



SOLO RAID #1 LONE WOLF

ft. "Red Hawk"

STORY

After months of searching the ReichBusters finally gathered more info on the whereabouts of general Wolff. A scouts team captured a servant who works where he is hiding. There is one problem.

The general has locked down the facility. The room he is residing in can only be opened from a control room inside the compound. When the door opens you only have a few seconds to kill the general before his wolfs and Sturm Angriff capture you.

The servant explains there is a secret way into the facility. The Nazi soldiers created a small tunnel in their quarters to sneak out to the local town at night.

This mission is too risky to go in as a team. All Reichbusters turn their head staring in the direction of the most lethal Russian assassin alive. "njet problem"...

OBJECTIVE

Get the control room key codes from Officer Schwartz's room. Go to the control room and open all doors. Assassinate General Wolff.

RAID SETUP

- 1) Remove spawn card RB041 from the game
- 2) Place the tiles (see map page 2). If you don't have the project X1b tile replace it with tile 2B. (in that case: the controll room (Y) is the area on the tile closes to the exit)
- 3) Red hawk always starts the game with the focused and lone wolf ability
- 4) Pick one stealth ability (white color) of your choice for Red Hawk
- 5) The raid enemy faction card is: The Armoured Wolff
- 6) set the pre alarm track to 7 and add the post alarm track of 3. place the round tracker on 1.
- 7) place vrillmeister Wolff and his detail on area (X)
- 8) place an officer on (Z). This is officer Schwartz.
- 9) Place a random roomcard Package Crates on 11b & Office Desk on 7a

RAID MAP

Lone Wolf



“Lone Wolf”

SOLO RULES

Download the Rules for Solo Raid Missions here:

<https://www.reichbusters.com/raids/solo-rules/>

RAID RULES

- 1) locked doors cannot be opened by enemies, patrols or hero in this mission. Only by the control room (see rule below)
- 2) When killing officer schwartz (tile 9A - Z) he drops the document objective token face up. You can pick this objective up with one action. These instructions are needed to activate the control room (Y)
- 3) When you have the document objective you can discard it as an action at location (Y). This action opens all doors on the map (also closed ones) and activates the alarm if not already activated.
- 4) If you defeated general Wolff you immediately gain the objective completed token. (you don't need to pick it up, it's placed on your dashboard). **RULE REMINDER:** You can not use heroic tokens to attack the Vrillmeister.
- 5) You win the game by assassinating General Wolff and exit the facility with the objective completed token.

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