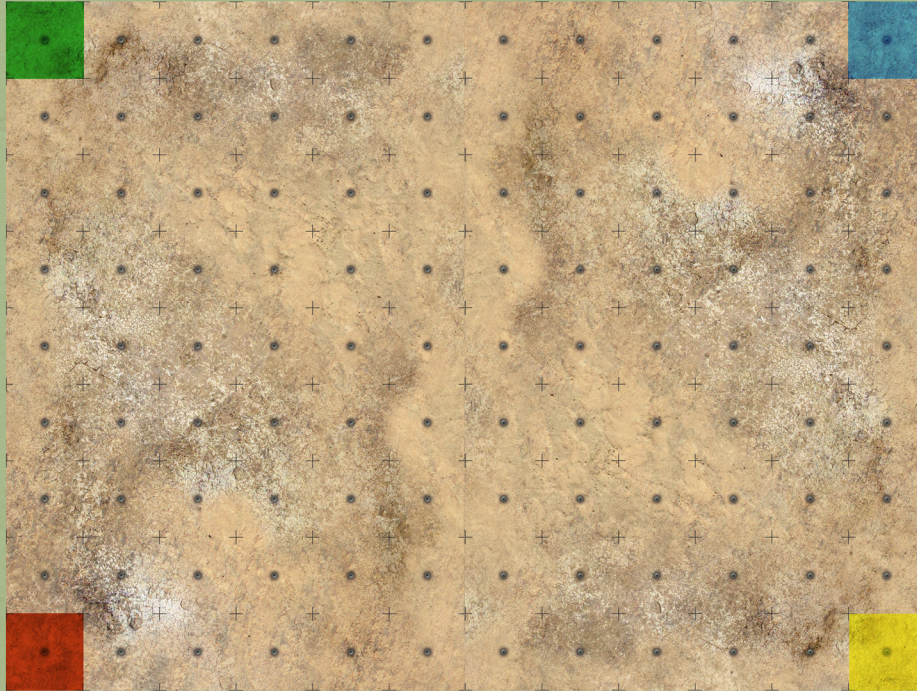


OVER THE
HORIZON



SCENARIO: THE RIGHT STUFF



ARMY SIZE: Multiplayer (3-4 players):

ATK - 2 planes of their choice
DEF - 2 planes of their choice
OPP - 2 helicopters of their choice
NPC: Mythos creatures and units

- **MISSION:** A mysterious island just popped out of the China Sea. Your HQ dispatched a recon air patrol. It seems the other guys had the same idea. Time to buckle up and scare them out of the zone! Wait, what's that coming from the island?!?
- **PLAY AREA:** 9 squares x 12 squares (120cm x 180cm)
- **SET UP:** As per map. If playing with 3 players, the NPC faction will move according to the Special Rules section of the scenario below.
- **DEPLOYMENT:** Planes and helicopters enter from assigned play area edges (Red, Blue, Green, and Yellow corner edges). If controlled by a player, the Mythos creatures enter by any unoccupied corner of the map.
- **OBJECTIVES:** Destroy the enemy planes and survive!
- **VICTORY CONDITIONS:** There can only be one. Survive while everyone else has been downed.
- **WEATHER:** None.
- **SPECIAL RULES:**
 - **Where are they coming from?!?:** *[Starting Turn 2]:* 2 Spawns of Cthulhu appear in a random corner of the table (roll a die). They will always fly their maximum March Move towards the closest aircraft and attack with all of their dice at the same target. *[Starting Turn 4]:* 2 units of Mi-Go Assault Squads appear in any square at the center of the table. The player who won initiative chooses the starting squares. *[Starting Turn 5]:* 2 Avatars of Cthulhu appear within Range 1 of the aircraft with the least amount of damage sustained. If several aircraft are equally damaged, the winner of the initiative roll chooses the placement.
 - **Damned magic fog!:** All aircraft have a Move of 3 and a March Move of 6. Helicopters are not affected by this rule. All aircraft have unlimited ammunition on all weapons.

GAME TURNS

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