

CTHULHU MYTHOS

CALL ONE

Expansion pack



HOMEMADE TRANSLATION TO WAIT FOR THE PROFESSIONAL ONE

Spreading the shadows!

After their fight against the Deep Ones and the Black Sun, Captain Duval's Rangers try to escape the swamps. The smoking ruins of this damned fishy-men's village are now far behind them as a new threat looms on the horizon...

A cult of fanatics, the Sons of Cthulhu, attracted by the magical radiations freed in the area during the battle, wants to slaughter the remaining protagonists to gather powerful artifacts. They're led by Erghöl Derleth, an Old Gods servant, who is in possession of a rare copy of the famous Culte des Ghoules, a grimoire wrote by François-Honoré Balfour d'Erlette, a french nobleman, in 1702.

With the power stored in this book, Erghöl and the Sons of Cthulhu are able to stand against the Black Sun magicians. The rituals can begin, the sacrifices have been done, the signs are drawn.

Informed by their pathfinders, the men of the Black Sun don't want to let the initiative to this cult of annoying zealots. Terrible secret experiments, conducted by professor Lovecraft, are under way in the Deep Ones caves. It would be unfortunate that this dabbler's initiative could waste the efforts deploy to defeat the death itself and to offer the eternal life to the Führer and the Nazis leaders.

The magic saturates the sluggish air of the marsh while the players are converging to a central spot, vortex of destiny, pinnacle of the struggle of good against absolute evil.

One more time, the course of the war can be dramatically disturbed by this terrible events and new mysteries may well be unveiled...

ONCE UPON A TIME...

Albrecht Magnus

Writer retired to his Normandy manor, Albrecht studies occult arts and lost civilizations.

His time is divided among his researches and his cat, Darius, who never leaves him.

Under his intellectual quiet tunes lurks a relentless Mythos hunter.

He is often sollicitate

It is often solicited by Section M for both his gigantic knowledge that for his bravery in the field.

He also seems to be a seasoned magician, but it could be that his aptitude for magic comes from his four-legged familiar.

Find Magnus mansion to download on our website (devil-pig-games.com) to create the adventures of this brave soldier of Good.

Shadows over Normandie, Heroes System (tactical scale) est un système de jeu conçu par Yann & Clem.

Graphisme et illustrations : Yann, Clem, Alex, Olivier

Rédaction des règles : Clem et Axel

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ZOMBIES

Zombies units are noticed by this symbol:



At the beginning of the game, put in a bag all the zombies tokens not used during the deployment.

When a Zombies unit is eliminated, place it back in the bag.

Zombies phase

You cannot place Order tokens on Zombies units (except with the Master of the dead special ability).

Every Zombies units are activated during the Zombies phase. This phase takes place in the beginning of the Activation phase, before the Order numbered 1. **Special Orders** and units with the **Autonomous** special ability can be activated before the Zombies.



Move

This movement must be toward the closest infantry unit (ally or enemy). In case of a tie, the player who controls the Zombies chooses.

The sequence of the Zombies activation is decided by the player who controls them.

If the Zombies are run by the game itself, the unit will move toward the unit that belongs to the player with the initiative.

In this case, the sequence of the Zombies activation is made in turn, starting with the player with the initiative.



Mythos creatures and Master of the Dead units don't "attract" Zombies.

Zombies unit entering a space occupied by an infantry unit, automatically attacks (Zombies don't attack vehicles).

Apply the regular Assault rules.

Each Zombies units present in a space adjacent to the infantry unit gives a +2 bonus to the assaulting Zombies unit dice roll.

Place an Activate token on the Zombies units once activated.

Once all the Zombies units activated, the Activation phase can be done as usual.



Master of the dead

Units with this special ability can perform two different actions. Controlling Zombies units and creating Zombies units.

Creation :

If the Master of the dead doesn't have a Suppressed token and received an Order token, he can, instead of performing a shoot action or a move action, create Zombies during his activation.



He needs to be in a terrain element or in the same space than a unit or a token bearing the Mass Grave symbol. If the Mass Grave has a **X1** mention, discard it after having use it to create one Zombies unit (and only one).

Place a Suppressed token on the Master of the dead.

Draw a Zombies unit token in the bag of Zombies and place it in a space in or adjacent to the Mass Grave element.

If there's no more Zombies in the bag, you cannot use this special ability.



Control : During the Ordre phase, if one or more Zombies units are in the line of sight (clear or obscured) of your Master of the dead, you can assign an Order to one Zombies unit (and only one). If two Masters of the dead are able to control the same Zombies unit, the payer with the initiative places his Order token first. During its activation, the Zombies unit will ignore the Zombies move rules and act like a "regular" unit.

Options de recrutement



Reanimator serum

This option grants you 3 Reanimator serum tokens.

You can, with an Order, instead of performing a shoot or a move action, discard one token to create one Zombies unit.

You don't need to be adjacent to a Mass Grave element if you use the serum.

Draw a Zombies unit in the Zombies bag and place it in a spade adjacent to the unit who used the serum.

If there's no more Zombies in the bag, you cannot use this option.



Serum dart gun

This option grants you 3 Serum dart gun tokens.

You can, with an Order, instead of performing a shoot or a move action, discard one token to place a Serum dart gun token on a Zombies unit situated at spaces or less from the unit who uses the dart gun.



The character needs a clear or obscured line of sight to the targeted Zombies unit.

Each token gives the Zombies unit a bonus for the rest of the game or until the unit is eliminated (discard the Serum dart gun token then).



Juggernaut :

The Zombies unit has a +2 bonus to its defense value.



Faster :

The Zombies unit has a +2 bonus to its movement value.



Rage :

The Zombies unit has a +2 bonus to its Assault special ability.



OPTIONS DE RECRUTEMENT

Grimoires



Les Grimoires sont des personnalisations particulières. Comme les autres personnalisations, ils ont leur petite tuile d'option de recrutement. Cette option peut s'acheter lors de la création de votre armée, ou être trouvée lors d'un test de fouille.

Une fois attachée à une tuile de recrutement (d'une unité ou d'un héros), prenez la tuile du Grimoire.



Si vous l'avez achetée lors de la création, vous pouvez acheter autant de sortilèges qu'il y a d'emplacements sur la tuile du grimoire. Vous devez payer le coût de chaque sortilège.

Si vous l'avez trouvé lors d'un test de fouille, piochez dans le sac de fouille, un nombre de tuiles égale au nombre d'emplacements du grimoire. Si parmi ces tuiles il y a des sortilèges, placez-les sur la tuile du grimoire.

Remettez les autres tuiles dans le sac.

Chaque grimoire contient un sortilège.



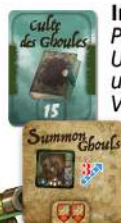
L'étreinte de Nyogtha (Clutch of Nyogtha)

Pénalité: 2 marqueurs Suppressed

Cibler une unité d'infanterie adverse située dans la LdV du personnage.

Il faut que le personnage ait une ligne de vue dégagée sur sa victime.

L'unité ciblée doit immédiatement faire un test de Terreur contre un difficulté 4. même si elle n'a pas de marqueur Suppressed. En cas d'échec, l'unité subit un dégât.



Invoquer des goules (Summon ghouls)

Pénalité: 2 marqueurs Suppressed

Une fois le sortilège lancé, placez la goule invoquée sur une case à une distance 3 cases du lanceur de sort.

Vous pouvez lancer ce sort tant que vous avez des pions goules disponibles.

Si vous n'en avez plus, vous ne pouvez plus en invoquer. Vous pouvez relancer le sortilège dès que vous récupérez au moins un pion de la créature correspondante.



Détourner les coups (Deflect Arm)

Pénalité: 1 marqueur Suppressed

Un personnage peut cibler une unité ennemie.



Il faut que le personnage ait une ligne de vue dégagée ou réduite sur sa victime.

L'unité ciblée reçoit immédiatement 2 marqueurs Suppressed.

Personnalisations



Porte de la Contrée du Rêve (Dreamland Gate)

En utilisant cet personnage, vous pouvez voyager à travers la Contrée du Rêve pour vous rendre en n'importe quel endroit du champ de bataille.

Vous ne pouvez utiliser cet objet qu'une seule fois.

À la phase de Réserve, placez le marqueur sur une intercase, non adjacente à un objectif, n'importe où sur le plateau de jeu.

À partir du prochain tour, à la phase d'Activations ou à la phase de Réserve, n'importe quelle unité d'infanterie de votre armée pourra se téléporter sur une des quatre cases adjacentes au marqueur en effectuant une action de mouvement. Les unités qui feront le voyage devront effectuer un test de Terreur même si elles n'ont pas de marqueur Suppressed.

Une fois les quatre cases occupées, plus personne ne peut emprunter la Porte des Rêves jusqu'à ce qu'une des cases se libère. Laissez le marqueur en place jusqu'à la fin de la partie.



Idole maudite (Cursed Statue)

Cette personnalisation apporte au personnage les capacités spéciales Magicien et Chasseur du Mythe +2.

Sortilèges

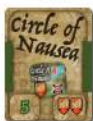


Augures (Augur)

Pénalité: 2 marqueurs Suppressed

Une fois ce sortilège lancé, prenez trois marqueurs Ordre attribués à des unités appartenant à votre adversaire.

Regardez-les et replacez-les comme vous le souhaitez sur ces mêmes unités. Positionnez-les de sorte que votre adversaire ne puisse pas voir le numéro inscrit dessus. Ce sera à vous de les révéler quand leur tour viendra.



Cercle nauséeux (Circle of Nausea)

Pénalité: 2 marqueurs Suppressed

Une fois ce sortilège lancé, placez le marqueur sur le personnage qui a lancé ce sort.

Toute unité qui entre dans une des cases adjacentes au personnage reçoit immédiatement un marqueur Suppressed. Retirez le Cercle nauséeux à la fin de la phase de Réserve.



Choc psychique (Mind Blast)

Pénalité: 1 marqueur Suppressed

Un personnage peut cibler une unité d'infanterie (même une manifestation du Mythe) alliée ou ennemie, située à 3 cases ou moins. Il faut que le personnage ait une

ligne de vue dégagée sur sa victime. L'unité ciblée doit immédiatement faire un test de Terreur contre un valeur de Manifestation du Mythe de 4. En cas d'échec, elle pioche un marqueur folie.



Drainer la vie (Life Drain)

Pénalité: 3 marqueurs Suppressed

Un personnage peut cibler une unité d'infanterie alliée ou ennemie, située à 3 cases ou moins, pour lui voler son énergie vitale. Il faut que le personnage ait une

ligne de vue dégagée sur sa victime. Une fois le sort lancé, l'unité ciblée subit un pas de perte automatique et le personnage lanceur du sort peut retourner son pion sur sa face indemne ou récupérer un de ses points de vie perdu s'il avait subit des



Bind Zombies

Penalty: 1 Suppressed tokens

A character can target a Zombies unit to paralyze it.

The character must have a clear Line of Sight to it.

Place the token on the targeted unit, with this symbol face up.



At the end of the Reserve phase, flip it to the other side. Then at the next Reserve phase, discard it.

As long as the token is on the Zombies unit, this one cannot move or fight.

If it is engaged in melee combat, it is automatically eliminated.



If the character casts the spell again before getting back the token, it is removed from the first Zombies unit and assigned to the new one.



Bless Blade

Penalty: 1 Suppressed tokens

You can bless the weapon of a unit situated in a spell caster's adjacent space.

Place the token on the unit.



The unit has now the Mythos hunter 3 and the Faith special abilities.

If the character casts the spell again before getting back the token, it is removed from the first unit and assigned to the new one.



Curse of Azathoth

Penalty: 2 Suppressed tokens

Your opponent must discard immediately, two cards of his choice.



Wrack

Penalty: 2 Suppressed tokens

A character can target an enemy infantry unit. He needs a clear line of sight on it.

The unit immediately loses its Order token (if it has one) and receive an Activate token.



Sense Life

Penalty: 1 Suppressed tokens

You can reveal all the ambushed units situated at 7 spaces or less from the spell caster.

The spell caster must have at least an obstructed line of sight on each of them.

This spell doesn't spot Zombies units.

Summoning

Penalty : Variable

Use : Variable

Once cast, place the summoned unit on a space (or multiple if it is a large creature) at a maximum distance as indicated on the spell tile.

If the summoning indicates a limited number of uses, this means that you can cast the spell as many times as you have available tokens of the corresponding creature.

If you do not have any more, you can no longer summon them. You can recast the spell as soon as you retrieve at least one of corresponding creature tokens.



Gear



Cthulhu claws

This option gives you 3 Cthulhu claws markers.

You can play a Cthulhu claw During an Assault.

Each marker a +1 bonus to your dice roll.

You can use as many Cthulhu claws as you want in a single assault, but you must announce their

use BEFORE rolling the die.

Discard each token after use.

Special abilities



Icy Aura

Instead of performing a shoot action, you can use this special ability. Target a unit situated at 2 spaces or less.

Your unit must have at least an obstructed line of sight on it.

Place 1 Suppressed tokens and 1 Activate token on your target. If it has an Order token, the unit loses it.



Ethereal

An Ethereal unit can only be attacked by other Mythos manifestations or by units with the Mythos hunter special ability.

If a unit which is not a Mythos manifestation or doesn't have the Mythos hunter special ability engage an Assault with an ethereal unit and wins the fight, the ethereal unit must move back as usual but doesn't take any damages.



Weakness (fire)

This unit is automatically destroyed if attacked by a unit with one or more of this symbols :



Body guard

This unit may suffer damage instead of a character situated at 2 spaces or less.



Hypnosis

During its activation, this unit, instead of moving, shooting or casting a spell, can target an infantry enemy unit (even a Mythos manifestation) with an Order and not yet activated.

You need a clear line of sight on your target.

Reveal its Order token in order to see it.

Activate the unit instead of your opponent, before or after the unit of your army with the same Order number.

You control totally your opponent unit.

Kamikaze

In order to activate this Special Ability, you must turn over your unit during a movement, at the beginning or end of the movement. This movement can be null (zero spaces).

Place the token, its explosive side up, on one of the four interspaces. Every adjacent units are affected by the blast. Roll the dice for each one.





Mouvement souterrain

Underground Move

The unit can move underground.

In order to activate this Special Ability, you must turn over your unit during a movement, at the beginning or end of the movement. This movement can be null (zero

spaces).

This movement can pass through any terrain (bocages, buildings...) and spaces occupied by enemy units.

It ignores Zones of Control.

The unit doesn't exercise ZoC.

To "surface" takes its entire movement.

The unit cannot surface in a terrain element, normally prohibited to it but can surface in a space occupied by an enemy but it's considered as an Assault.

If the unit loses the Assault, it is eliminated.

The unit cannot be targeted by shots nor spells but can be engaged in Assault.



If a unit which is not a Mythos Creature passes through or is crossed by the Underground move token, it has to roll a Terror test if it has one or more



Suppressed tokens.

Claws



After winning an Assault, against an infantry unit, as the attacker, your unit takes off and carry off its victime to try to make additional damages.

Your unit takes the defender position as usual, but instead of moving back, your opponent unit is placed on any adjacent space. If the space is prohibited (building, cliff, water space...), the unit is eliminated.

If not, place the unit. It suffers then an attack. Roll the dice and if the result is equal or higher than the number specified in the Claws symbole, the unit takes an additional hit.



Ultimate Sacrifice

After an Assault, this unit can take a hit to inflict a damage (additional or not) to its opponent.

Unlike the Sacrifice special ability, your unit can be eliminated this way.

If your opponent is heavy vehicle, roll for localization.

You cannot use Sacrifice and Ultimate Sacrifice during the same Assault.



Teleportation

To activate this special ability, you must flip the Unit token to its "ethereal" side. You can only turn over a unit once per movement, at the beginning or end of the movement. This movement can be null (zero spaces).

Once flipped, the Unit is no longer present on the battlefield and cannot move anymore. You must leave its token on the game board.



Units can move through or in its space.

During its next activation, the Unit will be able to teleport itself inside any building or room (of the underground base for example) in its Line of Sight.

Place its token inside, flipping it to its non "ethereal" side.

It can be placed on an enemy unit. You then have to resolve an assault.

In case of defeat, the teleported unit is eliminated.

A Unit can also enter vehicles (heavy or light) this way.

In such a case, the vehicle is automatically destroyed and the Hound is killed. Discard it



CHAPTER 1

MASTER, WE'RE READY!

It's a big day for Master Erghöl Derleth. His loyal cultists are united around him and the mystical symbols have been traced according to the rituals described in the Culte des Ghoules. This Black Sun dabblers will find out what "power" really means... But the men of the Black Sun took the initiative and now are rushing to capture this mighty magician and his grimoire.

2 PLAYERS / 2 SIDES

1- BATTLEFIELD AND DEPLOYMENT

X1 X1



2-ARMY RECRUITMENT



3-PREPARATION

Prepare the Madness bag.

The Cultist player takes the Majestic cards deck.

Units are deployed in their deployment zone.

The cultist player has initiative and deploys first. He uses the Majestic initiative token.

Place the corresponding marker on space 1 of the turn counter.



Each player draw 4 cards.



4-GAMEPLAY

This game lasts 8 turns.

The Black Sun player must capture (eliminate) Erghöl Derleth before the end of turn 8.



The game ends as soon as Erghöl Derleth has been eliminated.

5-VICTORY CONDITIONS

Black Sun victory: The Black Sun wins the game if he captures Erghöl Derleth before the end of turn 8.

Victoire des Cultiste : The Cultist player wins the game if the Black Sun doesn't capture Erghöl Derleth before the end of turn 8.

CHAPTER 2 CAVES OF TERROR

Erghöl Derleth has been captured. He is being held in the caves occupied by the Black Sun after they have been emptied of their previous occupants, the Deep Ones. Herbert P. Lovecraft, a scientist obsessed with life after death, leads there terrifying experiences. Sacrificing Derleth will be able to allow him to create his masterpiece, the Thing. A creature created from the bodies of the many soldiers who died during the purge of these caves. This is the last chance for the Sons of Cthulhu to deliver their leader.

2 PLAYERS / 2 SIDES

1- BATTLEFIELD AND DEPLOYMENT



2-ARMY RECRUITMENT



CAMPAIGN

Previous scenario winner can add the Culte des Ghoules to his army.



GROUP A



GROUP B



3-PREPARATION

Prepare the Madness bag.

The Cultist player takes the Majestic cards deck.

Units are deployed in their deployment zone.

The Black Sun units are divided into two groups. The group A is deployed in the deployment zone A, The group B is deployed in the deployment zone B.

Erghöl is placed in the prison (the space on the bottom right) on its wounded side. He can receive an Order but cannot get out of the jail. He can use his Hypnosis special ability.

The cultist player has initiative and deploys first. He uses the Majestic initiative token.



Place the corresponding marker on space 1 of the turn counter.

Each player draw 4 cards.

4-GAMEPLAY

This game lasts 10 turns.

The Cultist player must free Erghöl before the end of turn 10.

To free him, a Sons of Cthulhu unit must be in the space adjacent to the door (the space highlighted in red) at the end of any Supply phase.



The game ends as soon as Erghöl Derleth has been freed.

5-VICTORY CONDITIONS

Black Sun victory: The Black Sun wins the game if Erghöl Derleth is still in jail at the end of turn 10.

Victoire des Cultiste : The Cultist player wins the game if Erghöl Derleth is freed before the end of turn 10.



CHAPITRE 3

RANGERS !

As the Sons of Cthulhu and the Black Sun are fighting, the Rangers lost battalion think they're done with cosmic horrors that now haunt their dreams. That's forgetting the Ariane's little dragon hyper senses. insidiously, the creature affects Captain Duval's decisions and leads the exhausted soldiers to a new confrontation.

3 JOUEURS / 3 CAMPS

1- BATTLEFIELD AND DEPLOYMENT

 X4  X2



2-ARMY RECRUITMENT



CAMPAIGN

If the cultist player won the previous scenario, he's got Erghöl Derleth in his army.



CAMPAIGN

Previous scenario winner can add the Culte des Ghoules to his army.



CAMPAIGN

If the Black Sun player won the previous scenario, he's got the Thing in his army.



3-PREPARATION

Prepare the Madess bag.

The Cultist player takes the Deep Ones cards deck. Discard from it the Deep Dive, Spirit of the totems, Totem, March of the Deep Ones, In your face, Sneaky shot and Aquatic trap cards

Units of each army enter the battlefield, with an Order or during the Supply phase, by the spaces flagged by their respective arrows

Sons of Cthulhu ▲

Black Sun ▼

Majestic ▲

It is not mandatory to make all of your units entering the game at the first turn.

Herbert lab is placed neat the caves entrance.

The cultist player has initiative and deploys first. He uses the Deep Ones initiative token.

The initiative is randomly determined. Place the tokens on the turn counter.

Each player draw 4 cards.



4-GAMEPLAY

This game lasts 10 turns.

The goal for all players is to eliminate the most enemy units.

Eliminated ummoned creatures cannot be summoned a second time.

Each Shoggoth life points worth 1 unit.

The Shoggoth itself worth 2 units.

The Sherman 76 itself worth 2 units.

Players mark victory points from eliminated units according to the following scale:

Majestic:

Black Sun units worth 2 points each ;
Sons of Cthulhu units worth 1 point each.

Sons of Cthulhu :

Black Sun units worth 2 points each ;
Majestic units worth 1 point each.

Black Sun :

Black Sun and Majestic units worth 2 points each.



The game ends ot the end of turn 10.

5-FIN DE PARTIE ET VICTOIRE

Victory : The player who earned the most victory points wins the game!

6-EPILOGUE

Whatever the resukt of this scenario is, Captain Duval's men find out that a magical portal exists and that the Black Sun knows how to use it. But for what purpose? Discover the answer in Desert Wrath, the first scenarios pack for Shadows over Normandie.

