

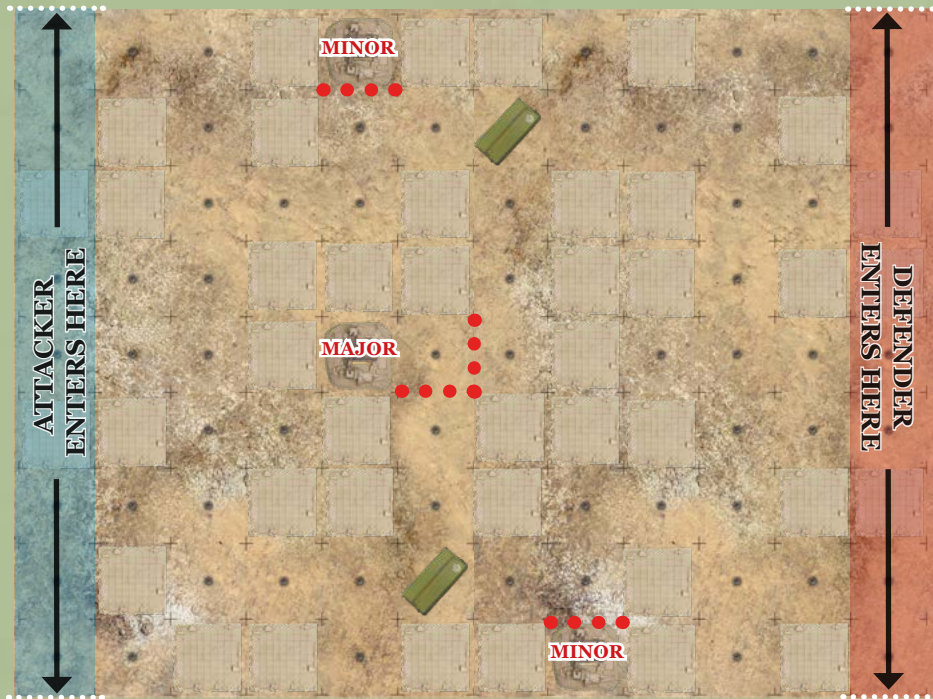
SCENARIO



**PARADISE
LOST**



MISSION : CATACOMBS AND TENTACLES

- BY JIM GAUDIN -



ARMY SIZE: 100pts or more / ATK 100% - DEF 100% / Infantry units only

- **MISSION:** Ancient artefacts are hidden in the catacombs... You must secure them, but beware of its elder guardians !
- **PLAY AREA:** 9 squares x 12 squares (120cm x180cm)
- **SET UP:** Set up the play area as pictured in the map above.
- **DEPLOYMENT:** Players enter from their assigned play area edge (short edges).
- **OBJECTIVES:** As show in the map above, 3 objectives are placed: 1 in the central room (Major), 2 in the dead ends (Minor) ; doors close off the objectives from the tunnels (red dots on this map).
- **VICTORY CONDITIONS:** The objectives are protected by impassable doors ; to open it, a unit needs to be directly in front of it and spend one action to Decipher the Elder Signs.

Decipher the Elder Signs : Roll 2 dice ; on two , the door opens. If a Hero is in the unit, only one  is needed. The door stays open for the remainder of the game. When a door opens, immediately place a Cthulhu Spawn on a Minor objective or the Avatar of Nyarlathothep on the Major objective.

Mythos units are neutral and not controlled permanently by a specific player. They fight back in Close Combat as usual, but activate only if a unit Hits them with a ranged attack. In that case, the Mythos unit activates just after the attacking unit's activation, and the creature is controlled by the opponent (the player who didn't shoot the creature). The controlling player can play the creature as he wishes, but HAS to Attack/Sustain Attack a unit at some point during the activation. It can be any unit of his choice (friend or foe), the monster just wants to kill something !

After the Mythos unit's activation, the turn order resumes. A same Mythos unit can activate several times per turn.

- A player killing a Cthulhu Spawn immediately **scores 2 VP** .
- A player killing the Avatar of Nyarlathothep immediately **scores 3 VP** .
- At the end of Turn 8, a player **scores 2 Victory points per Minor objective** he controls, and **4 VP for the Major objective**.

- **WEATHER:** No weather rules, we're underground !

- **SPECIAL RULES :**

It's a-maze-ing : Units cannot move diagonally through the corners of the tunnels.

Underground : Airborne and Artillery observer skills doesn't work. Flying units still have to follow the tunnels' paths.

**GAME
TURNS**

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