

TANNHÄUSER



OPERATION:
HINANSHO

MAP SUPPLEMENT
RULES OF PLAY



VEILED SECRETS

The technology gleaned from Roswell brings the Union toe-to-toe with the Reich's occult magic. The rise of the New Guard in the ranks of the Matriarchy has their country on the verge of civil war. A new threat joined the escalating war in early in 1952. The forces of Japan, under the leadership of the Shōgunate, sent their armies into continental Asia after taking Tianjin on the coast of China. With expanding battlegrounds on all fronts, many questions are left unanswered. Why have the Shōgunate moved so quickly to control such large areas of land? What do the eastern provinces of Russia hold for the Shōgunate?

As the Shōgunate enters the war, East Asia attracts more attention from the other great powers. But does the South China Sea hold more mysteries than the intentions of Japan? Only by recovering the crashed Union airplane at the Okinawa Crash Site can these questions be answered.

Kitamon – a secret base in northern Japan – is shrouded in mystery. The Shōgunate has completely abandoned their research, and left no clues as to why. It is yet to be determined what caused the desertion. Only by opening its sealed doors, will the truth be uncovered.

EXPANSION OVERVIEW

OPERATION: HINANSHO is an expansion to the TANNHÄUSER board game, introducing new maps, new rules, and a new campaign of exploration, secrets, and espionage.

In OPERATION: HINANSHO, players can explore and engage their foes on two exciting new maps: the Kitamon Research Base and the Okinawa Crash Site. In addition to the new maps, new scenarios and tokens are included to bring more options to the existing TANNHÄUSER maps.

OPERATION: HINANSHO also includes rules for new circle types, additional equipment, and objective tokens. New token types include tokens that allow players to lock doors behind them, shoot from hidden locations, and even detonate large portions of the map.

The OPERATION: HINANSHO map board is double-sided. One side depicts the mysterious Kitamon Research Base on the northern Japanese island of Hokkaido, while the other takes teams to the hazardous wreckage of a Union Reconnaissance plane at the Okinawa Crash Site.

COMPONENTS

The following section lists the components included in OPERATION: HINANSHO.

COMPONENT LIST

In this box you will find the following:

- This rulebook
- 1 Double-Sided Game Board
- 6 Volatile Rubble Tokens
- 4 Locked Wooden Door Tokens
- 8 Locked Reinforced Door Tokens
- 34 Objective Tokens
- 5 Shōgunate Command Point Tokens
- 4 Shōgunate Flag Tokens
- 2 Gate Tokens
- 2 Covert Tokens
- 9 Story Mode Tokens including:
 - 4 Secret Tokens
 - 1 Kowai “Oni” Token
 - 4 Photograph/Radio Signal Tokens

COMPONENT DESCRIPTIONS

The following sections describe the components included in OPERATION: HINANSHO.

KITAMON RESEARCH BASE MAP

This board features four entry points and a new circle type: the Locked Door circle (see “New Circle Types” on page 3).

Not much is known about the Kitamon Research Base. All communication with previous reconnaissance teams was lost when they entered the base. None of those teams have returned. Counter-intelligence has proven ineffective in shedding light on the unexplained happenings within the base. What dark experiments were conducted? What did the Shōgunate discover? What caused them to abandon their research? Perhaps the next brave souls to enter the base will find the answers to these questions.



OKINAWA CRASH SITE MAP

This board features four entry points and three new types of circles: the Covert circle, the Sniper circle, and Volatile circles (described below).

Six months ago, a Union aircraft on a recon mission through the South China Sea suffered equipment failure and vanished from radar and radio contact. Six days ago, that aircraft crash-landed in Okinawa Prefecture, south of Japan. Where has it been all this time? What information does it

have onboard? All the great powers race to find these answers before the jungle rains wash them all away.

NEW CIRCLE TYPES

The Kitamon Research Base and the Okinawa Crash Site maps introduce the following new circle types:

LOCKED DOOR CIRCLES

Locked Door circles are identified by the yellow door icon. These circles indicate where a locked door token is placed during setup, when a scenario calls for them. When these circles do not have a locked door token on them, they may be moved through as normal (see page 5).



SNIPER CIRCLE

Sniper circles are identified by the sniper icon in their center. Any character in a Sniper circle may target another character (even if out-of-path) in a circle with a

matching colored sniper icon. Grenades may also be thrown into circles targeted this way (they may not bounce). For example, a character standing in the Sniper circle shown could target any other character in a circle with a yellow sniper icon.

COVERT CIRCLES

Covert circles are identified by the covert icon in their center (the yellow icon shown here). Any character in a Covert circle may target another character (even if out-of-path) in a circle with a sniper icon matching the color of the covert icon. Alternatively, any character in a Covert circle may target another character (even if out-of-path) in a circle that matches the color of the outer targeting icon (the pink icon shown above). A character in a Covert circle can be targeted by any character that he can target. However, any attack rolls made against a character in a Covert circle are only successful on a Natural 10.



Grenades thrown from a Covert circle using its ability do not bounce. Grenades targeting a Covert circle follow normal rules for Grenades (see page 26 of the TANNHÄUSER REVISED EDITION RULEBOOK).

VOLATILE CIRCLE

Volatile circles may be targeted even if there is no character in the circle. If the attacking character is adjacent to the circle, any successful attack roll activates the Volatile circle. If not adjacent, a Natural 10 activates the circle. If a Grenade is thrown adjacent to or into a Volatile circle, follow normal rules for Grenades. In addition, the player rolls three dice. On any roll of 5 or more, the Volatile circle activates. When activated, place a volatile rubble token on the circle. All characters in circles that share a path with the activated Volatile circle immediately suffer three automatic attack successes. Shock rolls are made as normal. Once a volatile rubble token has been placed, the Volatile circle can no longer be activated. This circle is now treated as volatile rubble for the remainder of the game. This means any character that passes through this circle takes three automatic attack successes, in addition to the effects of rubble.



SCENARIOS AND CAMPAIGNS

The scenarios in this rulebook may be played individually or linked together as a campaign. A campaign consists of playing multiple scenarios in a specific order.

There are two campaigns in OPERATION: HINANSO. The first, "Northeast Gate," begins with Scenario A on page 6. The second campaign, "Event Horizon," starts with Scenario E on page 10.

If playing a campaign, the following rules apply in addition to the rules for story mode:

- Each player chooses a faction and the Heroes and Troopers he wishes to use at the start of the campaign. These selections may not be changed for the duration of the campaign.
- At the beginning of each new scenario in the campaign, each character is brought back to full health (even if he or she had previously been killed).
- Each scenario has a section labeled "Campaign Conditions." At the end of the scenario, this section is resolved to determine the impact the victors (and losers) have on the next scenario in the campaign.
- Any equipment expended during a scenario is **not** refreshed at the start of the next scenario. Characters may not choose a new pack at the start of a new scenario.

SIMPLIFIED PATHFINDING MOVEMENT

In OPERATION: HINANSHO the maps have been designed so it is easier to determine which circles are adjacent without the use of a Tactical map. If a character is moving out of a circle, he may move onto a circle that is within the reach of the character's base. In order to measure this distance, place the character's base between the two circles being measured. If his base cannot clearly touch both circles, then the character is out of range and may not pass from one circle to the other. He will have to move into the circle by moving through another circle that is closer first.



Example: As seen in the image above, MacNeal cannot move along the red arrow to the indicated circle because his base fits between both circles and does not touch either circle.



But MacNeal can move along the green arrow to the indicted circle because they are close enough for his base to touch both the circle he is leaving and the circle he is entering.



ALLIED FORCES

There are four playable factions for the TANNHÄUSER board game: The Union, Reich, Matriarchy, and Shōgunate. All characters belong to a faction. The Matriarchy is now allied with the Union and the Shōgunate is now allied with the Reich. This means that players may use Matriarchy characters with Union characters or Shōgunate characters with Reich characters when choosing their teams. If a faction is ever playing against its allied faction, players may never use multiples of a single given Hero. If both players want to choose the same Hero, each rolls a die, with the high roller choosing first and the low roller choosing from among those heroes remaining.

NEW TOKENS

This section describes all new tokens and how they function in the game. Radio tokens, secret tokens, and the Kowai token are special tokens that only have effects in their specific scenarios (see pages 6 - 14).

SHŌGUNATE TOKENS

There are 43 tokens, including objective tokens, Command Point tokens, and flag tokens provided for the Shōgunate, so that the Shōgunate faction may be used independently in any scenario and on any map in your TANNHÄUSER collection.



NIPPON ACCORDS

When the **Shōgunate** forces emerged into the theatres of war, the **Reich** acted quickly to establish a neutrality pact with Shōgun Hatamoto. This treaty is known as the **Nippon Accords**. If a player chooses to play with an allied force of Reich and Shōgunate characters, they may choose any mix of Reich or Shōgunate Heroes and Troopers. A force that is allied in this way is known as a **Nippon Accords** force.

UMTOMA

The **Union** and **Matriarchy** have worked out their own alliance to counteract the Nippon Accords, known as the **UMTOMA (Union and Matriarchy Treaty of Mutual Assistance)**. If a player chooses to play with an allied force of Union and Matriarchy characters, they may choose any mix of Union or Matriarchy Heroes and Troopers. A force that is allied in this way is known as a **UMTOMA** force.

LOCKED DOOR TOKEN

Locked door tokens are placed on Locked Door circles. One side of the token represents a locked door and the other side represents an open door. A character may not see into or through a locked door token. In addition, characters may not move into or through a locked door token. Characters may see and move into and through an open door token.

A character in a circle adjacent to a locked door token with the skill icon matching the green skill icon on the token may spend one movement point to turn the token over. The door is now open. A character that does not have the matching skill icon, and is in a circle adjacent to a locked door token, may spend three movement points to flip the token over.

A character in a circle adjacent to an open door token may spend one movement point to turn the token over. A door may not be closed, however, if another character is in the Locked Door circle.

As an action, a character with the corresponding red skill icon may attempt to destroy a door token, whether it is open or locked. This may only be done if the character is in a circle adjacent to the door token.

- Reinforced door tokens require the Mechanics skill. If a character succeeds on a Mental test with at least two successes, the door token is removed from the game.
- Wooden door tokens require the Athletics skill. If a character succeeds on a Stamina test with at least two successes, the door token is removed from the game.



A Grenade may not be thrown onto or through a locked door. If a Grenade is thrown into a circle adjacent to a wooden door, regardless of whether it is locked or open, the door token is immediately removed from the game.

Once a door token has been removed, the door is considered open for the remainder of the game.

Some locked door tokens do not have any green skill icons. These doors may be opened and closed by any character by spending one movement point when in an adjacent circle.



If you choose to use these tokens on other maps, it should be agreed upon by all players. Each player takes turns placing tokens after all objective tokens are placed. The locked wooden door tokens are intended for use on the Castle Ksiaz map.

VOLATILE RUBBLE TOKENS

Volatile rubble tokens are placed after a Volatile circle has been activated. Any character that passes through this circle suffers three automatic attack successes. These tokens remain in play for the remainder of the game.



On the back side of each of these tokens are volatile tokens for use in scenarios and on other maps. These tokens follow the same rules as Volatile circles found on page 3 of this rulebook. If all players agree, place the double-sided volatile token that matches the circle indicated on the maps on page 15. Make sure the volatile token side is face up. When these volatile tokens are activated, all characters in the circles indicated in orange on each map suffer three automatic attack successes. Then the token is turned over to reveal a volatile rubble token which follows all the rules for volatile rubble tokens.

COVERT TOKEN

Covert tokens may be placed when players agree to use them. These covert tokens use the same rules as Covert circles found on page 3. These circles allow characters to target any circles that share the same color as the targeting color, as indicated on the maps on page 15.



The maps on page 15 indicate where these tokens are placed, and which circles they share a path with. Place the token on the highlighted circle on the following maps. A character in the Hidden Sniper circle can shoot at the corresponding circles that are highlighted in green on the Catacombs and blue on the Tesla Priory Map.

GATE TOKEN

Gate tokens are provided so players can play larger games on multiple maps. Players must agree to play with this rule before choosing their team. Place two full maps on your playing surface with their edges touching. Then place one or two gate tokens on the black borders and all players agree on which circles these gate tokens share a path with. Players may pass from one board to the next by using the gate token as a viable circle. Any entry points that are along a board edge that acts as the border between boards are not viable entry points for the game, and should be used as the circles that share the path with the gate token. An example of how to play with two maps can be found in "The Long War" on page 14. If playing with these gate tokens, each player can also play with larger teams or four players can play with four normal-sized teams. A larger team consists of 5 Heroes and 4 Troopers, instead of the normal 3 Heroes and 2 Troopers.

