

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •

# TAC

## Flash of Inspiration

Play during the TAC Step of the Pre-Turn Phase. An Officer of your choice gains **D3** additional Command Points this Turn.

0 CP — Any

One or more Byakhee models swoop down and attack the active (or a random) unit. The Byakhee remain until destroyed. The always attacking the nearest unit. The Mythos Influence Level increases by one.

Byakhee Attack

MYTHOS

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TAC

## Fire from Prone

Play when a Section that has *Hit the Deck* declares a Shooting Attack. This Section does not suffer the *Rushed Shot* modifier for *Hit the Deck*.

— 0 CPs — Any —

Roll as if the Unit were making a Melee attack against an enemy Unit, the player owning the section may choose how to apply the damage.

Self-Loathing

MYTHOS

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# TAC

## Nerves of Steel

Play on a Vehicle Section during the TAC Step of its Command Segment.

**Roll D6:** On a **3+**, remove a **Shaken Marker**.

1 CP — Any

All models receive an additional Blue cover dice for the remainder of the Turn.

Mysterious Mist

MYTHOS

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# TAC

## Inspirational Leader

Play on a Section during the TAC Step of the Pre-Turn Phase. For the remainder of the Turn, any NCO in their Section increases their **NCO** MAR Value by +1.

1 CP — Any

MYTHOS  
Under Enemy Control  
The active (or a random) unit is  
controlled by the opposing player  
for the current/next Activation.



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# TAC

## Improvised Grenades

Play during the TAC Step of the Melee Segment. A Section gains Flash Bangs and Tank Mines for the Melee Segment.

1 CP — Any

The active (or a random) unit loses its next/ the remainder of its current Activation.

Stunned

MYTHOS

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# TAC

## Expert Engineer

Play during the Medics and Repairs Step of the End Phase. Automatically remove a **Shaken** or **Activated Marker** from a target vehicle.

1 CP — Any

The active (or a random) unit must (if able) perform a ranged attack against the nearest unit, whether friend or foe.

Friend or Foe

MYTHOS

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# TAC

## Sun in Their Eyes

Play during the Shooting Segment after an enemy has announced their Targets for the Activation. All their shots are considered to be Rushed.

— 2 CPs — Any —

Demoralizing  
The active (or a random) unit  
gains a Shaken Marker.

# MYTHOS

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# TAC

## Iron Sights Expert

Play during the TAC Step of the Shooting Segment. All firing using Small Arms are considered to be *Placed Shots*.

— 2 CPs — Any —

The next/current Spell that is cast automatically succeeds with maximum effect.

overpower

MYTHOS

**ACHTUNG!**

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TAC

It's a Dud!

Play during the Shooting Segment prior to the roll on the Vehicle Damage Table.

Reduce the total score rolled by **D3**.

— 2 CPs — Any —

cast automatically fails.

The next/current Spell that is

underpowered

MYTHOS

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Skirmish

• TAC/MYTHOS •

# TAC

## Medic!

Play before casualties are removed from a Section due to Shooting. The Section is treated as having a Medic present with the **Medic [6+]** MAR.

— 2 CPs — Any —

For the remainder of this Turn, any time a Spell is cast, the casting player receives one additional Red Dice.

Mystic Power

MYTHOS

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# TAC

## Set Booby Trap

Play during the TAC Step of a Section's Command Segment. It places an active **Booby Trap Marker** with **AD12 [Red]** in a piece of Terrain within 4" of the Section.

3 CPs — Any

All models with the Controlled MAR become Uncontrolled unless a model with the appropriate [Value] can make a Command Check (2 Successes).

Uncontrolled

MYTHOS



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**Skirmish**

• TAC/MYTHOS •

# TAC

## Heroes One & All

Play during the TAC Step of a Section's  
Command Segment. Remove all  
**Shaken Markers** from the Section.

3 CPs — Any

Turker in the Dark  
Choose a piece of terrain at random. Any  
unit within "X" of this piece of terrain  
during the Command Coherency Step  
gets attacked with a Melee attack.

MYTHOS

**ACHTUNG!**

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# TAC

## Spray and Pray

Play during the TAC Step of the Shooting Segment. The Section gains the **Spray and Pray** MAR.

1 CP — Any

All models with the Controlled MAR become Uncontrolled unless a model with the appropriate [Value] can make a Command Check (2 Successes).

Uncontrolled

MYTHOS

ACHTUNG!

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Skirmish

• TAC/MYTHOS •

# TAC

## Charge Bayonets

Play during the TAC Step of the Melee Segment. The Section gains the **Brutal Charge [1 Red]** MAR.

1 CP — Any

The active (or a random) unit makes a Melee attack on themselves.

Self-Loathing

MYTHOS

ACHTUNG!

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Skirmish

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# TAC

## For God and Country!

Play during the TAC Step of the Command Segment of a Section that has a **Shaken Marker**. The Section removes one **Shaken Marker** then makes an At the Double Movement Action, and can still take part in the Shooting Segment.

— 2 CPs — Any —

The active (or a random) unit loses its next  
the remainder of its current Activation.

Stunned

MYTHOS

**ACHTUNG!**

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# TAC

## Look Out, Sir!

Play when an Officer or NCO would lose Life Points. If another member of the Section is within 1", the Officer or NCO may choose to distribute Hits to the other member of the Section instead.

1 CP — Any

The next/current Spell that is cast automatically succeeds with maximum effect.

MYTHOS  
overpower

**ACHTUNG!**

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# TAC

## Frontier Forefathers

Play on a non-Vehicle Section during the TAC Step of the Movement Segment.

The Section may make an *At the Double* Movement Action through any terrain that is not *Impassible* to them and considers all terrain to be *Hard Cover*.

— 2 CPs — Any —

cast automatically fails.

The next/current Spell that is

underpower

MYTHOS

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

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# TAC

## Through the Smoke

Play during the TAC Step of the Melee Segment on a Section equipped with Smoke Grenades. The Section gains the **Swift Strike** MAR for this Activation.

1 CP — Any

For the remainder of this Turn, any time a Spell is cast, the casting player receives one additional Red Dice.

Mystic Power

MYTHOS



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Skirmish

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# TAC

## Resolute

Play when a Section is about to make a Morale Check. The check is automatically considered to be passed.

— 2 CPs — Any —

For the remainder of this Turn, the entire battlefield is treated as Difficult Terrain.

Grasping Roots

MYTHOS

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

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# TAC

## Garbled

### Communications

Use when your opponent plays a TAC.

The TAC has no effect, although the Command Points are spent as normal.

— 2 CPs — Any —

During their next Activation, the active (or a random) unit gains the Unreliable MAR.

MYTHOS  
GREMLINS

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •

# TAC

## Molotov Cocktails

Play during the TAC Step of the Shooting Segment. Choose a friendly Section, then **D3+1** members of that Section gain Molotov Cocktails that must be used this Activation, instead of their regular weapons during this Shooting Segment.

— 2 CPs — Any —

For the remainder of the Turn, the active (or a random) unit gains the Blood Sacrifice MAR.

The Dead Rise

MYTHOS

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •



# TAC

## Soldiers of Fortune

Play during the TAC Step of the Pre-Turn Phase. A Section gains the **Lucky [D3]** MAR until the next End Phase.

— 2 CPs — Any —

cast automatically fails.

The next/current Spell that is

underpower

# MYTHOS

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •

# TAC

## Radio Communications

Play during the TAC Step of the Pre-Turn Phase. For the remainder of the turn, all friendly models are considered in Command Range of any model able to issue orders.

1 CP — Any

For the remainder of the Turn, the active (or a random) unit gains the Blood Sacrifice MAR.

The Dead Rise

# MYTHOS

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •

# TAC

## Strafing Run

Play during the TAC Step of the Pre-Turn Phase. You call down a strafing run from your air support which functions as an IDF Shooting Attack. Follow the steps for making an IDF attack using Over Open Sights; the initial target point can be anywhere on the battlefield. The attack has a **RAD** of **10 [Red]**, a **VAD** of **6 [Blue]** and the **Line Template** and **Suppression** MARs.

3 CPs — Any

For the remainder of the Turn, the entire battlefield is treated as Difficult Terrain.

Grasping Roots

MYTHOS

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •

# TAC

## Precision Bombing

Play during the TAC Step of the Pre-Turn Phase. You call down an artillery strike which functions as an IDF Shooting Attack. Follow the steps for making an IDF attack using Over Open Sights; the initial target point can be anywhere on the battlefield. The attack has a **RAD** of 8 [Red], a **VAD** of 8 [Red] and the ***Armor Piercing [3]*** and ***Suppression*** MARs.

3 CPs — Any

During their next Activation, the active (or a random) unit gains the Unreliable MAR.

MYTHOS  
GREMLINS



ACHTUNG!

Cthulhu™

Skirmish

• TAC/MYTHOS •

# TAC

## Artillery Support

Play during the TAC Step of the Pre-Turn Phase. You call down an artillery strike which functions as an IDF Shooting Attack. Follow the steps for making an IDF attack using Observed Fire; the initial target point can be anywhere on the battlefield. A total of three templates are used for the attack. The attack has a **RAD** of **15 [Red]**, a **VAD** of **8 [Red]** and the *Suppression* MAR.

3 CPs — Any

Choose a piece of terrain at random. Any unit within "X" of this piece of terrain during the Command Coherency step gets attacked with a melee attack.

Turkey in the Dark

MYTHOS

ACHTUNG!

Cthulhu™

Skirmish

• TAC/MYTHOS •

# TAC

## Bogged Down

Play during the TAC Step of the Pre-Turn Phase.  
Select an enemy Vehicle. The chosen Vehicle  
cannot take movement actions this turn.

1 CP — Any

All models with the Controlled MAR  
become uncontrolled unless a model  
with the appropriate [Value] can make  
a Command Check (2 Successes).

Uncontrolled

MYTHOS

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •

# TAC

## Panzerfausts

Play during the TAC Step of the Shooting Segment. Choose a friendly Section.

**D3+1** members of the chosen Section gain Panzerfausts that must be used this Activation, instead of their regular weapons during this Shooting Segment.

— 3 CPs — Any —

The next/current Spell that is cast automatically succeeds with maximum effect.

overpower

MYTHOS

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •



# TAC

## Pop Smoke

Play during the TAC Step of the Command Segment of a Vehicle's Activation. The acting vehicle is considered in *Hard Cover* for the remainder of the Turn.

1 CP — Any

Demoralizing  
The active (or a random) unit  
gains a Shaken Marker.

# MYTHOS

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •

# TAC

## Rifle Grenades

Play during the TAC Step of the Shooting Segment. Choose a friendly section armed with Grenades. The range of the chosen Section's Grenades is increased by **10"** for this Turn.

— 2 CPs — Any —

Each player must place a Smoke Barrier Template on the battlefield. These remain in play for the remainder of the game.

Noxious Cloud

MYTHOS

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •

# TAC

## Immobilized

Play during the Apply Damage Step of the Shooting Segment. Select an enemy Vehicle that has just lost one or more Hull Points. The chosen Vehicle can no longer take movement actions for the remainder of the game.

1 CP — Any

For the remainder of the turn, all TACs and Orders cost one extra Command Point.

MYTHOS  
Confusion

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •

# TAC

## Hit Them Again!

Play during the TAC Step of the Melee Segment on a Section that has the **Upper Hand Marker**. This Section gains **Swift Strike** for the remainder of the Turn, in addition to any other benefits the **Upper Hand Marker** provides.

1 CP — Any

Under Enemy Control  
The active (or a random) unit is  
controlled by the opposing player  
for the current/next Activation.

MYTHOS



**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •

# TAC

## A Life of Its Own

Play during the TAC Step of the Shooting Segment. Sergeant Carter and any models in his unit gain **+1 dice** each when making their next Shooting Attack as their weapons take on a life of their own. This card cannot be played unless Sergeant Carter is on the battlefield.

— 2 CPs — Allies —

One or more Byakhee models swoop down and attack the active (or a random) unit. The Byakhees remain until destroyed. Always attacking the nearest unit. The Mythos Influence Level increases by one.

Byakhee Attack

MYTHOS

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •

# TAC

## Begone, Foul Beast

Play during the TAC Step of the Pre-Turn Phase. Choose a model with the Mythos Creature unit type that is within 12" of Professor Deadman.

Make a Command Check with Deadman as though he was casting a Spell; the target then suffers the loss of one Life Point for each Success. This card cannot be played unless Professor Deadman is on the battlefield.

1 CP — Allies

The active (or a random) unit  
gains a Shaken Marker.

Demoralizing

MYTHOS

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •

# TAC

## It's Not That Scary

Play during the TAC Step of the Melee Segment on a Section engaged with a unit that has the Mythos Creature model type. The target Section gains the **Swift Strike** and **Medic [5+]** MARs for this Turn. This card cannot be played unless Captain Harris is on the battlefield.

— 2 CPs — Allies —

For the remainder of the turn, all TACs and Orders cost one extra Command Point.

Confusion

MYTHOS

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •



# TAC

## All-Seeing Eye

Play during the TAC Step of the Pre-Turn Phase. You may look at your opponent's TACs. This card cannot be played unless Corporal Singh is on the battlefield.

1 CP — Allies

Each player must place a Smoke Barrier Template on the battlefield, which remain in play for the remainder of the game.

Noxious Cloud

MYTHOS

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •

# TAC

## Ghostly Apparition

Play during the TAC Step of the Pre-Turn Phase. All Sections within 12" of Natalia, friend or foe, immediately gain a **Shaken Marker**. If any of these units possess the **Adamant MAR**, they instead must make an immediate Morale Check, if they pass this check they do not take a **Shaken Marker**. After this is resolved, increase the Mythos Influence Level by one. This card cannot be played unless Natalia Petrova is on the battlefield.

1 CP — Allies

The active (or a random) unit is moved 2d6" in a random direction determined by using the Random Direction Template. Affected models cannot be placed in impassible terrain or in contact with enemy models.

Fall Through Angles

MYTHOS

**ACHTUNG!**

**Cthulhu™**

**Skirmish**

• TAC/MYTHOS •

# TAC

## Feast of the Demon

Play during the TAC Step of the Melee Segment when Ariane and the demon are engaged with a unit that does not have the Mythos Creature unit type. Ariane gains **1 [Red] MAD** for **each** enemy model with which she is engaged during this Melee Phase. After this card is played, increase the Mythos Influence Level by one. This card cannot be played unless Ariane and the demon are on the battlefield.

— 1 CP — Allies —

For the remainder of the turn, all TACs and Orders cost one extra Command Point.

MYTHOS  
CONFUSION

ACHTUNG!

Cthulhu™

Skirmish

• TAC/MYTHOS •

# TAC

## The Black Mist

Play during the TAC Step of the Melee Segment. Place the Blast Template centered over Corporal Singh, treat this as an IDF attack with an Attack Dice Pool of **10 [Red]** affecting all models beneath the template (friend or foe); Singh is not affected. After this card is played, increase the Mythos Influence Level by one. This card cannot be played unless Corporal Singh is on the battlefield.

1 CP — Allies

The active (or a random) unit  
gains a Shaken Marker.

Demoralizing

MYTHOS



ACHTUNG!

Cthulhu™

Skirmish

• TAC/MYTHOS •

# TAC

## Unleash the Spirit

Play during the TAC Step of the Melee Segment when Natalia is engaged with an enemy unit. Natalia gains the **Swift Strike** MAR and increases her **MAD** by 1 [Blue] for each enemy model with which she is engaged. After this is resolved, increase the Mythos Influence Level by one. This card cannot be played unless Natalia Petrova is on the battlefield.

1 CP — Allies

The active (or a random) unit is moved 2d6 in a random direction determined by using the Random Direction Template. Affected models cannot be placed in impassible terrain or in contact with enemy models.

Fall Through Angles

MYTHOS

ACHTUNG!

Cthulhu™

Skirmish

• TAC/MYTHOS •

# TAC

## Foreseeing the Horror

Play during the TAC Step of the Pre-Turn Phase.

For the remainder of the Turn, whenever a Mythos Event Card is drawn, the player that played this card must draw an additional Mythos Event Card and can choose which card takes effect. This card cannot be played unless a Section of Investigators is on the battlefield.

— 0 CPs — Allies —

Friend or Foe  
The active (or a random) unit must (if  
able) perform a ranged attack against the  
nearest unit, whether friend or foe.

MYTHOS

ACHTUNG!

Cthulhu™

Skirmish

• TAC/MYTHOS •

# TAC

## Dispel

Play at any time after a Spell has been successfully cast by the opposing player. This spell automatically fails, and any CP spent boosting the Command Check are lost. This card cannot be played unless a Section of Investigators is on the battlefield.

— 0 CPs — Allies —

For the remainder of the Turn, all TACs and Orders cost one extra Command Point.

MYTHOS  
Confusion