



☆ Shadows ☆ over NORMANDIE

RULES: GHOULS & CHOIR OF NIGHTMARES

GEAR OPTIONS



POISONED CLAWS

This option provides 3 **Poisoned Claws** markers that can be used during an **Assault** ✖ against an **Infantry Unit**. If a unit survives an **Assault** against an opponent that used Poisoned Claws then said unit is given a Poisoned Claws marker.

At the start of the **Supply Phase**, when **Terror Checks** are made, units with Poisoned Claws markers must also take a test for each such marker they received, even if they have no **Suppressed Marker** 🛑. The **Mythos Manifestation level** to beat is found on the Poisoned Claws markers.

If several **Madness Markers** are to be drawn for the same unit, then the player who used Poisoned Claws in the Assault chooses which Madness will be inflicted upon the surviving opponent. The other Madness Markers are returned to the Bag of Madness and the applied Poisoned Claws markers are discarded.



BESTIAL HOWLING

This option provides 3 **Bestial Howling** markers. After an enemy unit declares a **Firing Action**, before dice are rolled, give the target a **Bestial Howling** marker.

Your unit instantly gains the **Promised Blood 3** 🩸 **Special Ability** (see next page). Remove the **Bestial Howling** marker after the **Firing Action** was resolved.

CHARACTER TRAITS



PACK HUNTING

If **Pack Hunting** is slotted into its Recruitment Tile, a unit initiating an **Assault** ✖ can receive support from friendly units in the **defender's ZoC** if these units have identical color stripes and belong to the same **Recruitment Tile** as the Assaulting unit. To lend support, a unit:

- Must have the **Assault** ✖ **Special Ability**.
- May not yet have been **Activated**.
- May not have any **Suppressed Markers** 🛑.

Any supporting unit adds a +1 to the die roll of the Assaulting unit. Players must indicate which units provide support before rolling any die to resolve the Assault. The supporting units are given an **Activated Marker** 🟩 and lose their **Order Token** if they had one.



DIGGER

Any units with the **Burrower** 🕒 **Special Ability** from the **Recruitment Tile** in which this **Character Trait** is slotted, (as well as Support Options with the same colored stripes) may use a **Movement Value of 4** when they are **Burrowing**.



NECROPHAGOUS

The option provides 1 **Suppressed Marker** 🛑 that has a Life Point on its reverse side. It grants **one extra Life Point** at the start of the game. Place the marker, with the Life Point side up, on the option.

After the life point was spent, reverse the marker on to its **Suppressed side**.



If a unit from the **Recruitment Tile** with the **Necrophagous Option** is victorious after an **Assault**, you may place the marker, **Suppressed side up**, on that unit.



If the unit survives until the end of the next **Supply Phase**, retrieve the marker and place it back on the option, Life Point side up. The extra Life Point is now available again.

If the unit was **Destroyed**, place the marker back on the option, **Suppressed side up**. The Life Point may be obtained again if yet another unit, from the **Recruitment Tile** with the **Necrophagous Option**, which has just won an **Assault**, is given the **Suppressed Marker** and is alive at the end of the next **Supply Phase**.

The Life Point can be regained as long as the **Necrophagous Option** is in use.

CUSTOMIZATION



ALPHA

A **Character** with the **Alpha Customization** gains both the **Terrifying** and **Heroic Charge** **Special Abilities**.

SPELL



PRIMITIVE RAGE

Penalty: 1 **Suppressed Marker**. The spell caster can target a friendly **Infantry Unit**, in **clear** or **obscured** **LoS**, to intensify that unit's rage.



Put the marker, **Rage side up**, on the targeted unit. Immediately resolve the **Madness effect**. Proceed by turning the marker to reveal its **Suppressed side**, designating the unit as temporarily exhausted after the fit of Rage. **This marker is removed at the end of the Supply Phase** and returned to the spell caster.



SPECIAL ABILITIES



HEROIC CHARGE

When you activate a unit with this **Special Ability** during the **Activation Phase**, activate up to three other **Unactivated Infantry Units** (with the **Assault** **Special Ability**) within 3 squares.

The selected units (the one with this **Special Ability** plus up to three others) take a **Movement Action** that must end in a square occupied by an enemy and must therefore launch an **Assault**.

Any unit, **Activated** for a **Heroic Charge**, is given 2 **Suppressed Markers** if it fails to end its **Movement Action** in a square occupied by an enemy (before resolving the **Assault**).

Put an **Activated Marker** on each of the units (except the one that already has an **Order Token**) to show they've been **Activated**. Play these units in any order.



CHORALE

Each unit with this **Special Ability**, and situated in the **ZoC** of the unit that initiates the **Prayer**, provides a **+1 bonus** to **ONE** effect of the **Prayer** (range, bonus, number of markers, ...).



FAITH

Units that have Faith always succeed against **Terror Checks**.



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 **Assault**. If it is defeated, the burrowing unit is **Destroyed**. **A burrower ignores any enemy ZoC and does not have a ZoC of its own.**

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 before resolving the Assault... 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**.



PROMISED BLOOD

When an enemy unit takes a **Firing Action** against your unit and misses, that enemy unit must immediately make a **Terror Check** against the value printed in this symbol.

