

# ACHTUNG! Cthulhu™

## Skirmish



• CORE RULEBOOK •

• 2012 •



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# ACHTUNG! Cthulhu™

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# Introduction

*"You know what a miracle is. Not what Bakunin said. But another world's intrusion into this one. Most of the time we coexist peacefully, but when we do touch there's cataclysm."*

*- Thomas Pynchon, The Crying of Lot 49*

They say war is hell, but they don't even know the half of it. I was there at the very beginning, back in '40, part of the Expeditionary Force which the Germans chased all the way back from Belgium to the beaches of Dunkirk with our tails tucked very firmly between our legs.

We thought we'd experienced the upper limits of horror during that campaign, watching German armour punch great holes through our lines and Stukas scream down from the skies. But we'd barely scratched the surface. Believe me, there are worse things to endure than a hailstorm of bullets and bombs.

Apologies old boy, where are my manners? Here I am rattling on and I haven't even introduced myself: Major Bradley, Section M. You may not have heard of us.

You have? Well blow me down. Yes I know, hush hush, beyond top secret and all that, but with that rum business in Libya, you've earned yourself the right to discover a little more. How do I know about Libya? Hmm, well I know a great deal more about that operation, and indeed you, than you'd be entirely comfortable with, old sport.

The real reason you're here? Well, bubbling underneath the surface of this cosy little world war of ours is another war, a different war, a Secret War. It's a covert battle, and one fought not with guns, armour or conventional weapons, but with secrecy, sorcery and via pacts forged with blasphemous entities from worlds

beyond your ken. Those creatures you encountered in Libya? They were just a small sample of the true horror.

In this conflict we face some of the most implacable foes we've ever encountered: the terrible Cult of the Black Sun, who summon supernatural terrors and utilise darkest sorcery to achieve their unholy aims, for they desire not only to conquer the known world, but to subjugate it beneath the terrible gaze of that foul orb they worship. Their nominal allies and sometimes rivals: *Nachtwölfe*, the Night Wolves, the Nazi cohort whose obsession with ancient Hyperborea and the Blau Krystal have led them to develop fiendish and devastating experimental weapons and technology.

---

*For all of the enemy's technology  
and unnatural horrors, this  
remains an infantryman's war.*

---

It's only through the humble efforts of Section M, and covert agencies like the Yanks' Majestic or the Soviets' Institute 21, that this Secret War has been kept under wraps. If the wider public knew even a fraction of what we truly face, why, the effect on morale could be disastrous—it would sap the national spirit and undermine our will to win.

So where do you fit into all this? I'm glad you asked. For all of the enemy's technology and unnatural horrors, at its heart this remains an infantryman's war, fought by the common soldier. It's boots on the ground which will count at the end of the day, and it's the pluck, courage and daring of the Tommy, GI or Ivan which will ultimately swing the battle in our favour.

They'll need to be led, of course, and that's your forte, I believe. You—and men and women like you—who have used strategic thinking and tactical nous to take command on the battlefield and prevail where others couldn't or shouldn't.

To face these terrible foes, you'll need every ounce of courage, cunning and fortitude you possess, combined with an ability to improvise and adapt, to come up with ways to counteract problems no-one's even thought of: to solve the unsolvable.

Command is an honour, but it's also a burden, and fighting this Secret War is the heaviest responsibility any of us are ever likely

to shoulder. There are no medals awarded, no accolades to display, and no parades for our all-conquering heroes—if indeed any survive. Our victories are celebrated solely in the dark.

But no matter what the enemy throws at you, our quartermasters will make sure you're equipped to deal with the task. You'll have access to the finest arms and equipment we can muster, as well as certain gifted operatives and extraordinary resources we are able to employ. I promise you, you'll never lack the firepower to tackle even the foulest of battlefield horrors.

If that all sounds a bit much, then you can walk away right now, return to your regiment and no questions will ever be asked.

‘Where do you sign?’ Good man, I see my talent for spotting the stoutest of fellows remains undiminished. Initial this document at the places indicated, then scribble your mark at the end.

That's it, you're done. Congratulations and welcome—if that's the right word—to the Secret War.





# Achtung! Cthulhu Skirmish Rise of the Black Sun

Modiphius is proud to present the official **Achtung! Cthulhu** skirmish game, based on the award-winning roleplaying setting. Set around the events of the Secret War, **Achtung! Cthulhu Skirmish** introduces players to the terrifying conflict fought to stop the sorcerous Nazi cult of the Black Sun from unleashing a tide of Mythos horrors against the Allies.

**Achtung! Cthulhu Skirmish:** Rise of the Black Sun is the title of the first wave of releases, based on a story arc set around the battles fought by the secretive Allied forces Section M—set up by the British to combat the Mythos threat—and its US counterpart, Majestic.

Set against them are arrayed the powerful forces of Exarch Reinhardt Weissler's Black Sun, who, as well as employing conventional troops and weapons of devastating magical power, may summon ancient and terrible creatures like the Servitors of Nyarlathotep, or call upon powerful mythos allies like the Deep Ones and Mi-Go.

A full background storyline of scenarios, entitled The Forest of Fear, is the first major campaign release, set in the build up to the epic Battle of the Bulge in 1943. Heroic Allied Commandos, fiendish Black Sun troopers, brave Resistance fighters and sinister Cultists all clash beneath the canopy of an ancient woodland which contains magic, mayhem and dark secrets from long-forgotten ages.

However, Skirmish Commanders will be able to warm up and hone their skills with

**Achtung! Cthulhu** Secret War Operations, a campaign made up of a series of tutorial missions drawn from all parts of the Secret War, designed to acclimatise them to the rigours of command.

**Achtung! Cthulhu Skirmish** is powered by Spartan Games' *Dystopian Legions 2.0* core rules set (re-written by Matthew Hope—Relic Knights, AE-WWII, Wrath of Kings, Sedition Wars).

The game allows for fast-playing battles, from small skirmishes up to full-scale conflicts. Modiphius has added new rules for Mythos powers, creatures, artefacts and spells to allow players to experience the full flavour and terror of the **Achtung! Cthulhu** universe with their heroes and troops.





## CHAPTER 1

# Basics of the Game

*"Concentrate on the fundamentals. War is a simple business, made unnecessarily complicated by those who don't truly understand it. What it boils down to is this: kill or be killed; everything else is just window dressing." - Captain Eric 'Badger' Harris*

**Achtung! Cthulhu Skirmish** is a fast-paced game that focuses on exciting, cinematic action. For this reason, the core mechanics of the game have been kept simple and straightforward, allowing you to get straight into the action, and start developing tactics and strategies to defeat your opponents.

This chapter lays out the basic game terms and mechanics that will be referred to throughout this book.

- A copy of the **Force Guide** (also known to *Dystopian Legions* players as the **ORBAT** or **Order of Battle**), with the rules for your models
- A deck of **Tactical Action Cards** (TACs) that allow that allow players to represent the special opportunities and risks a Commander may take during their campaigns, as well as detailing Mythos Events
- A deck of **Spells Cards**
- ... and imagination and a sense of fun helps!

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## WHAT YOU WILL NEED TO PLAY

When playing **Achtung! Cthulhu Skirmish**, you will need the following items:

- Models to represent the forces of the **Achtung! Cthulhu** world
- A tape measure
- A tabletop or other suitable gaming area
- **Game Markers** to identify the various effects and conditions that can apply in the game
- **Activated Markers** to show which military Sections have activated and which have not
- Templates such as the **Blast Template** and **Smoke Template**
- A good number of 6-sided dice (about 30 or so should do it!)
- A **Force List** that shows the Sections you are taking into battle

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The core mechanics of the game have been kept simple and straightforward.

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## Models

The game uses heroic 28mm (32mm foot-to-eye) scale models, produced by Modiphius and available from [www.modiphius.com](http://www.modiphius.com) and many retailers.

Most models come with bases; these are either separate or sometimes cast as part of the model. Models that are supplied with a base MUST be mounted upon it. This is important for consistency regarding movement, ranges and Line of Sight.

## Measuring and Pre-measuring

All measurement in *Achtung! Cthulhu Skirmish* is done in inches, and distances are often shown as X", where X is the number of inches being measured. A tape measure is the easiest way to measure distances. If you don't have access to a tape measure marked in inches, use the conversion of:

1 inch = 2.5 centimetres (1" = 2.5 cm).

Pre-measuring is allowed at any time, for any reason you like. This is a game of tactical skill, not a game of who can best estimate distances.

## The Tabletop

*Achtung! Cthulhu Skirmish* is played on a tabletop. The easiest way to make a tabletop battlefield is to place a cloth on the table—green for farmland, yellow for desert, white for the Antarctic ice sheet, and so on.

You will also want some terrain. Many clubs and other gaming venues will have boards and terrain already prepared, which is much easier than making it all yourself! See Chapter 10 for more on **Terrain Types**.

As with all wargames, scale is abstracted to make a game playable on a tabletop. Our recommendations match what makes sense with our game models, but should you wish to play larger engagements on massive tables, don't let us stop you!

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On the battlefield, a Section encompasses an Activation in its own right.

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## What is a Section?

In *Achtung! Cthulhu*, the term **Section** may refer to elements as varied as Infantry, a Field Gun, a lone Officer or a Vehicle. However many models are within the Section, it operates together as a single unit, and encompasses an **Activation** in its own right.

## Who are the Commanders?

The **Commander** of each Force is YOU, monitoring the battle and identifying objectives from your command centre at Headquarters. On the battlefield, you leave it up to your Senior Commanding Officer and their forces to prosecute your will. Any reference to Commanders in the rules refers to the players involved.

## Game Markers

In the tumult of combat, anything is liable to happen to your models, from Vehicles slowly falling apart through damage, to Sections losing their nerve and fleeing. To keep track of these effects, **Game Markers** are supplied in the Rulebook, with force boxes, and on the website. See Page 138 for a full list of Game Markers and what they represent in the game.

## Activated Markers

In every **Game Turn**, you activate each of your Sections in an alternating fashion. As such, it can sometimes be difficult to keep track of which Sections have been *Activated*, and which have yet to activate. To help with this, place an





**Activated Marker** next to the Section at the end of their Activation to show it cannot activate again this Game Turn.

There are also some rare circumstances in which a model can acquire an *Activated Marker* without having been activated. In such cases, it will not get to activate at all that Game Turn.

*Activated Markers* are supplied in the Rulebook, in certain boxes, and on the website. A full list of Game Markers and what they represent in the game may be found on Page 138.

## Templates

**Templates** allow in-game effects that may impact multiple models within an area, or allow some gaming mechanics to be visually explained for ease of play. The use of templates is fully explained in the specific sections of the Rulebook that concern their use.

A sheet of templates is included on Page 140, and is also available from the Modiphius website at [www.modiphius.com](http://www.modiphius.com).

### 45 DEGREE TURNING TEMPLATE

The movement of all **Vehicles** in the game is regulated using the **45 Degree Turning Template** (see Page 88).



### LINE TEMPLATE

This template is used to represent special line attacks made by such weapons as flamethrowers. The template is 1" wide and 8" long.

### BLAST TEMPLATE

This 3" diameter **Blast Template** is most commonly used when firing **Indirect Fire Weapons** (see Page 75) or if a **Scatter Effect** is required.

The template has printed arrows, numbered from 2-12, for when the template is used as a **Random Direction Template**.

To determine a random direction, simply place the Random Direction Template on the table, and roll two six-sided dice (2D6). The total rolled indicates the direction.



### SMOKE BARRIER

This 5" x 1" template is used to represent special Smoke Effects such as Smoke Barriers, and is deployed through unusual means by specialist elements.

### SMOKE TEMPLATE

This 5" diameter template is used to represent large-scale Smoke Effects deployed by heavy elements, such as Mortars and Field Guns.



## Pen and Paper

Players might also find a pen and some paper useful so that they can take notes during the game. If you are playing in a campaign, it can be very satisfying to keep a tally of an Officer's achievements, and promote them in due course, or to settle scores with a particularly dastardly enemy unit!

Many players also record their **Battle Log Points** this way; this is important as it will help them keep track of how close they are to completing their **Mission Objectives**. See Pages 85-86 & Page 37 respectively for more detail.

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With Exploding Dice, a natural 6 results in TWO Successes and an additional roll of the dice.

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## GENERAL PRINCIPLES OF DICE

Dice are a major part of playing *Achtung! Cthulhu Skirmish*. They introduce an element of chance, and chance is always fair: what was a lucky escape for you was an unexpected disappointment for your opponent!

### Dice Types

In *Achtung! Cthulhu Skirmish*, we refer to two types of dice: D6 and D3.

A D6 is a standard six-sided dice, as seen in many board games or games of chance.

To roll a D3, roll a D6 as normal, but read the result of a 1 or 2 on the dice as if it had come up as a 1, a 3 or 4 as a 2, and a 5 or 6 as a 3. See below:

### Converting D6 to D3

Dice Roll	Result
1 or 2	1
3 or 4	2
5 or 6	3

### ROLLING DICE

In most circumstances, players will be asked to roll a specified number of D6 and count the number of 'Hits' (or 'Successes') scored.

Unless otherwise stated, all **Hit Numbers** begin needing '4+' to hit—this means a roll of 4, 5 or 6 is a Success. However, various effects may cause this 'to hit' number to change. (Note: a Hit Number can also be referred to as a 'Target Number', especially when it is referring to a roll not related directly to combat.)

### INITIAL DICE

There are many effects in the game that determine the number of dice that are to be rolled. Whenever we mention **Initial Dice** in this book, we are referring to your total number of dice BEFORE adding any extra dice from other sources or effects, such as the Exploding Dice mechanic described below.

### Types of Dice Roll

The rolling of D6 is governed by the Coloured Exploding Dice game mechanic. For clarity, this takes advantage of using black, blue and red coloured dice.

### BASIC DICE [BLACK D6]

Wherever you see the number of dice to be rolled written in **black**, you know that the **Basic Dice** mechanic, often denoted [BLACK] or [BASIC] is to be used. In this case a natural roll of 6 results in **ONE Success**.

### HEAVY DICE [BLUE D6]

Wherever you see the number of dice to be rolled written in **blue**, the **Heavy Dice** mechanic, often denoted [BLUE] or [HEAVY] is to be used. In this case, a natural roll of 6 results in **TWO Successes**.

### EXPLODING DICE [RED D6]

Many dice rolls in *Achtung! Cthulhu Skirmish* will use the **Exploding Dice** mechanic as a means of generating Successes. If the dice to be rolled are listed as [EXPLODING] or [RED], a natural 6 results in **TWO Successes AND an additional roll of a dice** (the 'Exploding' part!). Additional rolls also use the same Exploding

Dice mechanic, so they may result in even more additional rolls, and so on.

The Exploding Dice mechanic works as follows:

1. Roll your **Initial Dice**.
2. Set aside all dice that resulted in a Success and count the total number of **[RED] 6**s that were rolled.
3. The **Exploding** step: Roll an additional dice for each **[RED] 6** that was rolled above. Repeat the process in steps 2 and 3 until there are no additional rolls to be made.
4. Count up the total number of Successes from all dice rolled. Don't forget, each **[RED] 6** counts as **TWO Successes** instead of one.



**BLACK 6**  
= ONE Success



**BLUE 6**  
= TWO Successes



**RED 6**  
= TWO Successes AND  
Roll Another Red D6

In some rare circumstances, a special rule may modify how many Exploding Dice you get from a **[RED] 6**, allow numbers other than **[RED] 6** to Explode, or otherwise vary this common mechanism.

#### Example of Black Dice

Player C has **nine Initial Dice** with a target number of **4+**, using **BLACK** dice.

Player C rolls **1,1,2,3,4,5,5,6,6**, and so scores **FIVE Successes**.

#### Example of Blue Dice

Player B has **five Initial Dice** to roll with a target number of **5+**, with **BLUE** dice.

Player B rolls **1,4,4,5,6**.

That's one Success for the **5**, and two Successes for the **[BLUE] 6**, for a final total of **THREE Successes**.

#### Example of Red (Exploding) Dice

Player A rolls **thirteen Initial Dice** requiring a **4+** to hit, and scores: **1,1,2,2,3,3,4,4,5,5,6,6,6**. Rolling **three Additional Dice** for the **[RED] 6**s, Player A scores: **3,5,6**.

Rolling **one Additional Dice** for the **[RED] 6**, Player A scores a **1**.

That's a total of **THIRTEEN Successes**—five from the **4**s and **5**s, and eight from the four **6**s!



## MIXED ROLLS

It is entirely possible to have more than one colour of dice involved in a single roll. If this is the case, simply roll all the various dice together, carry out any Exploding steps required, and total the number of Successes to give you the result.

## XD6 ROLLS

In some parts of the rules, you may be asked to roll a number of dice in one go to give you a combined result, such as when rolling on tables like the **Critical Hit Table**. The term **XD6** means rolling the number of dice listed in the **X** using **Basic D6**, and either adding the result together or, in some cases, recording the number of Successes and consulting a table.

## Re-Rolls and Initial Dice

In many circumstances, a player may be permitted (or even forced) to re-roll a certain number of dice from their Initial Dice. This simply means you pick them up and roll them again, discounting what had previously been rolled! Multiple re-rolls are resolved in the order they are declared.

The particular rule granting the re-roll will make it clear when it can be used. If a rule simply says 're-roll the Initial Dice' that means re-roll all the dice BEFORE rolling any extra dice from sources such as the **Exploding Dice** mechanic. Other rules specify how many dice may be re-rolled.

A re-rolled dice may NEVER be re-rolled again under any circumstance.

## 'TO HIT' NUMBERS & DICE MODIFIERS

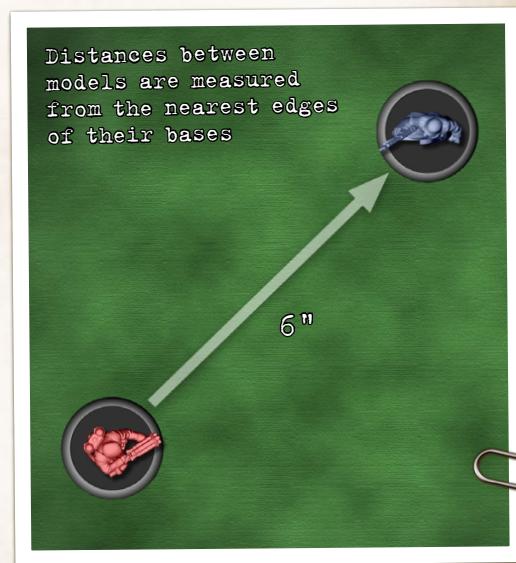
Often in the rules, a situation will occur where the player needs a certain number 'to hit'. This will commonly be described as **X+**, where **X** is the minimum Hit Number required on the dice roll. Unless otherwise stated, all Hit Numbers begin needing 4+ to hit, using the **Exploding Dice** mechanic. Hit Numbers can also be referred to as a 'Target Number', especially when referring to a roll not related directly to combat.

## Rounding Up

If, for any reason, the rules state that a value is to be reduced by **HALF**, the resulting number is always rounded up to the nearest whole number.

### For Example:

A Section firing from a Transport has a **Ranged Attack Dice Pool** numbering **13 Attack Dice (AD)**. This is halved, taking the number to **6.5**. This is **rounded up** to **7 Attack Dice**.



## MEASURING TO MODELS

You will often have to measure to models, such as when determining which range a weapon is firing at.

When measuring to a model, you always measure to the **nearest point of a model**, unless otherwise specified. If a model is on a base, the area of the base represents the model, so you measure to the **nearest point of the base**.

## Base Contact

Models are judged to be in **Base Contact** if their bases are physically touching.

## THE GRAVEYARD

During the course of the rules, there will be many references to the 'Graveyard'. Put simply, this is an area next to the tabletop where models that have been removed from play are placed. Also kept inside the Graveyard are any **Tactical Action Cards** that have been played.

The Graveyard should be kept reasonably tidy to assist both players in keeping a running total of their Battle Log Points scored. It's also a good idea to keep paper and pens in this area to record Battle Log Points or with which to take notes.

## THE STATES OF A MODEL

A Section or model can exist in a number of gaming states: **Ready to Activate**, **Activated**, or **Killed**.

### READY TO ACTIVATE

Models (or Sections) with no **Activated Marker** are considered to be *Ready to Activate*. These models are yet to activate in the Game Turn. All models start a Game Turn in the *Ready to Activate* state unless a specific condition or **Model Assigned Rule** applies. As a Game Turn progresses, a model's state may change as it activates or becomes *Killed/Destroyed*, etc.

### ACTIVATED

Models that have activated **MUST** have an **Activated Marker** placed beside them (or their Section) at the end of their Activation. Models in an *Activated* state may not execute an Activation in the current Game Turn unless a specific condition or **Model Assigned Rule** applies.

### KILLED OR DESTROYED

Models that enter this state may NEVER leave it; they are either dead or so badly injured they cannot take any further part in the battle, they have been reduced to a wrecked Hulk, or have simply fled from the field etc. Models that are *Killed/Destroyed* can exist in two sub-sets of gaming state: **Removed** or **Hulks**:



### REMOVED

*Removed* refers to models that have been *Killed* during the battle and removed from the table or have left the table involuntarily. *Removed* models are placed in the Graveyard for the easy totalling of Battle Log Points during the **End Phase** (see Pages 85-86). *Removed* models may not return to the battlefield unless a specific condition or **Model Assigned Rule** applies.

### HULKS

**Hulks** are **Vehicle** models that have been knocked out, but remain on the table as terrain. They no longer perform any Activations, contribute any **Command Points**, or have any other effect in-game beyond being scenery. Many players add cotton wool smoke to models like this to show they are no longer operational.

## SUMMARY

This chapter has covered the core mechanics of the game. Although it might seem a lot to take in initially, in order to fully understand the rest of the game, it's important to be familiar with the principles explained above, so don't be afraid to read this section again, especially if you are new to **Achtung! Cthulhu Skirmish!**



## CHAPTER 2

# Model Types

“An army is like a living organism: recon are your eyes, artillery your fists, tanks your boots, the air force your sharp pointy claws. But the infantry? They’re your very heart and stomach: you don’t win many battles without either of those.” - Sgt Brandon Carter

It is important for a game such as *Achtung! Cthulhu Skirmish* that we provide a mixture of different **Model Types** that gamers can use to build their forces. This also allows for future expansion of the game.

What follows is a breakdown of the most common Model Types used in the game.

### INFANTRY

Infantry are the most numerous units seen on the battlefield of *Achtung! Cthulhu Skirmish*, and are fielded by all factions. As one would expect, Infantry units are human-sized and normally wear little or no armour. They can perform many roles and actions that other, more specialised units cannot.

Infantry can also crew heavier weapons and may be found in Sections as Gun Teams, operating Heavy Machine Guns, and the like.

---

Battlefields now crawl  
with horrors from mankind's  
worst nightmares.

---

### GUN TEAMS

Many squads include a Machine Gun, Mortar or similar weapon. These are Infantry models with several **Life Points** (see Page 18), consisting of a weapon and a crewman on a single large base, and often a second crewman on a separate base,

so that they can be removed when the Gun Team loses a Life Point. As long as the Gun Team has at least one Life Point, it may function normally.

### FIELD GUNS

Field Guns are weapons of a size commonly found on a Vehicle, but can also be mounted on mobile carriages. A Field Gun Section consists of a single-vehicle Field Gun model and a variable number of Infantry acting as **Crew**.

A Field Gun requires **2 Crew** to fire normally. These Crew are busy operating the Field Gun, so they are unable to fire any other weapons they have. **Any extra crew are free to fire** any personal weapons they are carrying.

If the crew of a Field Gun *Embarks* on a Transport, the Field Gun is hitched to the Transport, and cannot be fired in such a state. When the crew *Disembarks*, they also unhitch the Field Gun, deploying within 4" of the Rear of the Transport. After the Field Gun Section *Disembarks*, it receives an **Activated Marker**. Embarking and Disembarking are discussed on Pages 64-65.

If a Field Gun has **fewer than 2 Crew**, the Field Gun Section must pass a **Command Check** in order to fire in any Activation, requiring **1 Success**.

If the Crew are *Killed*, the Field Gun cannot be fired, and may not be activated. If the Crew are *Killed* the Field Gun must also be *Destroyed*.

if the player wishes to score Battle Log Points for destroying the Section.

If the Crew are *Routed*, the Field Gun cannot be fired and may not be activated (it is abandoned by the Crew). If the Crew are *Routed*, the opposing player gains Battle Log Points for Routing an enemy Section as per normal (see Pages 85-86).

A Field Gun and Emplacement provide *Hard Cover* (see Page 49).

## CAVALRY

Ever since man first sat atop a horse, Cavalry units have earned their place on the battlefield. Even in the modern age, this is the case. Alongside their traditional equine counterparts, armies utilise modern machines such as motorcycles to recreate the hit-and-run tactics that have been used by Cavalry for centuries.

## VEHICLES

Armoured vehicles are a defining feature of the twentieth century battlefield, varying

wildly from Armoured Personnel Carriers to rapid-engagement Tankettes. By virtue of their mechanical nature, Vehicles will more often than not have considerable firepower.

## HEAVY VEHICLES

Often used in support of more mobile infantry, Heavy Vehicles such as tanks are often used to provide significant fire support and power. These hulking beasts are the true power of any operation, using their might and durability to dominate fire lanes and punish the enemy with heavy ordnance.

## MYTHOS CREATURES

In the dark setting of *Achtung! Cthulhu*, battlefields now crawl with horrors from mankind's worst nightmares. These beings, often barely under the control of those who conjured them, sow death and madness wherever they tread, and show the extent to which some forces will go to achieve victory.



Name	Type	MV	IR	LP	MAD	Weapons	MARs and Abilities
Mi-Go	Mythos Creature	6"	3	2	2 [Blue]	Electric Gun	<i>Daunting, Fearless, Flying</i>

## ANATOMY OF A MODEL PROFILE

We use the term 'Profile' to signify a model's statistics and values as manifested on the tabletop. Models in the game represent a wide range of soldiers and vehicles, and their even more varied arms and equipment. These profiles are to be found as part of the Section descriptions within the **Force Guides** (see Appendices C and D). These Section descriptions often include options for upgrading a model's statistics.

Above is a sample statistics block, belonging to a Mythos Creature model. The meaning of these statistics is explained below:

### NAME

All models in the game have a Name, used to identify it in the rules.

### TYPE

Although there is a very wide range of models in *Achtung! Cthulhu Skirmish*, they are categorised into a number of basic **Types** which determine how they move and fight.

### MOVEMENT VALUE (MV)

The distance that the model can move during its Activation, in inches (").

### INJURY RATING (IR)

A model's Injury Rating is the number of Successes an attacking model needs to roll in order to cause the loss of **ONE** Life Point.

### LIFE POINTS (LP)

If a model loses **ALL** of its Life Points, it is **Killed**, and normally removed from the tabletop and placed in the Graveyard.

### MELEE ATTACK DICE (MAD)

A model's Melee Attack Dice is the number and Dice Colour of the dice it rolls when fighting in Melee. This is representative of the model's skill in close-quarters fighting.

**Important Note:** Weapons used exclusively at close quarters (bayonets, sabres, etc.) are NOT listed as part of a model's Profile. Instead, their effects are normally incorporated directly into the **number and Dice Colour** of a model's MAD, or represented by **Model Assigned Rules (MARs)**.

### WEAPONS

This details the Weapon(s) that the model uses when making **Ranged Attacks**. If these Weapons have a restricted **Arc of Fire** (see Pages 53-54), this will also be noted here.

### ARTEFACTS

Some models carry with them strange and powerful Artefacts. These mystical items can provide the model and its allies with a significant battlefield boost. Artefacts grant the model carrying them bonus abilities or effects that they can use during the game; these abilities are specific to each Artefact and are detailed in the Section descriptions. Using Artefacts often increases the **Mythos Influence Level** (see Pages 29-30).

### MODEL ASSIGNED RULES (MARS)

In addition to a model's statistics, it may have one or more **Model Assigned Rules**. These detail various special actions or abilities that a model might be able to perform, or specific rules that differentiate it from other models beyond its statistics. These are detailed on Pages 98-105.

If the **Spellcaster** MAR is listed, the model usually has access to a **Spellbook** (also detailed in the Section description), offering access to a number of **Levels of Spells** (see Page 43).

## Vehicle Statistics

While the vast majority of models use the same set of statistics, Vehicles use a slightly different set to other models to represent themselves in *Achtung! Cthulhu Skirmish*. See the **Vehicles and Transports** chapter on Page 88 for more information.



## CHAPTER 3

# The Weapon Profile

"There's a weapon for every eventuality: sniper rifles to kill your target from a thousand yards, flamethrowers to roast him in his bunker, carpet bombing to reduce his morale. But the deadliest weapon is the mind which invented such terrible tools." - Major Seraph

All ranged weapons possess a profile with the following components:

### NAME

The name of the weapon.

### RANGE

These are the ranges the weapon can fire at. Most weapons will have an **Effective Range (ER)** and a **Long Range (LR)** listed. In some cases, a weapon will only have one range listed—most commonly this will be the Effective Range (for weapons that are restricted to firing at shorter distances), but in rarer instances, a weapon might only have a Long Range (weapons that specialise in long range bombardment, for example).

### RANGED ATTACK DICE (RAD)

This shows the Attack Dice this weapon adds to the **Attack Dice Pool** when firing at Infantry, Cavalry and Mythos Creature Model Types.

The ER column shows the dice added when firing at Effective Range, whilst the LR column shows those added at Long Range.

If a column has a dash, this means the weapon is ineffective against that kind of target at that Range and, as a consequence, adds nothing to the **Attack Dice Pool**.

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Most weapons will have an **Effective Range (ER)** and a **Long Range (LR)** listed.

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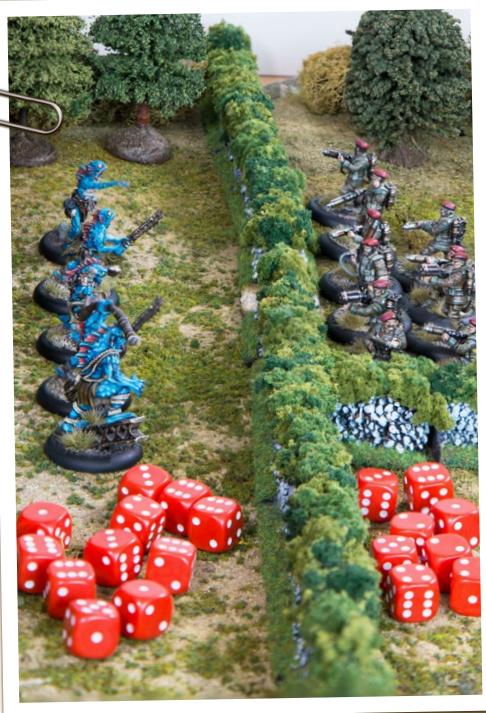
### VEHICLE ATTACK DICE (VAD)

This shows the Attack Dice this weapon adds to the **Attack Dice Pool** when firing at Vehicle models. The ER column shows the dice added at Effective Range, whilst the LR column shows those added at Long Range. If a column has a dash, this means the weapon is ineffective against that kind of target at that Range and, as a consequence, adds nothing to the **Attack Dice Pool**.

### MODEL ASSIGNED RULES (MARs)

This final column lists any **Model Assigned Rules (MARs)** the weapon has (see Pages 98-105).

Name	Ranges		RAD		VAD		MARs
	ER	LR	ER	LR	ER	LR	
Thompson SMG	1-9"	10-18"	2 [Blue]	1 [Blue]	1 [Black]	-	Rapid Fire [1], Small Arm



## MINES AND BOOBY TRAPS

Unlike other weapons, Mines and Booby Traps are not generally used during battle. Instead, they are usually placed before the battle is joined by troops infiltrating forward under cover of darkness. Minefields and Booby Traps share most of their characteristics, but vary on where they are placed and how they are *Triggered*. Cover may not be used against Mines or Booby Traps. In the case of Vehicles, resolve the attack against the Rear Armour of the Vehicle.

### MINEFIELDS

Minefields are placed as **Area Terrain** as part of certain scenario conditions, or where both players agree to their use and lethality! Mines are *Triggered* if a model moves into **Base Contact** with the Minefield, or begins their Activation

within the Minefield. Once *Triggered*, Minefields are not removed from play.

Mines generate **12 [RED] Attack Dice**.

### BOOBY TRAPS

Booby Traps are placed in Area Terrain, where there is cover to conceal them. They are *Triggered* when a model in a Section moves into that terrain. Only Area Terrain may contain a Booby Trap, and when placed, the entire piece of Area Terrain is considered to be Booby Trapped. Once *Triggered*, Booby Traps are removed from play.

Booby Traps generate **10 [RED] Attack Dice**.

## SPECIAL WEAPONS

### TANK MINES

Some models are equipped with Tank Mines. These are hand-held explosives of some kind or other, varying from carefully manufactured grenades, to 'spare' shell propellant stuffed in a sock.

When making a **Melee Attack** against a Vehicle, a model equipped with Tank Mines increases its **MAD Value** by **+1 RED** dice.

### FLASH BANGS

Assault troops who may be called upon to take defended positions will frequently be issued Concussion Grenades, Gas bombs, Sonic Stunners, or make their own Flash Bangs with a flare in a ration tin! These devices will all have much the same effect—disorienting troops for a few vital seconds at the start of a Melee.

When an attacking model equipped with Flash Bangs makes a **Melee Attack** against a defending model in **Cover**, the defender loses any **Strike First** bonuses they may gain from the Cover (see Page 79).

### MOLOTOV COCKTAILS

Many soldiers create improvised incendiary devices that serve as makeshift grenades.

Name	Ranges		RAD		VAD		MARs
	ER	LR	ER	LR	ER	LR	
Molotov Cocktail	1-8"	-	6 [Blue]	-	3 [Blue]	-	<i>IDF Weapon, Spray and Pray, Suppression</i>

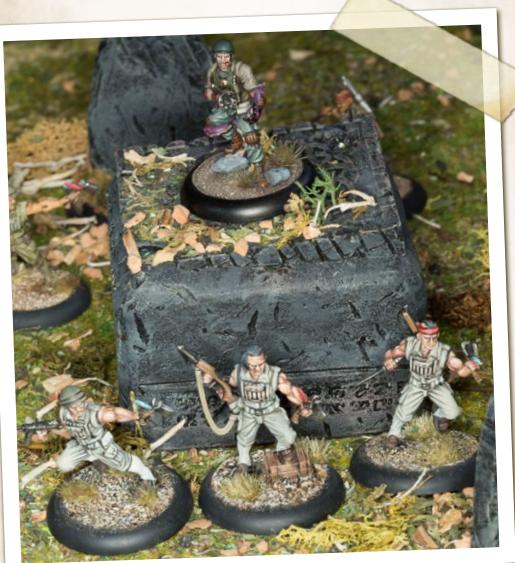


## CHAPTER 4

# Officers, Commands & Orders

Officers and Non Commissioned Officers (normally referred to as NCOs) play a very significant role in *Achtung! Cthulhu Skirmish*. Although their troops can be relied upon to carry out most basic manoeuvres against the enemy, to be most efficient, leadership from Officers and NCOs is required. This can help Sections act in concert so that they can coordinate their efforts to overwhelm the enemy.

Officers and NCOs have different roles on a battlefield. NCOs are Section leaders, whilst Officers may command several Sections at the same time.



## COMMAND POINTS

For Officers and NCOs to have a tangible effect on the battlefield, Command Points are used. Command Points represent the leadership abilities present in the force and, as such, are a scarce resource that needs to be managed carefully. Various Orders and other effects will have a **Command Point Cost**. This is the number of Command Points that must be spent in order to use that Card, ability, etc.

During the **Command Points Step** at the beginning of each Game Turn, every Officer and NCO present on the Battlefield will generate a number of Command Points. All the Command Points generated by your force in a Game Turn are placed in a common **Command Point Pool**.

To use an Order, take the required number of Command Points from the Pool and place them next to the Officer or NCO who is issuing the Order or giving the Command.

An Officer or NCO may not spend more Command Points than they personally generate in any given Game Turn. It is not possible for NCOs to issue certain Orders that require a higher number of Command Points—it is simply not their place to do so!

Command Points spent to play TACs, give Orders, or to provide extra dice in Command Checks are spent regardless of whether the TAC was discarded or the Order's Command Check failed. The time and energy has been spent

to issue the Order, even if the Section fails to understand it!

### NCOS

NCOs may only spend Command Points on **their own Section**—their Command Range is limited to their Section only. NCOs have the **NCO (X) MAR**, where **X** is the number of Command Points that they generate each Turn.

### OFFICERS

Officers have a Command Range listed in their Profile, as well as the quantity of Command Points they generate each Game Turn. The number of Command Points an Officer generates will relate to their rank, and will also vary between Nations. Officers may spend Command Points on **any friendly Sections within their Command Range**.

### THE SENIOR COMMANDING OFFICER

The responsibility for overall command of a Force falls to the highest-ranking Officer in the Force—referred to as the Senior Commanding Officer. If more than one Officer shares the highest rank, you must choose which will be the Senior Commanding Officer (and should be listed in your Force List). This heroic individual

is able to spend Command Points on certain additional duties, such as helping you win the Initiative at the beginning of the Game Turn.

### Command Sections

Most Officers will be able to choose a Command Section to accompany them in battle. Models that are able to form this Command Section will be presented in the Officer's entry in the **Force List**, along with their associated Points Costs and so on. These models form a Section with the Officer, and they act together like any other Section.

While a Command Section is not essential, it does mean that the Officer is less likely to be picked off by a stray bullet in the middle of a battle!

### Losing an Officer

You should always pay close attention to potential threats to your Officers, and try to protect them from enemy fire as best you can.

Any Section within the Command Range of a friendly Officer that is *Killed* must take an immediate **Morale Check** (see Page 27). This DOES NOT apply to the loss of an NCO.



## COMMAND CHECKS

Many actions in *Achtung! Cthulhu Skirmish* will require the players to take what are collectively known as **Command Checks** to determine how well their instructions have been understood by their troops. These range from **Orders** (normally given by Officers attempting to execute special actions) to **Morale Checks** (taken by Sections in danger of becoming **Shaken**— see Page 28) and **Opposed Command Checks** (normally taken by players to determine the order in which actions are performed).

To take any type of **Command Check**, roll 2D6, with the **Dice Colour** determined by the **Quality** of the Section or Officer taking the Check:

Militia	BLACK Dice
Regular	BLUE Dice
Veteran	RED Dice

**Successes** come from results of 4, 5 or 6. Count the number of Successes and compare the total to the number required to determine if the Check has been **Passed** or **Failed**.

**Note:** You will see that there are three Quality Ratings available. These are applied to different Sections and will vary, based upon the training and experience.

For example, a Black Sun Master has the Quality Rating of **Veteran**. The power granted to this vile sorcerer from the Mythos gives him the strength of will to shake off all but the worst the Allies have to throw at him.

### Bolstering a Command Check

If the Section taking the Command Check contains an Officer or NCO, or is within the Command Range of a friendly Officer, additional dice may be added to the Command Check **BEFORE** the roll is made.

This is called **bolstering** the Command Check. These dice cost **ONE Command Point** each and contribute towards the maximum number of Command Points the Officer or NCO may spend this Game Turn.

The Dice Colour of the ADDED dice is that of the Officer or NCO spending the Command Point. For record keeping, place **Command Point Markers** next to the Officer or NCO that is Bolstering the Command Check, to remind you that they have been spent.

### Penalties to Command Checks

The number of Successes required is dependent largely on what manner of Command Check is being undertaken, and will be made clear as and when required.

It is also worth noting that, depending on the Scenario being fought, or as a result of the Mythos Level, additional passes may be required. Failing a Command Check can have a variety of penalties, either directly, in the case of a failed Morale Check when a **Shaken Marker** is added to the Section, or indirectly, such as the desired Order not being carried out.

### Opposed Command Checks

An Opposed Command Check is taken in the same manner as a regular Command Check. However, unlike normal Command Checks where only one Commander is involved, an Opposed Command Check is rolled simultaneously with the opponent. For an Opposed Command Check there is not a target number of Successes; once the Successes are calculated, players compare their totals. **The player with the most Successes has won the Opposed Command Check.** In the case of a tied result, keep re-rolling until there is a winner.

If the Check is being taken between models on the tabletop, the Quality of the models in question determines the Colour of the Dice as normal and may be Bolstered using the Command Points as per the usual rules.

On the other Hand, if the Check is being taken between Senior Commanding Officers, rather than between specific models or Sections, the Check is taken using the **Dice Colour of the Senior Commanding Officer** on each side and may be Bolstered as normal, using the Command Points of the Senior Commanding Officer. One example is the Opposed Command

Check made when rolling for **Initiative** each Game Turn.

Commanders **must declare** how many Command Points they are going to spend Bolstering the Opposed Command Check using the current order of Initiative, or using the order from the previous Game Turn when making the Opposed Command Check for Initiative.

Players cannot spend Command Points on the Opposed Command Check taken during Game Set Up, as they have not yet generated any to spend. When determining **Initiative** for the first Turn (see Page 59), the player with the **Strategic Advantage** decides who declares their Command Points first (see Page 32).

## Casting Spells

Some Models have the **Spellcaster** MAR, allowing them to cast Spells they are equipped with—and usually contained within that model's Spellbook. Spells are cast during the **Spellcasting Step** of a Section's **Command Segment** (see Page 62). To cast a Spell, a model must pass a special kind of Command Check. This functions exactly as a standard Command Check, except the number of Successes required is determined by the Spell. When casting a Spell, the Colour of the Command Check dice are determined by the **Spellcaster's Quality**.

Spellcaster Quality	Spellcasting Dice Colour
Militia	BLACK
Regular	BLUE
Veteran	RED



Certain other MARs and effects can modify the Command Check or the number of Successes needed. Unless otherwise specified, Spells are cast during the **Command Segment** and a model can only cast one Spell per Game Turn.

A model can bolster the check made to cast a Spell (see 'Bolstering a Command Check', above) but only the spellcasting model may spend Command Points in this way.

A model may still cast spells while engaged in melee combat.

**Example:** A Black Sun Canon wishes to summon a Section of Fluttering Fiends as reinforcements. Possessing the **Spellcaster [Veteran]** MAR, the Canon rolls **2 RED** dice when casting a Spell. The **Summon Fluttering Fiends** Spell requires **3 Successes** to be cast. Not willing to risk success on just two dice, the Canon opts to spend a Command Point to bolster the roll, giving them **3 RED** dice. The player rolls a **1, 2 and 6**. Since the dice are **RED**, the **6** grants an additional dice, which comes up a **4**. The Spell is successfully cast and a Section of three Fiends is placed within 12" of the Canon.

## ISSUING ORDERS

Often, the key to success on the battlefield is the timely and correct use of **Orders**. The term 'Orders' is used to describe a great many different drills and commands, rehearsed by an Officer and the men under his command to the point that, in battle, they can perform the manoeuvre as if it were second nature.

All Officers and NCOs can issue **Standing Orders** such as *Focus Fire!* and *Rally* to friendly Sections within their **Command Range**, extolling these Sections to perform special actions not available in another way.

### To issue Orders:

- The Officer or NCO must spend the required **Command Points**.
- The target Section(s) must be within the issuing Officer's **Command Range** or in the same Section as the NCO.
- The target Section(s) must pass a **Command Check**.
- A Section may only be issued the same Order **ONCE** per Activation.

## Standing Orders

Order Name	Command Point Cost	Successes Required	Issued During
<i>Disengage!</i>	1	2	Melee Orders and Cards Step of <b>Melee Phase</b>
<i>Focus Fire!</i>	2	3	Section's <b>Command Segment</b>
<i>Make That Safe!</i>	3	3	Section's <b>Command Segment</b>
<i>On My Mark</i>	3	3	Out of Sequence (see Page 26)
<i>Rally</i>	3	1	Officer's <b>Command Segment</b>
<i>Regain Control</i>	0	3	Section's <b>Command Segment</b>
<i>Snap Out Of It!</i>	1	1	Section's <b>Command Segment</b>
<i>Tank Assault</i>	2	2	Melee Orders and Cards Step of <b>Melee Phase</b>
<i>With Me!</i>	Varies	2	Officer's <b>Command Segment</b>

The table above details the Standing Orders available to all Officers and NCOs, including the Command Point cost, and the number of Successes required to pass a Command Check. The descriptions below detail when specific Orders can be used and any additional criteria.

If the Check is **passed**, the Section carries out the Order as described in the Order's rules. If the Check is **failed**, the Section cannot perform the Order this Activation and the Command Points are wasted.

If the Officer or NCO has sufficient Command Points, they may attempt to issue several Orders per Game Turn, but may not attempt to issue the same Order to the same Section more than once in an Activation.

In addition to Standing Orders, different Nations have access to **Special Orders** tailored to their Nation's combat methodology. In some cases, especially heroic individuals may be able to issue **Heroic Orders**. Both Special and Heroic Orders are noted in the Force Guides (Appendices C and D, and also available for download from [www.modiphius.com](http://www.modiphius.com)).

### DISENGAGE

This Order may be issued during the **Melee Orders and Cards Step** of the **Melee Phase**. This Order may only target a Section entirely comprising **Cavalry** or **Flying Model Types** which are currently **Engaged** in Melee.

If it is **passed**, the Section may attempt to **Disengage** from Melee before the combat occurs.

- For each model disengaging, roll a **D6**.
- On a **1-3**, the model suffers Melee attacks by any enemy models in Base Contact with the disengaging model.
- On a **4+**, the model escapes without difficulty.

All models that survived the *Disengage* may make a single *Advance* move action.

### FOCUS FIRE!

This Order may be issued during the **Command Orders and Cards Step** of the currently activating Section's **Command Segment** to any friendly Section within Command Range.

If **passed**, the Ordered Section must hold its ground (see **Hold Your Ground**, Page 65), and all Firing by the Section will count its shots as being **Placed Shots** for the remainder of the Turn. (see Page 69).

### MAKE THAT SAFE!

This Order may be issued during the **Command Orders and Cards Step** of the currently activating Section's **Command Segment** to any friendly non-Vehicle Section within Command Range.

The Ordered Section may attempt to disarm any piece of **Area Terrain** within 2" that is

**Booby Trapped.** If a Command Check is **passed**, the Booby Trap is removed from play without it being triggered; otherwise it remains in play.

### ON MY MARK

This Order may be issued during the **Movement Actions Step** of the opponent's **Movement Segment**.

The Order may only target a *Ready To Activate* non-Vehicle Section which has been declared as the target of a *Charge* by enemy models. If the Order is passed, the Ordered Section may make an immediate **Shooting Action** against the Charging Section as appropriate.

This Shooting Action is treated as a **Rushed Shot** (see Page 69), and is resolved before any *Chargers* are moved.

**Note:** This Order may not be issued to Sections that have an **Activated Marker**.

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Often, the key to success on the battlefield is the timely and correct use of Orders.

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### RALLY

This Order may be issued during the **Command Orders and Cards Step** of the currently activating Officer's **Command Segment**.

If passed, the targeted Section may remove **D3+1 Shaken Markers**.

### REGAIN CONTROL

This Order may be issued during the **Command Orders and Cards Step** of the currently activating Officer's **Command Segment**.

This Order allows a model to attempt to regain control over a model with the **Controlled** MAR that has become uncontrolled. If the Command Check is passed, the uncontrolled model immediately becomes **Controlled** and can act normally. When making this Command Check, a model can choose to use its **Spellcasting Quality**.

### SNAP OUT OF IT!

This Order may be issued during the **Command Orders and Cards Step** of the currently

activating Section's **Command Segment**. This Order may only target the currently activating Section.

If passed, the Ordered Section may remove **D3 Shaken Markers**.

### TANK ASSAULT

This Order may be issued during the **Melee Orders and Cards Step** of the **Melee Phase**. This Order may only target a Section entirely comprising **Infantry Model Types** which are currently *Engaged* in Melee with a Vehicle.

Instead of performing a Melee Attack against the Vehicle with which they are *Engaged*, the Section makes a special out-of-turn **Shooting Action** as they fire weapons into the Vehicle's viewports, drop grenades in crew compartments, and the like.

All models in contact with the Vehicle perform a standard **Shooting Action** against the Vehicle; this attack is made at **Effective Range**. The attack gains the **Armour Piercing [2] MAR**.

### WITH ME!

This Order may be issued during the **Command Orders and Cards Step** of the currently activating Officer's **Command Segment**. It may target only *Ready to Activate* non-Vehicle Type Sections. An Officer may not order more than TWO Sections (of any **Quality**) with the *With Me!* Order in the same Activation.

The cost of using the *With Me!* Order depends on the **Quality** of the target Section:

- 1 **Command Point** on a **Veteran** Section
- 2 **Command Points** on a **Regular** Section
- 3 **Command Points** on a **Militia** Section.

All Sections that pass the Command Check activate at the same time as the Officer:

- During the **Shooting Segment**, each Section may target the same enemy Section with a **Shooting Action**.
- Each Section may either take part in the SAME **Shooting Action**, or resolve their **Shooting Actions** independently.
- Each Section resolves its **Melee** independently, as normal.



## CHAPTER 5

# Morale

*"Square bashing, discipline? Yes that'll take you so far, but fighting men need to be properly fed and watered, with as many smokes, perks and pin-ups as you can muster. Treat them decently and they'll follow you to hell." - Captain Eric 'Badger' Harris*

A Morale Check is a special type of **Command Check** and is taken in the same way, with the **Dice Colour** determined by the **Quality** of the Section taking the Check. Morale Checks are resolved at the end of the battlefield event that caused them. A Section is required to make a Morale Check if any of the following battlefield circumstances apply:

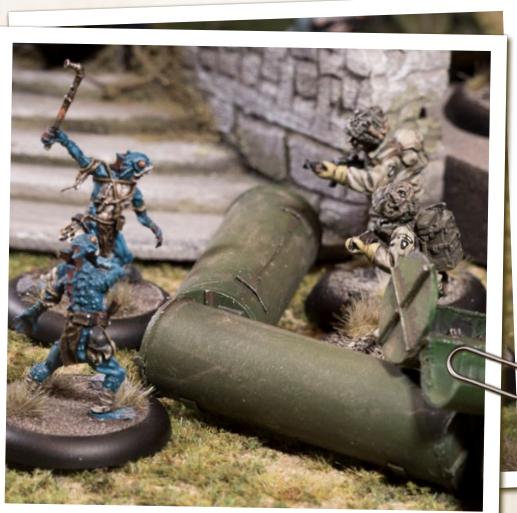
- A Section loses one or more **Life Points**.
- The Section has one or more **Shaken Markers** and is the target of a **Charge**.
- A Section is **within 8"** of a friendly Section which became entirely **Killed** that Turn.
- A Section is in the **Command Range** of a friendly Officer when the Officer is **Killed**.

A Morale Check is taken using the rules described in the **Officers, Command and Orders** chapter on Page 21 and requires **ONE** Success to pass as standard. However, certain modifiers may alter this:

- If a Section is forced to make a Morale Check (normally rolling 2 Dice), and has been reduced to **below HALF** its initial **Life Points**, it would roll 1 Dice for the Morale Check (which may be boosted by the expenditure of **Command Points** as usual).
- **+1 Success** is required if the Section suffers Life Point loss from a weapon with the **Suppression** MAR.

- **+1 Success** is required if the Section would have to take a Morale Check for **two or more reasons in the same Activation**.
- **+1 dice** may be added if the Section is in the **Command Range** of an Officer—the colour of this dice is determined by the **Quality** of the Officer in question. A Section may only benefit from a **single dice** if multiple Officers are within range; the Commander may choose which Officer to use.

If the test is passed, there is no effect. If the test is failed, the Section gains a **Shaken Marker**.





## MORALE STATES

Sections may be in one of **three Morale States**, determined by the number of **Shaken Markers** they have.

The Morale State of a Section will dictate the general effect on its willingness to fight and its ability to operate on the battlefield:

### IN GOOD ORDER (0 SHAKEN MARKERS)

- The Section behaves normally.

### SHAKEN (1-2 SHAKEN MARKERS)

- All Shooting Actions are **Rushed Shots**.
- All Melee Attacks hit on a **5+**.
- The Section may not claim *Objectives*.

### ROUTED (3+ SHAKEN MARKERS)

- During their Activation, the Section must make a *Fall Back* movement (see **Routed**, below).
- The Section may not perform Shooting Actions.

### Shaken Officers and NCOs

Officers and NCOs can become *Shaken*, just like their troops, impairing their own combat efficiency and their capacity to lead.

In addition to any general effects listed above, during the **Command Points Step** of the **Pre-Turn Phase** once the **Command Point Pool** has been created, remove **ONE Command Point** for each **Shaken Marker** on a Section containing an Officer or NCO in the force.

### Routed

A **Routed** Section will try to **Fall Back**, away from danger. During its Activation, a Section that is **Routed** MUST make an *At The Double* move towards the nearest friendly board edge using the quickest possible route. It may not make any Shooting Actions, or have any Orders used on it, unless the Order is an attempt to **Rally** the Section (see Page 26). If, for any reason, a **Routed** Section is reduced to having **2 or fewer Shaken Markers**, it immediately reverts to the Morale State applicable and is free to activate as normal.

If a routing model comes into contact with the board edge, it is removed from play as a casualty, and may not return to the board unless a specific scenario condition stipulates otherwise.

A **Routed Vehicle** either turns (if possible), or reverses at an '*Advance Move*' toward their own board edge.



## CHAPTER 6

# Mythos Influence

“I’ve seen things you wouldn’t even believe on the battlefield, unspeakable horrors, men transformed into bestial creatures, even the dead come back in a horrible, twitching parody of life...” - Corporal Ernie Sharp

During games of *Achtung! Cthulhu*, players must keep track of the growing influence the Mythos has on the battlefield. Many effects, abilities and even units will increase this influence throughout the game. The influence of the Mythos can have a profound effect on many elements of the game and, as the influence increases, the battle becomes more chaotic and muddled.

The **Mythos Influence** is tracked by **Levels**. Each time the Mythos Influence increases, it is raised by one Level. Most Levels of Mythos Influence will have an effect on the game and these effects are listed along with their corresponding Level. These effects go into play immediately, as soon as the new Level is reached.

## INCREASING THE MYTHOS INFLUENCE

The Mythos Influence Level increases in a number of ways. As soon as any of the conditions below are met, the Mythos Influence Level increases by one immediately; any effects associated with the new level are applied immediately. It is possible that an event occurs in the game that meets more than one of the conditions below; in this case, the Mythos Influence Level increases by one for each condition met.

The Mythos Influence Level is raised by one when any of the following occur:

- A Spell is successfully cast.
- *Each time* certain **Artefacts** are successfully employed.
- A Section of the **Mythos Creature Type** is placed on the battlefield.
- **Certain abilities or effects** are used.

Keep in mind that the Mythos Influence Level can be raised before play even begins; as Sections with the Mythos Creature Type are deployed, the Mythos Influence Level is raised. After all Sections have been deployed, but before play begins, resolve the Mythos Influence Level and any possible **Mythos Events**.



## MYTHOS EVENT DECK

In addition to certain predictable effects caused by an increase in the Mythos Influence Level, random Mythos-related events can occur. These are determined by drawing cards from the **Mythos Event Deck**. The Mythos Event Deck is created using the unused **Tactical Action Cards** from one of the players, chosen before the game begins (see the **Tactical Action Cards** chapter, Page 44).

When the Mythos Influence Level calls for a **Mythos Event Card** to be drawn, the acting player draws the top card from the **Mythos Event Deck** and its effects are immediately resolved. Some Mythos Event Cards have different effects based on the current Mythos Influence Level.

Often a Mythos Event will affect a single Section. Generally, if the Mythos Influence Level was increased during a Section's Activation, the active Section is the target of the Mythos Event. If there is no acting Section, instead, players randomly select a Section from those present on the battlefield to be affected.

## Mythos Influence

Shown in the table, right, is a list of the effects the Mythos Influence Level has.

### MYTHOS INFLUENCE EXAMPLE

After Deployment, a total of three Sections with the **Mythos Creature** type are present on the battlefield. These raise the **Mythos Influence Level** to 3 before the game even begins. The players resolve the effects of the new Influence Level in order.

First, a **Mythos Event Card** is drawn; the **Mysterious Mist** card is drawn indicating that all Sections have increased Cover for the remainder of the Game Turn. Next, all Sections except those with the **Adamant** MAR must pass a Morale Check or gain **Shaken Markers**.

After these effects have been resolved, the game begins. The Black Sun player activates a Black Sun Canon and opts to cast the **Summon Mythos Creature (Fluttering Fiends)** Spell. The Spell is successfully cast, raising the **Mythos Influence Level** to 4. Another Mythos Event card is drawn; this time the **Demoralizing** card is drawn. Since the Canon is the currently active Section, it gains a

**Shaken Marker**. In addition, since a new Section of Mythos Creatures has been placed on the battlefield, the **Mythos Influence Level** increases once more, to 5 – all models with the **Controlled** MAR may become Uncontrolled!

## Mythos Influence Effects

Level	Effect
1	Draw a Mythos Event Card
2	All models, except those with the <b>Adamant</b> MAR must make a <b>Morale Check</b>
3	No Effect
4	Draw a Mythos Event Card
5	All models with the <b>Controlled</b> MAR become <i>Uncontrolled</i> unless a model with the appropriate [Value] can make a Command Check ( <b>1 Success</b> )
6	The <b>Battle Weary</b> Battlefield Condition goes into effect
7	Draw a Mythos Event Card
8	No Effect
9	Draw a Mythos Event Card
10	As Level 5, except <b>2 Successes</b> are required on the Command Check to retain control.
11	All models must make a <b>Morale Check</b> . The difficulty for this check is <b>[2]</b> ; the difficulty for models with the <b>Adamant</b> MAR is <b>[1]</b> .
12	Draw a Mythos Event Card
13	No Effect
14	The <b>Limited Visibility</b> Battlefield Condition goes into effect
15	Draw a Mythos Event Card
16	As Level 5, except <b>3 Successes</b> are required on the Command Check to retain control.
17	Draw a Mythos Event Card
18	No Effect
19	Draw a Mythos Event Card
20+	Draw a Mythos Event Card



## CHAPTER 7

# Game Set Up

*"Take command of the battlefield, rule the terrain, use every nook and cranny to your advantage, and know that sometimes this may still not be enough. Whatever else you do, make sure your line of retreat remains open." - Major Seraph*

The rules given on the following pages give a step-by-step guide for turning your kitchen table into the raging battlefield of an alternative World War II.

This chapter is divided into two distinct parts: **Arranging a Game**—which can and preferably should be done ahead of time—and **Preparing the Battlefield**.

## ARRANGING A GAME

When arranging a game with an opponent, Commanders must agree on a number of simple factors, allowing them to approach the game from a fair and reasonable standpoint.

### 1. DETERMINE GAME SIZE

Commanders should first decide between themselves a **Maximum Force Value (MFV)** for their game—i.e how big a game they wish to play.

### 2. DETERMINE TABLE SIZE

Commanders must now agree on the Game Table Size to use. We suggest Commanders use the table (right) as a guide.

### 3. COMPOSE YOUR FORCE LISTS

The next step, when arranging a game, is for Commanders to compose lists detailing their forces, based upon an agreed MFV. These should be chosen using the rules for **Force Building** on Page 37.

The composition of a Force is widely considered to be the first tactical decision that a Commander makes, as the selection of troop types and numbers will massively impact how a Force plays. By preparing a **Force List** ahead of time, a Commander can have all sorts of strategies and tricks planned.

Commanders should always prepare a written Force List, so their forces' heroic exploits can be recorded properly. It also makes it easy to check if the force is legal and within the MFV, and helps remind them to bring all the models they require to the game! In addition, most Tournaments will require a written Force List.

### Recommended Table Sizes

Maximum Force Value (MFV) (points)	Suggested Game Table size, in feet
Under 1000	4 x 4
1000 – 1500	6 x 4
1500 – 2000	8 x 4
Each additional 500	Additional 2 x 4

**EXAMPLE FORCE LIST:****1000-point Allied List:****(HQ) American GI Officer**

Major + 5 Regular Infantrymen

Upgrades: NCO; BAR [290 Points]

**(Line) American GIs**

10 Regular Infantrymen

Upgrades: NCO; Medic; BAR [275 Points]

**(Support) American GI Heavy Weapon**

6 Regular Infantrymen

Upgrades: Gun Team: M1919 Machine Gun;

Gun Team: M1A1 Bazooka;

Gun Team: M2 Mortar [195 Points]

**(Character) Ariane Dubois**

[100 Points]

**(Elite) Investigators**

6 Regular Investigators

Upgrades: Artefact (Mythos Wards);

Artefact (Concealing Shroud);

Blevin Pistols

[140 Points]

A good commander must learn to adapt their tactics to reflect the conditions.

## PREPARING THE BATTLEFIELD

### 1. SET UP TERRAIN

Commanders need to set up the terrain over which they will fight. When deploying terrain, the Commanders should agree amongst themselves on how to set up the Game Table. Here are some general guidelines you can use:

- **Scenarios** with preset maps should be followed as closely as your terrain collection allows.
- Having around 1/3 to 1/4 of the Game Table covered in terrain is recommended.
- A good variety of **Terrain Types** (see Page 48) will also provide a better game.
- Try to avoid placing elevated features, such as buildings and hills in **Deployment Zones** (see Page 36), as this will encourage long range units to dominate the battlefield.
- We encourage Commanders to set up the terrain with an eye on a possible narrative

to stitch into the game, talking to their opponent to create a consensus of storyline about the game they are planning to fight.

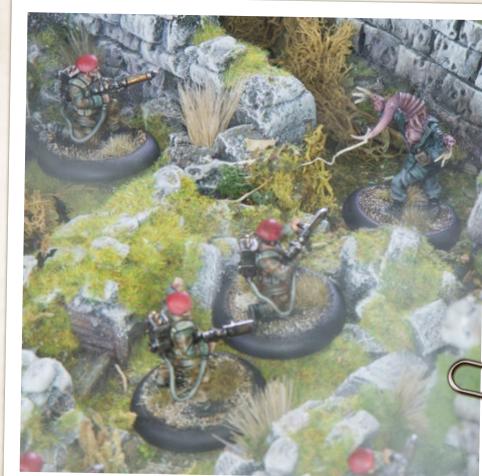
- A neutral third party, such as a Tournament Organiser or the Commanders from the next table can set up the terrain so it is neutral, if Commanders cannot agree.
- Another good alternative is one Commander sets up the terrain, and the other Commander automatically gains **Strategic Advantage** (see below).

For rules describing the effects and suggested size of the various terrain pieces available, see the **Terrain** chapter, Page 47.

## 2. TACTICAL & STRATEGIC ADVANTAGE

After the terrain is set up, Commanders roll an **Opposed Command Check** (see Pages 23-24). The Commander (or side) with the most Successes has the **Strategic Advantage**, whilst the opposing Commander (or side) has the **Tactical Advantage**.

The Commander with **Strategic Advantage** gets to choose their preferred Deployment Zone, and the Commander with **Tactical Advantage** will get to choose **Flanking Edges** and make other tactical choices. The Commander with **Tactical Advantage** also gains 1 **BLACK** dice to add to their **Initiative** roll (see Page 60) for the first Game Turn.



Scenario Points	Deployment Type	Mission Objective	Battlefield Condition
0	Advancing Lines	Center Ground	No Special Conditions
1	Oblique Contact	Vital Objective	Battle Weary
2	Meeting Engagement	Annihilate	Limited Visibility
3	Surprise Attack	Breakthrough	Dangerous Ground

### 3. SCENARIO GENERATION

A good Commander must learn to adapt their tactics to reflect the conditions; equally a Commander should attempt to draw the enemy into a conflict where the strength of his forces is maximised, and the engagement capability of the enemy is reduced.

The next step is to decide what kind of game you wish to play. In *Achtung! Cthulhu*, there is a simple **Scenario Generator**, the table for which is shown above.

**Note:** The default game uses **Option 0** for **Deployment Type**, **Objectives** and **Battlefield Conditions**, but players are permitted to ‘bid’ to change these Conditions to better suit their engagement preferences.

- In order to inject randomness into the game play, Commanders should start by rolling a single D3 and **subtract one from the result**. Do this for each of the three Scenario Paths (*Objectives*, *Deployment* and *Battlefield*

*Conditions*). The result denotes where the scenario will set its starting points on the Scenario Paths. The Scenario Generator doubles as a Plot Tracker, so the result can be marked using a counter, such as a dice.

- Now things really heat up as Commanders begin to vie for Conditions more favourable to their tactics and force. Each Commander has a total of **2 Scenario Points** they can spend to modify the Tracker, unless a specific condition applies. Points are spent one at a time in an alternating fashion and Commanders **MUST** spend ALL of their Scenario Points (although there is no limitation to which of the Scenario Paths they choose to allocate the points).
- The Commander with *Strategic Advantage* may choose whether they wish to spend their first Scenario Point **first** or **second**.
- Spending a Scenario Point will move the marker **DOWN** the Path. Should a Commander wish to spend a point in a Scenario Path already at 3, the Path reverts to 0.



Scenario Points	Deployment Type	Mission Objective	Battlefield Condition
0	Advancing Lines	Center Ground	No Special Conditions
1	Oblique Contact	Vital Objective	Battle Wary
2	Meeting Engagement	Annihilate	Limited Visibility
3	Surprise Attack	Breakthrough	Dangerous Ground

In this example, Derek is commanding an Allied force and James is commanding a Black Sun force. Both have decided to use the **Scenario Generator** as a Plot Tracker.

Rolling for **Deployment Type**, they roll D3-1 and score 3-1 = 2.

Rolling for **Mission Objectives** they roll D3-1 and score 1-1 = 0.

Rolling for **Battlefield Conditions** they roll D3-1 and score 2-1 = 1.

This means that the initial starting point on the Plot Tracker has the game as a **Meeting Engagement**, with both forces contesting the **Centre Ground**, and both forces are **Battle Wary**.

Scenario Points	Deployment Type	Mission Objective	Battlefield Condition
0	Advancing Lines	Center Ground	No Special Conditions
1	Oblique Contact	Vital Objective	Battle Wary
2	Meeting Engagement	Annihilate	Limited Visibility
3	Surprise Attack	Breakthrough	Dangerous Ground

James has the Strategic Advantage and chooses to play a point first. As many of the Mythos creatures of the Black Sun excel at melee combat, James wants to limit the amount of time the Allies can fire on his forces, so he wisely chooses to spend a point, moving the **Battle Wary** condition to **Limited Visibility**.



Scenario Points	Deployment Type	Mission Objective	Battlefield Condition
0	Advancing Lines	Center Ground	No Special Conditions
1	Oblique Contact	Vital Objective	Battle Wary
2	Meeting Engagement	Annihilate	Limited Visibility
3	Surprise Attack	Breakthrough	Danger Ground

Scenario Points	Deployment Type	Mission Objective	Battlefield Condition
0	Advancing Lines	Center Ground	No Special Conditions
1	Oblique Contact	Vital Objective	Battle Wary
2	Meeting Engagement	Annihilate	Limited Visibility
3	Surprise Attack	Breakthrough	Danger Ground

Next, Derek plays a point, hoping to slow the Black Sun down a little and deny them cover; he chooses to spend a point moving **Limited Visibility** to **Dangerous Ground**. This is risky, as there is no guarantee the Allies will be able to deploy their defences, but he's willing to take the risk.

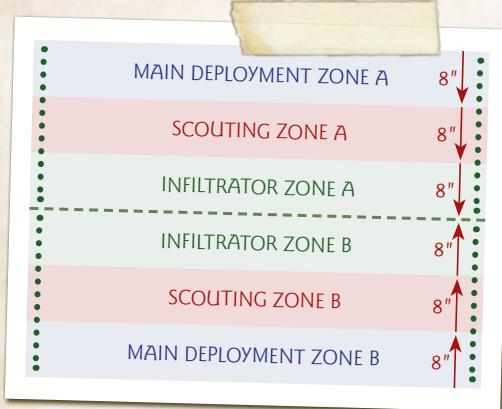
James feels as though he has Derek on the ropes in this mission and, seeking to press his advantage, he chooses to put a point into **Deployment**. This moves the game from **Meeting Engagement** to **Surprise Attack**, hoping to bring the Allies closer and destroy them piecemeal.

Finally, Derek has to spend his last point, and is faced with a difficult choice. The **Deployment** doesn't really suit the preferred tactics of the Allies, but perhaps he can throw the Black Sun's plans into disarray. Sure, it would be easy to put a point into **Deployment**, reset the tracker to 0, and make it an **Advancing Lines** game, but instead Derek chooses to put a point into **Mission Objectives**, moving the game from **Centre Ground** to **Vital Objective**. This means that the Allies will be closer to a high scoring objective, and will be more likely to score solid **Battle Log Points** as they fall back to better firing positions and give their reserves time to come up.

The next two pages will take you through the three Scenario Paths:

## Deployment Type

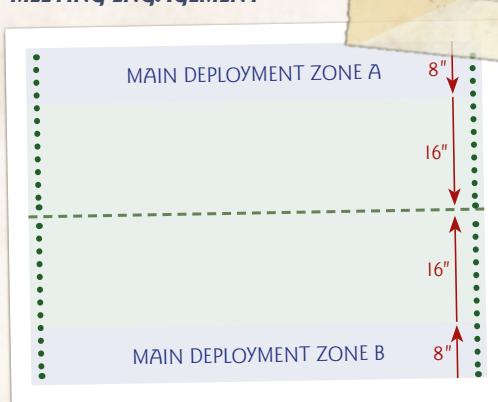
## ADVANCING LINES



The Commander with *Strategic Advantage* chooses a **Main Deployment Zone**.

The Commander with the *Tactical Advantage* gets the other **Main Deployment Zone**, and chooses their Flanking Edge ( ••••• ).

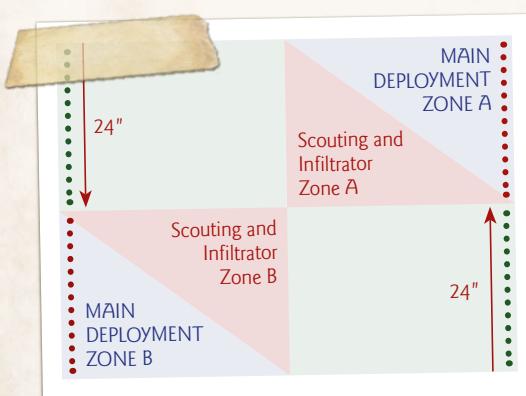
## MEETING ENGAGEMENT



The Commander with *Strategic Advantage* chooses a **Main Deployment Zone**, and the Commander with *Tactical Advantage* takes the other one.

All forces, including those nominated as Flanking, deploy in the **Main Deployment Zone**. **Scouting** or **Infiltrator** MARs are not used in this Deployment.

## OBLIQUE CONTACT



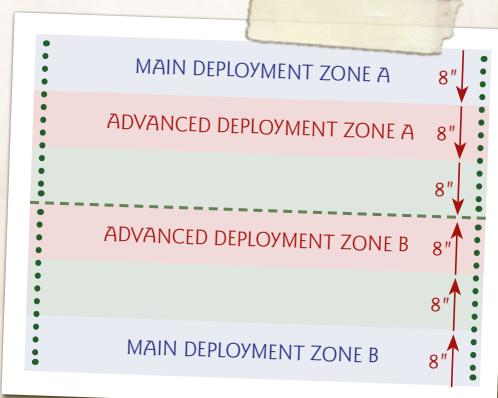
The Commander with *Strategic Advantage* chooses a **Main Deployment Zone**, the Commander with *Tactical Advantage* takes the other one.

The **Main Deployment Zone** measures **24" x 32"** on a **6' x 4'** (or adjust as appropriate to board size).

**Scouting and Infiltrator Zones** are measured from the centre line ( - - - ) to the end points of the **Main Deployment Zone** (as shown).

The Flanking Edges of each force are shown as the closest Reserve Edge ( ••••• ) to their respective **Main Deployment Zones**.

## SURPRISE ATTACK



The Commander with *Strategic Advantage* chooses a **Main Deployment Zone**, so chooses whether to attack or defend. The Commander with *Tactical Advantage* gets the other one and chooses their Flanking Edge ( ••••• ).

The defender **MUST** place at least  $\frac{1}{3}$  of their Force in **Main Deployment Zone B** and at least  $\frac{1}{3}$  of their Force in **Advanced Deployment Zone B**.

**Scouting** or **Infiltrator** MARs are not used in this Deployment.

## Mission Objectives

### CENTRE GROUND

You have been ordered to Advance and secure various points on the Battlefield.

- i. Objectives are placed using the following procedure:
- ii. Divide the board into **24" x 24"** sectors (or as close as possible).
- iii. In each sector, ONE **Objective Marker** must be placed.
- iv. The Commander with *Strategic Advantage* determines who places the first Objective.
- v. A Commander may not place an Objective within **24"** of their own **Reserves Edge**, within **8"** of another Objective, or inside Area Terrain that already contains one.
- vi. Where possible, **Objective Markers** should be placed on areas of strategic importance, such as Hills or Bridges, for the purposes of narrative.
- vii. Terrain can be moved slightly to accommodate the sensible placement of **Objective Markers**, if Commanders agree.
- viii. During the **Scoring Step** of the **End Phase**, each Objective is worth **2 Battle Log Points per Game Turn** to the force with a Section in Base Contact with the **Marker**.

### VITAL OBJECTIVE

You're only here for one thing: seize that objective!

Place one **Objective Marker** in the exact centre of the table. If necessary, re-arrange the terrain so there is some suitably important feature to be the Objective. During the **Scoring Step** of the **End Phase**, this Objective is worth **D6 Battle Log Points per Game Turn** (determined each Turn) to whoever *Occupies* it.

### ANNIHILATE

Driving them off is not good enough; the Enemy Battle group must be Destroyed!

Every enemy Section *Destroyed* is worth an **extra 2 Battle Log Points**.

### BREAK THROUGH

Your orders are clear: Break Through!

During the **Scoring Step** of the **End Phase**: For every Section without any **Shaken Markers** past the Centre Line of the board, you receive **1 Battle Log Point**.

OR

For every Section without **Shaken Markers** in your Opponent's **Main Deployment Zone** you receive **2 Battle Log Points**.

## Battlefield Conditions

### NO SPECIAL CONDITIONS

Your forces are well supplied and rested. Time to bring the battle to your foes!

There are no unusual conditions affecting your forces or the battlefield.

### BATTLE WEARY

Your forces are waiting on replacements, ammo, spare parts and have forgotten what a decent meal tastes like.

During the game, whenever a Section is called upon to take a **Morale Check**, an additional Success is needed!

### LIMITED VISIBILITY

Be it driving rain, desert dust, or thick fog, fighting in poor light is tricky.

All ranges (Effective and Long) are halved, rounding up. Sections may not make an *At The Double Move* Action in Limited Visibility Conditions. This condition has no effect on Indirect Fire Weapons using Observed Fire.

### DANGEROUS GROUND

With unexploded ordnance, shattered buildings on verge of collapse, or poorly marked minefields, this battlefield is hazardous enough, even without the enemy!

Before **Deployment**, the Commanders take an **Opposed Command Check**. The winner takes **D3+1 Booby Trap Markers**, and places them in pieces of Area Terrain.

## 4. ORDER OF DEPLOYMENT

The Order of Deployment Step is divided into **5 Key Stages**, with each Stage to be completed in order, before moving on to the next Stage:

### STAGE 1: VEHICLE DEPLOYMENT

Vehicles are large, clanking machines of war that cannot deploy unseen.

The Commander with *Strategic Advantage* dictates who deploys any Section of **Heavy Vehicles** first. Each Commander alternates the deployment of Heavy Vehicle Sections, then repeats the process with remaining **Vehicle** Sections until all Vehicles are deployed. Any Vehicles that can function as **Transports** deploy with their contents *Emarked*.

### STAGE 2: MAIN DEPLOYMENT

The Commander with *Tactical Advantage* dictates who deploys a Section from their Force first. Commanders then alternate the deployment of Sections until all Sections are deployed. Models allocated to the Main Force must deploy in their **Main Deployment Zone**.

### STAGE 3: SCOUTING DEPLOYMENT

Fast and nimble units may use their speed to advance in front of the main line of battle.

All Sections with the **Scouting** MAR deploy at this step. The Commander with *Strategic Advantage* dictates who deploys a **Scouting** Section first. Scouting Sections may deploy in areas defined in the **Deployment** Path of the Scenario being played. No Scouting Sections may be deployed within 12" of an enemy Section.

### STAGE 4: INFILTRATOR DEPLOYMENT

Some units excel at advancing stealthily into position. All Sections with the **Infiltrator** MAR deploy at this step. The Commander with *Tactical Advantage* dictates who deploys an **Infiltrating** Section first. **Infiltrating** Sections may deploy in areas defined in the **Deployment** Path of the scenario being played. No **Infiltrating** Sections may be deployed within 12" of an enemy Section.

### STAGE 5. STRATEGIC FORCES

During some scenarios, certain Sections can be designated as **Strategic Forces**. No more than 50% of the **MFV** of your force—and all from

the same Platoon (see the next chapter)—may be designated as Strategic Forces. Heavy Vehicles may never be a part of a Strategic force.

No **Reserves** or **Flanking** Sections are deployed until the Game begins. Instead, Roll a D3 for each Section, and place it next to it as a reminder. These Strategic Forces will arrive, on the Game Turn indicated by the D3, on the table edge designated by the scenario.

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No more than 50% of the MFV of your Force may be designated as Strategic Forces.

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## 5. CHOOSE YOUR TACTICAL ACTION CARDS

Just prior to battle commencing, Commanders should choose their preferred **Tactical Action Cards** (TACs), chosen from their pre-determined TAC Deck, to form their **Tactical Action Card Hand**. The strength and composition of the Hand is determined using the **Tactical Action Cards** rules, Pages 44-46.

## 6. COMMENCE BATTLE

Both Commanders begin their Game Turns, following the **Sequence of Play** (see Page 56).

## SUMMARY

The aim of this chapter is to provide you with a fast and simple way of randomly generating **Achtung! Cthulhu Skirmish** games. In addition to these random scenarios, Modiphius will be publishing a number of story-driven scenarios and campaigns that will provide an exciting narrative for your games.

"Aim right between its eyes?  
Which set of eyes?"

— 'Mad Jack' McMasters



## CHAPTER 8

# Force Building

"The principles of modern warfare dictate it is no longer the size of your army which matters, rather the power which it may deploy. Send in your legions, with the weapons at my disposal I will slaughter them by their thousands." - Obergruppenfuehrer Ludwig von Oberstorff

Before playing a game of *Achtung! Cthulhu Skirmish*, you will need to assemble your Force using the following Force Building rules.

## THE MAXIMUM FORCE VALUE

The first step in assembling your force is to decide on a **Maximum Force Value (MFV)** for your game. This will be agreed with your opponent as the first stage of setting up a game, and determines how big the game will be.

Every model in the game has a **Points Value (PV)** that must be spent in order to include it in your force. The total PV of your force **cannot exceed the Maximum Force Value**.

## Platoon Strength

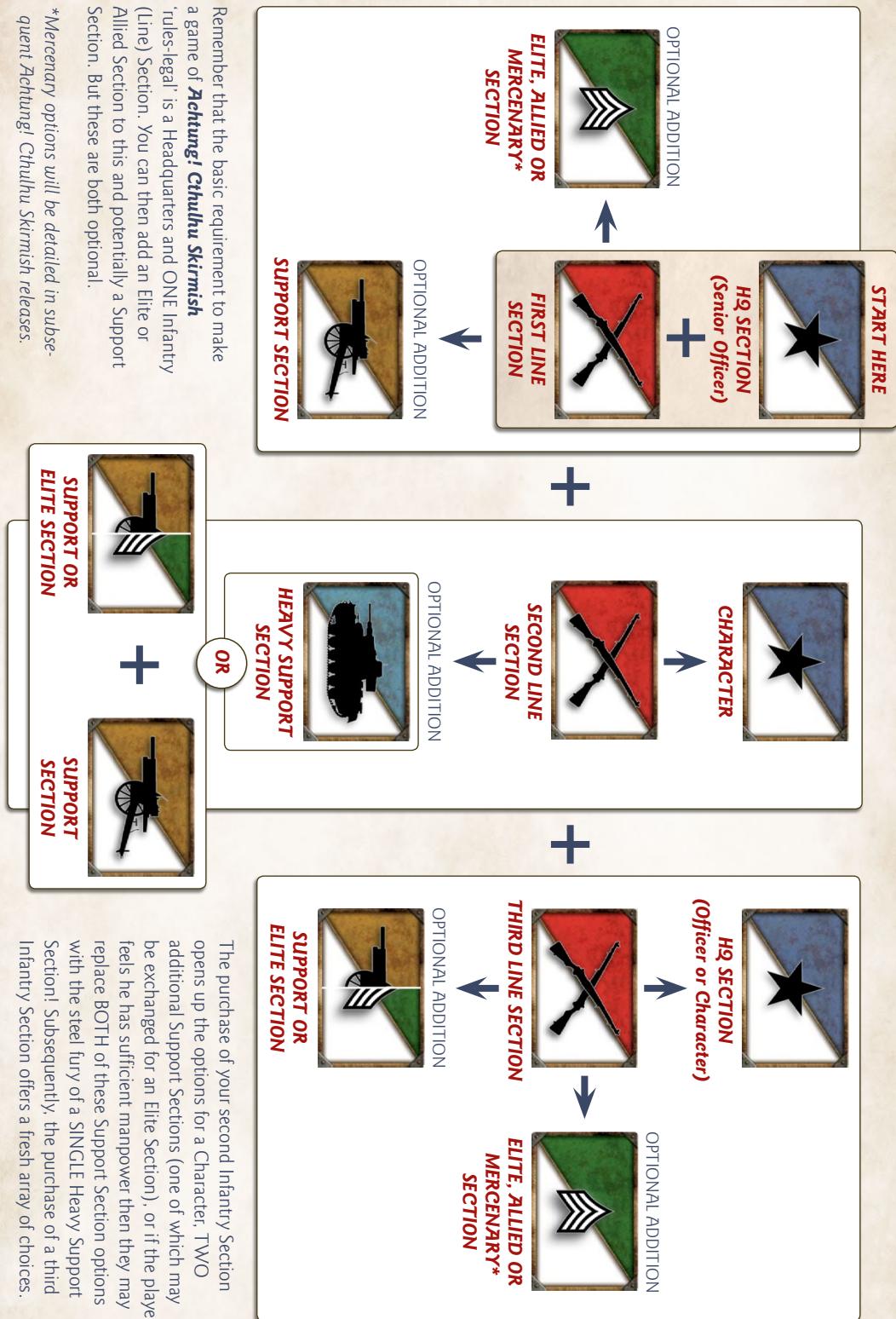
In addition, Commanders should agree upon the number of **Platoons** (see below) that may be made available as part of the MFV, and it is good form to let Commanders know what troop types and allies are likely to be used. If a Commander wishes to use allies, they must be taken as a separate Platoon, following all the standard composition rules that follow.

## CHOOSING YOUR FORCES

To build a force in *Achtung! Cthulhu Skirmish*, a player first chooses a Commanding Officer or Command Section as an 'HQ Section' (the Force Guide appendices indicate which Sections can hold the role of HQ Section). The player then attaches Sections of troops and/or vehicles, the whole being called a **Platoon**.

These Platoons may also be varied in their composition, turning them into such things as **Heavy Support Platoons** or **Elite Strike Platoons**. Irrespective of their final composition, all Platoons follow a simple structure explained in the diagram on the following page:





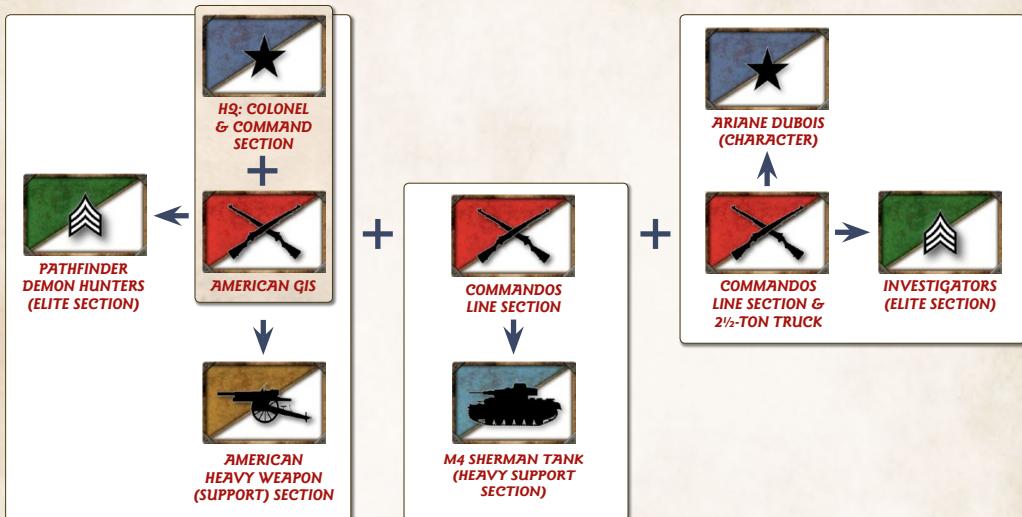
The purchase of your second Infantry Section opens up the options for a Character TWO

feels he has sufficient manpower then they may replace BOTH of these Support Section options with the steel fury of a SINGLE Heavy Support Section! Subsequently, the purchase of a third Infantry Section offers a fresh array of choices.

Remember that the basic requirement to make a game of **Achtung! Cthulhu Skirmish** 'rules-legal' is a Headquarters and ONE Infantry (Line) Section. You can then add an Elite or Allied Section to this and potentially a Support Section. But these are both optional.

\*Mercenary options will be detailed in subsequent *Achtung! Cthulhu Skirmish* releases.

*Mercenary options will be detailed in subsequent Achtung! Cthulhu Skirmish releases.*



## Force Building Example

An Allied Commander has arranged to play a large game, single Platoon, so sets about building their force.

It is a requisite that all forces must be built with a **Commanding Officer or Section** with the 'HQ' designation. Given the size of the game, they opt to take a Colonel, the most senior officer available, and a **Command Section** to protect him.

The requisite **Line Section Slot** is taken up with a standard Line Infantry Section—in this case a Section of American GIs. With these two Sections added, the Platoon fulfils its requisites and so now it may be expanded.

The requisites taken, the Commander now has the option to add an **Elite Section**, a **Support Section** and **second Line Section**. The Commander chooses to add an American Heavy Weapon Support Section, a Section of Pathfinder Demon Hunters and a Commandos Line Section.

By taking the Commandos, the Allied Commander gains access to a further two Support Sections (one of which may be exchanged for an Elite Section), OR they may instead opt to replace both of these for a single Heavy Support choice. Having just finished painting a Sherman tank, the Allied Commander does not hesitate to include the behemoth!

The next choice is a **third Line Section**. This time the Allied Commander opts for a second Section of Commandos. This unit is small enough to fit in a **Transport**, so a 2½-Ton Truck is added and the Section takes upgrades suitable for a close assault role. The Transport **does not** use up a choice, as it is attached to the Section it is bought for.

By taking this Line Section the Platoon opens up to allow the addition of **more Elite and Support choices**. In this case, wanting some additional occult elements, the Allied Commander adds another Elite choice, a Section of Investigators.

Now with points running out, the Allied player seeks a bit more **Character** for the force. Look no further than Ariane Dubois—a powerhouse in Melee and an excellent support character.

After all the choices are made, the Allied Platoon looks like the diagram above.

In time, Modiphius will publish different Platoon structures, representing different types of Platoon, or those suited to a specific scenario or campaign books.



## Senior Commanding Officer

Your Senior Commanding Officer is the highest-ranking Officer in your army (if there are multiple Officers of the same rank, the player should note which is the Senior Commanding Officer). Senior Commanding Officers get to use their **Command Points** to boost the number of dice rolled for **Initiative** at the beginning of a Game Turn (Page 60).

If your Senior Commanding Officer is killed during the game, the role of Senior Commanding Officer is passed down the chain of command. In other words, the next highest-ranking Officer will become the Senior Commanding Officer, and may use their Command Points to bolster the number of dice used for Initiative.

If the Senior Commanding Officer is not on the table for other reasons (i.e. being positioned in the Flank or Reserve), then the highest-ranking Officer on the table is the one who may use Command Points to boost Initiative.

## SECTION TYPES

All Sections fall into the following Categories:

### HEADQUARTERS (HQs)

Headquarters (HQs) are the Officers or other Commanders in charge of your troops. They will direct the soldiers around them, issuing Orders to make them coordinate their manoeuvres, fight harder or move faster.

### LINE SECTIONS

Line Sections are almost always Infantry, and make up the bulk of the fighting strength of every army on the face of the globe. Although the exact details vary wildly from nation to nation, these Sections will typically have access to Specialists, Gun Teams and Transports.

### ELITE SECTIONS

Elite Sections are the hardest-hitting troops of any force. Cavalry and Infiltrators are almost always Elites.

### SUPPORT SECTIONS

Support Sections include the heaviest weapons available to a force, such as Heavy Machine Gun Teams and Artillery Batteries. They are normally slower moving than other Sections, but can provide fire support over great distances.

### HEAVY SUPPORT SECTIONS

The largest vehicles found in the game are heavy support. Due to their dominating presence, they take up TWO Support spaces and only one may be taken in a regular Platoon.

## Section Options

Most Sections will have a core model which will make up the majority of the Section.

For example, an American GI Combat Section will mostly comprise GIs, although some or all of these models may be upgraded in some instances.

### UPGRADING A MODEL

You may often have the option to upgrade certain members of the Section, giving them an alternate set of stats, new special rules or a more powerful weapon for a stated cost in points.

If a model is upgraded within a Section, it is replaced by a model of the stated type.

### ADDING A MODEL

Some Sections have the opportunity to add specific models to their number for an extra point cost. Unlike upgrades, these do not replace an existing member of the Section, and they do not count towards the maximum number of models the Section is permitted to field.

Unless specifically stated otherwise, models added to a Section in this way are assumed to share its **Quality** (see Page 23).

---

Certain Infantry Sections often find themselves separating into distinct Fire Teams.

---

### ADDING TRANSPORTS

Some Sections will be given the option to be transported in Armoured Personnel Carriers or other vehicles. This may sometimes restrict the maximum number of models allowed in the Section, but allows them to be quickly and safely transported across the battlefield.

*For example, if a Black Sun Trooper Section contains 10 models or less it may be transported in a 2½-Ton Truck.*

**Important Note:** Please visit [www.modiphius.com](http://www.modiphius.com) for the latest versions of the Army Lists and model statistics, where this information will be presented for each currently released force in *Achtung! Cthulhu Skirmish*.

### FIRE TEAMS

As a matter of expediency, certain Infantry Sections often find themselves separating into distinct Fire Teams to allow the members of their original Section to better support each other, particularly when on the advance. Sections capable of forming Fire Teams are always noted in that Section's description in the Force Guides (see Appendices C and D) and are governed by the following rules:

- The decision to form Fire Teams from a specific Section MUST be noted in the Commander's **Force List** prior to the battle.
- A Fire Team MUST contain **at least 4 members** (with Gun Teams counting as 2 models for these purposes) and **no Section may split into more than 2 Fire Teams**.
- Once a Fire Team is formed, it becomes a separate entity for the purposes of Activation and **Battle Log Points**, and cannot reform into a full Section again during the course of a game.
- Fire Teams split from the same Section MUST deploy with all their members within **12"** of each other, after which they are free to activate and operate separately.

Fire Teams might seem less powerful than larger sections, but their flexibility and ability to adapt their tactics to the battlefield at large is not to be underestimated.

### Spellcasters, Spells and Spellbooks

Some models with the **Spellcaster** MAR use Spellbooks to store Spells. Spellbooks are an additional cost when adding these models to your Force List during force building, but in most cases **must** be purchased when adding a Spellcaster.

This cost of the Spellbook depends on how many Spell **Levels** it is given, with options for the book's capacity indicated by the model's Section statistics. The number of Levels a particular spell takes up in the Spellbook is shown in the Spell List on Page 104 (and also replicated as Spell Cards for convenience). The specific Spells a Spellbook contains should also be noted during force building.

Some Spells allow the caster to summon Mythos creatures. Summoned creatures **do not** count towards the cost of the Force.

When a Spell is cast, a Command Check is made (see Page 24), with the number of Successes required determined by the Spell, and the dice mechanic determined by the **Quality** of the caster. However, when a Spell is cast, it is not expended from the Spellbook, and may be cast again during following Game Turns.



## CHAPTER 9

# Tactical Action Cards

"It's wise to keep a portion of your superior troops in reserve to fill any gaps in your line or deal with sudden emergencies. But if you see an opportunity to tip the balance decisively, commit them fully, wholeheartedly, unreservedly." - Generaloberst Nina Wolff

Tactical Action Cards add devious tactics, schemes and magic to the action of a game of *Achtung! Cthulhu Skirmish*.

A player chooses a number of **Tactical Action Cards** to form their **Hand** from those available to them after Deployment has completed. The Tactical Action Cards in the Hand are designed to represent the various cunning plans and ploys available to *Achtung! Cthulhu Skirmish* Commanders as they strive ever forwards for victory.



## TYPES OF TACTICAL ACTION CARD

Tactical Action Cards are divided into 3 Key Types:

### GENERIC CARDS

These Tactical Actions Cards are usable by all players, and provide a wide range of abilities and benefits. As you would expect, they do not favour any one Nation's Tactical Action-play or tactics, but instead are more diverse. Players can substitute **Generic Cards** for preferred **Force-Specific** or **Character Cards** (using the rules stated below).

### FORCE-SPECIFIC CARDS

These Tactical Action Cards are only available to players who are playing a particular **Force**. **Force-Specific Cards** are designed to allow players to tailor their tactics to better suit the expected play-style of their chosen Force.

### CHARACTER CARDS

Some **Unique Characters** will allow players to take Tactical Action Cards as part of their rules or as part of a scenario or campaign. These heroic individuals are able to direct special operations on the battlefield and, by having these characters in their force, the player opens up the possibility of taking a new Tactical Action Card as a result.



## Anatomy of a Tactical Action Card

### 1. TITLE

A card's Title is read aloud when played.

### 2. RULES

The card will have its own rules of play and when it can be utilised.

### 3. COST

Each card has an associated **Command Points (CP)** cost. This cost does not come into play until a player chooses to use the card.

### 4. TYPE

Each card has an identifying label stating if it is *Generic*, *Force-Specific* or *Character*. If it is a *Force-Specific* or *Character Card*, it will also state the Nation or Name with which it is associated.

### 5. MYTHOS EVENT

In addition to the TAC rules, each card also has a Mythos Event listed on it. These are used when Mythos Events occur during the game (see Page 30).

## BUILDING YOUR TAC HAND

Unless otherwise stated, the number of Tactical Action Cards available to players to form their Hand is dictated by the size of MFV that was agreed by players.

For each **FULL block** of **250 points** allocated as MFV, the Tactical Action Card Hand increases by **one additional Card**.

For example, in a **1,500 point game**, each player would have the ability to choose **6** Tactical Action Cards from their deck to form their Hand. The remaining cards in the TAC Deck are unusable and so are discarded.

The **maximum** number of Tactical Action Cards that any one player may hold as part of their Hand is **10** (up to the **2500 point** MFV level). Should Commanders fight truly epic battles with larger MFVs, the limit is still 10, unless otherwise decided upon by both sides.

Some special Characters or Sections grant cards above this limit.

## Choosing the Cards in Your TAC Hand

The use of Tactical Action Cards is NOT random. Players are **free to choose** which TACs they would like in their Hand for use in the Tactical Action, taking their preferred Cards from those available to them.

The Tactical Action Cards in a player's Hand are **SECRET** and are chosen during **Step 5 of the Game Set Up**—immediately before Battle Commences—for maximum effect.

An opponent should not know the Tactical Action Cards a Commander has taken unless a special rule states otherwise.

Players should also be aware that once they choose their preferred Tactical Action Cards for the upcoming engagement, they may not redraw cards, unless a specific scenario or gaming condition applies. Essentially, the Cards that make up the Tactical Action Cards Hand are a finite set of tactical options available to a Commander, designed to assist in the prosecution of their field orders and engagement protocols.

**Note:** Over time, more Tactical Action Cards will become available, both as part of new product releases and for campaign supplements, so don't forget to keep a close eye on our website: [www.modiphius.com](http://www.modiphius.com).

## Mythos Event Deck

After both players have selected cards for their hand, the **Mythos Event Deck** is created using the unused cards from one player. Randomly determine which players' unused cards will form the Mythos Event Deck. Once the deck has been selected, shuffle the cards and set them aside; they will be used when Mythos Events occur as a result of the Mythos Influence Level increasing (see the **Mythos Influence** chapter, Page 29).

## Spell Cards

As well as the Tactical Action Cards/Mythos Event Cards, a deck of **Achtung! Cthulhu Skirmish** cards may include Spell Cards. These are not included for tactical play, but instead as a useful reference when building a force that includes Spellcasters (see Page 43).

# PLAYING TACTICAL ACTION CARDS

The conditions surrounding a TAC's use is always noted on the card itself. However, a number of persistent rules are always in effect when using TACs:

- A Section **may not be affected by more than one Tactical Action Card** per player in a Game Turn. Once a Tactical Action Card has been played on a Section, place it **face up** nearby until the end of the Game Turn, as a visual reminder, if necessary.
- A Card that has been played **cannot be retracted** unless it was played incorrectly.
- A player **may not play more than one TAC** during any single Section Activation, Melee or Pre-Turn Tactical Actions Cards Step.
- If a situation specifies that you must 'Discard' the card, it is removed from the Tactical Action **unplayed**, and so would not reduce the **Command Points Pool** for the Game Turn. (See Page 21 for rules on Command Points).
- A successfully-played TAC is always placed in the player's Graveyard, and the Command Points Pool is reduced accordingly.

## Command Point Costs

Carefully-arranged plans and special drills require a Commander's precious time and attention to ensure they work. In Tactical Action terms, this is represented by the **Command Point Cost** listed on the card.

To use a card, the appropriate number of Command Points are removed from the Command Points Pool and are placed on the card.

These Command Points are NOT used by any particular Officer or Section and so **do not count towards the maximum Command Points** an Officer or NCO may use in a Game Turn. This also allows Commanders to use these cards in situations where Officers and NCOs are not present.





## CHAPTER 10

# Terrain

*"The best commanders read the battlefield with a glance. Secure strategic objectives, use the cover that's available and turn your enemy's advance into a killing ground. And seize the high ground: did you ever hear of anyone seizing the low ground?" - Captain Eric 'Badger' Harris*

Whilst the majority of a tabletop will be classed as **Open Ground** (which has no effect on how a model moves or what it can see), players will want to add terrain to their tabletop to make games more exciting.

Terrain is divided into two Categories: **Area Terrain** and **Linear Terrain**. This allows a huge variety of battlefields to be created with a fairly simple system, allowing Commanders to fight over rich European farmland, the densely forested islands of the Caribbean, the frozen wastes of Siberia, or even on the deck of an aircraft carrier.

Not everyone's terrain collection looks the same and it would be impossible to describe the effects of every possible variation. When a piece of terrain is placed on the tabletop it is important that all players agree on exactly what this terrain represents, as well as clearly defining its boundaries and any relevant rules that might apply.

## TERRAIN CATEGORIES

### AREA TERRAIN

Area Terrain is the name given to any piece of terrain that has a large base and represents an area of the tabletop home to a feature of some kind, be it woodlands, fields of crops, a ruined building or something similar.

Certain Area Terrain may be **Occupied**. This means that should models end their movement entirely within that Area Terrain, they may be subject to certain rules and effects, such as **Cover Saves**.

All Area Terrain should have a defined footprint, so players know exactly where it is. In the case of very large features, such as Rivers or Roads, it is often better to break them up into a number of sections. This makes for better gameplay, as you can define one section of a river as *Shallow Water*, representing a ford, and other sections as *Deep Water*. Conveniently, many terrain collections contain rivers, roads, etc. in short sections already.

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*It is important that all players agree on exactly what a piece of terrain represents.*

---

### EXPOSURE

Although some Area Terrain is considered to **Block Line of Sight**, there is an exception to this rule for models *Occupying* it: this is known as **Exposure**. This represents models being too close to the windows in a ruined building, or finding that there are not quite enough trees between them and the fury of their foes.

A model that can draw Line of Sight to their target as normal without passing through more than 3" of the Area Terrain is considered to treat the Area Terrain as *Open* instead.

**Note:** The models *Occupying* the Area Terrain feature will benefit from any **Cover Saves** afforded by the associated **Degree of Cover**.

## LINEAR TERRAIN

Linear Terrain is the name given to any piece of terrain that represents a barrier of some kind, be it a brick wall, a picket fence, a hedge or something similar.

Linear Terrain should be treated as *Open* for the purposes of Line of Sight (...within reason of course; Commanders should use their discretion if there is a wall on the table that is clearly too high for this to be the case, and as such it can be reclassified as *Blocking* terrain and possibly even *Impassable* to certain units if necessary).

Models may move over Linear Terrain that is not *Impassable* to them.

Models are considered to be *Occupying* a piece of Linear Terrain if they are in Base Contact with the Linear Terrain feature, or are in Base Contact with a model that is.

In addition, the Linear Terrain must intersect a line drawn between the majority of the Firing Section and the Target. If these conditions are met, the target model gains a Cover Save equal to the Degree of Cover they are sheltering behind.

Models gain the benefit of Cover Saves according to the Degree of Cover of Linear Terrain in different ways:

- If two Sections are Shooting at each other through an intersecting piece of Linear Terrain (but which NEITHER are Occupying) then they will BOTH receive Cover Saves.
- Any piece of Linear Terrain that the Firing Section is currently *Occupying* does NOT grant a Cover Save to its target.
- If a shooting Section's Line of Sight to its target intersects a piece of Linear Terrain, the target gains Cover from that Terrain.

## TERRAIN PROPERTIES

Terrain can have a number of important Properties, including Movement Penalties, Degree of Cover and Elevation.

## Movement Penalties

Some terrain is easier to move through than others, and imposes different movement penalties on different **Model Types**. Terrain will fall under one of **three different terrain classes** when it comes to imposing Movement Penalties: **Clear**, **Difficult**, and **Impassable**.

In addition, any **Terrain Type** that states in its special rules that Cavalry may ride/drive through it, may also be driven through by Vehicles as per the exact same rules: Cavalry and Vehicles can ride/drive through a Railing, Light Fence or Wooden Fence, destroying that section of Linear Terrain. A Section of Cavalry or Vehicles (but not Heavy Vehicles) doing so gains **ONE Shaken Marker**.

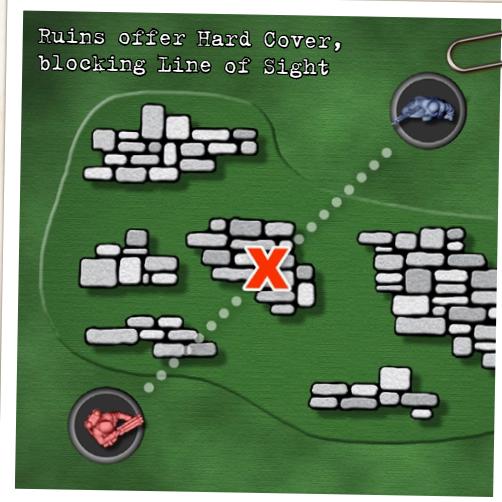
### CLEAR TERRAIN

**Clear** terrain presents no difficulties to a model moving through it.

### DIFFICULT TERRAIN

**Difficult** terrain, as the name suggests, is terrain that a Model Type finds difficult to move through. Models may not move *At The Double* in the same Activation that they move through **Difficult** terrain, unless otherwise specified.





## IMPASSABLE TERRAIN

Models may not be moved through terrain that is *Impassable* to them.

In some cases, certain Terrain Types will have differing penalties depending on the models traversing it—Tank Traps are *Impassable* to most vehicles, but Infantry can easily slip between them, so they treat them as *Clear*.

## Degree of Cover

Some Terrain Types are more solid than others: a hedge may hide part of a model from view, but it won't stop a bullet, whereas a thick brick wall might. Terrain may provide three levels of Cover:

### HARD COVER

A solidly-built wall, a ruined building, or Tank Traps all provide *Hard Cover* that can not only hide a model, but are firm enough to physically block fire from hitting them.

Models in *Hard Cover* add **+2 [BLUE]** Dice to the Defensive Dice Pool.

### SOFT COVER

Tall crops, hedges and woodlands are typical *Soft Cover* that may hide a model, but will not provide much physical protection.

Models in *Soft Cover* add **+1 [BLUE]** Dice to the Defensive Dice Pool.

## OPEN GROUND

Some terrain, such as a road, is too open to provide Cover, as indicated with a '-' in the Terrain Tables.

Models in *Open Ground* do not add any dice to the **Defensive Dice Pool**.

## Elevation

Some terrain pieces allow a model a panoramic view of the battlefield, allowing a model to see—and be seen—much more easily.

Any terrain that is listed as *Elevated* is tall enough that any models on top of it are also *Elevated*. A model that is considered to be *Elevated* (either due to *Occupying* an *Elevated* terrain feature, being a Flying model or due to sheer size) has a commanding view of the battlefield. For more on **Elevated Positions** and how they affect firing, see Page 74.

## Line of Sight

**Area Terrain** features cause Line of Sight to be either *Open* or *Blocked*. While an *Open* Line of Sight is unaffected, a *Blocked* Line of Sight means no firing may be performed through the feature. For more about Line of Sight, see Page 53.

## AREA TERRAIN TYPES

Name	Clear	Movement Penalty Difficult	Impassable	Degree of Cover	Elevation	Line of Sight	Special Rules
Deep Water	-	-	ALL	-	None	Open	None
Shallow Water	-	ALL	-	-	None	Open	Section may NOT Hit The Deck in water!
Forest, Jungle, Woodland	-	Infantry	Cavalry, Vehicles	Soft	None	Blocking	None
Smoke Cloud	-	ALL	-	Soft	None	Blocking	In the End Phase, each Cloud will dissipate on a roll of 4+
Road	ALL	-	-	-	None	Open	Any Section that spends its entire move on a road increases its total movement by D6"
Ruin	-	Infantry	Cavalry, Vehicles	Hard	None*	Blocking	*Commanders may choose to give a Ruin an Elevation Bonus if they consider it to be big enough!
Tank Traps, Rocks	Infantry	-	Cavalry, Vehicles	Hard	None	Blocking	None
Crater	Ironclads	Infantry, Cavalry	-	Hard	None	Open	None
Trench	Infantry*	Vehicles	Cavalry	Hard	None	Open	Infantry treat a Trench as Clear ONLY when they Occupy the Terrain Feature, otherwise a Trench are treated as Difficult.
Crops, Long Grass	Cavalry, Vehicles	Infantry	-	Soft	None	Open	None
Raised Ground	-	-	-	-	Elevated	Blocking	ONLY for models Occupying Raised Ground Area Terrain, the Exposure distance is assumed to be the ENTIRE hill instead of the normal 3".
Intact Building	-	Infantry	Cavalry, Vehicles	Hard	Elevated*	Blocking	*Buildings might not be big enough to be considered Elevated. Commanders should agree which of them are Elevated at the start of the game, noting their Capacity details.

## LINEAR TERRAIN TYPES

Name	Clear	Movement Penalty	Difficult	Impassable	Degree of Cover	Special Rules
Barbed Wire	Cavalry, Vehicles*	-	Infantry	-	-	*Vehicles and Heavy Vehicles can Crush this type of Linear Terrain
Light Hedge	Vehicles*, Cavalry	Infantry	-	-	Soft	*Vehicles and Heavy Vehicles can Crush this type of Linear Terrain
Railing or Light Fence	Vehicles*	Infantry, Cavalry*	-	-	-	*Cavalry and Small Vehicles can drive/ride through a Railing, Light Fence or Wooden Fence Destroying that section of Linear Terrain. A Section of Cavalry or Small Vehicles doing so gain ONE <b>Shaken Marker</b> .
Rubble	Vehicles	Infantry	Cavalry	-	Soft	Vehicles and Heavy Vehicles can Crush this type of Linear Terrain.
Sandbags	Vehicles*	Infantry, Cavalry	-	-	Hard	None
Smoke Barrier	Vehicles	Infantry, Cavalry	-	-	Soft	*Vehicles and Heavy Vehicles can Crush this type of Linear Terrain
Stone Wall	-	ALL	-	-	Hard	In the End Phase, each Smoke Barrier automatically dissipates
Bocage	-	Infantry, Cavalry	Cavalry, Vehicles	-	Hard	None
Thick Hedgerow	Vehicles*	Infantry, Cavalry	-	-	Soft	*Vehicles and Heavy Vehicles can Crush this type of Linear Terrain
Wooden Fence	Vehicles*	Infantry, Cavalry*	-	-	Soft	*Cavalry and Small Vehicles can drive/ride through a Railing, Light Fence or Wooden Fence Destroying that section of Linear Terrain. A Section of Cavalry or Small Vehicles doing so gain ONE <b>Shaken Marker</b> .
						Vehicles and Heavy Vehicles can Crush this type of Linear Terrain.

Of course this is only a small portion of the Terrain that is available in **Achtung! Cthulhu Skirmish**.  
Commanders should feel free to invent new Terrain Types and rules that best suit their collections!

## Practical Terrain

The following is a list of Terrain Types common to the battlefields of **Achtung! Cthulhu**

**Skirmish.** The list is intended more to advise Commanders on the kinds of terrain used, rather than dictate what they should use on the Gaming Table.

The Recommended Dimensions listed are purely that—recommendations.

### Area Terrain

#### BUILDING

Recommended Dimensions:

Width 8-12", Length 8-12"

**Capacity:** This one can be a thorny issue for players, so you probably need to resolve this before a game. If you have a small house, say 5" x 5", you could agree that it accommodates 1 full Section ranging from 6 to 10 models. A Larger house could perhaps be allowed 2 Sections, or maybe even a Section per floor if it is a multi-level house. This needs to be decided by players before play commences.

#### RIVER, LAKE OR DEEP WATER

Recommended Dimensions:

Width 6-12", Length 6-12"

#### ROAD

Recommended Dimensions:

Width 6", Length 12-18"

#### RUBBLE

Recommended Dimensions:

Width 6-12", Length 6-12"

#### STREAM OR FORD

Recommended Dimensions:

Width 4-6", Length 8-12"

#### HULK

Recommended Dimensions:

The size of the Destroyed Vehicle.

#### WOODLAND, CROPS, & BROKEN GROUND

Recommended Dimensions:

Width 8-12", Length 8-12"

### Linear Terrain

#### BARBED WIRE

Recommended Dimensions:

Width 1", Length 6"

#### HEDGE OR FENCE

Recommended Dimensions:

Width 1", Length 6-12"

#### TANK TRAPS

Recommended Dimensions:

Width 3", Length 3-6"

#### TRENCH

Recommended Dimensions:

Width 3-6", Length 8-12"

#### WALL OR SANDBAGS

Recommended Dimensions:

Width 1", Length 6"

## Intact Buildings

Intact buildings vary greatly in size, shape, construction and purpose. Commanders may choose which properties they give their buildings, depending on the mission, how the building is modelled, and what fun ideas or special rules the Commanders prefer.

### CAPACITY

Buildings on a battlefield can, generally, be entered and exited like Transports. To this end, Commanders should assign buildings a *Capacity*.

In the case of large or tall buildings, it is sensible to divide them into portions. This is

important for buildings with several floors, as Sections *Occupying* upper floors will have a greatly improved Line of Sight.

For more information on **Embarking** and **Disembarking** from Transports and Buildings, see Pages 64-65.

### CRUSHING TERRAIN

Vehicles and Heavy Vehicles are able to Crush certain Terrain Types. The piece of terrain is removed from the tabletop. The area previously occupied by the Linear Terrain is now treated as *Open Ground* (see Page 49).



## CHAPTER 11

# Line of Sight

"Great emphasis is placed on scouting and detecting your enemy's position. I think it is overvalued. Die Toten and our other unearthly allies do not need to see their prey - they know instinctively where and how to hunt them." - Black Sun Exarch Reinhardt Weissler

The rule mechanics for **Line of Sight** allow Commanders to determine if models can see one another on the battlefield. This is a vital component of both terrain and model interaction.

For brevity and clarity, in this chapter we will use the terms **Firer** and **Target** to denote the model from which the Line of Sight is being drawn and the one it is being drawn to respectively, regardless of the reason for determining Line of Sight.

All Firing models are treated as individual elements for determining their Line of Sight.

## THE 3 GOLDEN RULES

### Rule #1:

If a thin straight line can be drawn between the centers of both the firing model's base and the base of a model in the target Section, without crossing any Blocking Terrain (Area or Linear), any other model's base, or any other piece of generated Cover (such as Smoke), the firing model's Line of Sight is considered to be **Open**.

### Rule #2:

If Line of Sight can be drawn **centre-of-base** to **center-of-base**, but it must cross a piece of **Linear Terrain**, the firing model's Line of Sight is considered to be **Open**. However, the

target model(s) gain Cover Saves, depending on the **Degree of Cover**, and the position of the model(s), as described in the **Shooting Segment** on Page 66.

### Rule #3:

If a straight line cannot be drawn centre-of-base to centre-of-base without crossing another model, or crossing a piece of terrain that is considered to be **Blocking**, the model **cannot** make the Ranged Attack.

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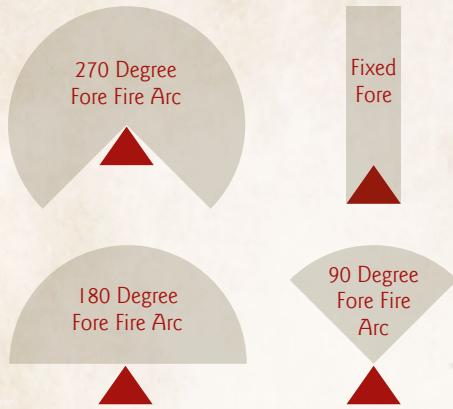
All Firing models are treated as individual elements for determining their Line of Sight.

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## WEAPON ARCS

In *Achtung! Cthulhu Skirmish*, most models can fire in any direction. In effect, they have a 360 Degree Arc of Fire. However, some models can only fire through a **Limited Arc** with one or more of their weapons. If this is the case, it will be listed next to the Weapon's name in the model's **Profile** (see the Force Guides, Appendices C and D).

All Weapons with a Limited Arc will use either a 90, 180 or 270 Degree Arc of Fire. Examples of these are shown overleaf.

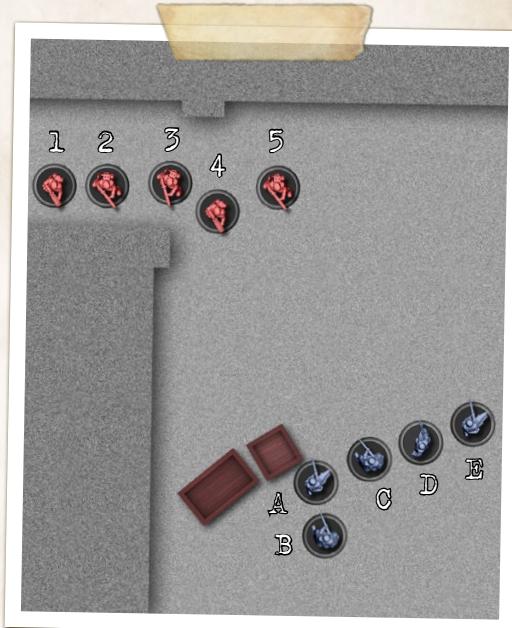


Above are various weapon Arcs of Fire, with all models facing the top of the page:

If the target of a Limited Arc weapon is inside its specified Arc, the Line of Sight to the target is determined as normal. However, if the target is outside its specified Arc, the Line of Sight to the target is considered to be Blocked.

## LINE OF SIGHT EXAMPLE

The easiest way to talk about Line of Sight is an example.



The **Blue** Section is firing at the **Red** Section. Figure A is in Base Contact with the boxes (which may be treated as a wooden fence Terrain Type) and can clearly fire over them unhindered to hit Figures 3, 4 and 5. He can draw a line centre to centre on all three and therefore has an Open Line of Sight.





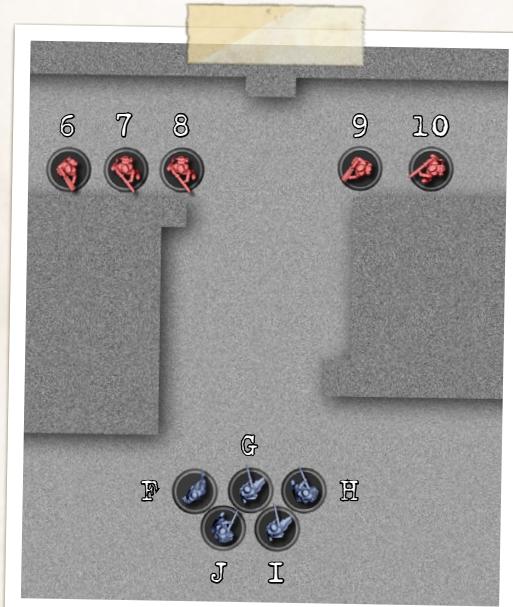
**Figure B** is not touching **Figure A** and cannot draw a line to ANY enemy figure, so therefore cannot shoot.

**Figure C** can draw a line centre to centre to **Figures 4** and **5**, without crossing Terrain or another model, and therefore has **Open Line of Sight**. The same DOES NOT apply to **Figures D** and **E**. They can draw a line to **Figure 3**, but not an Open one. However, they can draw an Open Line of Sight to **Figures 4** and **5**.

**Figures 1** and **2** cannot be seen and therefore cannot be shot at.

In the diagram on the right, **Figures 6**, **7** and **10** cannot be shot at. **Figures 8** and **9** can be Targeted and shot at, but not by every Black Sun Trooper.

**Figures F** and **G** can draw a line to **Figure 9** centre to centre (barely!). **Figure H** cannot see **Figure 9** centre to centre, but he is the only one with an Open Line of Sight centre to centre on **Figure 8**.



It can be handy to use a piece of string or a laser light to help decide whether the firer is able to draw Line of Sight to the target if there is a disagreement.



## CHAPTER 12

# Sequence of Play

*"What is greatest in life? To live well and fulfil one's destiny. My destiny is to hunt and kill the demons from beyond this world. It is how I serve my people and honour my ancestors. I derive great satisfaction from it."* - Unknown Reich pathfinder

To enable a game of *Achtung! Cthulhu Skirmish* to run smoothly, it is broken down into **Game Turns**; each Turn is further broken down into **Phases**, with **Segments** and **Steps**. Both Commanders need to complete all of their actions in each of the Phases **before** either Commander moves on to the next Phase. Once all of the Phases are completed in a Turn, that Turn ends and the next one begins, following the same sequence. The following rules describe what happens in each of these Phases.

## Pre-Turn Phase (SEE PAGE 59)

This is when Commanders organise themselves and their forces for the upcoming Game Turn. The Pre-Turn Phase has the following Steps:

1. Tactical Action Card Step
2. Command Points Step
3. Late Arrivals Step
4. Initiative Step

## Section Activation Phase

The Section Activation Phase is where the bulk of the action takes place. This is when Sections will manoeuvre and fire their weapons. Each Section will activate in turn, in the order determined by the **Initiative**, performing all of their actions before passing over to the next Section.

When it is a Commander's turn to perform an Activation, they must choose one of their Sections that is **Ready to Activate**. That Section now proceeds with its Activation in the following sequence, performing all of its actions as appropriate. Once all Sections have activated, the Turn moves to the Melee Phase.

### COMMAND SEGMENT (SEE PAGE 61)

1. Command Coherency Step
2. Command Orders and Cards Step
3. Command Spellcasting Step

### MOVEMENT SEGMENT (SEE PAGE 63)

1. Movement Orders and Cards Step
2. Movement Actions Step
3. Movement Consolidation Step

### SHOOTING SEGMENT (SEE PAGE 66)

1. Tactical Action Card Step
2. Declare Target(s) and Shooting Action Step
3. Determine Line of Sight Step
4. Determine Range and Target Priority Chain Step
5. Compile Attack Dice Pool Step
6. Resolve Attack Dice and Allocate Hits Step
7. Resolve Cover Saves Step
8. Apply Damage and Resolve Casualties Step
9. Shooting Consolidation Step

**Melee Phase (SEE PAGE 78)**

During the **Section Activation Phase**, Sections may **Charge** into **Base Contact**, ending their movement with their base touching the base of an opposing model. During the **Melee Phase**, these Sections will then fight in hand-to-hand combat.

If one or more Sections are in Base Contact with an opposing Section, they must now fight a round of Melee, as described in Chapter 17. If there are multiple separate Melees, each resolves their Melee entirely, before moving on to the next Melee to resolve. The first Commander in the Initiative Order chooses which Melee is resolved first, and then the second Commander chooses the next and so on.

Each Melee contains the following Steps:

1. **Melee Orders and Cards Step**
2. **Resolve Melee(s) Step**
3. **Melee Consolidation Step**

**End Phase (SEE PAGE 85)**

The **End Phase** of each Turn allows the players to collect together their thoughts and plans, and ready the tabletop for the next Turn. During the End Phase of each Turn, the following Steps occur in order:

1. **Uncontrolled Models Step**
2. **Battle Log Points Step**
3. **Restore Order Step**
4. **Repairs and Medics Step**
5. **Check for End of Game Step**
6. **Remove Expired Markers Step**

*"My centre is crumbling and I  
am outnumbered on my flanks.  
Excellent, I shall advance!"*

*- Colonel Gerard d'Bois*



## Sequence Checklist

SIZE, BATTLEFIELD & OBJECTIVES  
DEPLOYMENT

## PRE-GAME SET-UP

## ARRANGING A GAME (see Page 31)

1. Determine Game Size (MFV)
2. Determine Table Size
3. Choose your Force and Compose Force Lists

**PREPARE THE BATTLEFIELD (see Page 32)**

1. Set Up Terrain
2. Establish Tactical and Strategic Advantage
3. Scenario Generation  
(if not using pre-determined Scenario)
  - Deployment Type
  - Mission Objectives
  - Battlefield Conditions
4. Deployment (see Page 38)
  1. Vehicle Deployment
  2. Main Deployment
  3. Scouting Deployment
  4. Infiltrator Deployment
  5. Strategic Forces
5. Choose Tactical Action Cards
6. Commence Battle!



## PRE-TURN (P.59)

## SEQUENCE OF PLAY

1. Tactical Action Card Step
2. Command Points Step
3. Late Arrivals Step
4. Initiative Step

## COMMAND SEGMENT (see Page 61)

1. Command Coherency Step
2. Command TAC and Orders Step
3. Command Spellcasting Step

## MOVEMENT SEGMENT (see Page 63)

1. Movement Orders and Cards Step
2. Movement Actions Step
3. Movement Consolidation Step

**SHOOTING SEGMENT (see Page 66)**

1. Tactical Action Card Step
2. Declare Target(s) and Shooting Action
3. Determine Line of Sight
4. Determine Range and the Target Priority Chain
5. Compile Attack Dice Pool
6. Resolve Attack Dice and Allocate Hits
7. Resolve Cover Saves
8. Apply Damage and Resolve Casualties
9. Shooting Consolidation Step

**REPEAT SECTION ACTIVATION**  
for the other Commander's next Section;  
continue until all Sections on the table  
have Activated

## SECTION ACTIVATION PHASE

## MELEE PHASE (see Page 78)

1. Melee Orders and Cards Step

## 2. Resolve Melee(s) Step

1. Nominate Target Section(s)
2. Compile Melee Attack Dice Pools
3. Roll MAD and Calculate Successes
4. Apply Damage and Resolve Casualties
5. Check for Victory
6. Gain the Upper Hand
7. Move Up Remaining Models

## 3. Melee Consolidation Step

1. Uncontrolled Models Step
2. Battle Log Points Step
3. Restore Order Step
4. Repairs and Medics Step
5. Check for End of Game Step
6. Remove Expired Markers Step

## END PHASE (See Page 85)

**IF THE GAME HASN'T ENDED, RETURN TO  
THE START OF THE SEQUENCE OF PLAY**



## CHAPTER 13

# Pre-Turn Phase

*"Seize the initiative and, once grasped, make sure you retain it. Never let your fingers loosen their grip for a moment. If you fail, you may find yourself reflecting on that lesson as you slowly roast in the fires of Hell." - Commander Siegfried Strum*

Getting yourself ready for each Turn is key to the smooth running of any game. During the **Pre-Turn Phase**, the following Four Steps should be followed. These Steps allow a Commander to assess the battlefield, gather their thoughts and ready themselves for the upcoming onslaught.

1. **Tactical Action Card (TAC) Step**
2. **Command Points Step**
3. **Late Arrivals Step**
4. **Initiative Step**

### 1. TAC STEP

Any Commanders wishing to play **Tactical Action Cards** in this Phase announce their intention to do so by placing a single card face down on the table in front of them. The Commander with *Strategic Advantage* determines the order in which these face-down cards are turned over and resolved. Players can only use Command Points left over from the previous Turn during this Step.

### 2. COMMAND POINTS STEP

Although the troops of *Achtung! Cthulhu Skirmish* can perform most simple actions on their own initiative, if a Commander wishes them to undertake more advanced or complex tasks, they need to spend **Command Points**.

Any Command Points left over from the previous Turn, and that were not spent in the **TAC Step**, are now lost. In the **Command Points Step** of the **Pre-Turn Phase**, every Officer and NCO on the tabletop will generate a number of Command Points that they can use throughout the Turn to influence the troops around them. The number of Command Points each Officer and NCO generates varies, and is listed in their Section's entry in the Nation's **Force Guide**.

### 3. LATE ARRIVALS STEP

Sometimes, Commanders wish to place forces in reserve, execute bold flanking manoeuvres with fast moving units, or forces might arrive late after the battle has been joined due to narrative/scenario reasons. Regardless of the cause, these models are all deployed in the same way.

Models that are scheduled to arrive this Game Turn do so in the following way:

- The Commander with *Strategic Advantage* may decide which Commander must deploy a Section from their Strategic Forces first. Sections are placed alternately, using the **Order of Deployment** detailed on Page 38.
- During the **Late Arrivals Step**, all models arriving this Game Turn should be placed so that some part of the model is touching the relevant board edge. Arriving Vehicles

should be placed so their aft 90-degree Arc is touching the relevant edge of the board.

- No model may be deployed in terrain that is *Impassable* to it.

## 4. INITIATIVE STEP

Commanders now determine the order of Initiative for the current Turn. This is used to decide the order in which Commanders can begin activating their Sections, and the order in which the effects of certain Game Cards resolve.

Each Commander takes an **Opposed Command Check** (see Page 23). The Commander who rolls the greatest number of Successes can

**CHOOSE where they will act in the order of Initiative**, the Commander with the next greatest number chooses second, and so on. If a Commander wishes to spend Command Points to Bolster this roll, the Command Points used must be spent by the force's Senior Commanding Officer.

**If the Check is tied**, the Commander with the **Tactical Advantage** goes first.

If you have no Officers left in a Force, your Initiative roll will be the basic **2 BLACK Dice**.

This order of Initiative is then the order in which Commanders will begin activating their Sections this Turn, and the order in which certain other actions or effects take place.





## CHAPTER 14

# Command Segment

“Your men look to you for orders and direction on the battlefield. It’s your absolute duty - a sacred trust - to protect them and preserve their lives, but don’t be sentimental about sending them to die either, if it achieves the objective. Victories cost lives.” - Major Michael Powell

For soldiers to fight effectively, they need to be able to receive their Officer’s orders, to keep their heads under enemy fire and to hold together as a single unit. As such, the following Steps need to be taken, to ensure that the Section can fight normally during the remainder of its Activation. The first part of a Section’s Activation is the **Command Segment**, during which these three Steps are followed:

1. Coherency Step
2. TAC and Orders Step
3. Spellcasting Step

### 1. COHERENCY STEP

Check to see that ALL models in the Section are in **Coherency**. To be in Coherency, each model must be no further than their **Coherency Distance** from another model in the Section. This model must in turn be no further than the Coherency Distance from another model in the Section and so on, until all models are accounted for.

#### Coherency Distance

**Infantry**

**Vehicles & Cavalry**

2"

4"



## 2. TAC AND ORDERS STEP

In this Step, TACs are announced and their effects resolved. In addition, any number of Orders may be issued during this Step. See Page 24 for **Issuing Orders** and Page 44 for **Tactical Action Card** rules.

## 3. SPELLCASTING STEP

Models with the **Spellcaster** MAR can attempt to cast a single Spell during this Step.

To cast a Spell, a model must pass a special kind of **Command Check**. This functions exactly as a standard Command Check, except the number of Successes required is determined by the Spell. Certain MARs and other effects

can modify the Command Check or the number of Successes needed.

When casting a Spell, the colour of the Command Check dice are determined by the Spellcaster's **Quality**.

Spellcaster Quality	Spelcasting Dice Colour
Militia	BLACK
Regular	BLUE
Veteran	RED

Unless otherwise specified, Spells are cast during the Command Segment and a model can only cast one Spell per Game Turn. See Page 24 for more on casting Spells.





## CHAPTER 15

# Movement Segment

*"Try not to confront your enemy head on, or attack a prepared position unless you must. Movement and manoeuvre, that's always the ticket. Outflank, envelop or surround him, and always strike where it will do him the greatest harm..." - Major Seraph*

One of the key ways in which models in **Achtung! Cthulhu** differ is the manner by which they move about the Game Table. Most models are Infantry, who can simply walk or run. Flying models on the other hand are able to sustain low altitude flight, whilst Cavalry can sacrifice their ability to manoeuvre to give themselves a significant burst of speed.

The great vehicles of the war are even more different; being hulking machines weighed down with thick metal plating, their movement is significantly less flexible, but their engines can still generate significant speed.

During the **Movement Segment**, the following Steps occur in order:

1. Movement Orders and Cards Step
2. Movement Actions Step
3. Movement Consolidation Step

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Charging models move up to twice their listed Movement, but may not perform a Shooting Action.

---

### 1. MOVEMENT ORDERS AND CARDS STEP

During this Step, any **Orders** affecting Movement are issued, and any **TACs** affecting Movement are played.

### 2. MOVEMENT ACTIONS

During this Step, models in a Section may perform one of the **Movement Actions** listed below that they are eligible to make, depending on the **Model Type**.

All movement obeys the following rules, unless specifically stated otherwise:

- A model's movement can be made in **any direction**, freely changing direction at any point, as long as the model does not move further than its **Movement Value**.
- A Section cannot voluntarily finish its movement with any of its models outside **Coherency** (see Page 61).
- A model cannot move through other models or **Impassable terrain**.
- A model **cannot** finish its move with its base on top of another model's base.
- A model must end its movement **at least 1"** away from an enemy model unless performing a **Charge Movement Action** against the enemy model's Section.
- All models in a Section are assumed to make the same Movement Action during their Activation.
- A model **cannot** take a Movement Action if that model or its Section are **Engaged in Melee combat**.

## ADVANCE

The most common Movement Action. The models move up to their listed **Movement Value (Mv)**. Models may perform an **Open Fire Action** after *Advancing*.

## AT THE DOUBLE

The models move up to twice their listed **Movement Value (Mv)**. Models may not perform a **Shooting Action** after moving *At The Double*.

## CHARGE

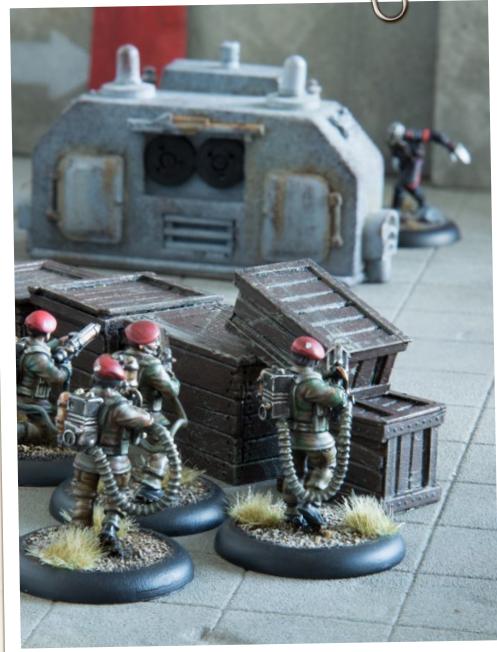
The models move up to twice their listed **Movement Value (Mv)**. Models may move into **Melee** (Base Contact) with an opposing Section(s) but may **not** perform a **Shooting Action**. A Section may only perform a *Charge* action if all conditions below are met:

- At least one model in the Section has **Line of Sight** to the Opposing Section they intend to *Charge*.
- At least one model in the Section is capable of moving into **Base Contact** with a model in the opposing Section or a piece of **Linear Terrain** the opposing Section is **Occupying**.
- The acting model is **not a Vehicle**.
- If a Section has an **Elevated Marker** next to it, it may not be *Charged* by a Section, unless that Section also has an **Elevated Marker** next to them, or makes a move that gains an **Elevated Marker** (e.g. Models at the base of a hill making a *Charge* move against a Section on top of the hill and which is therefore currently *Elevated*).

Individual models *Charging* over **Difficult** terrain (of any Type) do not move up to twice their listed Movement Value (Mv), and instead may only move their basic Movement Value (Mv) as they clamber to reach their enemy.

Once the *Charging* Section has completed its *Charge*, the defending models may make an out-of-sequence move to bring their **Unengaged** models either into **Base Contact** with the enemy or into **Base Contact** with a friendly model that is already **Engaged**.

A Section may end its *Charge* in contact with more than one enemy Section, as long as it remains in **Coherency**.



## DISEMBARK

To *Disembark* from a Transport or Building, a Section makes a *Disembark Move Action* and the Section is placed within 4" of the Transport or Building:

- This action may not be carried out if the Transport has moved *At The Double* this Game Turn.
- Once the *Disembarking* models have been placed on the tabletop, the Transport may still make a **Shooting Action** that is independent of the *Disembarked* Section.
- If any models in a Section *Disembark*, the whole Section must *Disembark*.
- If there is not enough room to place all models (due to terrain or other models), a Section cannot *Disembark* voluntarily. If a Section is forced to *Disembark*, any models which cannot do so without placing their bases within **Impassable** terrain or on top of another model's base, are immediately **Killed**.
- Any Transport and the Section which has *Disembarked* will activate separately from this point on, unless an Officer issues an Order for them to act simultaneously, or the Section *re-Embarks* onto their Transport.

## Movement Actions

<i>Advance</i>	A model may move up to its Movement Value. The model may perform an <i>Open Fire</i> later in the Activation.
<i>At The Double</i>	A model may move up to TWICE its Movement Value. The model may not perform a Shooting Action.
<i>Charge</i>	A model may move up to TWICE the model's Movement Value into Melee. The model may not perform a Shooting Action.
<i>Disembark</i> ( <i>Infantry only</i> )	The model may <i>Disembark</i> from a Transport/Building in which are <i>Embarked</i> .
<i>Embark</i> ( <i>Infantry only</i> )	The model may <i>Embark</i> into a Transport/Building that is within 4" of them.
<i>Hold Your Ground</i>	A model does not Move, but may pivot on the spot and Fire.

### EMBARK

To Embark into a Transport or Building, a Section makes an *Embark* Move Action.

To make an *Embark* Move Action:

- A Section must begin its Activation with all models within 4" of the Transport or Building.
- If any models in a Section *Embark*, the whole Section must *Embark*, or the *Embark* Action fails.
- The Transport or Building must be empty and have sufficient **Capacity** for the Section to *Occupy* it.
- If the Transport has not already activated, it may activate normally later in this Game Turn, performing any allowed Actions (Advancing, performing Ranged Attacks etc.), but it cannot make an *At The Double* Move Action.

The Section is removed from the battlefield and is considered *Embarked* in the Transport or Building. Place the models to the side and mark the Transport or Building as *Occupied* in a suitable way.

### HOLD YOUR GROUND

The model does not move. A model making a *Hold Your Ground* Action may pivot on the spot about its centre point. This action is available to all Sections.

## 3. MOVEMENT CONSOLIDATION

During this Step, simply ensure the Section has the correct **Markers** before moving on to the **Shooting Segment**.

## SPECIAL MOVEMENT ACTIONS

### FLYING MOVEMENT

Models with the **Flying** MAR may opt to make use of **Cover**, staying close to the ground and moving as Infantry. Alternatively, they may opt to fly over terrain. When doing so, they may ignore any *Difficult* or *Impassable* terrain they pass, as they simply fly over it. If they do so, they are assumed to be *Elevated* until their next Activation. Place an **Elevated Marker** next to the Section to remind you.

### VEHICLE MOVEMENT

See **Vehicles and Transports**, Page 88.

*"Retreat is not necessarily defeat,  
mes enfants"*

*- Colonel Gerard d'Bois*



## CHAPTER 16

# Shooting Segment

*"Pick your target, shoot first, and keep firing until they don't move anymore. That's the first, last and only thing you need to know about infantry combat."*

*- Major 'Mad' Jack McMasters*

During the Shooting Segment, Commanders execute **Ranged Attacks** against non-Vehicle **Model Types** (such as Infantry), and **Vehicle Attacks** against targets designated as Vehicles (such as Tanks, or Field Guns). In this chapter, we will focus of Ranged Attacks. All Ranged Attacks are resolved using the following steps:

### 1. TAC STEP

Relevant **Tactical Action Cards** in your **TAC Hand** may be played in this Step.

### 2. DECLARE TARGET(S) AND SHOOTING ACTION

During this Segment, a Section may declare one Ranged Attack using **Ranged Attack Dice (RAD)** and one attack using **Vehicle Attack Dice (VAD)**. However, a weapon may only ever contribute to one of these attacks, not both.

Certain attacks are resolved separately from the rest of the Section's fire, such as **Snipers** and **Indirect Fire Attacks**. For the most part, however, all models who can contribute to an attack should do so, to ensure maximum effect.



Commanders should declare which models in the firing Section are contributing to the attack. A Section may only fire at an opposing Section if one or more models in the opposing Section are a **Valid Target**.

If a Section fires on a **Field Gun Section** (the Crew of which is Infantry), the shooting Section may choose whether to fire at the **Field Gun** (using VAD), or at the **Crew** (using RAD), or may split the Section so that some models fire at one, and some at the other. Individual crew members are targeted in order, according to the **Target Priority Chain** (see Page 68).

A model **cannot** take a **Shooting Action** if that model or part of its Section are *Engaged* in Melee.

To be a **Valid Target** for a **Ranged or Vehicle Attack**, a model must:

- Be within either Effective or Long Range.
- Be within Line of Sight—unless an Indirect Fire Weapon is being used.
- Not have the **Non Combatant** MAR.
- Not belong to a Section *Engaged* in Melee.

There are **two** types of Shooting Action; during an Activation, models may choose a single Shooting Action from these options:

- **Open Fire!**
- **Set Overwatch**

## Shooting Sequence

Step	Summary
1 TAC Step	Play any relevant <b>Tactical Action Cards</b> .
2 Declare Target(s) and Shooting Action	Declare the enemy Section(s) that are the Target of the Ranged Attack. Sections should also nominate any Shooting Action they are planning to make.
3 Determine Line of Sight	Determine which of the Shooting models can draw a valid Line of Sight to a model in the Target Section.
4 Determine Range and Target Priority Chain	Establish the range between each contributing model in the Shooting Section to the Target Section, and determine the order in which models will be removed as casualties.
5 Compile Attack Dice Pool	Each contributing model adds its weapon's Attack Dice to the Attack Dice Pool, making sure to differentiate between different Dice Colours as necessary.
6 Resolve Attack Dice and Allocate Hits	Each roll of a <b>4</b> , <b>5</b> or <b>6</b> is usually a Success, and rolls of <b>6</b> have varying effects dependent on the Dice Colour. The total number of Successes rolled on all of the Attack Dice are then allocated using the Target Priority Chain, starting with the closest model first.
7 Resolve Cover Saves	The target Section may have access to Cover Saves, which should be rolled to reduce the total Successes rolled.
8 Apply Damage and Resolve Casualties	Any remaining Allocated Hits (after Cover Saves) are applied and models removed as Casualties if all their Life Points are lost.
9 Shooting Consolidation	Resolve any Morale Checks, place <b>Game Markers</b> and then move on to the next Activation.

## OPEN FIRE! ACTION

The model(s) immediately make a **Ranged Attack** or **Vehicle Attack** against a Target Section. This is by far the most common Shooting Action and is resolved using the Sequence of Shooting below (Steps 3-9).

## SET Overwatch ACTION

*Overwatch* is when a Section has prepared itself to fire at a moment's notice, such as when a target moves into Line of Sight, out of *Cover* or at some other opportune moment.

Any models that have moved during this Activation, or that have any **Shaken Markers** applied to them, may not perform an *Overwatch* action.

The models do nothing in this Shooting Segment, but may make an *Open Fire!* Action later in the Game Turn, resolved using the Shooting Sequence below. Place an **Overwatch Marker** next to the Section to remind you that the unit is on *Overwatch*. A Section on *Overwatch* may fire at the end of **any** subsequent Movement Segment—even an enemy Movement Segment!

- When a Section on *Overwatch* fires, all shots are considered to be *Rushed*.
- All **Overwatch Markers** are removed in the **End Phase**.
- If a Section on *Overwatch* gains a **Shaken Marker**, it immediately loses its **Overwatch Marker** and gains an **Activated Marker** instead.
- Once a Section has fired on *Overwatch*, it loses its **Overwatch Marker** and gains an **Activated Marker**.
- Models may not use *Observed Fire* (see Page 75) on *Overwatch*.
- A Section that is on *Overwatch* and is **Charged** by another Section may make their Shooting Action against the **Charging Section** only; this Shooting Action takes place at the end of the **Charge Move**. If the **Charging Section** has the **Daunting MAR**, the **Morale Check** is made before the *Overwatch* Shooting Action.

## 3. DETERMINE LINE OF SIGHT

Commanders should determine which of the **3 Golden Rules** for Line of Sight apply to each firing model. Some models targeted in an Attack may be *Blocked* and some may be in the *Open*. See page 53.

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Players should also agree on the Target Priority Chain within the target Section.

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## 4. DETERMINE RANGE AND TARGET PRIORITY CHAIN

To determine Range, measure along the Line of Sight of every model in the firing Section who is contributing to the Attack:

- If one or more Valid Targets in the target Section are within the **Effective Range**, the firing model contributes Attack Dice to the Ranged Attack Dice Pool with the Number and Colour of Attack Dice listed in the weapon's Effective Range entry.
- If one or more Valid Targets in the target Section may only be reached using **Long Range**, the firing model contributes Attack Dice to the Ranged Attack Dice Pool with the Number and Colour of Attack Dice listed in the weapon's Long Range entry.
- If **no** Valid Targets in the target Section are within the weapon's Long Range, the model may not fire at the target Section.

At this stage, players should also agree on the **Target Priority Chain** within the target Section—starting with the **closest model** to the firing Section first, **then working back** to the furthest possible casualty. This will be the order in which casualties will be removed. In cases where it is impossible to determine the closest model (either due to the target Section *Occupying* a building or when models are equidistant), the target Section's Commander may determine the Target Priority Chain for contested models—**Commanders should remember to play within the spirit of the rules in these cases**.



## 5. COMPILE ATTACK DICE POOL

The player now needs to gather all of the Attack Dice they are going to roll for the Ranged Attack.

Each model contributing to the attack adds a Number and Colour of Attack Dice to the Attack Dice Pool equal to the full amount listed on the profile of the weapon it is using, at the relevant range, as discussed above.

Certain special rules and other game effects may alter the total dice in the pool at this point.

Once the Attack Dice Pool has been compiled, but **before** these dice are rolled, the target Section may choose to **Hit The Deck** as an Action, if able (see Page 74).

## 6. RESOLVE ATTACK DICE AND ALLOCATE HITS

The player then rolls their Attack Dice Pool, performing any re-rolls, or additional rolls from **Red 6s** as necessary, and calculates the total number of Successes.

### SOLO WEAPONS

Some weapons never add to a collective Attack Dice Pool and instead must always fire alone. These are referred to as Solo Weapons, and will be denoted with the **Solo Weapon** MAR.

### QUALITY OF SHOOTING

The roll to hit in *Achtung! Cthulhu Skirmish* varies greatly, depending on how well the shooting Section has been able to focus on its target. This can be affected by **Orders**, **Shaken Markers**, and other factors.

Shots are divided into three types: **Placed**, **Regular** and **Rushed Shots**.

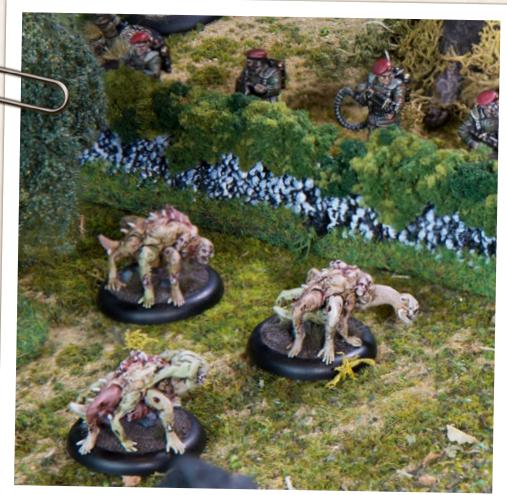
- **Placed Shots** occur when the Section's fire has been carefully directed, and it is able to focus on shooting without any distractions. *Placed Shots* hit on a **3+**.
- **Regular Shots** represent firing under normal conditions. *Regular Shots* hit on a **4+**.
- **Rushed Shots** are fired under hazardous or stressful conditions, with no time to aim properly. *Rushed Shots* will hit on a **5+**.

Unless otherwise stated, all Shooting begins as *Regular Shots*. Various conditions can change the Quality of a shot. If a shot would have both the *Placed* and *Rushed* conditions applied, instead treat the shot simply as a *Regular* one, ignoring the conflicting conditions.

After rolling the Attack Dice Pool, total the number of Successes. These Successes are referred to as the **Damage Pool**, and are initially applied as follows:

- If the total number of Successes (or 'Hits') is equal to or greater than the **Injury Rating (IR)** of the closest model, that model suffers the loss of **1 Life Point (LP)**.
- If that model is not *Killed* (it has multiple Life Points), the remaining number of Hits are compared again to the IR, and if they equal or exceed the IR that model suffers the loss of another Life Point, and so on, until that model is *Killed*.
- Once the closest model has been *Killed*, any remaining Hits are then carried forward to the next closest model (the next model in the Target Priority Chain) and the process is repeated.
- Any Hits that are insufficient to cause the loss of a Life Point on the next model in the Target Priority Chain are left as 'Floating Damage'.

**Note:** This is an important mechanic, so do not forget your 'Floating Damage'.



## 7. RESOLVE COVER SAVES

If able, the target Section may attempt to reduce the Total number of Successes rolled by the Damage Pool through the use of **Cover Saves**. This is done by creating a **Defensive Dice Pool**. A model is entitled to add **Cover Dice** to the Section's Defensive Pool if the incoming attack would result in a Life Point/Hull Point being lost by that model. A model may only ever add **Cover Dice** to the pool once, irrespective of the amount of Life/Hull Points lost. The Defensive Dice Pool is generated by adding the following:

- Hard Cover adds **+2 [BLUE] Dice**.
- Soft Cover adds **+1 [BLUE] Dice**.

Once the Attack Pool Successes have been determined, the target should then roll their Defensive Pool and, for each Success rolled, reduce the number of allocated hits in the Attack Pool by the number of Successes rolled by the Defensive Pool, starting with the **Floating Damage first**, then the Damage allocated to the **furthest model** in the Target Priority that has been allocated hits second, **then work backwards** in the Target Priority Chain.

## 8. APPLY DAMAGE AND RESOLVE CASUALTIES

Once the Defensive Pool has removed Damage, the remaining Hits should clearly indicate the casualties sustained. Models *Killed* through loss of all remaining Life Points must be removed from the battlefield at this point; those that have lost Life Points but are not dead must have **Life Point Lost Markers** placed next them.

## 9. SHOOTING CONSOLIDATION STEP

Once all Ranged Attacks from a Section have been resolved:

- Any necessary **Morale Checks** should be made, and **Shaken Markers** placed as appropriate.
- The activating Section should have an **Activated Marker** placed next to them.
- Finally, play passes to the next Activation.



## Example of Shooting

Here, a Section of six Commandos moves into position to fire at a Section of Black Sun Line Infantry. The Allied player nominates the Line Infantry as a Target for an **Open Fire!** Shooting Action and determines that all the Models in the Section are in Line of Sight of at least one Commando.

Next the Allied player determines the range to the target, finding the first Models in the Section to be within 8". Then both players agree on the Target Priority: Trooper 1 and Trooper 2 are equidistant, so the Black Sun player nominates which will be the first in the chain (this is important in cases where Specialists or NCOs might be targets!). The Black Sun NCO is third in the chain and the Models in the building are fourth (the Black Sun Player nominates the Trooper 4 to be next in the chain).





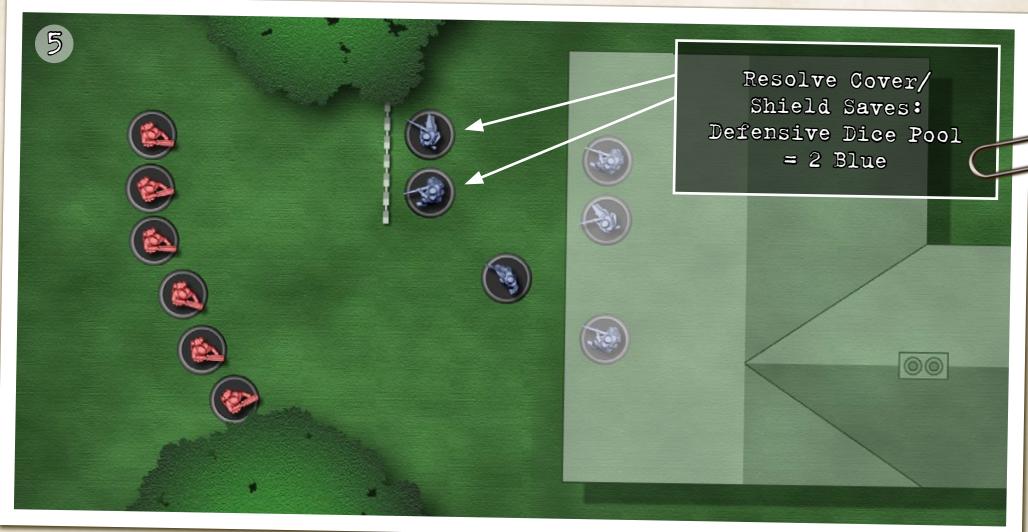
Each Commando is armed with a Sten Submachine Gun which rolls 2 [Blue] Dice at the Determined Range. These dice are combined into the Attack Pool for an impressive 12 [Blue] Dice to be rolled.

The Shooting Action is neither Rushed nor Placed so the Allied player now rolls the Attack Dice Pool, treating all 6s rolled as 2 hits (due to the **Heavy Dice** mechanic in play), needing 4, 5 or 6 [BLUE] and scores an astounding 13 hits!... way above average. With 13 Hits in the Damage Pool, the Black Sun Section is in real trouble.

The Damage Pool is then allocated along the Target Priority Chain, starting with the closest Model, allocating Hits to Models that are sufficient to Kill them before moving on to the next Model in the chain. In this case Trooper 1 and Trooper 2 both take 3 Hits each (because they have IR3 on their profile), the NCO takes 3 Hits but will survive because he has a IR of 3 and 2 Life Points, and the remaining 1 Hit is left to the side as a Floating Hit.



SHOOTING SEGMENT



Trooper 1 is behind a wooden fence and so contributes **+1 [BLUE]** Dice to the Defensive Dice Pool, as does Trooper 2. The NCO is in the Open so does not contribute any Defensive Dice, and the Troopers in the building are not under threat. This means the Black Sun Player has a Defensive Dice Pool of **2 [BLUE]** Dice. Rolling this pool, needing **4, 5 or 6** the Black Sun Player scores 2 Successes, reducing the Damage Pool by that amount.

With the Damage Pool reduced by 2, down to 11 Damage, the Hits are recalculated using the Target Priority Chain so that Trooper 1 takes 3 Hits, and is **Killed**. Trooper 2 takes 3 Hits and is **Killed**. The NCO takes only 3 Hits and receives a **Life Point Lost Marker**. The remaining Floating Hits are now ignored.

Fortunately, Cover (and those unfortunate troopers) managed to soak some of the deadly SMG fire. The Black Sun NCO can now reach the safety of the building and organize a counter-attack.



# SHOOTING SEGMENT MODIFICATIONS

## HIT THE DECK ACTION

Troopers that come under heavy fire are often better off diving for Cover to minimise their silhouette.

Models that execute a *Hit The Deck* Action generally improve their Cover Save by one, but suffer penalties for doing so (see below). If a Section chooses to *Hit The Deck*, all members of the Section must do so, or the Action cannot be attempted. Only models designated as Infantry may make the special *Hit The Deck* Action.

At the end of their Movement Segment, or when an Infantry Section comes under fire, and before any Attack Dice are rolled, that Section may declare it has *Hit The Deck*. Place a **Hit The Deck Marker** next to this Section and replace any **Overwatch Marker** with an **Activated Marker**.

A Section with a **Hit The Deck Marker** will improve their Cover Save by one:



- Models already in Open Ground gain the benefit of Soft Cover (+1 [BLUE] Dice)
- Models already in Soft Cover gain the benefit of Hard Cover (+2 [BLUE] Dice)
- Models already in Hard Cover gain no additional benefit.

For the rest of the Turn, the Section will make any Shooting Action as *Rushed Shots*.

If the Section makes any Movement Action other than *Hold Your Ground*, remove the **Hit The Deck Marker** at the beginning of the Movement; otherwise, the Marker is removed in the **End Phase** of the Turn. If the Movement Action was *At The Double* or *Charge*, the Section gains a **Shaken Marker**.

A Section that has already activated, and which comes under fire, may declare a *Hit The Deck* Action, but in addition to taking a **Hit The Deck Marker**, that Section will also take a **Shaken Marker**.

## ELEVATED POSITIONS

Elevated models such as flying models, models Occupying Raised Ground or other elevated terrain have a wide panoramic view of the battlefield and can weaken the efficacy of terrain that the enemy might be cowering behind. Elevated models may ignore non-Elevated models for the purposes of determining Line of Sight.

Elevated models firing at a Non-Elevated Target also gain an Elevated Bonus that serves to reduce the degree of Cover the target enjoys by one level. This means that:

- Models already in Soft Cover are treated as being in Open Ground.
- Models already in Hard Cover are treated as being in Soft Cover (+1 [BLUE] Dice).
- Models that elect to *Hit The Deck* against fire from an **Elevated Position** ignore the Elevated Bonus and keep the Cover Level they are currently enjoying, prior to *Hitting the Deck*.

Flying units that have moved and have an **Elevated Marker** beside them are in an Elevated Position.

Elevated Sections may be targeted by **Indirect Fire (IDF)** Weapons.

## INDIRECT FIRE (IDF) WEAPONS

Models using weapons with the **IDF Weapon** MAR normally fire in a high arc, allowing them to shoot over terrain, and potentially target areas to which they cannot draw Line of Sight. Use of these weapons is not without risk, as friendly elements can often be caught in the barrage. Care and planning must be taken to ensure Indirect Fire Weapons can be used effectively.

Indirect Fire Weapons are capable of firing in two different ways: **Over Open Sights** or **Observed Fire**.

- Weapons may only employ *Observed Fire* at a Weapon's Long Range.
- If an IDF weapon can draw Line of Sight to the target, the weapon may fire on that target directly *Over Open Sights*.

### OVER OPEN SIGHTS

Firing *Over Open Sights* is when an IDF Weapon can see its intended target. Firing *Over Open Sights* does not require a model with the **Spotter** MAR to have a Line of Sight to the Target. *Over Open Sights* Attacks still use the **Scatter Mechanic** noted below.

### OBSERVED FIRE

*Observed Fire* is when a model with an Indirect Fire weapon uses a Spotting model to direct fire-power onto a target that they themselves cannot see. In some cases, the spotter may be calling on Artillery from off the board, or even a bombing run from an aircraft overhead. In all cases, the effect is much the same.

## INDIRECT FIRING PROCEDURE

### 1. NOMINATE INITIAL AIMING POINT

This is where you want the barrage to land. The Initial Aiming Point must be within the Range and fire arc of all IDF weapons making an attack.

- If firing *Over Open Sights*, the Initial Aiming Point must be in Line of Sight of a model in the firing Section.

- If using *Observed Fire*, the Initial Aiming Point must be within Line of Sight of a model(s) with the **Spotter** MAR.

Indirect Weapons are capable of firing in two ways: **Over Open Sights** or **Observed Fire**.

### 2. DETERMINE WHERE THE FIRST BLAST LANDS

Place the **Blast Template** over the Initial Aiming point, move it the distance indicated below, in a direction determined by the **Random Direction Template**. When using this Template, ensure the '7' on the template is pointed directly away from the attacker.

- When firing *Over Open Sights*, the template scatters **1D6"**
- When firing using *Observed Fire*, the initial scatter is **3D6"**.

When firing in an *Observed Fire* attack, roll a **D6** for each model with the **Spotter** MAR that can draw Line of Sight to the target point. On a **4, 5** or **[BLACK] 6** Success rolled, reduce the distance scattered by **1D6"** down to a minimum of **1D6"**.

This is where the first Blast Template lands. It will hit anything under it, friend or foe. For each Section under the Blast Template, place the specified dice in an **Attack Dice Pool** for that Section.

### 3. SCATTER REMAINING BLAST TEMPLATES

If the attack has more than one Blast Template, place the second Blast Template so it is **touching but not overlapping** the first Blast Template, in the direction determined by the Random Direction Template. For each Section under the Blast Template, place the specified dice in the Attack Dice Pool for that Section. Repeat for all remaining blasts.

This means a Section under several blasts is hit by each of them, potentially building a truly devastating Attack Dice Pool.



#### 4. ROLL ATTACK DICE POOL

The player then rolls the Attack Dice Pool, performing any re-rolls or additional rolls from [RED] 6s as necessary, and calculate the total number of Successes. This is done separately for each Section hit.

#### 5. COVER SAVES FROM INDIRECT FIRE

Indirect Fire is always considered to come from an **Elevated Position**, so the rain of shells from above will reduce the effectiveness of any **Cover Saves** available, from **Hard Cover** to **Soft Cover**, or from **Soft Cover** to **Open Ground**.

#### 6. APPLY DAMAGE

Damage is applied and fatalities are removed in the normal fashion, starting with those nearest the centre of the first Blast Template.

If enough Hits are rolled, models in the same Section further from the centre of the Blast Template are affected, and this can include those not beneath it!

### USING SMOKE

Smoke can manifest itself as clogging fumes that drift across the battlefield, causing havoc and providing Cover. Equally, smoke can be delivered in a focused way, using specialist equipment—this is more unusual, but can be used to devastating effect against enemies attempting to engage.

#### LARGE SMOKE EFFECTS

Some weapons (such as Mortars) will often be equipped with a limited amount of Smoke rounds that can deploy large area effect templates on the battlefield. These clouds are treated as pieces of Area Terrain and rules for them can be found in the **Area Terrain** section on Page 50. Large Smoke Effects use the circular **5" Smoke Template** and the diameter of the template is considered to be its full area of effect.

#### SPECIALIST SMOKE BARRIERS

Some special equipment can be used to deploy smaller smoke effects onto the battlefield that provide a short-term defence against incoming enemy fire. Smoke Barriers use the rectangular **5" Smoke Barrier Template**. Smoke Barriers are treated as Linear Obstacles for the purposes of Line of Sight and Cover. See page 51.

### SUMMARY

Just follow your training, Commander! Use the **Shooting Sequence** (Page 67), be clear about your ranges, agree the **Target Priority Chain** (and don't forget **Cover Dice**), and you are ready to start killing Sections!

### SHOOTING SEGMENT

#### Example of Indirect Fire

**Diagram 1:** In this example we have an American Mortar Team firing at a Black Sun Trooper Section hiding behind a large building. Ordinarily, these Troopers would be safe from incoming fire. In addition to ordering the Indirect Fire, the American Commander notes that one of his troopers with the **Spotter** MAR is within Line of Sight of the target Section.



**Diagram 2:** An Observed Fire Attack scatters **3D6"** from its desired landing point, but in this case a model with the **Spotter** MAR can see the target location and, after rolling a Success on D6 for Spotting, the scatter is reduced to **2D6"**. Rolling the direction of scatter, the mortar shell scatters off and hits BOTH the Black Sun Troopers and the Deep Ones.



**Diagram 3:** An American M2 Mortar is a powerful anti-personnel weapon, rolling **10 RED** Attack Dice. Rolling against the Trooper Section, the American player scores 8 hits, which are allocated to the Trooper Section causing 2 kills (each Trooper has IR4). The Line Section takes an immediate Morale Check. Rolling against the Deep Ones, the American Commander does less well, scoring only 5 hits, which is insufficient to cause the Deep Ones to take a casualty, but still removes one Life Point from a Deep One. The Deep Ones would also usually make a Morale Check for the loss of a Life Point, but since these Mythos creatures have the **Fearless** MAR, they are unaffected!





## CHAPTER 17

# Melee Phase

"Keep it sharp as a razor's edge, get up close and personal and if in doubt, sheathe your bayonet in its guts. Even the foulest of horrors quails at the sight of some good, old-fashioned, cold steel." - Captain Eric 'Badger' Harris

Once all Sections have activated, any that have models *Engaged* with an opposing Section, or are in Base Contact with an Enemy Vehicle must fight a round of Melee. Each Melee contains the following Steps:

1. Melee Orders and Cards
2. Resolve Melee
3. Melee Consolidation

If there are multiple, separate Melees in a Game Turn, they are considered to be happening at the same time. For convenience, however, resolve the three Steps for one Melee before moving on to resolve the next Melee, and so on. The first player in the Initiative Order chooses which Melee to resolve first and then the second player chooses, and so on until there are no more Melees to resolve.

## STEP 1: MELEE ORDERS & CARDS

In this Step, Orders relating to Melee are used, as are most Melee **Tactical Action Cards**. Players issue their Orders and TACs in the **Initiative Order** established at the beginning of the Game Turn.

## STEP 2: RESOLVE MELEE

Every model in Base Contact with an opposing model, or in Base Contact with a model from its own Section which *in turn* is in Base Contact with an opposing model, is considered to be *Engaged*.



Each Melee is resolved in the following sequence, which all players follow simultaneously; thus it is important to clearly announce what you are doing at each stage, and when you are going to move on to the next stage.

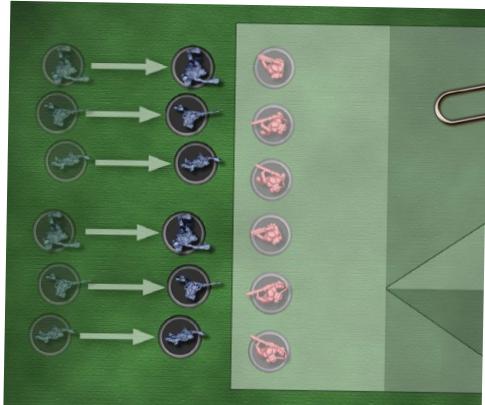
The following describes each step in the Sequence in more detail.

**RESOLVING MELEE SEQUENCE**

- 1 Nominate Target Section(s)
- 2 Compile Melee Attack Dice
- 3 Roll Melee Attack Dice Pool and Calculate Successes
- 4 Apply Damage and Resolve Casualties
- 5 Check for Victory
- 6 Gain the Upper Hand
- 7 Move Up Remaining Models

**CHARGING A DEFENSIBLE POSITION**

**Area Terrain:** A Section which is Occupying Area Terrain is considered to be in a Defensible Position if they are Charged.

**Stage 1: Nominate Target Section(s)**

In a simple combat with just two Sections, the Sections automatically fight each other.

In a more complex situation, with three or more Sections involved, models may be *Engaged* with two or more enemy Sections, and may choose which one it attacks.

**DISENGAGING FROM A MELEE**

Some units are capable of using their speed to break away from a Melee. This option is only available to Cavalry and Flying models that have been ordered to *Disengage*. See **Issuing Orders**, Pages 24-25, for more detail.

**ATTACKING OUT OF SEQUENCE**

In some situations, Sections or models may **Strike First**. The most common reasons for this are:

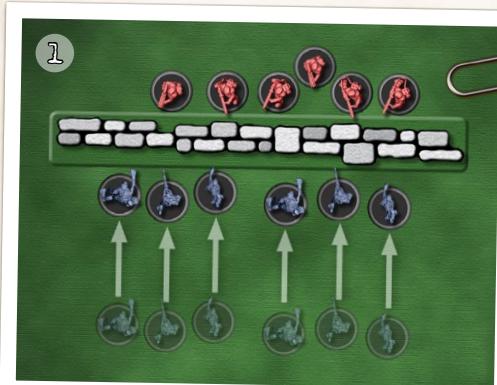
- The attacker has the **Swift Strike** MAR, or
- The defender is deemed to be in a **Defensible Position** (see below).

In these cases, first resolve Stages 1 to 4 of the Melee Sequence for these models; then, after any resulting casualties have been applied, all remaining models which did not attack out of sequence resolve stages 1 to 4 of their Melee Attacks.

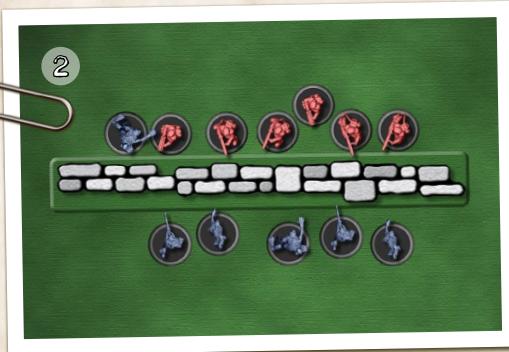
The remainder of the Sequence is then performed together. It is possible that models on both sides will have this ability, in which case they strike simultaneously.

In the above example, the Deep Ones charge an American Infantry Section occupying a building. The American Infantry Section gains the benefits of the **Swift Strike** MAR.

**Linear Terrain:** A Section which is Occupying Linear Terrain is considered to be in a Defensible Position if they are Charged by an attacker moving into Base Contact with the Linear Terrain feature, where the feature forms a barrier between the combatants.

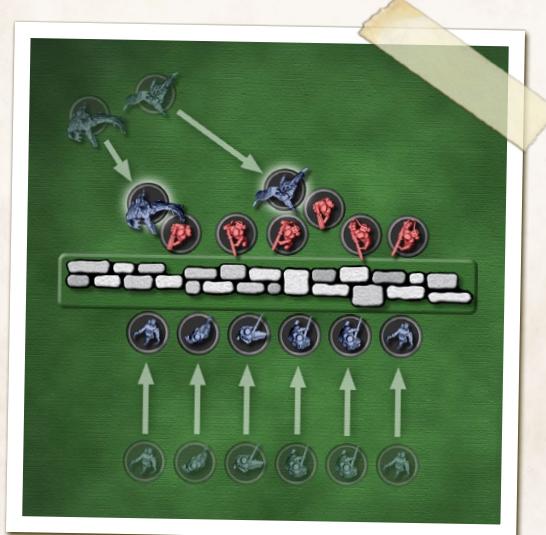


**Diagram 1:** In this example, the American Infantry can claim a defensible position against the Deep Ones, due to the fact that the wall is in the way and no Deep Ones have made base contact with the American troops.



However, should any of the attackers make ACTUAL Base Contact with the defenders, the Defensible bonus mechanic is lost.

**Diagram 2:** In the above example, the American Infantry cannot claim a defensible position from the Deep Ones, due to the fact that a Deep One Warrior has made his way over the wall and is now in base contact with the American troops.



In this example, some Commandos are in a tricky situation. All was going well when the Black Sun Troopers Charged: by virtue of being behind a defensive wall when Charged, they would have been able to **Strike First** (see Page 79). However, before reaching the Melee Phase, they are also Charged by unexpected flying monstrosities who are NOT attacking from the other side of the wall. The Commandos lose the **Strike First** bonus, and all three Sections fight SIMULTANEOUSLY.

## Stage 2: Compile Melee Attack Dice Pool

Players now compile their **Melee Attack Dice** (**MAD**). Each model attacking the target Section adds its MAD to its side's Attack Dice Pool, making sure to differentiate different Dice Colours as necessary.

There may also be a number of extra MAD resulting from **TACs** or from the following:

### CHARGE BONUS

The momentum of a *Charge* can be a significant advantage, allowing a *Charging* Section to sweep an opposing Section out the way.

All individual models in a Section receive a Melee bonus in the following Melee Phase if they successfully *Charged* an opposing Section:

- Which was not already involved in a Melee, and
- Without passing through *Difficult* terrain.

Unless otherwise specified, this *Charge* Bonus is **+1 MAD**, of their standard Dice Colour, per model *Engaged*.

### CLOSE QUARTER BATTLE WEAPONS

Some ranged weapons, such as pistols, will have the **CQB Weapon** MAR. These weapons are particularly useful in Melee. Models with a CQB weapon may add **+1 MAD** of the same colour as their weapon's **RAD Effective Range** Dice Colour—or the **VAD**, if the Melee Attack is against a Vehicle.

### COLD STEEL

An Officer or NCO in a Section may inspire it in combat, leading from the front. When *Engaged* in Melee, the Officer or NCO may use the **Cold Steel** ability to considerably increase their combat potential, adding **+1 [RED]** dice to their Melee Attack Dice for each **Command Point** spent.

*Note:* Cold Steel Dice may not exceed the permitted maximum number of Command Points a model may spend in a Game Turn.

## Stage 3: Roll AD Pool and Calculate Successes

Each player now rolls each of their Melee Attack Dice Pools, performing any rerolls or additional rolls from **RED 6s** as necessary.

Normally, every roll of **4, 5 or 6** is a Success, with rolls of **6** varying in effect depending on the Dice Colour. The total number of Successes each player has rolled against each opposing Section is then calculated.

### SECTIONS WITH SHAKEN MARKERS

If a Section currently has one or more **Shaken Markers**, it treats all its Melee Attack Dice rolls as **Rushed**, hitting on a **5 or 6** with any Dice Colour mechanics in play as normal.

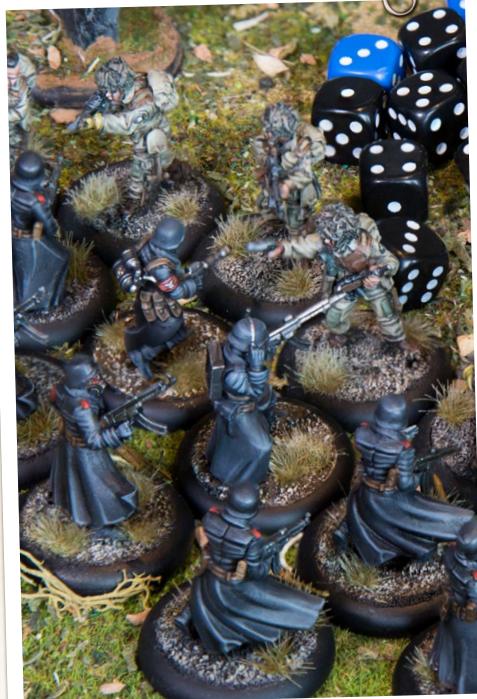
## Stage 4: Apply Damage and Resolve Casualties

Once the total number of Successes against each Section has been calculated, casualties are resolved as follows:

- If the total number of Successes is **equal to or greater than the Injury Rating (IR)** of an *Engaged* model in the target Section (chosen by the controlling player), then that model suffers the loss of 1 Life Point.
- If that model is not *Killed* (it has multiple Life Points), the remaining number of Hits are compared again to the IR, and if they equal or exceed the IR, that model suffers the loss of another LP, and so on until that model is *Killed*.
- Once the closest model has been *Killed*, any remaining Hits are then carried forward to the next model, and the process is repeated.
- Any Hits that are insufficient to be allocated to a model to cause the loss of a Life Point are discarded.

## Stage 5: Check for Victory

If one side has all of its models involved in the Melee *Killed* or *Destroyed*, the other side has won the Melee, may immediately **Advance D6"** in any direction, and can act normally in subsequent Game Turns.



If Sections remain involved in the Melee, proceed with the following stages.

## Stage 6: Gain the Upper Hand

Compare the number of Life Points each side lost in that round of the Melee from all involved Sections.

The side which has lost the **least** Life Points gains the **Upper Hand**; place an **Upper Hand Marker** next to the relevant Sections.

The **Upper Hand Marker** must be expended in the following Melee Phase, and gives each model in the Section **+1 Melee Attack Dice** of their standard Dice Colour.

If melee combat ends, all **Upper Hand Markers** are removed.

## Stage 7: Move Up Remaining Models

If the Melee has not ended, any models which are not *Engaged* must be repositioned so that they are *Engaged* with an opposing Section

which is involved in the Melee. Models must remain in Coherency when being repositioned in this way. Models may move over or around linear terrain when being repositioned in this way.

If no enemy models remain, a Section is no longer involved in the Melee and can activate normally in the following Game Turn.

### STEP 3: MELEE CONSOLIDATION STEP

In this step, the following actions occur in order:

1. Make any necessary **Morale Checks**. Sections that suffer casualties in the Melee must make Morale Checks as normal, even if they hold the Upper Hand, or won the Melee.
2. Remove any **expired Markers**.
3. Check if there are any more Melees to resolve, and if not, go on to the **End Phase**.

## DISENGAGING FROM A MELEE

Sometimes a Section may wish to simply leave a Melee. This may be done in one of two ways:

### UNOPPOSED DISENGAGEMENT

Where one side has a clear advantage in a Melee, they may use this to extricate a Section that does not belong in the Melee.

This may occur when one side has the Upper Hand, and has more than one Section in the Melee. It occurs during **Step 2, Stage 6** of the **Melee Phase**. One Section moves **D6"** and out of Base Contact with all enemy models. The Section is free to activate normally next Game Turn.

### OPPOSED DISENGAGEMENT

Some units are capable of using their sheer speed to break away from a Melee. This is not without peril, however, and only a fool shows his back to the enemy. This option is only available to Cavalry and Flying models that have

been ordered to do so. It occurs during **Step 2, Stage 1** of the **Melee Phase**, when Target Sections are nominated. See **Issuing Orders**, Pages 24-25, for more details.

### ROUTED DISENGAGEMENT

A Section *Engaged* in Melee that fails a Morale Check and is caused to Rout does so as if they are *Disengaging* (as per the *Disengage* Order on page 25). This means that the enemy has a chance of attacking them as they Rout away from the Melee.

---

A *Hit and Run* attack cannot be made against a Section already *Engaged* in Melee.

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## SPECIAL MELEE RULES

### Vehicles In Melee

For details on how Vehicles fight in Melee, see the **Vehicles and Transports** chapter of this book, on Page 88.

### Hit And Run Attacks

This special attack is only available to models designated as Cavalry. Any Cavalry model that performs an *At The Double Move* Action that moves the Cavalry past an enemy Section within 2", can perform a Melee Attack without becoming *Engaged*. This means the enemy does not get the opportunity to attack back.

The Attack Dice Pool is calculated as normal, but the total amount of dice rolled is halved.

A Cavalry Section may make multiple *Hit and Run* attacks during the *Advance Move*. These may be resolved either as the Section moves past, or at the end of the movement—whichever the attacking player finds more convenient.

A *Hit and Run* attack cannot be made against a Section already *Engaged* in Melee.

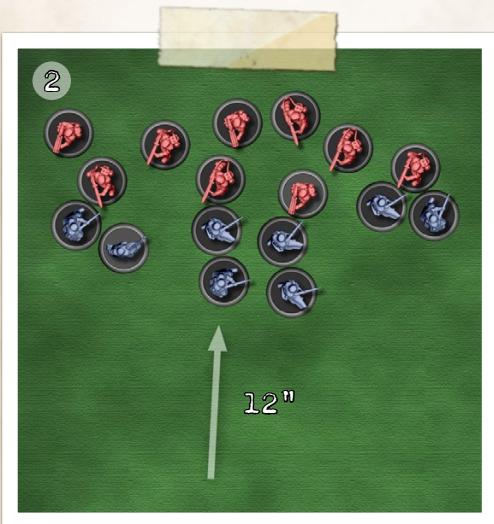
## MELEE PHASE



### EXAMPLE OF MELEE

In this example, we have a Black Sun Trooper Section comprising one NCO and 7 Troopers venting their fury upon a stoic Commando Section.

Prior to the Melee Phase, the Black Sun Trooper Section declares a **Charge** against the Commando Section in front of them.



Measuring the distance, the Section is deemed to be within Charge range (12") and so the models move in their Activation to be in Base Contact with as many models as their Charge move allows.

After all chargers have been moved, the defender has the option to move any models who are not Engaged into the Melee, moving up to 4" so that they are either in Base Contact with the enemy or Base Contact with a friendly model who is already in Base Contact with the enemy.

Now in the **Melee Phase**, the combat is fought. Both sides are considered to fight simultaneously since neither side has the **Swift Strike** MAR. Each Commander builds their own Attack Dice Pool

#### BLACK SUN ATTACK DICE POOL

14 **BLUE** (7x Troopers with 2 **BLUE** MAD each)  
 + 3 **BLUE** (NCO's MAD)  
 + 8 **BLUE** (Charge bonus)  
 = 25 **BLUE** MAD

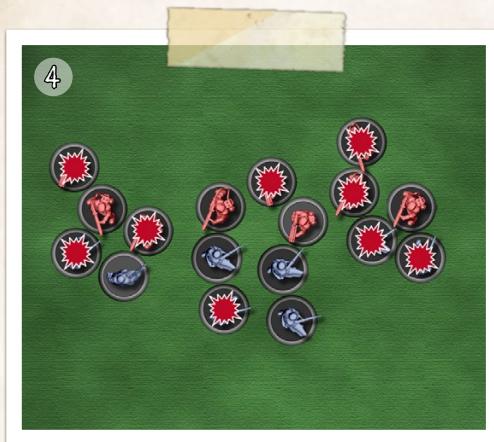
#### COMMANDO ATTACK DICE POOL

24 **BLACK** (8x Commandos with 3 **BLACK** MAD each)  
 + 3 **BLUE** (NCO's MAD)  
 = 24 **BLACK** MAD + 3 **BLUE** MAD +  
 2 **RED** MAD (as the NCO is employing the **Cold Steel** ability)

The Black Sun Section has 7 Troopers who roll 2 **BLUE** MAD. The NCO rolls 3 **BLUE** MAD. In addition, each model gains an additional MAD of their respective colour due to the impetus generated by their Charge. Sadly, the Black Sun Section cannot spend any Command Points to Bolster

their Attack Dice Pool using the **Cold Steel** ability because the Black Sun NCO spent all the Command Points that he could use during the Turn. This gives the Black Sun Commander an Attack Dice Pool of **25 BLUE** Dice.

The opposing Section has 8 Commandos who roll **3 BLACK** MAD each, and an NCO who rolls **3 BLUE** MAD. Additionally, the Commando Section can spend up to 2 Command Points to bolster their Attack Dice Pool using the Cold Steel ability because their NCO did not spend any of the 2 Command Points that he could have used during the Turn. This gives the Allied Commander an AD Pool of **24 BLACK** Dice, **3 BLUE** dice and **2 RED** Dice.



Rolling the dice, requiring 4, 5 or 6 for a Success and using any Dice Mechanics that were in play, both sides roll the following:

#### Black Sun Successes = 15 Hits

The Allied Section must allocate the Hits. As standard Commandos have an **Injury Rating** of 3, and just 1 **Life Point** each, in this case **5** of the Commandos are **Killed** and removed from play.

#### Allied Successes = 15 Hits

The Black Sun Section must allocate their Hits. The Black Sun Troopers have an **Injury Rating** of 4, with 1 **Life Point** each, so the first 12 of the 15 Hits are enough to **Kill** 3 of them. The remaining 3 Hits are not enough to cause further loss of life (or even Life Points), and are thus discarded.



The Allied Commander might have expected slightly better. Despite an equal number of Hits, the Commandos have lost the most Life Points in the Melee, so the Black Sun Troopers now gain an **Upper Hand Marker**. The Allies are in trouble.

The Black Sun Section then moves its models up to **4"**, ensuring they bring as many models into Melee as possible whilst still maintaining Coherency. If the Allied Section had any of their models not Engaged, they would make a move after this, but since the shattered remnants of both Sections are so close to each other this isn't necessary in this case.

In the following **Melee Phase**, the **Upper Hand Marker** MUST be expended to give each model in the Black Sun Section **+1 Melee Attack Dice** of their standard Dice Colour. Following this, both the Black Sun and Allied Sections would take a **Morale Check** to determine their willingness to fight after both sides took debilitating casualties, using the rules found on Pages 27-28.

"Hot porridge, cold steel  
and a tot of a good whisky.  
What more could a fighting  
Highlander want?"

—Private Mark 'Jock' Figgis



## CHAPTER 18

# End Phase

*"In the midst of battle, when explosions shake the ground, bullets fly past your ears and the insanity of war is at its peak, is no time to take stock. Afterwards, when that peculiar stillness descends, is the time for accounting." - Major 'Mad' Jack McMasters*

The End Phase of each Game Turn allows the players to collect together their thoughts and plans and ready the tabletop for the next Game Turn. During the End Phase of each Game Turn, the following steps occur in order:

1. Uncontrolled Models Step
2. Battle Log Points Step
3. Restore Order Step
4. Repairs and Medics Step
5. Check for End of Game Step
6. Remove Expired Markers Step

## 1. UNCONTROLLED MODELS

At the end of the Game Turn, models with the **Controlled [Value]** MAR that have become *Uncontrolled* are activated. The Commander who has the Initiative this Game Turn selects an *Uncontrolled* model, and takes actions with it. Once those actions are completed, the opposing Commander selects another *Uncontrolled* model to activate. This process is repeated until all *Uncontrolled* models have been activated.

*Uncontrolled* models go berserk, lashing out at those around them—friend or foe. When an *Uncontrolled* model is activated, if it is not currently in Base Contact with another model, it must make a Charge Movement Action towards the closest model, friend or foe. If this action doesn't end with the *Uncontrolled* model in Base Contact with another model, its Activation

ends. If an *Uncontrolled* model begins its Activation in Base Contact with another model, it does not move and its Activation ends. *Uncontrolled* models fight normally during the **Melee Phase** and will never attempt to *Disengage*.

Some models have specific behaviors when they become *Uncontrolled*; these are listed in the models' description. However, unless otherwise specified, models function as above when they become *Uncontrolled*.



23 and 16 Battle Log Points, shown using Battle Log Counters

## 2. BATTLE LOG POINTS

A game of *Achtung! Cthulhu Skirmish* is won by accumulating enough Battle Log Points to be the first Commander to reach the **Battle Log Target** (see Page 87).

Commanders earn **Battle Log Points** for **Wiping Out** or **Routing** Enemy Sections and for **Holding Objectives**. You should record Battle Log Points scored using the **Battle Log Counters** (illustrated above, and included on Page 133), or use a piece of paper.

## Objectives

Each Objective on the tabletop will be in one of the following states:

### HELD

An Objective is *Held* if there is at least one friendly Section, without any **Shaken Markers**, with a model within 1" of the Objective, and there are no opposing Sections without **Shaken Markers** within 1" of the Objective.

Vehicle models cannot hold Objectives.

If a Commander is holding an Objective during the **End Phase**, they now score the appropriate number of **Battle Log Points** for it. The value of the Objective will depend on the **Mission Objectives** the Commanders are using (see Page 37).

### CONTESTED

An Objective is *Contested* if there is both a friendly Section, without any **Shaken Markers**,

with a model within 1", and an opposing Section, without any **Shaken Markers**, with a model within 1" of the Objective. Vehicle Model Types can contest Objectives.

### UNCLAIMED

An Objective is *Unclaimed* if it is neither *Held* nor *Contested*.

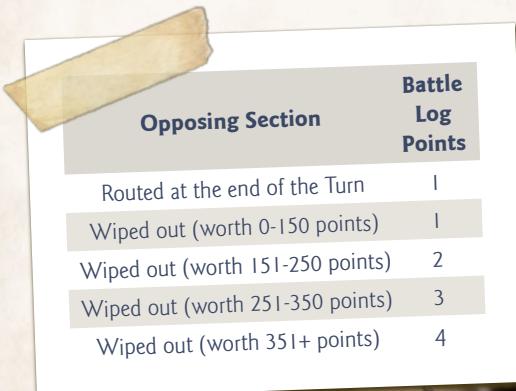
## Enemy Casualties

Commanders also score Battle Log Points for Opposing Sections *Destroyed* or *Routed*, with any Transports scored separately to their parent Section. These points are scored once, during the **End Phase** of the Turn in which the Section was *Destroyed* or *Routed*. Points scored for a Section that has been *Routed* are not lost if that Section stops *Routing* in a future Turn.

## 3. RESTORE ORDER

Commanders are likely to have a number of Sections which are disordered by the end of a Game Turn. In this step, they may try to restore order to these Sections.

Any Section that currently has a **Shaken Marker** may make a **Morale Check** at this point, which may be *Bolstered* as normal. If they pass, they may remove a **Shaken Marker**. For every excess Success rolled, they may remove an additional **Shaken Marker**.



Opposing Section	Battle Log Points
Routed at the end of the Turn	1
Wiped out (worth 0-150 points)	1
Wiped out (worth 151-250 points)	2
Wiped out (worth 251-350 points)	3
Wiped out (worth 351+ points)	4





#### 4. REPAIRS AND MEDICS

Commanders may have Specialists available, capable of repairing Vehicles, or getting troopers back into the fight. During this step, models with the **Medic** MAR act as specified in the relevant Model Assigned Rule.

#### 5. CHECK FOR END OF GAME

Once Battle Log Points have been awarded, Commanders should check to see if the Game ends due to:

- One Commander achieving their Battle Log Target.
- The Scenario's Victory Conditions having been satisfied by either Commander.
- The Commanders running out of time.

Commanders win a game by scoring Battle Log Points matching or exceeding the **Battle Log Target**, which in turn depends on the MFV used (see the table, above right).

In the unlikely event that both Commanders achieve their Battle Log Target in the same Turn, the game is a draw; otherwise, the Commander who reached their target first wins.

#### Battle Log Target

MFV Played	Battle Log Target
Up to 1000	10
1001 to 1500	15
1501 to 2000	20
2001 to 2500	25
2501 to 3000	30
3001 and Higher	35

#### 6. REMOVE EXPIRED MARKERS

Finally, if the game has not ended, any expired effects should be removed.

- Remove all Command Points, **Overwatch Markers** and Game Cards from the Board.
- Remove one **Activated Marker** from every Section on the board. If a Section still has an **Activated Marker**, it will not get to activate in the upcoming Game Turn!
- Advance the Game Turn by one, using a turn counter, dice, or paper and pen.
- At this point, it is worth quickly checking over the tabletop and making sure everything is tidy and in place, ready for the next Game Turn.



## CHAPTER 19

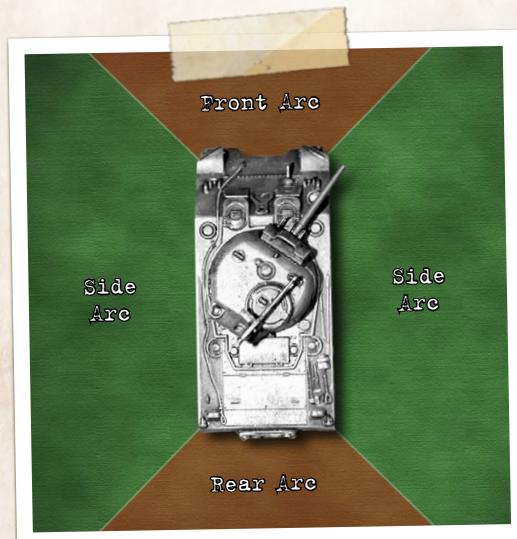
# Vehicles and Transports

"Tanks and armour are the tip of a powerful spear, but don't underestimate the humble truck, lorry or half track. They'll take your men precisely where they'll do most good on the battlefield, quickly and efficiently." - Lieutenant Rick Feyman, US Transport Corps

As you might expect, the sheer size, the use of wheels or tracks and various other obvious differences means that Vehicles do not behave in exactly the same way as other models.

## VEHICLE STATISTICS

A Vehicle does not have an **Injury Rating (IR)** or **Life Points (LP)** like other models. Instead it has an **Armour Rating (AR)** and **Hull Points (HP)**. If an attack equals or exceeds an Armour Rating, then the Vehicle may suffer damage that equates to a loss of Hull Points, or it may suffer other debilitating effects.



### ARMOUR RATING (AR)

A Vehicle's Armour Rating is the number of Successes an attacking model needs to get to cause a roll on the **Vehicle Damage Table**. Each Vehicle has a separate Armour Rating for its **Front**, **Sides** and **Rear Arcs**, denoted in the model's **Profile** as F/S/R.

If a Vehicle is struck from above by an Indirect Fire Weapon, use the Vehicle's Side Armour Rating.

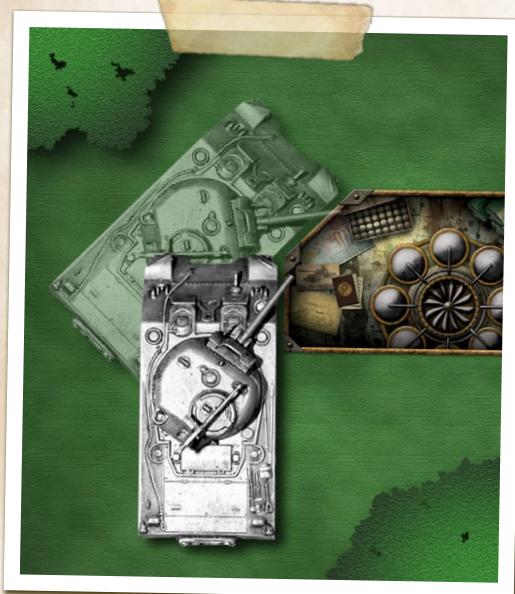
### HULL POINTS (HP)

A Vehicle's Hull Points are the measure of how much damage it can survive. If a Vehicle loses all of its Hull Points, it is *Destroyed* and becomes a Hulk (see page 15).

## VEHICLE MOVEMENT

Vehicles are less manoeuvrable and are unable to turn freely like other models. Instead, they use a **45 Degree Turning Template** when they wish to Turn. A Vehicle may turn up to the full 45 degrees shown on the Turning Template. This Turn uses 1" of the Vehicles Movement, but the Vehicle can turn less than the full amount available if wished.

When moving with Vehicles, the 45 Degree Turning Template should be placed at the front (or rear) of the model (or the front/rear of the base if it is mounted on one).



If the Vehicle Advances, the Vehicle must move straight forwards/backwards for 1" before making each Turn.

If the Vehicle moves *At The Double*, the Vehicle must move straight forwards for 3" before making each Turn. A Vehicle may not move *At The Double* going backwards.

At the end of any Transport Advance or *Hold Your Ground* Move Action an *Embarked* Section may make a *Disembark* Move Action. Open Topped Transports also allow a Special Charge Action (see page 93).

A Vehicle that has been given the *Hold Your Ground* Move Action may rotate up to **45 degrees**. This rotation does not count as movement for the purpose of Move or Firing Weapons (like many Field Guns).

## RAMMING AND COLLISIONS

Vehicles can use their sheer bulk as a weapon, by deliberately running into things. This form of Attack is undeniably crude, but can be highly effective. It is divided into two forms: **Ramming**, where a Vehicle comes into contact with another Vehicle, and **Collisions**, where it comes into contact with other, non-Vehicle models.

### Ramming

A Ram is where a Vehicle makes contact with another Vehicle, friend or foe.

If two Vehicles make contact with each other, resolve an immediate Attack against both models. The Attack Dice Pool for each Vehicle is equal to the Armour Rating (AR) of the arc that made contact with the other vehicle.

If the moving Vehicle was making an Advance Move, all Attack Dice used by both sides are **BLUE**.

If the moving Vehicle was making an *At The Double* Move, all Attack Dice used by both sides are **RED**. Any successes from the Attack Dice Pool are rolled against the Armour Rating of the Arc that made contact, and damage is resolved as per normal.

**Example:** A M4 Sherman Tank moving *At The Double*, rams a 2½-Ton Truck in the side. The Sherman has Front Armor 9, and the Truck has Side Armour 4. The Sherman rolls **9 RED** Dice against the Side Armour Rating of the Truck, and the Truck rolls **4 RED** Dice against the Front Armour Rating of the Sherman.

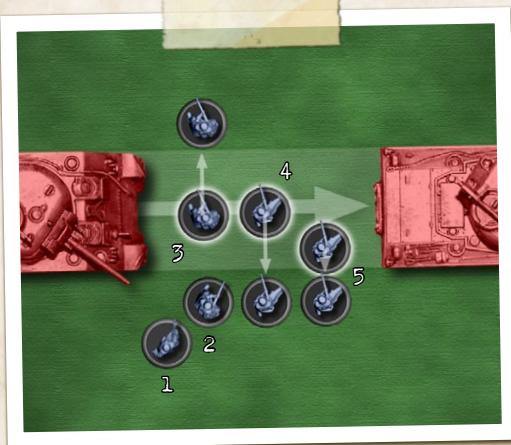
Following a Ram, regardless of how much damage was caused, the moving model immediately stops.

### Collisions

A Vehicle can also plough through non-Vehicle Sections. Unlike Vehicles, non-Vehicle Sections are usually agile enough to simply jump aside without taking damage, but a rampaging Vehicle moving *At The Double* can place a great strain on unit cohesion, and may cause a Section to become **Shaken**.

### AVOIDING AN ADVANCING VEHICLE

If a Vehicle Advances through a Section (friend or foe), any models are assumed to jump aside as necessary—this is called an *Avoidance Move*. If, during the Vehicle's move, it makes contact with a non-Vehicle model, move the latter the shortest possible distance so it is not in contact with the Vehicle, maintaining Section Cohesion where possible.



Any Section called upon to make an Avoidance Move loses its *Overwatch*.

#### AVOIDING A VEHICLE MOVING AT THE DOUBLE

If one or more models in a Section are in the path of a Vehicle making an *At The Double* action, the Section must make a **Morale Check** after it has completed its Avoidance Move.

If the Check is passed, the Section is unaffected. If the test is failed, the Section takes an immediate **Shaken Marker**.

*In the diagram above, an M4 Sherman Tank makes an At The Double move through some Black Sun Infantry. Troopers 3, 4 and 5 have to leap clear, but Trooper 3's nearest direct route to safety is in the opposite direction from the rest of his Section. Once the Section has completed its Avoidance Move, they must not only make a Morale Check after the disarray of dodging a Vehicle moving At The Double, but Trooper 3 is beyond the 2" Coherency distance of his Infantry Section.*

## VEHICLES AND SHOOTING

Vehicles shoot and are shot at in much the same way as other models. However, unlike other models with multiple weapons, Vehicles may fire all of them in the same Activation.

In addition, some Vehicles have the **Independent Firing** MAR allowing them to fire weapons at multiple targets (see Page 101).

## VEHICLES IN MELEE

Vehicles, although heavily armoured, can be vulnerable at short range, where attackers can swarm over it. It is a foolish Commander who fails to protect their armour from Melee attacks.

Vehicles do not behave the same way as other Model Types in Melee, as they cannot fight back. As a result, the following exceptions apply to Melees involving Vehicles.

- Vehicles can always choose to *Disengage* from Melee without the need to pass a **Command Check**. However, enemy models in Base Contact automatically strike the Vehicle with a Melee attack, with any Hits made against the Vehicle's Rear Armour.
- Unlike standard Melee, only models in Base Contact with the Vehicle may attack it using their Melee Attack Dice.
- A Vehicle in Base Contact with enemy models can still perform Shooting Actions. However these attacks cannot target any model in contact with the Vehicle. Any Shooting Actions made by a Vehicle with enemy models in contact are *Rushed Shots*.
- Models in contact with a Vehicle can be targeted by Shooting Actions from other models. Any such attacks that use a template do affect the Vehicle if a template touches the Vehicle as well as the target.

## ATTACKING A VEHICLE

All attacks against Vehicles, whether Shooting, Melee or something else, are resolved using the following sequence. Depending on the nature of the Attack, the first three Steps (marked with a \*) may become automatic—there isn't any need to measure Range in a Ram, or determine Line of Sight in a Melee.

### 1. Declare Target\*

Declare which models in the Attacking Section are contributing to the attack, and which enemy Vehicle is the target. Unlike other models, attacks against Vehicles always target a specific model, rather than the Section as a whole.

## Vehicle Damage Table

Total	Result	Effect
7 or less	No Effect	The damage fails to hit anything of any importance. The Vehicle is unaffected.
8-9	Shaken	The Vehicle takes a <b>Shaken Marker</b> .
10-11	Stunned	The Vehicle loses 1 HP and takes a <b>Shaken Marker</b> .
12-13	Beaten Up	The Vehicle loses 2 HP and takes a <b>Shaken Marker</b> .
14-15	Knocked Out	The Vehicle loses all remaining HP and remains as a Hulk.
16+	Explodes	The Vehicle explodes. All Sections within 4" are hit by an attack with AD equal to the highest Armour Rating on the Vehicle, using [RED] Dice, with the <b>Blast</b> MAR. The Vehicle remains on the table as a Hulk.

### 2. Determine Line Of Sight\*

For Shooting Actions, establish whether or not Line of Sight can be drawn between each Shooting model and the Target Vehicle. This is drawn to any point on the Target Vehicle or its base, if it has one. Line of Sight to Vehicles may be Open or Blocked like other models.

### 3. Determine Range\*

For Shooting Actions, establish the Range between the target and the firing models as per regular Ranged Attacks.

### 4. Determine Armour Facing

Establish which Armour Rating is presented to the Attacking models.

- If all models contributing to an Attack are in the **same Arc**, the **Armour Rating in that Arc** is used (Front, Side or Rear).
- If models contributing to an Attack are **split between Arcs**, the **highest AR** of the applicable Arcs is used (Front, Side or Rear).

### 5. Compile Attack Dice

Each model contributing to the Attack generates the number of dice of the appropriate Dice

Colour, which are placed in the Attack Dice Pool. The dice generated are:

- **Vehicle Attack Dice** if it is a Ranged Attack, taking into account range and any other modifiers or MARs.
- **Melee Attack Dice** if it is a Melee Attack.
- The specified Attack Dice if it is Ram or other unusual attack.

### 6. Roll Attack Dice Pool And Calculate Successes

The Vehicle Attack Dice Pool is now rolled and 'to hit' modifiers applied where appropriate. As normal, each roll of a 4, 5 or 6 is usually a Success, and rolls of 6 have varying effects dependent on the Dice Colour. The number of Successes is then totalled. This may be modified by Cover, MARs or Game Cards.

#### VEHICLES AND COVER

Vehicles can benefit from Cover, but do not do so in the same way as regular models. Even a solid wall is unlikely to totally stop an Anti-tank weapon, but it may reduce its effectiveness.

- If a Vehicle is in **Soft Cover**, reduce the number of Successes rolled by an attack by D3-1.
- If a Vehicle is in **Hard Cover**, reduce the number of Successes rolled by an attack by D3+1.



## 7. Determine Armour Penetration

Compare the total number of Successes to the Vehicle's relevant Armour Rating, adding any modifiers that might be pertinent.

- If the number of Successes is less than the Armour Rating, the Attack has no effect.
- If the number of Successes is equal to or greater than the Armour Rating, roll 2D6 and add the results together, adding one to this total for every Success rolled over the target's Armour Rating. Compare this total to the **Vehicle Damage Table** to determine the effect of the Attack, and apply the indicated damage.

You also apply the modifiers in the **Armour Penetration Modifiers Table** (below) to the roll:

Armour Penetration Modifiers	
Hits in the Attack in excess of the relevant Armour Rating	+[N]
The Attack has the <b>Armour Piercing [N] MAR</b>	+[N]
Vehicle has the <b>Open Topped</b> MAR	+1

**Example:** A Vehicle suffers 15 hits from a powerful anti-tank weapon against the Front Armour with an Armour Rating of 8. The attack has beaten the Armour Rating by 7, so a roll is made on the **Vehicle Damage Table**. The Attack also has the **Armour Piercing (2) MAR**. The result of the 2D6 roll is 8, plus 7 for the number of Successes in excess of the Armour Rating, plus a further 2 for the **Armour Piercing** MAR. The total is therefore  $8+7+2=17$ , and so the Vehicle Explodes.

## DESTROYED VEHICLES

If a Vehicle is reduced to Zero Hull Points by any means, the Vehicle is *Destroyed*. Unlike other model Types, it should be left in place, as it may still impede the movement or Line of Sight of other models. Models *Embarked* upon a *Destroyed* Vehicle must immediately *Disembark*.

A Section *Embarked* on a Vehicle that *Explodes* will suffer damage as per any Section with **4"** (see the *Explodes* result on the **Vehicle Damage Table** on page 91). That is, all Sections within **4"** are hit by an attack with AD equal to the highest Armour Rating on the Vehicle, using **[RED]** Dice, with the **Blast** MAR.

If the Vehicle is made a Hulk (it loses all its HP), any *Embarked* models are immediately *Disembarked*, and an **Activated Marker** is placed next to the Section.

## CRUSHED

If a Vehicle moves over a piece of terrain with the Crushed rule, the piece of terrain is removed from the tabletop. The area that it previously occupied is now treated as Open Ground.

## TRANSPORTS

Transports are models with the **Capacity [Type, Value]** MAR. They can carry as many models of the Type specified as the Value listed in the brackets will allow. This is always specific, as Transports are deliberately equipped to carry particular Model Types.

A model with the **Capacity [Infantry, 10]** MAR may only hold up to 10 Infantry. A model with the **Capacity [Cavalry, 3]** MAR may only hold up to 3 Cavalry models, etc.

A Transport Vehicle will normally be purchased as an Attachment for a Section of Infantry. This Section must begin the game *Embarked* within the Vehicle. Whilst *Embarked*, they are treated as a single Section and will always activate at the same time.

### OPEN TOPPED TRANSPORTS

Open Topped Transports are those with the **Open Topped** MAR and have a number of advantages and disadvantages. A Section may fire whilst *Embarked* in an Open Topped Transport but are affected by the following rules:

- All Shooting Actions taken by the *Embarked* Section are considered to be *Rushed* (the *Rushed* stipulation may not be altered under any circumstances).
- Up to half the models *Embarked* upon an Open Topped Transport may fire.
- All Range and Line of Sight is determined from any point on the Transport.
- The *Embarked* Section may be the target of Ranged Attacks, and are treated as being within *Hard Cover* for the purposes of any attack made against them, including IDF Weapon attacks.
- Any casualties caused amongst the *Embarked* Section are assigned as chosen by the target's controlling player.
- After a Section has *Disembarked* from an Open Topped Transport, it may also make a special Charge Move. However, the Charge Move is reduced to the model's listed Movement Value (not double the movement value as per a normal Charge)—this is due to the time spent *Disembarking*.





## APPENDIX A

# Progression System

*"Veteran soldiers are one of your most precious assets, hardened to the fray, used to the horror, inured to the battlefield's many terrors. They're the ones you can rely on to stand their ground, when the bullets begin to sing." - Standartenfuhrer 'Sweet' Liesel Bohm*

**Achtung! Cthulhu Skirmish** is far more than just a battle game—it is a narrative journey that allows heroic characters and famous groups of soldiers from various nations to rise in prominence, or **Notoriety**. Thus elevated by those around them, they may be recognised as the pinnacle of their nation's military accomplishments.

However, these worthy fellows do not begin their careers as lauded individuals. It takes blood, bravery and butchery to become a legend... and a little luck doesn't hurt either!

The rules below are designed as a launch pad for those with a narrative mind to expand their gameplay, by taking their forces on a journey from humble beginnings to who knows what?! This should allow players to follow their forces over a series of games, becoming increasingly embroiled in their respective adventures.

## HOW TO GET STARTED

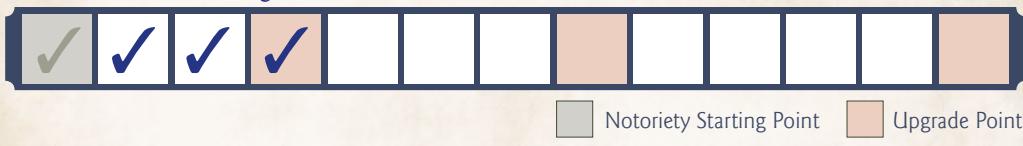
The first thing players will need to do is to establish a method of recording the notable actions of their forces as they happen on the battlefield. This is achieved by first giving every Section a name.

Pictured left is part of **Modiphius Games'** most famous Section in an Allied Force: the **'Smoking Aces' Commandos**. Their usual composition:

1x NCO  
9x Commandos

It isn't strictly necessary to name each member of your Sections for a skirmish game; it's up to you if you enjoy that level of granularity. However, it is often fun to name Sergeants etc., especially if during a game they manage to do something heroic that might encourage you to promote them to Senior NCOs.



Section Name: *Smoking Aces Commandos*

Notoriety Starting Point

Upgrade Point

## BATTLE NOTES

Taking Battle Notes should not be too complicated—simply make a note on your army roster if a Section managed to do one of the following during the course of the game:

### Notoriety Points Scored from Heroic Actions

Wiping out an enemy Section	+2
Killing an enemy Officer/Character	+1
Being Victorious during the Engagement	+1
Surviving an Engagement	+1
Killing a Section with 5 or more Notoriety	+1
Killing a Section with 10 or more Notoriety	+2
Fulfilling a Scenario Condition	+1

The allocation of Notoriety based on a model/Section's in-game exploits allows players to figure out who is moving towards greatness and who is forever in their shadow.

### SO WHAT ARE NOTORIETY POINTS?

Notoriety Points are a measure of how famous (or infamous) your named Officer/Character/Section is. These can be recorded in a number of ways, but Commanders might use the simple **Notoriety Tracker** shown above. For a sheet containing multiple Notoriety Trackers, visit the Modiphius website: [www.modiphius.com](http://www.modiphius.com).

All Sections start with a single Notoriety Point—mostly to represent their ability to make it to a battlefield.

Each point earned will allow the player to tick another box on the track. When a Section

has scored enough points it may choose an in-game skill/effect from the **Section Upgrade Abilities Table** (see Page 97).

*In the example above, the 'Smoking Aces' Commando Section has achieved 3 Notoriety Points. It started with 1 for free and, in-game, distinguished itself during the Battle of Leros and Wiped Out an Enemy Section, as well as Killing an important Officer. It is now allowed to choose an ability from the Section Upgrade Table (below). It will not be able to choose another ability until it earns another 4 Notoriety Points, with a third ability available after a further 5 Points.*

## POST GAME SEQUENCE

When using the progression system, Commanders should determine the winner of an engagement and then move to the following procedure:

1. Roll for Injuries to Officers and Characters on the table overleaf.
2. Allocate Notoriety and choose any relevant Ability Upgrades (see Page 97).
3. Discuss with the opposing Commander which Scenario to play next.

### 1. Roll for Injuries to Officers and Characters

These noble individuals are not necessarily dead—such heroes are not going to let the fact that a Tank ground them into the dust, crushed them under its tracks, leaving their bodies to be gnawed upon by wolves hinder their ability to fight on! However, it is possible that such a nasty experience might cause them to pick up a debilitating injury or two.

Roll 2D6 for each Officer or Character that was 'Killed' during the course of the game, and check the result on the table overleaf.

## MODIFIERS ON THE INJURY TABLE

+1 if the Killed model was part of the winning side.

[Note: This is designed to represent Officers and Characters being properly evacuated rather than being dragged clear of the battlefield by their comrades, but Commanders may choose to ignore this rule if their campaign does not suit such actions.]

## THE BEST CARE MONEY CAN BUY

An injured Officer/Character may receive expert medical attention to remove the effects of the following injuries: *Bad Wound*, *Light Wound*, *Old Battle Wound*.

Such treatment may only be sought once per campaign and costs D3 Notoriety.

If a character is unable to pay the required Notoriety cost, then the Doctor does not treat their injuries and the model remains wounded. The model may seek treatment at a later point in the campaign, but the D3 cost in Notoriety remains, and must be paid.

## 2. Allocate Notoriety and Choose Upgrades

Sections—be they Tanks, Officers, units of Troops or Field Guns—may all benefit from gaining Notoriety at certain points in their career. Once a Section has generated enough Notoriety Points, their acts of daring allow them to develop additional Skills that set them apart from the common soldier. If a Section has scored enough Notoriety to choose an ability from the table overleaf, they should decide that ability based upon the narrative of their story.

**Example:** Looking at the table, I decide to give my Section the **Hard Chargers** ability as a skill.

"I AM partial to melee with my Commandos!" I cry... and the Smoking Aces DID get their Notoriety in the last game by killing an enemy officer in melee. My Commandos Section can now add +D3" to their Charge distance!

## Officer Injuries and Experience

2d6	Injury/ Experience	Effect
2	Dead, Dead, Dead	Model is Dead and may NEVER appear in a Force again!
3	Retires from Service	Model loses all the <b>Notoriety</b> generated in the campaign.
4	Old Battle Wound	Model must take a <b>Morale Check</b> at the start of each game. If the test is failed, the model can't be added to the army list—but ANY points spent on it in the Force are still counted.
5	Bad Wound	Model loses 1 <b>Life Point</b> permanently.
6	Light Wound	Model loses 1 <b>Injury Rating</b> permanently.
7	Just a Flesh Wound	Model loses 1 <b>Life Point</b> for the next game only.
8	Back to the Front	Model is unaffected and returns to active service.
9	Born to Fight	Model gains +1 <b>Command Point</b> permanently.
10	Never Forgive, Never Forget	Model may re-roll all missed Ranged and Melee Attacks against the named Section that caused the model to roll on the Injury Table. There's nothing like a good vendetta.
11	Horrible Scar	Model gains the <b>Daunting</b> MAR.
12	Heroic Escape	Model executes a daring escape evading their captors. Model immediately gains <b>D3 Notoriety</b> and can choose any Skill in recognition of their adventures.

## Section Upgrade Abilities

Ability	Effect
"Have at them!"	Enemy Sections may NEVER gain the <i>Upper Hand</i> when fighting this Section in Melee.
<i>Soldiers of Fortune</i>	The Section gains the <b>Lucky [3]</b> MAR.
<i>Pinpoint Marksmanship</i>	Each time the Section executes an <i>Open Fire</i> Action, the Section may <b>re-roll D3 misses</b> resulting from the Initial roll, accepting the result of the second roll.
<i>Grizzled Veterans</i>	This Section gains the <b>Battle Hardened</b> MAR.
<i>Hard Chargers</i>	The Section adds <b>+D3"</b> when determining <i>Charge Distance</i> .
<i>Smooth Reload</i>	The entire Section gains <b>Rapid Fire [1]</b> MAR when using Small Arms.
<i>Expert Camouflage</i>	Provided the Section did not move, the Section treats all Cover as one level better (in <i>Open Ground</i> , they are treated as being in <i>Soft Cover</i> ; in <i>Soft Cover</i> , they are treated as being in <i>Hard Cover</i> ).
<i>Mad Dogs</i>	The Section gains the <b>Daunting</b> MAR.
"Not one step back!"	Once per game the Section may remove ALL <b>Shaken Markers</b> taken during the game and from this point, will not receive <b>Shaken Markers</b> for any reason. The Section must have at least one <b>Shaken Marker</b> on it to activate this ability. The Section may not move again during the game!
<i>Forward Operations</i>	This may only be taken by an Infantry Section. The Section gains the <b>Scouting</b> MAR.
<i>Kitted Out</i>	The Section gains Flash Bangs and Tank Grenades for no additional cost.
<i>Expert Forward Artillery Observer</i>	This may only be taken by a Section with the <b>Spotter</b> MAR. All scatter distances rolled by attacks Spotted by this Section are HALVED.
<i>Parade Ground Shout!</i>	This may only be taken by an Infantry Section with an NCO. The NCO counts as having the <b>Musician</b> MAR (see Page 102).
"They move like ghosts!"	The Section gains the <b>Sure Footed</b> MAR.

### 3. Discuss Which Scenario To Play Next!

Now, with both players having rolled for casualties and having decided upon advancements, the Commanders are free to choose which scenario to play next.

The best way in a narrative campaign is to simply come to an agreement, based upon the story you are trying to tell. Rather than spending points on the **Scenario Generator**, both Commanders should agree what type of game best suits your storyline. You might even choose

to add multiple conditions that don't appear in the rules.

Perhaps an Officer was mortally wounded in the previous game and you want to lead a punitive raid into enemy territory to avenge him... or retrieve his father's sword that was taken away as a grisly trophy of war? Or perhaps you want to explore a more rolling narrative, decided by a flow chart style campaign of your own design, with pre-determined scenarios that link into each other.

Really, the choice is yours.



## APPENDIX B

# Model Assigned Rules

"A man's war? Don't be so quick to judge, buddy. Have you seen what that little French girl can do? Or our Russian comrade-lady? If I was a German, I wouldn't like to run into either of those dames down a dark alley on a moonless night." - Sergeant Brandon Carter

**Model Assigned Rules (MARs)** are special rules attached to models, weapons and other game elements to enhance their abilities beyond those given in their Profile (see the **Force Guides** in Appendices C and D).

MARs will frequently change or conflict with a standard rule. In these cases, the MAR takes priority, as they are deliberate exceptions to the main rules.

The list of core MARs below may be supplemented through specific published scenarios.

### ADAMANT

Models with this ability are able to shake off all but the strongest influence of the Mythos. If one or more models in a Section possess this ability, the entire Section is unaffected by Mythos Events generated by the Mythos Influence Level. In addition, the Section is unaffected by the **Daunting** MAR possessed by any model of the Mythos Creature Type. A Section containing a model with the **Adamant** MAR that is charged by a model with the **Terror** MAR must make a Morale Check rather than automatically gaining a **Shaken Marker**.

### ADJUTANT [VALUE]

This model is not an Officer, and may not issue Orders, but provided the Officer it is attached to is alive, it increases the overall Command Pool assembled in the **Pre-Turn Phase** by the value listed in the bracket.

### ALL-SEEING

Enemy models within 12" of a model with this MAR cannot benefit from the **Elusive Target** and **Stealthy** MARs. Additionally, models with the **Scouting** MAR cannot be placed on the battlefield within 18" of a model with the **All-Seeing** MAR.

### AMPHIBIOUS

Some beings are equally at home on land as they are in the water. Models with this ability treat any water terrain features as **Clear** when moving into or through it. In addition, models with this ability that are within a water terrain feature gain the advantage of **Soft Cover**.

### ARMOUR PIERCING [RANGED/MELEE, VALUE]

If a Vehicle Attack has an **Armour Piercing** MAR, add the bracketed value to any roll made on the **Vehicle Damage Table** resulting from the Attack. If an Attack contains more than one **Armour Piercing** weapon, use the highest value. Multiple instances of **Armour Piercing** do not stack.

### BATTLE HARDENED

A Section with the **Battle Hardened** MAR always counts as having the **NCO [2]** MAR in the Section for the purposes of spending Command Points, but does not generate Command Points on its own. The **Battle Hardened** MAR



does not stack, so if multiple models in the Section have the MAR, the Section still counts as having a single **NCO [2]**.

### BLAST

Weapons with the **Blast** MAR use the **Blast Template**. Casualties are applied and removed in the normal fashion, starting with those nearest the centre of the Template.

If enough Hits are rolled, models further from the centre of the Blast Template are affected, and this includes those not beneath it.

### BLOOD SACRIFICE

When a Section with this MAR causes casualties in the **Melee Phase**, they can use the blood of their victims to regenerate their ranks. If a Section with this MAR causes a casualty in the Melee Phase, they gain the **Medic [6+]** MAR, and may still roll to recover casualties even if they remain *Engaged* in Melee.

For each casualty this Section inflicts beyond the first, reduce the value of the **Medic** MAR by one; thus if the Section inflicts 3 casualties they gain the **Medic [4+]** MAR. The **Medic [X]** value can never be reduced lower than **[3+]**.

If a model with the **Blood Sacrifice** MAR is part of a Section, all models in the Section are considered to have this MAR.

### BRUTAL CHARGE [VALUE, DICE COLOUR]

A model with this MAR gains additional MAD of the Value and Dice Colour listed in the bracket instead of their normal Charge Bonus.

### BURROWING

Models with this ability can move through the earth with ease. When making movement actions, **Burrowing** models ignore intervening models and terrain. **Burrowing** models may still take any movement actions (such as *Charge* and *At The Double*) normally and may also make an *Unopposed Disengagement* even if they do not have the **Upper Hand** in Melee Combat.

### CAPACITY [TYPE, VALUE]

A Building/Vehicle with this MAR may contain/transport a number of models of the listed Type, up to the Value listed in the bracket.

### CHARGE DOORS

After a Section *Disembarks* from a Transport with **Charge Doors**, they may declare a *Charge* as if it were an Open Topped Transport (see Page 93).

### COMBAT ARMOUR [VALUE]

A model with Combat Armour increases its **Injury Rating** by the number listed in the bracket when *Engaged* in Melee.

## CONTROLLED [VALUE]

Some creatures and servitor races require the immediate presence of a more powerful individual to keep them under control. Models with this MAR require the presence of another model, of the appropriate Value anywhere on the battlefield. Thus, a model with the **Controlled [NCO]** MAR must have an NCO present on the battlefield.

If all models of the appropriate Value are removed from the battlefield, the model with this MAR becomes *Uncontrolled*. Additionally, certain effects can render a Section *Uncontrolled*. *Uncontrolled* Sections cannot be activated during the **Section Activation Phase** (that is, the **Command, Movement** and **Shooting Segments**). During the **End Phase**, any *Uncontrolled* Sections will activate. See Page 85 for the details of activating an *Uncontrolled* model.

A model of appropriate Value can attempt to regain control of an *Uncontrolled* Section using the *Regain Control Order*. If the Order is successful, the *Uncontrolled* Section immediately becomes *Controlled* and can act normally.

## COUNTERATTACK

When a model with this MAR has been the target of a Shooting Action, if it has not been removed as a casualty by that attack, it can immediately perform a free Shooting Action. This attack is made immediately, and must target the unit that performed the original Shooting Action. All shots made during the counterattack are *Rushed Shots*. A model can benefit from this MAR multiple times per Game Turn.

## CQB WEAPON

Assuming the owning model is *Engaged*, this weapon adds **+1 Dice** to the **Melee Attack Pool**, of the same Colour as the weapon's Effective Range. See Page 80 for more.

## CUMBERSOME

A weapon with this MAR may not be fired from the back of an Open Topped Transport.

## DAUNTING

When a target Section is successfully *Charged* by a model with the **Daunting** MAR, the target Section must take an immediate Morale Check.



## DUAL WIELDING

A **Dual Wielding** model may fire two weapons during its Activation. They must be used as part of the same Attack; a model cannot make one attack with one weapon and then a second attack with another.

## ELUSIVE TARGET

Any Ranged Attacks against a Section where all models have the **Elusive Target** MAR are considered to be *Rushed Shots*.

## EXPERIMENTAL WEAPON

An **Experimental Weapon** rolls the listed number of Dice to determine how many Attack Dice it rolls. This is determined each time a model with the weapon makes an Attack.

## FEARLESS

Models with the **Fearless** MAR do not take Morale Checks for any reason (including the effects of enemy MARs). If a model with the **Fearless** MAR is part of a Section, all models in the Section are considered to have this MAR.

## FLYING

Models with this MAR can choose to fly rather than walk on the ground. See Page 74 for more information about flying movement and **Elevated Positions**.

**GAS GRENADE**

If a Section including one or more models with **Gas Grenades** is Charged, the Charging unit does not gain any Charge Bonus.

**HEROIC**

When a model with this MAR is included in a Force, any unique Tactical Action Cards included with the model are added to the controlling player's TAC Hand in addition to those selected normally.

These bonus cards are above and beyond those selected normally, and can increase a player's TAC Hand above the maximum allowed for the game.

**HIT AND RUN**

Models with this ability can perform *Hit and Run* attacks as described in the **Melee Phase** on Page 80.

**IDF WEAPON**

An **Indirect Fire (IDF) Weapon** obeys the rules for **Indirect Fire Weapons**, found on page 75.

**INDEPENDENT FIRING**

A model with the **Independent Firing** MAR may resolve Ranged Attacks independently with each weapon and is not limited to firing a single RAD and single VAD attack in its Activation. **Independent Firing** may not be used on **Overwatch**.

**INFILTRATOR**

A Section containing one or more models with the **Infiltrator** MAR deploys during the **Infiltrator Deployment Stage** (see Page 38).

**INSPIRING**

If a model can draw Line of Sight to a model with the **Inspiring** MAR, that model and its Section add **+1 RED** dice to all Morale Checks.

**LETHAL**

If all weapons in a Ranged Attack have the **Lethal** MAR, and the number of Successes rolled for the Attack equals or exceeds the target's Injury Rating, the model is **Killed**, regardless of how many Life Points it had remaining. This ability has no affect on Vehicles.

**LIMITED [X]**

A weapon with this MAR is only effective against a model with the [X] Model Type; when used against models with a different Type, change the Damage Dice to **[BLACK]**.

**LINE TEMPLATE**

A weapon with the **Line Template** MAR does not follow the same rules for shooting. Instead, when the weapon is fired, place the Line Template in contact with the attacking model. All models under the template are struck and subject to the effects of the attack.

**LUCKY [VALUE]**

A model with the **Lucky** MAR starts the game with a number of **Luck Markers** (see page 132) equal to the value listed in the MAR.

Each **Luck Marker** may be spent at any point to allow the model with **Luck** to re-roll any single Dice rolled by the model. A Dice cannot be re-rolled more than once and the second result must be accepted.

The number of **Luck Markers** that the model has available for the duration of the game is determined when the model is deployed.

A model cannot regain spent **Luck Markers** during a game, but Sections may gain this MAR in-game through the use of TACs and scenario effects.

**MEDIC [X+]**

Whenever a Section containing a model with the **Medic** MAR suffers one or more Casualties from a Melee or Ranged Attack, do not remove the models, but instead carefully tip them over on their side, place **Life Point Lost Markers** on them, or otherwise mark them as Casualties.

The section may still be called upon to take a Morale Check for suffering casualties as normal, counting models tipped or with Markers as if they had been lost.

During the **Repairs and Medics Step** of the **End Phase**, if the Section is not *Engaged* in Melee, roll a D6 for each casualty. If it equals or exceeds the **X+** listed in the brackets, the model recovers to one Life Point remaining. If the roll is lower than the **X+** listed in the brackets, the model is removed from the table as a casualty.

**Note:** This MAR has no effect on Vehicles.

**MOVE OR FIRE**

A model with the **Move or Fire** MAR cannot make a Ranged Attack if it has performed any Move Action except *Hold Your Ground* this Activation.

**MUSICIAN**

Any Command Check performed by a Section containing a **Musician** may reroll any rolls of a 1 in the Initial Roll. Any Morale Check performed by a Section containing a **Musician** may re-roll 1 dice in the Initial Roll.

**NCO [VALUE]**

An **NCO** generates Command Points up to the value listed in the bracket every Turn. NCOs may give Orders.

**NON-COMBATANT**

A **Non-Combatant** model cannot be the target of an attack of any kind and as a result cannot be *Destroyed* or *Killed*. If only **Non-Combatant** models remain in a Section, the Section must be removed from the tabletop.

**Non-Combatant** models do not *Block Line of Sight*. If a Section containing a **Non-Combatant** is *Charged* or declares a *Charge*, after *Charge* reactions are resolved but before the *Charging* models are moved, any **Non-Combatants** should be repositioned so that they do not interfere with the *Melee* in any way, yet are still within Coherency of their Section.

If the only model a *Charging* Section can move into *Base Contact* with is **Non-Combatant**, it is repositioned out of *Base Contact*, and the *Charge* is regarded as a failed *Charge*.

**Non-Combatant** models do not count towards the number of models in a Section for determining Morale Effects or Transport Capacity.

**OPEN TOPPED**

This is an Open Topped Vehicle. See Page 93.

**POLITICAL OFFICER [VALUE]**

A **Political Officer** generates a number of additional Command Points equal to the value listed in the bracket. A **Political Officer** may not issue Orders, but may use the Command Points it generates to Bolster Command and

Morale Checks made by its Section (see Page 23). If any Friendly Section fails a Command or Morale Check within 12" of a **Political Officer**, IMMEDIATELY subtract D3-1 Command Points from the Command Pool.

**RAPID FIRE (VALUE)**

During the **Shooting Segment**, a model with the **Rapid Fire** MAR may reroll a number of Initial Ranged Attack Dice equal to the Value listed in the bracket.

**RITUAL CASTING [X]**

Many of the most powerful Spells of the Mythos are best cast by performing a ritual, which involves more than one caster. When casting a Spell, a Section that possesses this MAR rolls one dice for every **X** models in the Section. The colour of these dice are determined by the **Quality** of the Spellcasters in the Section.

**RUN AND GUN**

A Section of models with the **Run and Gun** MAR may perform an *Open Fire* Shooting Action BEFORE they make their Movement Action, or during the **Shooting Segment** as usual. A Section taking their Shooting Action before they move is not permitted to make a second Shooting Action in the **Shooting Segment**, in effect, taking their Shooting Action early. If a Section with the **Run and Gun** MAR makes a Shooting Action before they move, they may not make an *At The Double* Move Action.

**SCOUTING**

A Section containing one or more models with the **Scouting** MAR deploys during the **Scouting Deployment Stage** (see Page 38).

**SHIELD [X]**

A model with a **Shield** may always add dice to the **Resolve Cover Saves Step** of the **Shooting Phase** (see Page 70), adding the number of Coloured Dice listed in the Value within the bracket to the **Cover Save Dice Pool**.

**SLIP THROUGH ANGLES**

A model with this MAR can perform a special **Slip Through Angles** movement action. Place the model anywhere within 12" of their



original position, ignoring any intervening terrain or models. The acting model does not need Line of Sight to the destination. This movement may not place the acting model in contact with an enemy model. This action counts as an *At The Double* movement action and thus, models making this action cannot participate in the **Shooting Segment**. When this action is taken, **raise the Mythos Influence Level by one**. This ability can be used to take an *Unopposed Disengagement* away from Melee.

### SMALL ARMS

**Small Arms** will allow certain effects to be triggered by the use of specific Tactical Action Cards, and as a result of certain Orders.

### SMOKE LAUNCHER [VALUE]

A model with the **Smoke Launcher** MAR may deploy a finite number of **Smoke Barrier Templates**, up to the **Value** listed in the bracket, within 4", at the END of the **Movement Segment**, in the **Movement Consolidation Step** and after any *Overwatch* Fire has been resolved.

### SNIPER [X]

**Sniper** Weapons may ignore the Target Priority Chain and may instead nominate the preferred target in Line of Sight, with all successful Hits rolled allocated to that target only. Additionally, **Sniper** Weapons are always considered to have the **Solo Weapon** MAR.

### SOLO WEAPON

This weapon may only fire alone and may never be used to contribute dice to Attack Dice Pools with other weapons. In situations where a **Solo Weapon** is within a Section without the MAR, resolve the Attacks in any order.

### SPELLCASTER [QUALITY]

Models with this MAR are latent Spellcasters. When casting a Spell, the colour of the Command Check dice is determined by the Spellcaster's **Quality**. If more than one model in the same Section possesses this MAR, use the highest Quality.

Spellcaster Quality	Spellcasting Dice Colour
Militia	BLACK
Regular	BLUE
Veteran	RED

A list of available Spells is shown overleaf, and are accessed via a Spellbook (see Page 43 and the **Force Guides** in Appendices C and D).

### SPOTTER

This model may Spot for IDF weapons (see Page 75). A model with the **Spotter** MAR may make an *Advance* move, even when their Section is given a *Hold Your Ground* Move Order. The Spotter must remain in Coherency with their Section in order to use their **Spotter** MAR.

## Spells

Spell Name	Level	Difficulty	Target	Range	Duration
Augur	1	Special	Special	Special	Current Turn

If the Spell is cast successfully, the player sets aside one dice for each Success rolled (to a maximum of 3 dice). These dice can be used to reroll any dice rolled this Turn. Reroll dice not used are lost during the End Phase of the Current Turn.

Bind Enemy	2	2	Friendly Section	12"	Current Turn
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Enemy models cannot target the affected Section.

Death Spell	3	Special	Enemy Model	9"	Instant
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The target immediately loses 1 Life Point per Success rolled.

Flesh Ward	2	2	Caster	Caster	Rest of the Game
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The Spellcaster increases their **IR by +1**. A model can only benefit from this Spell once.

Hands of Colubra	1	2	Caster	Caster	Current Turn
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The Spellcaster increases their **MAD by +2**. A model can only benefit from this Spell once per Turn.

Implant Fear	1	1	Enemy Section	12"	Instant
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The target gains 1 Shaken Marker. A Section may be affected by this Spell more than once per Turn.

Self-Ward	2	2	Caster	Caster	Rest of the Game
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The Spellcaster increases their **LP by +1**. A model can only benefit from this Spell once.

Sever Control	1	Special	Summoned Creature	12"	Instant
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Instead of rolling to cast this spell, the Spell Caster instead rolls an Opposed Command Check against the model that summoned the target creature. If you are successful, the target becomes *Uncontrolled*. Both models involved in the Command Check can use their Spellcasting Quality. Only the target creature, not the Spell Caster that summoned it, needs to be in range to cast this spell.

Shrivelling	1	Special	Enemy Section	12"	Instant
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The Shrivelling Spell acts as an attack against the Target Section, with a number of Hits equal to the Successes rolled when casting the spell. Hits are applied as per the normal process of applying Damage to a Section. Target Sections may not roll a Defensive Pool against the Shrivelling Spell.

Slip Through Angles	1	2	Caster	12"	Instant
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If the Spell is successfully cast, the caster can immediately perform a *Slip Through Angles* special Movement Action as described by the MAR of the same name. If successful, the model may not take a different Movement Action this Turn.

### Summon Mythos Creature Spells

If one of the following Spells is successfully cast, the controlling player gains a Section of the stated models which is immediately put into play within 12" of the Spellcaster. These models do not act this Turn but activate normally beginning on the next Turn. These models gain the **Controlled** **[Spellecaster]** and **Summoned** MARs.

Summon Fluttering Fiends	2	3	Special	12"	Rest of the Game
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The controlling player gains a Section of 3 Fluttering Fiend models.

Summon Nightgaunts	2	3	Special	12"	Rest of the Game
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The controlling player gains a Section of 3 Nightgaunt models.

Summon Sheehad	3	5	Special	12"	Rest of the Game
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The controlling player gains a single Sheehad model.

Summon Die Teufelshunds	2	4	Special	12"	Rest of the Game
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The controlling player gains a Section of 3 Teufelshunds models.

### SPRAY AND PRAY

If a Ranged Attack includes only **Spray and Pray** Weapons, any Cover from which the target Section benefits is reduced by one degree; so **Hard Cover** becomes **Soft Cover**, and **Soft Cover** becomes **Open Ground**.

### STEADFAST

Models with the **Steadfast** MAR ignore scenario based/mission conditions that give negative penalties on Morale Checks, such as the **Battle Weary** Battlefield Condition. Models with the **Steadfast** MAR ignore the -1 dice penalty when making Morale Checks for a Section below half its initial Life Points.

### STEALTHY

If all models within a Section have the **Stealthy** MAR, they may not be targeted by weapons at Long Range. This has no effect on IDF weapons.

### SUMMONED

Some dark beings of the Mythos can be called to battle by powerful Spellcasters. These creatures do the bidding of their summoners, but are barely allies.

Models with this MAR cannot hold or contest objectives, but do count as Enemy Casualties when killed, and count as a friendly unit for Morale purposes, if wiped out.

### SURE FOOTED

**Sure Footed** models may move *At The Double* though terrain classified as *Difficult*. Additionally, the models retain their Charge Bonus when Charging through terrain classified as *Difficult*.

### SUSCEPTIBLE [X]

When a Section with this MAR is subject to an attack from [X] source, its **IR** is reduced by 2.

*Example: A Section of Cold Ones (IR 5) is hit by a flamethrower attack. They have the **Susceptible [Fire]** MAR and thus have their IR reduced to 3.*

### SUPPRESSION

If a Ranged Attack containing any weapons with this MAR causes the loss of one or more Life Points, the target Section requires an additional Success when taking a Morale Check.



### SWIFT STRIKE

A model with the **Swift Strike** MAR gains the **Strike First** ability in the first round of a Melee (see Pages 79 and 81).

### TERROR

When a target Section is successfully Charged by a model with the **Terror** MAR, the target Section immediately gains a **Shaken Marker**. If the Charged Section possesses the **Adamant** MAR it instead must make an immediate Morale Check.

### TOWERING

Models with the **Towering** MAR may not perform a *Hit The Deck* Action. Any Cover Saves this model makes are treated as being one level worse than normal. This means that when this model is in **Soft Cover**, it is instead considered to be in **Open Ground**, and when it is in **Hard Cover** it is instead considered to be in **Soft Cover**.

### UNIQUE

A model with the **Unique** MAR may only appear once in a Commander's Force List.

### UNRELIABLE

After declaring an Attack with an **Unreliable** Weapon, roll a D6: On the roll of a 1, the weapon malfunctions and may not be used during the declared attack. On the roll of a 2-6, the weapon works without mishap.

### WALL BREAKER

If more than one model with this ability makes an *At The Double* movement action that ends in contact with a piece of Linear Terrain during the same Activation, remove that piece of Linear Terrain.



## APPENDIX C

# Allied Force Guide

### American Officer

An army is only as good as the men in command, and US officers provide leadership and direction for their men in the field, enabling them to perform above and beyond the call of duty.

#### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any HQ or Character Section						
<b>Section Size</b>	This Section must contain 1 Officer and can contain 0-5 Infantrymen.						
<b>Command Capability &amp; Model Cost</b>	The Officer's Command Capability and Point Cost depend on Rank (see below). An Officer can issue any Standing Orders.						
Rank	Command Points	Command Range	Exp. Level	Point Cost			
Lieutenant	4	8"	Regular	75			
Captain	5	8"	Regular	100			
Major	6	10"	Veteran	150			
Colonel	8	10"	Veteran	175			
Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Infantryman	Infantry	6"	3	1	2 [Black]	MI Garand, Grenades	-
Sergeant	Infantry	6"	3	2	3 [Blue]	Thompson, Grenades	NCO [I]. Spotter
Officer	Infantry Officer	6"	4	3	3 [Blue]	Pistol	-

#### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Infantry	The Section can include 0-5 Infantryman.	0-5	+25/Model
Tank Mines	All models gain Tank Mines (see Page 20).	-	+3 Points/Model
NCO	Up to 1 Infantryman can be upgraded to a Sergeant.	0-1	+10 Points
BAR	Up to 1 Infantryman can exchange its MI Garand for a Browning Automatic Rifle.	0-1	+5 Points
Field Equipment	The Officer's Pistol may be upgraded to a Thompson Submachine Gun.	0-1	+5 Points
Transport	A 2½-Ton Truck can be added to the Section.	0-1	+100 Points

## American Infantry

These brave GIs form the main bulk of the Allied ground troops during the Secret War. Armed with a variety of small arms, their courage, tenacity and coolness under fire enable them to resist myriad Mythos horrors.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Line Sections 1, 2 & 3 – may form Fire Teams
<b>Section Size</b>	This Section must contain 6-10 Infantrymen.
<b>Command Capability &amp; Model Cost</b>	All models in an American GI Section must be of the same Quality. Each <b>Regular</b> Infantryman costs 25 Points. Each <b>Veteran</b> Infantryman costs 30 Points.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Infantryman	Infantry	6"	3	1	<b>2 [Black]</b>	M1 Garand, Grenades	–
Medic	Infantry	6"	3	1	<b>2 [Black]</b>	M1 Garand	<i>Medic [5+]</i>
Sergeant	Infantry	6"	3	2	<b>3 [Blue]</b>	Thompson, Grenades	NCO [1]. Spotter
Gun Team	Infantry	6"	3	2	<b>2 [Black]</b>	See below	–

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Tank Mines	All models gain Tank Mines (see Page 20).	–	+3 Points/Model
Medic	Up to 1 Infantryman can be upgraded to a Medic.	0-1	+10 Points
NCO	Up to 1 Infantryman can be upgraded to a Sergeant.	0-1	+10 Points
BAR	Up to 1 Infantryman can exchange its M1 Garand for a Browning Automatic Rifle.	0-1	+5 Points
Gun Team	2 Infantrymen can be upgraded to form a Gun Team. These Infantrymen both exchange their M1 Garands for a single heavy weapon chosen from the following: • M1A1 Bazooka • M1919 Machine Gun • M2 Mortar • M2-2 Flamethrower	0-1	+10 Points
Transport	A 2½-Ton Truck may be added to the Section.	0-1	+100 Points

## American Heavy Weapon Section

When additional firepower is needed to crack an objective, flamethrowers, bazookas and mortar teams combine to support their infantry comrades and unleash hell on their unsuspecting enemies.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Support Section – may form Fire Teams
<b>Section Size</b>	This Section must contain 6-10 Infantrymen.
<b>Command Capability &amp; Model Cost</b>	All models in an American Heavy Weapon Section must be of the same Quality. Each <b>Regular</b> Infantryman costs 25 Points. Each <b>Veteran</b> Infantryman costs 30 Points.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Infantryman	Infantry	6"	3	1	<b>2 [Black]</b>	M1 Garand, Grenades	–
Sergeant	Infantry	6"	3	2	<b>3 [Blue]</b>	Thompson, Grenades	NCO [I]. Spotter
Gun Team	Infantry	6"	3	2	<b>2 [Black]</b>	See below	–

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
NCO	Up to 1 Infantryman can be upgraded to a Sergeant.	0-1	+10 Points
BAR	Up to 1 Infantryman can exchange its M1 Garand for a Browning Automatic Rifle.	0-1	+5 Points
Gun Team	2 Infantrymen can be upgraded to form a Gun Team. These Infantrymen both exchange their M1 Garands for a single heavy weapon chosen from the following: <ul style="list-style-type: none"> <li>• M1919 Machine Gun</li> <li>• M1A1 Bazooka</li> <li>• M2 Mortar</li> <li>• M2-2 Flamethrower</li> </ul>	0-1	+10 Points
2nd Gun Team	2 Infantrymen can be upgraded to form a second Gun Team. These Infantrymen both exchange their M1 Garands for a single heavy weapon chosen from those listed above.	0-1	+15 Points
3rd Gun Team	2 Infantrymen can be upgraded to form a third Gun Team. These Infantrymen both exchange their M1 Garands for a single heavy weapon chosen from those listed above.	0-1	+20 Points
Transport	A 2½-Ton Truck may be added to the Section.	0-1	+100 Points

## Badger's Commandos



These combat specialists are used to operating deep behind enemy lines on a variety of covert operations. Experts in hit-and-run tactics, their lightning raids sow panic and confusion among even the *Reich*'s most disciplined troops.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Line Sections 1, 2 & 3 – may form Fire Teams
<b>Section Size</b>	This Section must contain 6-10 Commandos.
<b>Command Capability &amp; Model Cost</b>	Each <b>Veteran</b> Commando costs 40 Points.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Commando	Infantry	6"	3	1	<b>3 [Black]</b>	Sten, Grenades	Scouting
Sergeant	Infantry	6"	3	2	<b>3 [Blue]</b>	Sten, Grenades	NCO [I], Spotter

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
NCO	Up to 1 Commando can be upgraded to a Sergeant.	0-1	+10 Points
Blevin Carbine	All models replace their Sten with Blevin Carbines.	–	+5 Points/Model
Blevin Rifle	All models replace their Sten with Blevin Rifles.	–	+5 Points/Model
Flash Bangs	All models gain Flash Bangs (see Page 20).	–	+3 Points/Model
Tank Mines	All models gain Tank Mines (see Page 20).	–	+3 Points/Model
Transport	A 2½-Ton Truck may be added to the Section.	0-1	+100 Points

## 2 1/2-Ton Truck

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	This model can be added as an upgrade to certain Sections.					
<b>Section Size</b>	One 2 1/2-Ton Truck					
<b>Command Capability &amp; Model Cost</b>	A 2 1/2-Ton Truck costs 100 points.					
Name	Type	MV	Armour Rating F/S/R	HP	Weapons	MARS and Abilities
2 1/2-Ton Truck	Vehicle	9"	5/4/3	3	None	<i>Towering, Transport [10]</i>

## M3 Half-Track

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	This Section occupies the Support slot in the Platoon Structure					
<b>Section Size</b>	This Section must contain 1 M3 Half-Track Car					
<b>Command Capability &amp; Model Cost</b>	The Point cost of the model depends on its Quality. A <b>Regular</b> Half-Track costs 150 points. A <b>Veteran</b> Half-Track costs 175 points.					
Name	Type	MV	AR (F/S/R)	HP	Weapons	MARS and Abilities
M3 Half-Track	Medium Vehicle	8"	6/6/5	3	M2 Machine Gun (360° Arc), 2x M1919 Machine Guns (Sides 180° Arc)	<i>Capacity (Infantry, 10), Independent Firing, Open-Topped, Towering</i>

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Radio Car	The vehicle gains the <b>NCO (I)</b> MAR.	0-1	+10 Points
Heavy Transport	Increase the Half-Track's AR by +1/+1/+1. Decrease the Half-Track's MV value by 1.	0-1	+10 Points

## ALLIED FORCES

### M4 Sherman Tank

#### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	This Section occupies the Heavy Support slot in the Platoon Structure
<b>Section Size</b>	One M4 Sherman Tank.
<b>Command Capability &amp; Model Cost</b>	The Point cost of the model depends on its Quality. A <b>Regular</b> tank costs 550 points. A <b>Veteran</b> tank costs 650 points.

Name	Type	MV	Armour Rating	HP	Weapons	MARS and Abilities
M4 Sherman	Heavy Vehicle	7"	9/8/7	4	76mm M1 Gun, 1x M1919 Machine Gun (360° Arc), 1x M1919 Machine Gun (Fore 90°).	NCO [1], <i>Independent Firing</i> , <i>Towering</i>

#### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
M2 Machine Gun	In addition to the armament above, the M4 Sherman can be equipped with an M2 Machine Gun (360° Arc)	0-1	+25 Points
'Jumbo'	Increase the M4 Sherman's Armour Rating by +1/+1/+1	0-1	+15 Points
'Zippo'	Replace the M1919s with one R3 Flamethrower (360° Arc)	0-1	+5 Points
'Dozer'	Adds a Dozer Blade to the front of the tank. The model gains the <b>Wall Breaker</b> MAR.	0-1	+5 Points

### M5 Antitank Gun

#### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	This Section occupies the Heavy Support slot in the Platoon Structure
<b>Section Size</b>	One M5 Antitank Gun plus 2-4 Crewmen.
<b>Command Capability &amp; Model Cost</b>	Each <b>Regular</b> Field Gun costs 90 Points. Each <b>Regular</b> Crewman costs 25 Points.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Crewman	Infantry	6"	3	1	2 [Black]	M1 Garand, Grenades	–
Name	Type	MV	Armour Rating	HP	Weapons	MARS and Abilities	
M5 Antitank Gun	Field Gun	3"	5/5/2	2	M5 Antitank Gun	Move or Fire	

## Investigators

These specialists and civilians may not be as effective combatants as regular soldiers but they bring a variety of skills, talents and expertise to the battlefield which is vital if the Secret War is ever to be won.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Elite Section
<b>Section Size</b>	This Section must contain 5-10 Investigators.
<b>Command Capability &amp; Model Cost</b>	All models in this Section must be of the same Quality. Each <b>Regular</b> Investigator costs 15 Points. Each <b>Veteran</b> Investigator costs 25 Points.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Investigator	Infantry	6"	3	1	1 [Black]	Pistol	<i>Adamant, Heroic</i>

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Investigations	For each Section of Investigators, up to three special TACs may be selected.	0-3	+10 Points/Card
Artefacts	For each Section of Investigators, up to 3 of the Artefacts below may be selected.	0-3	+10 Points/Artefact
Submachine Guns	Up to 2 Investigators can exchange their Pistol for a Thompson Submachine Gun.	0-2	+5 Points each
Blevin Pistols	All models replace their Pistols with Blevin Pistols.	–	+5 Points/Model
Grenades	All models gain Grenades.	–	+3 Points/Model
Transport	A 2½-Ton Truck may be added to the Section.	1	+100 Points

### ARTIFACTS

<b>Concealing Shroud</b>	All models in the Section gain the <b>Stealthy</b> MAR.
<b>Mystical Poultice</b>	All models in the Section gain the <b>Medic [5+]</b> MAR.
<b>Mythos Wards</b>	All models in the Section gain the <b>Combat Armour [1]</b> MAR.

## Pathfinder Demon Hunters



Only the bravest, most spiritual warriors of the North American tribes learn the ways of the demons and how to defeat them. These fearsome warriors are armed with a tomahawk, swords and traditional Tinglit armour.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Elite Section					
<b>Section Size</b>	This Section must contain 3-6 Pathfinders.					
<b>Command Capability &amp; Model Cost</b>	All models in this Section must be of the same Quality. Each <b>Regular</b> Pathfinder costs 40 Points. Each <b>Veteran</b> Pathfinder costs 45 Points.					
Name	Type	MV	IR	LP	MAD	Weapons
Pathfinder	Infantry	6"	3	1	<b>2 [Blue]</b>	M1 Garand, Grenades
Sergeant	Infantry	6"	3	2	<b>3 [Blue]</b>	Thompson, Grenades

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
NCO	Up to 1 Pathfinder can be upgraded to a Sergeant.	0-1	+10 Points
Assault Troops	All models can exchange their Garand for a Thompson.	0-6	+5 Points/Model
Flash Bangs	All models gain Flash Bangs (see Page 20).	–	+3 Points/Model
Tank Mines	All models gain Tank Mines (see Page 20).	–	+3 Points/Model

### ARTIFACTS

<b>Demon Blades</b>	Pathfinders increase their MAD by <b>1 [Blue]</b> when attacking models of the Mythos Creature type.
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## ALLIED HEROES

## Ariane Dubois



A stalwart member of the French Resistance, Ariane has been the bane of Wehrmacht officers across occupied France for months, sprinting forward with her trusty Luger whilst the terrifying creature that bonded with her during Operation Pandemonium prepares to devour the spirits of her Nazi foes.

## FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Character or Elite Section
<b>Section Size</b>	I Ariane Dubois and I Demon
<b>Command Capability &amp; Model Cost</b>	Ariane Dubois is <b>Regular</b> and costs 100 points.

**Tactical Action Card** If Ariane is part of a player's force, they may add the '*Feast of the Demon*' TAC to their TAC Hand.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Ariane Dubois	Infantry	6"	4	2	<b>3 [Blue]</b>	Pistol	<i>Adamant, Battle Hardened, Elusive Target, Heroic, Infiltrator, Stealthy, Unique</i>
Demon	Mythos Creature	6"	5	2	<b>6 [Red]</b>	-	<i>Swift Strike, Terror, Unique</i>

## SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Tank Mines	Ariane gains Tank Mines (see Page 20).	0-1	+3 Points
Grenades	Ariane gains Grenades.	0-1	+5 Points
Panzerfaust	Ariane gains a Panzerfaust.	0-1	+5 Points

## ARTEFACTS

<b>Demon</b>	Any damage suffered to Ariane is first applied to the Demon until it is killed. The Demon is a Mythos Creature and thus, as long as it is alive, Ariane is affected by anything that can affect models with this Section Type. Additionally the Mythos Influence Level increases by one when Ariane is placed on the battlefield.
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## Sergeant Brandon Carter



On secondment from the US Army, Carter is one of the few to survive the "Stratford Affair". Since that day, he is never without an Elder Sign medallion, seemingly causing his Thompson SMG to take on a life of its own, spitting out Mythos-fuelled bullets.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any HQ or Character Section
<b>Section Size</b>	This Section must contain 1 Sergeant Carter and may include 0-5 Infantrymen
<b>Command Capability &amp; Model Cost</b>	Sergeant Brandon Carter can issue any Standing Orders. Sergeant Brandon Carter is <b>Regular</b> and costs 150 points.

**Tactical Action Card** If Sergeant Carter is part of a player's force, they may add the *'Life of Its Own'* TAC to their TAC Hand.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Sergeant Carter	Infantry	6"	4	3	<b>4 [Blue]</b>	Thompson, Grenades	<i>Adamant, Heroic, NCO [3], Spotter, Unique</i>
Infantryman	Infantry	6"	3	1	<b>2 [Black]</b>	M1 Garand, Grenades	—

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Infantrymen	The Section can include 0-5 Infantrymen.	0-5	+25/Model
BAR	Up to 1 Infantryman can exchange its M1 Garand for a Browning Automatic Rifle.	0-1	+5 Points
Transport	A 2½-Ton Truck may be added to the Section.	0-1	+150 Points

### ARTIFACTS

<b>Amulet</b>	Any ranged attacks made by Sergeant Carter against models with the Mythos Creature type have their Dice Colour changed to <b>Red</b> .
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## Corporal Liebowitz



Horrifically wounded by the Black Sun, Liebowitz's mind was opened to the power of the Mythos, his body mutated into a twisted blasphemy of tentacled flesh. When he loses control, his unconscious mind exacts a terrible revenge on his tormentors.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any HQ or Character Section
<b>Section Size</b>	1 Corporal Liebowitz
<b>Command Capability &amp; Model Cost</b>	Corporal Liebowitz is <b>Regular</b> and costs 125 points.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Corporal Liebowitz	Mythos Creature	6"	4	2	See below	—	<i>Blood Sacrifice, Fearless, NCO [2], Terror, Unique</i>

<b>Abilities</b>	During each Melee Phase that Corporal Liebowitz participates in, roll a <b>D6</b> . The number rolled indicates the MAD of the model as well as the color: on a 1-2 the colour of his MAD are <b>Black</b> , on a 3-4 they are <b>Blue</b> and on a 5-6 they are <b>Red</b> .
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## Captain Eric 'Badger' Harris



The commander of his own unit, Captain Harris and his men are attached to a secret department within British Intelligence known only as Section M. Affectionately nicknamed "Badger's Commandos", this experimental group is given all manner of odd devices with which to combat the menace of the Mythos.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any HQ or Character Section						
<b>Section Size</b>	This Section must contain 1 Captain Harris and 0-5 <b>Veteran</b> Commandos						
<b>Command Capability &amp; Model Cost</b>	<b>Command Points</b>	<b>Command Range</b>	<b>Exp. Level</b>	<b>Point Cost</b>			
	5	6"	<b>Veteran</b>	200			
Captain Harris can issue any Standing Order							
<b>Tactical Action Card</b>	A force that includes Captain Harris may add the 'It's Not That Scary' TAC to their Hand.						
Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Captain Harris	Infantry Officer	6"	4	4	<b>3 [Red]</b>	Blevin Pistol, Pistol, Grenades	<i>Adamant, Heroic, Inspiring, Spotter, Unique</i>
Commando	Infantry	6"	3	1	<b>3 [Black]</b>	Sten, Grenades	Scouting

### SECTION UPGRADES - LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Commandos	The Section can include 0-5 Commandos.	0-5	+40/Model
Blevin Carbine	All models replace their Sten or Blevin Pistol with a Blevin Carbine.	–	+5 Points/model
Blevin Rifle	All models replace their Sten or Blevin Pistol with a Blevin Rifle.	–	+5 Points/model
Flash Bangs	All models gain Flash Bangs (see Page 20).	–	+3 Points/model
Tank Mines	All models gain Tank Mines (see Page 20).	–	+3 Points/model
Transport	A 2½-Ton Truck may be added to the Section.	0-1	+100 Points

## Professor Richard Deadman



Deadman is an American professor who may have the knowledge to defeat the Nazis' command of Mythos magic. Instrumental in the establishment of both Section M and Majestic, he is a great asset to the Allied war effort.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Character or Elite Section
<b>Section Size</b>	1 Professor Deadman
<b>Command Capability &amp; Model Cost</b>	Professor Richard Deadman is <b>Regular</b> and costs 100 points + Spellbook Upgrade.

**Tactical Action Card** A force that includes Deadman may add the 'Begone Foul Beast' TAC to their Hand.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Deadman	Infantry	6"	4	2	2 [Blue]	Pistol	Adamant, Battle Hardened, Heroic, Spellcaster [ <b>Veteran</b> ], Unique

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Spellbook	Deadman <b>must</b> be given a Spellbook with a Rating of 1-3.	–	+10 Points/Rating

## Major 'Mad' Jack McMasters

A much-decorated and ever-so-slightly deranged Allied hero, Mad Jack's fearless nature, ability to inspire men, and mastery of both longbow and his broadsword 'Nelly' make him one of the Allies' most potent weapons.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any HQ or Character Section
<b>Section Size</b>	This Section must contain 1 Major 'Mad' Jack and <b>Regular</b> 0-5 Commandos
<b>Command Capability &amp; Model Cost</b>	Major McMasters is <b>Veteran</b> and costs 150 points. Major McMasters can issue any Standing Orders.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Major Jack	Infantry	6"	4	3	5 [Blue]	Bow, Sword, Grenades	Adamant, Inspiring, Lucky [3], NCO [3], Spotter, Unique

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Commandos	The Section can include 0-5 Commandos.	0-5	+40/Model
Flash Bangs	All models gain Flash Bangs (see Page 20).	–	+3 Points/model
Tank Mines	All models gain Tank Mines (see Page 20).	–	+3 Points/model
Transport	A 2½-Ton Truck may be added to the Section.	0-1	+150 Points

## Natalya Petrova



A brave Soviet tank driver turned fearsome partisan, the awful secrets Petrova discovered in the ancient forests of her home-land have been turned against the Nazi war machine. Woe betide anyone who gets in the way of her Motherland's vengeance. The Nazis on the Eastern Front have come to fear her as "die weisse Rächerin", the White Vengeance.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Character or Elite Section					
<b>Section Size</b>	This Section must contain 1 Natalya Petrova and 0-5 <b>Regular</b> Commandos					
<b>Command Capability &amp; Model Cost</b>	Natalya Petrova is <b>Regular</b> and costs 150 points.					
<b>Tactical Action Card</b>	A force that includes Natalya may add the ' <i>Ghostly Apparition</i> ' TAC to their Hand.					

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Natalya Petrova	Infantry	6"	4	3	<b>4 [Blue]</b>	PPsH	<i>Adamant</i> , <i>Battle Hardened</i> , <i>Counterattack</i> , <i>Heroic</i> , <i>Scouting</i> , <i>Unique</i>
Commando	Infantry	6"	3	1	<b>3 [Black]</b>	Sten, Grenades	<i>Scouting</i>

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Unleash the Spirit	The ' <i>Unleash the Spirit</i> ' TAC is added to the player's Hand.	0-1	+10 Points
Commandos	The Section can include 0-5 Commandos.	0-5	+35/Model
Smoke Grenades	The model gains the <b>Smoke Launcher [2]</b> MAR.	0-1	+5 Points
Grenades	The model gains grenades.	0-1	+5 Points
Gas Grenades	The model gains the <b>Gas Grenades</b> MAR.	0-1	+5 Points

### ARTEFACTS

<b>Spirit of Mother Russia</b>	Once per Game Turn, during the <b>Command Step</b> of the <b>Pre-Turn Phase</b> , Natalya can choose to use one of the following abilities. These abilities last until the <b>Remove Expired Markers Step</b> of the <b>End Phase</b> . Each time one of these abilities is used, increase the Mythos Influence Level by one. <ul style="list-style-type: none"> <li><b>Protection of the Spirit</b>: Natalya gains the <b>Combat Armour [1]</b> MAR.</li> <li><b>Will of the Spirit</b>: Natalya gains the <b>Medic [3+]</b> MAR.</li> <li><b>Wrath of the Spirit</b>: Natalya gains the <b>Lethal</b> MAR.</li> </ul>
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## Corporal Akhee 'The Eye' Singh



As feared by the Allies as he is by the Axis powers, Corporal Singh became somewhat infamous in his homeland after the Black Mist Incident. Singh is only just beginning to learn to control his terrifying powers, but he fears what will happen if "The Eye" ever truly awakens.

## FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any HQ or Character Section
<b>Section Size</b>	This Section must contain 1 Corporal Singh and may include 0-5 Regular Commandos
<b>Command Capability &amp; Model Cost</b>	Corporal Singh is Regular and costs 175 points + Spellbook Upgrade. Corporal Singh can issue any Standing Orders.
<b>Tactical Action Card</b>	If Corporal Singh is part of a player's force, they may add the 'All-Seeing Eye' TAC to their deck.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Corporal Singh	Infantry	6"	4	3	4 [Blue]	Pistol, Grenades	Adamant, All-Seeing, Heroic, NCO [2], Scouting, Spellcaster [Regular], Unique
Commando	Infantry	6"	3	1	3 [Black]	Sten, Grenades	Scouting

## SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Black Mist	The 'Black Mist' TAC is added to the player's Hand.	0-1	+15 Points
Commandos	The Section can include 0-5 Commandos.	0-5	+40/Model
Spellbook	Corporal Singh <b>must</b> be given a Spellbook with a Rating of 1-2.	–	+10 Points/Rating
Transport	A 2½-Ton Truck may be added to the Section.	0-1	+100 Points

## ARTIFACTS

<b>The Eye Pendant</b>	Once per Game Turn, when Corporal Singh is first activated, the controlling player can choose to 'open' the Eye Pendant, releasing its magical energy and imbuing Akhee with great martial abilities. When this happens, increase the MAD of Corporal Singh by +1; this increase lasts for the remainder of the game and is cumulative each time the eye is opened. However, each time this ability is used, Corporal Singh gains a <b>Shaken Marker</b> and the Mythos Influence Level is increased by one.
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## WEAPON STATISTICS

Name	Ranges		RAD		VAD		MARS
	ER	LR	ER	LR	ER	LR	
76mm M1 Gun (AP Shell)	1-16"	17-60"	—	—	10 [Red]	8 [Red]	Armour Piercing [2]
76mm M1 Gun (HE Shell)	1-24"	25-60"	10 [Red]	8 [Red]	—	—	Blast, Spray and Pray, Suppression
Blevin Carbine	Special	—	5 [Red]	—	—	—	Limited [Mythos Creatures], Line Template, Spray and Pray
Blevin Pistol	0-6"	7-12"	5 [Red]	2 [Red]	—	—	CQB Weapon, Limited [Mythos Creatures], Small Arm
Blevin Rifle	1-9"	10-18"	5 [Red]	2 [Red]	—	—	Limited [Mythos Creatures]
Bow	1-12"	13-24"	3 [Blue]	1 [Blue]	—	—	—
BAR (Browning Automatic Rifle)	1-12"	13-24"	2 [Blue]	1 [Blue]	1 [Black]	—	Rapid Fire [1]
Enfield Rifle	1-12"	13-24"	2 [Blue]	1 [Blue]	1 [Black]	—	—
Grenade	1-8"	—	6 [Red]	—	3 [Blue]	—	IDF Weapon, Spray and Pray, Suppression
M1 Garand	1-12"	13-24"	2 [Blue]	1 [Blue]	1 [Black]	—	—
M1A1 Bazooka	1-9"	10-18"	4 [Black]	2 [Black]	8 [Red]	4 [Red]	Armour Piercing [1]
M1919 Machine Gun	1-18"	19-36"	6 [Blue]	4 [Blue]	6 [Black]	—	Cumbersome, Move or Fire, Rapid Fire [2]
M2 Machine Gun	1-24"	25-48"	7 [Blue]	4 [Blue]	4 [Black]	—	Cumbersome, Move or Fire, Rapid Fire [2]
M2 Mortar	6-36"	—	10 [Red]	—	5 [Blue]	—	Cumbersome, IDF Weapon, Move or Fire, Suppression
M2-2 Flamethrower	Special	—	8 [Red]	—	6 [Blue]	—	Line Template, Spray and Pray, Suppression
M5 Antitank Gun (AP Shell)	1-17"	18-48"	—	—	10 [Red]	10 [Blue]	Armour Piercing [2]
M5 Antitank Gun (Indirect HE Shell)	1-17"	18-60"	10 [Blue]	8 [Blue]	—	—	Blast, IDF Weapon, Spray and Pray, Suppression
M5 Antitank Gun (HE Shell)	1-17"	18-48"	10 [Blue]	8 [Blue]	—	—	Blast, Spray and Pray, Suppression
Panzerfaust	1-6"	7-12"	4 [Black]	2 [Black]	6 [Red]	4 [Red]	Armour Piercing [2]
PPsH	1-9"	10-18"	2 [Blue]	1 [Blue]	1 [Black]	—	Rapid Fire [2], Small Arm
Pistol	0-6"	7-12"	2 [Blue]	1 [Blue]	1 [Black]	—	CQB Weapon, Small Arm
R3 Flamethrower	Special	—	10 [Red]	—	8 [Blue]	—	Line Template, Spray and Pray, Suppression
Sten SMG	1-9"	10-18"	2 [Blue]	1 [Blue]	1 [Black]	—	Rapid Fire [1], Small Arm
Thompson SMG	1-9"	10-18"	2 [Blue]	1 [Blue]	1 [Black]	—	Rapid Fire [1], Small Arm



#### APPENDIX D

# Black Sun Force Guide

## Black Sun Troopers



Unthinking and unquestioning in their loyalty to their Black Sun overlords, these troopers are armed with advanced weaponry and trained to fight alongside even the most unspeakable horrors summoned by their masters.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Line Sections 1, 2 & 3 – may form Fire Teams
<b>Section Size</b>	This Section must contain 6-10 Troopers.
<b>Command Capability &amp; Model Cost</b>	Each <b>Veteran</b> Trooper costs 45 Points.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Trooper	Infantry	6"	4	1	<b>2 [Blue]</b>	STG 44, Grenades	<i>Adamant</i>
NCO	Infantry	6"	4	2	<b>3 [Blue]</b>	MP40, Grenades	NCO [1], Spotter
Gun Team	Infantry	6"	4	2	<b>2 [Blue]</b>	See below	–

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Tank Mines	All models gain Tank Mines (see Page 20).	–	+3 Points/model
Panzerfausts	All models gain Panzerfausts	–	+5 Points/model
NCO	Up to 1 Trooper can be upgraded to an NCO	0-1	+10 Points
Gun Team	2 Troopers can be upgraded to form a Gun Team. These Infantrymen both exchange their STG 44 for a single heavy weapon chosen from the following: • MG42 Machine Gun • Flammenwerfer	0-1	+10 Points
Transport	A 2½-Ton Truck may be added to the Section.	0-1	+100 Points

## 2 1/2-Ton Truck

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	This model can be added as an upgrade to certain Sections.					
<b>Section Size</b>	One 2 1/2-Ton Truck					
<b>Command Capability &amp; Model Cost</b>	A 2 1/2-Ton Truck costs 100 points.					
Name	Type	MV	Armour Rating	HP	Weapons	MARS and Abilities
2 1/2-Ton Truck	Vehicle	9"	5/4/3	3	None	<i>Towering, Transport [10]</i>

## Black Sun Master



A staple of the Black Sun's forces in the field, the Masters are a powerful, sorcerous presence during any battle. They can employ both conventional weapons and arcane sorcery to brutalise and crush their opponents.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any HQ or Character Section													
<b>Section Size</b>	This Section must contain 1 Black Sun Master and may contain 0-5 Troopers and 0-2 Flammenwerfer Teams.													
<b>Command Capability &amp; Model Cost</b>	<table border="1"> <tr> <th>Command Points</th> <th>Command Range</th> <th>Exp. Level</th> <th>Point Cost</th> </tr> <tr> <td>8</td> <td>10"</td> <td>Veteran</td> <td>180 + Spellbook</td> </tr> </table>						Command Points	Command Range	Exp. Level	Point Cost	8	10"	Veteran	180 + Spellbook
Command Points	Command Range	Exp. Level	Point Cost											
8	10"	Veteran	180 + Spellbook											
Name	Type	MV	IR	LP	MAD	Weapons								
Master	Infantry	6"	4	3	<b>3 [Black]</b>	Pistol  <i>Adamant, Blood Sacrifice, Spellcaster [Veteran]</i>								
Trooper	Infantry	6"	4	1	<b>2 [Blue]</b>	STG 44, Grenades  <i>Adamant</i>								
Flammenwerfer Team	Infantry	6"	4	2	<b>2 [Blue]</b>	Flammenwerfer, Grenades  <i>Adamant</i>								

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Troopers	The Section can include 0-5 Troopers.	0-5	+45/Model
Flammenwerfer Teams	The Section can include 0-2 Flammenwerfer Teams.	0-2	+50/Team
Spellbook	The Master <b>must</b> be given a Spellbook with a Rating of 1-3.	–	+10 Points/Rating

## Black Sun Canon



Battlefield royalty, the Black Sun Canons are instantly recognisable by their silk masks and mastery of the dark arts. Trained in the disciplines of pain, fear and terror, they are capable of wreaking utter havoc on their enemies.

### FORCE PROFILE AND COSTS

Platoon Structure	Any HQ or Character Section						
Section Size	This Section must contain 1 Canon and may contain 0-5 Die Toten.						
Command Capability & Model Cost	Command Points	Command Range	Exp. Level	Point Cost			
	4	8"	Regular	100 + Spellbook			
Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Canon	Infantry	6"	4	2	2 [Blue]	Pistol	Adamant, Blood Sacrifice, Spellcaster [Veteran]
Die Toten	Mythos Creature	7"	4	1	4 [Blue]	None	Brutal Charge [1 Red], Daunting, Fearless, Sure Footed

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Die Toten	The Section can include 0-5 Die Toten	0-5	+25/Model
Spellbook	The Canon <b>must</b> be given a Spellbook with a Rating of 1-3.	–	+10 Points/Rating

## Pak 40 Field Gun

### FORCE PROFILE AND COSTS

Platoon Structure	This Section occupies the Heavy Support slot in the Platoon Structure						
Section Size	This Section must contain 1 Pak 40 Field Gun and 2-4 Crewmen.						
Command Capability & Model Cost	Each Regular Field Gun costs 90 Points. Each Regular Crewman costs 25 Points.						
Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Crewman	Infantry	6"	3	1	2 [Black]	Gewehr 43, Grenades	–
Name	Type	MV	AR (F/S/R)	HP	Weapons	MARS and Abilities	
Pak 40 Field Gun	Field Gun	3"	5/5/2	2	Pak 40	Move or Fire	

## Panzer IV Tank

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	This Section occupies the Heavy Support slot in the Platoon Structure
<b>Section Size</b>	This Section must contain 1 Panzer IV Tank
<b>Command Capability &amp; Model Cost</b>	The Point cost of the model depends on its Quality. - A <b>Regular</b> tank costs 550 points. - A <b>Veteran</b> tank costs 650 points.

Name	Type	MV	AR (F/S/R)	HP	Weapons	MARS and Abilities
Panzer IV	Medium Tank	7"	10/8/7	4	75mm KwK Gun, MG34 Machine Gun (360° Arcs)	NCO [I], Independent Firing, Towering

### SECTION UPGRADES - LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Sturmpanzer	Replace the 75mm KwK Gun with a 15cm StuH Heavy Infantry Gun (360° Firing Arc)	0-1	+20 Points
Ausf. H	Increase the Armor Rating by +1/+1/+1	0-1	+15 Points

## SdKfz 251 Half-Track

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	This Section occupies the Support slot in the Platoon Structure
<b>Section Size</b>	This Section must contain 1 SdKfz 251 Half-Track Car
<b>Command Capability &amp; Model Cost</b>	The Point cost of the model depends on its Quality. - A <b>Regular</b> Half-Track costs 150 points. - A <b>Veteran</b> Half-Track costs 175 points.

Name	Type	MV	AR (F/S/R)	HP	Weapons	MARS and Abilities
SdKfz 251 Half-Track	Medium Vehicle	7"	6/6/5	3	2x MG34 Machine Gun (Fore/Rear 180° Arc)	Capacity (Infantry, 10), Independent Firing, Open-Topped, Towering

### SECTION UPGRADES - LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Radio Car	The vehicle gains the <b>NCO (I)</b> MAR.	0-1	+10 Points
Heavy Transport	Increase the Half-Track's AR by +1/+1/+1. Decrease the Half-Track's MV value by 1.	0-1	+10 Points
Flammpanzerwagen	The model loses the <b>Capacity (Infantry, 10)</b> MAR. Remove the rear-mounted MG34. Add 2x Flammenwerfer 35 (360° Arc).	0-1	+5 Points

## Wehrmacht

Wehrmacht units form the rank and file of the German armies during the Secret War and their courage and flexibility make them a thoroughly effective fighting force, though they are often mistrustful of their Black Sun allies.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Line Sections 1, 2 & 3 – may form Fire Teams
<b>Section Size</b>	This Section must contain 6-10 Infantrymen.
<b>Command Capability &amp; Model Cost</b>	All models in a Wehrmacht Section must be of the same Quality. Each <b>Regular</b> Infantryman costs 25 Points. Each <b>Veteran</b> Infantryman costs 30 Points.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Infantryman	Infantry	6"	3	1	<b>2 [Black]</b>	Gewehr 43, Grenades	–
Unterfeldwebel	Infantry	6"	3	2	<b>3 [Blue]</b>	MP40, Grenades	NCO [1]. Spotter
Gun Team	Infantry	6"	3	2	<b>2 [Black]</b>	See below	–

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Tank Mines	All models gain Tank Mines (see Page 20).	–	+3 Points/model
Panzerfausts	All models gain Panzerfausts	–	+5 Points/model
NCO	Up to 1 Infantryman can be upgraded to a Unterfeldwebel.	0-1	+10 Points
Assault Troops	Up to 2 Infantrymen can exchange their Gewehr 43 for an STG 44.	0-2	+5 Points each
Gun Team	2 Infantrymen can be upgraded to form a Gun Team. These Infantrymen both exchange their Gewehr 43s for a single heavy weapon chosen from the following: • MG42 Machine Gun • Panzerschreck • Granatenwerfer • Flammenwerfer	0-1	+10 Points
Transport	A 2½-Ton Truck may be added to the Section.	0-1	+100 Points

## Wehrmacht Officer

The commanding officers of the *Wehrmacht* are amongst the most highly-trained and skilled soldiers. Their ability to make the right decision at the critical moment can often tip the balance in combat engagements.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any HQ or Character Section						
<b>Section Size</b>	This Section must contain 1 Officer and may contain 0-5 Infantrymen.						
<b>Command Capability &amp; Model Cost</b>	The Officer's Command Capability and Point Cost depend on Rank (see below). An Officer can issue any Standing Order						
Rank	Command Points	Command Range	Exp. Level	Point Cost			
Oberleutnant	4	8"	Regular	75			
Hauptmann	5	8"	Regular	100			
Major	6	10"	Veteran	150			
Oberst	8	10"	Veteran	175			
Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Officer	Infantry Officer	6"	4	3	3 [Blue]	Pistol	–
Infantryman	Infantry	6"	3	1	2 [Black]	Gewehr 43, Grenades	–
Unterfeldwebel	Infantry	6"	3	2	3 [Blue]	MP40, Grenades	NCO [I], Spotter

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Tank Mines	All models gain Tank Mines (see Page 20).	–	+3 Points/model
Panzerfausts	All models gain Panzerfausts	–	+5 Points/model
Infantryman	The Section can include 0-5 Infantryman.	0-5	+25/Model
NCO	Up to 1 Infantryman can be upgraded to a Unterfeldwebel.	0-1	+10 Points
Assault Troops	Up to 2 Infantrymen can exchange their Gewehr 43 for an STG 44.	0-2	+5 Points
Field Equipment	An Officer can exchange their Pistol for a MP40 Submachine Gun.	0-1	+5 Points
Transport	A 2½-Ton Truck may be added to the Section.	0-1	+100 Points

## Wehrmacht Heavy Weapon Section

Machine guns, bazookas, mortars and flamethrowers are the domain of the heavy weapons specialists, close support units that summon the raw firepower necessary to pin down enemy units or to take an objective.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Support Section – may form Fire Teams
<b>Section Size</b>	This Section must contain 6-10 Infantrymen.
<b>Command Capability &amp; Model Cost</b>	All models in a Wehrmacht Heavy Weapon Section must be of the same Quality. Each Regular Infantryman costs 25 Points. Each Veteran Infantryman costs 30 Points.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Infantryman	Infantry	6"	3	1	<b>2 [Black]</b>	Gewehr 43, Grenades	–
Unterfeldwebel	Infantry	6"	3	2	<b>3 [Blue]</b>	MP 40, Grenades	NCO [I]. Spotter
Gun Team	Infantry	6"	3	2	<b>2 [Black]</b>	See below	–

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Assault Troops	Up to 2 Infantrymen can exchange their Gewehr 43 for a STG 44.	0-2	+5 Points each
NCO	Up to 1 Infantryman can be upgraded to a Unterfeldwebel.	0-1	+10 Points
Gun Team	2 Infantrymen can be upgraded to form a Gun Team. These Infantrymen both exchange their Gewher 43 for a single heavy weapon chosen from the following: • MG42 Machine Gun • Panzerschreck • Granatenwerfer • Flammenwerfer	0-1	+10 Points
2nd Gun Team	2 Infantrymen can be upgraded to form a second Gun Team. These Infantrymen both exchange their Gewher 43 for a single heavy weapon chosen from those listed above.	0-1	+15 Points
3rd Gun Team	2 Infantrymen can be upgraded to form a third Gun Team. These Infantrymen both exchange their Gewher 43 for a single heavy weapon chosen from those listed above.	0-1	+20 Points
Transport	A 2½-Ton Truck may be added to the Section.	0-1	+100 Points

## MYTHOS CREATURES

## Cold Ones



Semi-corporeal, humanoid shades composed of whirling ice crystals and snow, these mystical creatures are in thrall to the Great Old Ones. Their pale flesh is like a sheet of ice and their enemies have learned to fear their wicked claws.

## FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Elite Section
<b>Section Size</b>	This Section must contain 3-5 Cold Ones.
<b>Command Capability &amp; Model Cost</b>	Each <b>Regular</b> Cold One costs 40 Points.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Cold One	Mythos Creature	6"	5	1	<b>3 [Blue]</b>	-	<i>Fearless, Susceptible [Fire], Swift Strike, Terror</i>

## Cultists of the Old Gods



These representatives of the dark gods may summon mythos creatures for their masters. Scarcely recognisable as human, their corrupt flesh undulates and the twisted tentacles that form their visage are crowned by a single unblinking eye.

## FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Line or Elite Section
<b>Section Size</b>	This Section must contain 6-10 Cultists.
<b>Command Capability &amp; Model Cost</b>	Each <b>Militia</b> Cultist costs 15 Points + Spellbook

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Cultist	Infantry	6"	3	1	<b>2 [Black]</b>	Pistol	<i>Adamant, Ritual Casting [2], Spellcaster [Militia]</i>
Transformed	Mythos Creature	6"	3	2	<b>3 [Black]</b>	Pistol	<i>Adamant, Ritual Casting [2], Spellcaster [Regular]</i>

## SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Transformed	Up to 3 Cultists can be upgraded to Transformed.	0-3	+10 Points/each
Grenades	All models gain Grenades	-	+3 Points/model
SMGs	All Transformed gain an MP40	-	+5 Points/model
Spellbook	The Section <b>must</b> be given a Spellbook with a Rating of 1-3.	-	+10 Points/Rating



## Deep One Hunting Party



These ancient denizens of the deeps venture onto land in search of plunder and flesh. Reeking of salt water, they are powerful warriors and fearless allies, their loyalty often bought for an unspeakably high price.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Elite Section					
<b>Section Size</b>	This Section must contain 6-10 Warriors.					
<b>Command Capability &amp; Model Cost</b>	All models in this Section must be of the same Quality. Each Regular Warrior costs 30 Points. Each Veteran Warrior costs 35 Points.					
Name	Type	MV	IR	LP	MAD	Weapons
Warrior	Mythos Creature	6"	3	2	<b>3 [Blue]</b>	None
Reef Breaker	Mythos Creature	5"	4	3	<b>5 [Blue]</b>	None
						<i>Amphibious, Brutal Charge [1 Red], Daunting, Fearless</i>
						<i>Amphibious, Armour Piercing [2], Brutal Charge [2 Red], Daunting, Wall Breaker, Fearless, Towering</i>

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Reef Breakers	Up to 2 Warriors can be upgraded to Reef Breakers.	0-2	+50 Points/Model

## Deep One Shaman



Leading their hunting parties, these Deep One sorcerers are masters of magic and capable of summoning mighty creatures to do their bidding. These shamans rise from their watery realms on expeditions often unfathomable to mere human minds.

### FORCE PROFILE AND COSTS

Platoon Structure	Any HQ or Character Section				
Section Size	This Section must contain 1 Shaman and may contain 0-5 Regular Warriors.				
Command Capability & Model Cost	Command Points	Command Range	Exp. Level	Point Cost	
	4	8"	Regular	150 + Spellbook	
Name	Type	MV	IR	LP	MAD
Shaman	Mythos Creature	6"	4	2	3 [Blue]
Warrior	Mythos Creature	6"	3	2	3 [Blue]

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Deep One Warriors	The Section can include 0-5 Regular Warriors	0-5	+30/Model
Spellbook	The Shaman <b>must</b> be given a Spellbook with a Rating of 1-3.	–	+10 Points/Rating

## Die Draugr



These vile *Nachtwölfe* creations are a deadly biological weapon, often delivered via artillery barrage which causes the uncontrolled reanimation of dead tissue. Foul, remorseless abominations, they are the ultimate battlefield terror weapon.

### FORCE PROFILE AND COSTS

Platoon Structure	Any Elite Section				
Section Size	This Section must contain 3-5 Draugr.				
Command Capability & Model Cost	All models in this Section must be of the same Quality. Each Regular Die Draugr costs 35 Points.				

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Die Draugr	Mythos Creature	5"	2	3	5 [Black]	–	Blood Sacrifice, Fearless, Sure Footed, Terror

## Fluttering Fiends

These creatures are born in the interstellar cold of outer space and make serviceable steeds for those willing to brave the ride. Their vile membranous wings and unspeakable cries bring to mind depraved bat-like birds.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Elite Section						
<b>Section Size</b>	This Section must contain 3-5 Fluttering Fiends.						
<b>Command Capability &amp; Model Cost</b>	Each Regular Fluttering Fiend costs 40 Points.						
Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Fluttering Fiend	Mythos Creature	7"	3	2	<b>3 [Blue]</b>	None	<i>Daunting, Elusive Target, Fearless, Flying</i>

## Mi-Go Expedition



Part crustacean, part fungus, these blasted creatures from beyond Pluto often send expeditions to Earth to collect specimens of both mineral and living matter. Their rending claws and advanced technology make them indomitable foes.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Elite Section						
<b>Section Size</b>	This Section must contain 3-6 Mi-Go.						
<b>Command Capability &amp; Model Cost</b>	All models in this Section must be of the same Quality. Each Regular Mi-Go costs 45 Points. Each Veteran Mi-Go costs 50 Points.						
Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Mi-Go	Mythos Creature	6"	3	2	<b>2 [Blue]</b>	Electric Gun	<i>Daunting, Fearless, Flying</i>
Augmented Mi-Go	Mythos Creature	6"	4	2	<b>3 [Blue]</b>	Electric Gun	<i>Combat Armour [I], Daunting, Fearless, Flying</i>

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Augmented	Up to 3 Mi-Go can be upgraded to Augmented Mi-Go.	0-3	+10 Points/each

## Nightgaunts



Faceless, horned gargoyles with a thick, dark, whale-like hide, these strange creatures of the Dreamlands are sometimes summoned to the Earth to carry out a sorcerer's wishes or carry away his enemies.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Elite Section
<b>Section Size</b>	This Section must contain 3-5 Gaunts.
<b>Command Capability &amp; Model Cost</b>	Each Regular Gaunt costs 35 Points.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Gaunts	Mythos Creature	7"	4	1	2 [Blue]	None	<i>Brutal Charge [1 Red], Daunting, Fearless, Flying, Stealthy</i>

## Servitors of Nyarlathotep



These horrible beings are created by their Black Sun masters as close-assault shock troops. Raised from the corpses of both allies and enemies, their slick, pulsing proboscises seem to taste the blood-soaked air.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Line Section
<b>Section Size</b>	This Section must contain 6-15 Servitors.
<b>Command Capability &amp; Model Cost</b>	Each Militia Servitor costs 15 Points.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Servitor	Mythos Creature	6"	3	1	3 [Black]	–	<i>Brutal Charge [1 Blue], Fearless, Terror</i>
Overlord	Mythos Creature	6"	3	2	4 [Black]	MP40	<i>Blood Sacrifice, Brutal Charge [1 Blue], Fearless, Terror</i>

## SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Overlords	Up to 3 Servitors can be upgraded to Overlords.	0-3	+10 Points/each

## Sheehad



The vast, worm-like creatures can telepathically enthral other beings, or simply devastate their surroundings with earthquakes. Their massive maws and tentacles make them powerful, deadly opponents at close quarters.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Support Section
<b>Section Size</b>	This Section must contain 1-3 Sheehad.
<b>Command Capability &amp; Model Cost</b>	Each Regular Sheehad costs 150 Points.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Sheehad	Mythos Creature	6"	4	4	<b>6 [Red]</b>	None	<i>Armour Piercing [3], Burrowing, Combat Armour [1], Fearless, Terror</i>

## Die Teufelshunde



These remorseless hunters inhabit the angles between worlds. Once on their victim's trail, they will not cease until his death or their destruction. They are often employed in a similar role on the battlefield by the nefarious Black Sun.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Elite Section
<b>Section Size</b>	This Section must contain 3-5 Teufelshunde.
<b>Command Capability &amp; Model Cost</b>	Each Regular Teufelshund costs 50 Points

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Teufelshund	Mythos Creature	8"	3	2	<b>2 [Blue]</b>	None	<i>All-Seeing, Fearless, Sure-Footed, Terror, Infiltrator, Slip Through Angles</i>

## Die Toten



Elite warriors blessed with enormous strength and reflexes, Die Toten are born from the ranks of the dead, their bodies and minds preserved through perverse magics. Their extreme sensitivity to light is seemingly their only weakness.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Elite Section
<b>Section Size</b>	This Section must contain 6-10 Die Toten Warriors.
<b>Command Capability &amp; Model Cost</b>	All models in this Section must be of the same Quality. Each Regular Warrior costs 30 Points. Each Veteran Warrior costs 35 Points.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Die Toten Warrior	Mythos Creature	7"	4	1	<b>4 [Blue]</b>	None	<i>Brutal Charge [1 Red], Daunting, Fearless, Sure Footed</i>

## BLACK SUN HEROES

## Albrecht Lohmann



Black Sun's military overlord rules both the Canons and Die Toten with an iron fist. Cruel and heartless to the core, his enthusiasm for Black Sun's ultimate triumph has made him a close confidant of Exarch Reinhhardt Weissler.

## FORCE PROFILE AND COSTS

Platoon Structure	Any HQ or Character Section						
Section Size	This Section must contain 1 Albrecht Lohmann and can include 0-5 Die Toten						
Command Capability & Model Cost	Command Points	Command Range	Exp. Level	Point Cost			
	10	12"	Veteran	230 + Spellbook			
Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Albrecht Lohmann	Infantry	6"	4	3	4 [Blue]	MP 40	<i>Adamant, Blood Sacrifice, NCO [I], Spellcaster [Veteran], Steadfast, Unique</i>
Die Toten	Mythos Creature	7"	4	1	4 [Blue]	None	<i>Brutal Charge [I Red], Daunting, Fearless, Sure Footed</i>

## SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Die Toten	The Section can include 0-5 Die Toten	0-5	+25/Model
Degen Sword	Albrecht gains the <b>Blood Sacrifice</b> MAR.	0-1	+20 Points
Spellbook	Albrecht Loman <b>must</b> be given a Spellbook with a Rating of 1-6.	–	+10 Points/Rating



## ‘Sweet’ Liesel Bohm



Malevolent and mischievous, Bohm is a Black Sun agent of renown and considers herself a true magical adept and student of the dark arts. She delights in chaos and confusion and is capable of random acts of both cruelty and generosity.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any HQ or Character Section
<b>Section Size</b>	I Liesel Bohm
<b>Command Capability &amp; Model Cost</b>	Liesel is <b>Regular</b> and costs 100 points + Spellbook Upgrade

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Liesel Bohm	Infantry	6"	4	2	<b>2 [Blue]</b>	Pistol	<i>Adamant, Elusive Target, Lucky [3], NCO [2] Spellcaster [Regular], Stealthy, Unique</i>
Abilities	Once per game, Liesel can exchange any of her Spells for Spells of an equal level.						

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
SMG	Exchange Liesel’s Pistol with an MP 40.	0-1	+5 Points
Spellbook	Liesel <b>must</b> be given a Spellbook with a Rating of 1-3.	–	+10 Points/Rating

## Die Totenkopf

These powerful Mythos creatures most resemble the death’s head they’re named after. Their potent physicality and sheer brute strength mean they are absolutely deadly in close quarters combat, crushing all those they encounter.

### FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any Character Section
<b>Section Size</b>	This Section must contain I Die Totenkopf and may contain 0-10 Die Toten
<b>Command Capability &amp; Model Cost</b>	Die Totenkopf is <b>Veteran</b> and costs 100 points. Any Die Toten are also <b>Veteran</b> .

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Die Totenkopf	Mythos Creature	7"	4	3	<b>5 [Blue]</b>	None	<i>Brutal Charge [2 Red], Daunting, Fearless, Scouting, Sure Footed, Unique</i>
Die Toten	Mythos Creature	7"	4	1	<b>4 [Blue]</b>	None	<i>Brutal Charge [1 Red], Daunting, Fearless, Sure Footed</i>

### SECTION UPGRADES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Die Toten	The Section can include 0-10 Die Toten	0-10	+35/Model

Dr. Verner Verdreht



The not-so-good doctor appears to be typical Nazi scientist, but the twisted tentacles of his right arm betray him as a foul spawn of the Mythos, while his crystal ray gun is capable of cutting swathes through his foes.

## FORCE PROFILE AND COSTS

<b>Platoon Structure</b>	Any HQ or Character Section
<b>Section Size</b>	I Verner Verdréht
<b>Command Capability &amp; Model Cost</b>	Verner Verdréht is <b>Regular</b> and costs 75 points.

Name	Type	MV	IR	LP	MAD	Weapons	MARS and Abilities
Verner Verdreht	Infantry	6"	4	2	2 [Blue]	Pistol	Adamant, NCO [I], Shield [2 Red], Unique

## SECTION UPDATES – LIMITS AND COSTS

Upgrade	Description	Number	Additional Cost
Combat Armor	The model gains the <b>Combat Armor</b> MAR with a Value equal to the Rating purchased.	0-2	+5 Points/Rating
Electric Gun	The model replaces its Pistol with an Electric Gun.	0-1	+15 Points
Overpowered Shields	Increase the Value of the model's <b>Shield</b> MAR by 1.	0-2	+10 Points/Rating
Stealth Field	The model gains the <b>Stealthy</b> MAR.	0-1	+15 Points

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acquaint you with the fundamentals of the game. Next, you'll move onto more advanced missions, using concepts like Command Points, Morale and Spellcasting—where your strategic and tactical skills will be tested even further. By the time you're ready to tackle the epic battle of Monastero Verde, you'll have a full grounding in all aspects of **Achtung!** **Cthulhu Skirmish.** In that epic battle, you'll really earn your stripes in one of the most important and deadly battles of the Secret War, where the combined arms of infantry, armoured vehicles and Allied heroes make their stand against monstrous creatures, foul magic and the might of the Third Reich.

Good luck and good hunting!

## WEAPON STATISTICS

Name	Ranges		RAD		VAD		MAs
	ER	LR	ER	LR	ER	LR	
15cm StuH Heavy Infantry Gun (AP Shell)	1-24"	25-60"	—	—	12 [Red]	10 [Red]	Armor Piercing [2]
15cm StuH HI Gun (HE Shell)	1-24"	25-60"	12 [Red]	12 [Red]	—	—	Blast, Spray and Pray, Suppression
75mm KwK Gun (AP Shell)	1-16"	17-60"	—	—	10 [Red]	8 [Red]	Armour Piercing [2]
75mm KwK Gun (HE Shell)	1-24"	25-60"	10 [Red]	10 [Red]	—	—	Blast, Spray and Pray, Suppression
Bow	1-12"	13-24"	3 [Blue]	1 [Blue]	—	—	—
Electric Gun	1-8"	9-16"	4 [Blue]	2 [Blue]	3 [Blue]	2 [Blue]	Armour Piercing [1], Lethal, Suppression
Flammenwerfer 35	Special	—	8 [Red]	—	6 [Blue]	—	Line Template, Spray and Pray, Suppression
Gewehr 43	1-12"	13-24"	2 [Blue]	1 [Blue]	1 [Black]	—	—
Granatenwerfer 42	6-36"	—	10 [Red]	—	5 [Blue]	—	Cumbersome, IDF Weapon, Move or Fire, Suppression
Grenade	1-8"	—	6 [Red]	—	3 [Blue]	—	IDF Weapon, Suppression
Panzerschreck	1-9"	10-18"	4 [Black]	2 [Black]	6 [Red]	4 [Red]	Armour Piercing [2]
MG34 Machine Gun	1-24"	25-48"	7 [Blue]	4 [Blue]	4 [Black]	—	Cumbersome, Move or Fire, Rapid Fire [2]
MG 42	1-18"	19-36"	6 [Blue]	3 [Blue]	3 [Black]	—	Cumbersome, Move or Fire, Rapid Fire [3]
MP 40	1-9"	10-18"	2 [Blue]	1 [Blue]	1 [Black]	—	Rapid Fire [1], Small Arm
Panzerfaust	1-6"	7-12"	4 [Black]	2 [Black]	6 [Red]	4 [Red]	Armour Piercing [2]
Pak 40 (AP Shell)	1-17"	18-48"	—	—	10 [Red]	10 [Blue]	Armor Piercing [2]
Pak 40 (HE Shell)	1-17"	18-48"	10 [Blue]	8 [Blue]	—	—	Blast, Spray and Pray, Suppression
Pak 40 (Indirect HE Shell)	1-17"	18-60"	10 [Blue]	8 [Blue]	—	—	Blast, IDF Weapon, Spray and Pray, Suppression
Pistol	0-6"	7-12"	2 [Blue]	1 [Blue]	1 [Blue]	—	CQB Weapon, Small Arm
Sturmgewehr (STG) 44	1-9"	10-18"	3 [Blue]	2 [Blue]	1 [Black]	—	Small Arm



## APPENDIX E

# Markers and Templates

### ACTIVATED MARKER



This Game Marker is used to denote models that have activated, or been forced to activate.

### COMMAND POINT MARKER



This Marker is used to show the finite amount of Command Resource a Force has at its disposal.

### ELEVATED MARKER



This Game Marker denotes models able to dominate the battlefield from a raised position or models that are flying.

### HIT THE DECK MARKER



This Marker denotes models that have thrown themselves to the floor to lessen their silhouette against incoming fire.

### LIFE POINT LOST MARKER



This Game Marker is used to denote models that have suffered personal damage to a lesser degree.

### DOUBLE LIFE POINT LOST MARKER



This Game Marker is used to denote models that have suffered personal damage to a greater degree.

### LUCK MARKER



This Game Marker is used to denote models that have used their **Lucky** MAR in some way.

### MINE/BOOBY TRAP MARKER



This Game Marker is used to show areas of the Battlefield that are defended by explosives and other nasty surprises.

### DISARMED MARKER



This Marker is used to show areas of the Battlefield where Mines and Booby Traps are not triggered when traversed.

### OBJECTIVE MARKER



This Game Marker is used to denote a part of the battlefield considered to be an Objective for forces to fight over.

### OVERWATCH MARKER



This Marker is used to denote Sections that are lying in wait, ready to fire upon targets that cross their field of vision.

### SHAKEN MARKER



This Game Marker is used to denote models that have suffered debilitating Morale effects during the battle.

### UPPER HAND MARKER



This Game Marker denotes a Section that has gained the Upper Hand, giving them a decisive edge in Melee.

### BATTLE LOG COUNTERS



Use these to track your progress towards the Battle Log Target.



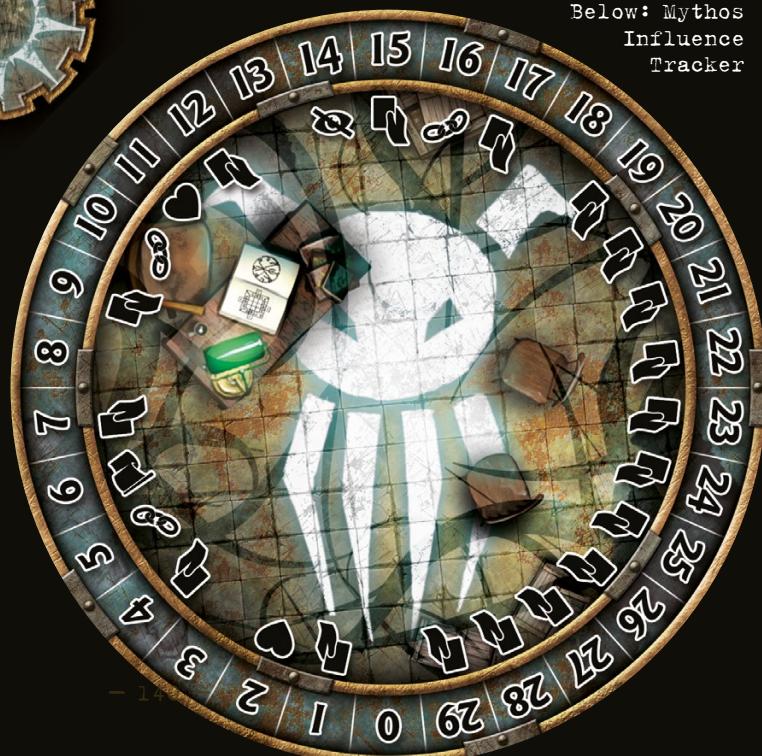
Left:  
Smoke Barrier  
Template



Above:  
Smoke Template  
and Blast Template



Above: 45 Degree  
Turning Template



Below: Mythos  
Influence  
Tracker



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# Fight the Secret War's Greatest Battles

The world is in flames as World War Two slowly devours the globe. Fuelled by unspeakable pacts with forbidden powers, the Nazi Cult of the Black Sun uses dark sorcery and summons foul abominations to rule the battlefields of men, inspiring fear, terror and conquering all before it.

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**MÖDIPHIÜS**  
ENTERTAINMENT

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