



The miniatures come from more than 10 different manufacturers and are often converted. The author will be happy to answer any questions via email to anyone willing to write an article. I would also greatly appreciate to be informed of the publication of such an article, for personal archive.

All Terrains, miniatures and vehicles making/converted/painting as well as rules tuning done by Grégory Privat who thanks his wife for her patience!



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The following text constitute the 3 first paragraphs of the novel "The Shadow over Innsmouth" by H.P. Lovecraft :

« During the winter of 1927-28 officials of the federal government made a strange and secret investigation of certain conditions in the ancient Massachusetts seaport of Innsmouth. The public first learned of it in February, when a vast series of raids and arrests occurred, followed by the deliberate burning and dynamiting --under suitable precautions-- of an enormous number of crumbling, worm-eaten, and supposedly empty houses along the abandoned waterfront. Uninquiring souls let this occurrence pass as one of the major clashes in a spasmodic war on liquor.

Keener news-followers, however, wondered at the prodigious number of arrests, the abnormally large force of men used in making them, and the secrecy surrounding the disposal of the prisoners. No trials, or even definite charges, were reported; nor were any of the captives seen thereafter in the regular geols of the nation. There were vague statements about disease and concentration camps, and later about dispersal in various naval and military prisons, but nothing positive ever developed. Innsmouth itself was left almost depopulated, and it is even now only beginning to show signs of a sluggishly revived existence.

Complaints from many liberal organizations were met with long confidential discussions, and representatives were taken on trips to certain camps and prisons. As a result, these societies became surprisingly passives and reticent. Newspaper men were harder to manage, but seemed largely to cooperate with the government in the end. Only one paper --a tabloid always discounted because of its wild policy-- mentioned the deep-diving submarine that discharged torpedoes downward in the marine abyss just beyond Devil Reef. That item, gathered by chance in a haunt of sailors, seemed indeed rather farfetched, since the low, black reef lies a full mile and a half from Innsmouth Harbor.»

ASSAULT ON INNSMOUTH

is a participation game by Grégory Privat from Gloranthan Army that is trying to bring the very specific atmosphere of the Shadow over Innsmouth novel's introduction to the tabletop. The game is played using a slightly modified and heavily simplified version of the **Two Hour Wargames system, Chain Reaction 2.0**.

The game features a campaign of **25 missions** recreating the U.S. Government's actions during the winter 1927 in Innsmouth. The players all play on the government side and the mythos is « played » by the system. The mission system means that every player can come to the table, **play a fast mission and go away or stay as they wish**. All the players playing simultaneously, there is no downtime.

This flyer has been created and published on the internet (with the very kind authorization of Ed Teixeira, author of Chain Reaction 2.0) to improve your gaming experience (if you make us the honor of a visit) by **letting you have a look at the rules prior to your game at SALUTE 09**. Of course, you don't have to read those rules prior to your visit: We will be there to give you a hand in discovering the system. Just remember that the time spent listening to rule explanations is not spent gaming!

Assault on Innsmouth is based on Chain Reaction 2.0, you can find the full system for free on the THW webpage <http://www.twohourwargames.com> and learn more by joining the yahoo group: <http://games.groups.yahoo.com/group.twohourwargames/>.

You are very welcome to visit Gloranthan Army webpage: <http://gloarmy.free.fr> or Grégory Privat's Blog : <http://gloarmy.blogspot.com> where you can find pictures of the finished city and of the work in progress (by checking older messages).

GLORANTHAN ARMY

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ASSAULT ON INNSMOUTH RULES

UK-5.0 (Based on « Chain Reaction 2.0 » from THW)

1. STATISTICS

- 1.1 Movement: Movements are calculated in inches. Distances are given on the QRS (Quick Reference Sheet).
- 1.2 Reputation: This is what the miniature is worth in fight. It s given on the QRS. Higher it is, better is the miniature.
- 1.3 Groups: Miniatures can act as « groups » if they re lead by a chief (a sergeant or a lieutenant).

2. MOVEMENT

- 2.1 Place a glass pebble: in the new section you re entering. Only one pebble per game section (don t add one if an unit is leaving as you are entering).
- 2.2 To move alone or in group: If you are a group, move all the miniatures of the group before you act or react. If you are interrupted or if you decide to interrupt your movement, you will be able to finish it later. To push an obstacle divides your movement per two, unless you are more than two.
- 2.3 To move faster: Before you start moving, you can pass a **fast movement** test: check the QRS.
- 2.4 To stop when an enemy is « **in sight** »: Immediately when you, or you and your group, do enter an enemy's line of sight. The assault is done at dawn in the mist: Visibility (and ranges) is limited to 12”.

3. IN SIGHT!

- 3.1 Who is rolling dice? This is the one who is passive who is passing the test: usually the mythos, unless it is appearing (entering the game).
- 3.2 What happen next? You check the QRS and apply the result. If nothing happen, the passive one is just watching the scene stupidly.

4. SHOOTING

4.1 To shoot: Roll 1 D + Reputation. If the target is protected: -1, if it have a cover: -1, if running (either the shooter or the target): -1. On a score of 8+, it s a hit.

- 4.2 Consequences of a shoot: The target can make a saving throw under her reputation minus the weapon's impact. If she has hit points and she misses her saving throw, she loose one, if she don t have any, she die. If she makes her saving throw, she ducks back.
- 4.3 **Received fire** reaction: a target which have been shoot at without being hit test its reaction to fire : Check the QRS.

5. MELEE

- 5.1 Charge: a movement which ends in contact with an enemy is a charge. If you have been running, you can t charge. To charge you test the **wanting to charge** (QRS).
- 5.2 Reaction to charge: when someone is charging you, you test your **reaction to charge** (QRS).

5.3 Fighting: both adversaries roll two dices (unless special skill) under his reputation: If you pass 2 more dice than your adversary, he's out of fight (or he loose 1 hit point). If you pass only one more die, he can make a saving throw (see 4.2). If both adversaries pass the same amount of dice, the melee keeps going for another turn.

6. ENCOUNTERS

- 6.1 Test a section: When a soldier quit a terrain section and leaves a pebble behind, make a **street test** with two dice under the alert level (cf street check). Tests are immediate (no pebbles) when you enter a building.
- 6.2 Where are they? The encounter appear in the next section in the direction given by a D12 (the sea = Twelve).

7. ALONE IN THE DARK

- 7.1 When a soldier is alone he makes an **Alone in the Dark test**.
- 7.2 Fleeing results: A fleeing group will automatically regroup at the far end of the next section. A soldier, alone, who flee is MIA. An encounter which has to flee is removed from the game.

8. HEY! WHAT ABOUT (IN)SANITY ?

We've chosen to make no differences between physical and psychological wounds: when you are out of fight after an encounter with a deep one, there s as many chance that it s the result of death/heavy wound as of insanity. This has been decided to speed up the game. Don't worry, after your first encounter, shoggoths will scare you anyway!

GLORANTHAN ARMY

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QRS (UK- 5.0)

Type	Faction	Hit Points	Reputation	Movement	Protected	Special
Soldier	US	-	4	8"	-	
Sergeant	US	-	4	8"	-	Leader
officer	US	1	5	8"	-	Star
FT 17	US	3	4	6"	Yes	
Hybrids	Mythos	-	3	6"	-	
Barrage	Mythos	1	3	0"	Yes	
Deep One	Mythos	-	4	12"	-	Ferocious
Priest	Mythos	-	3	6"	-	
Shoggoth	Mythos	1	4	6"	Yes	Frenzy
Star Spawn	Mythos	4	5	6"	Yes	Frenzy
Journalist	Victims	-	2	8"	-	
Vehicles	Victims	1	3	6"	-	

2D6 <= REP	FAST MOVEMENT
2	MOVE x2
1	MOVE x1,5
0	MOVE (still "running" for shooting rules)

2D6 <= REP	IN SIGHT
2	FIRE
1	FIRE if stationary
0	NO REACTION

RANGED WEAPONS			
Name	Targets	Impact	O-rating
Hybrid	1	1	1
Star spawn tentacles	1	2	3
Pistol	1	1	1
Rifle	1	2	1
Bar	3	3	3
FT17 gun	3	4	3

HAND TO HAND WEAPONS		
Name	Targets	Impact
Hybrid's mixed weapons	1	1
Deep one claws	2	2
Shoggoth	3	3
Star spawn tentacles	4	3
Pistol	1	1
bayonet	1	2
FT17 tank attack	Front contact	3

POSSIBLE ACTIONS:

- **MOVE** and eventually open fire.
- **STAY IN PLACE** and eventually open fire.
- **CHARGE**.

MELEE MODIFIERS

- Ferocious in melee +1d6 (first round only) – keep the best two results.
- Frenzy in melee +1d6 – keep all the dice.

2D6 <= REP	RECEIVED FIRE
2	<ul style="list-style-type: none"> • Chargers will continue. • Outgunned or unable to fire will Duck Back. • Others finish move and fire.
1	<ul style="list-style-type: none"> • Chargers armed with ranged weapons will stop in place and fire instead while those not so armed will continue the charge. • Those in cover will fire. • Others will Duck Back.
0	<ul style="list-style-type: none"> • Those in cover will Duck Back. • Others will Runaway.

2D6 <= REP	WANTING TO CHARGE
2	• CHARGE
1	<ul style="list-style-type: none"> • Those in cover will remain in place and if possible will fire instead. • Others charge.
0	Remain in place.

2D6 <= REP	BEING CHARGED
2	<ul style="list-style-type: none"> • Those that can will fire and prepare for melee. • Others will remain in place and prepare to melee.
1	<ul style="list-style-type: none"> • Those in cover will fire and prepare for melee. • Others may not fire but will prepare for melee.
0	<ul style="list-style-type: none"> • Those in cover will prepare to melee. • Others Runaway.

2D6 <= REP	ALONE IN THE DARK
2	• Player's choice (may stay alone).
1	• Move to closer friend
0	• MIA

2D6 <= ALERT LEVEL	STREET CHECK
2	Inside : 1 shoggoth Outside : 1 Deep One
1	Inside : 1 deep One Outside : 1 hybrid
0	Inside : 1 Hybrid Outside: Nothing.

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