

# SCENARIOS





# MYTHOS SCENARIO I: FIRST CONTACT



**PLAYER 1:** 100% (50 Army Points, Infantry Only)

**PLAYER 2:** 100% (50 Army Points, Infantry Only)

- **MISSION:** there's something very wrong happening in this desolate place in the desert... the dreaded forces of the Mythos Gods are here! We must do whatever it costs to repel them!

- **SPECIAL:** To play this special scenario, you will need two Spawns of Cthulhu and one Avatar of Nyarlathotep. The Mythos Units are "neutral" and attack anything nearby (see further). They can also be played by a Third Player.

- **PLAY AREA:** One gaming mat / 3' x 4'

- **SETUP:** place four Pillars or any other Impassable Terrain as shown on the map and one Tree next to the Objective. In the Desert Area, players alternate placing three Terrain elements drawn from this following list: Ruins / Walls / Pillars / Anti-Tank Traps / Ammo Crates. These elements can't block openings into Buildings and cannot be placed adjacent (within 1 square, 4"/10cm) to another Terrain element. On the Objective square, place a Spawn of Cthulhu before the game starts. The Avatar of Nyarlathotep appears on the same square at the beginning of Turn 5.

- **DEPLOYMENT:** Players' forces enter the battlefield through their respective short edge of the Play Area.

- **OBJECTIVES:** Destroy all the Mythos Forces, or occupy the Objective, or destroy all enemy forces.

- **VICTORY CONDITIONS:** A Player successfully occupies the Objective by having an Infantry Unit on the Objective, at the end of any Turn after Turn 4, and with no enemy Units within Range 2 of the Objective. If this Victory Condition is not met by the end of Turn 8, the Player who destroyed the most enemy's Army Points wins (including Mythos Forces). Or all enemy Units on the battlefield are eliminated within eight turns!

- **MYTHOS TURN:** After both Players Units have been activated, Units from the Mythos Forces activate in the following order. The opposing Player from the one being attacked always roll Attacks and Saves dice for the Mythos Forces. The Game Turn ends after all Mythos Units have been activated.

>1. Spawn of Cthulhu (the first one placed on the board): this Unit will Move and Attack, if no Unit is in Close Combat Range. The Spawn will move towards the closest Unit. If two Units are at the same Range, the Spawn will go towards the Unit of the Player who won the Initiative Roll on that Turn.

If there's a Unit in Close Combat Range, the Spawn will Sustain Attack this Unit. If there are more than one, the Spawn will Sustain Attack a Unit from the Player who won the Initiative that Turn.

>2. A second Spawn of Cthulhu appears from the Objective at the beginning of Turn 3. He acts exactly like the first one.

>3. The Avatar of Nyarlathotep appears on the Objective and the Tree Square at the beginning of Turn 5. He will stay in place for the remaining Turns, defending the Objective. At the beginning of Turn 8, if still on the battlefield, he will use his Psychic Scream ability. He chooses targets for his Attacks like a Spawn.

- **RESERVES:** Player 1 Reserve (2) and Player 2 Reserve (2).

- **WEATHER:** Sandstorm Risk – Medium.

## GAME TURNS

