

Mythos Miniatures Game Rules v 0.5

Page 2 – Anatomy of a Card

Page 2 – Flipping Cards

Page 3 - Model Statistics

Page 3 - Statistic Tests & Modifiers

Page 3 - Dice Modifiers & Re-rolls

Page 3 - Critical Hit / Mythos Effect

Page 4 - Actions Points

Page 4 - Actions

Page 5 - Disengaging Strikes

Page 5 - Mythos

Page 6 – Sanity / Sanity Table

Page 7 - Combat Attack Sequence

Page 7 - Ranged Attack Sequence

Page 8 – Arcane Attack Sequence

Page 8 - Cover

Page 9 - Movement in terrain

Page 9 - Jumping, climbing and falling

Page 10 - Conditions

Page 10 - Line of Sight

Page 11 - Measuring, Distances & Elevation

Page 11 - Game Set Up

Page 12 - Turn Sequence

Mythos Miniatures Game

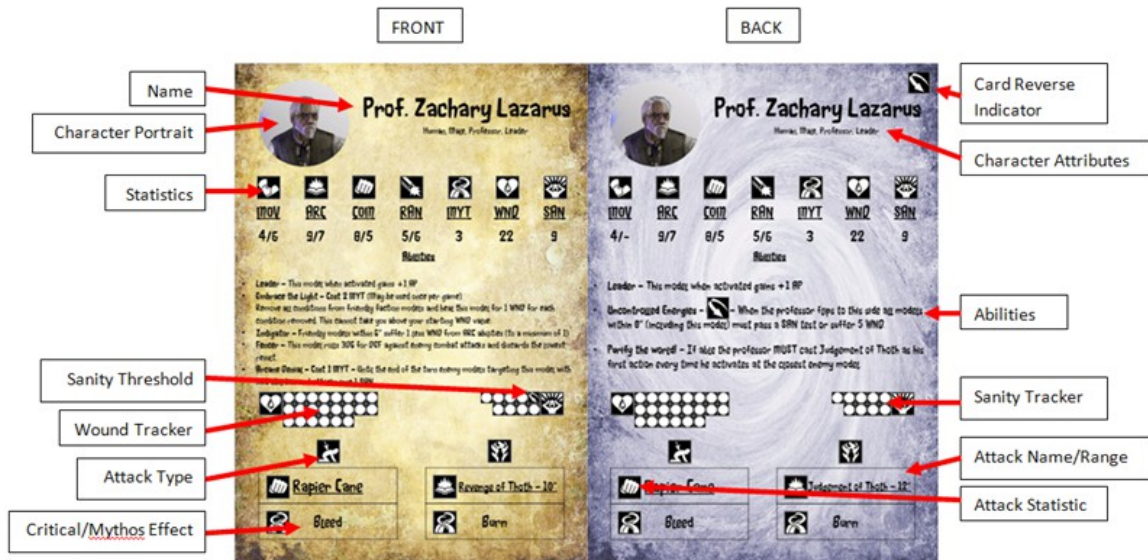
What you need

The game is generally played on a 3x3 table. Terrain to be used should cover approximately 1/3 of the board.

Players will need miniatures or provided standees, a number of D6 and a tape measure as well as provided tokens.

Anatomy of a Card

Each character in Mythos is represented by a model that will move around the field of play casting spells, shooting or engaging in combat with enemies. Each model has a statistic card, an example of which can be found below.



Flipping cards

Each character card has 2 sides. The reverse side will be clearly indicated in the top right corner. You begin the game on the front side of the card and there are various ways a character may be forced to flip to the reverse during the game. Most commonly a character will flip once they have lost a certain amount of sanity. This will be indicated by ☒ on their Sanity Tracker. If this is not marked on the Sanity Tracker refer to the characters abilities for details of how and when their card is flipped.

Model Statistics

Each model's capability at certain things will be defined by statistics which are listed below, each statistic is utilised throughout the game as the model carries out various actions.



(MOV) - Movement – This will define how far in inches a model can move at normal speed – The second value is how far a model can charge.



(ARC) - Arcane Attack/Defence – This is the models ability to cast/resist arcane actions. The values are split into attack/defence.



(COM) - Combat Attack/Defence – This is the models ability to attack/defend combat actions. The values are split into attack/defence.



(RAN) - Ranged Attack/Defence – This is the models ability to shoot/avoid ranged actions. The values are split into attack/defence.



(SAN) - Sanity – This statistic represents the models strength of mind, any time the model is required to take a Sanity test this value is used.



(WND) - Wounds – This is how many wounds a model has. If it is reduced to 0 or fewer wounds then the model is dead and should be immediately removed from the board.



(MYT) - Mythos – This indicates the number of Mythos generated for the Mythos pool during the start phase.

Statistic Tests & Modifiers

Your models may be required to make statistic tests throughout the game, players should roll 2D6 and compare the result to the appropriate statistic.

You will need to roll *equal to or under* the statistics value to pass the test.

Dice Modifiers & Re-rolls

There are several model or card effects that will modify or allow you to re-roll dice throughout the game. There are a few rules that apply to this.

- **You must re-roll all dice.**
- **Dice can only be re-rolled once.**
- **If you choose to re-roll you must accept the second result.**

Critical Hit / Mythos Effect

During an ARC, RAN or COM attack a natural roll of a Double 6 is a critical hit. Each attack's critical effect is listed on the statistic card. A critical effect may also be activated by spending 1 MYT.

Actions Points

During its activation a model is normally granted a number of AP which they can use to carry out a variety of actions, detailed below. Unless stated otherwise, all models have 2 AP. Some models will have bonus AP from various sources, for example the keyword **Leader**, which gives a model +1 AP. This will be detailed on their card.

Actions

Most actions have a AP cost

Move (1 AP) – the active model may move a number of inches equal to their first MOV statistic in any direction. A model may not move while engaged in combat (i.e. in base contact with an enemy model) unless it is to leave combat.

Charge (2 AP) – the active model may move a number of inches equal to their second MOV statistic towards a target enemy model that is within range and LOS, including any modifiers. If this move brings them into base contact with the enemy then the charging model may make an immediate Attack of your choice, applying modifiers as required. You may change direction during a Charge to reach an enemy providing you have the movement to do so.

During this attack the model may roll an additional D6 and add the result of this die to the attack.

An active model can only declare a charge if it is not already engaged with any enemy models, has LOS and is within range of the target enemy model after applying any modifiers.

You may declare a charge against multiple enemy models if your movement will allow you to make base contact with all enemies simultaneously.

Combat Attack (1 AP) – the active model may make a Combat Attack against any enemy model in base contact. If there are multiple enemies in base contact you must choose your target.

Ranged Attack (1 AP) – the active model may make a Ranged Attack against an enemy model within range and LOS, including models in base contact with it.

Aimed Shot (2 AP) – if unengaged the active model may make a Ranged Attack against an engaged enemy model within range and LOS.

Arcane Attack (1 AP) – the active model may make an Arcane Attack against an enemy model within range and LOS, including models in base contact with it.

Focused Cast (2 AP) – if unengaged the active model may make an Arcane Attack against an engaged enemy model within range and LOS.

Staunch/Soothe (1/2) – this action removes a condition from either the active unengaged model or an unengaged friendly model within 2". See the condition section for more details.

Pass (1 AP) – the active model may use this action if it wishes to do nothing.

Reload (1 AP) – The model reloads a weapon with limited ammunition.

Disengaging Strikes

If an active model is engaged in combat with an enemy model, it may move out of combat. The enemy model may make one free attack against the active model before they leave base contact, applying any modifiers as necessary.



Mythos

Each model in the game adds a defined amount of Mythos to the controlling players pool equal to their Mythos Statistic. The pool is generated during the start phase of each turn from the models still alive on the board.

When a model spends a point of MYT it immediately loses 1 SAN, if this causes the model to reach it's SAN threshold, roll on the sanity table once the current action is resolved.

Models may spend MYT from the pool in the ways listed below:

- Boosting – Spend 1 MYT to activate an attack's critical/Mythos effect.
- Abilities – models may have abilities listed on their cards that cost MYT to activate. These abilities do not cost an AP to use, may only be used once per turn.





Sanity

Models will lose SAN throughout the game in various ways, most of which are summarised below:

- If a model fails a SAN test, they immediately lose 1 SAN.
- Spending Mythos – lose a point of SAN for each point of MYT you spend from your pool.

Sanity Table

On completion of an action that caused a model to reach its sanity threshold they must immediately roll 2D6 on the following table even if it is not active. A model's sanity threshold (if it has one) is marked on its sanity tracker with one of the following symbols.  

Certain models will not have these symbols on their sanity tracker, these creatures are so innately of Mythos that they will not suffer from insanity and will never roll on the table.

They also must also roll at the start of every turn while they remain below their sanity threshold. A model will add to the roll the current amount of SAN it has lost.

Sanity Table		
2D6 Result		Sanity Effect
19 or higher	AAAAAAAAAAAAA!	Model has succumbed to complete madness, is reduced to a gibbering wreck and removed from play.
17-18	Make it stop!	The Model suffers visions so horrific it attempts to end them by any means, inflicting wounds upon itself equal to half its COM value rounding up which cannot be prevented by any means and forfeits its current or next activation this turn.
15-16	Paralysed.	The Model is paralysed by fear and is unable to function, the model forfeits its current or next activation this turn.
13-14	Fatigued.	The model is fatigued but regains some composure – it has 1 less AP during its activation this turn.
8-12	Clarity.	The model has thankfully had a moment of clarity and may be activated as normal this turn.
7 or lower	Conduit.	The model sees the world as it really is, it acts as normal but does not suffer SAN loss while spending MYT during its current or next activation this turn.

Combat Attack Sequence

Below is the sequence for an active model to make a combat attack. Combat attacks can generally only be made by active models. There may be rare circumstances where a model can make a combat attack out of activation. Disengaging strikes are the most common.

The attacking model gains +1 to the dice roll for each additional friendly model engaged with the target and -1 to the dice roll for each additional enemy model engaged with the attacking model.

Making a combat attack costs 1AP.

1. Both players roll 2D6, the attacking player adds their COM attack value, the defending player adds their COM defence value.
2. Compare final totals, the winner of the roll has hit their opponent and inflicts WND equal to the difference in results. The winner may spend 1 MYT to apply the attacks critical/Mythos effect.
3. If the values are even then the attack has missed and no WND are inflicted.

Ranged Attack Sequence

Below is the sequence for an active to model to make a ranged attack. Ranged attacks can generally only be made by active models.

If the active model attempting a ranged attack is engaged in combat a -2 RAN modifier is applied and LOS is reduced to include only models that are in base contact.

Choose a target within range & LOS.

1. Both players roll 2D6, the attacking player adds their RAN attack value, the defending player adds their RAN defence value.
2. Compare final totals, if the attacker scores higher than the defender the attack has hit and inflicts WND equal to the difference in results. The attacker may spend 1 MYT to apply the attacks critical/Mythos effect.
3. If the values are even then the attack has missed and no WND are inflicted.
4. If the defender scored higher the attack missed and no damage is dealt, the defending model may be moved up to 2" in any direction. If engaged you may leave combat, ignoring disengaging strikes.

Arcane Attack Sequence

Below is the sequence for an active to model to make an arcane attack. Arcane attacks can generally only be made by active models.

If the active model attempting an arcane attack is engaged in combat a -2 ARC modifier is applied and LOS is reduced to include only models that are in base contact.

Choose a target within range & LOS.

1. Both players roll 2D6, the attacking player adds their ARC attack value, the defending player adds their ARC defence value.
2. Compare final totals, if the attacker scores higher than the defender the attack has hit and inflicts WND equal to the difference in results. The attacker may spend 1 MYT to apply the attacks critical/Mythos effect.
3. If the values are even then the attack has missed and no WND are inflicted.
4. If the defender scored higher the attack missed and no damage is dealt, the defending model may be moved up to 2" in any direction. If engaged you may leave combat, ignoring disengaging strikes.

Cover

If any part of a model's base is obscured from the attacker and they are within 1" of the obscuring terrain or model they receive a bonus to their Defence rolls.

Cover **does not** provide bonuses against enemy combat attacks.

Discuss with your opponent before the game which obstacles grant what cover modifiers. As a guideline we suggest the following:

Type of Obstacle	Defence Modifier
Soft Cover - Tall grass, hedges, trees & 30mm based models, etc	+ 1
Hard Cover- Buildings, walls, 40+mm based models, etc	+ 2

Movement in terrain

Below is a table detailing how the terrain on the table effects the movement of models:

Type of Terrain	Movement Restrictions
Open ground.	Models move normally with no restrictions.
Difficult ground (rubble, forest, swamp, etc.).	Models move at half movement through this terrain.
Impassable ground (deep or fast rivers, lava flows!! Etc.).	Model cannot move through this terrain.
Obstacle (above or equal to 1" height).	Reduce movement by height of obstacle.
Obstacle (below 1" height).	No penalty.

Discuss the terrain on the board with your opponent before the game begins and decide which pieces of terrain have the above properties.

Jumping, climbing and falling.

Sometimes you may wish to scale a piece of terrain or jump off to the ground below.

You may not charge up climbable terrain, the model is too busy trying not to fall!

If you do choose to leap from terrain as a shortcut, make a COM Attack test. For every inch above your model's height add +1 to your roll. If you fail, suffer WND equal to the amount you failed by and forfeit the remainder of that movement action. If you pass you have landed safely and may continue to move, deduct -1" from your movement to represent the jump.

You can leap off terrain to engage an enemy model, if you pass your test your model counts as charging the enemy and gains the charging bonus.

Conditions

Various attacks or abilities will inflict conditions upon models.

When a model suffers one or more of the below conditions, place appropriate counters next to the model to indicate this.

Vigour – the model has +1AP during its activation, to a maximum of 3 AP.

Fatigue – the model has -1AP during its activation, to a minimum of 1 AP.

Bleed – When the model next activates it suffers 2 WND and the bleed counter is removed. Any additional bleed effects inflicted on a model that is already suffering bleed will inflict an immediate 2 WND instead of placing an additional counter.

Haemorrhage – When the model next activates it suffers 2 WND. A model will continue to suffer 2 WND when it activates until this effect is staunched at which point it is reduced to a bleed. Any additional Haemorrhage effects inflicted on a model that is already suffering Haemorrhage will inflict an immediate 2 WND instead of placing a counter.

Burn – A model with a burn counter is at -1/-1 to its ARC, COM & RAN. This condition will remain in play until removed by a soothe action. Any additional burn effects inflicted on a model that is already suffering burn will instead inflict an immediate 2 WND instead of placing an additional counter.

Drain – A model with drain may not spend MYT during it's activation, remove the counter as it's activation ends. Multiple applications of Drain have no additional effect.

Blind – A model suffering Blind may not make disengaging strikes, Ranged Attacks or Arcane Attacks during it's activation, remove the counter as it's activation ends. Multiple applications of Blind have no additional effect.

Fear – A model wishing to charge a fear causing model must take a SAN test. If they fail, lose 1 SAN and you may not charge the fear causing model, but may otherwise act as normal.

Models that cause Fear are not required to take tests when facing enemy models with fear.

Line of Sight

Line of Sight (LOS) is required by models when carrying out various actions. In most cases if you can't see it you can't target it.

For the purpose of drawing LOS models are assumed to have a volume equal to a cylinder, the size of their base and as tall as the highest point on the model, excluding limbs.

Models are often posed for effect so take this into account when determining LOS and give the benefit of the doubt to the defending model.

Each model has a 360° LOS.

Measuring, Distances & Elevation

Players may measure distances at any time during the turn, this will enable you to determine if a model is in range before carrying out actions. Similar to LOS distances are measured from the assumed cylinder of one model to another.

When measuring from one elevation to another the same rules apply, measure in a straight line from the assumed cylinder of one model to another.

Game Set Up

The game is generally played on a 3x3 table. Terrain to be used should cover approximately 1/3 of the board.

Each player rolls 2D6. The player with the highest number chooses whether to deploy first or second. The player deploying first chooses a deployment zone then deploys all of their models within their defined deployment zone. Once this has been done the player going second deploys all of their models within their defined deployment zone.

Refer to scenarios for additional rules and victory conditions.

Turn Sequence

1. Start Phase

1.1 – Players roll for initiative

Players each roll 2D6 for initiative and from the second and subsequent turns the player with the least MYT remaining gains +1 to the result. The winner has initiative this turn.

If the result is a draw then players must re-roll until they determine a winner.

The player who has initiative will decide who activates the first model this turn.

1.2 – Make insanity rolls and apply Mythos effects

Players roll on the insanity table for any of their models that have reached or surpassed their sanity threshold and apply the effects immediately. Use markers as necessary to denote any models that are paralysed or fatigued.

1.3 – Generate Mythos pool

Players generate the Mythos pool from their remaining models.

2. Activation phase

2.1– Player activates model.

2.2– Opposing player activates model.

2.3– Alternate until all models have activated.

3. End Phase

3.1– Generate victory points according to scenario.

Refer to the scenario victory conditions and award points to each player as appropriate.

3.2– Resolve and remove end of turn effects.