



# CTHULHU MYTHOS

## CALL ONE

Expansion pack

### *Spreading the Shadows!*

After their fight against the Deep Ones and Black Sun, Captain Duval's Rangers try to escape the swamps.

The smoking ruins of this damned fishy-men's village are now far behind them as a new threat looms on the horizon...

A cult of fanatics called the Sons of Cthulhu, attracted to the area by the magical emanations freed in the earlier battles, want to slaughter the remaining protagonists and gather powerful artefacts.

They're led by Erghöl Derleth, a servant of the Old God, who is in possession of a rare copy of the famous "Culte des Ghoules", a spell book written by François-Honoré Balfour d'Erlette, a french nobleman, in 1702. With the power stored in this book, Erghöl and the Sons of Cthulhu are able to stand against the Black Sun magicians.

The ritual can finally begin, the sacrifices have been done, the signs drawn.

Informed by their pathfinders, the men of the Black Sun move to disrupt the machinations of this cult of annoying zealots.

Meanwhile, terrible and secret experiments, conducted by professor Lovecraft, are under way in the Deep Ones caves. It would be unfortunate if this dabbler's experiments could squander the power to defeat death itself when that power could be used to grant eternal life to the Führer and the Nazi leadership.

Magic saturates the sluggish air of the marsh while the players converge toward a central spot, votex of destiny, pinnacle of the struggle of Good against absolute Evil.

One more time, the course of the war stands to be dramatically shifted by terrible events and new mysteries may well be unveiled...

## ONCE UPON A TIME...

### *Albrecht Magnus*

A writer now retired to his Normandy manor, Albrecht studies esoteric lore and lost civilizations. His time is divided among his various researches and his cat, Darius, who never leaves his side.

Under his apparently peaceful, intellectual demeanor lurks a relentless Mythos hunter who is often recruited by Section M for his vast knowledge and unflinching bravery in the field.

But even in Section M there are whispers that his great skill as a magician may not be entirely his own, but rather an ability granted him by his four legged familiar.

Find the Magnus family mansion available for download on our website ([devil-pig-games.com](http://devil-pig-games.com)) to create your own adventures for this brave warrior of Good.

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**Shadows over Normandie**, Heroes System (tactical scale) is a game system design by Yann & Clem.

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# UNCONTROLLED CREATURES

Some units are controlled by the game itself. They are called Uncontrolled Creatures. You may not give an Uncontrolled Creature an Order token (unless a spell or special ability allows it).

## UNCONTROLLED CREATURES PHASE

Every Uncontrolled Creature plays in a specific phase at the beginning of the Activation Phase, and before activating numbered Orders **1**.

Special Orders and units that have the Autonomous special ability may play before Uncontrolled Creatures.

Uncontrolled Creatures are activated one after the other by the player who has the *initiative*.

Once a Creature has been activated, put an *Activated marker* on it.

## ASSAULT BY UNCONTROLLED CREATURES

In this phase (and only in this phase), Uncontrolled Creatures that engage a unit in an assault receive a **+2** bonus per Uncontrolled Creature in the target unit's ZoC squares.

## BEHAVIOUR MODES OF UNCONTROLLED CREATURES

Uncontrolled Creatures play in one of three modes:

- Aggressive
- Lying in Wait
- Roaming

The actions of Uncontrolled Creatures for each mode are described in order of priority (**1**, **2** and **3**).

If more than one unit is in an identical situation, the player activating the Uncontrolled Creature chooses.

### Aggressive Mode



**1-** an aggressive creature engages the closest unit in an assault (it may use Fire on the Move if it has the special ability).

**2-** if the assault is not possible, it can take a *firing action* targeting the closest unit.

**3-** if the *firing action* is not possible, it moves towards the closest unit (it may use Fire on the Move if it has the special ability).

### Lying in Wait Mode



**1-** a creature lying in wait makes a ranged attack against the closest unit.

**2-** if this attack is not possible, it engages an assault against a unit present in its ZoC. If it wins the assault, it does not take the unit's place and stays in the square it assaulted from.

**3-** if the assault is not possible, the creature does nothing and conceals itself if the usual conditions are met.

### Roaming Mode



**1-** a roaming creature make a random move.

Determine the direction of the *movement action* using an explosion *template*. On a **5** or **6**, the player who has the *initiative* chooses the direction.

It uses its full *movement value* during this action (it may make a Fire on the Move if it has this special ability).

If it moves off the board, it is removed from the game.

If it encounters an Impassable obstacle, it stops.

If it has the Assault special ability and moves into a square that another unit or another Uncontrolled Creature occupies, resolve an assault.

### IGNORED TARGETS

Uncontrolled Creatures may ignore some units.


Unless indicated otherwise, roaming creatures ignore units that the rules say they cannot attack.

Ignored targets do not attract Uncontrolled Creatures, do not trigger a reaction from creatures lying in wait and cannot be targeted by a *firing action* or an assault from Uncontrolled Creatures.

Ignored targets are not affected by the *zones of control* of Uncontrolled Creatures and vice versa.

### ZOMBIES



Zombie units are identified with this symbol:  When you play Zombies, put all the Zombie units in a bag.



Zombies are Uncontrolled Creatures in Aggressive mode.




Mythos manifestations and units that have the Master of the Dead special ability are ignored by Zombies in addition to other regularly ignored targets.

# SPECIAL ABILITIES

## CHANGES OF STATE

In order to activate or deactivate these special abilities, you need to turn the unit over at the beginning or the end of a *movement action*.

### Burrower

 The unit can move underground. Once turned over onto its *active side*, it can move through *obstacles* such as hedgerows, Water squares, or buildings, and even squares occupied by enemy units during its *movement action*.



It may not stop in a square occupied by another unit without engaging this unit in an assault. If it is defeated, the burrowing unit is *Destroyed*.

The unit ignores enemy *ZoCs* but its own *ZoC* is ignored in return.

No *firing action* can be taken against a unit that is underground, but it can be targeted by a spell that does not require a clear or obscured *LoS*.

A burrowing unit can be attacked in Assault. Turn it over and put a *Suppressed marker* on it. If it is defeated, the burrowing unit is *Destroyed*.



If a unit that is not a Mythos manifestation moves through a square occupied by an active burrowing unit, or an active burrowing unit moves through the square of another unit, the non-burrowing unit must make a Terror check (the value is printed on the counter) if it has one or more *Suppressed markers*.



### Ethereal

Once activated, this unit gains the Ethereal special ability.

### Kamikaze



When you turn the unit over onto its *active side* (explosion), put the counter on one of the four *interspaces* of the square it was in.

Any unit inside any of the 4 adjacent squares (even partially) is *Hit* by the explosion. Roll one die for each unit. Remove the kamikaze unit.



### Non-Euclidean Teleportation



When turned over onto its *active side*, the unit is no longer considered to be on the battlefield and can no longer move. However, leave its counter on the board.

Other units may move into its square.

When it is next activated (with an Order token), the unit will be able to move into any building or room square to which it has a clear or obscured *LoS*.

Put its counter inside and turn it over onto its *inactive side*.

The unit can be placed on an enemy unit, in which case you must immediately resolve an assault. If the teleporting unit is defeated, it is *Destroyed*.

The unit can also enter a vehicle (heavy or light) in the same manner, in which case you must also resolve an assault.

The vehicle's crew defends with a single die and adds no *combat value* but it can receive bonuses from cards or recruitment options.

If the teleporting unit is victorious, the vehicle immediately suffers one *Hit* or one *damage*, rolling to locate the *damage* if it's a heavy vehicle.

If the vehicle is *Destroyed*, place the unit in a free adjacent square. This is a *forced move*.

In order to make another assault with an Order token, the unit may decide to stay on the heavy vehicle provided it hasn't been *Destroyed*. Its presence forces the vehicle to make a Terror check. However, other units do not have a *LoS* to the unit that is inside the vehicle.

If the vehicle moves, it takes the teleported unit with it.

## FIRING SPECIAL ABILITIES

### Icy Aura

Alternate Firing Action



Target a unit within the number of squares printed on the ability's symbol.

Your unit must have a clear or obscured *LoS* to the target.



Put 2 *Suppressed markers* and 1 *Activated marker* on the enemy unit. Remove any Order token it had.

## ASSAULT SPECIAL ABILITIES

### Claws



After a victorious assault as attacker against an infantry unit, this unit flies away with its victim then drops it to deal additional *damage*.

This unit takes the place of the defender as indicated in the Assault rules but, instead of driving the enemy unit back, move it to any adjacent square.

If the square is Impassable (building, water, cliff...), the enemy unit is *Destroyed*.

If the square is accessible, put the enemy unit in it. It is the target of the following attack : roll a die, if the result is lower than the value printed in the symbol of the special ability, the unit suffers one additional *damage*.

### Ultimate Sacrifice



This special ability works like Sacrifice, except that the unit using it may destroy itself when dealing a *Hit* to its opponent.

Sacrifice and Ultimate Sacrifice cannot be used in the same assault.

## DEFENCE SPECIAL ABILITIES

### Bodyguard



This unit can take all the hits in place of a character within **2** squares provided it has a *LoS* (obscured or clear) to the character.

### Ethereal



An ethereal unit can only suffer *Hits* from Mythos Creatures or units that have the Mythos Fighter special ability.

When a unit that doesn't have the required special ability wins an assault against an ethereal unit, the ethereal unit must retreat as indicated in the rules but suffers no *Hit*. If no square is available to retreat to, it is *Destroyed*.

## MYTHOS SPECIAL ABILITIES



### Hypnosis



When you activate this unit, instead of taking a *firing action*, you may target an enemy infantry unit (even a Mythos manifestation) that has an Order and has not yet been activated.

The unit needs a clear *LoS* to the target.



Put two *Suppressed markers* on the unit that used the Hypnosis special ability.

It may use this special ability even if it already has *Suppressed markers*.

Turn the target unit's Order token around so you can read its number. If it's a bluff Order token, you will control the unit during the next Supply Phase.

You activate the unit instead of the player it belongs to, doing so before or after any unit in your army with the same Order number.

You may have the unit do whatever you want, following normal activation rules.

### Master of the Dead



The unit that has this special ability has access to the following two actions: create Zombie units or control them. It may do both in the same turn.

### Creating Zombies

Instead of taking a *firing action* or a *movement action*, during the Activation Phase or the Supply Phase, it can create Zombies.

The Master needs to be in a *terrain element* (laboratory, mass grave, building, etc.) marked with the Mass Grave symbol or adjacent to any game element marked with the Mass Grave symbol.



If the Mass Grave has a **x1** limitation, you can only create a single Zombie unit and you must discard the Mass Grave afterwards.

Put **2** *Suppressed markers* on the Master of the Dead unit. It may use this special ability even if it already has *Suppressed markers*.

Roll a die and draw Zombie counters from a bag based on the result (**1** or **2** = **1**, **3** or **4** = **2**, and **5** or **6** = **3**), or only one if the Mass Grave has the **x1** limitation, and put them in a free square in the *ZoC* of the Master of the Dead.

If there are no more Zombie counters available, you may not use this special ability.

### Controlling Zombies

During the Order Phase, if one or more Zombie units are in the *line of sight* (clear or obscured) of the Master of the Dead unit, the player who controls the Master can assign an Order to one of the Zombie units.

If two Masters of the Dead are in a position to control the same Zombie unit(s), the player who has the *initiative* places his Order token first.

During its activation, the Zombie unit will be able to ignore the rules governing Uncontrolled Creatures and act like a 'normal' unit and not like an Uncontrolled Creature.

Masters of the Dead are ignored targets for Zombies (Uncontrolled Creatures in Aggressive mode).

## OTHER SPECIAL ABILITIES

### Weakness: Fire



This unit is immediately *Destroyed* whenever it enters a Fire square, even partially or is attacked (by an assault or a *firing action*) with any of these special abilities.



## RECRUITMENT OPTIONS



### Cthulhu Claws

This option gives you **3** Cthulhu Claws markers. During an assault, each marker can be discarded to receive a **+1** bonus to the die roll.



## MYTHOS ARTEFACTS



### Cursed Statue

This small statue gives the character who has it the Magician and Mythos Fighter (**+2**) special abilities.

### Dreamland Gate



When you use this customisation, you shift into the Dreamlands and move to any square on the battlefield.

You can use this object only once.

During the Supply Phase, put the Gate marker on any *interspace* that is not next to an objective.

From the next turn, during the Activation or Supply Phases, any infantry unit in your army can use a *movement action* to teleport to one of the four squares adjacent to the marker.



Units who use this mode of travel need to make a Terror check (**5**) even if they don't have *Suppressed marker*.

Mythos manifestations do not make a Terror check when they travel this way.

The Gate cannot be used if the four arrival squares are occupied. Leave the marker where it is until the end of the game.



## SPELL BOOKS



Spell books are special customisations.

Like any other customisation, they have their own recruitment option tile.

This option can be purchased when you create your army or can be found through a Search check.

Once the spell book is associated to a *recruitment tile*, take the spell book tile and put it next to the *recruitment tile*.



If you purchased the option during army creation, you can buy as many spells as there are spaces on the spell book's tile. You must pay the cost for each spell.

If you found the spell book during a Search check, draw from the Search bag as many tiles as there are spaces on the spell book. If any of these tiles are spells, put them on the spell book tile. Put the others back in the bag.

Each spell book contains one spell from the list below.

## SPELLS

### Augur

Penalty: **2** *Suppressed markers*



Take three Order tokens assigned to enemy units. Look at them and put them back however you wish on the same units so that your opponent cannot see their numbers. You will be the one to reveal them when their turn comes, even though your opponent retains control of the units.

### Bind Zombies

Penalty: **1** *Suppressed marker*



The spellcaster targets and immobilizes a Zombie unit within **3** squares.

The spellcaster needs a clear or obscured *line of sight* to the target.

Put the marker with this symbol up:



At the end of the Supply Phase, turn it over and at the end of the following turn's Supply Phase, remove it.

The Zombie unit can neither move nor fight while marked.

If it is attacked in close combat, it is *Destroyed*.

If the character casts the same spell before getting the marker back, remove the marker from the previous target and put it on the new one.

### Bless Blade

Penalty: 3 *Suppressed markers*



The spellcaster can bless the weapon of a unit in its ZoC.



Put the marker on the unit. It receives the Mythos Fighter (+3) and Faith special abilities.

If the character casts the same spell before getting the marker back, remove the marker from the unit it is on and put it on the new one.

If the unit is *Destroyed*, the marker is made available.

### Circle of Nausea

Penalty: 2 *Suppressed markers*



When this spell is cast, put the marker on the casting character.



Any unit that enters the character's ZoC or is already in it immediately receives a *Suppressed marker*.

Remove the Circle of Nausea at the end of the Supply Phase.

### Clutch of Nyogtha

Penalty: 2 *Suppressed markers*



The spellcaster targets an enemy infantry unit.

The spellcaster needs a clear *line of sight* to its victim.

The target unit immediately makes a Terror check against difficulty 4, even if it doesn't have a *Suppressed marker*. If the check fails, the unit suffers a *Hit* but does not get a *Madness marker*.



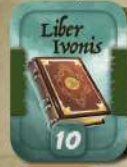
### Curse of Azathoth

Penalty: 2 *Suppressed markers*

Your opponent immediately discards 2 cards of his choice.

### Deflect Arm

Penalty: 1 *Suppressed marker*



The spellcaster targets an enemy infantry unit.

The spellcaster needs a clear or obscured *line of sight* to its target.



The target unit immediately receives 2 *Suppressed markers*.

### Life Drain

Penalty: 3 *Suppressed markers*



The spellcaster targets an allied or enemy infantry unit within 3 squares and steals its life energy.



The spellcaster needs a clear *line of sight* to the target.

When the spell is cast, the target unit suffers an automatic *Hit* and the caster can turn its counter back over onto the unharmed side or regain one life point (if it lost any).



### Mind Blast

Penalty: 1 *Suppressed marker*



The spellcaster targets an enemy infantry unit (even a Mythos manifestation) within 3 squares and attempts to render it insane.



The spellcaster needs a clear *line of sight* to the target.



The target unit immediately makes a Terror check against a value of 4. If the check is failed, the unit draws a *Madness marker*.

### Sense Life

Penalty: 2 *Suppressed markers*



Reveal all concealed enemy units within 7 squares of the caster.



The spell does not reveal Zombies.



# HERBERT P. LOVECRAFT

## Summoning

Penalty: varies

Cast the spell and put the summoned unit in a square (or several if it is a *large creature*) within the range printed on the spell's tile. You do not need a *line of sight* to the target square. If the Summoning spell has a maximum number of uses, it means you can keep casting the spell as long as you have the appropriate creature tokens available.

You can cast the spell again whenever you get back an appropriate creature counter.

If the summoning character is eliminated, the summoned units become Uncontrolled Creatures in Aggressive mode on the following turn.



## Wrack

Penalty: 2 Suppressed markers



The character targets an enemy infantry unit.



The spellcaster needs a clear *line of sight* to the target.



The target unit immediately replaces its Order token with an *Activated* marker.

## Re-animator Serum



This option gives you 3 Serum markers.

Instead of taking a *firing action* or a *movement action* during the Activation Phase or the Supply Phase, Herbert Lovecraft can create Zombies. He needs to be in a *terrain element* (laboratory, mass grave, building, etc.) marked with the Mass Grave symbol or adjacent to any game element marked with the Mass Grave symbol.

If the Mass Grave has an **x1** limitation, you can only create a single Zombie unit and you must discard the Mass Grave afterwards. Draw one Zombie unit from a bag and put it in a free square in Herbert Lovecraft's *ZoC*. Discard the marker. If there are no more Zombie counters available, you may not use this option.

## Serum Dart Gun



Alternate Firing Action

This option gives you 3 Serum Dart markers.

Use an Order token and, instead of taking a *movement* or *firing action*, you can put a marker on a Zombie unit within 3 squares of the unit firing the dart gun.



You need a clear or obscured *line of sight* to the target Zombie unit.

Each marker gives the Zombie unit a bonus until the end of the game or until the unit is *Destroyed* (in which case the marker is discarded at the same time as the unit).

**Juggernaut:** The Zombie unit receives a +2 to its *defence value*.



**Faster:** The Zombie unit receives a +2 to its *movement value*.



**Rage:** The Zombie unit receives a +2 to its die rolls during an assault.



Herbert never moves without his laboratory. During deployment, you can choose to deploy him inside the laboratory on the side that displays the Scout (6) special ability and use the ability.



# CHAPTER 1

# MASTER, WE'RE READY!

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

**2 PLAYERS / 2 SIDES**

## 1- BATTLEFIELD AND DEPLOYMENT

X1 X1



## 2- ARMY RECRUITMENT



## 3- PREPARATION

Prepare the Madness bag.

If you don't have Cthulhu Mythos Call 2, the Cultist player takes the Majestic card deck, dice and tokens.

Units are deployed in their deployment zone.

The cultist player has initiative and deploys first.

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

Each player draw 4 cards.



## 4- GAMEPLAY

This game lasts **8 turns**.

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

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

## 5- VICTORY CONDITIONS

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

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



# CHAPTER 2 CAVES OF TERROR

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

**2 PLAYERS / 2 SIDES**

## 1- BATTLEFIELD AND DEPLOYMENT



## 2-ARMY RECRUITMENT

### CAMPAIGN

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



GRUPE B



## 3-PREPARATION

Prepare the Madness bag.

If you don't have Cthulhu Mythos Call 2, the Cultist player takes the Majestic card deck, dice and tokens.

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

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

The cultist player has initiative and deploys first.

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

Each player draw 4 cards.



## 4-GAMEPLAY

This game lasts **10** turns.

The Cultist player must free Erghö! before the end of turn **10**. To free him, a Sons of Cthulhu unit must be in the space adjacent to the door (the space highlighted in red) at the end of any Supply phase.

**END** The game ends as soon as Erghö! Derleth has been freed.

## 5-VICTORY CONDITIONS

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

**Cultist victory:** The Cultist player wins the game if Erghö! Derleth is freed before the end of turn **10**.

# CHAPTER 3

# RANGERS!

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

**3 PLAYERS / 3 SIDES**

## 1- BATTLEFIELD AND DEPLOYMENT

 X4  X2



## 2-ARMY RECRUITMENT

### CAMPAIGN

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

### CAMPAIGN

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



### CAMPAGNE

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



## 3-PREPARATION

Prepare the Madness bag.

If you don't have Cthulhu Mythos Call 2, the Cultist player takes the Deep Ones card deck, dice and tokens. Discard from the card deck the Deep Dive, Spirit of the totems, Totem, March of the Deep Ones, In your face, Sneaky shot and Aquatic trap cards

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

Sons of Cthulhu ▲

Black Sun ▲

Majestic ▲

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

Herbert lab is placed near the caves entrance.

The cultist player has initiative and deploys first.

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

Each player draw 4 cards.



## 4-GAMEPLAY

This game lasts 10 turns.

The goal for all players is to eliminate the most enemy units. Eliminated summoned creatures cannot be summoned a second time. Each Shoggoth life point is worth 1 unit. The Shoggoth itself is worth 2 units. The Sherman 76 itself is worth 2 units.

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

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

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

**Black Sun**  
Sons of Cthulhu and Majestic units are worth 2 points each.

**END** The game ends at the end of turn 10.

## 5-VICTORY CONDITIONS

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

## 6-EPILOGUE

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



☆ Shadows ☆  
over  
**NORMANDIE**

ACHTUNG! Cthulhu

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