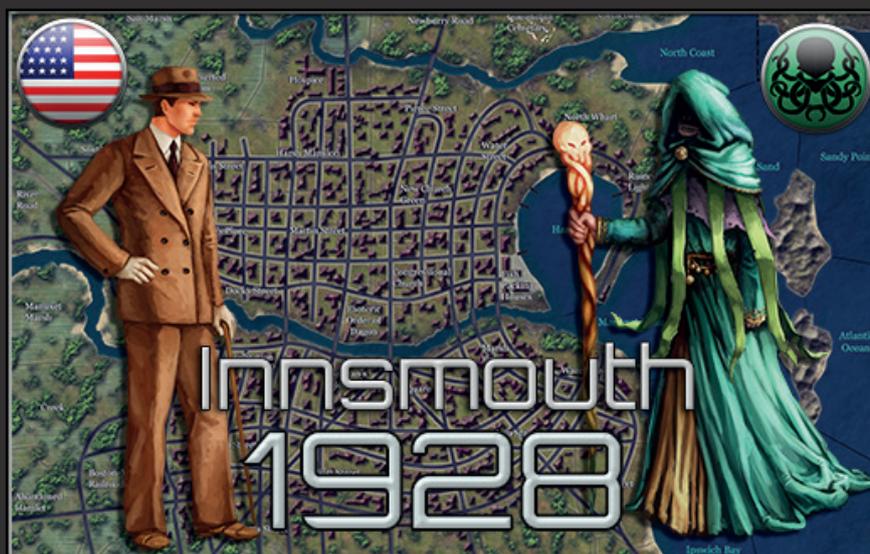


INNSMOUTH 1928



INTRODUCTION

Innsmouth 1928 simulate the assault led by police, FBI and the National Guard on the degerate city of Innsmouth, the harbor of hideous creatures. The American forces must capture the main centers of resistance and destroy whatever lays at the bottom of the ocean. Innsmouth inhabitants must repel their opponents and protect their city of Y'ha Nthlei.

Innsmouth 1928 lasts 14 turns, each representing one hours between the 12th February at 6.00 PM and the 13th February, 8.00 AM. It opposes two players, the **American** Police, FBI, Coast Guards and National Guard on one side, the ignominious entities populating the small coastal city of Innsmouth and the sunken city of **Yha Nthlei**.

- The **former** must capture the city and destroy all Hybrids and other abominations.
- The **latter** must hold at all costs, using reserves emerging from the depths.

The game event cards allow full replay ability thanks to the numerous various situations that they create on the game, such as the arival of new units like Dagon or USN Submarine O3.

DURATION

Average Duration: 1h30

Favored Side: None

Most Difficult Side to Play: Yha Nthlei

The scenario lasts 14 turns (between the 12th February at 6.00 PM and the 13th February, 8.00 AM.), each turn being the equivalent of 1 hour.

The **American** player always plays firts, followed by the **Yha Nthlei**.



FORCES

The **American player** controls the US Federal units, the US Navy, the FBI and the Massachusetts police units (**blue**).

The **Yha Nthlei player** controls the Hybrids and Creatures of the Depth occupying Innsmouth (**green**).

MAPBOARD

MAP shows the fictitious city of Innsmouth (MA), plus various sectors such as : marshy west, Innsmouth North, Innsmouth South, the Docks and the Ocean, plus the 2 off-map boxes of Boston and Y'Ha Nthlei.



VICTORY

IMMEDIATE VICTORY

When on of the player reaches or exceeds 20 VP at the end of a turn.

Otherwise the side with most VP at the end of the scenario wins the game.

BONUS VP

For each structure controlled by the **American player**:

+ 2 VP: Gilman House / Esoteric Order of Dagon / Marsh Manor

+ 1 VP: Federal Street / Marsh Rafinery

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), there is an economic phase with income, maintenance and purchase.

Units and Cards purchase costs

- Hybrides, Citizens: \$1
- US Marines, unités du 187th Régiment, Shoggoth, Larve / Carte à jouer : \$3
- USN Ships, Dagon and Hydra: \$4
- All other units / replacements: \$2

RAILROAD

The railroad lines on the map are purely decorative as the railroad has been abandoned.

SUPPLY SOURCES

For the **American** units: Boston, Ipswich road, Rowley road.

For the **Yha Nthlei** units: Y'Ha Nthlei, Esoteric Order of Dagon, Marsh Refinery.



REINFORCEMENTS

Yha Nthlei : Reinforcement on turn 3: Joe Sargent Bus (free placement for **Yha Nthlei** player).

CAMOUFLAGE

The 2 FBI Agents combat units and most Innsmouth units are guerillas. It means a search test must be made to find and engage them if they are currently hidden.



MAP RESTRICTIONS

The **Yha Nthlei** player can never enter the regions of Boston / Boston Bay.