

Top Secret

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# TANNHÄUSER



## OPERATION: F.A.Q.

updated: December 29, 2010

The following transcription contains all the errata to questions that have arisen with the new revised ruleset. As everything contained in this document is new, no entry will be highlighted. Future editions of this document will have the new entries highlighted in **green**.

### ERRATA

page 7: The rules for Hound Dog are on page 33 not 32. The rules for the Sten Mark II, Eye of Horus, Iikaah and Wolftrap Bonus Tokens are on page 84 not 83. The rules for the NOS Bonus Token are on page 70 not 83.

page 21: In "Attack Overview" the "attack" action reference is on page 18, as page 21 contains the detailed rules for Combat.

page 61: The Smiljan Module page reference should be page 57.

page 71: The "Corporal 5th grade token" image used is missing the T under the chevrons. The image is in fact the one from Tala Aponi Pack.

page 87: Shock Roll should be labeled as a test, not a duel.

### FREQUENTLY ASKED QUESTIONS

*Q: When "Shaking Off a Wound" can a character cancel a wound that would kill him?*

A: Yes.

*Q: When exactly can a Trooper be sent in as a reinforcement? Is this possible in a 2 Command Point game?*

A: Reinforcements are introduced at the start of a turn, before any characters are activated. In a 2 Command Point game, there is not currently a way to introduce reinforcements using Command Points.

*Q: "When he takes any action other than attacking, Hound DOG's controller may also direct Hound DOG to attack." Does this mean that Hound DOG's controller may throw a Grenade (which is not an attack) and attack with the Hound Dog in the same activation?*

A: Yes, throwing a Grenade does not constitute an attack.

*Q: "Keep Firing". Since each movement/action triggers one overwatch attack, does this mean that the Shocktruppen can make multiple attacks against the active character?*

A: Yes.

*Q: Does the "Morphine Shot" effect last even after the end of the Turn?*

A: No. The effects of the Morphine Shot last until the end of the turn in which it was activated.

*Q: "Holy Commissar". When does the introduction of the reinforcement happen?*

A: The token's ability may be activated at any time during Irina's activation. The reinforcing characters may not be activated until the turn after they are brought into play.

*Q: Do the characters need to be on the same Path as Irina to benefit from a Liturgy effect?*

A: No. Much like the Hermeticas of Hermann Von Heizinger, these tokens are considered always on, and always affect their specified recipients.

*Q: "Kaali". Does its effect replace the regular attack (no attack roll, just place a meteop token) or is it in addition (resolve a regular attack, then place a meteop token)?*

A: Kaali allows Irishka to place a meteop token. This is the entirety of this weapon's attack.

*Q: "Bouncing Betty". In the text effect the damage value is referred as "as above" but there is no such value.*

A: Bouncing Betty deals 4 automatic attack successes.

*Q: When Eva uses the Infiltration ability, does the current turn immediately end when she finishes her movement?*

A: Infiltration happens before a turn begins. As the Command Points have not yet been generated, nor is any character actually activating, the end of the Infiltration phase signals the **start** of a turn, **not** the end of one.

*Q: When John MacNeal uses the "Boxing" bonus token, do the spent movement points come from John MacNeal's pool or from the target's pool?*

A: The movement points are spent by MacNeal.

*Q: How do Grenades interact with Smoke Grenades?*

A: If a character is on a path under the effects of smoke, he may only target adjacent circles for his grenade. The number of successes caused by the grenade is not reduced, so it will still deal 4 automatic successes. If a character throws a grenade from a path not affected by smoke, to a circle that is affected by smoke, the grenade still deals all 4 automatic successes.

*Q: When a character is hit by a Hand-to-Hand attack, then spends 1 Command Point to counterattack, is he required to counterattack with a Hand-to-Hand Weapon?*

A: No. When a character counterattacks, he may do so with any weapon allowed to counterattack, even an unarmed attack.

*Q: When Barry attacks with the Flash Machine Gun A6A, does he hit himself if he is adjacent to the target? (Same question arises for Ramirez's Mark 19 Mod A1)*

A: Barry may not target himself when attacking with the Flash Machine Gun A6A.

Under Ramirez's weapon, an attack roll is made for each character adjacent to the circle targeted. If Ramirez is adjacent to the circle targeted, he would be hit by the weapon. This same rule applies for Irishka's weapon and the meteor tokens.

### OBJECTIVE MODE

*Q: During Step d. of Mode Specific Setup it reads: "Players take turns placing objective tokens until all objective circles on the game board have objective tokens on them." Does this mean that one side may also place more of one type of objective token?*

A: No. A player may only select half of the available objectives. So a map with 4 Primary objectives and 2 Secondary objectives would allow each player (of a 2 player game) to select 2 Primary objectives and a single Secondary objective.

### ITEMS OF NOTE

Here are the correct objective descriptions for the Castle Ksiaz map on page 80 of rulebook.

**Engineering Primary Objective:** The device on the desk can encrypt or decode any Reich transmission, rendering secret the contents of critical messages or cracking the code of intercepted missives.

**Dexterity Primary Objective:** Locked within these desk drawers are maps detailing the locations of rare antiquities the Reich has discovered. Each side could gain much from unearthing these legendary artifacts.

**Mechanics Primary Objective:** This generator powers the catacombs below Castle Ksiaz. Every moment it continues to operate, the lights and equipment below continue to unearth the entombed Cardinal Point.

**Sneak Primary Objective:** Detailed notes about manipulating the powers of the U-worlds have been hidden in this desk. This arcane knowledge could be used to bring dark forces to this world, or banish such forces forever.

**Mechanics Secondary Objective:** This breaker box, a weak point in the castle's electrical infrastructure, has seen better days.

**Sneak Secondary Objective:** This forgotten altar and its strange sigils pay homage to some strange and forgotten deity.

