).

NATURAL 10s

When rolling dice for a test or duel, a die that rolls a 10 naturally – i.e., before bonuses and penalties are added or subtracted – is said to have generated a **NATURAL 10**.

A Natural 10 is **always** a success, regardless of the difficulty of the test and regardless of any penalties that apply.

It is possible to have modified roll results of 10 (or higher) that are not Natural 10s. These results generate successes, or not, according to the normal rules (i.e., whether or not the die results equal or exceed the difficulty). For example, a character might roll a die pool of four dice, with a +2 bonus, against difficulty 9. Given a raw die result of 4, 7, 8, and 10, leading to modified results of 6, 9, 10, and 12 respectively, three successes are generated, but only one Natural 10 scored.

Certain tests, duels, and pieces of equipment have additional rules that are triggered by Natural 10s.

NATURAL 1s

When rolling dice for a test or duel, a die that rolls a 1 naturally – i.e., before bonuses and penalties are added or subtracted – is said to have generated a **NATURAL 1**.

A Natural 1 is **never** a success, regardless of the difficulty of the test and regardless of any bonuses that apply.

It is possible to have modified roll results of 1 (or lower) that are not Natural 1s. These fail to generate successes, or not, according to the normal rules (i.e., whether or not the die results equal or exceed the difficulty). For example, a character might roll a die pool of four dice, with a -3 penalty, against difficulty 5. Given a raw die result of 1, 2, 6, and 9, leading to modified results of -2, -1, 3, and 6 respectively, one success is generated, and one Natural 1 counted.

Certain tests, duels, and pieces of equipment have additional rules that are triggered by Natural 1s.



COMBAT

When one character attacks another, the resulting combat is resolved as two separate tests that together determine whether the target of the attack is wounded, or perhaps killed.

ATTACK OVERVIEW

Attacks are launched by the “attack” action (see “Attack” on page 21). Once an attack has been announced, the attacking character must choose a weapon and a target Character. Next, the attacker makes a roll called an **ATTACK ROLL**. If he generates at least one success, the target makes a roll called a **SHOCK ROLL**. Each shock roll success cancels one attack roll success. Each attack roll success that is not canceled inflicts a wound on the target.

To summarize, the steps of an attack are:

1. **Declare Weapon and Target Character:** The attacker chooses one of his weapons and a legal target character.
2. **Perform Attack Roll:** The attacker makes an attack roll.
3. **Perform Shock Roll:** The defender makes a shock roll; each success cancels one attack roll success.
4. **Deal Wounds:** Each uncanceled attack roll success inflicts one wound.

Each of these steps is described in greater detail in the sections that follow.

1. DECLARE TARGET AND WEAPON

Upon announcing an “attack” action, the attacker must choose the Weapon (i.e., the equipment token with the Weapon trait) that he will use, from his inventory. If the attacker does not have a Weapon or chooses not to use one, he makes an **UNARMED** attack.

The attacker must then choose a target character. A legal target must either share a path with the attacker or be on an adjacent circle unless special rules or equipment allow unusual targets or prohibit normally legal targets. **To choose a non-adjacent target, the attacker must have a Weapon that also has one of the following traits: Pistol, Automatic, or Mental** (see “Traits” on page 14). To choose an adjacent target, there is no equipment requirement.

Any attack made with a Weapon having the Pistol, Automatic, and/or Mental traits is called a **RANGED** attack. An attack made with a Weapon having the Hand-to-Hand trait is called a **MELEE** attack. An unarmed attack is also a melee attack.



The Shocktruppen(1) can declare either Barry Daniel Brown(2) or Tala Aponi(3) as the legal target of an attack, because each shares the red path with him. The Schocktruppen can't attack John MacNeal; they do not share a path.

2. PERFORM ATTACK ROLL

After choosing a target, the attacker makes an attack roll.

The dice pool for this attack roll is determined by the chosen Weapon's other **traits** (i.e., its traits other than Weapon) according to the table below.

The difficulty is equal to (10 minus the character's current Combat value).

Weapon Trait	Dice Pool
No Weapon	2 dice
Hand-to-Hand	4 dice
Pistol	4 dice
Mental	4 dice
Automatic	5 dice

If the attacker does not roll at least one success, the attack ends unsuccessfully and play continues.

If the attacker does roll at least one success, the defender must perform a shock roll. The number of successes on the attack roll is important when wounds are determined, so this number should be remembered or noted.

Example: *Eva Krämer attacks John MacNeal with her Mauser C96, which has the traits Weapon and Pistol. Eva's player rolls four dice (per the "Pistol" entry on the relevant table) against difficulty 5 (because her current Combat value of 5 results in a difficulty of $10 - 5 = 5$). The dice are with her, and the results are 3, 5, 6, and 9, giving her three successes.*

3. PERFORM SHOCK ROLL

If the attacker rolls at least one success on his attack roll, the defender makes a shock roll.

The dice pool for a shock roll is always 4 dice.

A shock roll is a Stamina characteristic test, so the difficulty is $(10 - \text{the character's current Stamina value})$.

The number of successes on the shock roll is used when wounds are determined.

Example: *(Previous example continues) Since Eva rolled at least one success on her attack roll, John MacNeal's player must make a shock roll. He rolls four dice against difficulty 5 (because MacNeal's current Stamina value of 5 results in a difficulty of $10 - 5 = 5$). He doesn't roll particularly well, with results of 2, 4, 4, and 6, giving him only one success.*

4. DEAL WOUNDS

Each shock roll success cancels one attack roll success. For each success on the attack roll that is not canceled, the defender suffers one wound. If all attack roll successes are canceled, the defender suffers no wounds.

As usual, for each wound sustained, the target dials his health indicator down (see "Injury and Death" on page 23).

Example: *(Previous example continues) John MacNeal's single success on his shock roll cancels one of Eva Krämer's three attack roll successes. Each of her two uncanceled successes inflicts a wound, for a total of two wounds. John MacNeal's player rotates his health indicator token down two rows.*

AUTOMATIC ATTACK SUCCESSES

Some rules provide **AUTOMATIC ATTACK SUCCESSES**. Automatic attack successes are similar to the automatic successes sometimes granted for tests outside combat.

Simply put, an automatic attack success is treated like a regular attack roll success. That is, the target still makes a shock roll and uses the resulting successes to cancel them. As usual, each shock roll success cancels one attack success (automatic success or regular success), with each uncanceled automatic attack success inflicting one wound.

Automatic attack successes can be inflicted even without a corresponding roll of attack dice. For example, when a Grenade explodes (see "Grenade Effects," below) it deals four automatic attack successes to each affected character; no roll is required. Each of the affected characters makes a shock roll to try to cancel these automatic attack successes just as if they had been rolled on an attack roll. Each uncanceled automatic success results in one wound.

When they arise from an attack, automatic attack successes are combined with regular (i.e., rolled) attack roll successes before the shock roll, just like the regular automatic successes that are applied to other tests. That is, the defender does **not** make one shock roll to counter automatic attack successes and a second shock roll to counter rolled successes.

GRENADES

Pieces of equipment with the trait Grenade or Smoke Grenade use the rules in this section to resolve their effects. Grenades explode violently, causing some of the most massive damage in TANNHÄUSER, while Smoke Grenades hinder future attacks on the paths where they land.

Grenades and Smoke Grenades are thrown using the "throw a grenade" action (see "Throw a Grenade" on page 18).

All Grenade and Smoke Grenade equipment tokens in TANNHÄUSER represent a single piece of ordnance. When thrown, the corresponding equipment token is removed from the appropriate character's inventory.

When a Grenade or Smoke Grenade is thrown, the throwing player chooses a **TARGET CIRCLE**. The target circle must be within the relevant range (see the sections that follow), and all circles through which this range is measured **except the last circle** must share a path with the throwing character. (The last circle **may** share a path, it is simply not **required** that it do so.) This method of targeting represents a grenade bouncing from one area into an adjacent room or hallway.

A character can throw a Grenade or Smoke Grenade into his own circle, any occupied circle, or any open movement circle.



A character cannot throw Grenades or Smoke Grenades through a wall, but Grenades and Smoke Grenades can go through around walls (since the last circle can be out of path). See “Out-of-path Ranges” on page 18 for more information about how walls block ranges.



The Shocktruppen(1) could legally target any of the marked circles with a grenade. (The tactical diagram on page 80 shows, explicitly, which circles are adjacent to each other in this part of the Castle Ksiaz map.)

GRENADE EFFECTS

A Grenade has a range of up to 5 circles. Range does not count the thrower’s circle, but does count the target circle.

A thrown Grenade deals four automatic attack successes to any character on its target circle and to any character on any circle adjacent to the target circle. These characters make shock rolls to resist this damage in the same way shock rolls are made to resist attack rolls (see “Perform Shock Roll” on page 22).

Note that even though an exploding Grenade deals “automatic attack successes,” throwing a Grenade does not constitute an “attack.” An “attack” is an activity arising from an “attack” action only, and Grenade use arises from the “throw a grenade” action.

Example: A Grenade explodes in the circle adjacent to John MacNeal. MacNeal makes a shock roll. His current Stamina value is 4, so he rolls four dice against difficulty 6. He rolls 3,

5, 7, and 10, resulting in two successes. As he only cancelled two of the four automatic attack successes, he sustains two wounds.

After resolving any damage dealt by a Grenade, place a rubble token in the targeted circle.

SMOKE GRENADE EFFECTS

A Smoke Grenade has a range of up to 8 circles. When thrown, place the Smoke Grenade token in the target circle, which indicates that **all circles sharing a path with that circle** are filled with smoke.

Any character standing on a circle filled with smoke can only attack targets in adjacent circles. Furthermore, such characters roll two fewer dice on all attack rolls.

The effects of a Smoke Grenade last for the remainder of the game turn in which they are thrown, and for the entirety of the following two turns. Use the following to track this.

1. When thrown, place the Smoke Grenade token in its target circle with two smoke tokens on top of it.
2. In each “refresh tokens” step:
 - First remove from the map any Smoke Grenade tokens without smoke tokens on top of them.
 - Then remove from the map one smoke token that is stacked on top of each Smoke Grenade token.

In this way, each Smoke Grenade’s effects will last for the appropriate duration.

(Note: The relevant path is considered to be filled with smoke both when the Smoke Grenade token has a smoke token stacked on top of it and when it does not. The stacking of tokens is for duration-tracking purposes only.)

INJURY AND DEATH

The world of TANNHÄUSER is a violent one and characters sustain injuries – and die – with frequency.

Recall that each character has a table of characteristic values and a health indicator token that is used to mark which row of characteristics are the current values for that character (see “Characteristics” on page 11).

As characters sustain wounds, their health indicator markers are **ROTATED**, or **DIALED DOWN**, to indicate that successively lower – and generally worse – characteristic values are their current ones.

Every source of damage that can inflict harm on a character measures that damage in some quantity of wounds. **Each wound a character suffers dials his health indicator down by one row.**

A character dies when he sustains wounds that would take him *below* his lowest row.

Example: John MacNeal's health indicator token currently marks his second lowest characteristic row. A nearby Schocktruppen gets four successes on an attack roll against MacNeal, and MacNeal is only able to roll two successes on the corresponding shock roll. Forced to sustain two wounds, MacNeal is eliminated. (The first wound turns his dial to his last characteristic row – the fourth of four. The second wound kills him, as he has no more characteristic rows to dial down to.)

AUTOMATIC WOUNDS

AUTOMATIC WOUNDS are wounds that are applied directly to a character, with no shock roll allowed to cancel them.

It's important to understand that **automatic wounds are different from automatic attack successes**. (In brief, automatic wounds bypass the shock roll process while automatic attack successes do not.)

SHOCK ROLLS OUTSIDE COMBAT

Unless a given source of damage specifies that it inflicts automatic wounds (see "Automatic Wounds," below), the target of the damage may **always** make a shock roll to resist that damage, just as if it had arisen in combat. See "The Shock Roll" on page 22.

COMMAND POINTS

Each side has a pool of Command Points at its disposal each turn. These tokens are not associated with a particular character, but instead with all characters of the player's side. Command Points can be used for a wide variety of purposes and are an important resource in TANNHÄUSER.

A player's Command Points are refreshed at the beginning of each turn (see "Refresh Tokens" on page 10) and can then be spent throughout the turn. Unused Command Points from the previous turn are lost at the next turn's "refresh tokens" step, and so cannot be built up from turn to turn.

Command Points can be spent for the following effects. (Keep in mind that some scenarios provide additional uses for Command Points.)

- **Re-rolling Setup or Initiative Rolls.**
- **Buying extra movement points.**
- **Placing a character on overwatch.**
- **Temporarily increasing a characteristic value.**
- **Launching a counterattack.**
- **Shaking off a wound.**
- **Introducing a reinforcement character.**

TRACKING COMMAND POINTS

Players can track their Command Points any way they wish. The standard method is described below, but alternatives (using beads, coins, tokens, etc.) are perfectly acceptable.

The standard method calls for the player to keep all five of his Command Point tokens in a stack so that the number of Command Points he has remaining at any given time is always the faceup numeral at the top of the stack. Each time the player spends or gains points, he simply rearranges the stack so that the numeral on top of the stack communicates his new total.

Each option is described in detail, along with any special circumstances and limitations that apply, in the sections that follow.

There is one common restriction on spending Command Points: During a single activation, a player may not spend Command Points for the same effect more than once. No matter how many Command Points a player has, he may not increase a characteristic value more than once in the same activation, buy an extra movement point more than once in the same activation, shake off a wound more than once in the same activation, and so forth. Note that this restriction is "reset" for **each successive character's** activation.

All values return to their printed value at the end of every activation.

Example: On Karl Zermann's activation, the Reich player spends a Command Point to increase Zermann's Combat value by one. He also spends a Command Point to buy an extra movement point. This is legal, although both expenditures take place in the same activation, they are different Command Point effects.

After Karl Zermann's activation, the Union player activates John MacNeal. During MacNeal's activation, the Reich player spends another Command Point to increase Zermann's Combat value once more. This expenditure is legal because John MacNeal's activation is a new activation.

RE-ROLLING SETUP OR INITIATIVE ROLLS

Immediately after both players roll a die for either a Setup Roll or Initiative Roll, the player who lost the roll – that is, the player who rolled lower – may spend a Command Point to re-roll his die. He may only spend a Command Point once for any particular Setup or Initiative Roll. His second result replaces the first result and is final, even if the second result is lower.

Note that if a re-rolled Setup or Initiative Roll results in the re-rolling player gaining the respective advantage, his opponent is **not** allowed to spend a Command Point of his own in response to make his own re-roll.

Note that a player who spends a Command Point in this way on a Setup Roll effectively gains its benefit on the first game turn's Initiative Roll as well, since a game's Setup Roll also functions as the first turn's Initiative Roll.

In case of a tie, both players will re-roll their dice. No Command Points may be spent on a re-roll due to a tie.

BUYING EXTRA MOVEMENT POINTS

A player may spend a Command Point during a character's activation to add one movement point to his pool of movement points.

This expenditure may be made after that character's last movement point is spent, as long as the next character's activation has not yet begun. (For this reason, a player should wait until his opponent tells him that his activation is over before beginning the next activation.)

PLACING A CHARACTER ON OVERWATCH

A player may spend a Command Point during the "set overwatch" step of the game turn in order to set one of his characters on overwatch for the duration of the turn. Multiple characters may be set on overwatch at a cost of 1 Command Point per character. However, the same character may not be set on overwatch more than once. (That is, there is no "double overwatch.")

When setting a character on overwatch, an unused objective token is placed beneath that character's base to indicate this status.

A character set on overwatch does not receive an activation in the current game turn. Mark his character sheet immediately as having been activated when overwatch is set to help remember this (see "Marking Activations" on page 10).

See "Overwatch" on page 26 for more information about the effects of being on overwatch.

TEMPORARILY INCREASING A CHARACTERISTIC VALUE

A player may spend a Command Point at any time in order to increase the current value of his character's Combat, Mental, or Stamina characteristics by one. This increase lasts until the end of the current activation. It is applied **after** any bonuses or penalties from equipment tokens are applied.

Exception: A player may not spend a Command Point in between the roll of a die and the associated resolution of, for example, a test. That is, a player may not make a test, see that he has not been successful, and then spend a Command Point to increase the associated characteristic in order to be successful. Rather, the characteristic must be modified **before** the relevant roll is made.

The restriction against spending Command Points more than once in the same activation for "precisely the same effect" restricts a player from increasing a given character's particular characteristic more than once in a single activation, but does **not** prevent a player from increasing different characteristics in the same activation. For example, a player could spend two Command Points to increase a character's Combat and Mental values by one each in the same activation, but could not spend two Command Points to increase a character's Mental value by two points in the same activation.

LAUNCHING A COUNTERATTACK

A player whose character is attacked by an enemy **and survives** may spend one Command Point to make a **COUNTER-ATTACK**. This opportunity must be taken or declined immediately after the original attack is resolved, before the original attacker's activation continues (or ends).

A counterattack is resolved as a regular attack, with the following restrictions:

- The original attacker must be the target of this attack, and is subject to the normal rules for attacking (See The Attack Action on page 21).
- The counterattacking character uses his **worst** Combat value for this attack.
- Only one counterattack can be made in response to a given attack, no matter how many Command Points are available.
- The Extra Ammunition equipment may not be used to gain an additional counterattack.
- A counterattack cannot be made in response to a counterattack.

Note that because throwing a Grenade does not constitute an attack (because it is not carried out with the "attack" action), characters wounded by a Grenade are not eligible to launch counterattacks.

SHAKING OFF A WOUND

Immediately after making a shock roll (see “The Shock Roll” on page 22), a player may spend one Command Point to **SHAKE OFF** a single wound that character would otherwise suffer. A player may not improve the character’s overall state of health compared to his state of health before the attack was launched. (Shaking off a wound only negates a new wound; it does not heal old ones.)

INTRODUCING A REINFORCEMENT CHARACTER

A player may spend 3 Command Points before activating any characters to introduce a **REINFORCEMENT** character to the game board.

Reinforcements enter play in the same way that other characters entered the game on the first game turn: through their owner’s entry point. They must enter the board the turn they are reinforced.

Only Troopers may be introduced as reinforcements. Furthermore, only **a Trooper who has already died** in the course of play, and who is not a currently on the map, may be returned to the game as a reinforcement. Thus, a player may never have more characters on the game board, nor more duplicates of a given character on the game board, than he had at the beginning of the game.

When introducing a reinforcement, a player may equip that character with **any** of the character’s equipment packs, regardless of which pack was chosen for that character during setup. Reinforcements may not be equipped with bonus tokens when introduced to play, however.

EQUIPMENT FOR REINFORCEMENTS

When a character is eliminated, his disposable equipment is placed on the game board where he died. However, when the same character returns as a reinforcement, a problem arises, because the players may not have enough tokens to represent both the dead character’s equipment (left behind on the board) and the reinforcement’s equipment (to be placed on his character sheet). In these circumstances, players should use proxy tokens – such as scraps of paper or otherwise unused tokens marked with small post-it notes – to represent tokens they do not own.

Recall that most modes of play only give each player 2 Command Points per turn. Because introducing a reinforcement costs 3 Command Points, introducing reinforcements is only an option in these modes when a player manages to gain extra Command Points on a given turn, such as by searching a crate or receiving them from a piece of equipment.

There is no limit to the number of times a player may introduce reinforcements in the course of a game.

***Example:** The Reich player chose the standard assortment of characters at the beginning of an objective mode game: Eva Krämer, Hermann Von Heizinger, Karl Zermann, one Schocktruppen, and one Stosstruppen. In the course of play, Eva Krämer dies. However, even given 3 Command Points per turn, the Reich player still cannot introduce any reinforcements. He cannot introduce Eva Krämer as a reinforcement because only Troopers can be reinforcements. He cannot introduce another Schocktruppen or Stosstruppen, because then he would have more active characters of one of those types in play than he had at the beginning of the game. Later, the Reich player loses a Schocktruppen. Now he can spend 3 Command Points at the start of his activation in order to bring a Schocktruppen into play as a reinforcement.*

OVERWATCH

A character on **OVERWATCH** is standing ready to attack in response to enemy activity. A player can use Command Points to set characters on overwatch during the “Set Overwatch” step of each game turn. Recall that an unused objective token is placed under that character’s miniature at that time to remind the players that the character is on overwatch. See “Placing a Character on Overwatch” on page 25 for more information.

A character on overwatch can interrupt an enemy character’s activation upon any of the following triggers:

- The enemy character moves onto a circle on the same path as the overwatch character. (The enemy character can be moving from a circle on the same path or a different path.)
- The enemy character moves onto a circle adjacent to the overwatch character.
- The enemy character announces an action while standing on the same path as, or on a circle adjacent to, the overwatch character.

Upon interrupting, the overwatch character launches an **OVERWATCH ATTACK** against the character being interrupted.

Launching an overwatch attack is always optional; a player is never required to launch an overwatch attack simply because his character is on overwatch and a legal trigger occurs.

Note: A player must give his opponent a chance to declare an Overwatch attack when activating his characters.

An overwatch attack launched in response to movement is resolved immediately after the movement to the new circle, but before any additional movement can be carried out or actions announced. An overwatch attack launched in response to the announcement of an action is resolved **before** that action is carried out.

An overwatch attack is resolved as a normal attack, save that the target must be the character whose movement or announcement triggered the attack, and save that **weapons with the Mental and/or Heavy traits may not be chosen** for an overwatch attack.

If the target of an overwatch attack is killed, his activation ends immediately with his death. Otherwise, once the overwatch attack has been resolved, the triggering character's activation simply continues as normal from the point of interruption. If the announcement of an action was what triggered the overwatch attack, the character must continue by carrying out the announced action. That is, he may not change his mind about what he wants to do next based on having suffered the overwatch attack.

When a character launches an overwatch attack, the token beneath his miniature is removed from the board. The character is no longer considered to be on overwatch. That character may not launch another overwatch attack this game turn, nor may he be activated normally, as described under "Placing a Character on Overwatch" on page 25.

There is one final restriction on overwatch attacks: Each of a potential target's action announcements and movements between two adjacent circles may only trigger one overwatch attack against that target, no matter how many nearby characters are on overwatch. So, for example, if a potential target announces an attack, then only one enemy character who is on overwatch may attack that character in response to that announcement.



Example: The Reich player has set Eva Krämer(1) and Yula Korlitz(2) on overwatch as shown in the diagram. The Union player moves John MacNeal(3) as shown. The Reich player may react to that move by announcing an overwatch attack from either Krämer or Korlitz, but not both of them. Alternately, he may choose not to respond. He attacks with Krämer. After her attack – which does not kill John MacNeal – is resolved, the Union player continues John MacNeal's activation, choosing to announce an attack action. Yula Korlitz may interrupt that announcement with an overwatch attack if the Reich player wishes. Eva Krämer, however, may not; she has already used up her overwatch attack for the turn. Yula Korlitz makes the overwatch attack, but does not kill John MacNeal. The Union player resumes John MacNeal's attack.

