

CAMPAIGN



THE PEACHTREE HOTEL

1F: GAINING GROUND

2F: SO MANY PAPERS

3F: UNEXPECTED GUESTS

4F: THE GLOWING FOUNTAIN

5F: LAST FLIGHT OUT OF PEACHTREE



Mini Campaign System:

This mini campaign contains 5 scenarios linked to one another. You can play each scenario independently or together. You can even tie these scenarios to a larger campaign setting and make the capture of the hotel another objective within a larger scenario.

These scenarios can be played solo where a player plays all scenarios against a host of preset enemies on each level of the hotel.

The scenarios can be played by multiple groups of players at the same time. Each group of players chooses to play the scenarios 1 through 5 ascending or 5 through 1 descending. When two or more players are on the same scenario at the same time, they can choose to confront the scenario's enemies together or try to ambush one another and take advantage of the ensuing chaos.

Briefing:

Casablanca, 1947. The tide of the Mythos cult fell upon the world like a new plague and the city transformed from a spy nest to a wasp nest. Every street is dangerous. Every building is a deadly trap.

A few weeks ago the Peachtree Hotel, the finest of the local tourist landmarks and common house of trade for all factions during the war, was besieged and captured by the forces of the Sacred Dawn. Although the cultists seemed to pay little care for anything but the slaughter of the patrons, they have yet to move on and are in possession of valuable assets previously owned by those frequenting the hotel. Your headquarters has given you the mission to recover these assets at any cost.

Common Campaign Rules:

- Low ceiling: Airborne units are limited to entering on squares within Range 1 of a window.
- Massive building: The whole game mat is NOT considered cover, unlike a regular building.
- Solo play: The attacker always has initiative. The defender can never pass.
- Inside job: Armies can only be comprised of infantry units and at least 1 hero. No vehicles.
- Brutal strategists: The defender can never use reactive attacks.
- No brainer: Defender's units activate closest to furthest from the enemy. Roll for tie-breaker.
- Doors aplenty: Building openings touching the edges of the map are considered windows, internal building openings are considered open doors to move from one internal building to another.
- Defender presets: Can be found at the end of the campaign as Defender Preset Appendix.

1F: GAINING GROUND



ARMY SIZE: ATK - 50pts DEF - Preset

- **MISSION:** Your forces are trying to take control of key locations within the hotel lobby: The reception desk, the telegraph office, and the main staircase.
- **PLAY AREA:** 6 squares x 9 squares (One game mat)
- **SET UP:** As per map.
- **DEPLOYMENT:** Attacker enters through designated blue squares. Defender forces are deployed randomly into red squares.
- **DEFENDER FORCES:** See Defender Preset Appendix
- **OBJECTIVES:** Three objectives are present designated by green squares: The reception desk (RD), the telegraph office (TO), and the main staircase (MS). To control these objectives you must be standing on the objective square and spend one action to activate it.
- **VICTORY CONDITIONS:** The attacker wins by controlling 2 out of the 3 objectives in the same turn. The defender wins by preventing this for 5 turns.
- **WEATHER:** None.
- **SPECIAL RULES:**
 - **Reception desk:** If the attacker controls this objective at the end of any turn, they gain Reserve/1 at the beginning of the next turn. This can only occur once per game.
 - **Telegraph office:** If the attacker controls this objective at the end of any turn, they gain Reserve/1 at the beginning of the next turn. This can only occur once per game.
 - **Main staircase:** If the attacker controls this objective at the end of any turn, all of the attacker's units gain At the Double at the beginning of the next turn.

**GAME
TURNS**

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2F: SO MANY PAPERS



ARMY SIZE: ATK - 50pts DEF - Preset

- **MISSION:** You manage to get to the next floor of the building. The hotel's rooms and conference areas are a mess...and you're not alone. Grab the briefcase your contact left and get out!
- **PLAY AREA:** 6 squares x 9 squares (One game mat)
- **SET UP:** As per map.
- **DEPLOYMENT:** Attacker enters through designated blue table edge. Defender forces are deployed randomly along red table edge.
- **DEFENDER FORCES:** See Defender Preset Appendix
- **OBJECTIVES:** The attacker must explore the rooms of the floor in order to find a briefcase.
- **VICTORY CONDITIONS:** The attacker wins by finding the briefcase and escorting the unit carrying it through the defender's deployment zone and off the board edge by the end of Turn 5.
- **WEATHER:** None.
- **SPECIAL RULES:**
 - **Where is it!?:** In any room the attacker occupies or enters (each building template is a room), a unit can spend one action to roll 3 dice. If any 2 dice roll Faction logos the briefcase is found. If the briefcase is not found by Turn 4, the first room the attacker enters contains the briefcase at the cost of one action.
 - **Briefcase:** The unit carrying the briefcase becomes a priority target. All enemy forces will move toward and target this unit before others.
 - **Knowledge is Power:** Once per game the unit carrying the briefcase can spend an action to consult the briefcase. Roll a die to determine the result:

GAME TURNS

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Each unit of the attacker can re-roll one die of their choice on their next attack action. Must keep the new result. Can be re-rolled in addition to any other re-roll skill or game circumstance.

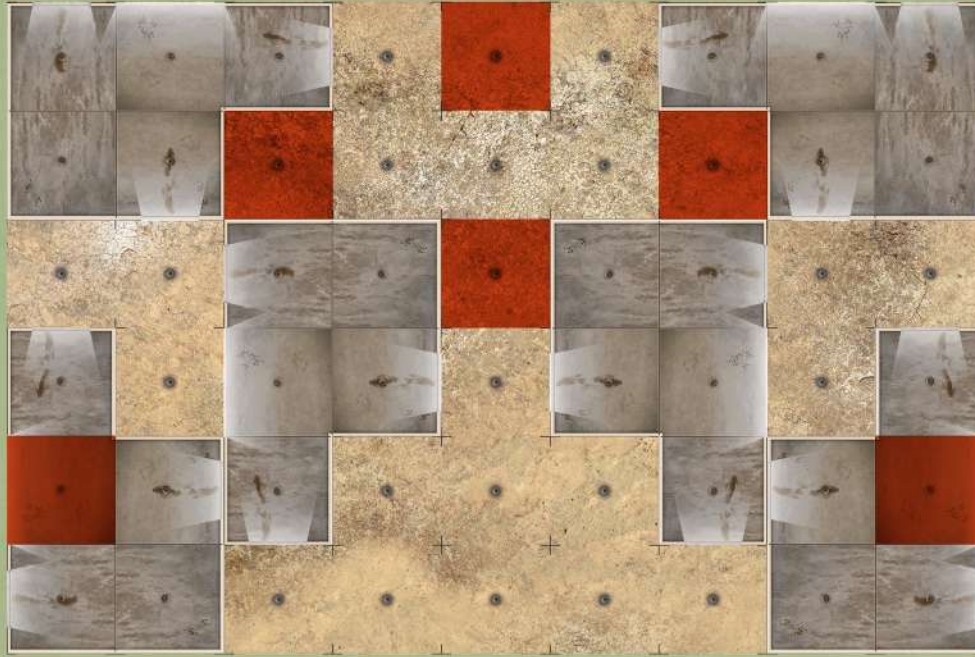


The unit gains Fanatical until the end of the game.



The unit gains expert with all weapons for one turn.

3F: UNEXPECTED GUESTS



ATK

ARMY SIZE: ATK - 50pts DEF - Preset

- **MISSION:** It's time to exfil. Your extraction point is a few floors away. ETA: 20 minutes. Wait, what's that grunting noise?
- **PLAY AREA:** 6 squares x 9 squares (One game mat)
- **SET UP:** As per map.
- **DEPLOYMENT:** Attacker enters through designated blue map edge. Defending units are placed in designated red squares.
- **DEFENDER FORCES:** See Defender Preset Appendix
- **OBJECTIVES:** The attacker must exit the table as fast as possible.
- **VICTORY CONDITIONS:** The attacker wins if at least 50% of their points manage to exit the table via the map edge opposite to their deployment zone.
- **WEATHER:** None.
- **SPECIAL RULES:**
 - **They keep coming!:** The defender benefits from Reserve/3. The entry points are the same as for the original deployment and are chosen randomly for each reserve.
 - **It's a mess in here!:** The floor is covered with refuse, fresh corpses, and broken furniture. The movement values of all attacker units are reduced by 1.

GAME
TURNS

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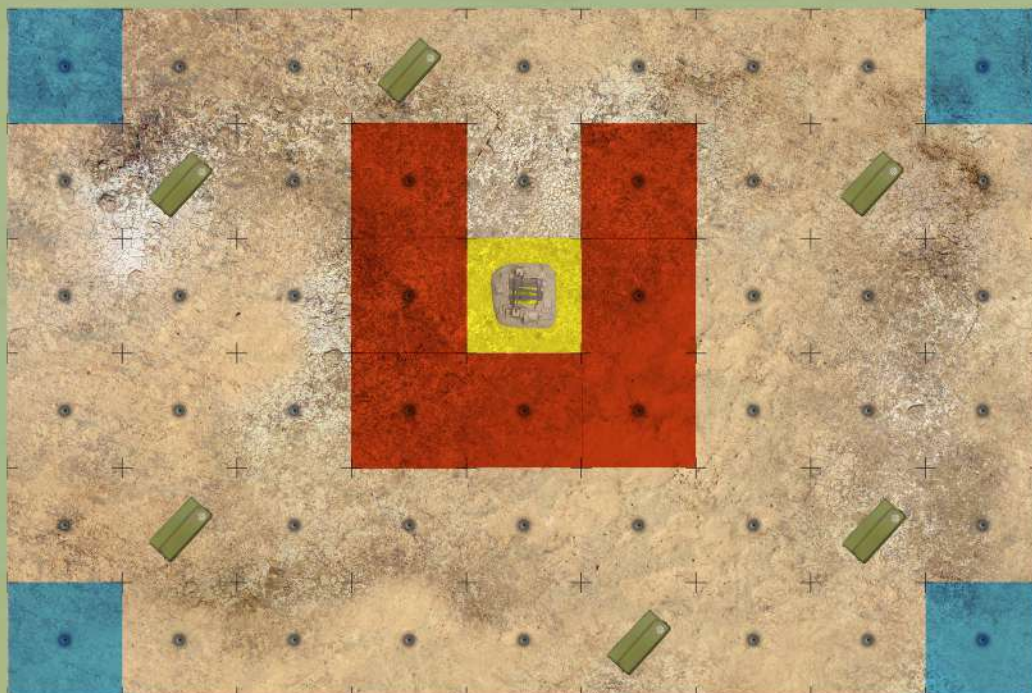
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4F: THE GLOWING FOUNTAIN



ARMY SIZE: ATK - 50pts DEF - Preset

- **MISSION:** The locals call the fountain in the middle of the atrium the “Glowing fountain” due to the precious stones that decorate it. The glow emanating from the fountain right now is definitely not due to the gems!

- **PLAY AREA:** 6 squares x 9 squares (One game mat)

- **SET UP:** As per map, with the Dig tile in the yellow square acting as the fountain (provides cover).

- **DEPLOYMENT:** Attacker enters through designated blue squares. Defending forces are deployed randomly into red squares.

- **DEFENDER FORCES:** See Defender Preset Appendix

- **OBJECTIVES:** The attacker must close the fountain portal as quickly as possible.

- **VICTORY CONDITIONS:** The attacker wins if they have a unit occupying the fountain square at the end of any Turn prior to Turn 5.

- **WEATHER:** None.

- **SPECIAL RULES:**

• **Atrium:** The room has no walls with only a few tables and chairs surrounding the large fountain. Consider you are not inside a building when fighting here.

• **Law of surprise:** All attacker units gain Scout.

• **Game over, man!:** At the beginning of Turn 2, 1 unit of Mi-Go Assault Squad enters the table via the fountain. At the beginning of Turn 3, 1 unit of Mi-Go Raiders Squad enters the table via the fountain. At the beginning of Turn 4, every Attacker unit is targeted by a Psychic Scream attack with the following stat line:

**GAME
TURNS**

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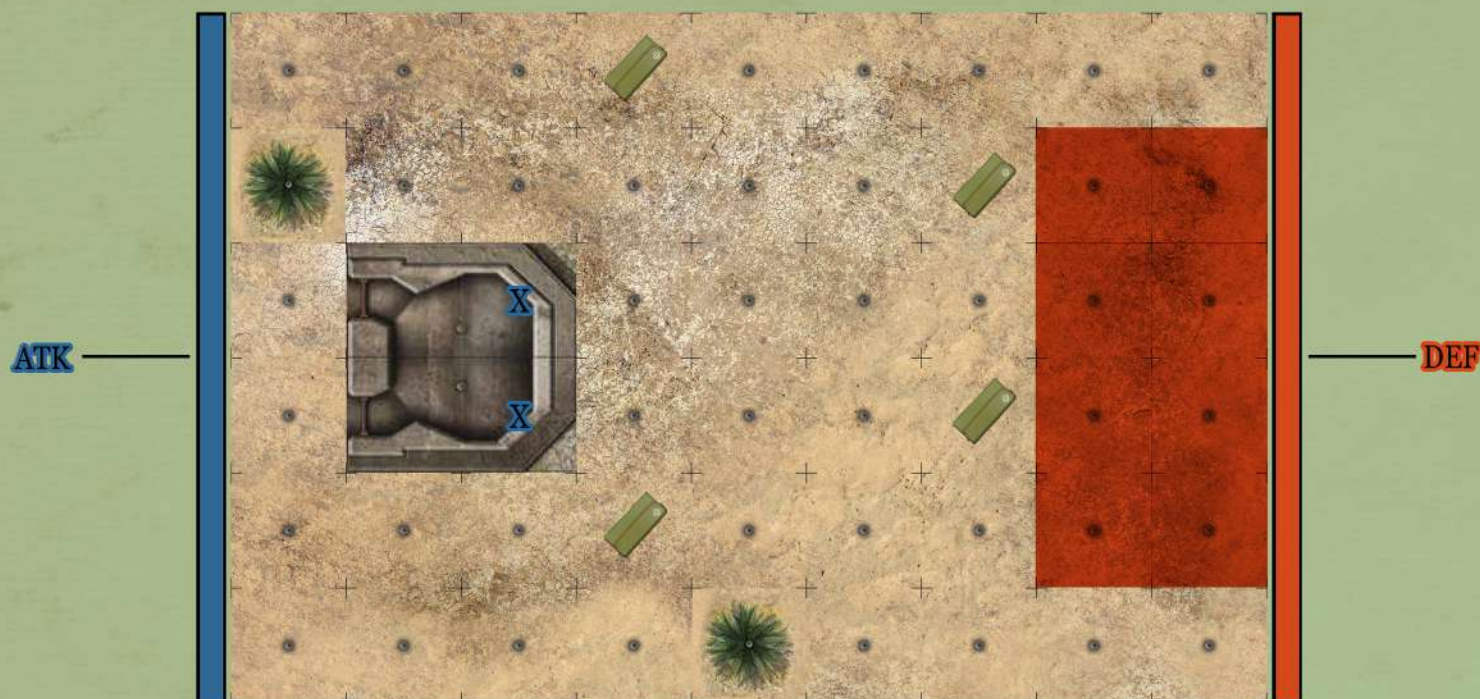
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Psychic Scream	RANGE	1 2 3 4				<ul style="list-style-type: none"> • No saves allowed • Ignores Line of Sight
		U	↓/1	↓/1	↓/1	↓/1

5F: LAST FLIGHT OUT OF PEACHTREE



ARMY SIZE: ATK - 50pts DEF - Preset

- **MISSION:** Getting to the roof is easy they said. Once you're there you are done they said. You didn't sign up for this kind of mission. Hold the position a little longer to get out alive. If they hit you, hit them back. If they kill you, walk it off!

- **PLAY AREA:** 6 squares x 9 squares (One game mat)

- **SET UP:** As per map.

- **DEPLOYMENT:** The player is the defender in this mission and is deployed into any designated red square. If you have more units than squares, deploy into any square of your choice adjacent to a red one. The attacker has a Bunker with its supporting crew and Rasputin with his Choir randomly deployed into the squares with a blue X. The remaining forces deploy via the designated blue map edge.

- **DEFENDER FORCES:** See Defender Preset Appendix

- **OBJECTIVES:** Hold position and survive.

- **VICTORY CONDITIONS:** The defender wins if they have at least one surviving unit on the board by the end of Turn 5.

- **WEATHER:** None.

- **SPECIAL RULES:**

• **Where are they coming from?:** The attacker gains Reserve/4.

• **Air support:** The defender may add one faction aircraft of their choice to their army list for free. This unit deploys via the designated red map edge.

• **Bunker brothers:** Prior to deployment, roll a die to determine what kind of Bunker is on the roof:

**GAME
TURNS**

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Field Phaser (Bunker)



Field Laser Gun (Bunker)



Motherland Tesla Gun (Bunker)

Defender Preset Appendix:

1F: Gaining Ground

- **5 units of Cultist Fire Squad:** Will always move and attack targeting the closest enemy. If two units are equally distant, roll to determine target. If already in range of an enemy, will sustain attacks. Only targets one unit with all attacks. Cannot end their movement further from an enemy unit than they started. Never engages in melee. Never march moves.
- **3 units of Cultist Saboteur Squad:** Will always march move toward or charge closest enemy unit. If two units are equally distant, roll to determine target. Only targets one unit with all attacks.
- **Farouk the Turk:** In a randomly selected Cultist Fire Squad.

2F: So Many Papers

- **5 units of Mi-Go Assault Squad:** Will always charge closest enemy unit unless already in range. If already in range will use Spores. If already in range and have used Spores, sustain all melee attacks. Will stay in cover if moving toward closest enemy provides several options.
- **Nadir the Exalted:** In a randomly selected Mi-Go Assault Squad.

3F: Unexpected Guests

- **6 units of Blutkreuz Zombie Squad:** Will always charge and target units with the following priority: Least Health Points remaining, Unit is joined to a hero, Closest unit. If already in contact with an enemy when activated, sustain all attacks.
- **Grenadier X and Wolfgang:** In two randomly selected Blutkreuz Zombie Squads.

4F: The Glowing Fountain

- **7 units of Cultist Fire Squad:** Will always remain where they are and sustain their ranged attacks. The Cultist Fire Squad joined to a Lilith (Possessed) will always charge toward the closest enemy unit. If multiple enemy units are the same distance, roll to determine target. If already in contact with a target, will sustain melee attacks. The Cultist Fire Squad joined to Ekaterina will always move and attack with the following priority: Toward closest cover, Toward closest enemy, Toward enemy with least amount of HP remaining. If two enemies are within the same range, target the one with the least HP remaining. If still tied, roll a die.
- **1 unit of Mi-Go Assault Squad:** Will always charge closest enemy unit unless already in range. If already in range will use Spores. If already in range and have used Spores, sustain all melee attacks. Will stay in cover if moving toward closest enemy provides several options.
- **1 unit of Mi-Go Raiders Squad:** Will always move toward and attack closest enemy unit. If two enemies are within the same range, target the one with the least HP remaining. If still tied, roll a die.
- **Lilith and Ekaterina:** In two randomly selected Cultist Fire Squads.

5F: Last Flight Out of Peachtree

- **1 unit of Mi-Go Assault Squad:** Will always charge closest enemy unit unless already in range. If already in range will use Spores. If already in range and have used Spores, sustain all melee attacks. Will stay in cover if moving toward closest enemy provides several options.
- **1 Spawn of Cthulhu:** Will always charge enemy units with the following priority: Closest, Least HP remaining. If it a tie, roll a die.
- **1 Bunker:** ATTACKS AS IT PLEASES!
- **Rasputin and Choir from Mythos Command Squad:** Will always heal the Spawn of Cthulhu and never use any other command action. Never leaves the bunker. Never attacks unless as a melee retaliation.