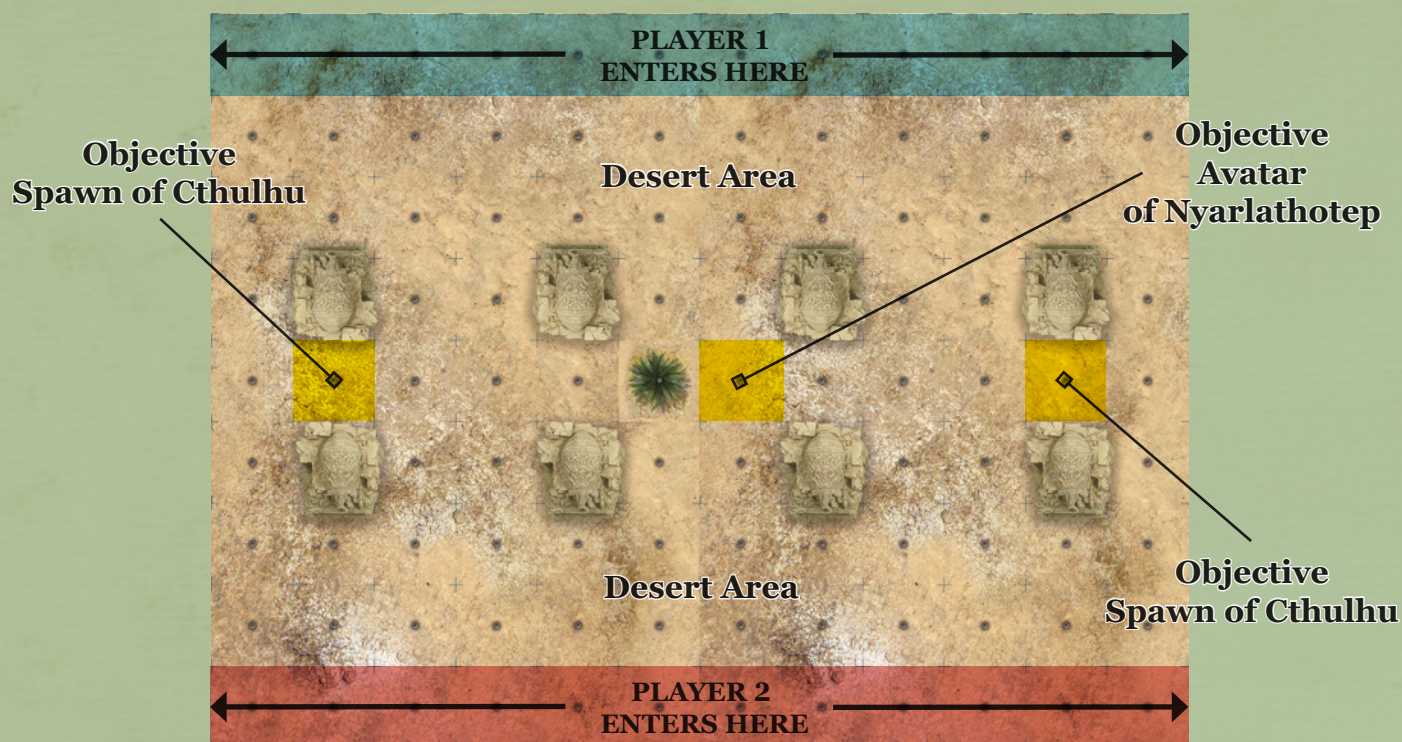


# OPENING SCENARIOS





# MYTHOS SCENARIO 2: SEALED SECRETS



**PLAYER 1:** 100% (100 or 125 Army Points)

**PLAYER 2:** 100% (100 or 125 Army Points)

- **MISSION:** the Avatar of Nyarlathotep is starting to conjure much larger monsters than himself! We must stop him at all cost before he succeeds, or all is lost!

- **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:** two gaming mats / 6' x 4'

- **SETUP:** place eight Pillars or any other Impassable Terrain as shown on the map and one Tree next to the middle Objective. In the Desert Area, players alternate placing two Terrain elements each drawn from this following list: Tree / Ruins / Walls / Pillars / Anti-Tank Traps / Ammo Crates (no Buildings). These elements cannot be placed adjacent (within 1 square, 4"/10cm) to another Terrain element. On each side Objective square, place a Spawn of Cthulhu before the game starts. On the middle Objective and in the Tree square place the Avatar of Nyarlathotep, also before the game starts.

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

- **OBJECTIVES:** Destroy all Mythos Forces and occupy at least two Objectives, or destroy all enemy forces.

- **VICTORY CONDITIONS:** A Player successfully occupies an Objective by having a 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 the 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).

- **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 (chosen by the Player who has won the Initiative): 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. The second Spawn of Cthulhu acts exactly like the first one.

3. The Avatar of Nyarlathotep remains on the Objective and the Tree Square for the whole game. He can't be given a Move or March. At the end of Turn 4, if still on the battlefield, he will use his Psychic Scream ability. He chooses targets for his Attacks like a Spawn and of course Sustain Attack every time.

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

- **WEATHER:** Sandstorm Risk – High.

## GAME TURNS

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