

Another boardgame player aid by

# Universal Head

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Game: <b>TANNHÄUSER</b>	<b>v3.1</b> Jun 2008
Pub: <b>©2007 Fantasy Flight Games</b>	
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For best results, print on card, laminate and trim to size.	

## Setup

### 1. Choose Difficulty Level

- Easy** 2 Troopers may return as Reinforcements.  
**Normal** 1 Trooper may return as a Reinforcement.  
**Hard** No Reinforcements.

### 2. Choose a Game Mode

Choose one of the 4 **Game Modes** and setup tokens.

### 3. Choose Characters

Each team has **5 characters**: either 3 Heroes and 2 Troopers, or 2 Heroes and 3 Troopers. All characters must have at least one **Affiliation Symbol** in common. Place a **Health Indicator** Token on the character's sheet, pointing at the top row of characteristics (Combat, Stamina, Mental and Movement).

### 4. Equip Characters

For each character, take his **Special Object** and select one of his standard equipment **Packs**. Place these 4 tokens on the character sheet in the equipment slots.

Alternatively, players may make custom Packs from among all of the items listed, but in this case the character does not receive his Special Object.

### 4. Take Victory Points

Each side begins with **2 Victory Points**.

### 5. Place Miniatures

The game begins with each player making a d10 **Deployment Roll** (re-roll ties). The winning player chooses an Entry Point for his unit, and the losing player chooses a different entry point.

## Game Modes

### Story Mode

**Victory Conditions:** The game ends once either player accomplishes 2 of his Main Objectives, or 1 of his Main Objectives and 2 of his Secondary Objectives. The player with the most VPs is the winner.

**Token Setup:** Select 4 Objective tokens bearing your unit's Affiliation symbol, then sort them into Main (golden border) and Secondary (silver border) Objectives, and then into sub-groups based on their Objective Categories.

Each player makes a d10 **Setup Roll**. The winner (re-roll ties) chooses a Main Objective Circle on the board, then places a corresponding Main Objective token face up on it. Players then alternate placing tokens, then continue with Secondary Objectives on Secondary Objective Circles.

Shuffle all the VP Crate tokens and place one on each Action Circle, crate side up.

**Special Rules:** Characters accomplish an Objective by spending an Action Phase next to the Objective Token, as long as there is no enemy also adjacent to the token.

The characters also must have the appropriate Skill(s). A Secondary Objective requires only one Skill; if the character has it, take the Objective Token off the board and earn 1 VP. If the character doesn't have the required Skill, he can temporarily purchase it at a cost of 1 VP (the points cancel each other out).

# TANNHÄUSER

A Main Objective requires two different Skills, but a single character may only use one Skill per Sequence. Therefore, either two characters must work one after the other to complete a Main Objective in a single Game Turn, or a single character can work over two Game Turns (which need not be sequential).

Accomplishing the first half of a Main Objective scores 2 VPs immediately. When the second half of the Main Objective is completed, score 2 more VPs and remove the token from the board.

In the case of Main Objectives, purchased Skills costs 2 VPs each. However at least half of every Main Objective must be accomplished normally, without purchasing the required Skill.

You cannot complete your opponent's missions.

### Death Match Mode

**Victory Conditions:** The game ends once one player kills all the characters on the opposing team.

**Token Setup:** Shuffle all the Crate tokens and place one on each Action Circle and Objective Circle, crate side up. Objective Circles are treated like Action Circles and can be searched.

### Capture the Flag Mode

**Victory Conditions:** The game ends once either player captures 2 enemy flags and *plants* them on his own Entry Point, or on one or both of the Objective Circles originally holding his own flags.

**Token Setup:** Each player makes a d10 **Setup Roll**. The winner (re-roll ties) chooses a Main Objective Circle on the board, then places one of his Flag tokens on it. Players then alternate placing tokens.

Shuffle all the Equipment Crate tokens and place one on each Action Circle, crate side up.

**Special Rules:** A character adjacent to an enemy flag may use an Action Phase to pick it up, as long as there is no enemy also adjacent to the flag. Flags are treated as DETs, but do not require Slots to be carried and you may not pick up one of your own flags.

To *plant* an enemy flag a character with a flag must use an Action Phase on a circle adjacent to an Entry Point or one of his team's Objective Circles.

### Domination Mode

**Victory Conditions:** The game ends once either player has 4 Flag Tokens placed on any 4 different Objective Circles anywhere on the board.

**Token Setup:** Both players place their Flag Tokens in front of them. Shuffle all the Crate tokens and place one on each Action Circle, crate side up.

**Special Rules:** A character adjacent to an Objective Circle may use an Action Phase to place a Flag Token, as long as there is no enemy also adjacent to the Circle. Enemy flags there are removed and returned to their owner. Flags cannot be exchanged, given, dropped or picked up in this mode.

## Paths

A **Path** is identified by the color of the circles on it. Some circles are made up of several colors, indicating they are part of several Paths.

Characters see every circle on their Path—neither friendly nor enemy characters block line of sight.



### Modifier circles

Modifier circles on the board or tokens modify their matching characteristics when a character is on them—for every **green symbol a 1 point bonus** to the characteristic's Current Value, and for every **red symbol a 1 point penalty**.



In the case of **Movement** modifiers, the penalty is the cost for the character to move *off* the circle. Movement penalties are not cumulative; use the greatest penalty from a given source.



### Objective circles

Objective circles are not part of any Path. Characters must stand next to them to accomplish **Objectives**.

The larger of the icons on a token is the Objective Category, and also indicates on which matching Objective Circle on the board it is placed. Also, Main Objectives can only be placed on golden symbols and Secondary Objectives on silver symbols.



### Action circles

Action circles are not part of any Path. **Crate Tokens** are placed on them, and when a character spends an Action Phase adjacent to them (without doing anything else), he can search the crate.



### Entry points circles

Entry points belong to Paths and indicate where characters can be brought onto the board.

## Game Sequence

A game is made up of **Game Turns**. Each character has a **Sequence** made up of a **Movement Phase** and an **Action Phase**.

At the start of every turn each player makes a d10 **Initiative Roll**, adding +1 for every of his characters that has died. The winner decides which team goes first on that turn (re-roll ties).

Players alternate activating their characters one at a time, in any order. Each character can only be activated once per game turn. Once all surviving characters have been activated, a new turn begins with a new Initiative Roll.

A character may complete his phases in any order, and may interrupt his movement phase to execute his action phase (in full), and then return to movement.

### Dice

All dice in a single dice pool are rolled together and any that equal or exceed the **Difficulty Score** of the action count as a success. **Penalties cannot be applied to Natural 10 rolls nor bonuses to Natural 1 rolls.**



## Movement Phase

An active character can move a number of circles equal to his *Current Movement Value*.

A character may move through allies but must end movement on an empty circle. Equipment or doors do not impede movement.

A character must stop adjacent to an enemy but may **Bull Rush** the enemy in the action phase to get by.

It costs 1 movement point for an incoming character to move onto an Entry Point circle from off the board. Characters cannot move onto Objective or Action circles or end movement on an Entry Point circle.

## Action Phase

A character may perform only *one* of the following tasks during his Action Phase:

- perform an action
- *bull rush* an enemy
- use a piece of equipment
- drop, give away and/or pick up equipment
- search a crate
- attack an opponent or use a grenade

### Bull rushing an opponent

Resolve a **Stamina Duel** with the opponent. *Success* means your character may move through the occupied circle. *Failure* means your character cannot move through, but can go elsewhere.

If several enemy characters are standing adjacent to each other, a successful bull rush against the first enemy in the line means the character may cross all of the occupied circles (at the usual cost of 1 movement point per circle).

### Equipment

The character image or Affiliation symbol on the back of an equipment token indicates which character can choose it during Setup.

Characters can only drop, give away or pick up **Disposable Equipment Tokens** (hashed border).

As many DETs as desired may be **dropped** in one Phase, but they must be dropped on an adjacent *free* circle on the character's path.

As many DETs as desired may be **given away** in one Phase, but the receiving character(s) must be adjacent and on the same path.

As many DETs as desired, from different circles, may be **picked up** in one Phase, if they are on the same or adjacent circles on the same path as the character.

Equipment must be placed in an empty slot. Multiple tokens of the same Weapon Type may be stacked in the same slot. A character receiving or picking up DETs may use them beginning with his next sequence.

If a character dies, stack all disposable equipment tokens on the circle he was standing on.

### Searching crates

A character can only search a crate if he is adjacent to it and no enemy character is adjacent to it. Flip the Crate Token faceup to reveal equipment or VPs. Equipment may also be dropped into a crate.

## Resolving a Duel

To resolve a **Stamina** or **Mental Duel**, players use the current value of their character's appropriate characteristic. This is the number of dice in the player's **dice pool** and the **Difficulty Score** that their opponents must equal or beat to mark successes against them.

Both players roll their dice pools, adding up the successes versus their opponent's Difficulty Score. Whoever rolls the greatest number of successes wins (defender wins ties).

## Combat

### Combat Roll

Roll the dice in the attacker's dice pool and count the number of successes versus the defender's Difficulty Score. If there is at least one success, the defender makes a **Shock Roll**—each success cancels one hit.

### Standard Combat (anything other than H-to-H)

**Dice Pool** = attacker's current Combat Value.

**Difficulty Score** = defender's current Combat Value.

### Hand-to-Hand Combat (adjacent circles on same Path; must have H-to-H skill to attack)

**Attacker has H-to-H weapon:**

**Dice Pool** = attacker's current Combat Value.

**Attacker doesn't have H-to-H weapon:**

**Dice Pool** = attacker's lowest Combat Value.

**Defender has H-to-H weapon:**

**Difficulty Score** = defender's current Combat Value.

**Defender doesn't have H-to-H weapon:**

**Difficulty Score** = defender's lowest Combat Value.

### Shock Roll

**Dice Pool** = defender's Current Stamina Value.

**Difficulty Score** = Combat Value the attacker used.

### Wounds

Each hit not cancelled by the Shock Roll is a **Wound**. The defender's Health Indicator Token is pointed one row downwards at the character's new Current Values. If the token is moved below the last row, the character dies and its miniature removed.

## Victory Points

A unit may spend **Victory Points** (VPs) in any Game Mode to gain special bonuses. Tokens are kept visible.

Before taking an action a character may use 1 or more VPs, which are spent whether or not the action succeeds. **During a single sequence, a Hero may spend a maximum of 2 VPs and a Trooper 1 VP.**

**Victory Points can be used to:**

**Increase a character's Movement** (1 VP) **+1 MP** for that Sequence only.

**Launch a Counterattack** (1VP) if character survives attack. **Use lowest Combat Value.** Neither character can use VPs, Extra Ammunition, nor can they re-Counterattack.

**Re-roll a Initiative Roll** (1 VP) if you rolled the lower die; once per Game Turn. Opponent cannot re-roll. If there is then a tie, both players re-roll again.

**Heal 1 Wound** (1 VP) after making a Shock Roll (and your character is not dead). No Counterattack allowed.

**Temporarily buy a Skill** (1 or 2 VPs) See *Story Mode*.

## Weapon Types

**Hand-to-Hand Weapons** and the H-to-H Skill allow a character to use their current Combat Value when engaged in H-to-H combat with an adjacent target on the same Path.

**Close Combat Weapons** have a minimum range of 2 and the target must be on the same Path.

**Automatic Weapons** have a minimum range of 3 and the target must be on the same Path.

**Heavy Weapons** have a minimum range of 4 and the target must be on the same Path.

Characters cannot **Counterattack** or use **Extra Ammunition** when using a Heavy Weapon.

Those who don't have **Athletics Skill** move with their lowest Movement Value when carrying one.

Heavy Weapons inflict **Automatic Wounds** applied after the Shock Roll that cannot be countered by it.

**Grenades** are thrown onto an empty circle a minimum of 4 spaces away and on the same Path.

Place a **Debris Token** (1 point Movement penalty) on the targeted circle, and discard the Grenade token.

Make a separate Combat Roll for each character, friend or foe, standing on a circle adjacent to the blast, *even if not on the same Path*. Each of these characters also suffers an **Automatic Wound** applied after the Shock Roll that cannot be countered by it.

A character cannot **Counterattack** with a grenade.

**Smoke Screen Grenades** are thrown onto an empty circle on the same Path and cannot be picked back up.

Place a Smoke Screen Token on the circle and discard the SSG Grenade token. The entire Path immediately fills with smoke for the rest of the game.

All characters on a smoke-filled Path suffer a -3 penalty to their Current Combat and Stamina Values. A character standing directly on a token suffers a -5 penalty to each.

Penalties due to smoke can never reduce a character's Current Value below 1.

The effects of multiple SSGs are not cumulative. Each character is affected by the worst applicable smoke penalty only.

## Hermetica

Place the appropriate **Hermetica Token** on an empty circle on the same Path. Its effects are applied immediately across the entire Path.

The token and its effects do not affect movement.

If the character who invoked a given Hermetica dies, its effects end immediately and its token is removed.

Only one Hermetica may affect any given Path at once.



## Victory Points

During single sequence a character may spend:  
Hero: max of 2 VPs Trooper: max of 1 VP

### Increase Movement (1 VP)

+1 MP for that Sequence only.

### Launch Counterattack (1 VP)

Counterattack if character survives attack.

**Use lowest Combat Value.** Neither character can use VPs, Extra Ammunition, nor can they re-Counterattack.

### Re-roll Initiative Roll (1 VP)

**Re-roll a losing Initiative Roll** (once per Game Turn). Opponent cannot re-roll. Re-roll ties.

### Heal Wounds (1 VP)

**Heal 1 Wound** after making a Shock Roll (and your character is not dead).

No Counterattack allowed.

### Buy a Skill (1 or 2 VPs)

In Story Mode:

1 VP = buy a Skill to complete a **Secondary Objective**.

2 VP = buy a Skill to complete half a **Main Objective**.

Purchased Skills last for that Sequence only. At least half of a Main Objective has to be completed normally.

## Weapon Types



### Hand-to-Hand Weapons

**Range:** Adjacent on Path.

**No HtoH skill:** No attack.

**Attacker has HtH weapon:**  
Dice pool current CV.

**Attacker no HtH weapon:**  
Dice pool lowest CV.

**Defender has HtH weapon:**  
Difficulty current CV.

**Defender no HtH weapon:**  
Difficulty lowest CV.



### Close Combat Weapons



### Automatic Weapons



### Heavy Weapons

**No Athletics Skill:** use lowest Movement Value.

Cannot **Counterattack** or use **Extra Ammunition**.

Inflict **Automatic Wounds**.



### Grenades

Target empty circle on path and place a *Debris Token*.

Combat Roll for *all* adjacent characters *even on other Paths*. **Automatic Wound**.

Cannot **Counterattack** with grenade.

### Smoke Screen Grenades

Smoke Screen Token on circle on same Path; entire Path smoked all game.

**On Path:** -3 to Current Combat and Stamina Values. **On Token:** -5.

Multiple SSG effects not cumulative (worst penalty).



### Hermetica

Place on empty circle on path; entire Path affected.

1 Hermetica on a given Path at once. Invoker dies, effects end.

## Victory Points

During single sequence a character may spend:  
Hero: max of 2 VPs Trooper: max of 1 VP

### Increase Movement (1 VP)

+1 MP for that Sequence only.

### Launch Counterattack (1 VP)

Counterattack if character survives attack.

**Use lowest Combat Value.** Neither character can use VPs, Extra Ammunition, nor can they re-Counterattack.

### Re-roll Initiative Roll (1 VP)

**Re-roll a losing Initiative Roll** (once per Game Turn). Opponent cannot re-roll. Re-roll ties.

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Purchased Skills last for that Sequence only. At least half of a Main Objective has to be completed normally.

## Weapon Types



### Hand-to-Hand Weapons

**Range:** Adjacent on Path.

**No HtoH skill:** No attack.

**Attacker has HtH weapon:**  
Dice pool current CV.

**Attacker no HtH weapon:**  
Dice pool lowest CV.

**Defender has HtH weapon:**  
Difficulty current CV.

**Defender no HtH weapon:**  
Difficulty lowest CV.



### Close Combat Weapons



### Automatic Weapons



### Heavy Weapons

**No Athletics Skill:** use lowest Movement Value.

Cannot **Counterattack** or use **Extra Ammunition**.

Inflict **Automatic Wounds**.



### Grenades

Target empty circle on path and place a *Debris Token*.

Combat Roll for *all* adjacent characters *even on other Paths*. **Automatic Wound**.

Cannot **Counterattack** with grenade.

### Smoke Screen Grenades

Smoke Screen Token on circle on same Path; entire Path smoked all game.

**On Path:** -3 to Current Combat and Stamina Values. **On Token:** -5.

Multiple SSG effects not cumulative (worst penalty).



### Hermetica

Place on empty circle on path; entire Path affected.

1 Hermetica on a given Path at once. Invoker dies, effects end.



**Extra Ammunition**

After an unsatisfactory Combat Roll, may roll a second attack (only these second results are counted). Cannot be used during a Counterattack. **Discard after use.**

**First Aid Kit**

May heal an additional wound when using a VP to heal a wound. **Discard after use.**

**Combat Knife****Hand-to-Hand Weapon**

1 additional hit if Combat Roll is successful.

**Strafe****Hand-to-Hand Weapon.**

Can target enemies up to 2 circles away, even through blocked circles. +1 hit if Combat Roll successful. If **Eva** rolls a Natural 10 on Combat Roll, target suffers as many wounds as successes, no Shock Roll.

**Kreuger****Hand-to-Hand Weapon.**

1 additional hit if Combat Roll is successful. If **Yula** rolls a Natural 10 on a Combat Roll, target disarmed (**Yula's** choice of DET weapon). Item placed on adjacent free space (if none, not disarmed).

**Demon Taint****Hand-to-Hand Weapon**

1 additional hit if Combat Roll is successful. Bonus is cumulative with Combat Knife bonus.

**Luger P-08****Close Combat Weapon**

+1 to the result of each Combat Roll die (except Natural 1s).

**Luger 1900****Close Combat Weapon**

+1 to the result of each Combat Roll die (except Natural 1s).

**Mauser C96****Close Combat Weapon**

+2 to the result of each Combat Roll die (except Natural 1s).

**Walther P38****Close Combat Weapon****Doom****Close Combat Weapon. Min Range 2, Max (Current Mental Value +1).**

+1 to the result of each Combat Roll die. Phantomatic projectiles can target enemies on other Paths (must move legally along Paths). Cannot use Extra Ammunition.

**MP 40****Automatic Weapon**

+1 to Current Combat Value.

**Stielhandgranate****Grenade****Silencer**

**Can only be used with CC wpns**

Targeted enemy cannot Counterattack.

**Polonium c210**

**Can only be used with H-to-H wpns**

If **Yula** rolls a Natural 10 on any Combat Roll, target is poisoned and suffers 1 Automatic Wound.

**Celerity**

Use highest Movement Value to determine movement points, despite wounds.

**Infiltration**

Character may use any Entry Point (even enemy's). On first turn only he does not block enemy moves and is not blocked by enemies.

**Whirlwind**

If **Yula** is wounded (not using highest Characteristic row), her Movement increases by 1.

**Critical Hit**

May re-roll lowest die in pool after any Hand-to-Hand Combat Roll. Natural 1s cannot be re-rolled.

**Immunity to Pain**

Use highest Stamina Value when making a Shock Roll.

**Not Dead Yet**

If character killed, discard token. Character does not die but stays at 1 Health (lowest Characteristics).

May not use *Immunity to Pain*, *Supernatural Strength* or *Celerity*, may not cancel wounds or Counterattack.

**Can only be used once per game.**

**Supernatural Strength**

Always use highest Combat Value when making a Hand-to-Hand Combat Roll.

**Keep Firing**

+1 to the result of each Combat Roll die.

Character must have attacked a target on the same Path with the same weapon on the previous turn.

**Mad Minute**

+2 to the result of each Combat Roll die. Must be stationary.

**Keep Firing and Mad Minute bonuses are cumulative and can only be used with Close Combat and Automatic Weapons.**

**Get Outta Here!**

May Physically Duel an adjacent opponent on the same Path to move the opponent to an adjacent free circle on Path, or trade places.

**Obscura Corps Band**

May re-roll a single Natural 1. A re-roll of 10 is *not* considered a Natural 10.

**Can only be used once per turn.**

**Generaleutnant**

**+6 to Deployment Roll** (cumulative with bonuses of other ranking characters).

**Oberleutnant**

**+4 to Deployment Roll** (*not* cumulative with bonuses of other ranking characters).

**Ringkragen**

**Mental Characteristic** column has the values 6, 6, 5, 5.

**Iron Cross 1st Class****+2 Bonus Points**

Can be used just like VPs but any remaining are lost at game end and not counted for victory conditions.

**Iron Cross 2nd Class****+1 Bonus Point****Close Combat Bar**

**Combat Characteristic** column has the values 5, 4, 4, 4.

**Section Kaos**

At game start may modify one Schocktruppen characteristic: Combat 5,5,5, Stamina 5,5,5, Mental 4,4,4 or Speed 7,6,6.

**Only if Von Heizinger is a Hero.**

**Hermetica Atra**

While on corrupted Path, **+1 Stamina** to all characters with Obscura Korps Affiliation.

**Hermetica Occulta**

While on corrupted Path, **+1 Mental Values** to all characters with Obscura Korps Affiliation.

**Hermetica Umbra**

While on corrupted Path, **+1 Combat Values** to all characters with Obscura Korps Affiliation.

**Eye of Horus**

Fight a **Mental Duel** with a wounded enemy on the same Path. On win, victim suffers 1 Automatic Wound, no Counterattack.

**Eyes of Tages**

May heal 2 additional wounds when using a VP to heal a wound.

**Can only be used once per game.**

**Patmos Amulet**

Fight a **Mental Duel** with an enemy at (Current Mental Value +1) Range, even on another Path. On win, move victim as many circles as rolled successes. If victim had not yet been activated, he uses his lowest Values and has no Action Phase.

**Sha-Na-Ra**

Fight a **Mental Duel** with an enemy on the same Path. On win, victim receives as many wounds as rolled successes, no Shock Roll.

**Can only be used once per game.**

**Helm of Diomedes**

Always use highest Mental Values, regardless of injury.





### Extra Ammunition

After an unsatisfactory Combat Roll, may roll a second attack (only these second results are counted). Cannot be used during a Counterattack. **Discard after use.**



### First Aid Kit

May heal an additional wound when using a Victory Point to heal a wound.

**Discard after use.**



### Shot of Morphine

May heal an additional wound when using a VP to heal a wound. **Tala Aponi** may instead use a VP to heal 2 wounds of a character on an adjacent circle. **Discard after use.**



### Knife

Hand-to-Hand Weapon



### Combat Knife

Hand-to-Hand Weapon

If user rolls at least 1 success on a Combat Roll, add 1 additional success to the result.



### Smith & Wesson 1917

Close Combat Weapon

+1 to the result of each Combat Roll die (except Natural 1s).



### Colt 45 1911 A1

Close Combat Weapon

+2 to the result of each Combat Roll die (except Natural 1s).



### Trench Gun

Close Combat Weapon

If at least 1 success rolled on the Combat Roll die and target is within a number of spaces equal to attacker's lowest CV, may move target to an adjacent (not closer) free circle. If no space available, target suffers 1 Automatic Wound.



### Reising M50

Automatic Weapon

+1 to Current Combat Value.



### Flash-gun MK1

Automatic Weapon

Target is killed *instantly* if firer rolls at least 1 Natural 10 on a Combat Roll (not re-rolls) and target does not roll at least 1 Natural 10 on the Shock Roll.



### Submachine Gun M3

Automatic Weapon

+1 to Current Combat Value.



### MP3008c 'Freiheit' Machine Pistol

Automatic Weapon

+1 to the result of each Combat Roll die (except Natural 1s). Adds 1 to user's overall CV.



### Sten Mark II

Automatic Weapon

+1 to Current Combat Value. Note minimum range of 2.



### TNT 440gr Grenade

**Engineering Skill required**  
Use 2 pt Debris counter. Shock Rolls to avoid damage at -1 on each die. All characters on adjacent circles suffer 2 Automatic Wounds rather than 1.



### Flash Machine Gun A6a

Heavy Weapon

Target is killed *instantly* if firer rolls at least 1 Natural 10 on a Combat Roll (not re-rolls) and target does not roll at least 1 Natural 10 on the Shock Roll. No matter the result, target sustains 1 Automatic Wound.



### MKII A1 Grenade



### F1 Fragmentation Grenade

Grenade



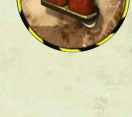
### M15

Smoke Screen Grenade



### BA-27

When connected to a Flash Machine Gun, firer kills target *instantly* on a Natural 9 or 10 if target does not roll at least 1 Natural 10 on the Shock Roll.



### BA-29c

Using Flash-gun Mk 1: firer kills target *instantly* on a Natural 9 or 10 if target does not roll at least 1 Natural 10 on the Shock Roll.

**Wearing BG-42:** cancels all hits if he rolls a Natural 9 or 10 in the Shock Roll. No use against Mental or Hand-to-hand attacks.



### BG-42

Wearer cancels all hits if he rolls a Natural 10 in the Shock Roll. No use against Mental or Hand-to-hand attacks.



### Nighteyes

May ignore all Smoke Grenade penalties. Add 1 additional hit on any successful Combat Roll with a Close Combat or Automatic Weapon.



### Boxing

Hand-to-Hand Weapon

If John McNeal rolls a Natural 10 on his Combat Roll, the target must use his lowest values for his Shock Roll regardless of equipment.



### Ikaah

**Tala Aponi** may use an Action Phase to place this token on an empty adjacent circle. When she or an ally crosses it she may discard the token and regain 1 Wound.

**Can only be used once per game.**



### Luck

**Roll any 1 die once per Game Turn** (the new result must be used).



### Captain

**+4 to Deployment Roll** (cumulative with bonuses of other ranking characters).



### Sergeant

**+2 to Deployment Roll** (cumulative with bonuses of other ranking characters).



### Corporal

**+1 to Deployment Roll** (cumulative with bonuses of other ranking characters).



### Medal of Honor

Until the end of the turn, use highest Combat, Mental and Movement Values regardless of health status.

**Can only be used once per game.**



### Combat Infantry Badge

Combat Characteristic column has the values 6, 6, 5, 5.



### Expert Infantry Badge

Stamina Characteristic column has the values 5, 5, 5.



### Silver Star

**+2 Bonus Point**

Can be used just like VPs but any remaining are lost at game end and not counted for victory conditions.



### Presidential Unit Citation

**+1 Bonus Point**

Can be used just like VPs but any remaining are lost at game end and not counted for victory conditions.

**Only 1 PUC can be played per unit.**



### Incredible Strength

May re-roll lowest die in pool after any Shock Roll. Natural 1s cannot be re-rolled.



### Keep Moving

When crossing a circle with a Movement penalty, the penalty is 1 point lower.



### Go! Go! Go!

+1 to Current Movement Value.



Use at the beginning of character's Movement Phase; Action Phase forfeited and cannot make a Counterattack for the remainder of the turn.



### Get Outta Here!

May Physically Duel an adjacent opponent on the same Path to move the opponent to an adjacent free circle on Path, or trade places.



### The Tribune

May spend 1 VP to win an Initiative roll before dice are rolled.

**Can only be used once per game on the 2nd, 3rd or 4th turn (even if owner has been killed).**



### Jack-of-all-Trades

Before Deployment Roll, choose any 2 Skills and announce them to opponent. These are available to Wolf for this game.



## John MacNeal Combat Pack



### Nighteyes

May ignore all Smoke Grenade penalties. Add 1 additional hit on any successful Combat Roll with a Close Combat or Automatic Weapon.



### Flash-gun MK1

#### Automatic Weapon

Target is killed instantly if firer rolls at least 1 Natural 10 on a Combat Roll (not re-rolls) and target does not roll at least 1 Natural 10 on the Shock Roll.



### Combat Infantry Badge

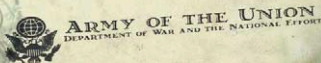
Combat Characteristic column has the values 6, 6, 5, 5.



### Medal of Honor

Until the end of the turn, use highest Combat, Mental and Movement Values regardless of health status.

Can only be used once per game.



## John MacNeal Stamina Pack



### Nighteyes

May ignore all Smoke Grenade penalties. Add 1 additional hit on any successful Combat Roll with a Close Combat or Automatic Weapon.



### Flash-gun MK1

#### Automatic Weapon

Target is killed instantly if firer rolls at least 1 Natural 10 on a Combat Roll (not re-rolls) and target does not roll at least 1 Natural 10 on the Shock Roll.



### Expert Infantry Badge

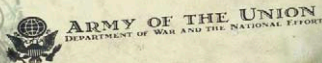
Stamina Characteristic column has the values 5, 5, 5, 5.



### Medal of Honor

Until the end of the turn, use highest Combat, Mental and Movement Values regardless of health status.

Can only be used once per game.



## John MacNeal Mental Pack



### Nighteyes

May ignore all Smoke Grenade penalties. Add 1 additional hit on any successful Combat Roll with a Close Combat or Automatic Weapon.



### Colt 45 1911 A1

#### Close Combat Weapon

+2 to the result of each Combat Roll die (except Natural 1s).



### Captain

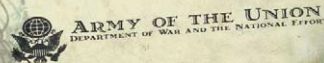
+4 to Deployment Roll (cumulative with bonuses of other ranking characters).



### Silver Star

#### +2 Bonus Points

Can be used just like VPs but any remaining are lost at game end and not counted for victory conditions.



## Barry Daniel Brown Combat Pack



### Flash Machine Gun A6a

#### Heavy Weapon

Target is killed instantly if firer rolls at least 1 Natural 10 on a Combat Roll (not re-rolls) and target does not roll at least 1 Natural 10 on the Shock Roll.

No matter the result, target sustains 1 Automatic Wound.



### BA-27

When connected to a Flash Machine Gun, firer kills target instantly on a Natural 9 or 10 if target does not roll at least 1 Natural 10 on the Shock Roll.



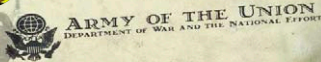
### Knife

#### Hand-to-Hand Weapon



### MKII A1

#### Grenade



## Barry Daniel Brown Stamina Pack



### Flash Machine Gun A6a

#### Heavy Weapon

Target is killed instantly if firer rolls at least 1 Natural 10 on a Combat Roll (not re-rolls) and target does not roll at least 1 Natural 10 on the Shock Roll.

No matter the result, target sustains 1 Automatic Wound.



### BA-27

When connected to a Flash Machine Gun, firer kills target instantly on a Natural 9 or 10 if target does not roll at least 1 Natural 10 on the Shock Roll.



### Incredible Strength

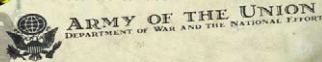
May re-roll lowest die in pool after any Shock Roll. Natural 1s cannot be re-rolled.



### First Aid Kit

May heal an additional wound when using a Victory Point to heal a wound.

Discard after use.



## Barry Daniel Brown Mental Pack



### Flash Machine Gun A6a

#### Heavy Weapon

Target is killed instantly if firer rolls at least 1 Natural 10 on a Combat Roll (not re-rolls) and target does not roll at least 1 Natural 10 on the Shock Roll.

No matter the result, target sustains 1 Automatic Wound.



### Smith & Wesson 1917

#### Close Combat Weapon

+1 to the result of each Combat Roll die (except Natural 1s).



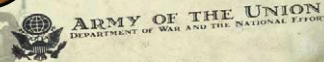
### MKII A1

#### Grenade



### Sergeant

+2 to Deployment Roll (cumulative with bonuses of other ranking characters).



## Tala Aponi Combat Pack



**TNT 440gr Grenade.** *Engineering Skill required*

Use 2 pt Debris counter. Shock Rolls to avoid damage at -1 on each die. All characters on adjacent circles suffer 2 Automatic Wounds rather than 1.



**Submachine Gun M3**  
Automatic Weapon

+1 to Current Combat Value.

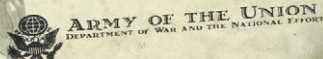


**M15**  
Smoke Screen Grenade



**Extra Ammunition**

After an unsatisfactory Combat Roll, may roll a second attack (only these second results are counted). Cannot be used during a Counterattack. **Discard after use.**



## Tala Aponi Stamina Pack



**TNT 440gr Grenade.** *Engineering Skill required*

Use 2 pt Debris counter. Shock Rolls to avoid damage at -1 on each die. All characters on adjacent circles suffer 2 Automatic Wounds rather than 1.



**Smith & Wesson 1917**  
Close Combat Weapon

+1 to the result of each Combat Roll die (except Natural 1s).

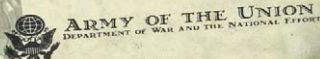


**M15**  
Smoke Screen Grenade



**Shot of Morphine**

May heal an additional wound when using a VP to heal a wound. **Tala** may instead use a VP to heal 2 wounds of a character on an adjacent circle. **Discard after use.**



## Tala Aponi Mental Pack



**TNT 440gr Grenade.** *Engineering Skill required*

Use 2 pt Debris counter. Shock Rolls to avoid damage at -1 on each die. All characters on adjacent circles suffer 2 Automatic Wounds rather than 1.



**Smith & Wesson 1917**  
Close Combat Weapon

+1 to the result of each Combat Roll die (except Natural 1s).



**Corporal**

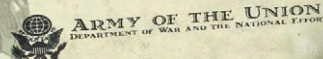
+1 to Deployment Roll (cumulative with bonuses of other ranking characters).



**First Aid Kit**

May heal an additional wound when using a Victory Point to heal a wound.

**Discard after use.**



## Wolf Combat Pack



**Jack-of-all-Trades**

Before Deployment Roll, choose any 2 Skills and announce them to opponent. These are available to Wolf for this game.



**MP3008c 'Freiheit' Machine Pistol**  
Automatic Weapon

+1 to the result of each Combat Roll die (except Natural 1s).

Adds 1 to user's overall Combat Value.

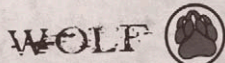


**Combat Knife**  
Hand-to-Hand Weapon

If user rolls at least 1 success on a Combat Roll, add 1 additional success to the result.



**F1 Fragmentation Grenade**  
Grenade



## Wolf Stamina Pack



**Jack-of-all-Trades**

Before Deployment Roll, choose any 2 Skills and announce them to opponent. These are available to Wolf for this game.



**MP3008c 'Freiheit' Machine Pistol**  
Automatic Weapon

+1 to the result of each Combat Roll die (except Natural 1s).

Adds 1 to user's overall Combat Value.



**Combat Knife**  
Hand-to-Hand Weapon

If user rolls at least 1 success on a Combat Roll, add 1 additional success to the result.



**Shot of Morphine**

May heal an additional wound when using a VP to heal a wound. May instead use a VP to heal 2 wounds of a character on an adjacent circle. **Discard after use.**



## Wolf Mental Pack



**Jack-of-all-Trades**

Before Deployment Roll, choose any 2 Skills and announce them to opponent. These are available to Wolf for this game.



**Colt 45**  
Close Combat Weapon

+2 to the result of each Combat Roll die (except Natural 1s).



**Luck**

**Reroll any 1 die** once per Game Turn (the new result must be used).



**First Aid Kit**

May heal an additional wound when using a Victory Point to heal a wound.

**Discard after use.**





## Commandos Alpha **Combat Pack**



### Flash-gun MK1 Automatic Weapon

Target is killed instantly if firer rolls at least 1 Natural 10 on a Combat Roll (not re-rolls) and target does not roll at least 1 Natural 10 on the Shock Roll.



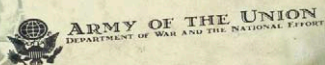
### MKII A1 Grenade



### M15 Smoke Screen Grenade



**Keep Moving**  
When crossing a circle with a Movement penalty, the penalty is 1 point lower.



## Commandos Alpha **Stamina Pack**



### Reising M50 Automatic Weapon

+1 to Current Combat Value.



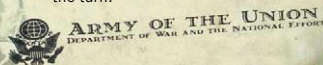
### MKII A1 Grenade



**Keep Moving**  
When crossing a circle with a Movement penalty, the penalty is 1 point lower.



**Go! Go! Go!**  
+1 to Current Movement Value.  
Use at the beginning of character's Movement Phase; Action Phase forfeited and cannot make a Counterattack for the remainder of the turn.



## Commandos Delta **Combat Pack**



### Smith & Wesson 1917 Close Combat Weapon

+1 to the result of each Combat Roll die (except Natural 1s).



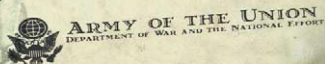
### M15 Smoke Screen Grenade



### M15 Smoke Screen Grenade



**Keep Moving**  
When crossing a circle with a Movement penalty, the penalty is 1 point lower.



## Commandos Delta **Stamina Pack**



### Smith & Wesson 1917 Close Combat Weapon

+1 to the result of each Combat Roll die (except Natural 1s).



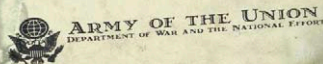
**BG-42**  
Wearer cancels all hits rolled in the Combat Roll if he rolls a Natural 10 in the corresponding Shock Roll. No use against Mental or Hand-to-hand attacks.



**Keep Moving**  
When crossing a circle with a Movement penalty, the penalty is 1 point lower.



**Go! Go! Go!**  
+1 to Current Movement Value.  
Use at the beginning of character's Movement Phase; Action Phase forfeited and cannot make a Counterattack for the remainder of the turn.





## Eva Krämer Combat Pack



### Strafe

**Hand-to-Hand Weapon.** Can target enemies up to 2 circles away, even if intervening circle is occupied.

1 additional hit if Combat Roll is successful. If **Eva** rolls a Natural 10 on a Combat Roll, target sustains as many wounds as successes, with no Shock Roll.



### Mauser C96

**Close Combat Weapon**

+2 to the result of each Combat Roll die (except Natural 1s).



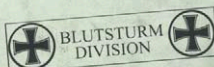
### Iron Cross 1st Class +2 Bonus Points

Can be used just like VPs but any remaining are lost at game end and not counted for victory conditions.



### Critical Hit

May re-roll lowest die in pool after any Hand-to-Hand Combat Roll. Natural 1s cannot be re-rolled.



## Eva Krämer Stamina Pack



### Strafe

**Hand-to-Hand Weapon.** Can target enemies up to 2 circles away, even if intervening circle is occupied.

1 additional hit if Combat Roll is successful. If **Eva** rolls a Natural 10 on a Combat Roll, target sustains as many wounds as successes, with no Shock Roll.



### Luger P-08

**Close Combat Weapon**

+1 to the result of each Combat Roll die (except Natural 1s).



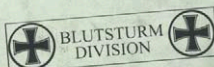
### Iron Cross 2nd Class +1 Bonus Point

Can be used just like VPs but any remaining are lost at game end and not counted for victory conditions.



### First Aid Kit

May heal an additional wound when using a VP to heal a wound. Discard after use.



## Eva Krämer Mental Pack



### Strafe

**Hand-to-Hand Weapon.** Can target enemies up to 2 circles away, even if intervening circle is occupied.

1 additional hit if Combat Roll is successful. If **Eva** rolls a Natural 10 on a Combat Roll, target sustains as many wounds as successes, with no Shock Roll.



### Luger P-08

**Close Combat Weapon**

+1 to the result of each Combat Roll die (except Natural 1s).



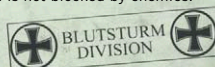
### Iron Cross 2nd Class +1 Bonus Point

Can be used just like VPs but any remaining are lost at game end and not counted for victory conditions.



### Infiltration

Character may use any Entry Point (even enemy's). On first turn only he does not block enemy moves and is not blocked by enemies.



## Yula Korlitz Combat Pack



### Kreuger

**Hand-to-Hand Weapon.**

1 additional hit if Combat Roll is successful. If **Yula** rolls a Natural 10 on a Combat Roll, target disarmed (Yula's choice of Disposable Equipment weapon). Item placed on adjacent free space (if none, not disarmed).



### Luger 1900

**Close Combat Weapon**

+1 to the result of each Combat Roll die (except Natural 1s).



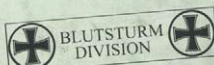
### Close Combat Bar

Combat Characteristic column has the values 5, 4, 4, 4.



### Critical Hit

May re-roll lowest die in pool after any Hand-to-Hand Combat Roll. Natural 1s cannot be re-rolled.



## Yula Korlitz Stamina Pack



### Kreuger

**Hand-to-Hand Weapon.**

1 additional hit if Combat Roll is successful. If **Yula** rolls a Natural 10 on a Combat Roll, target disarmed (Yula's choice of Disposable Equipment weapon). Item placed on adjacent free space (if none, not disarmed).



### Luger 1900

**Close Combat Weapon**

+1 to the result of each Combat Roll die (except Natural 1s).



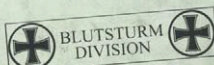
### First Aid Kit

May heal an additional wound when using a VP to heal a wound. Discard after use.



### Polonium c210

Can only be used with H-to-H wpns  
If Yula rolls a Natural 10 on any Combat Roll, target is poisoned and suffers 1 Automatic Wound.



## Yula Korlitz Mental Pack



### Kreuger

**Hand-to-Hand Weapon.**

1 additional hit if Combat Roll is successful. If **Yula** rolls a Natural 10 on a Combat Roll, target disarmed (Yula's choice of Disposable Equipment weapon). Item placed on adjacent free space (if none, not disarmed).



### Luger 1900

**Close Combat Weapon**

+1 to the result of each Combat Roll die (except Natural 1s).



### Whirlwind

If Yula is wounded (not using highest Characteristic row), her Movement increases by 1.



### Silencer

Can only be used with CC wpns  
Targeted enemy cannot Counterattack.





## Hermann von Heizinger **Combat Pack**



### Patmos Amulet

Fight a **Mental Duel** with an enemy at (Current Mental Value +1) Range, even on another Path. On win, move victim as many circles as rolled successes. If victim had not yet been activated, he uses his lowest Values and has no Action Phase.



### Walther P38

Close Combat Weapon



### Sha-Na-Ra

Fight a **Mental Duel** with an enemy on the same Path. On win, victim receives as many wounds as rolled successes, no Shock Roll.

Can only be used once per game.



### Hermetica Umbra

While on corrupted Path, +1 **Combat Values** to all characters with Obscura Korps Affiliation.



Obscura Korps

## Hermann von Heizinger **Stamina Pack**



### Patmos Amulet

Fight a **Mental Duel** with an enemy at (Current Mental Value +1) Range, even on another Path. On win, move victim as many circles as rolled successes. If victim had not yet been activated, he uses his lowest Values and has no Action Phase.



### Walther P38

Close Combat Weapon



### The Eyes of Tages

May heal 2 additional wounds when using a VP to heal a wound.

Can only be used once per game.



### Hermetica Atra

While on corrupted Path, +1 **Stamina** to all characters with Obscura Korps Affiliation.



Obscura Korps

## Hermann von Heizinger **Mental Pack**



### Patmos Amulet

Fight a **Mental Duel** with an enemy at (Current Mental Value +1) Range, even on another Path. On win, move victim as many circles as rolled successes. If victim had not yet been activated, he uses his lowest Values and has no Action Phase.



### Walther P38

Close Combat Weapon



### Generalleutnant

+6 to **Deployment Roll** (cumulative with bonuses of other ranking characters).



### Hermetica Occulta

While on corrupted Path, +1 **Mental Values** to all characters with Obscura Korps Affiliation.



Obscura Korps

## Karl Zermann/Ozo **Combat Pack**



### Doom

Close Combat Weapon. Min Range 2, Max (Current Mental Value +1).

+1 to the result of each Combat Roll die. Phantomatic projectiles can target enemies on other Paths (must move legally along Paths). Cannot use Extra Ammunition.



### Stielhandgranate

Grenade



### Supernatural Strength

Always use highest Combat Value when making a Hand-to-Hand Combat Roll.



### Immunity to Pain

Use highest Stamina Value when making a Shock Roll.



Obscura Korps

## Karl Zermann/Ozo **Stamina Pack**



### Doom

Close Combat Weapon. Min Range 2, Max (Current Mental Value +1).

+1 to the result of each Combat Roll die. Phantomatic projectiles can target enemies on other Paths (must move legally along Paths). Cannot use Extra Ammunition.



### Stielhandgranate

Grenade



### Celerity

Use highest Movement Value to determine movement points, despite wounds.



### First Aid Kit

May heal an additional wound when using a VP to heal a wound.

Discard after use.



Obscura Korps

## Karl Zermann/Ozo **Mental Pack**



### Doom

Close Combat Weapon. Min Range 2, Max (Current Mental Value +1).

+1 to the result of each Combat Roll die. Phantomatic projectiles can target enemies on other Paths (must move legally along Paths). Cannot use Extra Ammunition.



### Stielhandgranate

Grenade



### Oberleutnant

+4 to **Deployment Roll** (not cumulative with bonuses of other ranking characters).



### Ringkragen

**Mental Characteristic** column has the values 6, 6, 5, 5.



Obscura Korps



## Schocktruppen Combat Pack



### Mad Minute

+2 to the result of each Combat Roll die. Must be stationary.

Can only be used with Close Combat and Automatic Weapons.



### MP 40

Automatic Weapon

+1 to Current Combat Value.



### Stielhandgranate

Grenade



### Keep Firing

+1 to the result of each Combat Roll die.

Character must have attacked a target on the same Path with the same weapon on the previous turn.

Can only be used with Close Combat and Automatic Weapons.



Obscura Korps

## Schocktruppen Stamina Pack



### Mad Minute

+2 to the result of each Combat Roll die. Must be stationary.

Can only be used with Close Combat and Automatic Weapons.



### MP 40

Automatic Weapon

+1 to Current Combat Value.



### Extra Ammunition

After an unsatisfactory Combat Roll, may roll a second attack (only these second results are counted).

Cannot be used during a Counterattack. **Discard after use.**



### First Aid Kit

May heal an additional wound when using a VP to heal a wound.

**Discard after use.**



Obscura Korps

## Stosstruppen Combat Pack



### Demon Taint

Hand-to-Hand Weapon

1 additional hit if Combat Roll is successful. Bonus is cumulative with Combat Knife bonus.



### Combat Knife

Hand-to-Hand Weapon

1 additional hit if Combat Roll is successful.



### Supernatural Strength

Always use highest Combat Value when making a Hand-to-Hand Combat Roll.



### Immunity to Pain

Use highest Stamina Value when making a Shock Roll.



Obscura Korps

## Stosstruppen Stamina Pack



### Demon Taint

Hand-to-Hand Weapon

1 additional hit if Combat Roll is successful. Bonus is cumulative with Combat Knife bonus.



### Not Dead Yet

If character killed, discard token. Character does not die but stays at 1 Health (lowest Characteristics).

May not use Immunity to Pain, Supernatural Strength or Celerity, may not cancel wounds or Counterattack. **Can only be used once per game.**



### Immunity to Pain

Use highest Stamina Value when making a Shock Roll.



### Celerity

Use highest Movement Value to determine movement points, despite wounds.



Obscura Korps