

# TANNHÄUSER



# DAEDALUS

MAP SUPPLEMENT  
RULES OF PLAY



# THE MAZE AWAITS

It is 1951, and the Great War has been raging for 37 years. Armed with powerful – if ill-understood – alien technology, the valiant forces of the Union struggle against the supernatural power of the occult-obsessed Reich. Meanwhile, the Russian Matriarchy's religious zealots march to war, accompanied by Slavic gods encased in robotic armor. In this conflict-torn world, each of the great powers struggles to gain an advantage to use against its foes. Now, each believes it has found that advantage, on a small island in the Mediterranean.

Deep below the surface of the island of Crete lies the ancient, twisting maze of the Labyrinth of Minos. Built long ago, its creators have long been lost to the mists of history, as has all knowledge of the ancient evil that was once trapped in its heart. It slept, forgotten to the outside world... until now.

Working in Crete for the last three years, the renowned archeologist Sir John Edward believes he has uncovered the entrance to the Labyrinth's catacombs. Now, all three powers send their most trusted special-operations units to Crete to uncover the secrets of the Labyrinth of Minos!

## EXPANSION OVERVIEW

DAEDALUS is an expansion to the TANNHÄUSER board game, bringing new maps, new rules, and a new campaign of exploration and occult horror.

In DAEDALUS, players are able to compete in any TANNHÄUSER game mode on two exciting new maps: the Labyrinth of Minos and the Outpost of Gévaudan. In addition, players gain access to the included scenarios, including a bonus single player scenario: "Bleeding is a Luxury."

DAEDALUS also includes rules for new circle types, additional equipment, and objective tokens for the characters of the TANNHÄUSER universe. Also included are a few new types of tokens that allow players to face off against hordes of uncontrolled troopers, interact with new non-combatants, and even start fires!

The DAEDALUS map board is double-sided. One side depicts the ancient and perilous Labyrinth of Minos, while the other shows the conflict-ridden Outpost of Gévaudan.

# COMPONENTS

The following section lists the components included in DAEDALUS.

## COMPONENT LIST

In this box you will find the following:

- This rulebook
- 1 Double-sided game board
- 1 Platform token
- 12 Revenant/Trooper tokens
- 10 Story mode tokens including:
  - 6 Peasant tokens
  - 1 Level Guide/Manuscript token
  - 1 Scroll token
  - 1 Asteros token
  - 1 Beast token
- 6 Fire tokens
- 21 Crate tokens
- 2 Entry Point tokens
- 3 Secret Door tokens
- 19 Objective tokens

## COMPONENT DESCRIPTIONS

The following sections describe the components included in DAEDALUS.

### THE LABYRINTH OF MINOS MAP

This board features four entry points and three new circle types: Precarious, One-way, and Moving Platform circles (see "New Circle Types" on page 3).

The four entry points make it possible to begin the game mere feet from an enemy, but impossible to see or attack him. A few meters deeper into the maze, however, things change, and every twist or turn can be fatal. Deadly guardians, fiendish traps, and sanity-shattering artifacts are hidden within this warren of twisting corridors. Only the truly brave, or the truly foolish, dare enter these halls...



## OUTPOST OF GÉVAUDAN MAP

This board features two entry points and one new type of circle: the Sniper circle (described below).

The town of Gévaudan has seen more than its fair share of atrocities. Now, a new conflict has descended upon the citizens of this unfortunate place. Each faction is sending elite personnel to secure this area. Exploiting the legend of "the Beast" is too much for any side to pass up. Originally a hunting lodge, this fortified area has been upgraded with a chain-

link fence, sniper roosts, and reinforced guard quarters, as it now houses elements of the French Resistance.

## NEW CIRCLE TYPES

The Labyrinth of Minos and Outpost of Gévaudan maps introduce the following new circle types:

### PRECARIOUS CIRCLE

These circles are identified by the red figure icon in their center. No character may end his movement in a Precarious circle, but he may freely move through it with no penalty. Movement is treated normally. Additionally, no tokens may be placed in one of these circles, and no figure may be forced into these circles.



### ONE-WAY CIRCLE



These circles are identified by the green arrows in their center. The arrows indicate the only direction of travel or attack permitted through the circle.

One-way circles represent a significant change in elevation. Characters may only move out of a One-way circle in the direction indicated by the arrow.

### SNIPER CIRCLE

These circles are identified by the Sniper icon in their center. Sniper circles may be found on the Outpost of Gévaudan map. Any figure standing in a Sniper circle may target any figure standing in a circle that also has the same colored Sniper icon. Grenades thrown from a Sniper circle may (if thrown using the icon) only land in the targeted circle.



For example, a character standing in the Sniper circle depicted could target any other character in a circle that has a yellow Sniper icon in addition to characters on his path.

## MOVING PLATFORM CIRCLE

Daedalus, a noted Greek craftsman and inventor, created this ingenious system of moving platforms to facilitate the construction of his labyrinth. This machinery is strange and complex, especially considering its antiquity. Moving platforms allow for rapid transit from one side of the labyrinth to the other. Despite its age, this system functions like new.



No character may enter or move through a Platform circle, unless using the Platform token as described below.

### PLATFORM TOKEN SETUP

At the start of the game, the platforms are considered deactivated. The Platform token is not placed on the board.

### CALLING THE PLATFORM

A character may call the platform by spending his Action while located on any circle adjacent to a Platform circle.

Place the Platform token on the Platform circle. The character may then continue with his activation normally.

### RIDING THE PLATFORM

Any character adjacent to a Platform token may ride the platform to the other side of the Labyrinth.



Riding the platform does not require an Action and costs no Movement. To indicate riding the platform, move the character to any circle adjacent to the Platform circle on the opposite side of the map. Then, place the Platform token in the Platform circle adjacent to the character that was moved. The character may then continue with his activation normally.

The information contained in these sheets is strictly forbidden within the borders of the Directorate. Any individual found with these items in their possession will be subject to a full cleansing in accordance with the laws set in motion in the year Henceforth, any and all material, contents, relatives, dwellings, and possessions may be summarily destroyed in accordance with the laws of the Tsardom. This is done in

# SCENARIOS AND CAMPAIGNS

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

There are two campaigns in Daedalus. The first, "The Son of Minos," begins with Scenario A on page 6. The second campaign, "The Beast," 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 for the side who fulfilled his victory condition. For example, if the Reich won the scenario, then players would resolve the "Reich" section of "Campaign Conditions."
- 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.

## NEW TOKENS

This section describes all new tokens and how they function in the game. Revenant tokens, Trooper tokens, Peasant tokens, and Fire tokens are special tokens that only have effects in their specific scenarios (see pages 6 - 14).

### REVENANTS/TROOPERS/ PEASANTS

There are 12 Revenant/Trooper tokens and 6 Peasant tokens in this expansion. These tokens move about the board automatically, and some can even attack players.

#### REVENANTS



Revenants are the guardians of the Labyrinth of Minos. Built by Daedalus himself, these constructs shamble about the maze looking to eliminate any intruders before they can plunder the twisting pathways of artifacts. Beware, these creatures are deadly melee fighters. Engage only from a distance! See the scenario "I am a Revenant" on page 7 for more information on Revenant tokens.

#### TROOPERS

Security is a concern for every faction in the Great War. As such, a great deal of money is spent training forces to guard locations, items, and prisoners. The troopers tasked with preventing unwarranted intrusions are often armed with deadly weaponry and hair triggers. See the scenario "Bleeding is a Luxury" on page 14 for more information on Trooper tokens.



#### PEASANTS

*"When giants fight, the grass gets trampled."*  
- Ancient proverb

The ultimate goal of this war is to defend those who cannot defend themselves. Sometimes the war spills into the lives of these people. The Peasant tokens represent the civilians a strike force may encounter in the field. More information on Peasant tokens may be found on page 12.



#### FIRE TOKENS

These tokens are used in "Self Destructive Pattern" on page 11, and use the following rules:

Any character that completes an objective (as per the objective rules found on page 30 of the core rulebook), may move up to four circles without spending any movement points. After this movement, the fire has been successfully started. Place two Fire tokens on any movement circle adjacent to the completed objective. In each "refresh tokens" step, remove one Fire token from this stack.



Each time a character enters a circle on the same path as a Fire token, he suffers three automatic attack successes.

#### CRATE TOKENS

The Crate tokens found in DAEDALUS replace those found in both TANNHÄUSER base game and OPERATION: NOVGOROD.



#### SECRET DOOR TOKENS

The Secret Door tokens found in DAEDALUS use the rules found on page 35 of the TANNHÄUSER rulebook.



## ENTRY POINT TOKENS

These tokens are included to optionally add more entry points to the maps found in the base game. When playing on one of these maps, players may place these tokens as pictured below.



**CASTLE KSIAZ**



**CATACOMBS**

## CREDITS

### ENGLISH EDITION

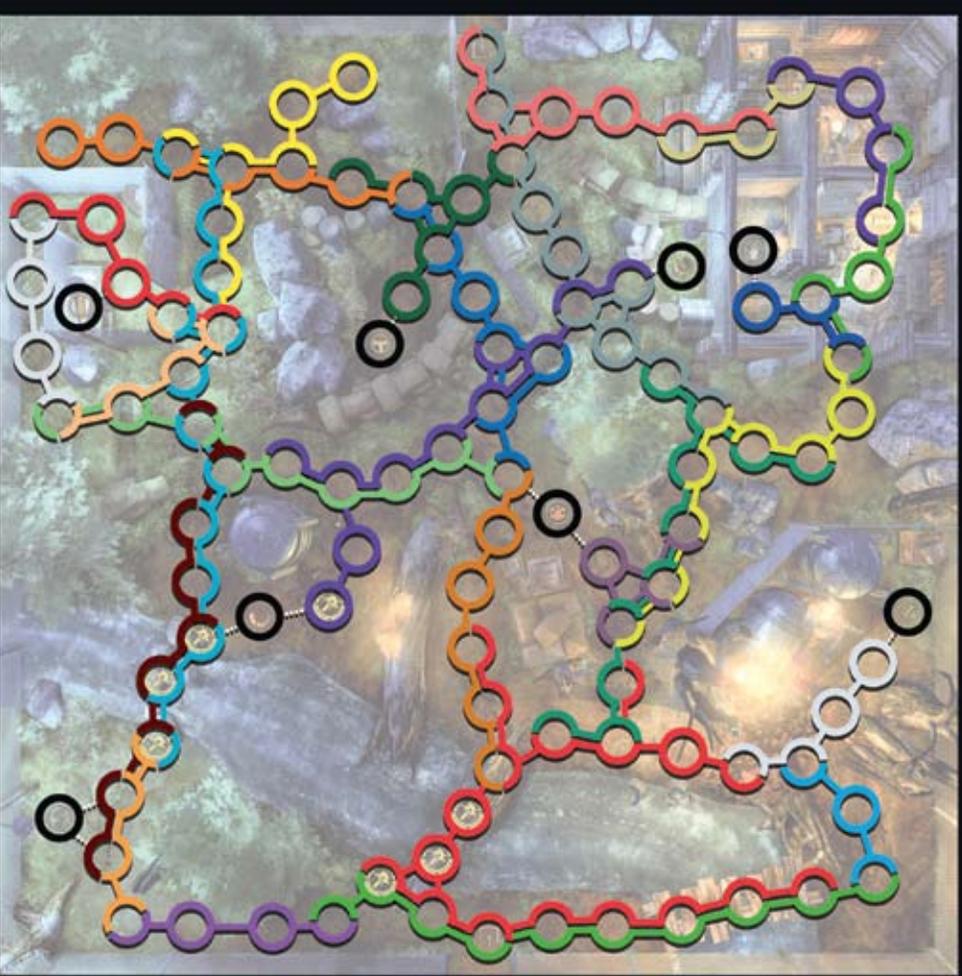
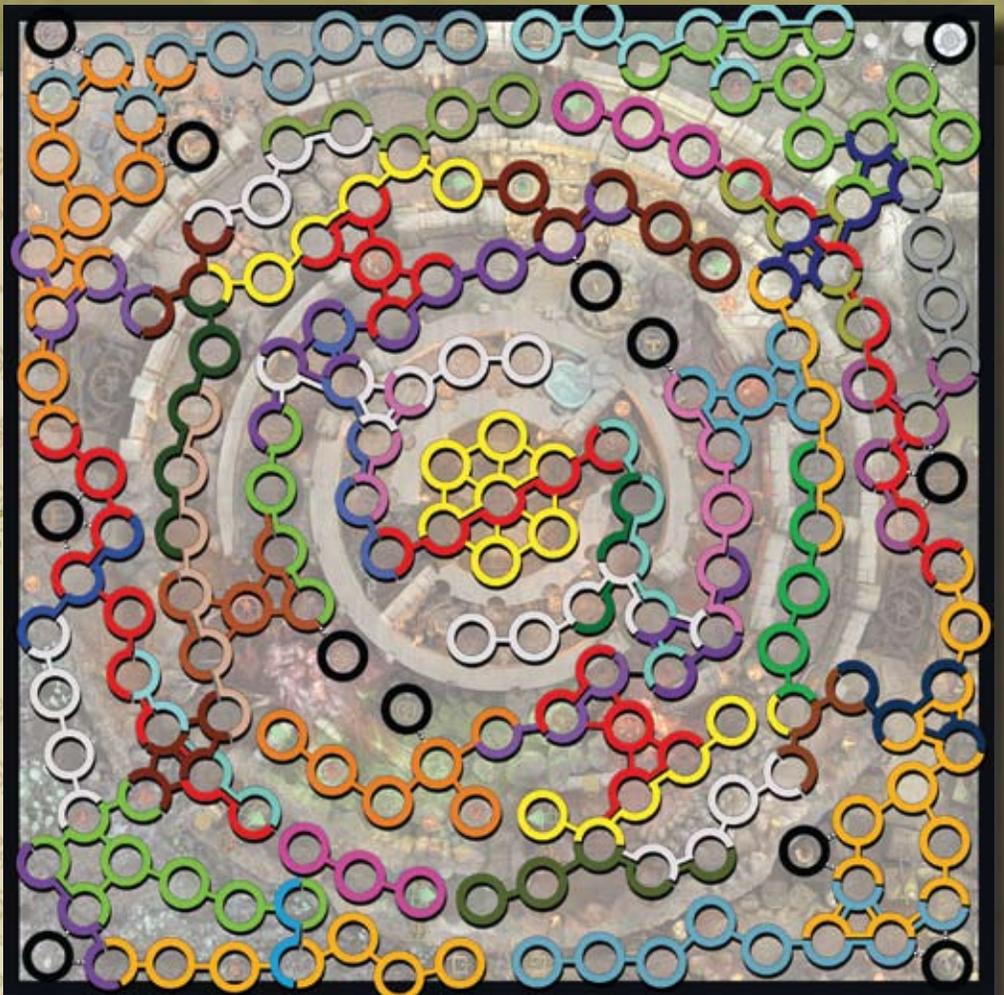
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**TACTICAL MAP**  
Labyrinth of  
Minos



**TACTICAL MAP**  
Outpost of  
Gévaudan

