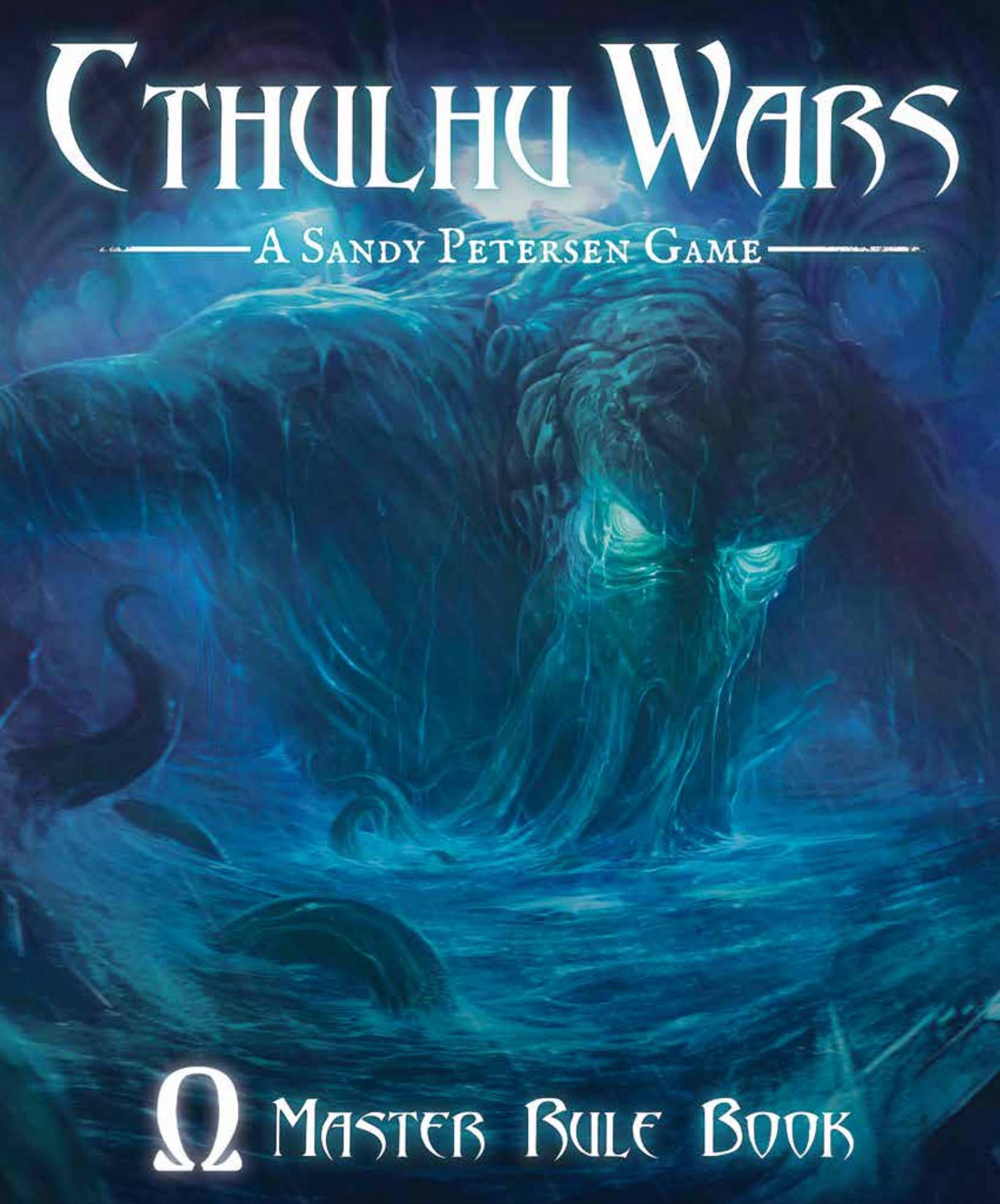
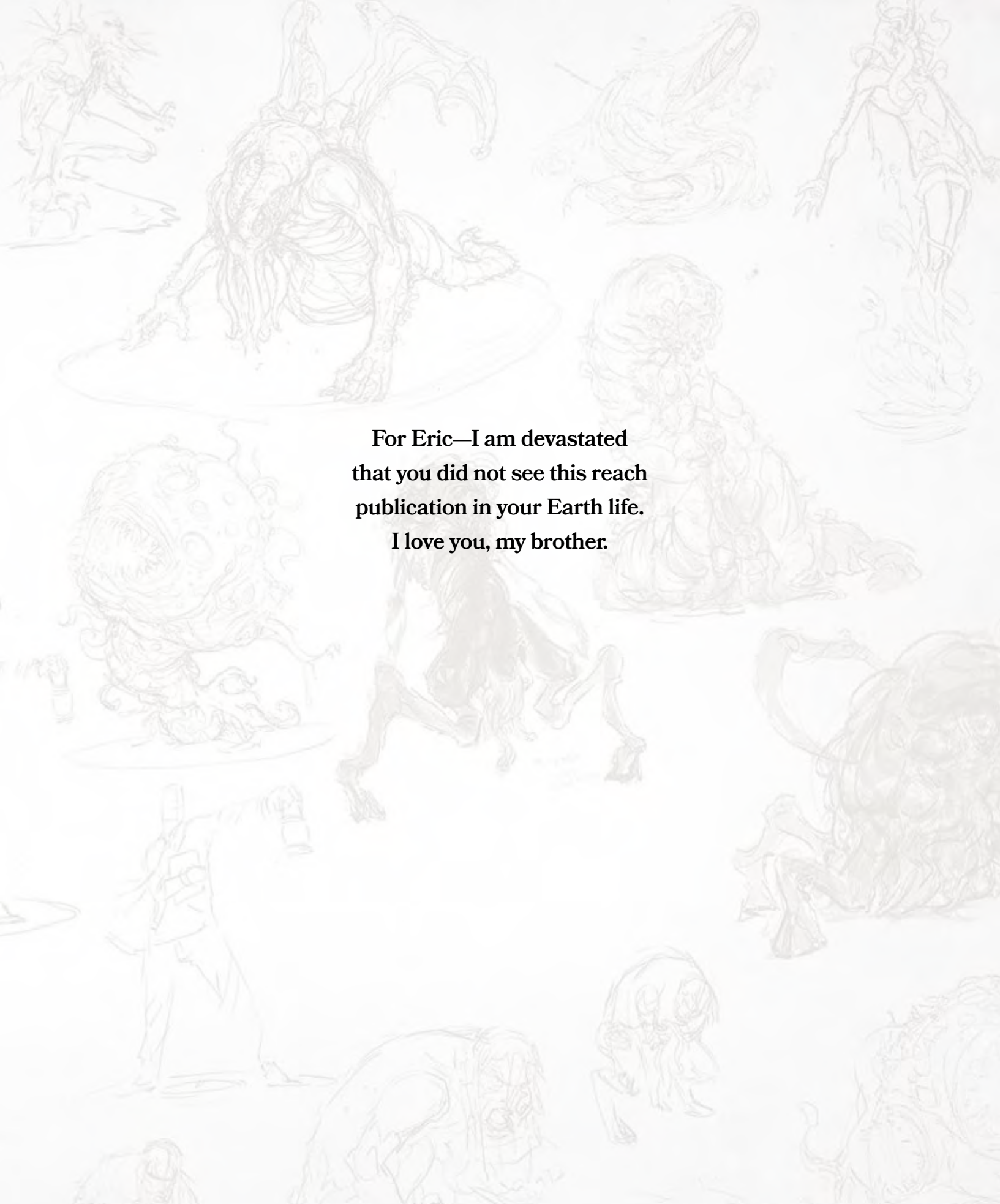
Cthulhu Wars

A Sandy Petersen Game



Ω Master Rule Book



For Eric—I am devastated
that you did not see this reach
publication in your Earth life.
I love you, my brother.

Table of Contents



CTHULHU WARS 1

CORE GAME COMPONENTS 3

CORE FACTION COMPONENTS 5

SET UP 7

GAME BASICS 8

OBJECT OF THE GAME 8

Phases of Play 8

The Map 9

Units and Faction Pool 9

Gates 9

Special Abilities and Spellbooks 10

Elder Signs Trophies 11

Faction Cards 12

ACTION PHASE 13

The Four Types of Actions 13

The Seven Common Actions 14

Unlimited Actions 18

Ongoing Special Abilities 19

GATHER POWER PHASE 21

DETERMINE FIRST PLAYER PHASE 21

DOOM PHASE 22

BATTLE 23

Pre-Battle Abilities 23

Combat Dice Calculation and Rolls 23

Post-Battle Abilities and Assigning Battle Results . . 24

Applying Battle Results 24

Battle Examples 25

VICTORY: ENDING AND WINNING THE GAME 37

RULE OMEGA: THE FINAL QUESTION 37

PLAYER TIPS 37

TWO-PLAYER RULES 39

TWO-PLAYER SET UP 39

CHANGES FOR TWO-PLAYER GAMES 39

BALANCE ADJUSTMENTS 40

TIPS AND TRICKS 40

CORE FACTIONS 41

Great Cthulhu 43

Yellow Sign 47

Crawling Chaos 53

Black Goat 57

EXPANSION PRODUCTS

ADDITIONAL FACTIONS 61

THE ANCIENTS 63

BUBASTIS 69

DAEMON SULTAN 75

OPENER OF THE WAY 81

SLEEPER 85

TCHO-TCHO 89

TCHO-TCHO TRIBES 91

WINDWALKER 95

NEUTRAL MONSTERS 99

DREAMLANDS SURFACE MONSTERS 101

DREAMLANDS UNDERWORLD MONSTERS 101

GIANT BLIND ALBINO PENGUINS 102

TERRORS 103

COSMIC TERRORS 105

ELDER SHOGGOTH 106

WORMS OF GHROTH 106

BROWN JENKIN 106

CACODEMON 106



INDEPENDENT GREAT OLD ONES 107

GREAT OLD ONE PACK 1 109

GREAT OLD ONE PACK 2 111

GREAT OLD ONE PACK 3 112

GREAT OLD ONE PACK 4 112

FACTION GREAT OLD ONES AS INDEPENDENTS 113

DIRE CTHULHU 115

DIRE AZATHOTH 116

NODENS 116

MIXED & MISCELLANEOUS EXPANSIONS . . . 117

AZATHOTH 119

MASKS OF NYARLATHOTEP 123

BEYOND TIME AND SPACE 125

RAMSEY CAMPBELL HORRORS 1 127

RAMSEY CAMPBELL HORRORS 2 128

SOMETHING ABOUT CATS 129

HIGH PRIESTS 131

UNIQUE HIGH PRIESTS 132

ALTERNATE FACTION ACOLYTES 133

THE PROPHETESS 134

THE EIDOLON 134

HANDICAP ACOLYTES 134

THE INVESTIGATORS 135

COLOUR OUT OF SPACE 137

THE SHINING TRAPEZOHEDRON 139

ERADICATION FIRST-PLAYER MARKER 139

LOVECRAFT BUST 139

UNNAMEABLE SET 140

NEUTRAL UNIT IDENTIFIERS 140

CUSTOM DICE 140

BATTLE DICE 140

ADDITIONAL MAPS 141

DREAMLANDS MAP 143

LIBRARY AT CELAENO MAP 149

PRIMEVAL MAP 157

SHAGGAI MAP 161

ERADICATORS 161

YUGGOTH MAP 169

6-8 PLAYER MAPS 179

OVERSIZED 3-5 PLAYER EARTH MAP 180

9-11 PLAYER EARTH MAP 180

FREQUENTLY ASKED QUESTIONS 181

CORE RULES 181

ADDITIONAL FACTIONS 182

NEUTRAL SPELLBOOKS 191

NEUTRAL MONSTERS 192

TERRORS 193

INDEPENDENT MONSTERS 193

INDEPENDENT GREAT OLD ONES 194

UNIQUE HIGH PRIESTS 196

ADDITONAL MAPS 196

DESIGNER'S NOTES 201

CREDITS 203



Cthulhu Wars

A Sandy Petersen Game

The time would be easy to know, for then mankind would have become as the Great Old Ones; free and wild and beyond good and evil, with laws and morals thrown aside and all men shouting and killing and reveling in joy. Then the liberated Old Ones would teach them new ways to shout and kill and revel and enjoy themselves, and all the Earth would flame with a holocaust of ecstasy and freedom.

—H. P. Lovecraft



Prophets, philosophers, and madmen all saw the coming of the end of the world. For years they'd tried to warn us with their indecipherable scrawlings and conspiratorial whispers; the signs were obvious enough, and in retrospect they should have been easy to see. In those dark days, mankind seemed to have had a death wish. Long had we been poisoning the air we breathed, the water we drank, and the Earth from whence our food came. Wars, famine, and plague stretched cancerously across the globe, and death followed inexorably behind.

Certainly, a few cared. These foolish, kind-hearted souls tried to stem the tide, tried to reverse the damage we'd done to the planet, but it was all for naught...for the Old Ones had other plans. They'd come from the stars during the infancy of the world, when Earth was nothing but chaos, magma, and churning elemental nonsense. Their inexplicable agendas were never made clear, but eon by eon, epoch by epoch, they shaped this doomed outpost more to their liking. And, by the end of the world, they'd finally completed their conflicting, yet eerily compatible agendas. The poisons, waste, and radiation had served to make the Earth more hospitable to them, more to their pleasures. As the stars aligned to herald the return of the Old Ones their influence grew, hastening the sickness of this primitive planet.

Finally, the Wars. The alien horrors of the Old Ones barely had to lift a claw or tentacle. It simply took a psychic nudge here, a rumbling emanation there, and mankind did the rest. Wars erupted, flowing forth from the Third World, and engulfing the streets of the First. Massacres on Main Street were the norm. Strange new weapons were developed to attempt to stem the tide, but nothing prevailed. Men, women, and children ran through the streets, shouting, killing, burning, and destroying. Blood flowed in volumes unparalleled in human history.

As the Old Ones rose from their eons-long slumbers, the world burned with a holocaust of ecstasy and freedom. For moments, all was silent, as if all of existence held its breath...

Thus began the real battle...

Core Game
COMPONENTS



Cloth Bag



Ritual of Annihilation Marker



20 Six-Sided Dice



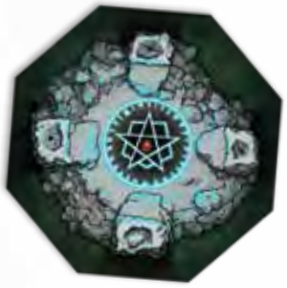
4 Player Hint Cards



36 Elder Sign Trophy Tokens



First-Player Token



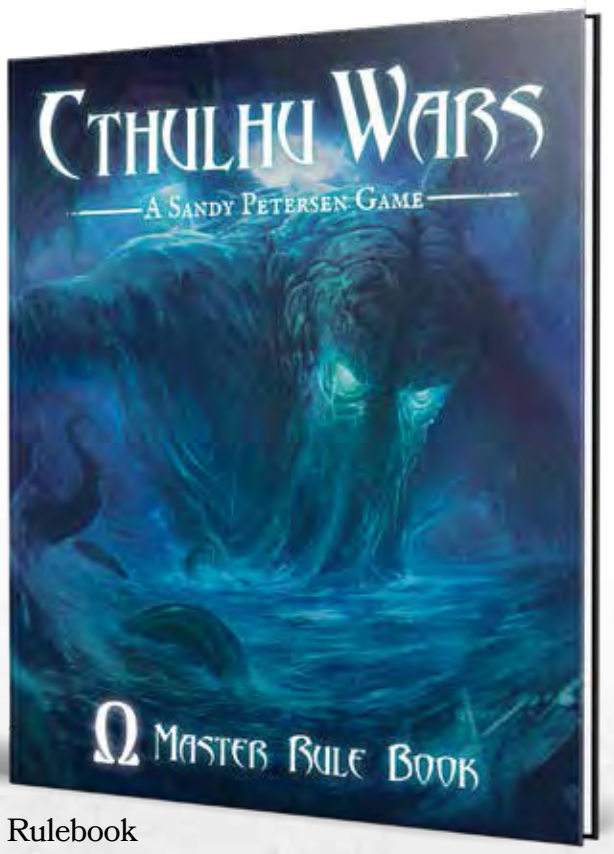
24 Gates



Ritual of Annihilation Track (double-sided; one side for 3-5 players, one for 6-8 players)



Doom Track



Rulebook



2 Map Boards of Earth, each printed on both sides

Great Cthulhu



Cthulhu

4 Deep Ones



2 Starspawn



2 Shoggoths



Faction Token



Doom Marker



Power Marker



6 Acolyte Cultists



6 Spellbooks & Faction Card

Yellow Sign



12 Desecration Markers



6 Undead



4 Byakhee



Hastur



The King in Yellow



Faction Token



Doom Marker



Power Marker



6 Acolyte Cultists



6 Spellbooks & Faction Card

Crawling Chaos



2 Hunting Horrors



3 Flying Polyps



Nyarlathotep



3 Nightgaunts



Faction Token



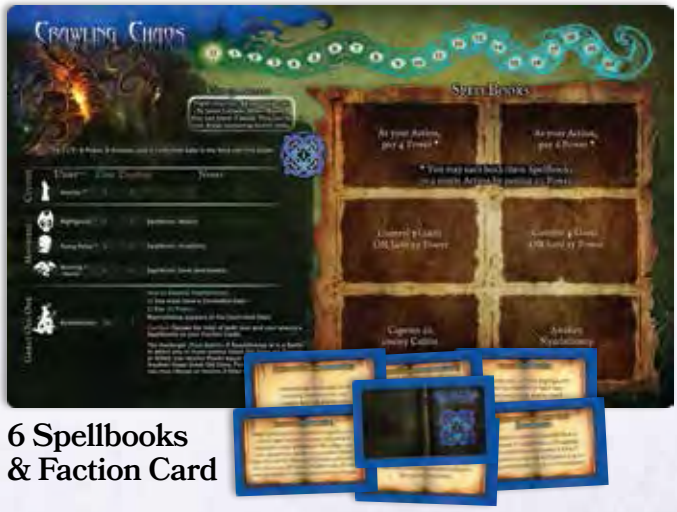
Doom Marker



Power Marker



6 Acolyte Cultists



6 Spellbooks & Faction Card

Black Goat



4 Fungi from Yuggoth



2 Ghouls



Shub-Niggurath



3 Dark Young



Faction Token



Doom Marker



Power Marker



6 Acolyte Cultists



6 Spellbooks & Faction Card

Set Up

Place the Map

There are two pieces to the Map (Eastern and Western Hemisphere), each of which is printed on both sides. The two sides have identically-shaped continents, but the 5-Player side of the Map is divided into far more Land Areas than is the 3-Player side.

2-Player Game: Go to page 39 for instructions on how to set up ***Cthulhu Wars*** for 2 players.

3-Player Game: Arrange the Map so that both 3-Player hemispheres are face-up. The map will display 13 total Areas.

4-Player Game: Arrange the Map such that one 3-Player and one 5-Player hemisphere are face-up.

For your first games we recommend using the 5-Player Eastern Hemisphere and the 3-Player Western Hemisphere. In either arrangement, the Map will contain 17 total Areas.

5-Player Game: Do NOT place both 5-Player sides face-up unless you are playing a 5-Player game (this is only possible if you have one of the Faction expansions). The 5-Player game Map contains 21 total Areas.



Recommended Set Up for your first 4-Player Game



Alternate Set Up for 4-Player Game

Set Up Tracks, Tokens, and Dice

- Place the Ritual of Annihilation track at one end of the table.
- Place the Ritual of Annihilation Marker pointed at, or on, the lowest number (5) of the Track that matches the number of players in your game.
- Place the Doom Track next to the Ritual of Annihilation Track.
- Place the Gates and Dice within easy reach of all players to form the general Pool.
- Place the 36 Elder Sign Trophy Tokens (hereafter referred to as "Elder Signs") in the Cloth Bag and shake them up.
- Alternately, you may simply turn these Tokens face-down on the table (with the Elder Sign on top) and mix them up.
- Hand each player a Hint Card.

Set Up Factions

Each player must select a Faction to represent. Players may select their Factions randomly, or they may take their choice. In the event of a dispute, allow younger players to have first choice.

Each player takes their Faction Card, Spellbooks, and all plastic pieces belonging to their color. If the Yellow Sign Faction is in play, that player also takes 12 Desecration Markers.

Players should then place their Doom Markers at 0 on the Doom Track and their Power Markers at 8 on their Faction Cards' Power Tracks. (See p. 12.)



Set Up Start Areas on the Map

Players' Start Areas are listed on their Faction Cards. All players start with one Controlled Gate and 6 Acolyte Cultists in the Area marked with their Faction's Glyph. Each player should place one of their Acolytes on top of their Gate.

The First Player

When Great Cthulhu is in play, that Faction's player is always the First Player at the start of the game. He takes the First-Player Token and sets it in front of him. If Great Cthulhu is not in this game, you may choose the First Player by any means you wish. (We recommend going alphabetically by Faction name—i.e., Black Goat is before Yellow Sign).

Note:

The Windwalker Faction may never be the First Player at the beginning of the game.

The First Player then chooses which side of the First- Player Token to set face-up, thus determining the direction of play. The First-Player Token will change hands over the course of the game and the direction of play may change, as well.



Black Goat's starting position in Africa

Game Basics

Object of the Game

At the end of the game, the player who has placed all 6 of their Spellbooks on their Faction Card and has the highest Doom on the Doom Track will be declared the winner. See *Victory: Ending and Winning the Game* on page 37 for more details.

Phases of Play

Cthulhu Wars is played out in four distinct Phases:

1. Action Phase
2. Gather Power Phase
3. Determine First Player Phase
4. Doom Phase

Play begins with the Action Phase and will proceed through each Phase as listed above, returning to Phase 1 after Phase 4. This cycle will continue until the end of the game is triggered (see *Victory: Ending and Winning the Game* on page 37 for more details). A typical game of ***Cthulhu Wars*** will take approximately four to six cycles through these four Phases.



The Map

The Map is divided into Areas. Each Area is printed with its name and represents a single part of the world and is defined as either ocean or land. On the Earth Map, ocean Areas consist of the North Pacific, South Pacific, North Atlantic, South Atlantic, Indian Ocean, and Arctic Ocean. All other Areas (including Antarctica) are counted as land. For most game purposes, there are no differences between ocean and land. Any Units can freely Move between land and ocean, perform Actions in either type of Area, etc. However, abilities may occasionally distinguish between ocean and land (notably Great Cthulhu's *Y'ha Nthlei* and *Submerge*). In certain expansion maps, the terms 'sea' and 'ocean' may be used interchangeably. In game terms, seas and oceans are identical—any ability or text referencing one is read to include the other, as well. Note that the Areas on the far right of the Map connect directly to those on the far left because the Earth is round. For example, you can Move a Unit from the Indian Ocean directly to the South Pacific.



Note that the North Atlantic is directly adjacent to the North Pacific!

Units and Faction Pool

Each player has a Pool, in which they keep Spellbooks and plastic figures (Units) of their player color that are not currently in play. (Yellow Sign's Desecration Markers are also part of its Pool.) Players' Pools should be set up near their Faction Cards.

Each Faction has 3 categories of Units: Cultists, Monsters, and Great Old Ones. In the Core Game, the only type of Cultist is an Acolyte Cultist; every Faction has exactly 6 of them. Each Faction has more than one type of Monster, and each of these has different characteristics. No two Factions share the same type of Monster. Great Old Ones are individual beings, and thus every single Great Old One has a unique name; no two are the same.

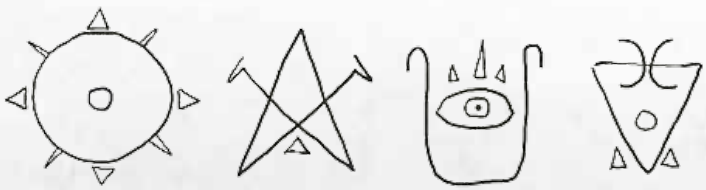
The number of Units available to you is limited. For instance, you can never have more than 6 Acolyte Cultists in play, nor, for instance, can Great Cthulhu have more than 4 Deep Ones. During play, if all of your units of a particular type have been placed onto the Map, you cannot place another until one has been returned to your Pool.

Units in your Pool are not considered to be in play, and vice versa. A Unit can be removed from play and returned to your Pool by being Killed during a Battle, or by otherwise being Eliminated. Eliminations can result from Actions, abilities, or as part of Battle.

Gates

Each player starts the game with a Controlled Gate, meaning that one of their Acolyte Cultists has been placed atop that Gate, identifying its Controller. A Gate can never have more than a single Cultist on top of it. Thus, a particular Gate may only ever be Controlled by a single Faction. Gates can also be Abandoned, as indicated by the lack of a Cultist on top. Monsters and Great Old Ones cannot Control Gates, and they may never be placed on top of them (with the exception of Black Goat's Dark Young, once their *Red Sign* Spellbook is in play).

More Gates will be Created throughout the course of the game, and no Area can ever hold more than a single Gate. Gates are highly valuable, as they provide both Power (which enables you to perform Actions) and Doom (which enables you to win the game).





Controlled Gate with Controlling Cultist



Abandoned Gate without a Controlling Cultist

Special Abilities and Spellbooks

Sources of Special Abilities

Each Faction in ***Cthulhu Wars*** is strikingly different, largely due to their unique abilities. These are derived from three sources:

1. Unique Faction abilities, found on Faction Cards and available from the start of the game

2. Spellbooks, which are unique to each Faction and become available during play

3. Each Great Old One has its own unique ability, available while that Great Old One is in play and described on each Faction Card

Types of Special Abilities

Every Special Ability belongs to a category that determines when that ability takes effect.

There are five basic types of Special Abilities:

1. **Actions:** These are abilities you can use during the Action Phase (detailed on page 13).

2. **Battle:** These take effect only during a Battle (detailed on page 23).

3. **Gather Power Phase:** These abilities take effect in each Gather Power Phase (detailed on page 21).

4. **Doom Phase:** These abilities take effect in each Doom Phase (detailed on page 22).

5. **Ongoing:** These abilities can be used to benefit your Faction at any time.

The use of all Special Abilities is considered optional, unless designated as mandatory in the description. This means that at the moment you would use the ability, or when the ability's effect would do something (including an Ongoing ability), you may choose for the effect to not take place. Because Special Abilities are intended to help your Faction win, it is usually better to use them at every opportunity. However, you may occasionally encounter a circumstance in which you may not want an ability to take effect.

Some abilities are not optional, and they must take effect at the appropriate time. In such a case, this would be made clear in the text of the ability.

Target Chooses Unit

If an ability targets an enemy's Unit, the victim typically selects which of his Units is targeted by that ability. (There are some rare exceptions, which are stated in the text of the ability.) If the ability does not specify who chooses the Unit to be affected, then the choice belongs to the Unit's owner.



Earning Spellbooks

Earning Spellbooks is similar to earning achievements in video games. When you fulfill one of the requirements written on your Faction Card, you must cover that requirement with a Spellbook from your Pool. No particular Spellbook is ever tied to any particular requirement; you may choose any Spellbook to cover any slot. Spellbooks may never be lost, even if their requirements are no longer true—once earned, Spellbooks remain on your Faction Card and may be used throughout the game.

It is possible to earn more than one Spellbook at a time, as long as all requirements are met at that time. However, there are some Spellbooks that can only be earned simultaneously if performed in a specified way. In such a case, this will be explained on the Faction Card (see the Faction Cards for Great Cthulhu and Crawling Chaos for examples).

Important Note:

If you gain a Spellbook as part of, or during, a Battle (for example, Great Cthulhu's requirement that demands a *Devour* and/or Kill in Battle), you do not receive that Spellbook until the Battle has been fully resolved.

Example:

Black Goat has a requirement which states "Have Units in 4 Areas." As soon this requirement is met, Black Goat gains a Spellbook and places it over that slot on her Faction Card. Even if on the very next turn someone drives Units into three or fewer Areas, Black Goat retains the relevant Spellbook for the rest of the game.

Tip:

Each individual Spellbook enhances your Faction significantly, and therefore a major part of your game strategy is tied to when and in which order you obtain your Spellbooks.

Elder Sign Trophies

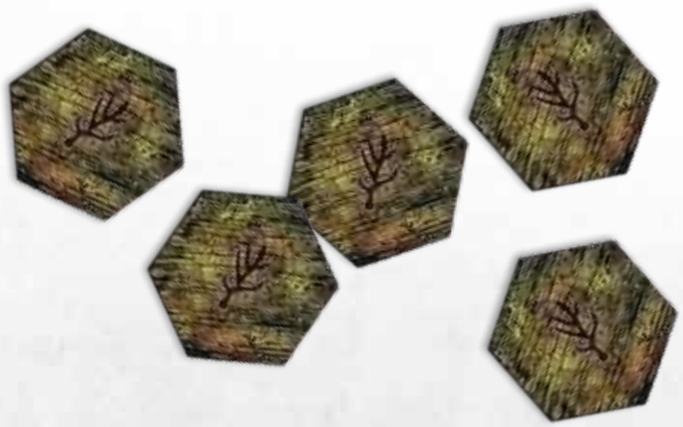
Elder Sign Trophies symbolize the shattering of the bonds that once held the Great Old Ones in check. Throughout most of the text, these will simply be referred to as "Elder Signs."

Whenever you earn an Elder Sign, take an Elder Sign token from the Cloth Bag and (without revealing it to other players), place it face down by your Faction Card. You may freely examine your own Elder Sign tokens, each of which is marked with a number 1, 2, or 3. These numbers indicate that Elder Sign's value in Doom. There are 18 Elder Signs worth 1 Doom, 12 worth 2, and 6 worth 3 each.

While these numbers indicate the Elder Signs' Doom values, this Doom is not immediately marked on the Doom Track. Instead, it is up to players to decide when to gain Doom for their Elder Signs. To do so, players must reveal their Elder Sign(s) and then advance their Doom markers an appropriate number of spaces along the Doom Track. This may be done at any time: during any of the four Phases of play, or even at the very end of the game. It is typical for most Elder Signs to remain unrevealed until the end of the game, thus concealing each player's true Doom.

When revealing an Elder Sign to gain Doom, do not place that Elder Sign back into the Cloth Bag. Place it back into the box; it is gone and may never be redrawn.

In the unlikely event that all Elder Signs have been earned and a new Elder Sign is to be drawn, simply give that player 1 Doom instead; this would not be kept secret.





Faction Cards

Your Faction Card contains a great deal of information.

A. Faction Name

B. Faction Portrait: A handy spot in which to place any Cultists you have Captured.

C. Power Track: This is where you will keep track of your available Power throughout the game.

D. Unique Ability: This describes a Faction's unique ability, which is available throughout the game.

E. Set Up Information and **Faction Glyph**

F. Cultist and **Monster Information:** Provides information on your Cultists and Monsters, including their name, silhouette, Cost, and Combat, plus any notes. Next to each Unit's name is a number indicating how many of that Unit are available in your Pool.

G. Great Old One Information: Shows your Great Old One's silhouette, Cost, and Combat rating, plus notes. All Great Old Ones have extensive notes that describe how to Awaken that Great Old One, provide its Combat formula (if any), and describe its special ability.

H. Spellbook Requirements: Each of these spaces describes the requirements which must be met in order to place a Spellbook in that particular slot.

Action Phase

The Action Phase is when most of the game takes place. During this Phase, each player can, in turn, move Units, cast spells, engage in Battle, and otherwise interact with opponents. The Action Phase is where the Great Old Ones destroy the world as they fight for supremacy.

The Action Phase always starts with the current First Player, who takes a single Action. When this player has finished, the next player in turn then takes an Action. This continues around until every player has taken an Action, at which point the First Player will begin a new round of Actions.

Each Action costs a certain amount of Power, which must be spent before the Action can be performed. To take an Action, simply adjust your Power Marker by the appropriate amount and then perform that Action. If you do not have enough Power to perform an Action, you must select an Action that you can afford.

You may never take more than a single Action on your turn, and you cannot decline to take an Action if you still have Power remaining. You must choose an available Action and spend the appropriate amount of Power to perform that Action. If you still have Power and do not wish to take any further Actions, you may voluntarily drop your Power to 0.

If you have no Power left when it is your turn to take an Action, you are skipped. You may not even perform Actions costing 0 Power. However, if you are at 0 Power and you are granted Power by an ability or a Spellbook, you must take an Action as normal on your turn.

The Action Phase continues with each player who still has Power, until all players are finally out of Power and no more Actions can be taken. At this point, the Action Phase ends and play continues on to the Gather Power Phase.

Tips:

Think of the Action Phase as multi-sided chess: you have many options, but may only take a single Action each time. After taking that Action, the other players have a chance to respond!

Being the last player to have any Power remaining during the Action Phase is one of the best things that can happen to you! As you are the only one who can take Actions, you can do what you like as the other players helplessly watch you mess with their stuff!

The Four Types of Actions

There are four categories of Actions in ***Cthulhu Wars:*** Common, Unique, Spellbook Requirement, and Unlimited.

Common Actions

Common Actions are available to all Factions. On his or her turn, a player may choose to perform one of the seven Common Actions, as detailed on page 14 - 16.

Unique Actions

A Unique Action is one that is only available to your particular Faction. Some Unique Actions have requirements that must be met before they can be performed. For example, Great Cthulhu's Faction cannot perform the *Submerge* Action unless Great Cthulhu himself is in play. Likewise, you cannot execute a Unique Action unless you are able to perform it completely. For example, Yellow Sign cannot use *Zingaya* to Eliminate an enemy Acolyte if there are no Undead in its Pool.

Spellbook Requirement Actions

These can be found on your Faction Card's Spellbook requirement slots. Most Spellbook requirements are not Actions; those that are will begin with the words, "As an Action," or "As your Action." Spellbook requirement Actions only cost Power if indicated; they otherwise have a cost of 0 Power. A Spellbook requirement Action is always a discrete Action, and you cannot double it up with a Common or Unique Action. For example, Crawling Chaos has the Spellbook requirement of "As your Action, pay 4 Power." This means that you would simply pay 4 Power to fulfill this requirement and gain a Spellbook; this cannot be combined with a Common or Unique Action, not can it be triggered by performing one of those actions. Because earned Spellbooks are never lost, any Spellbook requirement Action may only be performed once per game (certain expansion products may offer exceptions to this rule).

When it is your turn to take an Action, you must choose to perform a single Common, Unique, or Spellbook requirement Action. You cannot take **one** of each; you may only take one Action on your turn!

Unlimited Actions

The fourth category, Unlimited Actions, allow you to break the "one Action on your turn" rule. Unlimited Actions are special, as you can perform them in addition to your turn

Action. Unlimited Actions are not unique to any Faction and are available to all players. Unlimited Actions may sometimes have requirements that must be met in order for them to be performed.

Tips:

Once Cthulhu has the *Dreams* Spellbook, you should never leave an Acolyte Cultist alone on a Gate in a critical area! Placing a second Cultist in the area won't prevent *Dreams*, but it will make it very expensive for Great Cthulhu to steal the Gate. You might also consider guarding your Cultist with a Monster; if Great Cthulhu *Dreams* him away, you can Capture his replacement!

If you are not sure what to do on your turn, look at your Spellbook requirements. You cannot go far wrong so long as you strive to gain new Spellbooks, or try to set yourself up for more Power in the next Gather Power Phase.

The Seven Common Actions

1 Recruit Cultist
Cost: 1 Power (Requires any of your Units)

The Recruit Cultist Action allows you to place a Cultist from your Pool onto the Map. One of your Units must be in the Area into which you Recruit the Cultist. This Unit can be of any type (another Cultist, a Monster, or even a Great Old One). If you have no Units on the Map, you do not need to have a Unit in the Area into which your Cultist will be Recruited. This allows you to return to play even if you have been wiped off the Map.

You may only Recruit 1 Cultist per Recruit Cultist Action.

2 Summon Monster
Cost: varies (Requires a Controlled Gate)

The Summon Monster Action allows you to place a Monster from your Pool onto the Map. You must Control a Gate in the Area into which the Monster is Summoned. Pay the Monster's Cost (found on your Faction Card), and place it on the map.

You may only Summon 1 Monster per Summon Monster Action.

Sometimes an ability will allow you to place a Monster on the Map (such as Yellow Sign's *Desecrate* Action, or Great Cthulhu's *Devolve* Spellbook). These do not count as Summon Monster Actions, and as such do not necessarily require a Gate in the Area.

3 Awaken Great Old One
Cost: varies (Specific requirements apply)

The Awaken Great Old One Action allows you to bring your Great Old One into play. Just as each Great Old One itself is unique, so is the way in which each is placed on the Map. Your Faction Card has a series of steps (always at least two), that must be done to Awaken your Great Old One. All of these steps combined comprise the Awaken Great Old One Action.

You may only Awaken a single Great Old One per Awaken Action. Of course, most Factions only have a single Great Old One.

Once your Great Old One is in play, its Special Ability is now available to use. If your Great Old One leaves play, its ability will not be available to you until the Great Old One has been Awakened once again.

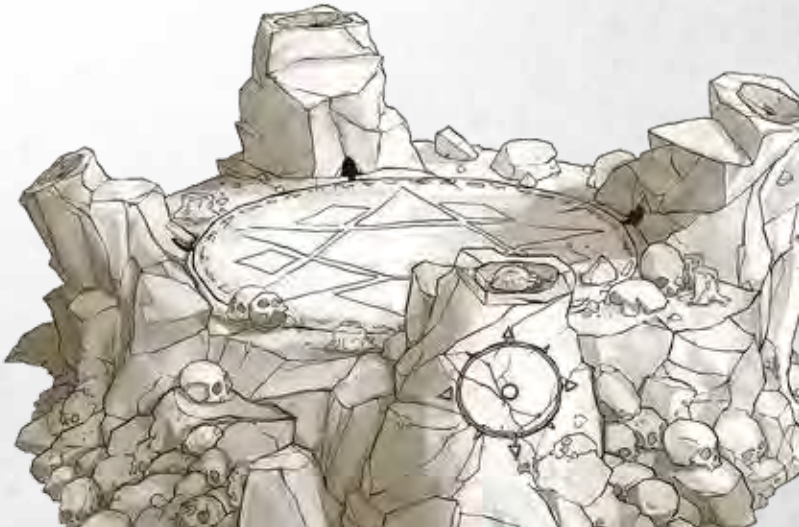
Tips:

Since a Great Old One can be "Killed" (after which it must be re-Awakened), do not bring it out before you can protect it with other Units. Two exceptions are the King in Yellow and Cthulhu, since they are (comparatively) inexpensive to replace.

4 Create Gate
Cost: 3 Power (Requires Cultist)

To Create a Gate in an Area, you must have a Cultist in that Area and a Gate must not already be present there; only one Gate can ever exist in any Area. Pay 3 Power, and place the Gate. You may immediately place your Cultist atop the Gate to indicate that it is Controlled by you. (Technically, this is a use of the Unlimited Control Gate Action, detailed on page 19).

You may only Create 1 Gate per Create Gate Action.



5 Move
Cost: 1 Power per Unit Moved

To Move Units, spend 1 Power for each Unit you wish to Move. A Unit may move from its current Area into an adjacent one. Movement is very flexible: you can Move Units from several different Areas into a single Area, or from a single Area into several different ones, or any combination you please.

You may Move as many Units as you like (and can afford) with a Move Action. However, each Unit may only Move once per turn.



Great Cthulhu's Units Before Move



Great Cthulhu Moves 3 Units at once in a single Move Action, costing him 3 Power.

6 Battle
Cost: 1 Power (Requires Unit with at least 1 Combat)

To Battle another Faction, choose any Area in which you and an enemy Faction both have at least one Unit. If more than one enemy Faction has Units present, you may only choose a single Faction to fight; all other Factions in the Area are merely idle bystanders.

In Battle, each side will roll dice equal to their Combat totals and inflict results upon each other. Combat totals are determined by totaling the Combat ratings (found on your Faction Card) of your Units in the Battle. You must have at least 1 Combat on your side in order to declare a Battle. You may Battle an enemy who has 0 Combat.

You may only Battle once, and in one Area, per Battle Action. Battle has several other rules and characteristics, all of which are detailed on page 23.



7 Capture Cultist
Cost: 1 Power

The Capture Cultist Action is a means of removing enemy Cultists from the Map and then later sacrificing them to your Great Old One to gain Power. A Captured Cultist is Eliminated, and is therefore no longer in play. However, unlike a normal Elimination, it does not immediately return to its Faction's Pool until the next Gather Power Phase (providing the Faction who Captured it with 1 Power). To signify that a Captured Cultist is not in play nor in its Faction's Pool, place it on your own Faction Card.

To Capture an enemy Cultist, you must have a Monster or Great Old One in the same Area as that Cultist. However, the enemy Cultist you wish to Capture cannot have a protector in the same Area. ***Cthulhu Wars*** has a pecking order of protectors. Great Old Ones outrank Monsters, which in turn outrank Cultists. A Great Old One can Capture an enemy Cultist, unless the target is protected by its own Great Old One in the Area. A Monster can capture an enemy Cultist, unless the target is protected by its own Monster (or Great Old One). Cultists cannot capture Cultists. Note that even a single Monster protects a Cultist against any number of enemy Monsters that may wish to Capture it.

You may only Capture 1 enemy Cultist per Capture Cultist Action.

If there is more than one Cultist in the Area, the player whose Cultist is being Captured chooses which one is Captured. (Thus, you do not have to allow a Gate-Controlling Cultist to be Captured, unless it is the last remaining Cultist in the Area.) Your Monster or Great Old One will never protect another Faction's Cultist from Capture by a third party. Only Monsters and Great Old Ones from a Cultist's Faction can protect it.

Note:

Even if even if a Cultist has a Combat rating, or a Capturing Monster has a Combat of 0, the Cultist can still be Captured. Capture is not Battle, and Battle abilities do not apply.

Avoiding Capture by Monsters



Frank has a Cultist Controlling a Gate in South America.



Guy Moves two Deep Ones and a Cultist into the Area.

Example continued on next page.

Avoiding Capture by Monsters



Frank, on his next turn, simply Summons a single Monster (a Nightgaunt) at his Gate, which is enough to protect his lone Cultist from being Captured by Guy's Monsters.

Avoiding Capture by a Great Old One



Rich has three Undead and a Cultist in Europe.



Angela Moves Cthulhu into Europe.



On his next turn, Rich must Move his Cultist out of the Area, Move his own Great Old One into the Area, or drive away or Kill Cthulhu in a Battle. Otherwise, Cthulhu could Capture his Cultist.







Remember:

Monsters with Combat 0 are surprisingly useful. They can protect Cultists from being Captured by other Monsters, they can Capture Cultists themselves, and they can be assigned as casualties in Battle, sparing more expensive Units.

Unlimited Actions

Unlimited Actions are special in that they are the only type of Action you may perform beyond the one Action allowed on your turn. They can be performed either before or after your Action, so that a turn in the Action Phase can be expressed in three chronological steps, like this:

1. Take any number of Unlimited Actions (including 0).
2. Take a single Common, Unique, or Spellbook Requirement Action (must be exactly 1).
3. Take any number of Unlimited Actions (including 0).

Special Note:

The Yellow Sign Faction has 2 Spellbooks, named *"The Screaming Dead"* and *"He Who is Not to be Named."* Each of these Spellbooks reads, in part, "...Immediately after, you may take a second, different Action." These Spellbooks allow you to take two (non-Unlimited)

Actions in a row. However, you may not perform an Unlimited Action between the two Actions from these Spellbooks, as it says "Immediately." The use of one of these Spellbooks would make up the entirety of Step 2, above.

There are two Unlimited Actions available to players: Control or Abandon Gate, and Unlimited Battle.

Control or Abandon Gate
Cost: 0 Power

If you have a Cultist in an Area with an Abandoned Gate (no enemy Cultist on top of it), this Unlimited Action moves your Cultist onto the Gate to claim Control of it. When you Create a Gate, you can immediately Control it. Also, if on your turn you have a Cultist in an Area with an Abandoned Gate, then you can Control it as part of your turn, no matter what other Action you may be taking.

You can also use this Unlimited Action to take a Cultist off a Gate, thus Abandoning it, while placing the Cultist in the same Area. Normally, you would not Abandon a Gate. However, if your turn Action was to Move a Cultist on a Gate to another Area, you would be Abandoning the Gate first as an Unlimited Action, then performing the Move as your turn Action. Another common use of Abandon Gate would be when Black Goat has the *Red Sign* Spellbook in play. They might Summon a Dark Young, Abandon the Gate in the Area with their Cultist, and then Control the Gate with the newly-Summoned Dark Young, all in the same turn (they took the Summon Action as their Action, followed up by the Unlimited Actions of Abandon and then Control Gate).

You can perform the Control or Abandon Gate Action on your turn as many times as you like. However, it cannot be the only Action you perform. You still must perform a single Common, Unique or Spellbook Requirement Action.

Note that Unlimited Actions must occur on your turn. You cannot Control an Abandoned Gate with a Cultist except when it is your turn to take an Action. If two players both have Cultists in an Area with an Abandoned Gate, the first player to take an Action will be able to Control the Gate.

Unlimited Battle
Cost: 1 Power (Requires 6 Spellbooks)

If you have 6 Spellbooks on your Faction Card, you can perform Unlimited Battle. Each Unlimited Battle you perform still costs 1 Power, allowing you to initiate as many Battles as you wish before and/or after your single Common, Unique, or Spellbook Requirement Action.

You may still Battle as a Common Action, if that is all you want to do on your turn. Unlimited Battle is simply an option once you have 6 Spellbooks.

Since Battle can be either Common or Unlimited once you have all of your Spellbooks, you can execute a Battle and then decide whether it was Common or Unlimited. (You might do this so that after seeing the results of the Battle you can then choose to do a single Common Action or another Unlimited Battle elsewhere.)

There is an important restriction on Unlimited Battles, however: you can still initiate only one Battle per Area. You cannot declare a Battle as a Common Action and then do Unlimited Battle in the same Area. If, as a result of a Battle, your Units are retreated to another Area, you can do Unlimited Battle in that new Area, and so forth. However, if they are then retreated back into the original Area, they can't initiate a Battle there because of the "one Battle per Area" rule.

Ongoing Special Abilities

Ongoing special abilities are not Actions, but can take effect during the Action Phase. Because they are not Actions, they do not have a Power cost and you can still do them (at the appropriate time) even when you are out of Power. The rule about your turn being skipped when out of Power only applies to Actions. It does not apply to Ongoing or other types of abilities!

Between Action Effects

A few Ongoing abilities use the words, "After any player's Action..." or "At the end of any player's Action..." You can choose to use these abilities, as written, after another player's Action but before the next Action takes place!

These can even be used in the middle of another player's turn, if they are performing Unlimited Actions.

If more than one player wants to use such an ability after a player's Action, and there is a dispute over who will use their ability first, resolve it by starting with the active player and then going in turn order.

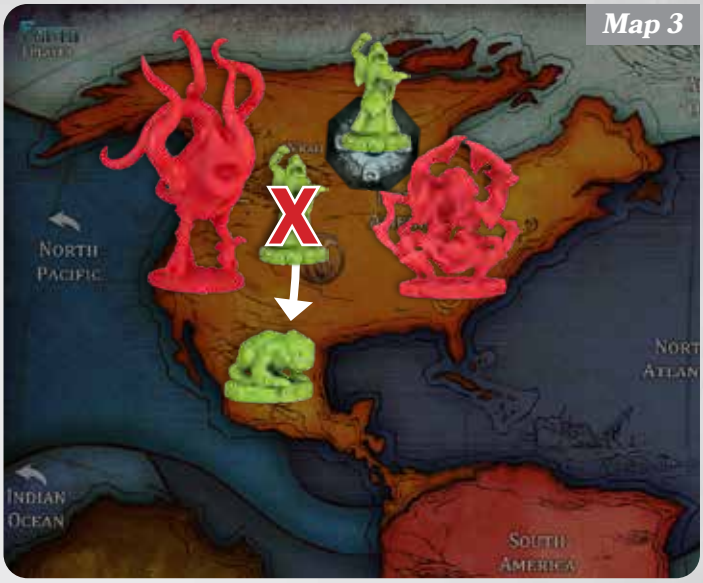
Note:

Yellow Sign's *The Screaming Dead* and *He Who is Not to be Named* Spellbooks, which give that Faction two Actions in a row, do not prevent an Ongoing special ability from being used in between those two Actions.

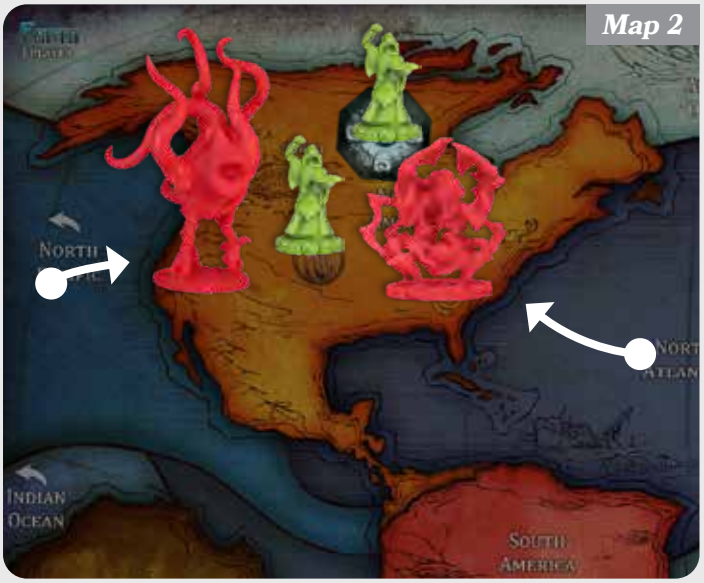
Ongoing Ability During a Player's Turn



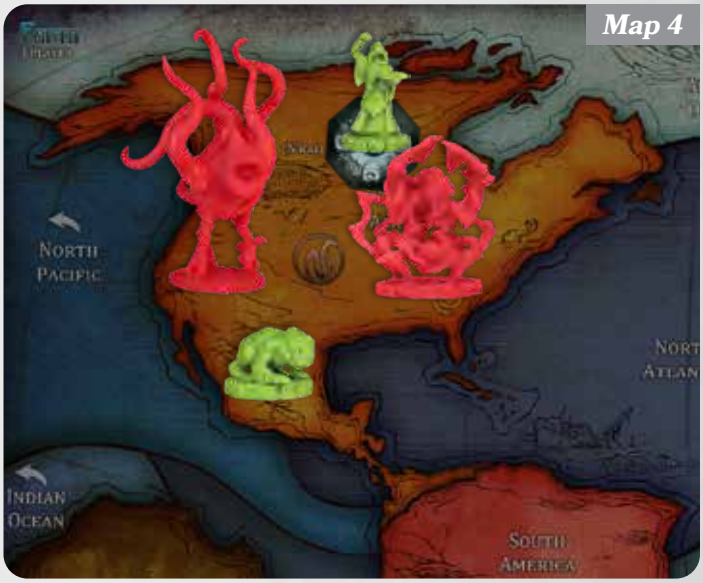
Before Zoran's Turn.



Ben has the *Devolve* Spellbook. Fearing that Zoran will declare an Unlimited Battle after Moving into the Area, Ben uses *Devolve* immediately after Zoran's Move Action, to replace one of his Cultists with a Deep One.



Zoran has 6 Spellbooks and it is his turn. First, he performs the Move Action and Moves several of his Monsters into an Area containing 2 of Ben's Units, both of which are Cultists.



Zoran can still choose to Battle Ben, since it is his turn and he has the option to perform Unlimited Actions. But he may no longer want to do so now that Ben has a Monster of his own!

Gather Power Phase

The Action Phase ends once all players are out of Power; the Gather Power Phase is when all players regain Power, adjusting their Power Markers to reflect their new totals. Players perform the Gather Power Phase simultaneously. (If this is anyone's first game of ***Cthulhu Wars***, though, it may be best to go player-by-player.)

How to Earn Power

- Earn 1 Power for each Cultist you have in play.
- Earn 2 Power for each Gate you Control.
- Earn 1 Power for each Abandoned Gate on the Map (each player gains 1 Power per Abandoned Gate).
- Earn 1 Power for each Captured Cultist on your Faction Card, then return all Captured Cultists to their owner's Pools. You may not choose to keep a Cultist—they must be returned.
- Check for special abilities and Spellbooks that provide Power during the Gather Power Phase.

Example:

Rich has 2 Controlled Gates and 3 Cultists in play. He has also Captured an enemy Cultist. He gets 3 Power from his Cultists, and 4 Power for his two Controlled Gates. A Gate on the Map is currently Abandoned, so he gets 1 Power from that source (as do all other players). He must sacrifice the Captured Cultist, which earns him an additional 1 Power. His total Power should be set to 9.

Non-Cultist Units such as Monsters and Great Old Ones do not produce Power (with rare exceptions). Only Cultists can produce Power! Also note that certain Factions may have some special way of gaining Power during the Gather Power Phase. These differ with each Faction and might require particular Spellbooks.

The Power Track goes to 20, but you may have more than 20 Power. If a player reaches 21 or more Power, you will need to keep track of it by other means. The easiest is to "wrap around," so that if your Power is 23, you would place your marker on the 3 space and remember that it is really 23. Then, when it hits the 0 space, immediately place it on 20 instead (when you are at 21 Power and you spend 1 Power, move your marker to 20 rather than 0, or else you will be giving yourself free, extra Power!).

Minimum Power Rule

At the end of the Gather Power Phase, after everyone has recorded their Power on their Power tracks, apply the Minimum Power Rule: if a player's Power is less than half of that of the player with the most Power, that player increases his or her Power so that it is half of the highest Power total, rounding up.

Example:

After a disastrous turn, Rich finds himself at the end of the Gather Power Phase with a total of 4 Power. Fortunately for Rich, Angela has the highest total at 13 Power, so Rich sets his Power to 7 (half of 13, rounding up). Once everyone has recorded their new Power totals and applied the Minimum Power Rule, the Gather Power Phase ends. Play then moves on to the Determine First Player Phase.

Determine First Player Phase

This Phase is when the First Player is selected. The player with the greatest amount of Power receives the First-Player Token. If two or more players are tied for the most Power, then the player who had the First-Player Token in the preceding round decides which of the tied players will become the new First Player. (They can choose themself, if they are involved in the tie.)

After the First Player has been determined, that player chooses whether play will proceed clockwise or counterclockwise, as noted on the First-Player Token. Whichever side they select will determine the order of play until the next Determine First Player Phase. (If you have a special First Player figure from one of our Kickstarter campaigns, simply point it in the direction in which play will proceed!)

If the First Player retains this position from one round to the next, that player may change the direction of play for the next round.

Once the First Player and the direction of play have been determined, play continues on to the Doom Phase.

Doom Phase

When the game ends, the player with the highest Doom (and all 6 of his or her Spellbooks) will be named the winner. The Doom Phase is the most common time for players' Doom to advance; it is also the Phase in which the end of the game is most likely to be triggered. The Doom Phase has two steps, to be completed in order:

1. Doom Track Advancement (simultaneous)

2. Rituals of Annihilation (in player order)

Doom Track Advancement

Advance each player's Doom Marker a number of spaces along the Doom Track equal to the number of Gates they Control. For example, a player Controlling 2 Gates will advance 2 spaces along the track. Players can do this simultaneously. Abandoned Gates do not provide Doom.

Rituals of Annihilation

Starting with the First Player and proceeding in player order, each player has the option to perform a Ritual of Annihilation. Each player may only perform a single Ritual of Annihilation at this time.

To Perform a Ritual of Annihilation:

1. Spend Power equal to the current position of the Ritual Marker on the Ritual of Annihilation Track (this ranges from 5 to 10 Power).

2. Advance the Ritual Marker one step up the Ritual of Annihilation track (this will usually increase the cost for players later in the order).

3. Advance your Doom Marker one space along the Doom Track for each Gate you Control.

4. Gain one Elder Sign for each of your Faction Great Old Ones in play.

Example:

Rich is First Player; he has three Controlled Gates and Nyarlathotep in play. At the start of the Doom Phase he advances his Doom Marker three spaces, for his three Gates. All other players also advance according to their Gate totals. As the First Player, Rich has first choice of whether to perform a Ritual of Annihilation; he chooses to do so. The Ritual Marker is on the "5" space, so Rich pays 5 Power and advances the Ritual Marker to the next space, which shows a 6. Rich now advances his Doom Marker another three spaces (for his three Gates), and receives an Elder Sign for Nyarlathotep, his Great Old One. In this Doom Phase, Rich advanced a total of 6 spaces along the Doom Track and he received an Elder Sign. As Rich's Ritual moved the marker along, the next player to perform a Ritual of Annihilation must pay 6 Power. If Rich had not performed the Ritual of Annihilation he would have had 5 more Power upon entering the Action Phase, but he would not have gained the Elder Sign and 3 extra Doom.

Instant Death

If the Ritual Marker is on 10 and a Ritual of Annihilation is performed, the Ritual marker moves to the "Instant Death" space. This means that the game will end at the completion of this Doom Phase, and the victor will be determined. See the section titled *Victory: Ending and Winning the Game* on page 37 for more details.

Players who have not yet had a chance to perform a Ritual of Annihilation when the Ritual Marker is advanced to "Instant Death" may still choose to perform a Ritual when it is their turn to choose. The Power cost for all subsequent Rituals is 10. Remember, in the Doom Phase each player gets exactly one chance, in player order, to perform a Ritual. This is true even in the Doom Phase in which "Instant Death" has been reached.

Special Events and Abilities

Some Spellbooks, special abilities, or even Spellbook requirements take effect during the Doom Phase. These will usually occur when it is your turn to perform a Ritual of Annihilation (whether you perform the Ritual or not).

Examples include Black Goat's *Blood Sacrifice* Spellbook, and Great Cthulhu's two Doom Phase Spellbook requirements. Some other events (including those from certain expansion products) may also occur at this time.

If you can use multiple abilities or events, you can choose the order in which you perform them. Example: the Tcho-Tcho can Awaken Ubbo Sathla in the Doom Phase by Eliminating a High Priest, and can also be forced to Eliminate all their High Priests for Elder Signs with *Tablets of the Gods* if they perform a Ritual of Annihilation. They can choose to Awaken Ubbo Sathla first and then perform the Ritual (and

Eliminate all remaining High Priests), or perform the Ritual first, Eliminating all their High Priests and thus becoming unable to Awaken Ubbo Sathla!

Once all players have advanced the Doom Track for their Controlled Gates, had a chance to perform a Ritual of Annihilation, and performed any special abilities, play will move on to the Action Phase, thus restarting the cycle of Phases.

Battle

Battle is perhaps the most complex of all events in ***Cthulhu Wars***. It is a player-initiated Action, and is described in the Action Phase section (see page 15). A Battle takes place in a single Area and involves only two Factions, no matter what other Units may be present. The Faction initiating the Battle must have at least 1 Combat among its Units in the Area. Even though Battle can be an Unlimited Action (once you have earned all 6 Spellbooks), an Area may only host a single Battle on a given player's turn.

All Units in the Area belonging to the Battling Factions must participate in the Battle.

After the Battle Action has been paid for by the player who initiated it, the Battle proceeds through the following steps:

1. Pre-Battle Abilities
2. Combat Dice Calculation and Rolls
3. Post-Battle Abilities and Assigning Battle Results
4. Applying Battle Results

Pre-Battle Abilities

The first step is to use (or choose not to use) any Pre-Battle Spellbooks or abilities. As with all abilities, Pre-Battle abilities are optional unless the text says otherwise. Because they are not Actions, they typically do not require Power to use. Some of these abilities may require a particular type of Unit to be present in the Battle in order to take effect, while others may merely require one of your Units to be in play (but not necessarily in the Battle itself!).

The Faction who initiated the Battle (the attacker) uses all of their Pre-Battle abilities first, and in any order desired. The Faction being attacked (the defender) then does the same. This means that all of the attacker's Pre-Battle abilities take effect before any of those chosen by the defender. If the attacker refrains from using a Pre-Battle ability, they cannot choose to use any of these after the defender has chosen and used their own Pre-Battle abilities.

Some Pre-Battle abilities Eliminate, Kill, or otherwise remove a Unit from the Battle. If this happens, that Unit does not participate for the remainder of the Battle, including the remainder of the Pre-Battle step. For example, if Great Cthulhu is in a Battle and his Faction is the attacker, Cthulhu may use his *Devour* Pre-Battle ability to Eliminate an enemy Monster or Cultist. Any Battle-related ability possessed by that Unit cannot be used, because that Unit is no longer involved in the Battle.

However, if that Eliminated Unit had already used an ability that generated an effect throughout the rest of the Battle, the effect remains. Example: Crawling Chaos can initiate a Battle and use its Flying Polyp's *Invisibility* to "exempt" Great Cthulhu's Shoggoth. Even if Cthulhu then *Devoured* that Flying Polyp, the Shoggoth would remain invisible and "exempted" throughout the rest of the Battle. The Flying Polyp would, of course, be Eliminated.

If all Units of one Faction are somehow removed during Pre-Battle, you do not need to go on to the next step! The Battle is over, and no further abilities can be used. For example, if Great Cthulhu initiates a Battle against Crawling Chaos and *Devours* Crawling Chaos' sole Unit, the Battle would end. Crawling Chaos could not even use *Seek and Destroy*, as the Battle is already over.

Combat Dice Calculation and Rolls

After all Pre-Battle abilities on both sides have taken effect, it is time to calculate Combat and roll dice. Each Unit has a Combat rating (listed on its Faction or Loyalty Card), which represents how powerful that Unit is in Battle. Some have 0 Combat, and some require a simple calculation (such as Yellow Sign's Monsters, or many Great Old Ones). Your Faction's Combat in the Battle is equal to the sum of the Combat rating of all of your Units involved in the Battle. **For example**, if you are playing as Crawling Chaos and have an Acolyte and 2 Hunting Horrors in the Battle, your Combat would be 0 + 2 + 2, for a Combat total of 4.

Both sides then roll a number of dice equal to their individual Combat totals. Players can roll simultaneously, or they may take turns.

Count up the number of 6s you rolled; these are "Kill" results. Then count up the number of 4s and 5s you rolled; these are "Pain" results. Any rolls of 1, 2, or 3 are misses; they have no effect.

There are a few abilities that are written simply as Battle abilities (instead of Pre- or Post-Battle). These abilities would modify this step. For example, Opener of the Way's *Channel Power* Spellbook allows him to re-roll dice that did not roll a Kill or Pain result.

Tip:

Because Pre-Battle abilities may modify Combat totals, wait until all Pre-Battle abilities have taken effect to calculate the final Combat total.

Post-Battle Abilities and Assigning Battle Results

After counting each side's Battle results, players must assign their enemy's results to their own Units.

First, assign Kill results (dice rolls of 6). Kills are always assigned first. If the number of Kills rolled exceeds the number of vulnerable Units, ignore the excess results.

When assigning Kill results, players may choose to use any available Post-Battle abilities. These abilities typically modify Battle results or how they are assigned. Post-Battle abilities can also add a third type of result: Elimination. If a Post-Battle ability adds an Elimination, it must be assigned at the same time as any Kills. As with Kills, excess Eliminations are ignored.

Post-Battle abilities are unlike Pre-Battle abilities, as Kills, Eliminations, or any other removal from Battle does not prevent that Unit from using its own Post-Battle abilities. In other words, during this step both sides may always use any or all Post-Battle abilities they have available.

There are a few Post-Battle abilities that can be used even when you are not involved in the Battle. This is the only way that a Faction not directly involved in a Battle can participate in that battle. A key example is Black Goat's *Necrophagy* Spellbook.

After assigning all Kills and Eliminations, it is time to assign Pains (rolls of 4 or 5) to your Units. As with Kills and Eliminations, ignore any excess Pains rolled. In the next and final step of Battle, Kills will remove a Unit from play, and Pains will force Units to Retreat to adjacent Areas. Kills and Eliminations must always be assigned before any Pains.

Post-Battle abilities that modify Pains may be appropriate to use when assigning Pains, rather than (or in addition to) when assigning Kills. For example, Windwalker's *Eternal* ability could be used at this point, rather than when assigning Kills. Also, Crawling Chaos' *Harbinger* can be activated both when a Kill and a Pain are assigned. Yellow Sign's *Vengeance* is used when assigning Kills, Eliminations, AND Pains.

Importantly, once a Post-Battle ability has been triggered (whether during the assigning of Kills OR the assigning of Pains) its effect takes place, regardless of whether the Unit with that ability is also or later Killed, Eliminated, etc. In other words, Post-Battle abilities may not retroactively prevent other Post-Battle abilities from having taken place, but due to already-used Post-Battle abilities, they may modify how Battle results are assigned (see the Battle Examples on page 25 for how some Post-Battle abilities may interact in this way).

Note that many Post-Battle abilities are triggered by Kills or Pains. These are specific results, meaning that if an Elimination occurs, it would not trigger one of those abilities. For example, Windwalker's *Cannibalism* requires an enemy Unit to be Killed, not Eliminated (such as via *Devour*, *Abduct*, etc.). Sleeper's *Demand Sacrifice* does not protect against Eliminations, only actual Kills, etc.

Applying Battle Results

After Battle results have been assigned, they need to be applied. Kills and Eliminations remove Units from the Map, returning them to their Factions' Pools. As with assigning results, Kills and Eliminations must be applied before Pains. Both sides remove their Eliminated Units, and then their Killed units, all at the same time.

After applying Kills and Eliminations, it is time to apply Pains. Pained Units Retreat and are moved to Areas adjacent to the Battle Area. As with assigning Kill results, you choose the Areas to which they retreat. They do not need to all go to the same Area; they can be split up among multiple Areas. Note that a Pained Unit's Retreat does not count as a Move Action.

The player who initiated the Battle (the attacker) applies all of their Pains first, followed by the defender.

You cannot retreat Pained Units to any Area that contains Units belonging to the Faction you just Battled. If this prevents your Pained Units from Retreating, select a single

Unit among them and Eliminate it. Your other Units remain in the Battle Area as if they were not Pained.

Tip:

If you are the attacker in a Battle and receive several Pains, a good tactic may be to Pain those Units to all the Areas around the Battle Area to completely surround your enemy and force an extra Elimination!

Some Post-Battle abilities may take effect during the application of Battle results. Many Post-Battle abilities affect the ways in which results are assigned. A key example is Crawling Chaos' *Madness* (which also has the feature of being usable even when Crawling Chaos is not involved in the Battle!). *Madness* allows Crawling Chaos, rather than the Faction owner, to choose the Area(s) where Pained Units go.

Battle Examples

Simple Battle Example



Angela initiates a Battle against Frank in East Africa. She has two Byakhee, two Acolyte Cultists, and the King in Yellow. Frank has two Acolyte Cultists. As Angela's Byakhee give her 1 die more than the number of Byakhee in the Area while her Cultists and the King have Combat ratings of zero, she rolls 3 dice. Frank is playing Black Goat, and his *Frenzy* Spellbook is in play, so his Cultists each have a Combat of 1.



Frank rolls 2 dice. Angela rolls 2 Pains and no Kills, while Frank rolls a Kill and no Pains. Angela chooses to Kill one of her Byakhee, and Frank must Retreat both Cultists out of the Area.

Complex Battle Example 1



Rich initiates a Battle against Angela in East Africa. He has Cthulhu, a Shoggoth, two Deep Ones, and two Cultists. She has the King in Yellow and five Undead.



In the Pre-Battle step, Rich's Shoggoth *Absorbs* one of his own Deep Ones, and Cthulhu *Devours* one of Angela's Units. Angela chooses an Undead to be *Devoured* because her King In Yellow is a Great Old One and therefore cannot be chosen.



Rich then rolls 12 dice (6 for Cthulhu, 2 + 3 for the "Absorbent" Shoggoth, and 1 for his remaining Deep One), and Angela rolls her 3 dice (the amount she gets for having 4 remaining Undead in the Battle after Cthulhu *Devoured* one). Rich scores 1 Kill and 5 Pains, while Angela rolls 1 Kill and 2 Pains. Rich assigns the Kill to one Cultist, and Angela assigns the Kill to an Undead.



Frank, as the Black Goat, chooses to use his *Necrophagy* Post-Battle ability to send 2 Ghouls into the Area. Rich must add 2 Pains to the results already rolled against him (all of Angela's Units will already be Pained from Rich's dice results).

Example continued on next page.



Rich assigns the 4 Pains against him (2 from Angela, and 2 from the Ghouls) to everything except the Cultist on his Gate. Angela assigns Pains to all her Units (ignoring all excess Pains).



Now, Crawling Chaos steps in. He has the *Madness* ability, and so he gets to choose the Areas to which all Pained Units retreat. He decides to Retreat Cthulhu to Arabia, one green Cultist to West Africa, the Deep One to the Indian Ocean, and the Shoggoth to the South Atlantic. (No Yellow Sign Units were in any of these Areas). Since East Africa is now entirely surrounded by Cthulhu's Units, Yellow Sign is unable to Retreat any Pained Units and must Eliminate one of them. She chooses an Undead, and so the King and two remaining Undead stay behind along with Cthulhu's Cultist, who is vulnerable to being captured by the King!

Complex Battle Example 2

The following Battle Examples include abilities from expansions:



Grant, with 2 Leng Spiders and an Acolyte, initiates a battle against Spencer, who has Hastur and an Acolyte.



There are no Pre-Battle abilities, so Grant and Spencer roll their dice. Grant scores 2 Pains, and Spencer rolls 1 Kill. Spencer, using Hastur's *Vengeance* ability, assigns the Kill he rolled to one of Grant's Leng Spiders, rather than to Grant's Acolyte.



After the Kill has been assigned, Black Goat, who has the *Necrophagy* Spellbook, decides to send in both of her Ghouls, adding 2 Pains each to both Grant and Spencer.

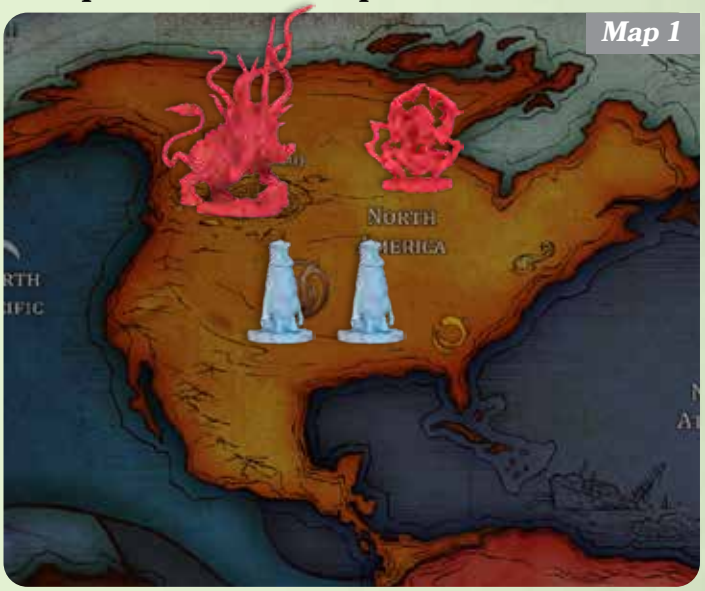


Grant, with his 2 Leng Spiders' *Bloodthirst* ability, decides to turn all 4 Pains scored against Spencer into 2 Kills. Spencer must lose his Acolyte and Hastur.



The 2 Pains from the Ghouls scored against Grant send his remaining Leng Spider and his Acolyte to an adjacent Area.

Complex Battle Example 3

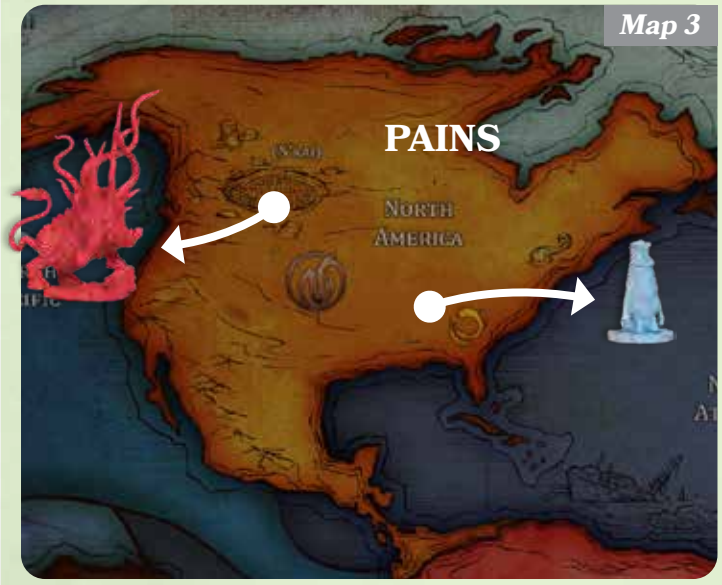


Anthony has Shub-Niggurath and a Fungus; he initiates a Battle against David, who has 2 Gnoph-Keh.

Example 3 continued on next page.



With no Pre-Battle abilities, they both roll their dice. Both players roll 1 Kill and 1 Pain. Anthony chooses his Fungus to receive the Kill, and David must assign a Kill to one of his Gnoph-Keh. The Gnoph-Keh's *Berserkergang* ability activates when a Kill is assigned to it, which Eliminates an enemy Monster or Cultist. However, there are no enemy Monsters or Cultists to assign it to (the Fungus is already assigned a Kill, and Shub-Niggurath is a Great Old One).

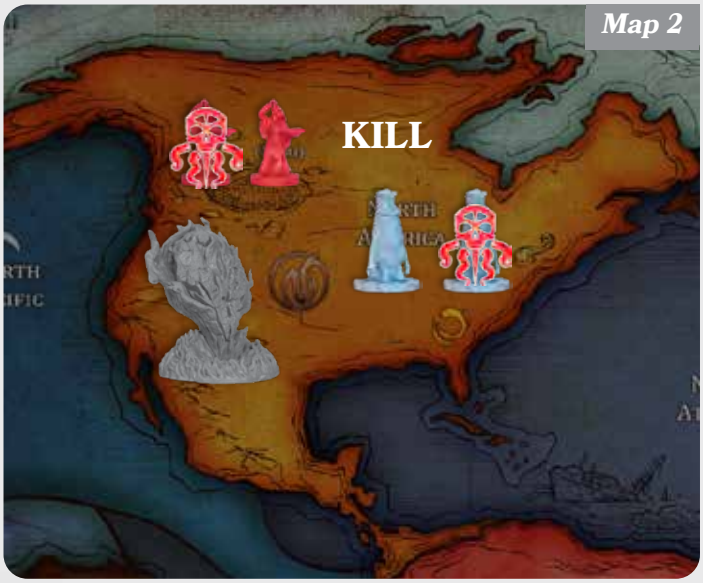


Anthony initiated the Battle, so he first Pains Shub-Niggurath to an adjacent Area, followed by David, who Pains the remaining Gnoph-Keh elsewhere.

Complex Battle Example 4



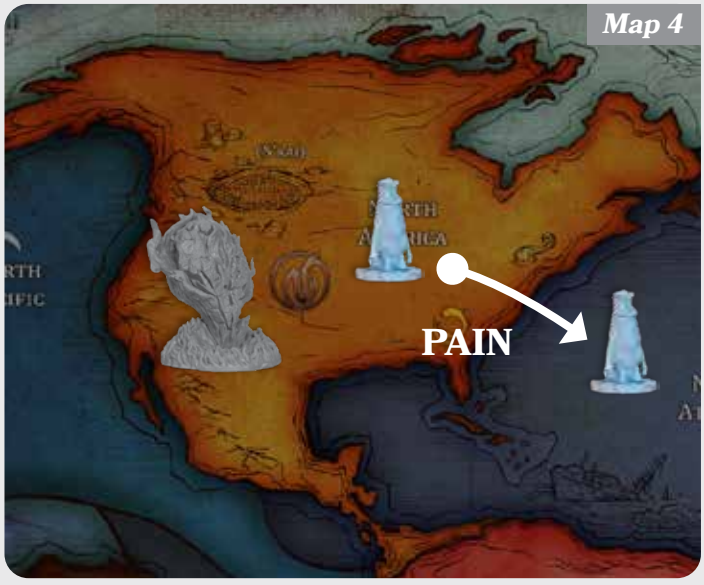
John is playing as Black Goat; he has Cthugha and 2 Acolytes with *Frenzy*. He initiates a Battle against Andrew, who has 2 Gnoph-Keh.



There are no Pre-Battle abilities. Both players roll dice, and each scores exactly 1 Kill and no Pains. Andrew must assign the Kill to one of his Gnoph-Keh, while John assigns the Kill to his Acolyte.



The Gnoph-Keh's *Berserkergang* ability is triggered, meaning John will also have to assign an Elimination to his other Acolyte (since Cthugha, a Great Old One, is immune).



However, after Andrew assigned the Kill to his Gnoph-Keh, John decides to "spare" the Gnoph-Keh with Cthugha's *Fire Vampires* ability, gaining 1 Power by reducing the Kill scored against the Gnoph-Keh to a Pain. Since the *Berserkergang* ability was triggered via the Kill assignment, which then created an Elimination, the use of *Fire Vampires* does not retroactively nullify the use of *Berserkergang*, even though the Gnoph- Keh now only receives a Pain.



After applying both Kills and the Elimination, the Gnoph-Keh is now the only unit with a Pain, and so is relocated by Andrew to an adjacent Area.

Complex Battle Example 5



Lincoln has Yig, as well as a Serpent Man and an Acolyte who is poisonous (via the *Snakebite* ability). Joey has an Acolyte and a Starspawn with the Spellbook.

Example 5 continued on next page.



Both players roll their dice, and Lincoln rolls a Kill and 2 Pains. Joey rolls a single Kill. Lincoln assigns the Kill to his Acolyte, while Joey assigns the Kill to his Starspawn.



Post-Battle abilities now occur, and Lincoln's poisonous Acolyte adds a Kill result to Joey's total results. Joey must now choose whether he will apply the second Kill to the Starspawn, or to save the Starspawn and instead Kill his Acolyte. He chooses his Acolyte, and so the Pain is applied to the Starspawn. The other Pain that Lincoln rolled is ignored, as there are no Units to assign it to.



With a single Pain and a single Kill assigned to it the Starspawn is merely Pained out of the Area, due to *Regenerate*.

Complex Battle Example 6



Bruce has a lone Nyarlathotep; he initiates a Battle against Bill, who has an Undead and the King in Yellow.



Bill has no Combat; Bruce rolls a single Pain. Bill assigns this Pain to his Undead, to prevent Bruce from gaining any benefit for Paining a Great Old One (via *Harbinger*). Black Goat, however, is in the game. Using her *Necrophagy* Spellbook she sends a Ghoul into the Battle, adding a Pain to both sides.



Nyarlathotep is now Pained, but there is also a Pain against the King in Yellow, and so Nyarlathotep's *Harbinger* ability takes effect. Bruce decides to gain 2 Elder Signs and then, via *Madness*, he decides the Areas to which the King, the Undead, and Nyarlathotep are all Pained.

Complex Battle Example 7



Arthur has Gobogeg, 3 Leng Spiders, and a Formless Spawn. He initiates a Battle against Alice, who has 6 Acolytes and a Gug.



There are no Pre-Battle abilities, so dice are rolled. Arthur rolls 2 Kills and 2 Pains. Alice rolls 1 Pain. Alice assigns the 2 Kills and 2 Pains to her Cultists. Arthur assigns the Pain to Gobogeg.

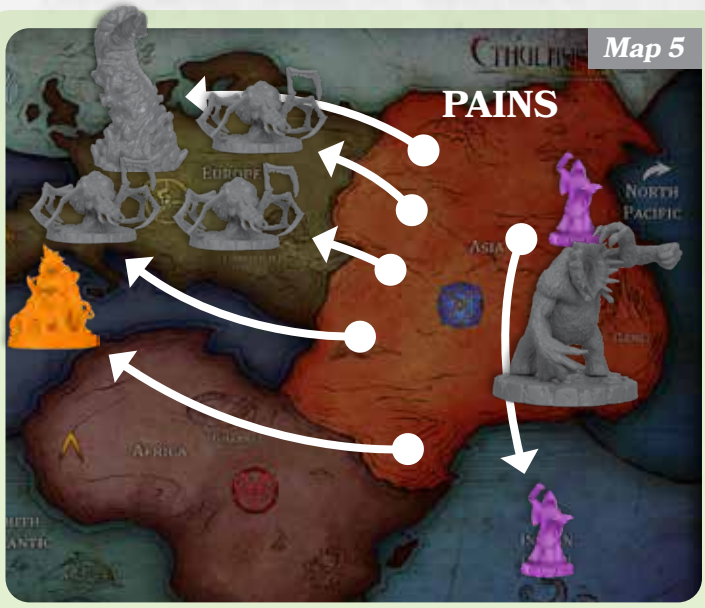
Example 7 continued on next page.



Since Gobogeg is Pained, his *Threnody* ability then causes all Units (on both sides) without a result to receive a Pain. Alice's remaining 2 Acolytes and her Gug will all receive a Pain, so Alice now has 5 Pained Units, in total.



Arthur then uses his Leng Spiders' *Bloodthirst* to turn 4 of those Pains into 2 Kills (representing two uses of the *Bloodthirst* ability, which can be done once for every Leng Spider in the Battle). Alice has 2 of her Acolytes receive those Kills, and she now only has a single Pain to assign (since four of them went away). Alice puts that last Pain on an Acolyte, and her sixth Acolyte and her Gug end up without any Battle results assigned to them. However, 4 of her Acolytes ended up being Killed. Had Arthur chosen to use his Leng Spiders' *Bloodthirst* ability before Gobogeg's *Threnody* ability, there would have been fewer Pains for him to turn into Kills with *Bloodthirst*!



Now all the Units are Pained, except for Alice's last Acolyte and Gug.

Complex Battle Example 8



Adam has a Spawn of Yog-Sothoth and an Abomination, and all 6 Spellbooks on his Faction Card (thus he has Unlimited Battle as an option). Dave has an Elder Thing. Greg has a Shantak and a Y'Golonac in a different Area.



Adam initiates a Battle, and rolls no Battle results. Dave rolls 2 Pains. The Spawn of Yog-Sothoth and the Abomination both get Pained to another Area, and then promote (via *Million Favored Ones*) into 4 Mutants and a new Spawn of Yog-Sothoth, respectively. They are Pained into the Area that contains Greg's Shantak with Y'Golonac.



Since Adam has Unlimited Battle, he chooses to spend 1 Power to Battle Greg.



Adam and Greg both roll 1 Kill. Adam chooses a Mutant to be Killed, and Greg selects Y'Golonac.



Before Adam can promote (via *Million Favored Ones*), Y'Golonac's *Orifices* ability allows Greg to replace his Killed Y'Golonac with a surviving enemy Monster. Greg selects the Spawn of Yog-Sothoth, and hands Y'Golonac's Loyalty Card to Adam. Events happen in this order, because *Million Favored Ones* states that it takes effect after all Pains are resolved, which has not yet happened. *Orifices* needs only a Kill to occur.

Example 8 continued on next page.



Adam's 3 remaining Mutants promote into Abominations. Adam wants to Battle Greg again, hoping that he can get a Kill on Greg's Shantak and transfer Y'Golonac back, but he cannot do an Unlimited Battle in the same Area twice on his turn, so he will have to wait.

Complex Battle Example 9



Alex is playing as the Tcho-Tcho; he has Yig, an Acolyte, and his High Priest. He initiates a Battle against Joey, who is playing as Opener of the Way with 2 Abominations and the Unique High Priest, Keziah Mason.



Both sides roll exactly 1 Kill. Alex takes the Kill on his Acolyte, and Joey takes his upon an Abomination.



Alex's Acolyte is poisonous via Yig's *Snakebite* ability, which adds a Kill to the total results against Joey. Joey assigns this result to Keziah Mason.



With a Kill assigned to Keziah Mason, her *Daemon Heroine* ability triggers. This will add 2 Kill results against Alex.



Since Alex has the Tcho-Tcho Spellbook of *Martyrdom*, when his High Priest takes a Kill, all other Kills against Tcho-Tcho Units are transformed into Pains (even the rolled Kill already assigned to Alex's Acolyte, since *Martyrdom* applies to all Kills that were assigned). However, the *Snakebite* ability that triggered an extra Kill on Joey has already taken place, so it is not removed from Keziah Mason; otherwise a paradox would occur! Post-Battle abilities that are triggered can modify how results are assigned, but do not retroactively prevent other Post Battle abilities (in this case, Yig's *Snakebite*) from having taken place.



In the end, Alex's High Priest is Killed, while Yig and his Acolyte are both Pained. One of Joey's Abominations and Keziah Mason are both Killed, leaving his other Abomination as the only Unit remaining in the Area. (Joey doesn't have the *Million Favored Ones* Spellbook yet, so it doesn't promote into a Spawn of Yog-Sothoth.)



Victory

Ending and Winning the Game

The end of the game is triggered in one of two ways: it happens either when a player reaches 30 or more Doom, or when the Ritual of Annihilation track reaches "Instant Death."

When a Faction reaches 30 or more Doom on the Doom Track, the game will end. Since Doom most frequently increases during the Doom Phase, the game will normally end during that Phase. In that case, complete the entire Doom Phase before declaring final victory. However, a player could reveal Elder Signs during the Action Phase; if this new Doom increases his total to 30 or more, the game will end when the current player's turn ends (even if it is not the turn of the player who revealed Elder Signs to go over 30 Doom).

The game can also end during the Doom Phase, when the Ritual of Annihilation marker reaches the Instant Death space. All players who have not had a chance to perform a Ritual of Annihilation may still do so. The game will end at the completion of that Doom Phase, even if no one has reached 30 or more Doom.

No matter how the end of the game was triggered, all players may reveal their Elder Signs before the victor is declared. When the end of the game is triggered, and after adding everyone's Elder Signs to their Doom totals, the player with the most Doom AND with 6 Spellbooks on his or her Faction Card is the winner. If the player with the most Doom does not have 6 Spellbooks, whoever has the most Doom among those with all 6 Spellbooks on their Faction Card is the winner.

If two or more players tie for the most Doom and both have all 6 of their Spellbooks, the game ends in a draw. These players rejoice in their shared victory!

If the game ends and no player has all 6 Spellbooks, the players lose and humanity wins! All Great Old Ones, Monsters, and evil Cultists are sucked back through the collapsing Gates. (Yay!)

Rule Omega

The Final Question

We have sought diligently to cover all possible rules questions and to make the game as true to Lovecraft as we can, but we are mere mortals. As such, we are subject to error. If you come across a conflict with an ability or Spellbook and you cannot find the answer in one of our FAQs (or our online FAQ), we recommend that the players in the game vote on the desired outcome—the owner of the game should probably get a bonus; perhaps their vote counts twice. In the end, ***Cthulhu Wars*** is your game. If you feel compelled to add house rules to cover such issues, please do so with our blessing.

Player Tips

General Tips

Play can be divided into two main periods—the early game and the late game.

Early Game

In the first two or three Action Phases players should try to acquire Spellbooks, build up a power base, and Summon at least a minimal army. Be choosy about when you Awaken your Great Old One, because this will generally leave you weak for the rest of that Action Phase. Battle in the early game is opportunistic, and is based on attempts to take Control of enemy Gates or fulfill Spellbook requirements.

Late Game

The late game begins once you have three or four Spellbooks under your belt and your Great Old One is in play. You still need to finish up your last Spellbooks, but you can now afford an occasional Ritual of Annihilation. Remember that the earlier you perform your Rituals, the cheaper they are (and the more expensive they become for your enemies). At this point, the purpose of Battle changes: you now seek to reduce your enemies' Gates, making them less effective at Rituals. If one player surges ahead in Doom, get the other players to work with you against them. If you are the player who has surged ahead, try to break up such alliances.



Two-Player Rules

Cthulhu Wars requires a number of changes to be an effective two-player game. First, ensure that you and your opponent are familiar with the basic set of core game rules. You do not need any components or expansions beyond the base game to play ***Cthulhu Wars*** with two players.

Two-Player Set Up

- Use the 3-Player side of the Map.
- Use the 4-Player Ritual of Annihilation track.
- Take an unused Faction's Doom Marker and place it at 0 on the Doom Track. This marker becomes the Decay Marker.
- Most expansions can be used. With the multiplicity of options available in ***Cthulhu Wars***, however, it is likely that some combinations of expansions and Factions may lead to inequity. Please be aware of this.

Changes for Two-Player Games

General Rules

When a Unit is Eliminated or Killed, the opposing player gains Doom equal to that Unit's Power cost! However, when a Unit is replaced by another, no Doom is gained.

- **Example 1**: Black Goat Eliminates 2 Cultists for their Spellbook requirement. Their enemy gains 2 Doom.
- **Example 2**: A Shoggoth *Absorbs* a Cultist for Battle. Their enemy gains 1 Doom.
- **Example 3**: When Opener of the Way replaces a Spawn with Yog-Sothoth, or promotes Monsters with *Million Favored Ones*, no Doom is gained by the enemy.
- **Example 4**: Cthulhu *Devolves* an Acolyte into a Deep One, no Doom is gained by the enemy.

Some Units have variable Power costs. In this case, the Doom gained is equal to the average of the Unit's different Power costs added together, *whether or not the Power benefit is currently in effect*. Always round up the final total.

- **Example 1**: Cthulhu's Power costs are 10/4, so Killing him is worth 7 Doom.
- **Example 2**: Black Goat's Units have a Power cost which is potentially 1 less due to *Thousand Young*. Therefore, Ghouls have an average Power cost of (1+0)/2, or 0.5, which means they still give the opponent 1 Doom when they die. The same goes for the other Black Goat Units, all of which end up giving the opponent Doom equal to their baseline cost, due to the rounding factor.
- **Example 3**: Windwalker's Gnoph-Kehs have a Power cost of 4/3/2/1, which when averaged is 2.5, so Killing a Gnoph-Keh is worth 3 Doom.

Units which are able to avoid death by means of Abilities or Spellbooks still provide Doom to the enemy which "Killed" them, but only half as much (rounded up).

- **Example 1**: If Rhan Tegoth uses *Eternal* to avoid dying, the enemy gets 3 Doom for "Killing" him.
- **Example 2**: If Nyarlathotep avoids death by *Emissary of the Outer Gods*, the enemy still gets 5 Doom for "Killing" him.
- **Example 3**: *Regenerating* Starspawn who take a single Kill and thus avoid death give the enemy 2 Doom (half their cost of 3, rounded up).

Action Phase

All adjustments to Actions are described below:

At the Start of Your Turn

Before taking your turn, you must pay Power equal to the position of the Decay Marker on the Doom Track. This marker starts at 0, and then starts to increase when the other player runs out of Power, in effect penalizing you for taking multiple Actions in a row. If you can't pay for Decay, or if you have 0 Power left after you pay, then set your Power to 0, and proceed with the next Phase.

Unlimited Battle

When Unlimited Battle is unlocked for a player (by possessing 6 Spellbooks), the other player also immediately gains Unlimited Battle.

Voluntarily Dropping to 0 Power

You cannot voluntarily drop to 0 Power. If you have 1 or more Power on your turn after paying for Decay, you must perform an Action.

Running Out of Power

If you are out of Power (or, for Windwalker, if you are *Hibernating*) when it would be your turn to take an Action, instead increase the Decay Marker by 1. Then the other player takes their turn.

Example:

Rich has 1 Power left, while Frank has 10. Rich decides to Recruit an Acolyte, going down to 0 Power. Frank then takes his turn, Moving 1 Unit. Now Frank has 9 Power. Rich is out of Power at the start of his turn, so he bumps the Decay Marker up to 1. Frank now pays 1 Power for Decay, then takes another Action (declaring Battle, for 1 Power). Frank is now down to 7 Power. Rich is still out of Power, so he bumps the Decay Marker up to 2. Now Frank, before taking his next Action, pays 2 Power for the Decay Marker. His Action is to Recruit a Cultist, for 1 Power. Now Frank is down to 4 Power. Rich, on his "turn," moves the Decay Marker to 3. Frank pays 3 Power and then has 1 Power left for what will be his last Action of the Phase.

Gather Power Phase

- Return the Decay Marker to the 0 spot on the track at the start of the Gather Power Phase.
- Gain Power as per normal rules.

Determine First Player Phase

- Unchanged

Doom Phase

- You do not gain Doom for simply Controlling Gates!
- The Ritual of Annihilation still produces Doom equal to your Controlled Gates (plus an Elder Sign for ech of your Faction Great Old Ones in play).

Balance Adjustments

Some of the normal rules and Spellbooks from ***Cthulhu Wars*** need adjustment for the two-player game.

- When rolling the die for *Ghroth*, *Thousand Forms*, and *Dread Curse of Azathoth*, the effects are halved (round up).

  Example 1: If a 1–2 is rolled for *Thousand Forms*, only 1 Power is extorted. If a 5–6 is rolled, 3 Power is extorted.

  Example 2: *Ghroth* Eliminates 1 Cultist on a roll of 1–2, and 2 Cultists on a roll of 3–4 (assuming Black Goat has 4 Fungi From Yuggoth in 4 Areas).

  Example 3: *Dread Curse of Azathoth* doesn't halve the results; instead the number of dice are halved. Thus, if Opener of the Way has three relevant Monsters in play, he rolls 2 dice (instead of 3).

- Opener of the Way's Spellbook requirement for 12 Gates is reduced to 10 (as noted on the Faction Card).
- Yog-Sothoth's Combat is always 4.

Note:

In a 2-player game, some Factions may grief Windwalker by not taking their 6th Spellbook. Therefore, only in a 2-player game, Windwalker may fulfill his "Another Faction has 6 Spellbooks" requirement by sacrificing Ithaqua, instead.

Tips and Tricks

The damage from the Decay Marker is significant, and significantly changes the flow of the game. Early game strategies that work in multi-player games of ***Cthulhu Wars*** may no longer be effective in the two-player version. However, rest assured that new strategies have arisen to meet that challenge, and the game has as much depth, aggression, and chicanery as before. Have fun exploring!

Keeping your Great Old One alive is even more important than before, because his death gives the enemy a major Doom boost. Some Spellbooks become more important—*Ghroth*, for instance, is now one of the mightiest weapons available to Black Goat.

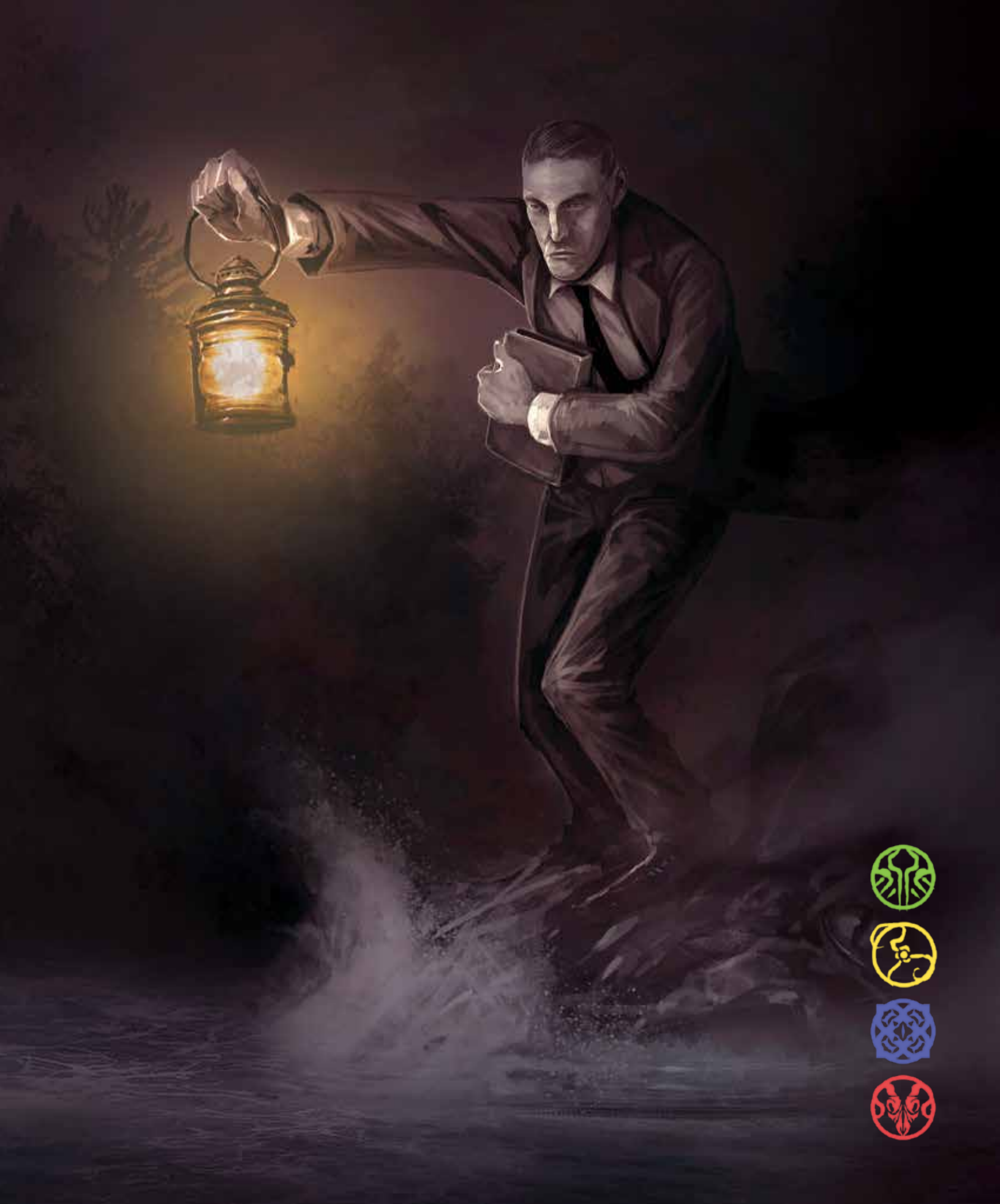
Also, choosing when to NOT use abilities can become a critical decision. For example, Yellow Sign may not always want to use *Passion's* Power gain (since it's not always beneficial).

We advise against using Bokrug, Servitors of the Outer Gods, the Dhole, or the Library of Celaeno map for the two-player game. That said, it's your game and you can do as you please.

CORE FACTIONS

Great Cthulhu • Yellow Sign • Crawling Chaos • Black Goat





Great Cthulhu
COMPONENTS



4 Deep Ones

Faction Token

Doom Marker

Power Marker

6 Acolyte Cultists

2 Starspawn

2 Shoggoths

Cthulhu



6 Spellbooks & Faction Card

Playing as Great Cthulhu

Your Spellbooks and abilities, even unused, exert a baleful influence on your enemy's activities. *Submerge*, *Dreams*, and *Y'ha Nthlei* all cast a pall over the map, hindering your opponents.

You get Spellbooks quickly in the early game. Get Cthulhu out on Action Phase two or three, even if he is vulnerable to an enemy attack. After all, you can re-Awaken him cheaply and gain an Elder Sign. It is far easier to get your two "Kill/Devour" Spellbooks once Cthulhu has taken the field.

In the late game, use *Submerge* to strike critical enemy Areas. With *Regeneration* or *Absorb*, plus Cthulhu's *Immortal* ability, you can hurl your forces into Battle with impunity. Cthulhu only rolls six dice, but an *Absorbent* Shoggoth gives you heft; Cthulhu's *Devour* ability is better than a free Kill.

Cthulhu's Faction is focused on destruction. Of all Factions, your Units are the most effective in a fight. However, your access to Elder Signs is limited, so you will need to use your combat strength to ruin your enemy's bases and keep them from taking the lead.

Absorb

Turns Shoggoths into major Combat dice. You only need one Shoggoth per attack, as long as he has "food" available. Remember that Cultists and Deep Ones are also useful for soaking up hits, so you may not want to *Absorb* them all.

Devolve

Keep a Deep One in your Pool to render you immune to Capture. Just *Devolve* a threatened Cultist.

Dreams

This means that your enemies dare not leave a Cultist alone on a Gate. You may not use *Dreams* often against experienced players, but it will affect their behaviors throughout the game.

Regeneration

With this, Starspawn inure your army to harm, making them the flip-side to *Absorb's* massive damage output. Cthulhu accompanied by two Starspawn is well-armored against even enemy Great Old Ones.

Submerge

A critical Spellbook in the late game. Once Cthulhu's army *Submerges*, not only is he safe from harm, but other players react in desperation. If you attack an ocean Area, you can *Submerge* again after the strike.

Y'ha Nthlei

Like *Dreams*, this inhibits your enemies. Your foes are less likely to conquer your ocean Gates, and you don't care as much if they do.

Thwarting Great Cthulhu

Cthulhu has strong Units, but not many of them. Each loss is a setback for him. When he hurls his might against an Area, he will win. You can mitigate this by not putting all your eggs in one basket. Killing Cthulhu himself isn't particularly effective (unless you are Crawling Chaos, since *Harbinger* then gives you two Power or Elder Signs), because soon he'll be back at R'lyeh, ready to *Submerge* and make your life hell once again.





Great Cthulhu: Epilogue

"It was gargantuan. A mountainous form rising from the sea, surrounded by lesser monstrosities that oozed and dragged themselves toward us with distorted limbs, tentacles, and pseudopods. When we heard that the Pacific Islands were empty, we didn't understand. We still thought in human terms. We hadn't considered that the colossal Thing had been eating, scouring the islands of life. And now it was here, hungry again."

—David Mendiola

Yellow Sign
COMPONENTS



6 Undead



Faction Token



Doom Marker



12 Desecration Markers



Power Marker



6 Acolyte Cultists



4 Byakhee



The King in Yellow



Hastur





6 Spellbooks & Faction Card

Playing as Yellow Sign



You earn Spellbooks more slowly than other players in the early game, but you should concentrate on obtaining them. Awaken the King in Yellow early (in the first Action Phase). It's easy to send the King to North America after *Desecrating* Europe or Asia, but occasionally it's wiser to get into Africa early and play rough with enemies by Capturing Cultists with the King, or by spreading *Zingaya*. Many players prefer to migrate straight to Africa or America after Awakening the King, saving the *Desecration* of Europe or Asia for last.



The King in Yellow, despite its lack of Combat, is a nightmare. It moves quickly around the board with its Undead bodyguard, and its ability to take a second Action (with *Screaming Dead*) means that you can Move into an enemy area and immediately use *Zingaya*, Capture a Cultist, or *Shriek* additional Byakhee there in preparation for a devastating attack. You don't spend much Power on Summoning Monsters (most are generated via *Desecration* attempts), so focus on other priorities. Remember to leave a trail of Monster "breadcrumbs" behind you, so they can suckle Power from your *Desecrations*. If an enemy moves to attack you, it will cost them 2 Power (one to move, one to Battle), so the Elimination of a rear guard is no tragedy. Plus, it puts your Monster back into your Pool to be recalled upon the next *Desecration* or *Zingaya*.



In the late game, you will need to finish your remaining Spellbooks. You will usually have few Gates, so you must rely on *Third Eye* or your two Great Old Ones for Elder Signs. Thanks to *Vengeance*, you can ensure the death of an enemy Great Old One once Hastur rolls into action. By this time you should be getting significant Power from *Feast*, to be used for Rituals or other purposes. With Hastur you now have two choices for your double-Actions: either the King or Hastur can move, and then you can do something else useful. In the late game, Hastur's signature move is to use *He Who Is Not to be Named* to enter an enemy's space, followed by *Shriek of the Byakhee* to give him a bodyguard, and then declare Battle (Unlimited, with six Spellbooks) to assassinate any other Great Old One.

You are constrained by strange rules, and seem to be playing your own separate game. However, in doing so you plunge the other players into a living nightmare. You leave a trail of scattered Units across the map, forcing foes to spend an inordinate amount of time and energy to expunge your traces. You are nomadic, with no real home base, and you leave ruin in your wake. You get Actions more quickly than other players, and you can often do two things on the same turn, which gives you a flexibility no one else has. Your Units are weak, but they are numerous and usually free, making you resistant to loss. In effect, you can't dish it out but you sure can take it.

He Who is Not to be Named

The basic function is to assassinate an opposing Great Old One, but it has other uses which become obvious with experience. Remember that the extra Action does not have to involve Hastur.

Passion

Can actually "resurrect" you when out of Power. It also hinders your foes (i.e., they may choose to attack someone else rather than give you Power).

Screaming Dead

You'll use this a LOT, so don't dawdle in obtaining it. It needn't be the first Spellbook you acquire, but neither should it be the last.

Shriek of the Byakhee

Flexible, and gives both defense and offense. *Shriek* when an enemy invades, or after *Screaming Dead* or *He Who is Not to be Named* to give some 'oomph' to your Great Old Ones.

Third Eye

Once you finish earning Spellbooks, *Third Eye* keeps you interested in *Desecrating*. In effect, you get an Elder Sign for 2 Power (one to move and one to *Desecrate*), and at the same time you earn a potential power source and a new Monster. It's the best bargain in the game!

Zingaya

The biggest problem with *Desecration* is mustering your troops. With *Zingaya* you not only get a Unit, but your enemy will also find himself down a Cultist.

Thwarting the Yellow Sign

If you are playing against Yellow Sign, remember that their Monsters are puny. Because they are also numerous, you will need to attack them more than once to knock them out of an Area, but at least you don't have to fear serious losses. *Third Eye* is terrifying, but they need both of their Great Old Ones out, plus enough Monsters to succeed at *Desecration*. Thus, you have many tools with which to stop them.

One of Yellow Sign's oddities is that they tend to have too many Cultists sitting around in Europe; he is benefited by losing a few of them early game, so that he can use the King to bring them forth around the world. So, to cause the most damage, don't hit Europe but rather strike at the King itself. You are unlikely to Kill the King, but just scattering Yellow Sign's zombie army really hurts.

Yellow Sign has plenty of weak pseudo-bases (in the form of Desecration Tokens) scattered around the Map. You can't spend all your time attacking Units *Feasting* on these, but you should do so when it is convenient.

Yellow Sign is constrained by their need to *Desecrate* certain Areas. If you can keep him out of, say, Africa or the Americas, you stop its progress. This is easier said than done, but with each turn you delay their advance, the more desperate they get.

Note:

Yellow Sign's *The Screaming Dead* and *He Who is Not to be Named* Spellbooks, which give that Faction two Actions in a row, do not prevent an Ongoing special ability from being used in between those two Actions.









Yellow Sign: Epilogue

"I've done horrible things. I killed lifelong friends. Parents. Children. Why, you ask? Because ... the King in Yellow. He whispered ... secrets and portents. It just made sense. Don't worry, my victims didn't stay dead. They are a gift to the Unnamed One and so they follow, like the others. So the King in Yellow has his entourage as he spreads his message."

—David Mendiola

Crawling Chaos
COMPONENTS



Faction Token



6 Acolyte Cultists



Power Marker



Doom Marker



3 Nightgaunts



3 Flying Polyps



Nyarlathotep



2 Hunting Horrors





6 Spellbooks & Faction Card

Playing as Crawling Chaos

In the early game, focus on safety and power-building. Use *Flight* to set up bases in inaccessible Areas. Nightgaunts with *Abduct* discourage enemies from attacking your Cultists—at least, they'll need to send more than one Monster. You won't need Nyarlathotep for a while, and he is stronger later in the game anyway. Your most awkward Spellbook requirement is often "Capture a Cultist," so look for any chance to pull this off.

In the late game, everything changes. Nyarlathotep now has a huge combat ability (up to twelve dice); instead of fearing Battle, you should seek it. Smite enemies' Great Old Ones for the *Harbinger* bonus. You can perform Rituals more safely than other players because you can restore the Power imbalance with *Thousand Forms*, so you are not left as vulnerable afterwards.

More than any other player, you can hit an enemy where he is weak. As a result, if one player has surged ahead, the rest may try to convince you to save the day. Go ahead and save the day, but be sure to exact promises and tribute from the others. For instance, "Before I strike, I want you to evacuate your Gate in South America." Promises are not binding in ***Cthulhu Wars***, so make sure you "see the money" before taking whatever Action(s) you see fit.

Crawling Chaos is all about opportunism; striking at the weak and vulnerable. While some other Factions have a faster start on attaining Spellbooks, Crawling Chaos is often the Faction that completes his collection first. Your Units are not mighty in Battle, and your Spellbooks are defensive in nature. You are good at harassment, and at debilitating foes over time.

Abduct

In the early game, this protects Gates from enemy Monsters. It is not as good in the late game, as you will often need your Nightgaunts to soak up enemy Kills. *Abduct* can sometimes be combined with *Invisibility* to pick off troublesome Monsters.

Emissary of the Outer Gods

Less useful when Great Old Ones are out, but it does keep costly Nyarlathotep safe from cheap attacks. Remember to use a Pain to Retreat him somewhere safe!

Invisibility

Safely place an invulnerable Flying Polyp in an enemy Area. This is also helpful in canceling obnoxious Units such as Starspawn.

Madness

Your signature Spellbook. *Madness* is not immediately destructive, but over the course of the game your enemies' Units will scatter inconveniently, taking them time and energy to remedy the situation.

Seek and Destroy

Your Gates across the world are now protected from weak-to-medium attacks, since you can throw in a Combat 2 Monster at will. While on the offensive your attacks are cheaper, since your Horror joins in for free. This also gives Nyarlathotep extra meat shields in the event of an ambush.

Thousand Forms

Early in the game, *Thousand Forms* forces enemies to give up a Power advantage. Late in the game, it gives you a boost when your enemies are most vulnerable. Combined with *Harbinger*, you can achieve a surprise Power surge that will make your foes whine.

Thwarting Crawling Chaos

Crawling Chaos' Units are excellent at staving off weak raids, but less effective against major attacks. Therefore, take the gloves off and hit Crawling Chaos with everything. As the Germans say, "**Klotzen, nicht Kleckern!**"*

Nyarlathotep is terrifying, but Killing him represents a major setback. Crawling Chaos may take a whole Action Phase to recover! Unlike those of other Factions, his Cultists have no real defensive capability (Cthulhu has *Devolve*, Yellow Sign has *Passion*, and Black Goat has *Frenzy*), so they are vulnerable.

There is not much you can do about Crawling Chaos' Power drain abilities; just suck it up and remember that it may be better to let your own Power drop rather than give him an undeserved boost.

* Essentially, "If you do it, do it right!"



Crawling Chaos: Epilogue

"The uncertainty is the worst. No one looks up. I remember when we could see the sun. You can't now, because They blanket the sky. No one wants to look up, and They know that. Everyday we live with the knowledge that it might be our last day. The only warning is a slither of sucking wind, flapping of wings, or the brush of something utterly alien on your skin. Then you're gone. I see fewer and fewer friends as time passes. How long before it is my time?"

—David Mendiola

Black Goat
COMPONENTS



Faction Token



4 Fungi from Yuggoth



Doom Marker



Power Marker



6 Acolyte Cultists



2 Ghouls

Shub-Niggurath



3 Dark Young





6 Spellbooks & Faction Card

Playing as Black Goat

The most common mistake novice Black Goat players make in the early game is to initiate diasporas of Cultists in hopes of immediately achieving the "Have Units in X Areas" Spellbooks; this leads enemies to move in once you are helpless from lack of Power. Build up at a sedate rate; ensure that when you move Units into an Area they have support and protection, and in general use cheap Monsters, rather than Cultists, to occupy Areas for Spellbook purposes. *The Thousand Young* is best when used defensively; for instance, when an enemy moves on one of your Gates, reactively Summon a heap of trouble for him. Create a stronghold where you can safely Summon Shub-Niggurath.

In the late game, you can annoy other players. *Ghroth* slows and cripples rivals. Battle becomes common, so *Necrophagy* can occur multiple times in a single Action Phase. *Avatar* steals weak enemy bases with prejudice—teleport to the spot, and they must send someone to your homeland. You can then Capture their Cultist or, if the Gate is Abandoned, Recruit your own Cultist to take it over.

The enemy often comes to you in an attempt to stop the hurting, so sit tight. If you do need to strike at a distance, you have *Avatar*. You may not have as many Gates as other, more mobile, Factions, but you can make up for this: even with just two Gates and Shub-Niggurath, *Blood Sacrifice* nets you two Elder Signs and four Doom every time you perform a Ritual during the Doom Phase.

As befits a fertility cult, Black Goat's emphasis is on occupation and expansion, sort of like a fungal infection. Unlike other Factions, you tend to be geographically restricted. You are not deadly in Battle (in fact, you have no battle Spellbooks except *Frenzy*), but you have plenty of cheap, throwaway Units, so you are resilient. As you hole up in your homeland, your abilities let you target enemies by remote control. This is your true strength.

Frenzy

Excellent both defensively and offensively. If a foe moves a Monster into an area hoping for a cheap Capture, declare Battle and Pain him right back out.

Necrophagy

Use with impunity, as Ghouls are cheap (free, after *Thousand Young*). In a small battle it can clean out an entire Area, allowing your Ghoul to Recruit a Cultist and take the Gate. Teleporting Ghouls around the world also helps meet Spellbook requirements.

Blood Sacrifice

This lets you earn an Elder Sign in every Doom Phase. As a bonus, it puts Cultists back into your Pool, so that you can Recruit them for use with *Avatar* or *Necrophagy* Gate-stealing.

Ghroth

A complex Action requiring timing and preparation, but worth the trouble. Some players focus on *Ghroth* as a central strategy, while others keep it as an occasional treat. Both techniques are effective.

Red Sign

Gives you potentially more baseline Power than any other Faction, plus Gate-Controlling Units that can't be Captured. Remember, when you Summon a Dark Young under *Red Sign*, you can place it right on the Gate (replacing the Cultist who Summoned it).

The Thousand Young

Its utility is obvious, but it contains subtle touches. For instance, Summon a single Ghoul for 0 Power, in effect marking time while seeing what the other players do. It is also demoralizing for a foe to launch a mighty attack on you, destroying three or four of your Units only to see you Summon those Units back at a trivial cost.

Thwarting Black Goat

Once settled in, Black Goat is hard to dig out. However, they are easy to fend off in the first place, as their offensive Actions are limited. Their Monsters are feeble, and they have other tasks to perform besides fighting. This means that their main tools for conquest are *Avatar* and *Necrophagy*, and both involve starting out weak in the target Area. React vigorously to drive them back.

They are hard to stop once established, because they get extra Power from *Red Sign* and extra Elder Signs from *Blood Sacrifice*. At some point you may need to go take out one of their citadels; luckily, all three of the other Factions can pull this off with proper use of their Great Old Ones. Don't make the mistake of trying to eradicate Black Goat entirely—you will fail, and if you keep focusing on them other enemies may surge ahead. Remember: Don't try to cure the Black Goat infection, just keep it contained.





Black Goat: Epilogue

"You can't rest these days. We have nowhere to simply lie down. Our streets are overrun with beasts, loping with cloven hooves and jackal grins. The skies are no better, filled by flying abominations dripping with fungus. I hear they take your brain. I don't know what they do with it. Eat it? They say not. Something worse. But whatever you do, don't go into the newly-grown woodlands. You'll find Them there, giant horrors all mouths and tentacles. And at the center stands the one who made Them. No, my friend, stay out of the forest."

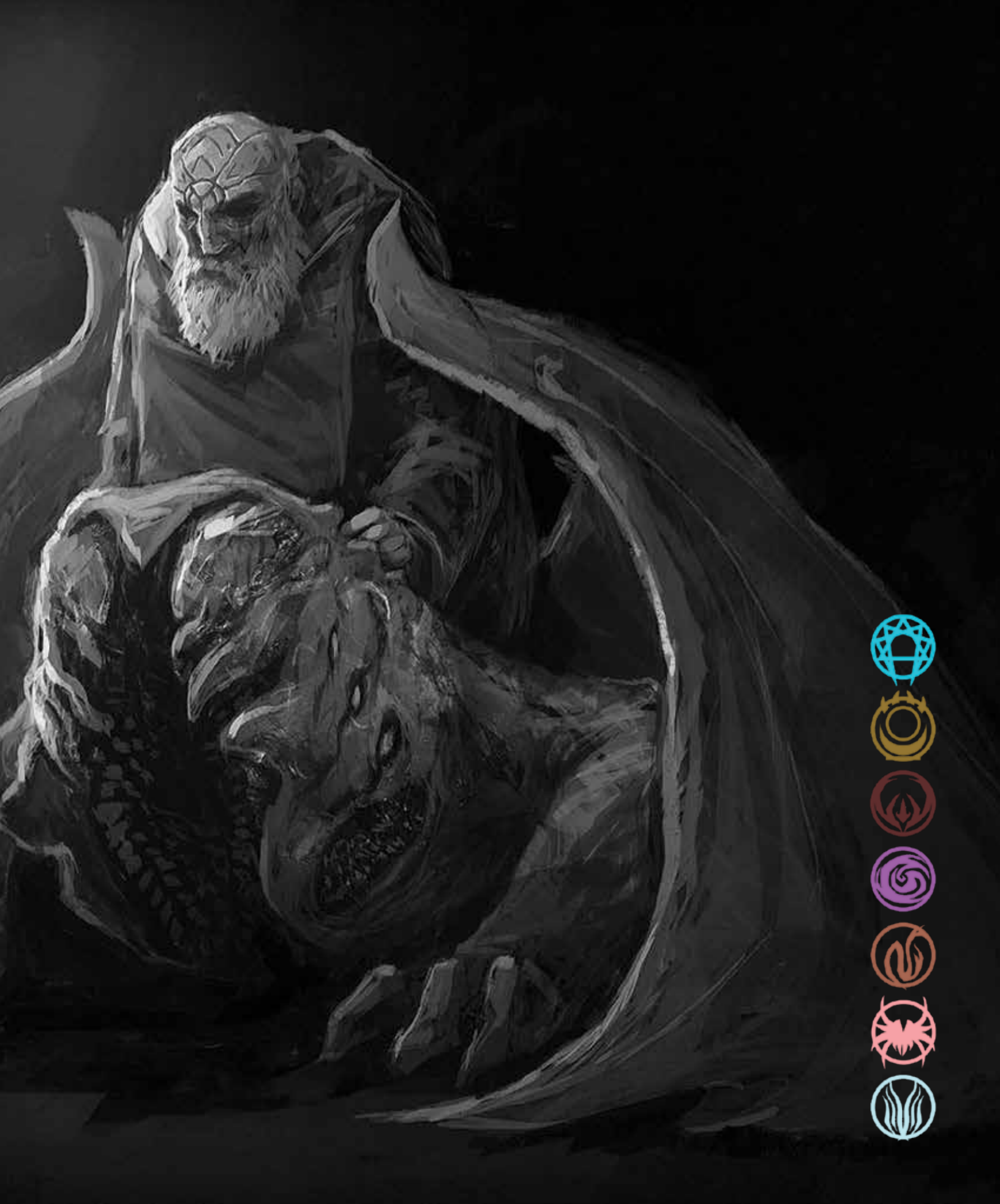
—David Mendiola

ADDITIONAL FACTIONS

The Ancients • Bubastis • Daemon Sultan • Opener of the Way
Sleeper • Tcho-Tcho • Tcho-Tcho Tribes • Windwalker



New Factions can dramatically change the ways in which ***Cthulhu Wars*** is played. With the Core Game's Earth Map, you may play with one of these as a fifth Faction (or with all of them, using the 6–8 Player Map expansion), or you may replace any or all of the Factions from the Core game with these. Every combination is interesting and different! These additional Factions have been painstakingly balanced through hundreds of playtests over the course of several years.



The Ancients
COMPONENTS



3 Un-Men



3 Reanimated



Power Marker



Doom Marker



Faction Token



6 Acolyte Cultists



4 Cathedrals



3 Yothans



6 Spellbooks & Faction Card

Introduction

Set Up

The Ancients do not have a Glyph on the Map. Instead, they set up in any Area that contains no other Glyph or game symbol, unless it is in some way related to Movement (you may set up in an Area containing one of Yellow Sign's three Spellbook Glyphs, if desired). This means that they cannot start on the Map in another Faction's Start Area. The Ancients set up before the Tcho-Tcho, Windwalker, and Opener.

Here are the specific rules per Map:

- Primeval Map: The Ancients may not set up in an Area with a Glacier Glyph.
- Dreamlands Map: The Ancients may not set up in an Area with a Citadel. However, they may set up where there is a Tunnel.
- Yuggoth Map: The Ancients may not set up in the Slime Sea, the Slime Sea Overlook, or anywhere on the Green Pyramid or the Laboratory, as all of these Areas are marked.
- Library of Celaeno Map: The Ancients may not set up in a Special Collection room (they may still set up in an Area with a Stairwell or Archway).
- Shaggai Map: The Ancients may not set up on the Worm That Gnaws in the Night Area (but who would want to?)

The Cathedrals

When performing the Create Gate Action as the Ancients, you may construct either a Cathedral OR a Gate. As with Gates, you must have a Cultist in the selected Area. A Cathedral can be placed in the same Area as a Gate, following these restrictions:

- Only one Cathedral can be placed in an Area containing: 
- Only one Cathedral can be placed in an Area containing: 
- Only one Cathedral can be placed in an Area containing: 
- Only one Cathedral can be placed in an Area that does not contain any of these:

Unlike a Gate, you do not "Control" a Cathedral. It always belongs to you, even if you have no Units in an Area. These are not Units, and they do not participate in any Battles.

Playing as The Ancients

The Ancients represent the decadent humans who dwell underground in the cavern of K'n-yan. Sensing the doom of the surface world, they have emerged to seize their opportunity for power. Uniquely, they are not led by a Great Old One.

Obviously you must focus on constructing Cathedrals, but you must balance Cathedral creation with Gate construction and building your army. You need sufficient combat effectiveness to place Cathedrals without much interference. You'll need a Monster to protect your Gate, so *Mindless* or *Festival* are good first Spellbooks, but *Extinction* is terrifying. *Unholy Ground* can protect you if your foes go for early Great Old One strategies.

Don't pay full price for creatures–always get their Spellbooks first, despite any perceived disadvantage. You're far better off in the long run.

Because you don't have any Great Old Ones, you enjoy major Power savings in the early game, this is ultimately negated by your need to spend 4-10 Power on Cathedrals, but as this is spread out over time you (unlike other Factions) never lose a whole Action Phase to an Awakening. And of course, your indestructible Cathedrals earn extra Power, eventually paying for themselves.

Your great weaknesses are that you have no Great Old Ones, and that you must travel around the Map. Your strategies must be based around this. Please notice that with Yothans, you have more Combat dice than any Great Old One. You have opportunities for diplomacy with other players, as they will typically want you to place your Cathedrals in Areas with their Controlled Gates. You also have the *Un-Man* Power that you can use to your advantage.

Festival

This not only gives you a useful Monster, but lets you engage in social engineering. Abuse this authority, but remember that your Un-Men are not actually free.

Brainless

Reanimated need to be placed properly, and they are inflexible. Because they're so cheap, it's often worth Killing them in place of your Cultists–a Reanimated Pained off by itself is nigh-worthless.

Extinction

Your other Units are cheap, so look ahead to keep your Yothans protected.

Worship Services

As with *Festival*, use and abuse this to your advantage by offering to build Cathedrals in Areas where other players will return the favor.

Consecration

Not necessary until you are ready for Rituals of Annihilation.

Unholy Ground

An excellent defensive Spellbook in the mid-to-late game, it is often better used as a threat than as a weapon.

Thwarting the Ancients

You can't get rid of Cathedrals, but you need not make it easy to build them. Fortunately, the Ancients player usually telegraphs his intentions with a Cathedral construction team. When the Ancients start giving you extra Power via Un-Men or Cathedrals, use some of that Power to prepare your countermeasures. When he marches into a new Area it is easy to drive him out, or at least to force him to spend Power on an attack to drive you out. By hitting his Gates, you will deny him the Doom he needs in the late game. He doesn't have any reliable, good means of earning extra Elder Signs until late in the game, so if you keep pace with Gates, you should be able to keep ahead in Doom.







The Ancients: Epilogue

Some thought that because the enemy was scientifically advanced, they would also be socially advanced. Instead, they turned out to be brutal, bloody, uncontrolled, and savage. They see us as toys for their pleasure, and they don't try to rule us or even give us instructions. We don't know what's allowed or forbidden; a cruel and instant death is typically the only indication that one of us has transgressed. Their intangible spies flow unimpeded among us, and even our departed loved ones are not out of sight as their transfigured bodies, resurrected to awful new life, wait grimly on street corners. At the same time, writhing, prehistoric monstrosities are seen guarding the loathsome citadels that have sprung up everywhere."

—Sandy Petersen

Bubastis
Components


1 Dark Demon


Power Marker


4 Brain Cylinders


Faction Token


4 Brain Cylinder Tokens


Doom Marker


2 Cats from Uranus


6 Earth Cats


2 Cats from Saturn


2 Cats from Mars




6 Spellbooks & Faction Card



Moon Tile



1 Bastet

Introduction

The Bubastis Faction is that of the cats, that icon of Lovecraft's abiding love.

WARNING: DO NOT USE BUBASTIS IN A TWO-PLAYER GAME VS. CRAWLING CHAOS.

Set Up

Start with 8 Power. Place the Moon tile next to your Faction Card. Place 6 Earth Cats on the Moon. (Please note that the Bubastis High Priest, Dark Demon, and Brain Cylinder Tokens are included for your convenience if you are playing a game in which these are available to other players. Bubastis does not use these otherwise.) Here are the specific rules per Map:

The Moon

The Moon is only used in games featuring Bubastis. The Moon counts as a land Area with a Bubastis-Controlled Gate for all purposes, except that Control may not be seized by another Faction. No other Gate can be built or moved there, except for Yog-Sothoth via Catnapping. Your Units can Move and be Pained freely between the Moon and any other Map Area. Other Factions may Move or be Pained from the Moon to another Map Area, but not the reverse.

Elder Gods

Bastet is an Elder God; these beings are treated as Great Old Ones for all purposes except: they do not provide an inherent Elder Sign for a Ritual of Annihilation, though they often have other means of creating Elder Signs; and Elder Gods never roll Combat dice, but provide some fixed benefit. They do count as equal to Great Old Ones otherwise, so they can block Unit Captures. Nyarlathotep gets 2 Elder Signs or half-Power cost from his Harbinger ability compared with that of other Great Old Ones. You can use them to Capture Cultists even if an enemy Monster is present, and so forth.

Note for the Library of Celaeno Map:
On the Library of Celaeno Map, Bubastis gets 2 Silence Tokens at the start of each Doom Phase, instead of 1. Bubastis can have up to 2 Silence Tokens at a time (instead of 1), and must discard all unspent Silence Tokens when the Gather Power Phase starts (as normal).

Note for the Shaggai Map:
Bubastis is allowed to use the "Pay 6 Power" rule even though the Moon can't have a Worm.

Playing as Bubastis

At first, you have a clowder of Cats on the Moon. They're safe there, but it's awkward and costly to move them all to Earth. Essentially, you must Summon your other kitty types on Earth to avoid needing to Move them from the Moon. Your Spellbook requirements govern your early planning — get ready to Move your Cats off the Moon and into enemy Start Areas. Then get your Cats into Combat so they can be Killed one by one. At some point, Awaken Bastet.

Your main advantage is that you never have mediocre Power. Your main weakness is that said Power never reaches extreme levels. Fortunately, with 12 Monsters at your beck and call, you are great at Capturing Cultists, and your Spellbooks are straightforward and easy to understand.

Your route to winning is simple, too — get those Spellbooks and Ritual your way to victory. You need to seek out lots of Combat for this. Between Doom Phases, use Cats to wipe out enemy Gates (*Catabolism*) and Capture or *Catnap* their Cultists. It's super fun to watch unfold.

Catnapping

Lets you remove potential foes from a target Area, and later gives you Power when those Units must depart the Moon.

Ailurophobia

This is how to score Doom, since otherwise you'll only get 1 Doom per turn (from the Moon). We recommend taking it early. Remember, Cats on the Moon don't count toward this Spellbook.

Zagazig

Makes your Cats from Mars really mean. Also note that it does not affect Bastet's Combat. It does affect the enemy's die rolls too, though, so be careful!

Catabolism

Get this as early as possible so you can Recruit kitties on the main Map.

Savagery

Really boosts your Combat effectiveness. Often, this is better used as a defensive option, because it makes an enemy less interested in attacking a Cat from Saturn's location.

Predator

Makes your attacks horrifying, particularly against Factions which have multiple Monsters in play, such as Windwalker or Yellow Sign. Works well with Catnapping, because Monsters you've pulled to the Moon make good targets.

Thwarting Bubastis

She has no Gates to attack, which often puzzles enemies. Instead, focus on her Units — she only has 2 of each upper-level Cat, so it's not impossible to exterminate them. Also, each time you Kill a Cat, she loses Power and possibly Doom for next turn. Your best approach is a Cat-murdering rampage. Remember, Cats can't steal your Gates.

You might want to Summon a cheap Monster in your home Area as pest control. Just saying.









Bubastis: Epilogue

"Seen fair and lovely on a dream-throne of silk and gold under a chryselephantine dome, is a shape of deathless grace not always given its due among groping mortals—the haughty, the unconquered, the mysterious, the luxurious, the Babylonian, the impersonal, the eternal companion of superiority and art—the type of perfect beauty and the brother of poetry—the bland, grave, compliant, and patrician cat."

Howard Phillips Lovecraft; Cats and Dogs

Daemon Sultan

COMPONENTS



4 Brain Cylinders

6 Acolyte Cultists



Azathoth Glyph Token



Power Marker



Azathoth Die



1 Dark Demon



1 High Priest



3 Chaos Gates



2 Larvae Thesis



2 Larvae Synthesis







6 Spellbooks & Faction Cards



Doom Marker



Faction Token



4 Brain Cylinder Tokens



1Avatar Synthesis



1 Avatar Thesis



2 Larvae Antithesis



1 Avatar Antithesis

Introduction

The Daemon Sultan represents those few madmen who seek to learn of Azathoth, or who have already done so.

Set Up

The Daemon Sultan player starts with nothing on the Map, and begins with minimum Power (4, because the other players have 8). He must use his *Psychosis* ability to place his first Units.

Please note that the Daemon Sultan High Priest, Dark Demon, and Brain Cylinder Tokens are included for your convenience if you are playing a game in which these are available to other players. The Daemon Sultan does not use these otherwise.

Playing as Daemon Sultan

During the first turn, typically Daemon Sultan Summons free Cultists for a while. Near the end of the turn, build a Gate and either Move a second Cultist to it, or Summon a Larva. That'll use up your 4 Power. Yes, someone may Capture one of your Cultists, but it's cheaper to replace it (free) than to flee, unless you fear letting that player gain the Power next turn.

Your hardest Spellbook to achieve is the Abandoned Gate; often, you can't accomplish it until you have a Chaos Gate available. However, in theory, you could get the "every other player chooses whether he receives 1 Power or 1 Doom" Spellbook, in your first Action Phase but it can be risky giving your foes that early boost.

In general, you needn't suppress enemy players in the early-to mid-game (unless one pulls ahead drastically). Instead, you have several tools to use in boosting players who fall behind—let *them* pull down the leaders. You are, by and large, a Faction which thrives by keeping your enemies on an even playing field.

One of your big decisions is how much to pay for Avatar Thesis—you could, of course, pay nothing, but then you must pay it back later, when Avatar Antithesis costs 8! In general, a cheap Thesis makes sense, because Power is precious in the early game. But, it can be useful to get your second Great Old One out early, too. Some players like paying 4 apiece, which at least has the virtue that you know what

your Avatars all cost. Don't forget, however, that if you have a 0-cost Avatar, you can Sacrifice it cheaply to keep another, better Avatar alive via Synthesis' *Cosmic Ruler* ability. Don't forget to re-Awaken your cheap Avatar.

Your Spellbooks activate once per turn, so you need to position yourself properly to maximize their value. You'll seem weak early, but later your three Great Old Ones help you surge ahead. Experienced enemies will figure this out; don't fall into the trap of spending your entire turn managing Spellbooks and slacking off on essential tasks, such as building Gates. Eventually, you may have only your Chaos Gates, but if you can manage to perform Rituals, you can get up to 3 Elder Signs each time.

Consummation

A core Spellbook, but pointless to take as your first one.

Traitors

An excellent Spellbook, though it may not appear so at first glance. You get an Elder Sign, another player gets saddled with a hard-to-protect Gate in the middle of nowhere, and you get a new Cultist to place for free with *Psychosis*.

Chaos Gate

This gives you a comparatively safe Gate, and also sets you up for the Terror weapon of *Animate Matter*.

Animate Matter

Your signature move. As the click-bait ad goes, "Other Great Old Ones hate him!"

Undirected Energy

It requires you to put Thesis in harm's way, but if he's cheap, you shouldn't care.

Fiendish Growth

Lets you set up for lots of stuff and, unlike *Undirected Energy*, since you get Units immediately, Antithesis is protected.

Thwarting Daemon Sultan

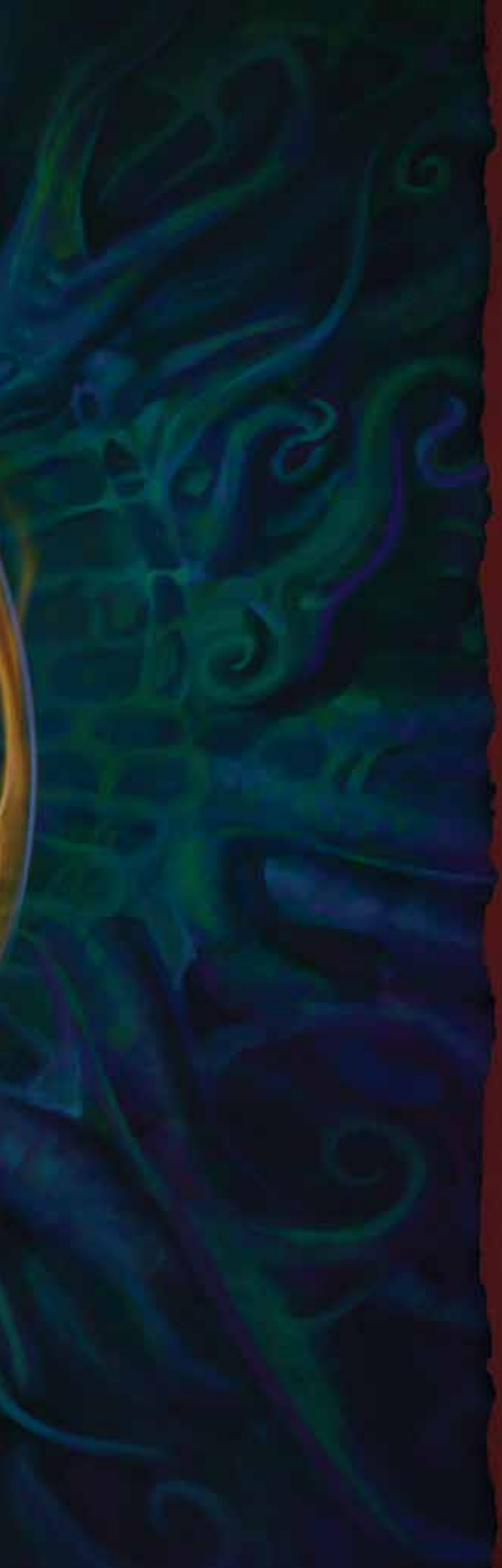
Daemon Sultan's great strength is that he can destroy your infrastructure and help your rivals. His great weakness is that it takes him at least three turns and 19 Power to set up all his Great Old Ones, which means he has a long, slow buildup.

You can pre-emptively hamper him by checking which Larvae he has out. If he doesn't have a relevant Larva, he can't Awaken that Great Old One. You should also kick him off his Chaos Gates. An Abandoned Gate is still good for you, after all, and you'll need the Power to rebuild your lost Gates.









Daemon Sultan: Epilogue

A touch of rhythm celestial reach'd my soul;

Thrilling me more with horror than with joy.

Again the spirit mock'd my human pangs,

And deep revil'd me for presumptuous thoughts;

Yet changing now his mien, he bade me scan

The wid'ning rift that clave the walls of space;

He bade me search it for the ultimate;

He bade me find the truth I sought so long;

He bade me brave th' unutterable Thing,

The final Truth of moving entity.

All this he bade and offer'd - but my soul,

Clinging to life, fled without aim or knowledge,

Shrieking in silence through the gibbering deeps.

Howard Phillips Lovecraft, the Poe-ets Nightmare

Opener of the Way
COMPONENTS



Faction Token



6 Acolyte Cultists



3 Abominations



Doom Marker

Yog-Sothoth



Power Marker

2 Spawn of Yog-Sothoth



4 Mutants



6 Spellbooks & Faction Card

Playing as Opener of the Way

Opener of the Way is probably the weirdest Faction of them all. Your Faction is delicate and requires precision, but has unparalleled flexibility. In fact, your Faction begins with an important strategic decision—where to start! More than any other Faction, you must react on the fly to other players' actions. You can always do something effective, but what that is differs depending on the situation.

Keep a Mutant with your Cultists—if someone enters your Area, this is a perfect opportunity to Battle and promote with *Million Favored Ones*! This also puts Cultists back into your Pool to be Recruited by Monsters placed via *They Break Through*.

Though Yog-Sothoth really costs 10 Power to Awaken (6 for him and 4 for the Spawn you give up), he is flexible because you can pay on the installment plan: Summon a Spawn on one turn, then Yog-Sothoth on the next. Everyone else has to pay for their Great Old Ones all at once. Don't forget that you can Summon Monsters through him.

Beyond One is best in the early game. You not only steal a Gate, but also Move long distances and escape threats.

Summon a Spawn of Yog-Sothoth early despite the huge cost, so that you can bring your Great Old One out at the right time (usually once two or three other Great Old Ones have taken the field). You won't dominate the game in the beginning; you must grow over time by promoting Units and re-designing the map's Gate structure. Movement is not cheap for you, so use *Beyond One* and *They Break Through* as affordable alternatives.

Once you've built up, use your numbers to swamp an Enemy. Do not fear to "promote" a Spawn of Yog-Sothoth into as few as two Mutants. Remember that once you have six Spellbooks, you can declare more than one Battle in a turn. This is huge for you.

Channel Power

For obvious reasons, this is a handy spell to have. Your Faction is often Power-hungry, so save it for special occasions.

Dragon Ascending

Choose the right time and this can reverse the course of play. Remember that using this Spellbook is NOT an Action, which means that you can do it even if you are out of Power.

Dragon Descending

If you wait until the perfect moment, you might not get its benefits—seize the day.

Dread Curse of Azathoth

Pester enemies with death from the sky. Enemy Units are often in the same Area as Gates, and you can drive them out with *Dread Curse* while your Units stay behind.

Million Favored Ones

A core ability, and one you'll want early.

They Break Through

Possibly the Spellbook most hated by Enemy players.

Thwarting Opener of the Way

Opener of the Way's Monsters are expensive, so he tries to promote rather than Summon. If you can Kill a Monster in each Battle, it will become a losing proposition for him. He is restricted by his need to share territories to earn Spellbooks. Turn this to your advantage by setting up traps—Areas where you can counter Opener's moves with overwhelming force.

Tip:

Don't just use *Million Favored Ones* to get your big Units into play; remember that you can always purchase them outright .





Opener of the Way: Epilogue

"At first we thought it was a disease. We even tried to treat it. People, seemingly at random, developed disgusting deformities. But those people couldn't be treated. They didn't want to be treated. They lashed out, and in their anger became more and more monstrous. Near the end fire came from the skies, destroying cities, farmland, countryside. Finally, It appeared. It was bigger than human words and seen all around the world, by everyone at the same time. Impossible? That word is now useless. We pretend to hope it won't find us, but hiding hasn't worked yet. No, it simply hasn't gotten around to all of us."

—David Mendiola

Sleeper
Components



Faction Token



Power Marker



Doom Marker



6 Acolyte Cultists



2 Wizards



Tsathoggua



4 Formless Spawn



3 Serpent Men



6 Spellbooks & Faction Card

Playing as Sleeper

Your Faction is not particularly interested in combat. Instead, your Units debilitate your foes outside of Battle. You are not the quickest Faction to gain the lead, but you can be lethally and viciously petty.

Try to build up your Power base in the early game. Summon cheap Monsters in the first Action Phase, so that you can start to spawn better ones via *Death From Below*. Do not discount the usefulness of *Cursed Slumber*, especially in the early game. You have a Spellbook requirement that gives another player 3 Power—use this to bribe or bully your opponents into doing your will.

In the late game, ability accumulation bears grim fruit for your foes. With Tsathoggua on the Map, you can spend Action after Action in *Lethargy*. If your foes don't react you'll be the last player left with any Power, and you can use it to march Tsathoggua (cheaply, using *Burrow*) to Capture Monsters. Even though Tsathoggua's Combat is reduced late in the Action Phase, a couple of Formless Spawn let you inflict Kills. *Demand Sacrifice* either protects you from retribution or makes your opponents pay for their attacks against you. If you Move with a Wizard, you can use *Energy Nexus* to run away before any fight.

Ancient Sorcery

There are too many choices to list them all. To name just one possibility: copy Cthulhu's Faction ability to replace a dead Tsathoggua on the cheap (and earn an Elder Sign!).

Burrow

Spectacularly useful. Doubled up with *Lethargy*, you can save Power like crazy.

Capture Monster

The advantages are clear, even for the most inexperienced player.

Cursed Slumber

Gives you a smaller footprint on the Map, and you can reverse it to teleport a Gate anywhere on the Map. Then, *Cursed Slumber* a new Gate from your home base and set up a Gate factory.

Demand Sacrifice

They'll spend the Doom when facing Tsathoggua, but otherwise you can act with impunity.

Energy Nexus

This Spellbook has SO many different ramifications and possibilities that we can't list them all! Here are just two possibilities: use *Cursed Slumber* to Move a threatened Gate off-map, or use it to fulfill one of Sleeper's Spellbook requirements and immediately gain the *Demand Sacrifice* Spellbook to use in the following Battle!

Thwarting Sleeper

Sleeper is weak in Battle until he has two or more Formless Spawn out; take advantage of his early weakness. Unfortunately, *Demand Sacrifice* makes him hard to Kill. Sometimes you just have to suck up the pain of giving him an extra Elder Sign. To suppress Sleeper, take Actions that force him to spend Power and lose his late-turn advantage. For instance—Killing two Formless Spawn will cost him six Power to restore. Of course, Killing Tsathoggua is always a treat. Without giving him an Elder Sign, you can Eliminate his Cultists outside of Battle (using *Dreams, Zingaya,* or just plain Capture). He usually does not have many Gates, and they are often ill-protected, so it is effective to strike at his Gates. Even if you can't Kill him, you can Pain him away.

Tip:

Sleeper gets the equivalent of a two-to-three Power boost every turn via his free Monster from *Death From Below*. Do not forget this.





Sleeper: Epilogue

"The end came unexpectedly. I always thought it would be zombies or aliens or nuclear weapons. Instead, it was this ooze. It was as if the earth itself was falling apart, bleeding black tar. You couldn't fight it any more than you could fight the ocean. Slowly, but surely, the ooze dragged us from our homes, from our families. It dragged us to that awful beast's waiting maw. I can still see it, every time I close my eyes."

—David Mendiola

Tcho-Tcho
COMPONENTS



Growth Marker



Doom Marker



Power Marker



Faction Token



6 Acolyte Cultists



Ubbo Sathla



6 Proto-Shoggoths



3 High Priests





6 Spellbooks & Faction Card

Introduction

Set Up

The Tcho-Tcho do not have a Glyph on the Map. Instead, once all other players except for Windwalker and Opener have set up, the Tcho-Tcho set up in any unoccupied Area with a Faction Glyph.

Please note that the Tcho-Tcho can set up in one of Windwalker's starting Areas, in which case Windwalker is forced to set up in the other one. We recommend avoiding this if possible, though, because it gives Windwalker an instant Spellbook (for having a Gate in another start Area). In an 8-player game this is unavoidable, but due to the nature of 8-player games it does not provide Windwalker with any significant advantage.

If you are using the **High Priests** expansion, replace one of the Tcho-Tcho's six starting Acolytes with a High Priest. (Thus, they will start with a Controlled Gate, five Acolyte Cultists, and a High Priest.) The inclusion of High Priests gives the other factions a boost in strength, and so the Tcho-Tcho need a slight nudge, too. This also gives them some flexibility in the early game. (Note that this does not give the Tcho-Tcho an extra High Priest; they still only have 3). The **High Priests** expansion also changes the way the Tcho-Tcho's *Hierophants* Spellbook is played.

If Opener of the Way is in play, place Opener's Faction Glyph token in his starting Area (The Tcho-Tcho need to know where this is, for their *Idolatry* Spellbook).

Also, please note that if you are using the Unique High Priest rules (available from Petersen Games), the Tcho-Tcho may only have one such High Priest. You will need to somehow distinguish this Unit from your other two "generic" High Priests.

Playing as Tcho-Tcho

The Tcho-Tcho are an exciting, human-controlled Faction. Representing the psychically advanced but ethically repulsive Tcho-Tcho tribe, their Great Old One, Ubbo Sathla, is a tool and a slave rather than an object of worship!

Your Faction faces numerous decisions throughout the game, and planning is required. Should you accumulate High Priests or expend them to gain immediate Power? Which enemy Start Areas should you target? It is almost impossible to gain all of your Spellbooks until at least the fourth Action Phase, so in which order should you take them? Your choices affect not just you, but also the other Factions who will be vying to discourage your attention.

The only Spellbook available to you in the first Action phase is the one for removing your starting Gate (which we do not recommend doing!). Since you'll need a High Priest to Awaken Ubbo Sathla, one of your Actions should always be to Recruit a High Priest. You now have to choose between trying to create a Gate or recruiting a second High Priest; remember that having an extra High Priest lets you jump-start your second round with 12+ Power (by sacrificing your extra Priest), giving you a slight leg up on the other players, even those with two Gates.

At the start, you are weak on defense. However, due to *Martyrdom*, enemies are typically reluctant to attack an Area containing your High Priests. If your enemies don't send in Great Old Ones, you can often use Proto-Shoggoths to handle the riffraff.

In the first Doom Phase, take your first Spellbook for Awakening Ubbo Sathla. If you take *Hierophants* as your reward, you've set yourself up for 6 free High Priests over the rest of the game.

You have a major Power advantage in the early game, because you normally spend 0 Power on your Great Old One. You can use this offensively not only to capture or build Gates, but also to harass your enemies by placing your Units in their Start Areas.

As the game goes on your Faction loses steam, so you will eventually have to fight a rear-guard action, clinging to your remaining Gates for as long as possible. This is the time to finally get *Tablets of the Gods*, start churning through your High Priests, and stacking up those Elder Signs. Properly using and recycling High Priests is the key to your success.

Be sure to keep a sharp eye out and pay attention to when people perform Rituals of Annihilation, so that you can seek your *Sycophancy* reward.

Hierophants

Should be your first Spellbook about 90% of the time.

Idolatry

Useful both for escaping an enemy as well as massing for an attack.

Martyrdom

A significant defensive boost for you. Not always useful as your first Spellbook.

Soulless

An excellent protective Spellbook, and the signature ability of the Tcho-Tcho.

Tablets of the Gods

Best in the late game, though its effects do add up over time. It lets you get an Elder Sign for what amounts to 3 Power, an excellent bargain.

Terror

Transforms puny Proto-Shoggoths into effective Battle Monsters.

Thwarting the Tcho-Tcho

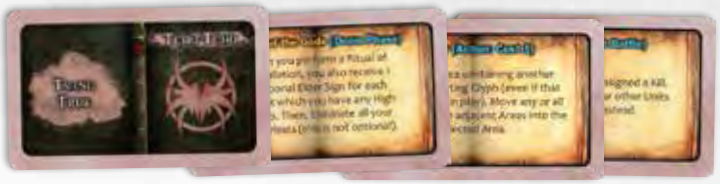
The Tcho-Tcho are strong at first, but then hit a wall. Appropriate Actions on your part can reduce their footprint on the Map. You know exactly where they are headed: your home Area! Your Monsters can attack them effectively; even non-Combat Factions such as Yellow Sign and Black Goat have Monsters that can fight the Tcho-Tcho. Ubbo Sathla is usually not dangerous until around the 4th turn, so don't be frightened off by its presence.

Tcho-Tcho Tribes

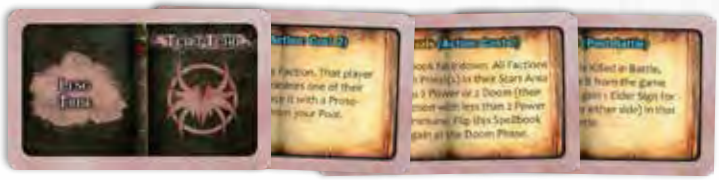
COMPONENTS



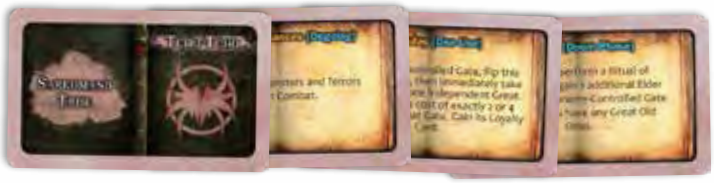
3 Universal Spellbook Cards



3 Tsang Tribe Spellbook Cards



3 Leng Tribe Spellbook Cards



3 Sarkomand Tribe Spellbook Cards

Introduction

How to Use the Tcho-Tcho Tribes

When you begin play, choose your Tribe—either Leng, Sarkomand, or Tsang. (Do not choose Sarkomand unless your game includes both Independent Great Old Ones and Neutral Monsters.)

All three Tribes share the same Faction Card and three Spellbooks—*Hierophants*, *Soulless*, and *Terror*. However, each Tribe has a set of three other Spellbooks unique to it.

Take your chosen Tribe's three Spellbooks and place them in your Pool, underneath your universal Tcho-Tcho Spellbooks (or under any concealing object). You do not need to show them to the other players. Secretly, put the six unused Spellbooks (for the two unchosen Tribes) back in the box so they can't be inspected.

When you gain a Spellbook, you may choose any of your six available Spellbooks—one of the three universal Tcho-Tcho Spellbooks, or one of your unique Tribe Spellbooks. You don't need to announce which Tribe you belong to until you play one of your unique Spellbooks.

Tsang Tribe

Players familiar with Cthulhu Wars may recognize Tsang as identical to the original Tcho-Tcho Faction (Tsang includes balance changes). Their tactics and tricks are also unchanged, save for the fact that your opponents won't know you are Tsang until, with luck, it's too late.

Leng Tribe

The Leng Tribe has some nasty surprises up their sleeves.

Surprise!

Does double-duty by Killing an enemy Acolyte and bringing out a Proto-Shoggoth at the same time. The disadvantage, however, is that you don't choose your new buddy's placement—but view this as an opportunity. Of course, anyone foolish enough to place a Proto-Shoggoth in a Start Area is going to see it recruit a High Priest for *Dark Rituals* (see Spellbook for details)!

Dark Rituals

This is one of your signature moves. You should try to do it early, because your foes start becoming immune to it late in the game. Many players try to set up their High Priests, perform a *Dark Ritual*, then immediately sack the Priests for Power. Others try to keep them around. It's worth doing even if you have only one High Priest placed, but obviously you can do better with enough preparation.

Fulmination

This is how you earn your game-winning Elder Signs. It's a one-off, because it Kills Ubbo Sathla, but if you and your opponent score enough Kills, it can really be impressive. Only Kills count, not Eliminations.

As Leng, your most important decision is when and where to score your one-off *Fulmination* reward. You can't do it too late in the game, because one of your Spellbooks requires you to have 3 or more Elder Signs. But you can't do it too early either, because Ubbo won't have grown enough to score sufficient Kills. As a side benefit, it tends to encourage enemy players to spread out their forces. Also, remember that, as with all Combat abilities, *Fulmination* is optional, so if your attempt to *Fulminate* doesn't score impressive Elder Signs, you don't have to go through with it. Leng usually has a lot of Power from Dark Rituals and High Priests, but you will have to spend that Power to Summon and Move your Units for that big attack. You'll also want that Power for the Rituals of Annihilation you need to perform along the way, especially if you plan on competing with the other guys.

Unsurprisingly, the Leng Spiders are an ideal ally for the Leng Tribe. Think about it. (They also really like Cthugha—in fact, the name of their signature ability is a shout-out to fiery power.)

Sarkomand Tribe

This is our first Faction specifically designed to work with Independents and Neutrals. Clearly, your free Great Old One is an important decision.

Otherworld Alliances

Makes Neutrals great buys. Even the despised Servitors of the Outer Gods become Cost 1 Combat 0 Monsters for you, which is almost worthwhile. Giant Albino Penguins still suck, though.

Doomsday

A free Great Old One! Always fun. Sadly, you can only use this once.

Inerrant

Remember, you need 3 Elder Signs for that one Spellbook. This gets you there in a single Ritual if you have Ubbo and your free Great Old One placed properly. Because you double-dip with Ubbo Sathla this way, you gain 1 Elder Sign for it anyway (as your Faction Great Old One). Then, if Ubbo is at an enemy Gate, you get another Elder Sign, plus a third if your free Great Old One is usefully placed.

Even though you can't take the Cost 6 and Cost 0 Independents with *Doomsday*, you should still consider taking one of these at some point, particularly if it synergizes effectively with your freebie. For example, you could take a free Cost 4 Great Old One to Sacrifice later for Cthugha. Or, you could use Abhoth to place Filth tokens to prepare an Area for Atlach-Nacha to visit safely.

Once you get those Great Old Ones in play, the other players may try to Kill them to keep you from Ritualing to victory. That's where your Neutral Monsters and Terrors can come in handy. You're not an easy Faction to give advice for, because what you do depends so much on who you choose for allies.





Tcho-Tcho: Epilogue

"At first we thought them laughable primitives. Our obvious technical and educational superiority made us pity them. As they moved among us, they were true to their ancient law, 'Another's sorrow is thy joy.' It took time to realize that our religious, business, and political leaders were being targeted disproportionately, dying to mysterious tumors, poisons, and fanatical assassins. Meanwhile, their agents whipped up frenzied mobs among the hopeless and homeless, and spent ominously vast quantities of money on mass amnesties of prisoners. Gangs of criminals terrorized the population. Anyone on the streets ran the risk of being kidnapped or murdered. Wild hordes broke into homes, plundered, and raped. Then came the next step—the Tcho-Tcho emerged openly and began to round us up to sacrifice to their foul deities. It is now clear that they share no empathy with the rest of humankind. Our so-called "superiority" in law, medicine, and engineering were useless against the arcane science they practiced—they were nothing if not practical. Were any of them ever human, mentally? They are in my hotel. I hear screams and gunshots, though no police are left. Who is shooting? I hear footsteps in the corridor—not all of them are human."

—Sandy Petersen

WINDWALKER
COMPONENTS



Doom Marker



Power Marker



Faction Token



6 Acolyte Cultists



Rhan Tegoth



4 Wendigos



4 Gnoph-Keh



Ice Age Token



Ithaqua





6 Spellbooks & Faction Card

Playing as Windwalker

Windwalker is a late bloomer. Your Spellbooks are not always useful in the early game, and you have no good movement abilities until Ithaqua is Awakened. However, as the game progresses your Units become cheaper, your strength increases dramatically, and an array of powerful options appears.

Hibernate with every other Action Phase—if you do it in every Action Phase, you will not actually get a Power advantage. Do the math; it can be tempting to *Hibernate* with a lot of Power in the bank, hoping for a super Phase next time, but if your enemies are also high on Power this can be risky. When other players have their Great Old Ones out, you should be able to bank on 2 to 4 extra Power via *Hibernate* on every other Action Phase.

Gnoph-Keh are expensive at first, but you must start producing them in order to get their cost down. Before Battle becomes commonplace, you may need to Summon a Wendigo or two—later, they should be the product of other people's fights. While *Ferox* lets you safely leave Cultists more-or-less alone, you still need to beware of Cthulhu's *Dreams*.

Your Great Old Ones are inexpensive and useful. Remember that you can Awaken Rhan Tegoth at either pole, and without a Gate. This can be a nasty surprise for an Enemy who thought himself safe (particularly in light of Rhan Tegoth's resistance to injury!).

In the late game, bring out Ithaqua to your advantage, and your Spellbooks start to kick in. This is when *Ice Age* is most valuable, and your army will be large enough to take the field. You lead one of the few forces that can take on even Great Cthulhu itself. You will often bank on one gigantic turn in which you achieve massive success, controlling five to six Gates and then using your Power advantage to perform a massive Ritual of Annihilation in the following Doom Phase.

Special Rule for Windwalker:

The Windwalker Faction may never be the First Player at the beginning of the game!

Note:

In a 2-player game, some Factions may grief Windwalker by not taking their 6th Spellbook. Therefore, only in a 2-player game, Windwalker may score his "get six Spellbooks" Spellbook by sacrificing Ithaqua, instead.

Arctic Wind

Useful for marching your unstoppable horde to victory.

Berserkergang

Best when you have a lot of Gnoph-Keh, so that they are cheap to replace.

Cannibalism

Take this Spellbook early, to start your Wendigo army. It also acts as a damage shield—as long as you score a Kill in Battle, you can instantly replace one of your losses!

Herald of the Outer Gods

Simple and reliable. Combine with your Power advantage from *Hibernate* to pull ahead every turn...if you dare.

Howl

Useful for clearing out an Area to capture a Gate, or for removing an Enemy Great Old One's protective guard.

Ice Age

Useful to defend a vulnerable Gate or to lock down an Enemy Area in preparation for an invasion.

Thwarting Windwalker

Take early action against Windwalker, while he is still accumulating his Spellbooks and armies. Seek an early lead in Doom, and spread your empire far and wide so that he can't cripple you with one big attack. The harder you harass Windwalker in the early game, the later he comes into his glory, and that's good for you.

It may seem like a smart move to preemptively seize a polar Area, but this will usually end up with you getting a Great Old One in your face. Rhan Tegoth is a particularly knotty problem—you can't Kill him, and you don't want him to stay.

Like Cthulhu, Windwalker has a huge and nigh-indestructible army, but a weak periphery. However, unlike Cthulhu, Windwalker is expensive to play. Keep him starved for Power.

Tip:

Not sure what to do with the extra Power from *Hibernate*? When in doubt, Summon a Gnoph-Keh!



Windwalker: Epilogue

"They came from the North, with fur and claw. We were confident in our weapons: guns, tanks, aircraft. We tried to fight back, and at first we held on. Little by little, they overcame us. They kept getting stronger, and our armies melted away. When the impossible juggernaut appeared, indestructible and unrelenting, all hope seemed lost. We fled, choosing to hide rather than fight. We hoped that would keep us safe, that maybe they'd stay in the cold. But then we heard it—the sound that brought the winter.

We heard the Howl." —David Mendiola

NEUTRAL MONSTERS

"There were scenes of old wars, wherein Leng's almost-humans fought with the bloated purple spiders of the neighbouring vales."

—H.P. Lovecraft, The Dream-Quest of Unknown Kadath

Neutral Monsters are Monsters in every way, except that they do not belong to a Faction from the start of the game, and that they have inherent abilities (rather than relying on Spellbooks). They can be played with any combination of other expansions, on any Map, and with any Factions.

You may purchase the ability to Summon a Neutral Monster or Terror during the Doom Phase. You may only gain one Loyalty Card per Doom Phase, but there is no limit to the number of Neutral Monster or Terror Loyalty Cards you may obtain.

When it is your turn to perform a Ritual of Annihilation, you may lower your Doom by 2 points. If you do so, choose a Neutral Monster Loyalty Card from among those available and place it by your Faction Card, adding its figures to your Pool. This will often also give you a free Monster that can be placed immediately. At this point, if you wish to do so, you may also perform a Ritual of Annihilation.

Once you purchase a Neutral Monster Loyalty Card, you keep it for the rest of the game. From then on, only you may Summon and Control the Monsters associated with that Loyalty Card.





Dreamlands Surface Monsters

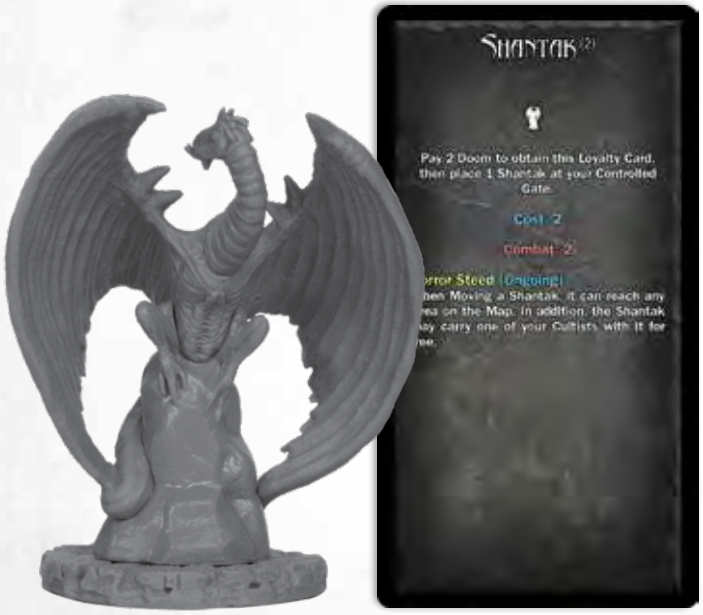


4 Moonbeasts & Loyalty Card



3 Gnorri & Loyalty Card

Dreamlands Underworld Monsters



2 Shantaks & Loyalty Card



2 Gugs & Loyalty Card



3 Leng Spiders & Loyalty Card



4 Ghasts & Loyalty Card

Giant Blind Albino Penguins



2 Giant Blind Albino Penguins & Loyalty Card



TERRORS

Terrors are a new type of Unit that can be found in some expansions.

Terrors are Summoned like Monsters, with a Summon Terror Action that requires a Controlled Gate. They are equal to Monsters in their ability to Capture Cultists. That is, Monsters can protect Cultists against Terrors (and vice-versa), and Great Old Ones can still Capture a Cultist protected by a Terror. However, being a separate type of Unit, they are not vulnerable to abilities that specifically target Monsters. You may purchase a Terror's Loyalty Card during the Doom Phase.

You may purchase the ability to Summon a Neutral Monster or Terror during the Doom Phase. You may only gain one Loyalty Card per Doom Phase, but there is no limit to the number of Neutral Monster or Terror Loyalty Cards you may obtain.

When it is your turn to perform a Ritual of Annihilation, you may spend 2 Doom and 2 Power. If you do so, choose a Terror Loyalty Card and place it by your Faction Card; placing the figure on the Map as instructed. If you wish, you may still perform a Ritual of Annihilation.

Once you purchase a Terror Loyalty Card, you keep it for the rest of the game. From then on, only you may Summon and Control the Terror associated with that Loyalty Card.





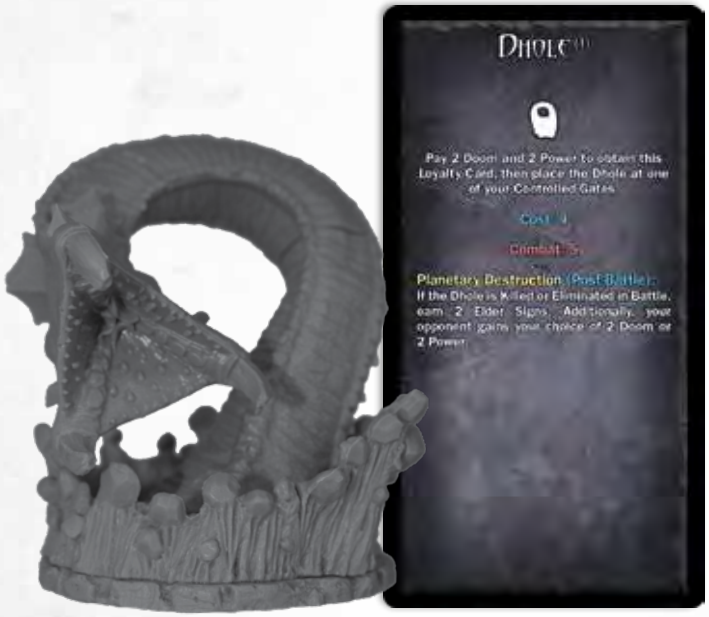
Cosmic Terrors



Great Race of Yith & Loyalty Card



Quachil Uttaus & Loyalty Card



Dhole & Loyalty Card



Worms of Ghroth

The Worms of Ghroth miniatures are found in the Shaggai Map expansion (see page 161). To use them as Terrors, please refer to the Loyalty Card. Note: Worms of Ghroth cannot be used as Terrors if you are playing on the Shaggai Map.



6 Worms of Ghroth & Loyalty Card

Elder Shoggoth



Elder Shoggoth & Loyalty Card

Brown Jenkin



Brown Jenkin & Loyalty Card

Cacodemon



Cacodemon & Loyalty Card

Independent Great Old Ones

Independent Great Old Ones are very similar to those belonging to player Factions. Each Independent Great Old One has an inherent ability, must be Awakened to bring it into play, and has a Spellbook that goes only on its own Loyalty Card. They are very powerful and can greatly amplify your Faction's abilities as well as disrupt the plans of your enemies. Because many new and surprising strategies open up when using Independent Great Old Ones, we recommend not playing with them until you've had a few games of ***Cthulhu Wars*** under your belt.





Independent Great Old Ones

The rules below govern all Independent Great Old Ones:

Awakening

The specific requirements to Awaken any Independent Great Old One are found on its Loyalty Card. On Awakening an Independent Great Old One, take its Loyalty Card and place its figure on the map, under your Control. Add its Spellbook and any associated tokens to your Pool. There is no limit to how many Independents you may Control. You may use one Independent to help Awaken another.

Death

If your Independent Great Old One is Killed, place its Loyalty Card, figure, unused tokens, and Spellbook back into the general Pool (tokens already on the map remain there). If you had earned its Spellbook, it "falls off " the Loyalty Card and is no longer in effect. If this Independent is Awakened again, even by a player who had previously Controlled it, its Spellbook must be earned again.

Spellbook

Each Independent has its own Spellbook; when the requirements to earn this Spellbook are met, place it on its Independent's Loyalty Card and reap its benefits as long as you Control that Independent. These Spellbooks never count as one of the Spellbooks on your Faction Card (you cannot place it on your Faction Card, it does not unlock Unlimited Battle, and does not count for winning the game!).

Doom Phase

When you perform a Ritual of Annihilation, do NOT gain an Elder Sign for any of the Independent Great Old Ones you Control. We did not specify this rule in the original release of ***Cthulhu Wars***, and this led to particular and problematic balance issues. Therefore, ONLY Faction Great Old Ones provide Elder Signs when you perform a Ritual of Annihilation. (Great Cthulhu still gets an Elder Sign when Awakening any Great Old One, however).

Note:

For your first game with Independents, we recommend using one fewer Independent than the number of players.

Great Old One Pack 1



Mother Hydra, Loyalty & Spellbook Cards



Chaugnar Faugn, Loyalty & Spellbook Cards





Yig, Loyalty & Spellbook Cards



6 Filth Tokens



Abhoth, Loyalty & Spellbook Cards





Cthugha, Loyalty & Spellbook Cards



Great Old One Pack 2



Father Dagon, Loyalty & Spellbook Cards



Bokrug, Loyalty & Spellbook Cards



Ghatanothoa, Loyalty & Spellbook Cards



6 Web Tokens

Atlach-Nacha, Loyalty & Spellbook Cards

Great Old One Pack 3



Gobogeg, Loyalty & Spellbook Cards



Byatis, Loyalty & Spellbook Cards

Great Old One Pack 4



2 Nyogtha, Loyalty & Spellbook Cards



Tulzscha, Loyalty & Spellbook Cards

Faction Great Old Ones as Independents

These Loyalty Cards, Spellbooks, and abilities were designed by Sandy so that Faction Great Old Ones could be used as Independents. We do NOT recommend using a Great Old One as an Independent if a player is playing as that Great Old One's Faction.

Independent Great Old Ones

Awakening: Take the Independent's Loyalty Card, Spellbook, and any tokens, and add them to your Pool. Place the Independent's figure on the Map, under your Control. There are no limits to how many Independents you may Control, and you may use one Independent to help you Awaken another.

Death: If your Independent is Killed, place its Loyalty Card, figure, unused tokens, and Spellbook back into the general Pool (tokens already on the map remain there). If you had earned its Spellbook, it "falls off" the Loyalty Card and is no longer in effect. If this Independent is Awakened again, even by the same player, the Spellbook must be earned anew.

Spellbook: Each Independent has its own Spellbook to be earned. When a Spellbook's requirements have been met, place the Spellbook on the Independent's Loyalty Card; you may reap that Spellbook's benefits as long as you control that Independent. This Spellbook does not count as one of your "Faction" Spellbooks for any purpose, and it cannot be placed on your Faction Card.

Doom Phase: When you perform a ritual of Annihilation, do NOT gain an Elder Sign for any Independent Great Old Ones you Control.

Note: For your first game with Independents, we recommend using one fewer Independent than the number of players.



The King in Yellow Loyalty & Spellbook Cards



Hastur Loyalty & Spellbook Cards



Cthulhu Loyalty & Spellbook Cards



Shub-Niggurath Loyalty & Spellbook Cards



Nyarlathotep Loyalty & Spellbook Cards



Yog-Sothoth Loyalty & Spellbook Cards



Tsathoggua Loyalty & Spellbook Cards



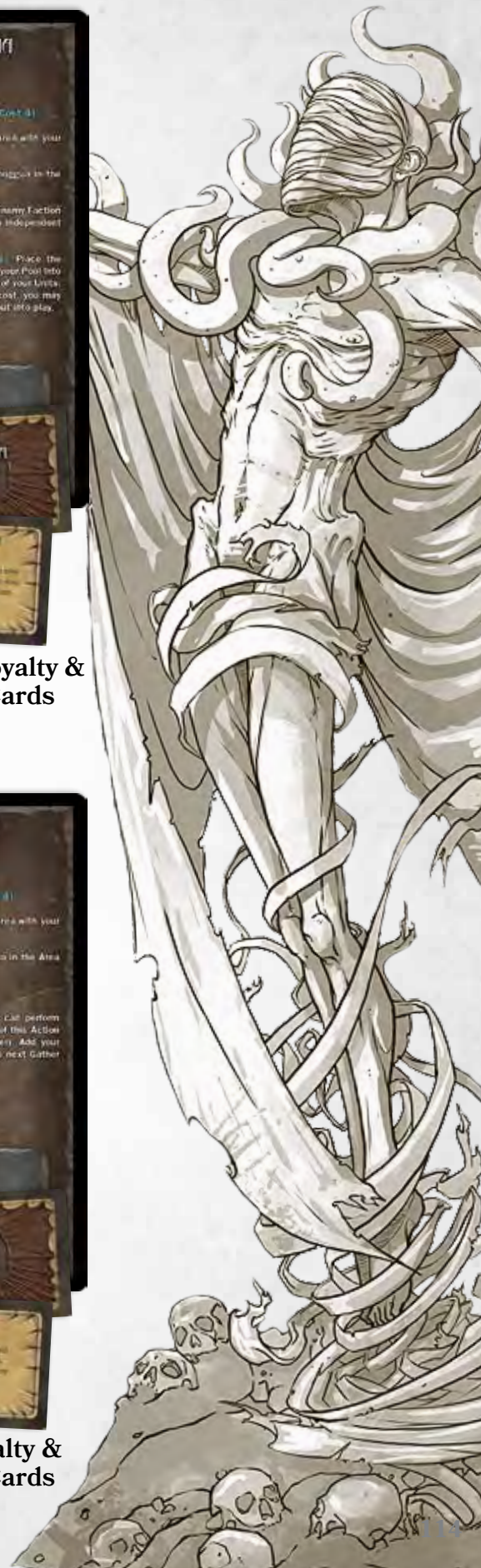
Ubbo Sathla Loyalty & Spellbook Cards



Rhan Tegoth Loyalty & Spellbook Cards



Ithaqua Loyalty & Spellbook Cards



Dire Cthulhu









Dire Cthulhu, Loyalty & Spellbook Cards

Nodens







Nodens, Independent Elder God Loyalty & Spellbook Cards

Dire Azathoth







Dire Azathoth, Loyalty & Spellbook Cards

MIXED AND MISCELLANEOUS EXPANSIONS

These expansions can fall into multiple categories; some include Independent Great Old Ones and/or Neutral Monsters. Some add entirely new elements, and some are merely to replace die-cut pieces with fancier plastic components to enhance your ***Cthulhu Wars*** experience.





Azathoth

Basics

The Azathoth Expansion is not a playable Faction. Instead, it has Neutral Units and Spellbooks that are available to any player. Players may individually access Azathoth itself, as well as its Monsters and Spellbooks. One player may earn one Neutral Spellbook, while another player might earn a different one. These Spellbooks are mix-and-match. Similarly, two players may each Control a different type of Monster.

Azathoth Itself

Azathoth is an Independent Great Old One, and as such is governed by the same basic rules for all Independent Great Old Ones as detailed on page 109.

Neutral Monsters

The 4 Neutral Monsters in the Azathoth expansion are governed by the same basic rules for all Neutral Monsters, as found on page 99.

Neutral Spellbooks

These Spellbooks are unique gameplay items. When you fulfill one of your Faction's Spellbook requirements, you may take an Azathoth Spellbook instead of a Faction Spellbook from your Pool.

Once you take a Neutral Spellbook, it is yours; no one else can earn it. You retain that Spellbook throughout the game (exception: *Recriminations*). This means that you will NOT have access to one of your Faction Spellbooks in this game, so choose wisely.

A Neutral Spellbook counts as one of the 6 Spellbooks needed on your Faction Card to allow you to perform Unlimited Battle and win the game, as well as counting for any other rules or abilities that reference your Faction Card's Spellbooks (such as Nyarlathotep's Combat rating or the Moonbeasts' ability).

Example:

Black Goat Awakens Shub-Niggurath for the first time, which fulfills one of her Spellbook requirements. Instead of taking one of her own Spellbooks, she selects a Neutral Spellbook (in this case, *The Mao Ceremony*).

Remember:

Azathoth's own Spellbook, *Nuclear Chaos*, is NOT a Neutral Spellbook—it can only be placed on Azathoth's Loyalty Card by the player who Controls Azathoth. It can never be placed on a player's Faction Card.



Azathoth Glyph Token





3 Servitors of the Outer Gods & Loyalty Card





3 Dimensional Shamblers & Loyalty Card



6 Neutral Spellbooks





Azathoth, Loyalty & Spellbook Cards



3 Elder Things & Loyalty Card



3 Star Vampires & Loyalty Card





Azathoth: Epilogue

"Everything you've been told about the nature of the universe is a lie. There was never any intent behind the formation of the constellations, nor placing Earth among them. Neither are the cold physics of the Big Bang Theory accurate. The truth is somewhere between, yet having little to do with either.

When well-meaning physicists begin talking about cycles of expansion and contraction, they draw near the truth. Theologists have a nugget of understanding when they discuss an all-knowing, all-caring 'god' (or 'gods') responsible for the formation of matter. But both are yet off the mark.

At the center of the universe is indeed a consciousness; an impossibly vast, monstrously cruel force that at once creates, and yet does not understand creation. It sloughs off galaxies to fend for themselves. It shudders, and suns dim. When it dreams, worlds die in holocausts of madness and terror.

It is the center of all things, it is the creator and destroyer of reality. It is Azathoth.

Madmen and sorcerers call out its name in reverential fear. They reach out to the Blind Idiot God, hoping for secrets of power, immortality, wealth. What they receive is petulance, rage, and nightmares made real. They listen to the piping of the cavorting demons, hoping to hear a whisper of Azathoth's truth, and come away mind-blasted shells.

Still, Azathoth plays on. Unknowingly it creates universes, and moments later destroys them. Moments of its unquenchable insanity have no corresponding measure in our own time. Then there's the real secret. The universe we inhabit, the reality we think we know... it's not even the first one. Countless times has it been created and resorbed by Azathoth. Countless times have beings warred, battled, loved, died. Has it been the same universe, created and destroyed over and over? Have you lived this same life a million times?

Made the same mistakes throughout eternity?

No one knows. Except Azathoth, who cares not."

—Ben Monroe



Masks Of Nyarlathotep

This expansion contains four of Nyarlathotep's Thousand Forms. While any Faction may obtain these Loyalty Cards, Crawling Chaos gets a special advantage for doing so (while simultaneously providing a benefit to other Factions, for purposes of game balance). There is a new type of Cultist, a new Terror, and two new Great Old Ones!



9 Dark Demons & Loyalty Cards

Masks of Nyarlathotep is the registered trademark of Chaosium Inc. and used with Permission.



Shadow Pharaoh & Loyalty Card





Haunter of the Dark,
Loyalty & Spellbook Cards







The Bloated Women, Loyalty & Spellbook Cards



Beyond Time and Space

This expansion includes the Hound of Tindalos, the first Terror Unit designed for ***Cthulhu Wars***. It also contains two new Neutral Monsters: the Wamp and Voonith.



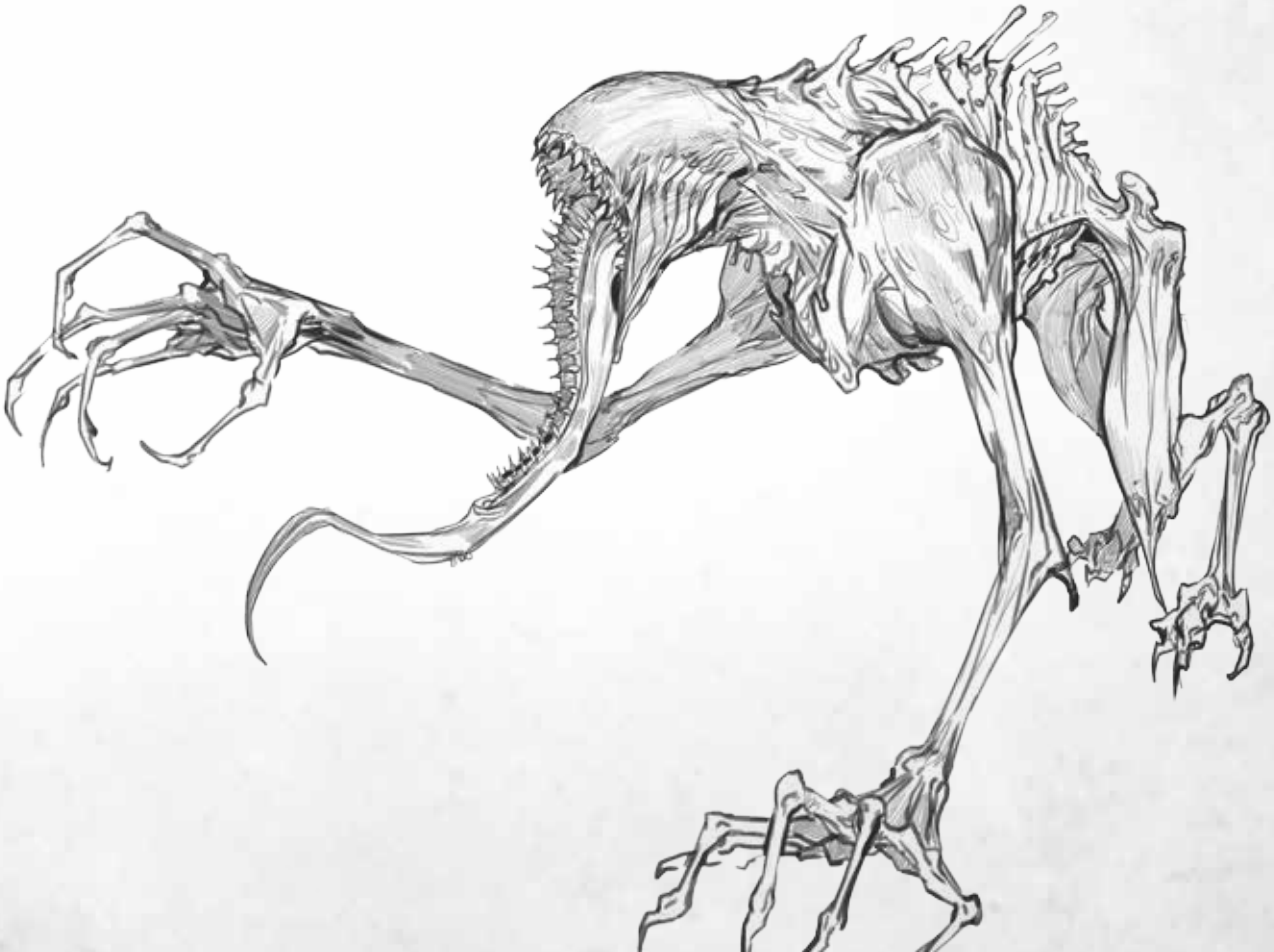
4 Wamps & Loyalty Card



2 Voonith & Loyalty Card



Hound of Tindalos & Loyalty Card





Ramsey Campbell Horrors 1





3 Insects from Shaggai & Loyalty Card



6 Brood Tokens







Eihort, Loyalty & Spellbook Cards





Gla'aki, Loyalty & Spellbook Cards





Y'Golonac, Loyalty & Spellbook Cards

Ramsey Campbell Horrors 2



3 Satyrs & Loyalty Card



Daoloth, Loyalty & Spellbook Cards



Something About Cats



2 Mercury Cats & Loyalty Card



2 Venus Cats & Loyalty Card



2 Asteroid Cats & Loyalty Card





Hagarg Ryonis, Independent Elder God
Loyalty & Spellbook Cards



Neptune Cat & Loyalty Card





High Priests



8 High Priests & Loyalty Cards

Playing with High Priests

High Priests are a new type of Cultist. They are Recruited like Acolytes, and they each generate 1 Power during the Gather Power Phase. A High Priest can Create and Control a Gate, and he can be Captured. Their key ability is *Unspeakable Oath*, (defined on their Loyalty Card), which allows a player to Sacrifice them for Power at any time.

Each Faction has only a single High Priest available (See page 90 for clarifications on how the Tcho-Tcho interact with this expansion.) Because High Priests are Recruited, rather than Summoned, a Controlled Gate is not needed. High Priests benefit from all Spellbooks or abilities that reference Cultists (but not Acolytes).

Tips and Tricks

- Sacrifice your High Priest during the Gather Power Phase to help ensure that you will be First Player.

- Recruit your High Priest in the first Action Phase, then Sacrifice him to enable you to Awaken your Great Old

One (and still have Power remaining) in the second Action Phase.

- If your High Priest is alone on a Gate and an enemy threatens to Capture him, Summon a Monster on your next turn and then immediately Sacrifice the High Priest. He is safely removed from the Map and your new Monster is not only paid for, but it can help defend the Area.

- Sacrifice your High Priest when the other players are out of Power, to "resurrect" yourself. Now you have 2 Power left to spend on Actions, while they have none.

- Sacrifice your High Priest to perform a Ritual of Annihilation at a crucial moment.

Unique High Priests

The Unique High Priests represent an additional set of rules for your High Priests, and offer 8 unique abilities. To play with the Unique High Priests rules, you will need the regular High Priest miniatures.

When Recruiting a High Priest, you may choose for him or her to be a regular High Priest (with the *Unspeakable Oath* ability), or to be one of the named, Unique High Priests. (The Unique High Priests do NOT have the *Unspeakable Oath* ability).

Whenever you Recruit your High Priest, you may choose for him to be normal or unique. However, once you have selected a Unique High Priest, that is the ONLY Unique High Priest that you may Recruit during that game. Once a player has Recruited a Unique High Priest, no other player may Recruit that particular Priest (even if it is not currently in play, either because the High Priest is dead or that player has Recruited him anew as a normal High Priest).

This is not a physical product. They are presented here, or you may download the eight Unique High Priests from **www. PetersenGames.com.**





Alternate Faction Acolytes



6 Opener Acolytes



6 Black Goat Acolytes



6 Sleeper Acolytes



6 Cthulhu Acolytes



6 Yellow Sign Acolytes



6 Crawling Chaos Acolytes



6 Windwalker Acolytes

The Prophetess & Loyalty Card





The Eidolon & Loyalty Card





Handicap Acolytes





9 Neutral Grey Acolytes

Handicap Acolyte Rules

In a game with as epic a sprawl as Cthulhu Wars it is no surprise that many gaming groups have formed opinions as to which Factions are the best. Although I have striven to ensure balance among the Factions, it is possible that I have overlooked something that someone in your play group has managed to exploit.

Play imbalance can also come from player experience. With Cthulhu Wars, as in any skill-based game, the edge goes to the person who has played the game more and has seen more of the strategy. If your kid sister wants to play with you and your friends, and she has less experience than the rest of you, it can upset the game's dynamic. For that matter, if she's MORE experienced, this can also upset your game. It's less fun when everyone has to focus on a single player.

The gray Cultists were designed to address these issues and allow you to handicap your games. Of course, first you have to identify which player or faction is being handicapped. (Or both. In our group, we handicap Jonathon when he plays Opener.) We have two ways to do this:

Problem – Player(s) Too Strong:

Take one Acolyte Cultist from the handicapped Faction and put it back in the box; it will not be used in this game. Replace it with that Faction's gray Acolyte, placing it with the remaining five Cultists at that Faction's starting Gate.

If the gray Cultist is ever sent to the cult pool for any reason, instead immediately discard it into the game box. In other words, that player is now restricted to a maximum of 5 Cultists for the remainder of the game. Thus, he now has an interesting weak spot for his enemies to target.

Of course, there are ways he can try to avoid his fate. Two obvious ones are Sleeper's Cursed Slumber, which he can use to keep his gray Cultist safe, and Father Dagon's ability to permanently sacrifice cultists – sack the gray one first! However, each requires planning and foresight, making it all part and parcel of this corrections method. Have fun with it!

Problem – Player(s) Too Weak:

If a player is new to the game or otherwise needs a bump up, simply add the gray acolyte to his pool. He now has a pool of 7 acolytes from which to recruit. This extra potential should help him a lot.



The Investigators

Investigators

During each Doom Phase you may purchase one Investigator, plus one other neutral unit.

To purchase an Investigator, simply pay 1 Doom when it is your turn to perform a Ritual of Annihilation. If you wish, you may still perform a Ritual. When you purchase an Investigator, give its Loyalty card to a player who does not yet have an Investigator. That player now controls that Investigator for the rest of the game.

A player can never have more than one Investigator card. (You CAN give an Investigator to yourself, in order to avoid a worse fate!)

Investigators count as Cultists, but they do not provide Power and cannot Build or Control Gates. They can be Captured or Recruited like any other cultist.

Investigators' abilities are never optional; they must always be applied.



Amelia Azevedo
Investigator

Pay 1 Doom to take this Loyalty Card. Hand it to another player, who then places Amelia into their Pool.

Cost: 1

Combat: 1

Traitor. (Ongoing): Any player may Move any Investigator.

Starstone: (Action, Power): Instead of granting its captor 1 Power, a captured Investigator instead costs its captor 1 Power.

Self-Sacrificing: (Post-Battle): If Amelia participated in the Battle, she must be the first of your Units that is assigned to be Killed. If Amelia was not in the Battle, then your most expensive Monster in that Battle must be chosen as your first Kill.



Cindrew Patorius
Investigator

Pay 1 Doom to take this Loyalty Card, then place Cindrew anywhere on the Map. Hand this Loyalty Card to another player; that player now owns Cindrew.

Cost: 1

Combat: 1

Traitor. (Ongoing): Any player may Move any Investigator.

Starstone: (Action, Power): Instead of granting its captor 1 Power, a captured Investigator instead costs its captor 1 Power.

Short Attention Span: (Ongoing): After taking any action that ends in Cindrew's Area, lay her on her side in that Area. Your next Action cannot end there. You may stand Cindrew up again after your next Action.



John Dark
Investigator

Pay 1 Doom to take this Loyalty Card. Hand it to another player, who then places John into their Pool.

Cost: 1

Combat: 1

Traitor. (Ongoing): Any player may Move any Investigator.

Starstone: (Action, Power): Instead of granting its captor 1 Power, a captured Investigator instead costs its captor 1 Power.

Hellbound: (Ongoing): If John Dark is in your pool when you qualify for an Elder Sign you must instead place him anywhere on the map, for free.



Hannah Hazard
Investigator

Pay 1 Doom to take this Loyalty Card. Hand it to another player, who then places Hannah into their Pool.

Cost: 1

Combat: 1

Traitor. (Ongoing): Any player may Move any Investigator.

Starstone: (Action, Power): Instead of granting its captor 1 Power, a captured Investigator instead costs its captor 1 Power.

Loner: (Ongoing): You may only declare Battle in an area adjacent to the one in which Hannah is located. She adds 1 Pain to your combat totals and is unaffected by any results rolled by your enemy.



Naomi Johnson
Investigator

Pay 1 Doom to take this Loyalty Card. Hand it to another player, who then places Naomi into their Pool.

Cost: 0

Combat: 1

Traitor. (Ongoing): Any player may Move any Investigator.

Starstone: (Action, Power): Instead of granting its captor 1 Power, a captured Investigator instead costs its captor 1 Power.

Consumed by Vengeance: (Ongoing): Any player may Recruit Naomi Johnson.



Moose Kowalski
Investigator

Pay 1 Doom to take this Loyalty Card. Hand it to another player, who then places Moose into their Pool.

Cost: 1

Combat: 1

Traitor. (Ongoing): Any player may Move any Investigator.

Starstone: (Action, Power): Instead of granting its captor 1 Power, a captured Investigator instead costs its captor 1 Power.

Overconfident: (Ongoing): If you declare Battle in an area that does not contain Moose, pay 1 Doom rather than 1 Power, to initiate the Battle.



Tarang
Investigator

Pay 1 Doom to take this Loyalty Card. Hand it to another player, who then places Tarang anywhere on the Map.

Cost: 1 if Tarang is not in play during the Doom Phase, his owner may then place him for free into any Area of the Map.

Combat: 1

Traitor. (Ongoing): Any player may Move any Investigator.

Starstone: (Action, Power Phase): Instead of granting its captor 1 Power, a captured Investigator instead costs its captor 1 Power.

Cowardice: (Ongoing): If a Great Old One Moves into Tarang's Area, Tarang and all of your other Cultists in the area immediately retreat to an adjacent Area of your choice.



Victor Steele
Investigator

Pay 1 Doom to take this Loyalty Card. Hand it to another player, who then places Victor into their Pool.

Cost: 2

Combat: 1

Traitor. (Ongoing): Any player may Move any Investigator.

Starstone: (Action, Power): Instead of granting its captor 1 Power, a captured Investigator instead costs its captor 1 Power.

Poor Planning: (Ongoing): If Victor is not on the Map at the end of the Doom Phase, choose another player. That player names any legal Action ("Move," "Battle," "Dreams," etc.), which you must then perform as your first post-Doom Action. That player does not determine which Units to activate or how to apply the chosen Action.

Colour Out of Space

The rules for the Colour Out of Space expansion are presented below, and you can also download them in PDF form from **www. PetersenGames.com.**

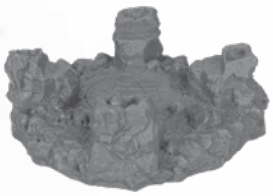
We do not recommend playing with these rules in every game. The grey Gates can be used to replace the regular die-cut tokens from the core game.



9 Colour Gates



Glow-in-the-Dark Gate



22 Grey Gates

THE COLOUR OUT OF SPACE

1

METEORITE

Beginning with the Starting Player, and continuing in turn order, the first player who does not Control a Colour Gate must select a Colour Gate from the Pool (if available) and replace one of his normal Gates with it. At most one player does this.

2

FERTILITY

- **BLUE**: The Gate's Controller gains 1 Power.
- **GREEN**: The Gate's Controller earns an extra Elder Sign for a Ritual of Annihilation this Doom Phase.
- **ORANGE**: The Gate's Controller gains 1 Power.
- **PURPLE**: The Gate's Controller gains 1 Doom.
- **RED**: The Gate's Controller Eliminates the lowest cost enemy Monster or Cultist at the Gate, if available.
- **PINK**: The Gate's Controller receives an extra Elder Sign for a Ritual of Annihilation this turn.
- **LIGHT BLUE**: The Gate's Controller Eliminates the lowest cost enemy Monster or Cultist at the Gate, if available.
- **YELLOW**: The Gate's Controller gains 1 Doom.
- **TURQUOISE**: The Gate's Controller chooses 2 Colour Gates and swaps them just before Gate effects happen.
- **GLOW**: The Gate's Controller chooses any other Colour's effect from Fertility.

When you Create a Gate, you may chose and place either an available Colour Gate or a normal Gate. You can ONLY Create the Glow Gate if you already Control another Colour Gate. You do not have to Create the Gate of your Faction color. So Crawling Chaos can Create a red Gate. A Colour Gate acts as a normal Gate during the Gather Power Phase. At the **START** of each Doom Phase, roll **1d6** and consult the appropriate column of the chart below:

3 FEASTING

- **BLUE**: The Gate's Controller loses 1 Power.
- **GREEN**: The Gate's Controller earns an extra Elder Sign for a Ritual of Annihilation this Doom Phase.
- **ORANGE**: The Gate's Controller gains 1 Power.
- **PURPLE**: The Gate's Controller loses 1 Doom.
- **RED**: The Gate's Controller Eliminates an owned Unit at the Gate.
- **PINK**: The Gate's Controller may not perform a Ritual of Annihilation this Doom phase.
- **LIGHT BLUE**: The Gate's Controller Eliminates an owned Unit at the Gate.
- **YELLOW**: The Gate's Controller gains 1 Doom.
- **TURQUOISE**: The Gate's Controller chooses 2 Colour Gates and swaps them just before Gate effects happen.
- **GLOW**: The Gate's Controller chooses any other Colour's effect from Feasting.

4 MADNESS

- BLUE: The Gate's Controller gains 1 Power.
- **GREEN**: The Gate's Controller may not perform a Ritual of Annihilation this Doom Phase.
- **ORANGE**: The Gate's Controller loses 1 Power.
- **PURPLE:** The Gate's Controller gains 1 Doom.
- **RED**: The Gate's Controller Eliminates the lowest cost enemy Monster or Cultist at the Gate, if available.
- **PINK**: The Gate's Controller receives an extra Elder Sign for a Ritual of Annihilation this Doom Phase.
- **LIGHT BLUE**: The Gate's Controller Eliminates the lowest cost enemy Monster or Cultist at the Gate, if available.
- **YELLOW**: The Gate's Controller loses 1 Doom.
- **TURQUOISE**: The Gate's Controller replaces one of his or her Colour Gates for a normal Gate.
- **GLOW**: The Gate's Controller chooses any other Colour's effect from Madness.

5 BLIGHT

- **BLUE**: The Gate's Controller loses 1 Power.
- **GREEN**: The Gate's Controller may not perform a Ritual of Annihilation this Doom Phase.
- **ORANGE**: The Gate's Controller loses 1 Power.
- **PURPLE**: The Gate's Controller loses 1 Doom.
- **RED**: The Gate's Controller Eliminates an owned Unit at the Gate.
- **PINK**: The Gate's Controller may not perform a Ritual of Annihilation this Doom Phase.
- **LIGHT BLUE**: The Gate's Controller Eliminates an owned Unit at the Gate.
- **YELLOW**: The Gate's Controller loses 1 Doom.
- **TURQUOISE**: The Gate's Controller replaces one of his or her Colour Gates for a normal Gate.
- **GLOW**: The Gate's Controller chooses any other Colour's effect from Blight.

6 DEPARTURE

The player with the lowest Doom total may select 1 Colour Gate anywhere on the map and replace it with a normal Gate. On a tie for lowest Doom, all tied players do this in player order. When finished, reroll the Colour die. On a second roll of 6, nothing further happens. On any other roll, consult the appropriate column of the chart.

The Shining Trapezohedron

This product provides plastic replacements for most die-cut tokens.





44 Brain Cylinders
*4 Per Color

Custom Timer (For Ghroth and Thousand Forms)



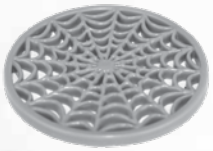
Ritual of Annihilation Marker



12 Desecration Markers (For Yellow Sign)



18 Elder Sign Trophies Marked “1”



6 Web Tokens



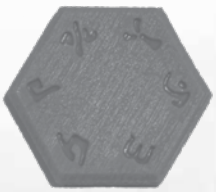
12 Elder Sign Trophies Marked “2”



6 Brood Figures



12 Filth Markers (For Abhoth)



6 Elder Sign Trophies Marked “3”

Eradication First-Player Marker

You may use this marker in place of the First-Player token supplied with the core game. When you are the First Player, simply point this marker in your chosen direction of play.



Lovecraft Bust First-Player Marker

You may use this marker in place of the First-Player token supplied with the core game. When you are the First Player, simply point this bust in your chosen direction of play.



Unnameable Set

Fan communities have developed many home-brewed and variant Factions for ***Cthulhu Wars***. These figures are intended to be used as needed with fan-made Factions and rules.



Unnameable Doom Marker



Unnameable Power Marker



6 Unnameable Acolyte Cultists



Unnameable High Priest

Neutral Unit Identifiers

Place these rings on the bases of grey Neutral Monsters, Terrors, and Independent Great Old Ones to easily identify which Factions Control those Units.



144 Plastic Rings

Custom Dice

Use these in place of regular, six-sided dice for various abilities and events in ***Cthulhu Wars***.



Ghroth Die



Thousand Forms Die



5 Dread Curse Dice



Desecration Die



Azathoth Awakening Die



Ubbo-Sathla Growth Die

Battle Dice

Use these in place of regular six-sided dice during Battle. This image represents a Kill; this image represents a Pain.



Set of 20 Battle Dice
Available in 12 different colors

ADDITIONAL MAPS

New Maps can dramatically change the ways in which ***Cthulhu Wars*** is played. Each Map expansion includes new plastic figures and new rules that only apply to that Map. Map expansions accommodate 2–5 players, and they can be used with any of the Factions (core or additional), as well as with any combination of other expansions.

Please note that these Maps add varying degrees of complexity and may affect the length of your games.



DREAMLANDS MAP

COMPONENTS



6 Zoogs



Bhole



2 Dreamlands Map Boards, Printed on Both Sides

Set Up and Map Basics

The Dreamlands Map has a Surface and an Underworld, each with the normal 3 and 5-Player sides. Arrange the Map for your player count, using one Surface side and one Underworld side. For your first 4-Player Dreamlands game, we recommend using the 5-Player Surface side.

Place the Bhole in the Vale of Pnath on the Underworld side. Place the Zoogs next to the Surface, within easy reach.

The Dreamlands Map is flat, rather than a globe. Therefore the Surface and Underworld have edges and corners, and Units cannot move around from one edge to another.

All Areas with Sea in their names (or in parentheses) count as oceans or seas for any game text referencing these Areas. We realize that Underworld "Seas" may not necessarily be composed of water, but they have liquescent aspects (pitch, fungus goop, etc., and Bholes swim through the Vale of Pnath, a canyon filled with bones), so they are considered ocean-like in their biogeography.

Tunnels

Moving Between the Maps

Four Areas on each board are marked with Tunnel Glyphs. An Area with one of these Glyphs is adjacent to the Area on the other board having the matching Tunnel Glyph. For example, a Unit in Zura can directly Move to the Ruins of Karoth. (So, for example, since Crawling Chaos' Units may Move 2 spaces, Nyarlathotep in Zura could Move to the Ruins of Karoth, and then to another, adjacent Underworld Area, such as the Tower of Koth or Vale of Pnath).



TUNNEL GLYPH

A Pained Unit in a Tunnel Area can Retreat through the Tunnel to the other map, as they are adjacent for every purpose.

Players using other Movement-type abilities to travel may do so between the two boards freely. For instance, Shub-Niggurath can *Avatar* to either side, Crawling Chaos's Hunting Horrors can use *Seek and Destroy* between boards, Cthulhu can use *Submerge* to hit both boards, etc.

Keen-eyed players may notice that Gates and passageways do not have a direct one-to-one correspondence to the

geography of the two boards. This is just how things are in the Dreamlands.

Citadels (Victory)



CITADEL GLYPH

The Dreamlands Map provides an alternate source of victory. Each board has 4 Citadels. If a single player Controls Gates on all 4 Citadel Areas of a single board, he immediately wins, regardless of how many Spellbooks he has earned or how much Doom he has. To win in this way, you must Control a Gate at all 4 Citadel Areas of a single board—Surface OR Underworld, and not merely some from each.

If this alternate victory condition is not met, the game will end once someone reaches 30 Doom or the Ritual track reaches Instant Death; victory will then be determined in the same way as in a standard game of Cthulhu Wars.

If Opener of the Way is in play, Yog-Sothoth's presence in a Citadel Area DOES counts as Controlling a Gate in that Citadel Area—even if another Faction Controls the normal Gate in such an Area, Opener of the Way could win the game by simply Controlling 3 normal Gates in the other 3 Citadel Areas!

Citadels are numbered, and some have more than one number—these Citadels are especially attractive to pesky creatures, as the numbers control Bhole and Zoog activity.

The Bhole (Underworld)

The Bhole is a gigantic creature that normally dwells peacefully in the Vale of Pnath. Overstimulated by the clash of forces that is ***Cthulhu Wars***, the Bhole, ravenous, emerges to feast upon the otherworldly energies released by the Factions and their Great Old Ones.

Bhole Activation and Attack

At the end of each Doom Phase, after all players have had a chance to perform a Ritual of Annihilation, check for the Bhole's Activation and Attack.

If the Bhole is in an Area containing a Gate, it remains in place and destroys that Gate, Eliminating any Controlling Unit. The Bhole does not affect anything else in that Area. This Elimination counts as an enemy Eliminating your Unit (for example, Yellow Sign can benefit from *Passion*).

If the Bhole is not in an Area with a Gate, roll a six-sided die and Move the Bhole to the Underworld Citadel labeled with the appropriate number (even if the designated Citadel lacks a Gate). For example, on a five-player map, when a 1 or a 2 is rolled, the Bhole goes to the Sea of Pitch. On a 3, it is sent to the Vaults of Zin. If the Citadel the Bhole enters contains a Gate, that Gate is immediately destroyed along with any Controlling Unit. The Bhole does not affect anything else in that Area.

If Opener of the Way is in play, and the Bhole attacks the Area with Yog-Sothoth, it destroys and Eliminates Yog-Sothoth! (Sometimes it's not beneficial to be coterminous with all space and time!) It does this in addition to destroying any normal Gate in the Area.

How to Defeat the Bhole

Any player may initiate a Battle against the Bhole (with a Unit in the same Area). The Bhole has a Combat rating of 6. A single Kill result destroys the Bhole (though it will return in the next Doom Phase!) A Pain always sends the Bhole to the Vale of Pnath, regardless of the presence of other Units (it may not be Eliminated due to being surrounded). Crawling Chaos' *Madness* Spellbook cannot send the Bhole elsewhere, nor can Units who Battled the Bhole be Pained to the Vale of Pnath (if the Bhole is Pained). If the Bhole is already in the Vale of Pnath, it ignores the Pain.

The Bhole is a Terror Unit. Additionally, while Spellbooks and abilities can be used in Battle against the Bhole, they can only affect your own Units. For example, you cannot use Windwalker's *Howl* to send the Bhole out of the Battle Area, nor does *Demand Sacrifice* have any effect on the Bhole's dice results. The Bhole costs 0 Power, has no Spellbooks or Doom, and has no Power of its own or any other normal features of a Faction for any purposes, such as calculating the Combat of Tsathoggua, Ithaqua, Nyarlathotep, etc.

The Bhole Respawns!

If the Bhole is Killed, a new Bhole re-appears in the Vale of Pnath at the end of the Doom Phase! A newly-spawned Bhole does not immediately roll to Move to a Citadel, but is merely placed and stays in the Vale during that Doom Phase. However, when the Bhole reappears, if there is a Gate (and any Controlling Unit) in the Vale of Pnath, those are destroyed. This means that if Killed, the Bhole goes to the Vale of Pnath for one Doom Phase, giving players a short respite (as there is no Citadel in the Vale of Pnath).

Zoogs (Surface)

Zoogs are small, mischievous creatures native to the forests of the Dreamlands. When ***Cthulhu Wars*** erupts, these clever creatures seize their opportunity to make their mark and torment your Cultists. The Zoogs are Monsters, and can thus be affected by any Spellbooks or abilities that target or reference Monsters.

Zoog Activation and Effects

At the end of the Doom Phase, after rolling for the Bhole, roll 1 die for every Zoog that is not in play. As there are no Zoogs in play at the start of the game, you will roll 6 dice in the first Doom Phase. Then, place one Zoog on a Surface Citadel for each number rolled. Zoogs already on the Map simply remain in their Areas; do not roll for them. For example, if there are 3 Zoogs not in play, roll 3 dice. If their numbers are 1, 6 and 6, then place one Zoog at the Surface Citadel marked with a 1, and place the other two at the Surface Citadel marked with a 6.

Whenever a Zoog appears on a Citadel that contains a Controlled Gate, the Gate's Controller must immediately Abandon that Gate. That Gate is now considered to be Abandoned. Control may not be regained until these pests are removed.

Units may not Control Gates in Areas that contain one or more Zoogs. Before your Cultist (or Dark Young) can Control a Gate in a Zoog-infested Area, you must rid the Area of Zoogs. To do this, you'll need to use the appropriate Spellbooks or engage in Battle.

Yog-Sothoth is not affected by Zoogs! He always counts as a Controlled Gate in a Citadel Area, even if there are Zoogs present.

How to Defeat the Zoogs

Like the Bhole, Zoogs may be Battled. Zoogs have 0 Combat, and so they never roll any Combat dice. Each Kill result Kills a Zoog. Each Pain result likewise Eliminates a Zoog, but also Pains one of your Units in the Battle. This does not count as a Kill; it just means the Zoog vanished into the underbrush. As with normal Pain rules, you cannot Retreat and go to an Area containing Zoogs. (Windwalker's *Howl* Eliminates a Zoog but does not reflect back a Pain).

Remember, since Zoogs are Monsters they can be Killed, Pained, or Eliminated by the appropriate Spellbooks and abilities. If a Zoog is somehow Moved to an Area that is not a Citadel, it is instead Eliminated from the Map. Regardless of your efforts, all Killed and Eliminated Zoogs return to the Map in the next Doom Phase.



DREAMLANDS MAP

"Ninety aeons ago, before even the gods had danced upon its pointed peak, that mountain had spoken with fire and roared with the voices of the inner thunders. Now it towered all silent and sinister, bearing on the hidden side that secret titan image whereof rumour told. And there were caves in that mountain, which might be empty and alone with elder darkness, or might—if legend spoke truly—hold horrors of a form not to be surmised."

—H.P. Lovecraft, The Dream-Quest of Unknown Kadath





LIBRARY AT CELAENO MAP

COMPONENTS





Librarian



Custodian



4 Library Tomes



8 Silence Tokens



Agony Die



4 Library Hint Cards



2 Library Map Boards, Printed on Both Sides

Set Up and Map Basics

The Library at Celaeno Map consists of two levels, the Lower Floor and the Upper Floor. These are separate boards; they should be kept near each other in play, but do not need to be adjacent. Their edges do not wrap around, as the Library is not a globe. Therefore, the two levels have edges and corners, and Units cannot move around from one edge to another.

As with other maps in Cthulhu Wars, use the 3-Player sides for a 3-Player game, use the 5-Player sides for a 5-Player game, and use one 3-Player and one 5-Player side for a 4-Player game.

There are 4 Upper Floor Areas which have square slots on them. These are: Barrier of Naach-Tith, Guardian Under the Lake, Larvae of the Outer Gods, and Yr and the Nhhngr. Place each Library Tome in its corresponding slot. If Opener of the Way is in the game, it CANNOT start in any of these four Areas. The Librarian and Custodian figures begin off-Map.

Part of the library is flooded, which makes these Areas seas. These Areas are all labeled with the word 'Sea' in their name, or in parentheses as (sea). All sea Areas count as both oceans and seas for all game purposes. Note, for example, that the word "Lake" in the name does NOT denote an ocean or sea Area—it must include the word sea or ocean.

The Stairwells & Archways

Stairwells



STAIRWELL


ARCHWAY

Certain Areas contain Stairwells; these are lettered A-F on each floor. These Areas are adjacent to their matching Areas on the other level. For instance, in the 3-Player side of the Lower Floor, the Chamber of Apkallu contains Stairwell D. It is therefore adjacent to the Area of Barrier of Naach-Tith, which is also marked with a D but is on the Upper Floor (for both 3- and 5-player sides).

A Pained Unit in a Stairwell Area can go through the Stairwell to the other Floor, because these Areas are adjacent for all purposes.

Archways

Several Areas contain Archways. These are similar to Stairwells, except that they are not lettered. For purposes of the Move Action and movement-type abilities, each Archway Area is adjacent to EVERY OTHER Archway Area on both Floors of the Library.

However, unlike the Stairwells, the Archways are NOT adjacent when being Pained or Retreated. Players using other movement-type abilities to travel may do so freely between the two boards. For instance, Shub-Niggurath can *Avatar* to either side, Crawling Chaos Hunting Horrors can use *Seek and Destroy* to access either board, Cthulhu can use *Submerge* to hit both boards, etc.

The Library Tomes

Spontaneous Gate Creation

At the start of the first Doom Phase, place a Gate in each of the four Areas where the Library Tomes were placed during set up (unless a Gate is already present).

This Gate Creation happens only once. If one or more of these Areas is missing its Gate in later Doom Phases, nothing happens.

The Library Tomes

The Library Tomes act as additional, available Spellbooks. However, they are not placed on your Faction Card and do not count toward having 6 Spellbooks (for the purposes of Unlimited Battle or winning the game).

When you Control a Gate in an Area with a Tome, take that Area's Library Tome (if it is still on the Map) and place it by your Faction Card. You may now use its ability as though it were a standard Spellbook.

Overdue Library Tomes

If you lose Control of a Gate in a Library Tome Area, then that Area's Library Tome is now Overdue. This does not affect your use of the Tome—it remains next to your Faction Card, and you can keep using its effects.

However, having an Overdue Library Tome means you are now vulnerable to the Librarian's Agony (see: The Librarian, on the following page). At the start of each Doom Phase, all players take 1 Silence Token. At the start of the Gather

Power Phase, all players must discard all Silence Tokens. A player can never have more than a single Silence Token at a time.

Silence Tokens

On your turn, as an Action, you may spend 0 Power, discard your Silence Token, and do one of the following:

- Activate the Custodian
- Activate the Librarian, if an enemy player has an Overdue Library Tome

Notes:

You may also discard a Silence Token to flip certain Library Tomes over, or to cancel the effects of the *Barrier of Naach-Tith*.

A player controlling the Bubastis Faction takes 2 Silence Tokens at the start of each Doom phase, and may have up to 2 Silence Tokens at a time.

The Custodian

When you Activate the Custodian, you may place or Move it into any area (or keep it in the same Area). Then, roll the Agony die. If the Custodian stays in the same Area without Moving, add +1 to the Agony die's final total.

A number of Units in the Custodian's Area equal to the result on the Agony die must be Moved to The Oubliette. If more than one Faction is present, the Activating player gets to choose how many Units must go from each Faction (up to the total on the Agony die), but the affected players get to choose which Units are Moved. The player who Activated the Custodian can choose his own Units to be affected, as well. If there are fewer Units in the Area than the result of the Agony die roll, then Move all Units present to the Oubliette.

No player may take Control of an Abandoned Gate in an Area inhabited by the Custodian. If the Custodian is sent to an Area with a Controlled Gate, the Gate may remain Controlled (for the time being). If you Create a Gate in an Area with the Custodian, it must remain Abandoned until the Custodian leaves!

Additionally, players may not Battle the Custodian. It is immune to all Spellbooks, abilities, and other effects. The only interaction it has with a Faction is when a player activates it with a Silence Token. The Custodian has no Unit type.

Example:

The Yellow Sign spends 1 Silence Token, Activating the Custodian in the Black Chamber. There are 3 Factions present: Great Cthulhu (Cthulhu plus 2 Cultists), Crawling Chaos (a Nightgaunt and 2 Cultists), and The Yellow Sign (King in Yellow, alone). A 2 is rolled, which is increased to a 3 because the Custodian was already in the Black Chamber and didn't Move. The Yellow Sign selects himself as one of the victims, and happily evacuates his King to The Oubliette. He decides that Crawling Chaos must Move the remaining 2 units, and that means Cthulhu need not Move any. Crawling Chaos chooses to Move his 2 Cultists, leaving his Nightgaunt behind.

The Librarian

The Librarian may only be Activated if at least one enemy Faction has an Overdue Library Tome. The Librarian is Activated when a player spends a Silence Token and places the Librarian into any Area containing at least one Unit from an enemy Faction with an Overdue Library Tome. The Activating player then rolls the Agony die; as with the Custodian, if the Librarian stays in the same Area without Moving, add +1 to the Agony die's final total.

If there is more than one enemy Faction in the Area with an Overdue Tome, the Activating player divides up the Agony die's total between them as he pleases.

Satisfying Agony

Each victim must satisfy all the Agony assigned to him by choosing from the following options:

- Satisfy one Agony for each of your Units in the Area you choose to Eliminate.
- Satisfy one Agony for each 1 Doom you choose to lose.
- Satisfy one Agony for each Overdue Tome you return to its slot.

If the victim does not have enough collective Units, Doom and Overdue Tomes to satisfy the Agony assigned to him, then the remaining Agony can be ignored.

When a player replaces an Overdue Tome to satisfy his Agony, and a Faction currently Controls the Gate in that

Tome's Area, the player Controlling that Gate immediately takes possession of the Tome.

As with the Custodian, no player may take Control of an Abandoned Gate in an Area inhabited by the Librarian. If the Librarian is sent to an Area with a Controlled Gate, the Gate may remain Controlled (for the time being). If you Create a Gate in an Area with the Librarian, it must remain Abandoned until the Librarian leaves.

Additionally, players cannot Battle the Librarian. It is immune to all Spellbooks, abilities, and other effects. The only interaction it has with players is when it is Activated by a player using a Silence Token. It does not have a Unit type.

Note:

The only way a player can return a Library Tome back to the Map is by Satisfying Agony as inflicted by the Librarian. You cannot otherwise voluntarily replace it, nor are you ever forced to do so (if you always choose to lose Doom or Units instead).

Example:

It is the start of the Action Phase, and two Tomes are Overdue. Cthulhu has one of the Overdue Tomes, and Black Goat has the other. The Librarian is currently at The Oubliette.

Sleeper pays a Silence token but does not Move the Librarian. The Librarian remains at The Oubliette, where Cthulhu has 4 Units. Sleeper rolls a 3 on the Agony die, but since the Librarian did not Move, the result is actually a 4. Cthulhu decides to return his Tome and lose 1 Unit and 2 Doom, satisfying all 4 Agony.





LIBRARY MAP

"On the fourth planet of Celaeno in the Pleiades stands the grim Great Library. Its cavernous reaches hold secrets stolen from the Outer Gods, protected by grim guardians. Humans have sometimes visited – less often returned."

—H. P. Lovecraft





PRIMEVAL MAP
COMPONENTS



13 Glaciers



2 Primeval Map Boards,
Printed on Both Sides

Set Up and Map Basics

Set up the Map in the same way you would with the ***Cthulhu Wars*** Earth Map. One of the 4-Player Map configurations has 9 Glacier Glyphs; the other has 11. This gives you a choice of having a game that is more or less "icy."

The Primeval Map significantly changes the layout of the world. Continents include Atlantis, Hyperborea, Lemuria, and Mu. One huge continent runs all the way from Lomar, at the North Pole, to Antarctica, while Hyperborea, Lemuria, and Mu are continental islands, like modern-day Australia. The ocean Areas are all Areas with the word "Ocean" in their names, and no others.

The Glaciers



GLACIER GLYPH

At the end of the first Doom Phase (after everyone has had a chance to perform a Ritual of Annihilation), place a Glacier in each player's Start Area (whether or not it contains a Glacier Glyph). If you have any Units Controlling Gates, remove them from these Gates (they stay in their respective Areas) and replace them by placing a Glacier onto each of these Gates.

Note:

If Windwalker is in play, add a Glacier only in the Area in which his Faction started; do not place a Glacier on Windwalker's other, vacant, Start Area.

On all subsequent Doom Phases, at the end of the Doom Phase (after everyone has had the opportunity to perform a Ritual of Annihilation), the First Player must select 2 Areas on the Map that have the Glacier Glyph; these Areas cannot already have Glaciers in them. Place a Glacier in each of these 2 Areas. If there is a Gate in a selected Area the Glacier goes on top of that Gate, displacing any Controlling Unit (who remains in the Area). If there is a Chaos Gate in a selected Area, exchange the Chaos Gate with a normal Gate, place the Glacier on top of the Gate, and displace any Controlling Unit.

Once every Area with a Glacier Glyph possesses a Glacier, no more Glaciers need to be placed; the remaining Areas are safe.

If Opener of the Way is in play, Yog-Sothoth may never be covered by a Glacier. This is true even if he is in an Area with a Glacier Glyph and that Area is selected during the Doom Phase.

Effect of Glaciers

During the Gather Power Phase, Gates in Areas occupied by Glaciers are considered Abandoned. For example, if there are 4 Gates occupied by Glaciers, these would provide each Faction with 4 Power.

Once placed, Glaciers are permanent. They can never be moved or removed from the Map. If someone ever Creates a Gate in an Area that already contains a Glacier, that Glacier is immediately placed atop the new Gate—the Unit that Created the Gate will never have a chance to Control it.

You'll notice that all the Power from Abandoned Gates with Glaciers supercharges your Faction. This is a Power-rich Map!



PRIMEVAL MAP

"I had the book that told the hidden way

Across the void and through the space-hung screens

That hold the undimensioned worlds at bay,

And keep lost aeons to their own demesnes.

At last the key was mine to those vague visions

Of sunset spires and twilight woods that brood

Dim in the gulfs beyond this earth's precisions,

Lurking as memories of infinitude.

The key was mine, but as I sat there mumbling,

The attic window shook with a faint fumbling."

—H. P. Lovecraft, Fungi from Yuggoth





SHAGGAI MAP
COMPONENTS



6 Worms of Ghroth

Eradicators

The Eradicators have been provided with special, optional rules for use by experienced players. To use these rules, you'll need the 15 plastic Eradication markers from the Shaggai Map. Note: do not use these rules in any games that take place on the Shaggai Map. Petersen Games does NOT recommend using the Eradicators in every game.





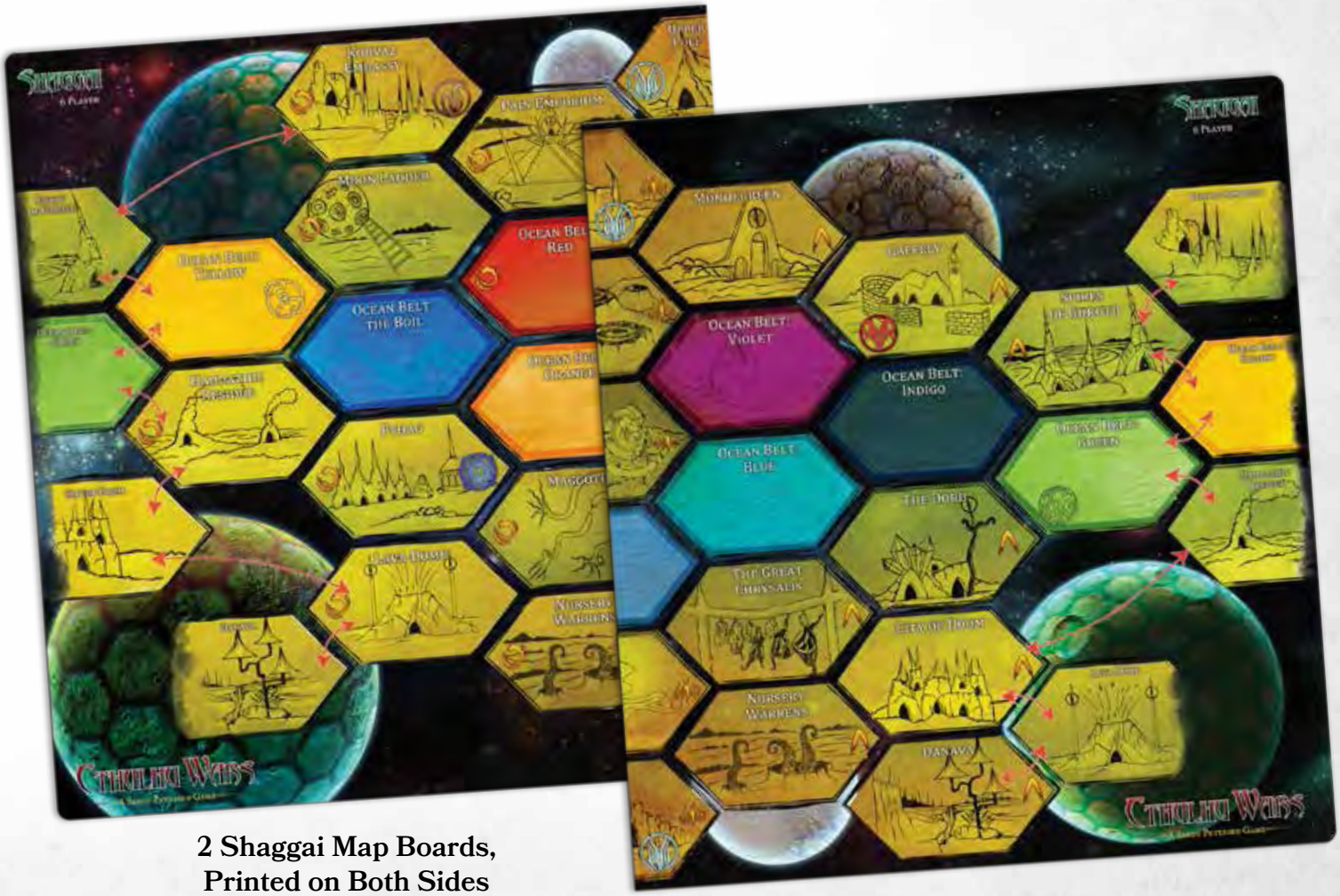
15 Eradication Markers & Loyalty Card



5 Worm Degradation Dice



5 Shaggai Hint Cards



2 Shaggai Map Boards,
Printed on Both Sides

Set Up and Map Basics

Millennia ago, the fabled world of Shaggai was destroyed. This Map represents the struggles and events surrounding that disaster, in which entities of cosmic power feasted on the catastrophe while seeking to avoid their own oblivion.

Set up the Map in the same way you would with the ***Cthulhu Wars*** Earth Map. The oceans are organized in a single band around Shaggai's equator and all have the words "Ocean Belt" in their titles.

The First Player places any one Worm of Ghroth figure into the Area labeled "The Worm that Gnaws in the Night". After all other Doom Phase events:

Worms & Eradication

DEGRADE WORMS: Roll one Worm Degradation die for each player. Each Worm has a number on its base; each Worm whose number corresponds to a rolled result is removed from the Map & replaced with an Eradication token. If no Worm matches any rolled result, no Eradication Markers are placed. For example, in the first Doom Phase of a 4-player game, four dice would be rolled. If the starting Worm has a 3 on its base and one or more dice turned up as "3," that Worm would be Eradicated.

In each newly-Eradicated Area:

I. Remove any Gate, Cathedral, or other game marker (such as the *Ice Age* Marker). If a removed Gate was Controlled by a player, that player earns 1 Elder Sign. A removed Cathedral provides 1 Doom to the Ancients' player.

II. Eliminate all Units. Those Units' owners receive 1 Power for each of their Units so Eliminated. Each Faction Great Old One that is Eliminated also provides its owner with 1 Elder Sign. (Since Yog-Sothoth counts as a Gate, he provides 1 Power and 2 Elder Signs if Eliminated).

PLACE NEW WORMS: Beginning with the Starting Player, each player places one Worm either adjacent to the Worm that Gnaws in the Night Area, or adjacent to any already-Eradicated Area. Only one Worm may be placed in an Area. If there are no more Worms or legal Areas by the time this segment gets around to a given player, that player and any after him do not place any Worms.

WORM EFFECTS

The Worms of Ghroth

Aside from being replaced by Eradication Markers (and effects!) at the end of the Doom Phase, the Worms by themselves do nothing. They are merely harbingers of a possible Eradication. The Worms cannot be Battled, Eliminated, or otherwise interacted with in any way.

The Cosmic Power

A player Controlling a Gate in an Area that contains a Worm can tap into the Cosmic Power. As an Action, you can place any Spellbook (including those of the Independent Great Old Ones) simply by spending 6 Power instead of meeting that Spellbook's requirement. Thanks to the Cosmic Power, you need never fear Eradication depriving you of a potential Spellbook. It's usually cheaper to earn Spellbooks the old fashioned way, though.

In addition, when you Control a Gate in an Area with a Worm, you may bypass Area restrictions on Awakening or Summoning your Units by paying 2 additional Power (all other Awakening or Summoning requirements must still be met).

Example:

Cthulhu need not be Awakened to the Area with his Glyph, as long as you pay 2 additional Power and Control a Gate in a Worm's Area.

You need not actually Awaken Cthulhu to the Area with your Gate and the Worm; he can be placed in ANY Area!

By Controlling a Gate in a Worm's Area, the Cosmic Power also allows the Ancients' Cathedrals to be placed similarly. For example, you can Create a second Cathedral in an Area with  by paying 2 extra Power. This also means the Ancients can earn Spellbooks via substitution. If the Ancients have not yet earned the Spellbook requirement for placing a Cathedral in an Area with , they may need to use the Cosmic Power Action of spending 6 Power to attain it.

Special Rule for Bubastis:

Bubastis is allowed to use the "Pay 6 Power" rule but not the "Pay 2 Power" rule even though the Moon can't have a Worm. Cats are like that.

Eradication Marker Effects

Once an Eradication Marker has been placed in an Area, no Units or gameplay pieces may be Moved or placed into that Area. Such Areas are completely gone. Spellbooks and abilities that involuntarily Move enemy Units may not Move (or Retreat, etc.) them into Eradicated Areas.

Moving Through Eradication

If you have Units adjacent to an Eradicated Area, you may Move through that Area, in effect "skipping over it" to another Area adjacent to it. However, one of the Units making the Move is Eliminated when you do this (so don't Move a single Unit over an Eradicated Area!). You can Move any number of Units over any number of Eradicated Areas, and from multiple Areas, and still lose only 1 Unit in total for that entire Move Action.

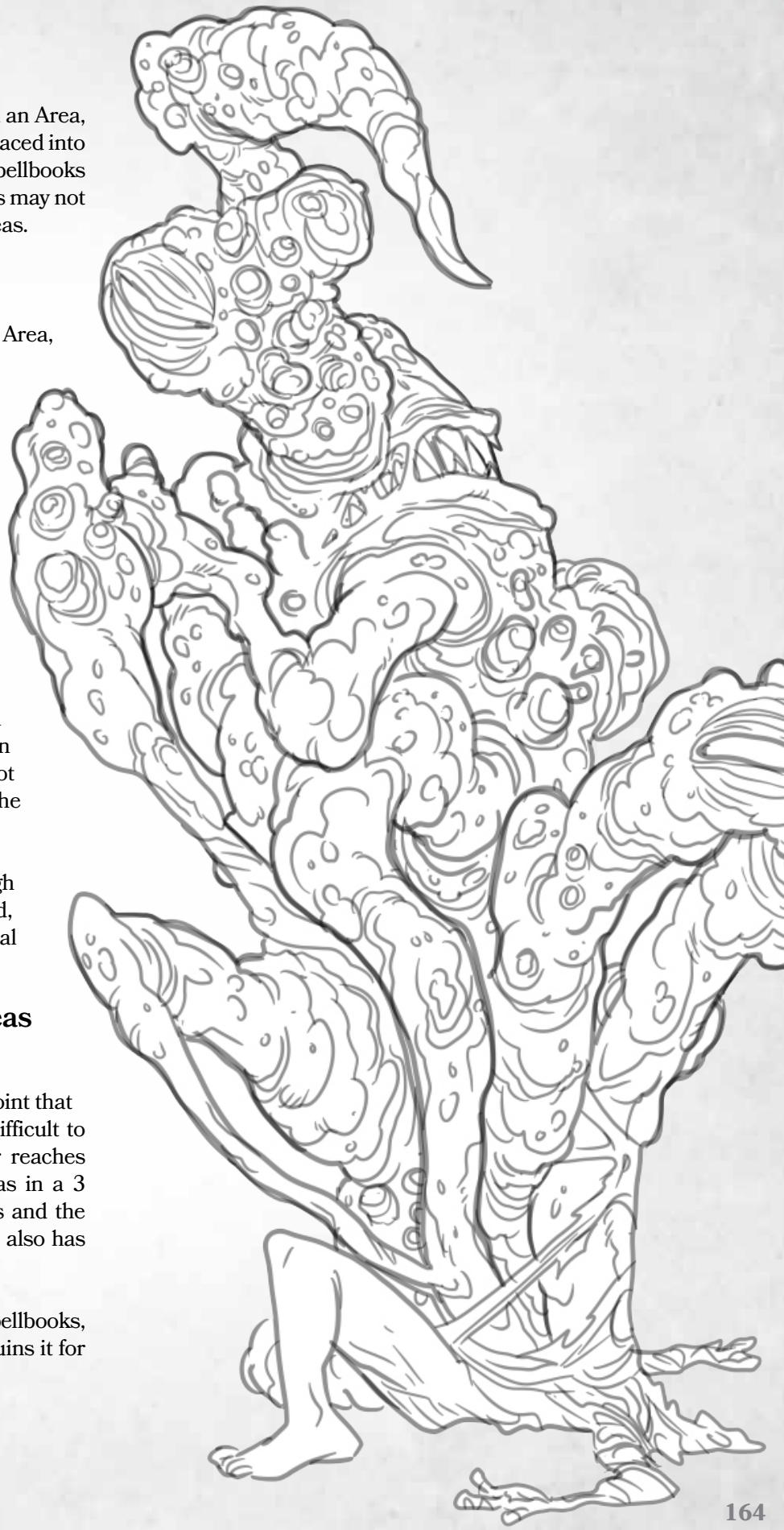
Movement-like abilities and Spellbooks which let you relocate without passing through Areas do not cause you to lose a Unit. Thus, *Submerge* or *Avatar* do not cost a Unit to use, even if travel originates in an Area surrounded by Eradication tokens. However, Move-like abilities which do not "teleport" (such as *Screaming Dead*) do force the user to Eliminate a Unit.

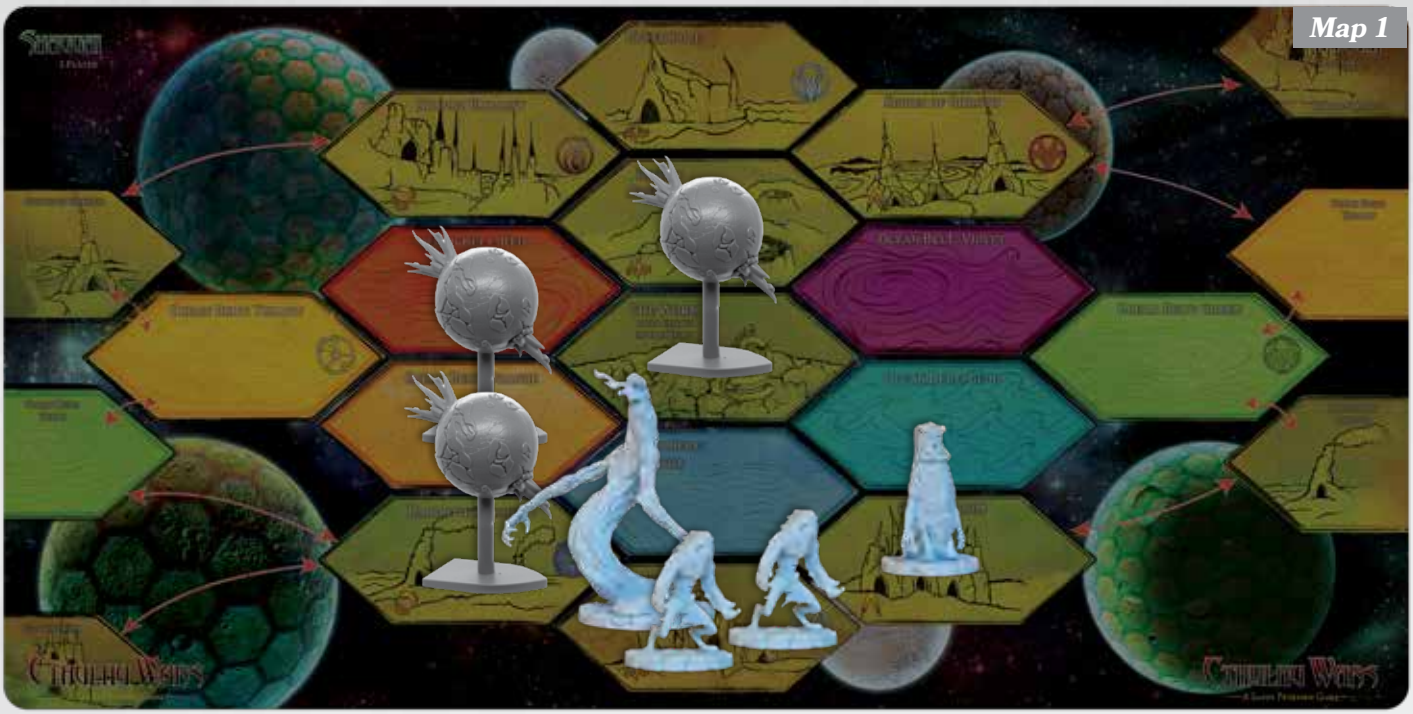
Units cannot be Retreated into or through Eradicated Areas. If Units cannot be retreated, then one Unit is Eliminated as per the normal Battle rule.

The World's End (fewer than 2 Areas per player)

It is possible for a Shaggai game to reach the point that the world is basically falling apart, making it difficult to win. If the total of non-Eradicated Areas ever reaches fewer than 2 per player (e.g., less than 6 Areas in a 3 player game), then the game immediately ends and the player with the most Doom wins, as long as he also has all 6 Spellbooks.

If the game ends, and no player has all 6 Spellbooks, then no one wins. Shaggai's final catastrophe ruins it for everyone.

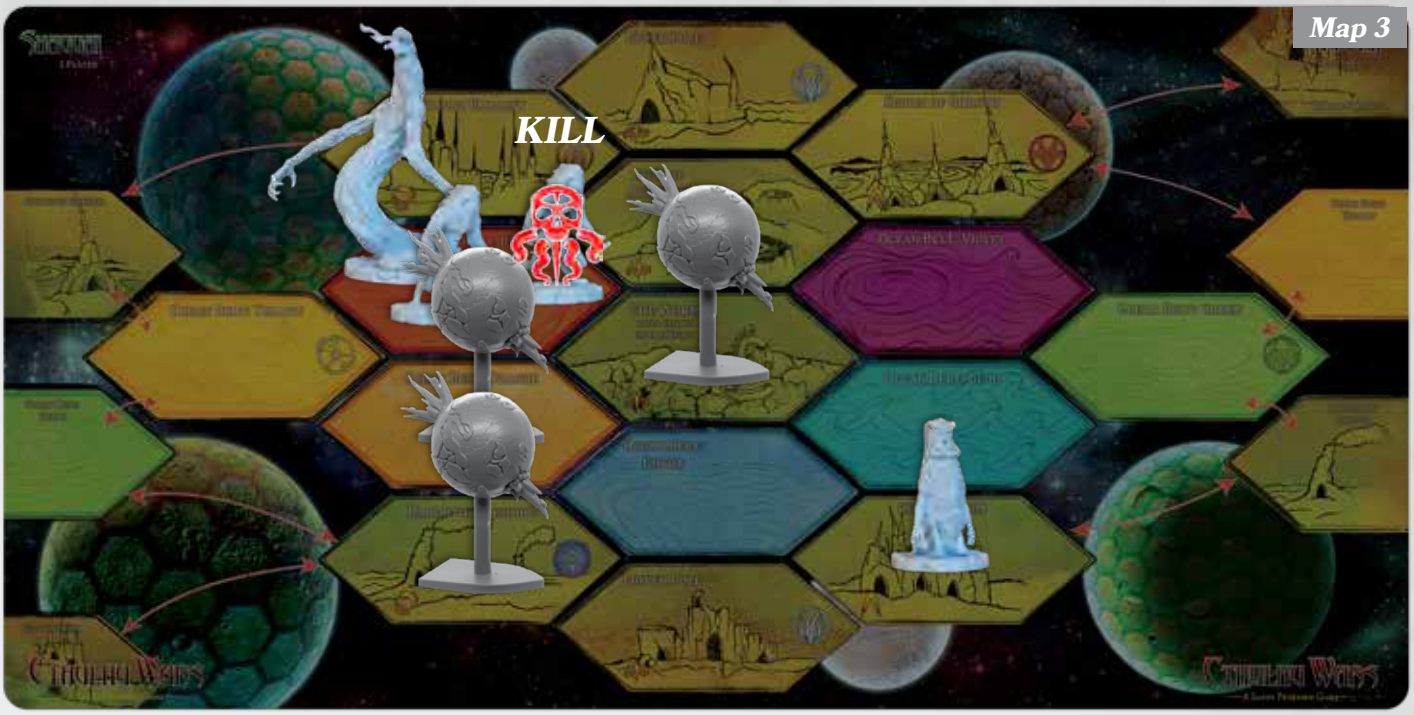




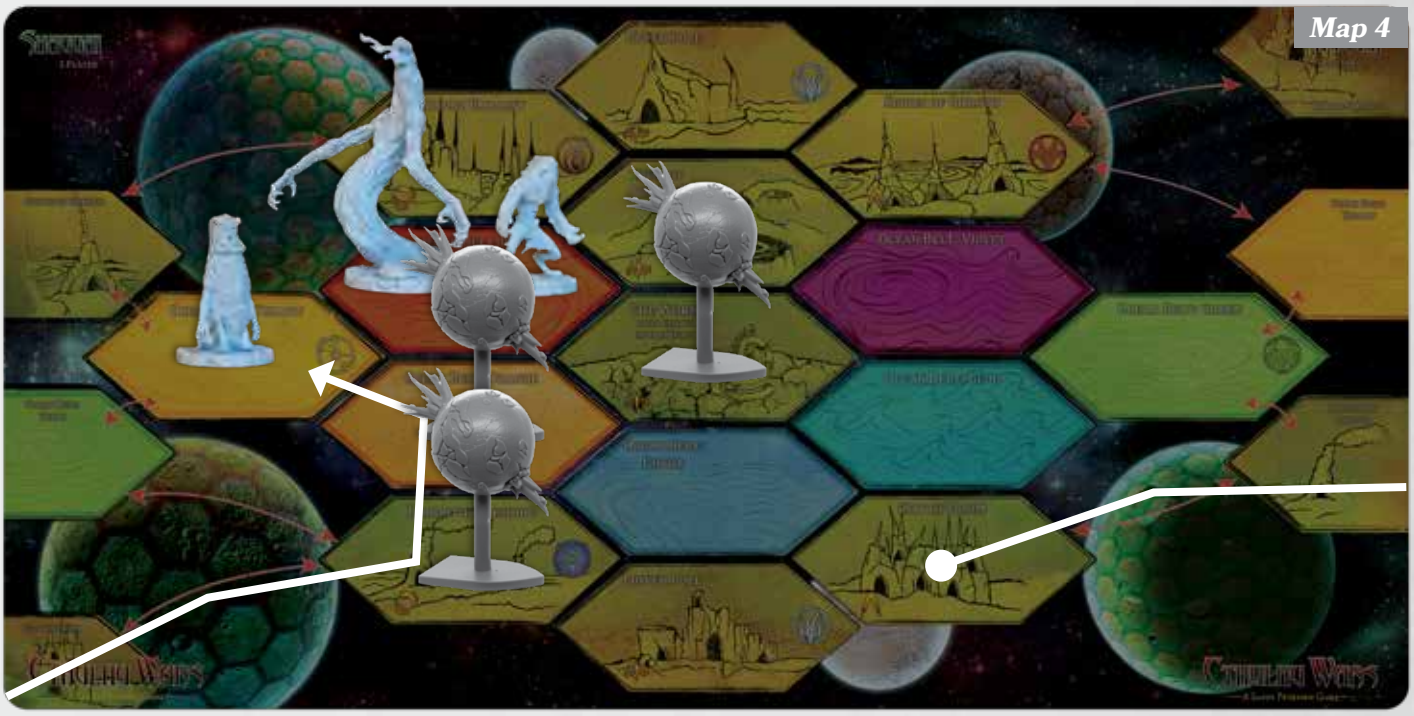
It is a 3-player game, and The Worm that Gnaws, Haddathic Residue, and the Ocean Belt: Orange have all been Eradicated.



Windwalker wants to Move his army from the Lower Pole to the Ocean Belt: Red (using *Arctic Wind*). He picks up his Army, pays 1 Power for movement, and skips over both Eradicated Areas in his way, landing in the Ocean Belt: Red.



Because Windwalker had to skip over an Eradicated Area (actually two, in this case) he must lose a Unit en route, and so selects a Wendigo to be Eliminated.



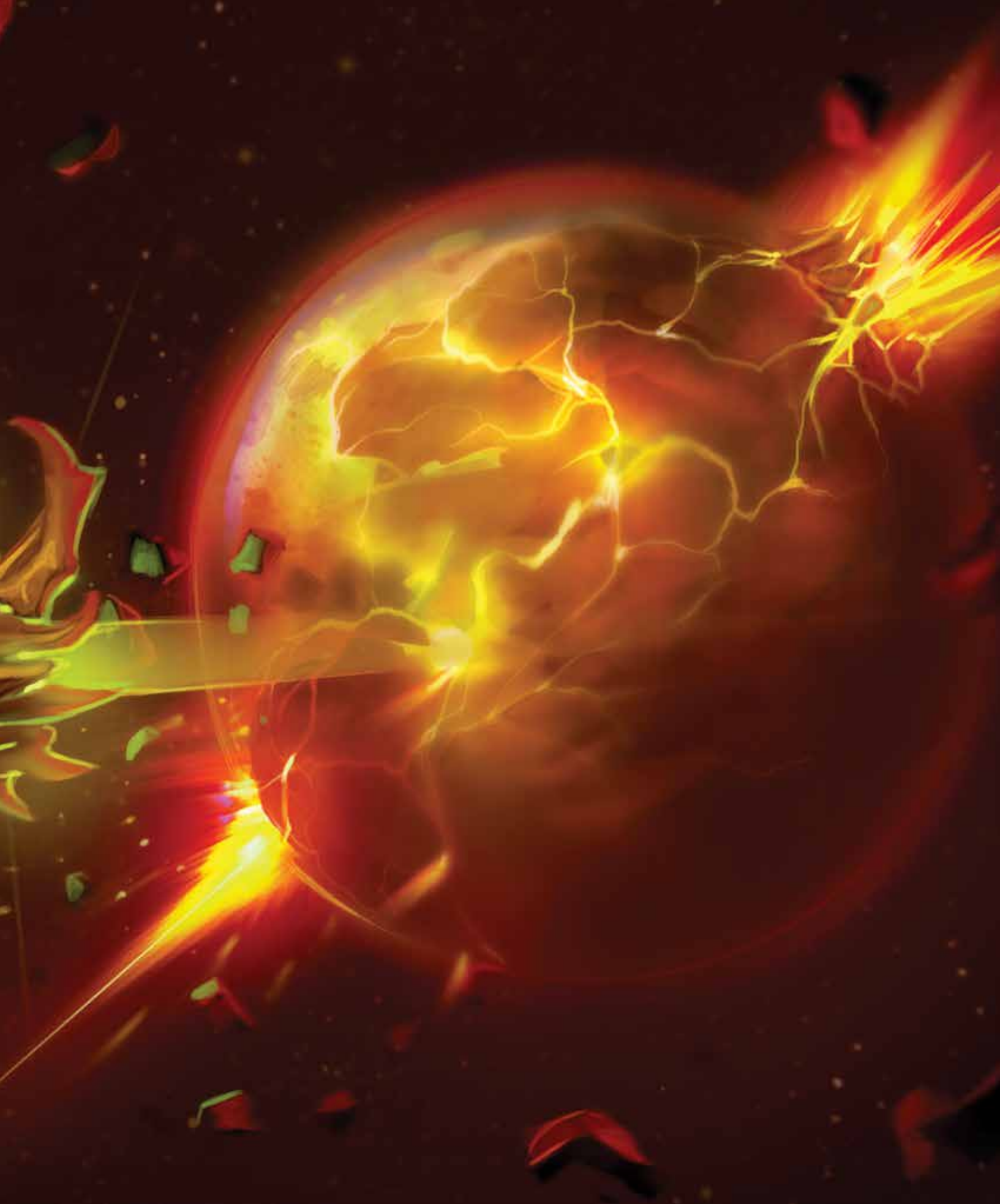
Windwalker also had a Gnoph-Keh in the City of Doom. He could have Moved it for 1 more Power and landed it in the Ocean Belt: Yellow. He doesn't need to lose that particular Unit, because it is all part of the same Move Action, and he already Eliminated a Unit for this Move. This is true even though the City of Doom Unit did not join up with his main army. Note that even if the City of Doom Unit were to Move across a completely different Eradicated Area, he would still only lose 1 Unit for his entire Move (of course, it could be the City of Doom Unit, in which case his main army moving from the Lower Pole wouldn't lose anything).

SHAGGAI MAP

"The Spiritualists were the first to sense their arrival, though they mistook them for something far more benign. Soon it was clear that all these new supernatural phenomena- poltergeists, demonic possessions, and hauntings were under someone's, or something's, control– all part of a larger plan. When they finally revealed themselves, they proclaimed that they were humans like us, simply more spiritually developed. But centuries of meddling with the Outside had tainted them in body and soul. Soon we learned that, to them, "lesser" humans were disposables for their pleasure, to be used horribly and then discarded. It may have been better if they had wanted us for slaves, instead of toys."

–Sandy Petersen





YUGGOTH MAP

COMPONENTS



6 Slime Molds



Watcher



Loyalty Card



Brain Cylinder Token (4 in Each of the Faction Colors)



Watcher Token | Laboratory Token | No Slime Token | Slime Token



2 Yuggoth Map Boards, Printed on Both Sides

Set Up and Map Basics



CHEVRON GLYPH



WATCHER TOKEN

Set up the Map as you would with the ***Cthulhu Wars*** Earth Map. Place the Watcher Token at 12 on the Doom Track, with the dark (asleep) side up.

If the Opener of the Way Faction is in play, it may NOT set up on any Area marked with the Yellow Sign's Chevron glyph (these are the Laboratory, Slime Sea Overlook, and all of the Green Pyramid Areas). The Opener of the Way may set up in any other unoccupied Area.

The Yuggoth Map represents the (former) planet of Pluto, where alien horrors have established a base. It contains certain special Areas—the Laboratory, Slime Sea Overlook, and, particularly, the Green Pyramid (which is comprised of the Pyramid Slopes and the Watcher Postern).

Ocean Area names all end in the word "Sea." Hence, the Nitrogen Sea, Polar Sea, etc., are ocean Areas for every game purpose.

Note:

The Slime Sea Overlook is a land Area, even though 'Sea' appears in its name.

The Laboratory



LABORATORY

A player that Controls a Gate in the Laboratory Area can perform the Surgery Action. If Opener of the Way is in play, Yog-Sothoth can perform the Surgery Action when in the Laboratory Area. If a different Faction Controls a normal Gate in the Laboratory at the same time that Yog-Sothoth is present, both Factions may perform Surgery.

Surgery
Cost: 1 Power

If you Control the Laboratory Gate, Eliminate up to 4 of your Cultists in play and replace them with an equal number of Brain Cylinder tokens in your Faction's Color.

You must place these Brain Cylinders in the same Area(s) as the Cultists they replace-they can replace your Cultists on Gates, immediately retaking Control of those Gates.

You can also swap out Cultists that are not on the Map, but still in play (such as some of Cthulhu's Cultists which are *Submerged*, or Sleeper's Acolyte that is on a *Cursed Slumbering* Gate. (Those guys are just having really bad dreams).

Brain Cylinders

Brain Cylinders are a new type of Cultist. They cannot be Recruited normally, nor can they be placed on the Map due to special abilities that place Units (such as Yellow Sign's *Desecrate*).

They cannot use the Move Action, but they may perform any other game Action in addition to all Cultist functions—i.e., they earn Power during the Gather Power Phase, Create, Control, and Abandon Gates, and permit the Recruitment of Cultists in their Areas.

To Move a Brain Cylinder, one of your other Units must Move with them. Your Brain Cylinders accompany your other Unit(s) for free in a Move Action, and a single Unit can carry multiple Cylinders. You can also bring Brain Cylinders along using a movement-like ability, as long as that ability allows you to bring other, non-specific Units along. For example, you can relocate them with Submerge, but not with *Screaming Dead*, *Seek and Destroy*, *Necrophagy*, or *Shriek of the Byakhee*, because these last four mention specific Units that can be moved. Something that modifies the Move Action, such as the Shantaks' *Horror Steed* ability, would allow it to transport any number of Brain Cylinders (in addition to a Cultist).

As Brain Cylinders are Cultists, they benefit from any Spellbooks or abilities that affect Cultists (for example, Black Goat's *Frenzy* provides them with 1 Combat). They are NOT Acolytes, however, and so to affect a Brain Cylinder, an ability must specify that it affects Cultists (or Units).

Brain Cylinders have 0 Combat like all Cultists, and for all game purposes their cost is 0.

Brain Cylinders cannot be assigned Pain results in Battle. Because of this, they tend to be left behind in Areas as their owners are driven away in Battle. They are also immune to Pain-like retreats, such as Windwalker's Howl or Pains inflicted by Opener's Dread Curse. Kills can still be assigned to them (remember, Kills must be assigned before Pains, so Brain Cylinders cannot help you avoid Kills or Eliminations in Battle).

Important:

In addition, Brain Cylinders by themselves do NOT prevent Units from being Pained into their Areas in a Battle. Brain Cylinders by themselves cannot surround and therefore Eliminate enemy Units.

Capturing a Brain Cylinder is like Capturing any other Cultist, and follows the same rules. However, when a Cylinder is Captured, you may choose instead to "Convert" it into a Cylinder of your own Faction's Color, leaving it on the Map. Each Faction has a hard limit of 4 Cylinders, so if you already have four Brain Cylinders in play and Capture a fifth, it cannot be Converted. It must be placed on your Faction Card to be Sacrificed in next Gather Power Phase.

Note:

A special bonus Laboratory token has been included in this Expansion. This is not for the Yuggoth Map itself (as there is already a Laboratory Glyph on the Yuggoth Map). This token is intended to allow players to experiment with their own house rules, permitting them to access the Laboratory Area, the Surgery Action, and Brain Cylinders on other ***Cthulhu Wars*** Maps! We suggest a hard rule that no player may have a Start Area in the Laboratory Area (including Opener of the Way).

Alternately, you may play a variant where Yuggoth has 2 Areas where you can perform the Surgery Action. If you use the token on Yuggoth, we suggest not putting it on the Slime Sea Overlook, nor anywhere on the Green Pyramid.

This token is purely for player experimentation; Petersen Games has not extensively tested these variants for game balance!

The Slime Seas

The Faction that Controls a Gate on the Slime Sea Overlook takes this Loyalty Card and is allowed to perform the new Call Slime Mold Action.

If Opener of the Way is in play, Yog-Sothoth may perform the Call Slime Mold Action by being in the Slime Sea Overlook. However, if there is also a normal Gate in the Overlook and it is Controlled by a different Faction, then Yog-Sothoth CANNOT perform this Action. Only one Faction at a time may perform the Call Slime Mold Action, and a normal Gate in the Overlook takes precedence over Yog-Sothoth.

Call Slime Mold

Cost: 0 or 1



SLIME MOLD



NO SLIME MOLD

If you Control a Gate on the Slime Sea Overlook, place a Slime Mold into any Slime Sea Area. If there are no Slimes in play, this costs 0; if at least one Slime is in play, the cost is 1. Slimes are Monsters, but they cannot be Summoned. They may only be brought into play via this Action.

Slime Molds have a Combat of 2 and no inherent abilities.

Slimes cannot use a Move Action to go to the Slime Sea Overlook (but they may be Pained there or arrive via other means, such as Great Cthulhu's *Submerge* or Shub-Niggurath's *Avatar*).

The Faction that Controls a Gate in the Slime Sea Overlook controls all Slime Molds. If this Gate becomes Controlled by another Faction, all Slime Molds in play change their allegiance to the Gate's new Controller. If the Gate is Abandoned, the Slime Molds become uncontrolled.

It is possible to declare Battle against uncontrolled Slime Molds without affecting any other Faction. The Slime Molds do fight back—roll dice for them and mark losses normally. If an uncontrolled Slime Mold is Pained (or Retreated) and *Madness* is not in effect, their attacker chooses the Area to which they are Pained, following normal Pain rules. Uncontrolled Slime Molds can also be affected by other abilities that target Monsters (or Units). For example, Tsathoggua may use *Capture Monster* on one, and Shub-Niggurath may *Avatar* with an uncontrolled Slime Mold.

Special Rule for Black Goat:

Although you may not Summon Slime Molds (you may only "Call" them), Black Goat's *Fertility Cult* will allow it to Call as many Slime Molds as desired, and in conjunction with Summoning other Monsters. The Slime Molds must still appear in the Slime Sea, even when *Fertility Cult* is used in their creation.

Note:

Two bonus Slime Tokens are included in this Expansion. These cannot be used on the Yuggoth Map, as they would lead to confusion. To use them, place each one in a separate Area of another Map expansion (or on the Earth Map). You can perform the Call Slime Mold Action in the "No Slimes Allowed" Area, if you Control a Gate there. The other Area is where the Slimes must appear when Called. All the same rules for Slimes apply. These tokens are purely for player experimentation; Petersen Games has not extensively tested this variant for game balance!

The Green Pyramid

The Slopes of the Pyramid and Watcher Postern

The Green Pyramid consists of 2-4 Areas, depending on which side of the Map you are using. These Areas are all marked; one mark in each Area is the die roll result on which the Watcher appears; the other mark is a symbol indicating that Controlled Gates on the Pyramid earn their Controller 1 additional Power during the Gather Power Phase. Therefore, Controlled Gates on any Green Pyramid Area (including the Watcher Postern) produce 3 Power in each Gather Power Phase instead of 2. (Yog-Sothoth produces 3 Power if he is in a Green Pyramid Area during this Phase).



DICE



+1 POWER IF YOU CONTROL A GATE IN THIS AREA

Abandoned Gates on the Green Pyramid still only produce 1 Power for all Factions.

The Watcher

The Watcher of the Green Pyramid is a hideous abnormality, a monstrous fellow to the Great Old Ones. It dwells in the abysses beneath the Green Pyramid. Activity on Yuggoth periodically brings forth the Watcher, to ravage and destroy.

Doom Phase-The Watcher Awakens

At the end of the Doom Phase, after all players have had a chance to perform a Ritual of Annihilation and if there is a Controlled Gate in any Green Pyramid Area, roll a die. If the result equals the number printed on an Area with a Controlled Gate, the Watcher Awakens. Flip the Watcher Token to the lit-up (Awakened) side, and place its figure on the Watcher Postern (regardless of the number rolled).

Yog-Sothoth's presence in a Green Pyramid Area counts for Awakening the Watcher, even if a normal Gate is not Controlled in the same Area.

Should any player's Doom Marker pass over the dark Watcher Token, flip it to the light (Awake) side. Thus, when a player first reaches or exceeds 12 Doom, the Watcher Awakens (if it is not already Awake). If a player's Doom reaches 12 during an Action Phase (due to turning in Elder Signs, for example), the Watcher won't Awaken until the following Doom Phase.

The Watcher Decays

If the Watcher is already Awake before the Doom Phase begins, roll a die and lower the Watcher Token's position on the Doom Track by that many spaces. If it Decays to 0, it is Killed; remove it from the Map. In this way the Watcher gradually dwindles and eventually vanishes, even if no players inflict Kills on it in Battle, but it may re-Awaken later!

Never Decay the Watcher on the Doom Phase in which it Awakens (and never re-Awaken the Watcher in the same Doom Phase in which it reaches 0).

Action Phase—The Watcher Attacks

If the Watcher is Awake at the start of the Action Phase, then it will Attack. This occurs before the First Player takes a turn.

The Watcher Attacks once per player. The First Player Controls its first Attack, followed by the next player, and so forth, until each player has had a chance to Control it once or until it has been destroyed.

Controlling the Watcher

On each Watcher Attack, the controlling player must Move the Watcher into an adjacent Area of his choice that contains Units belonging to any Faction. If no player's Units are in an adjacent Area, the Watcher may be teleported to any Area containing any player's Units. The Watcher may never remain in the same Area. A player may return the Watcher to Attack an Area it moved from earlier in the same Action Phase.

Immediately after moving, the Watcher initiates a Battle with Combat dice equal to the Watcher Token's position (initially, twelve). It attacks EACH Faction in the Area separately and independently, in the order chosen by the controller. Example: if two Factions, including the player's Units, are in the Area, the player can choose to have himself attacked second, hoping the Watcher will have lost strength by the time it gets to him. If the Slime Molds are neutral, it does not attack them. Any number of Battles in a single Area, against multiple Factions, counts as a single Watcher Attack.

The defending Faction rolls Combat dice against the Watcher as normal; each Kill rolled drops the Watcher

Token down 1 point on the Doom Track. The Watcher is immune to all Pain.
The Watcher is a Great Old One. While Spellbooks and abilities can be used in Battle against it, they may only affect your own Units. For example, you cannot use Windwalker's *Howl* to send the Watcher out of the Battle Area, nor does *Demand Sacrifice* have any effect on the Watcher's dice results.

The Watcher costs 0 Power, has no Spellbooks or Doom, and is considered for all purposes to have no Power of its own or any other normal features of a Faction, such as calculating the Combat of Tsathoggua, Ithaqua, Nyarlathotep, etc. As a Great Old One, however, the Watcher can provide Nyarlathotep with 2 Elder Signs for scoring a Kill against it. It is immune to Pains, so Nyarlathotep must actually score a Kill (multiple Kills against the Watcher do not provide Nyarlathotep with additional Elder Signs).

Once the first Watcher Attack has been completed, the second player then takes Control of the Watcher for the next Attack (which, again, includes both a Move and a Battle). This continues until all players have Controlled the Watcher once (or until it has been destroyed). At that point, the First Player takes his own first turn as normal. During the rest of the Action Phase, any player may initiate a Battle against the Watcher. It will roll its Combat dice and ignore all Pains as normal.

When the Watcher's Token drops to 0 on the Doom Track (even if it reaches 0 due to Watcher Decay in the Doom Phase), its figure is removed from the board and the Watcher Token is flipped back to the dark, sleeping side. That token is then placed back at 12 on the Doom Track. It will re-Awaken if another player's Doom Marker reaches 12, or via the die roll as normal. If all players have already reached or exceeded 12 Doom, then the Watcher will only re-Awaken via die roll.

Tip:

Since the Watcher first Awakens on the Watcher Postern and it must Move into an adjacent Area with Units, you might at first feel safe by having a Gate on the Watcher Postern itself . Be aware that the Watcher may simply return to the Postern on its second Attack!



In a four-player game, Rich optimistically Created a Gate on the 1 and 2 Area of the Green Pyramid.



In the following Doom Phase, a 2 is rolled. The Watcher appears on the Watcher Postern.



Rich is the first player, and he is also the only player with Units on the Green Pyramid. He is forced to Move the Watcher into his own Area, where he has a Cultist, a Deep One, and Great Cthulhu. The Watcher now rolls 12 Combat dice. Rich rolls 7 Combat dice (Cthulhu's *Devour* ability is useless on The Watcher). Cthulhu gets 1 Kill, moving the Watcher Token to 11 (The Watcher ignores any Pains). The Watcher got 2 Kills and at least 1 Pain, so Rich chooses to have the Cultist and Deep One Killed, and Cthulhu Pained.



Angela, who is playing as Crawling Chaos, uses *Madness* to Pain Cthulhu to an adjacent Area (The Twin Desolations) where Frank has his Yellow Sign Units. The first Watcher Attack is over.



Now Angela (the next player in turn order) Moves the Watcher into The Twin Desolations, the Area to which Cthulhu had been Pained. This Area also contains Frank's Yellow Sign Units. Angela, having a beef with Rich, decides that the Watcher will attack Cthulhu first. The Watcher rolls 11 dice against Cthulhu, who rolls 6 dice and gets 2 Kills. The Watcher's Combat drops to 9 and Cthulhu, sadly, is Killed.



Before the Watcher can be Controlled by the next player, it has to Battle every Faction in the Area it now occupies. The Watcher now attacks Frank's Yellow Sign Units. Frank has Hastur, the King in Yellow, 3 Undead, a Byakhee, and 2 Acolytes, who roll a total of 11 dice (the Ritual of Annihilation track is at 7). The Watcher rolls 9 dice. Frank gets 2 Kills, dropping The Watcher to 7. The Watcher gets a whopping 5 Kills and 3 Pains. Frank lets his 3 Undead and 2 Cultists be Killed (Frank gains 1 Power, since he has the *Passion* Spellbook).



Angela, using *Madness*, Pains Hastur, the King in Yellow, and the Byakhee to the Methane Sea.



It is now Chris' turn to Move the Watcher. Though he could Move the Watcher west, he is feeling devious and decides to Move the Watcher back to the Twin Desolations to attack Frank for the third time. This time the Watcher rolls no Kills with his 5 dice, but it does Pain both Hastur and the King in Yellow. Frank scores a Kill, dropping the Watcher to 4.



Frank is the next player in line. However, the only Area with Units adjacent to the Watcher is the Methane Sea, to which his own Yellow Sign Units were just Pained. Sadly, he now must Move the Watcher there and Battle it again. The Watcher rolls 7 dice, getting 1 Kill and 2 Pains. Frank opts to lose his Byakhee, and his Units are Pained right back to the Twin Desolations. At least Frank rolled 2 Kills with his Units, dropping the Watcher to 5.



Angela, sad that neither Hastur nor the King in Yellow were Killed by the Watcher, decides to split them up and Pain one to the Ammonia Sea and the other to the Nitrogen Sea, leaving them vulnerable. As all players have now taken a turn Attacking with the Watcher, it stays in the Twin Desolations, the Area to which it was last Moved. The players now begin the rest of the Action Phase starting with Rich, who is the First Player.

YUGGOTH MAP

"It traced strange pictures on the quivering air—

Half-memories that had always filled my eyes—

Vast towers and gardens; curious seas and skies

Of some dim life—I never could tell where.

But now I knew that through the cosmic dome

Those rays were calling from my far, lost home."

—H.P. Lovecraft, Fungi from Yuggoth





6-8 Player Maps

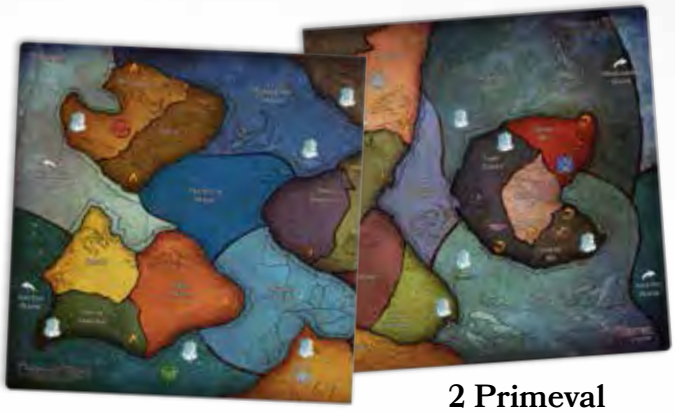
These Maps work similarly to those for the Core Game and each Map expansion, but expand the number of Areas to accommodate 6-8 players. These are just Maps; they do not come with any of the pieces needed to play on them. For a 6 player game, use the 6-player Map sides. For an 8 player game, use the reverse. For a 7 player game, use one 6-player side and one 8-player side.



6 Gates



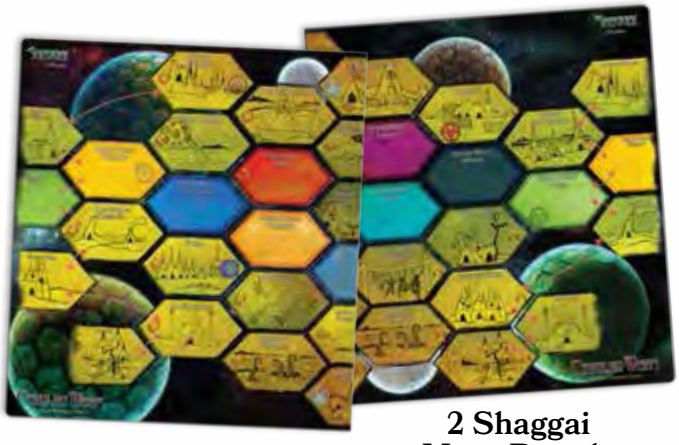
2 Earth Map Boards



2 Primeval Maps Boards



2 Dreamland Maps Boards



2 Shaggai Maps Boards



2 Library at Celaeno Maps Boards



2 Yuggoth Maps Boards

*MAP BOARDS FOR 6-8 PLAYERS, PRINTED ON BOTH SIDES.

Oversized 3-5 Player Earth Map

This is a larger version of the Earth Map than the one that comes with the Core Game. It provides more room and creates less clutter on your game board.





*** 2 OVERSIZED 3-5 PLAYER EARTH MAP BOARDS, PRINTED ON BOTH SIDES**

9-11 Player Earth Map

The ocean Areas for the 9-11 Player Earth Map are: North Pacific, South Pacific, North Atlantic, South Atlantic, Indian Ocean, Arctic Ocean, Bering Sea, Bermuda Triangle, Caribbean Sea, Mediterranean Sea, and Bay of Bengal.



Frequently Asked Questions

Core Game Rules

Q. How much Power does Crawling Chaos get for Killing or Paining Cthulhu?

A. He receives 2 Power, since that is now half the cost of Awakening Cthulhu (since, obviously, he has already been Awakened once). Of course, he could instead just take 2 Elder Signs. That's what I would do, anyway.

Q. Yellow Sign's Undead and Byakhee have Combat ratings that change depending on how many are present in the Area. If an Undead or Byakhee is exempted via *Invisibility*, does it affect the Combat of the remaining Units?

A. An *Invisible* Unit does not count as being "present" in the Area for any purpose. If you have two Undead in an Area and one is turned *Invisible*, the remaining Undead rolls 0 dice, not 1. The intent is that *Invisibility* is supposed to be useful.

Q. Regarding Crawling Chaos's *Madness* Spellbook, must he obey normal restrictions on Retreating Units (i.e., not into an Area containing Units of the Faction just Battled)?

A. Yes, he must obey normal Retreat rules. He also does not get to choose WHICH Units Retreat, only their destination. Also note that with *Madness*, Crawling Chaos can Retreat players in either order. That is, he may Retreat the defender first.

Q. Black Goat has a Spellbook requirement, "Share Areas with all enemies." Do the enemies all have to be in a single Area with your Unit(s)?

A. No. For example, in a three-player game versus Cthulhu and Yellow Sign, if you have a Unit in an Area with Cthulhu's Units and also have a Unit in an Area with a Yellow Sign Unit, this requirement is immediately fulfilled. Note that this requirement can be met during an enemy's turn.

Q. When Crawling Chaos's *Thousand Forms* or Black Goat's *Ghroth* abilities are used, can a player insist on taking part of the loss, even if the other players don't want him to? What if a player has no Power or no Cultists—can he "disagree" with the division?

A. In the first case, this would count as a disagreement which needs to be resolved. In the second, if a player refuses to or cannot contribute to the effect, he does not participate in further negotiations and his agreement is immaterial.

Q. If a Ghoul is already in the target Area but is not participating in the Battle (due to *Invisibility*), can it stay there and use *Necrophagy*?

A. Yes! An *Invisible* Ghoul is "not involved" and thus could react via *Necrophagy*!

Q. Since Nyarlathotep cannot be Eliminated due to being surrounded (when he has *Emissary of the Outer Gods* and is not Battling an enemy Great Old One), can he still "*soak up*" that Elimination to protect his other Units?

A. Yes!

Q. If Black Goat is in a Battle and uses *Necrophagy*, can the Ghoul that was sent to the Battle also be assigned the Pain that it added?

A. No, the newly-called Ghoul cannot be chosen to be assigned the extra Pain, because it did not participate in the Battle, it only added a Pain result

Q. When Yellow Sign takes the *Screaming Dead* or *He Who is Not to be Named* Action, does he have to pay the normal Power cost for his second, subsequent Action?

A. Yes! For instance, if he Moved using *Screaming Dead* and then immediately attempted a *Desecration*, this would cost him a total of 3 Power (or 2 Power, if *Third Eye* was in effect).

Q. What happens when Crawling Chaos uses *Thousand Forms* and the number rolled is higher than the sum of all other players' power?

A. Crawling Chaos gets Power equal to the die roll.

Q. If I fail a *Ghroth* roll, is the free Acolyte (of any Faction) an optional placement?

A. No. Abilities themselves are always optional (unless stated otherwise on their text), but if you choose to use an Ability, you must then do what it says—once you choose to use *Ghroth*, you cannot simply decide to avoid the consequences! You knew what you were getting into when you joined with Black Goat's cult! Basically, a failed *Ghroth* is still intended to be a good thing; Black Goat usually has Acolytes in its Pool, but if not, this can be used to place an enemy Acolyte into an Area with your Monsters so that you can Capture it! Or, you might help a potential ally, perhaps even requesting that they do something for you on their turn in return for your giving them a free Acolyte.

Q. Similar to the question above, but what if I want to use *Ghroth*, but there are NO Acolytes remaining to be placed in any Faction's Pool (in case of a failed roll)?

A. If you fail, then nothing happens! This is not similar to abilities such as *Zingaya*, which prevents from using the ability if there are no Undead in your Pool with which to replace the enemy Acolyte. With *Ghroth*, chance is involved - you could Eliminate enemy Cultists (which is the main purpose of *Ghroth*). To be clear, because you cannot normally choose to fulfill only part of an ability, *Ghroth's* free Acolyte is a compensation you cannot refuse. But, having no Cultists to place does not prevent you from attempting a *Ghroth* roll.

Q. Can Elder Gods declare Battle since they have no Combat dice?

A. No.

Q. Are Eliminations handled before Kills?

A. Yes.

Additional Factions

The Ancients

Q. If there is more than one enemy Great Old One in a Battle against me and I invoke *Unholy Ground*, can I remove two Cathedrals to Eliminate two Great Old Ones?

A. Yes.

Q. Can Rhan Tegoth avoid *Unholy Ground's* Kill by spending 1 Power as per his *Eternal Ability*?

A. No, because *Unholy Ground* produces an Elimination, not a Kill.

Q. Can I use *Unholy Ground* to Eliminate Azathoth or the Watcher of the Green Pyramid?

A. No. Unlike other Units, the Watcher just loses 1 from his strength when he is "Eliminated", and Azathoth loses 1 die from his Combat.

Q. If I remove Cathedrals via *Unholy Ground*, where can I rebuild them?

A. When replacing a removed Cathedral, you must obey Cathedral placement rules. For example, if you removed a Cathedral from a particular Yellow Sign Glyph's Area, and all your other Cathedrals were in play, you could only rebuild it in an Area with that same Yellow Sign Glyph.

Q. If I have Reanimated in an Area by themselves, can I use them to take actions besides Move, Capture, or Battle?

A. Yes, if such Actions are available to you.

Q. Do Reanimated need to be accompanied by another Unit to Move?

A. No. They simply need to start their Move in an Area with another friendly (non-Reanimated) Unit.

Q. If an enemy Great Old One is assigned a Kill, and that Kill is later turned into a Pain (e.g. Nyarlathotep's *Emissary of the Outer Gods* Spellbook), can *Unholy Ground* still be used to Eliminate the Great Old One?

A. Yes, the intent is that Ancients can Eliminate Nyarlathotep with *Unholy Ground*.

Q. Can the Ancients Recruit a Cultist in an Area where they only have a Cathedral?

A. No, a Cathedral is not a Unit.

Q. Can Opener of the Way use *They Break Through* when the Ancients allow everyone to Summon their cheapest / most expensive monster?

A. Yes.

Q. How do the Ancients generally interact with requirements or rules necessitating all Factions to have a Great Old One?

A. The Ancients are ignored for this purpose. For example, the Ancients need not have a Great Old One for an independent Azathoth's controller to earn his Nuclear Chaos Spellbook.

Bubastis

Q. Can other Factions use Move-like actions, such as *Avatar* or *Submerge*, to transfer Units to the Moon?

A. Yes. They just can't use the Move action itself, nor actions that specifically mimic Move (like *Screaming Dead*).

Q. Do I get an Elder Sign for Ritualing with Bastet if I'm not using her *Requires Attention* ability?

A. No. Elder Gods do not provide Elder Signs for Rituals of Annihilation, except in conjunction with special abilities. Also, since Bubastis can only "Control" one Gate (the Moon), a non-*Requires Attention* ritual only ever adds 1 Doom. Finally, if you DO use the *Requires Attention* ritual, you do NOT add another 1 Doom for the Moon's "Gate." You only get the flat 4 Doom bonus. Really, it's Bastet adding 3 Doom, plus the 1 extra for the Moon, so you're not losing anything.

Q. The *Zagazig* Spellbook seems to apply to both sides in a Battle. Is this so? Does it also reverse Kills & Pains for my opponent?

A. Yes. If you choose to use *Zagazig*, both sides get the benefits.

Q. What happens in a Battle with Sleeper if Bubastis chooses to both use *Zagazig* and chooses option 2 from Sleeper's *Demand Sacrifice* ("All of their Kill results against your Units in this Battle count as Pains, instead.")?

A. First *Zagazig* changes Bubastis' rolled Kills to Pains, and rolled Pains to Kills. Then all of Bubastis' rolled Kill results count as Pains due to *Demand Sacrifice*. Sleeper's rolled Kills and Pains are reversed as per *Zagazig*.

Q. Since Spellbooks target Earth Cats as they would Cultists, can they be Captured?

A. No. They're not Cultists, though *Dreams*, *Zingaya*, and *Ghroth* treat them that way. Crawling Chaos can never get his "Capture" Spellbook requirement from Bubastis, which means you can't use Crawling Chaos and Bubastis as opponents in a 2-player game. Except as a prank, I guess.

Q. If Bastet is in a Battle by herself, does she still get to inflict her one Kill, even though no Combat dice are rolled for her side?

A. Yes, of course. Elder Gods just inflict results. They don't roll dice, and they don't require dice to be rolled for their results to take place. Also, if Bastet is alone, she also still gets her ability to reduce the enemy-rolled Kills by 1.

Q. If no Earth Cats are in play, how can I get more of them?

A. You'd have to Summon them on the Moon, which always counts as an Area with a Controlled Gate.

Q. Can Opener of the Way use *They Break Through* on the Moon? How about *The Beyond One*?

A. Yes, he can use *They Break Through*. No, he cannot "Move" the Moon via *Beyond One*. He also cannot Move a Gate TO the Moon, because there is already a Gate present. He can't Move Yog-Sothoth to the Moon, but he could Awaken him there, if he had a Spawn of Yog-Sothoth on the Moon.

Q. What happens if Sleeper uses *Ancient Sorcery* to target Bubastis?

A. Nothing, unless he has some way to add Earth Cats to his faction.

Q. If Sleeper uses *Burrowing* to Move 2 Units from the Moon back to the main Map, how much Power does Bubastis get, if *Catnapping* is in effect?

A. She gets two Power, because Sleeper must first pay 2 Power to Move the two Units. He then gets a refund of 1 Power back, but that doesn't apply to Bubastis.

Q. If a player gets the Dark Demon (from the Masks expansion), how does this affect Bubastis?

A. She gets stuck with a Dark Demon, like anyone else and loses an Earth Cat, Because spells affect her Earth Cats as if they were Cultists, this means she cannot Summon Earth Cats unless her Dark Demon is in play.

Q. On the Primeval Earth Map, does a Glacier appear on the Moon during the first Doom phase?

A. No, because Control may not be seized from Bubastis, including by a Glacier. I guess you could put a Glacier there if you wanted, but it would have no effect.

Q. On the Yuggoth Map, can Earth Cats be turned into Brain Cylinders?

A. Yes.

Q. Several Independent Units affect Cultists. When under your control, do these work on Earth Cats? (e.g. Eihort)

A. Yes.

Q. Is the Moon tile considered adjacent to all tiles for Spellbooks and Abilities?

A. Yes.

Q. If Bastet is in an area with Yog-Sothoth, and you ritual, do you get 3 Elder Signs?

A. Yes. But the presence of another Enemy Controlled Gate does not increase this reward.

Daemon Sultan

Q. How can I change the position of the Azathoth marker on the Doom Track?

A. The Daemon Sultan Faction can change the marker's position each time you Awaken Avatar Thesis.

Q. When the independent neutral Great Old One Azathoth (from the Azathoth expansion) is Awakened, he rolls the Azathoth die, and places the marker on the track. Does this still happen if Daemon Sultan is in the game?

A. Yes, of course. For example, say Daemon Sultan Awakened Avatar Thesis, paying 2 Power. The Azathoth Glyph Token is set to 2. Then, on the next turn, a player Awakens the independent Azathoth. As part of that process, he rolls the Azathoth die and scores 7. The Azathoth Glyph Token is therefore moved from 2 to 7. Now, if Daemon Sultan Awakens Azathoth Antithesis, he'll only have to pay 1 Power.

Q. In the rare case that another Faction's Start Area is the first Area in which Daemon Sultan places a Cultist, where is Daemon Sultan's Start Area?

A. In that rare case, that start area counts as both Daemon Sultan and the other Faction's start. Place his token there.

Q. The neutral Azathoth Spellbook *Umr-at-Tawil* makes Gates cost 1 less. Does this have an effect on the *Chaos Gate* Spellbook?

A. No. Using the *Chaos Gate* Spellbook still costs 1 Power.

Q. If I'm in a Battle and I assign Kills to both Avatar Thesis and Avatar Antithesis, can I then use Synthesis's *Cosmic Ruler* ability to "transfer" Avatar Thesis's death to Avatar Antithesis, thus saving the latter?

A. You can only use *Cosmic Ruler* to transfer a death to an Avatar which isn't already being Killed in the Battle. In other words, you can't use it to "double up" Kills in this way.

Q. Can Daemon Sultan use *Psychosis* to place a Cultist in an area with an Abandoned Gate? How about a Chaos Gate or a Cathedral?

A. Yes, if no Unit is present. Gates, Chaos Gates, and Cathedrals are buildings, not Units.

Q. On the Primeval Map, does a Glacier appear in Daemon Sultan's Start Area in the first Doom Phase?

A. Yes, even if no Gate is present.

Q. Can abilities which affect Gates, such as *Beyond One*, or Ithaqua's *Awakening*, target a Chaos Gate?

A. Yes.

Q. When using the *Traitors* spellbook, who chooses the Cultist to be placed on the Gate? Can your enemy place their High Priest?

A. The Daemon Sultan player chooses and they can select any Cultist. This includes High Priests, Eihort Brood Tokens, Brain Cylinders, etc., assuming that Eihort or Brain Cylinders are in this game.

Opener of the Way

Q. How does *Key and the Gate* Work?

A. Opener gets 2 Power for Yog-Sothoth during the Gather Power Phase. He also gets 1 Doom for having Yog-Sothoth on the Map during the Doom Phase. If he performs a Ritual of Annihilation, he gets 1 point for Yog-Sothoth as a Gate (plus an Elder Sign for Yog-Sothoth as a Great Old One).

As a Gate, Yog-Sothoth can always Summon Monsters into his Area. Unlike other Gates, he can coexist with a normal Gate, and he is never considered to be Abandoned. Cultists do not Control him, nor can they ride him. He cannot be Moved with *The Beyond One* as if he were a Gate.

Q. Does Yog-Sothoth provide Power to Cthulhu via *Y'ha Nthlei* if he is in an ocean?

A. Yes, because Yog-Sothoth is an Enemy-controlled Gate in the ocean!

Q. If Yog-Sothoth is in the Area where Ithaqua is Awakened, do you have to replace Yog-Sothoth (as the Gate) with Ithaqua?

A. If Yog-Sothoth is the ONLY Gate in the Area, then yes. If there is another available Gate, then you must replace THAT Gate with Ithaqua instead.

Q. Can I use *Beyond One* to teleport a Gate to an Area containing Yog-Sothoth, since he is also a Gate?

A. Despite this fact, yes, you can *Beyond One* to Yog-Sothoth's Area.

Q. Do enemy Great Old Ones still cancel *Beyond One* if the Gate in question is not Controlled by their Faction? And do enemy Independent Great Old Ones still cancel it, too? What about the Watcher from the Yuggoth expansion?

A. Yes, to all three.

Q. If an Opener of the Way Unit in an Area is turned *Invisible* by a Flying Polyp, does it count as "participating in a Battle" for the purpose of getting promoted by *Million Favored Ones*?

A. No. The *Invisibility* Spellbook states that the Unit "takes no part in the rest of the Battle." This includes all Post-Battle abilities and effects.

Q. If I have a Mutant and an Abomination eligible to promote via *Million Favored Ones*, but I do not have an Abomination figure in my Pool, can I first promote the Abomination, then the Mutant (now that an Abomination figure has returned to the Pool)?

A. Yes. You can cycle Units through your Pool in this way to promote them.

Q. If I promote a Spawn of Yog-Sothoth into 2 or more Mutants via *Million Favored Ones*, and that Spawn was Pained in the Battle, are all of his Mutant "progeny" Pained?

A. *Million Favored Ones* happens after all the Pains and Kills are applied, so the Spawn first Retreats into a neighboring Area and THEN shatters into multiple Mutants. This also means that if a Spawn is Eliminated by a Pain result because it was surrounded by its opponent, you do not receive the Mutants.

Q. If Windwalker's *Howl* is used to Retreat one of Opener's Monsters, can it still promote via *Million Favored Ones*?

A. No, they do not participate in the rest of the Battle and so cannot use their abilities.

Q. How do Battle abilities interact with *Dread Curse of Azathoth*?

A. *Dread Curse* is not considered a Battle, despite the fact that Combat dice are rolled. It cannot be combined with *Channel Power* or any other Pre-Battle, Battle, or Post-Battle effects (such as *Regeneration*, *Necrophagy*, or even *Madness*).

Q. Who selects the targets of *Dread Curse of Azathoth*?

A. The victim selects the targets; you just choose which results apply to which Faction. Thus, if you rolled a Kill and two Pains, you could apply the Kill and a Pain to one Faction, and the remaining Pain to another.

Q. Regarding *Dread Curse of Azathoth*, to where do Pained Units Retreat?

A. After the victim selects which Units are Pained, Opener of the Way selects to which adjacent Area each Unit Retreats. He can include Areas that contain Opener of the Way Units (these Units cannot be Eliminated by being surrounded).

Q. Can the *Dread Curse of Azathoth* be used to attack Units that are not Controlled by any Faction, such the Dreamlands Surface Map's Zoogs, or Abhoth's *Filth* tokens after Abhoth has been Killed?

A. No, because that Spellbook requires you to apply the Combat results to particular Factions. In the case of Abhoth, once he is back in play the *Filth* tokens may be targeted, but as the Zoogs are never under the Control of a particular Faction they can never be targeted.

Q. Can I use *Channel Power* more than once in the same Battle?

A. Yes. You can keep re-rolling misses (rolls of one, two or three), paying one Power per re-roll, until you run out of Power or all the dice score results.

Q. Can I use *Dragon Ascending* even if I am out of Power?

A. Yes, because it is not an Action—it is simply an effect that you can apply at any time.

Q. If I use *Dragon Ascending* during the Gather Power Phase, who becomes the First Player?

A. You and another player will be tied for most Power, so the previous First Player will make that decision.

Q. To Awaken an Independent Great Old One, you need a Controlled Gate and your own Great Old One. Does Yog-Sothoth, by himself, fulfill both these requirements?

A. No, because Yog-Sothoth is not technically a Controlled Gate.

Q. Chaugnar Faugn's *Miri Nigri* ability gives Gates 3 Combat dice. Does this apply to Yog-Sothoth?

A. Yes! For example, if there are 4 Enemy Faction Great Old Ones on the Map and Opener Controlled Chaugnar Faugn, then Yog-Sothoth's Combat would be 11 (8 + 3). However, if Opener also Controlled a normal Gate in the same Area as Yog-Sothoth, you would still only add 3, and not 6, to your Combat in that Area. The ability reads "in an Area," which means that you get the Combat bonus once per Area rather than once per Gate.

Q. If Sleeper uses *Cursed Slumber* to remove a Gate from the Map, does that lower the count towards Opener's two Spellbooks requiring 8 or 12 Gates to exist on the Map, respectively?

A. Yes, it lowers the count. A Gate on Sleeper's Faction Card is not on the Map.

Q. Can Sleeper use *Cursed Slumber* to place a Gate from his Faction Card onto the Area containing Yog-Sothoth, but lacking a normal Gate?

A. Yes.

Sleeper

Q. If I have *Energy Nexus* and 0 Power, can I still do an Action that Costs 0 (or *Hibernating*, via *Ancient Sorcery*)?

A. Yes! Using *Energy Nexus* does not require it to be your turn, so the rule that your turn is skipped when at 0 Power (or *Hibernating*) doesn't apply.

Q. If my Serpent Man returns to the Map during the Doom Phase (*Ancient Sorcery*) to an Area with Windwalker's Ice Age token, do I pay 1 Power?

A. No, because returning the Serpent Man is not an Action; it occurs during the Doom Phase.

Q. How does *Demand Sacrifice* interact with the Leng Spider's *Bloodthirst*?

A. Any Pains converted into Kills become single Pains. I recommend against using *Bloodthirst*!

Q. Can I use *Lethargy* forever, thus preventing the game from ending?

A. We recommend defenestration as the quickest way of managing such a player. More seriously, Sleeper cannot use *Lethargy* if no one else is active; just go ahead and finish out the Action Phase.

Q. How does *Ancient Sorcery* affect Great Cthulhu or Yellow Sign?

A. *Ancient Sorcery* doesn't affect the targeted Faction at all. However, I think what you mean is, "how does Sleeper benefit from using *Ancient Sorcery* on Great Cthulhu or Yellow Sign?" The answer in the first case is that a unique ability that names a specific Great Old One allows Sleeper to apply that ability to Tsathoggua. Thus, if *Ancient Sorcery* affects Great Cthulhu, Sleeper can re-Awaken Tsathoggua for 4 Power (and will also earn 1 Elder Sign). With regards to Yellow Sign, during the Gather Power Phase, Sleeper will gain 1 Power for each Area containing one or more of his Units plus a *Desecration* token (which, admittedly, had to be created by Yellow Sign).

Q. If a Serpent Man uses *Ancient Sorcery* on Crawling Chaos, thus giving Sleeper the *Flight* ability, can this be combined with the *Burrow* Spellbook?

A. Yes. Sleeper's Units are able to fly while burrowing. Tsathoggua is not from this part of the universe.

Q. What does it mean that an Action must originate in the Battle Area when using *Energy Nexus*?

A. It means that the Action, if tied to Map Areas, must begin in those Areas. For example, you can only use it to Move OUT of the Area (*Burrow* would apply), and not into it. You could only use *Ancient Sorcery* if the Serpent Man comes from that Area. You could Recruit, Summon, Awaken, or Capture a Unit in that Area. In a multi-Area situation, such as using Mother Hydra's *Zygote* Action, then at least one Recruited Cultist must be placed in that Area. If it is not tied to a Map Area, then you may do it (such as one of Sleeper's Spellbook requirements that is an Action). You could even do *Lethargy* if you wanted, but that really wouldn't make much sense from a strategic standpoint.

Q. Can I do the Battle Action with *Energy Nexus*?

A. Yes. This results in an immediate Battle with you as the Attacker, which would be followed by the already-declared Battle, between whatever Units remain. You can only do 2 total Battles in a row (i.e., you cannot use *Energy Nexus* to "chain" Battles together into an infinite loop). However, you could use *Energy Nexus* to perform a non-Battle Action before the *Energy Nexus* Battle, which will happen before the Battle that was originally declared.

Q. Can I use *Energy Nexus* even if the Battle in the Area was not declared against me (or by me)?

A. *Energy Nexus* simply requires a Battle to be declared in the same Area as your Wizard. For example, if two other Factions Battled in an Area containing your Wizard, Sleeper could immediately Recruit a Cultist. If all the Units involved in the Battle were Killed and/or Pained, then Sleeper could take Control of an abandoned Gate on his turn without having to use his next turn's Action to Recruit a Cultist there!

Q. Can I perform Unlimited Actions in addition to my one Action when using *Energy Nexus*?

A. You may Abandon and/or Control a Gate in addition to your 1 Action, but may not do Unlimited Battle (one regular Battle is okay).

Q. Do Battle abilities still apply if *Energy Nexus* removes all Units of one side so that a Battle does not really take place? For example, what if a single Monster declares Battle on Sleeper, and Tsathoggua simply uses *Energy Nexus* to Capture the Monster? Or if Sleeper simply Moves all of his units out of the Area?

A. Although *Energy Nexus* takes place prior to Pre-Battle, follow the same rule as to what happens when all Units of a side are removed during Pre-Battle. The Battle ends, no dice are rolled, and no abilities (including Pre-Battle!) can be used. The Power is paid to initiate the Battle, but no Battle actually takes place!

Q. Does *Demand Sacrifice* protect against Eliminations?

A. No, it only protects against Kill results.

Q. Does Tsathoggua have to be personally involved in a Battle to use *Demand Sacrifice*?

A. No. So long as Tsathoggua is in play, Demand Sacrifice applies to all Battles against Sleeper's Units.

Q. Can the Opener of the Way use *They Break Through* to Summon a Monster onto the *Cursed Slumber* Gate?

A. No. The Gate and Cultist under *Cursed Slumber* are immune to Enemy abilities.

Q. Can Sleeper choose to Eliminate his Cultist on a *Cursed Slumber* Gate to satisfy losses inflicted by *Ghroth* (or any similar ability)?

A. Yes, but he doesn't have to even if it is the only Cultist he has left (since it is protected from all enemy abilities). If he DOES choose to lose it, the Gate becomes Abandoned and now provides Power to all Factions. It can still later be returned to the Map by Sleeper for 1 Power.

Q. If a *Cursed Slumber* Gate has a High Priest on it, can that High Priest be sacrificed for Power? If so, what happens to the Gate?

A. Yes. The Gate becomes Abandoned, as described in the previous answer.

Q. If I have acquired the Ghast Neutral Monsters, how and when would I spawn them via *Death from Below*?

A. Since they cost 2 Power, they are 2-cost Monsters. You will only receive 1 Ghast per spawning, so it is usually preferable to get some other Monster with *Death from Below*.

Q. If Sleeper uses *Cursed Slumber* to remove a Gate from the Map, does that change the count towards Opener's two Spellbooks that require 8 or 12 Gates to exist on the Map, respectively?

A. Yes, it lowers the count. A Gate on Sleeper's Faction Card is not on the Map.

Q. Can Sleeper use *Cursed Slumber* to place a Gate from his Faction Card onto the Area containing Yog-Sothoth, but lacking a normal Gate?

A. Yes.

Q. If I Move a single Shantak who brings along a Cultist (using the *Horror Steed* ability), does *Burrow* give me a refund of 1 Power?

A. No. *Burrow* gives you a refund based on spending 2 or more Power during a Move Action, not on Moving 2 or more Units. In this situation, you would have to pay to Move at least one more Unit to benefit from *Burrow*.

Tcho-Tcho

Q. How does *Soulless* interact with Gla'aki's *Green Decay* and the Yithian's *Possession* abilities?

A. *Soulless* makes the base reward 0 Power. Gla'aki's *Green Decay* modifies that reward to be an Elder Sign (meaning that it overrides *Soulless*, by changing its reward from Power to an Elder Sign). The Yithian's *Possession* adds to whatever the base reward is (whether 1, 0, or an Elder Sign). Thus, a Yithian who Captured a *Soulless* Tcho-Tcho still provides at least 1 Power.

Q. What if the Tcho-Tcho has no Controlled Gate when you have the *Hierophants* Spellbook, and you earn another Spellbook?

A. Place the High Priest anywhere on the Map where you have Units. If you don't have Units, place it anywhere on the Map. You're probably going to lose this game.

Q. In an 8 player game, it seems like the Tcho-Tcho are forced to appear in one of Windwalker's start Areas. Is this really so?

A. Yep.

Q. When performing the Spellbook requirement of "Remove my Controlled Gate in my Start Area," can I remove Yog-Sothoth?

A. Of course not. He is not your Controlled Gate.

Q. If I control Yig as the Tcho-Tchos, and perform Yig's Spellbook requirement of "Remove one of my Controlled Gates" can this count as my own Spellbook requirement of "Remove my Controlled Gate..." or vice versa?

A. No. They must be two separate removals. One per Spellbook.

Q. Do I benefit from *Martyrdom* if my High Priest is Eliminated in Battle (such as by being *Abducted* or *Devoured*), but not actually Killed?

A. No. *Martyrdom* only takes effect if the High Priest is actually Killed.

Q. Give me an example of how *Tablets of the Gods* works.

A. If the Tcho-Tcho have this Spellbook and perform a Ritual of Annihilation, then they MUST Eliminate all of their High Priests, even those who do not qualify for Elder Signs. Their only element of choice in the matter is whether or not they perform the Ritual. They could sacrifice their High Priests for the Power reward, and then do the Ritual.

Q. Can I use *Terror* to have some of my Proto-Shoggoths reduce enemy combat, while the rest roll 2 dice each?

A. No. All Proto-Shoggoths must "vibrate" in the same way, so if you have 4 in an Area, you can either roll 8 dice, OR roll 4 dice and subtract 4 from the enemy dice total; no Mister In-Between. (and if the enemy's reduction goes to below 0, he still just rolls 0. No negative Combat ratings!)

Q. If the Tcho-Tcho Recruit a Unique High Priest, are they affected by the various abilities of the Tcho-Tcho regarding High Priests (*Hierophants*, *Martyrdom*, *Tablets*, etc.) and can they be used to Awaken Ubbo-Sathla?

A. Yes to all—the Unique High Priest acts as your other two "regular" High Priests in every way, EXCEPT that it cannot use the normal *Unspeakable Oath* ability. High Priests can only use the abilities on their own Loyalty Cards.

Q: How does *Sycophancy* interact with Sleeper while using *Ancient Sorcery*?

A. Because the Tcho-Tcho *Sycophancy* unique ability applies to the entire Doom Phase, Sleeper can use *Ancient Sorcery* to gain its benefit throughout that Phase. In such a case, return the Serpent Man to the Map at the very end of the Doom Phase, rather then when it is Sleeper's turn to perform a Ritual, which is normally when you use abilities in the Doom Phase.

Q. With the *Hierophants* Spellbook, do the Tcho-Tcho get to place a free High Priest when they earn an Independent Great Old One's Spellbook, too?

A. No, that is not the intent. It reads "Faction Spellbooks." Otherwise it would be too gross.

Windwalker

Q. If my Serpent Man returns to the Map during the Doom Phase (*Ancient Sorcery*) to an Area with Windwalker's Ice Age token, do I pay 1 Power?

A. No, because returning the Serpent Man is not an Action—it occurs during the Doom Phase.

Q. How does Windwalker's *Hibernate* interact with Crawling Chaos' *Thousand Forms*?

A. Despite the fact that Windwalker is not an active Faction when *Hibernating*, he does participate in the negotiations for how much Power is lost, and he may choose to lose Power due to *Thousand Forms*.

Q. Normally, when a Faction with 0 Power somehow gains new Power, it re-enters the Action Phase sequence. What happens if Windwalker under *Hibernation* gains Power?

A. You gain the Power, but remain under the effects of *Hibernation* and may take no Actions. You may only spend Power when given the option via Spellbooks or abilities. For example, Rhan Tegoth's *Eternal* ability can keep him from being Killed or Pained.

Q. Gnoph-Keh cost depends on the number of Gnoph-Kehs in the Pool. Please give a precise breakdown.

A. If no Gnoph-Kehs are on the Map, Summoning one costs 4 Power. With one on the Map (and three in the Pool), the cost is 3. With two each in the Pool and on the Map, the third will cost 2, and the final Gnoph-Keh will only cost 1. Remember that a Gnoph-Keh Captured by Tsathoggua is not in the Pool, and thus decreases the cost for future Summons!

Q. If I have no Wendigos in my Pool, and one is Killed in Battle, can I immediately re-spawn it via *Cannibalism* (assuming I'd Killed an Enemy Unit in that same Battle)?

A. Yes. Obnoxious, eh? It also works with Cultists.

Q. If *Cannibalism* is used in a Battle, immediately followed by Black Goat's *Necrophagy*, could the newly placed Acolyte or Wendigo be Pained out?

A. No, because that particular Acolyte or Wendigo did not participate in the Battle.

Q. How does Rhan Tegoth's *Eternal* ability interact with abilities such as Nyarlathotep's *Harbinger* or Cthulhu's Spellbook requirement that must be fulfilled with a Kill?

A. Rhan Tegoth's Eternal ability only cancels the effect of a Kill or Pain on Rhan Tegoth itself, not the effect such a result has on other abilities and Spellbooks. In other words, Nyarlathotep can gain Power or Elder Signs and Cthulhu can earn a Spellbook when the result is

assigned to Rhan Tegoth, even when *Eternal* is used to cancel the effect.

Q. If Cthugha rolls a Kill on Rhan Tegoth, but the latter uses *Eternal* to cancel it, does Cthugha still have a chance to spare Rhan Tegoth, too?

A. No, *Eternal* takes precedence—if Windwalker chooses to remove the Kill or Pain from Rhan Tegoth, Cthugha cannot spare him.

Q. What does it mean in the description of Ice Age when it refers to "any Action ending in the Ice Age Area"?

A. This describes any Actions involving Units that finish their turn in the Area, or that do something to the Area itself. For example, Units can Move OUT of the Area for no extra cost. But moving INTO the Area costs an additional Power (not per Unit, just for the entire Move Action). For other examples, if Yellow Sign tried to *Desecrate* the Area, it would cost one additional Power. If Cthulhu emerged from *Submerge* in the Ice Age Area, he would pay one additional Power (but not if he left the Area via *Submerge*). Great Cthulhu's *Devolve* is not an Action, so it is still free, though using *Dreams* would cost him three Power. Black Goat's *Avatar* would cost one additional Power as at least one Unit will be ending that Action in that Area (even if the Unit ending up in that Area is not a Black Goat Unit). Opener of the Way's Units can *Promote* after Battle and Sleeper can use *Death From Below* in the Ice Age Area free of cost, as these are not Actions. If Sleeper declares *Lethargy* while Tsathoggua is in the Ice Age Area, it costs one Power. If you use a multiple-Area Action, such as if you used Mother Hydra's *Zygote*, and placed at least one Recruited Cultist there, it would cost an additional Power.

Q. Controlling or Abandoning a Gate is defined in the rules as an Unlimited Action that costs 0 Power. Does this mean it costs 1 Power to Control or Abandon a Gate if the Ice Age marker is in the Area?

A. No. These are the only two Actions (Controlling a Gate and Abandoning a Gate) exempted from Ice Age's Power tax. Unlimited Battle still costs +1 Power to initiate.

Q. Can Crawling Chaos Units fly over (but not land in) an Ice Age Area without spending extra Power?

A. Yes. They are not ending their Action in that Area!

Q. If Yog-Sothoth is in the Area in which you Awaken Ithaqua, can Yog-Sothoth be the Gate you replace with Ithaqua?

A. If Yog-Sothoth is the only Gate in the Area, then yes. If there is another available Gate, then you must replace THAT Gate with Ithaqua instead.

Q. Who determines where a Unit is Retreated to when *Howl* is used?

A. The victim decides which Unit is Retreated, and to which adjacent Area it goes.

Q. If Windwalker's Units completely surround an Area before a Battle, and Windwalker uses *Howl*, is the Retreated Unit Killed (as per the rule that surrounded Units must receive an extra Elimination if they cannot be Pained)?

A. No. It may retreat to an Area containing Windwalker's Units, because *Howl* does not inflict a Pain.

Q. Can Units retreated due to *Howl* still use Battle Abilities that have not yet been activated (such as promoting Units via *Million Favored Ones*, or Nyarlathotep's *Harbinger*)?

A. No, they do not participate in the rest of the Battle, and so cannot use their Abilities.

Q. Can *Howl* be used on Map enemies such as Zoogs, Bhole, the Watcher, etc.?

A. Although *Howl* works on any Unit, rather than the typical specification of a Monster or Cultist, it does not work on the larger Map enemies such as the Bhole, Watcher, Librarian or Custodian. It would, however, work on Zoogs and uncontrolled Slimes. (In the former case, it Eliminates it but does not reflect a Pain back, and in the latter, you choose where the Slime is sent).

Q. Does Crawling Chaos' *Madness* ability allow him to choose the Area to which victims of *Howl* are retreated?

A. No. *Howl* is a Retreat, not a Pain.

Q. Can Windwalker's *Howl* retreat a Brain Cylinder on the Yuggoth map?

A. No. Brain Cylinders turn off their sensors, so they don't hear the *Howl*.

Q. Can a Ghoul that was forced to Retreat by *Howl* use *Necrophagy* to return to the Area (and add a Pain) after the Battle?

A. Yes. The Ghoul did not participate in the Battle.

Q. If you have *Herald of the Outer Gods*, do you still advance the Ritual of Annihilation marker up when paying the 5 Power?

A. Yes.

Q. During the Action Phase, if a Player reveals his Elder Signs and causes the game to end, does Windwalker still get to fulfill his Spellbook requirement which states "Take this Spellbook at any time"?

A. Yes. Treat this Spellbook requirement similar to the way in which every player may reveal Elder Signs at the moment the game ends. This means that Windwalker could also immediately turn in all the Elder Signs he might receive from fulfilling that Spellbook requirement. No one said Windwalker played fair!

Q. If one of Windwalker's Gnoph-Keh has been captured by Sleeper via Capture Monster, how does this affect the Summoning cost of the next Gnoph-Keh?

A. A Gnoph-Keh on Sleeper's Faction Card is not considered to be in your Unit Pool. For example, if you had one Gnoph-Keh in play and one on Sleeper's Faction Card, then the next Gnoph-Keh would cost 2 Power to Summon, because 2 are currently in your Unit Pool.

Neutral Spellbooks

Q. How does *Undimensioned* interact with unusual locations, such as Cthulhu's *Submerged* Units, or Sleeper's Gate with a Cultist that is in *Cursed Slumber*?

A. *Undimensioned* specifies that you may only rearrange Units among your Areas. So, you could not swap out a Cultist who is *Cursed Slumbering* with one from the Map, or change which Units are currently *Submerged* with Cthulhu, since these are not Areas. (When Cthulhu is *Submerged* he uses incalculable geometry such that even beings who are temporarily dimensionless cannot reach him).

Q. Do Units from my Faction need to be involved in a Battle in order to use *Shriveling*?

A. Yes.

Q. If *Shriveling* is used on one of Black Goat's Monsters, and Black Goat has the Spellbook *Thousand Young*, how much Power does Black Goat receive?

A. The *Thousand Young* Spellbook changes the cost of each of Black Goat's Faction Monsters, so *Shriveling* would grant Black Goat the reduced cost to Summon. For example, Black Goat would receive 0 Power when a Ghoul is *Shriveled*.

Q. How many points does the owner get when her Gnoph-Keh is *Shriveled*?

A. When a Gnoph-Keh is *Shriveled*, calculate the cost it would take to Summon it at that moment, not how much it would cost to re-Summon it. This means that if Windwalker had all four Gnoph-Keh on the board at the moment of *Shriveling*, it would grant him 0 Power.

Q. Why is *The Mao Ceremony* worded cumbersomely, reading "after the minimum Power rule, but before Determine First Player"?

A. Because it is always the very last Power to be added—even after the minimum Power rule. This is the only ability in the game which must take place at that moment. To be clear, when *Mao Ceremony* is in play, first all players tally up their Power, then the minimum Power rule occurs, and finally *Mao Ceremony* can be used. (By the way, a High Priest can still be sacrificed for 2 Power at any time, *Mao Ceremony* notwithstanding).

Q. What does *Recriminations* mean when it says that you may replace a Spellbook with any available Spellbook?

A. You may replace the selected Spellbook with one of your own Faction Spellbooks or another Azathoth Spellbook from the Pool. You may NOT use *Recriminations* in conjunction with any Independent Great Old One Spellbooks—only with Spellbooks which can be placed on your Faction Card.

Q. If I am playing Opener of the Way and use *Recriminations* to swap out *Dragon Ascending* or *Dragon Descending* after I have flipped them face-down, do they flip face-up again? Could I take those Spellbooks again (using *Recriminations*) and re-use them?

A. While you could take them back onto your Faction Card, you cannot flip them. The Spellbook states "flip it face down to indicate that it cannot be used again." This is categorical. It also works this way with Crawling Chaos' *Thousand Forms*, which won't flip over until the following Gather Power Phase.

Q. If I use *Recriminations* to remove another Neutral Spellbook from my Faction Card, does that Spellbook go back to the general Pool, where anyone can now earn it, or does it remain in my own, exclusive Spellbook Pool?

A. It goes back to the general, Neutral Spellbook Pool. If a Neutral Spellbook is not currently on your Faction Card, then any Faction may earn it.

Q. How many points does the owner get when her Ghast is *Shriveled*?

A. Two, since that's how much a single Ghast costs to Summon.

Q. What happens when you use *Recriminations* on a Spellbook that contains a Moonbeast?

A. The Moonbeast is removed with the Spellbook (costing nothing to do so) and follows normal rules for returning it to the Map.

Neutral Monsters

Q. How does *Demand Sacrifice* interact with the Leng Spiders' *Bloodthirst*?

A. Any Pains converted into Kills become single Pains. I recommend against using *Bloodthirst*!

Q. How does Bubastis' *Zagazig* Spellbook interact with the Leng Spiders' *Bloodthirst*?

A. First, *Zagazig* swaps all rolled Kills and Pains. Then apply *Bloodthirst* to the resultant Pains.

Q. Can Black Goat Summon a Neutral Monster at the same time as her Faction Monsters?

A. Yes. She may Summon any number of Monsters at once, as long as they are hers to Summon.

Q. Can Yellow Sign spawn Neutral Monsters as the result of a *Desecration* Attempt?

A. Yes, so long as they cost 2 or fewer Power.

Q. How does *Mind Control* (the Elder Thing's ability) work?

A. In an Elder Thing's Area, Cthulhu can't *Devour*. He can still use *Submerge* and *Y'Ha Nthlei*, as those are Spellbooks, not Great Old One special abilities. This ability also works on Independent Great Old Ones (but only their special abilities, and not their Spellbooks). Nyarlathotep can't use *Harbinger,* Azathoth can be Killed with a single Kill result, and so on. Shub-Niggurath can't *Avatar* out of an Area containing an Elder Thing, but she could use *Avatar* to enter an Area containing an Elder Thing because she is not in that Area at the moment she uses her *Avatar* ability. (And the player controlling Bokrug could lose his Loyalty Card!)

In some cases, *Mind Control* can cancel the abilities of Great Old Ones. For example—if Tsathoggua is in an Elder Thing's Area, then he can't use *Lethargy*. If Ithaqua is in an Elder Thing's Area, then *Ferox* is not in effect for any of his Cultists (of course, if an Elder Thing is merely in the same Area as one of Windwalker's Cultists, but NOT in Ithaqua's Area, *Ferox* is still in effect). Likewise, Abhoth could put a *Filth* Token in an Elder Thing's Area, so long as Abhoth himself does not share an Area with an Elder Thing. Some Spellbooks might be affected, even though they are not directly negated by Elder Things. For example: The King in Yellow can't *Desecrate*, which means that his *Third Eye* Spellbook can't be used, either (a similar effect happens to Cthugha and Ghatanothoa when they have their respective *Firestorm* and *Execration of Mu* Spellbooks).

Q. Is there any way to get rid of the Servitor of the Outer Gods Loyalty Card once it has been given to you?

A. No.

Q. If I have been given Servitor of the Outer Gods, can I still gain non-Servitor Monsters by means other than Summoning?

A. Yes. For example, Windwalker can use *Cannibalism* to place Wendigos, Opener of the Way can promote Units via *Million Favored Ones*, and Yellow Sign can place via *Desecration* attempts. The Servitor of the Outer Gods' ability only affects normal Summons.

Q. Can I use Black Goat's *Fertility Cult* ability to simultaneously Summon all the remaining Servitors in my Pool, as well as other Monsters?

A. Yes, you can do this as long as no Servitors remain in your Pool at the end of this Action.

Q. If the presence of Servitors of the Outer Gods reduces my Combat total to less than zero, what happens?

A. Just leave it at zero. That's bad enough.

Q. What if I have both Star Vampires and Servitors of the Outer Gods in the same Area, reducing my overall Combat dice to less than what the Star Vampires would normally roll, or even 0. How do I roll my Star Vampire dice "separately"?

A. Just go ahead and roll your Star Vampires' total Combat dice. In this case, you will actually get to roll Combat dice, even though your total is technically zero. However, if your total dice are technically zero, you cannot Declare Battle. Weird, I know, but if Servitors are in play, you're already dealing with multiple realities and alternate dimensions. And yes, in this case, the Combat results of the Star Vampires still DO apply in the Battle, as usual.

Q. When a Star Vampire rolls a Kill or a Pain, in addition to the Doom or Power that is drained from the target, is the Kill or Pain inflicted on the Enemy?

A. Yes, you always add the Star Vampire's Combat results to the Battle (even if, as in the question above, you technically have zero Combat dice). However, if the Enemy has no Power (or no Doom), then the Star Vampire's drain does nothing.

Q. What if my Star Vampires roll more Kill and/or Pain results than there are Enemy Units in the Battle?

A. You still get to take the Doom and/or Power from your Enemy, even if some of the Battle results are not applied to Enemy Units (unless, of course, your Enemy doesn't have enough Doom or Power to take). This also means, for example, that if Rhan Tegoth uses his *Eternal* ability when fighting your Star Vampires, you still get to take the Doom or Power if a Kill or Pain was initially assigned to Rhan Tegoth! Likewise, if your Star Vampire rolls a Kill against Nyarlathotep when he is protected by *Emissary of the Outer Gods*, you get 1 Doom but the Kill is reduced to a Pain (as per *Emissary*).

Q. If Yellow Sign Recruits a Dimensional Shambler (or Moonbeast) while attempting a *Desecration*, where does the Shambler appear?

A. Sadly, in the *Desecrated* Area, as described in the ability. This also applies to Moonbeasts.

Q. If a Moonbeast is placed on Great Cthulhu's *Submerge* Spellbook when Cthulhu is currently off the map, does the Great Cthulhu player have to remove the Moonbeast before those units can return?

A. A Spellbook action or effect that is partly complete remains that way and can be completed despite a Moonbeast's cancellation. A new action or effect would be prevented. So for example, if Cthulhu has *Submerged* before the Moonbeast's arrival, he can emerge. Similarly, if Sleeper has a *Cursed Slumber* Gate, it can remain where it is or return, but a new Gate can't be *Cursed*.

Q. If a Moonbeast is placed on Black Goat's *Red Sign* Spellbook, are Dark Young kicked off of Gates they were Controlling?

A. No. However, the Dark Young no longer provides Power during the Gather Power phase, and if it leaves the Gate cannot occupy a new one.

Terrors

Q. How does the Tcho-Tcho's *Soulless* interact with the Yithian's *Possession* ability?

A. *Soulless* makes the base reward 0 Power, rather than 1. The Yithian's *Possession* adds to whatever the base reward is, whether 1 or 0. Thus, a Yithian who Captured a *Soulless* Tcho-Tcho still provides at least 1 Power.

Q. If my Great Old One shares an enemy Cacodemon's Area, can I pain other non-Great Old One Units into that Area?

A. No. They are not accompanied by a Great Old One.

Q. If the Shadow Pharaoh is on the Moon, what happens to Bubastis' control of the Moon Gate?

A. Nothing. Like Yog-Sothoth, Bubastis' Moon Gate is inherent and always present.

Independent Great Old Ones

Abhoth

Q. Can you combine placing Abhoth's *Filth* with Black Goat's *Fertility Cult*? Or Sleeper's *Death from Below*? Or Yellow Sign's *Desecration*?

A. YES to all!

Azathoth

Q. When I Control Azathoth, can I modify the *Nuclear Chaos* die roll to be 0 or 7?

A. Yes!

Q. Can Azathoth absorb more than one Kill result in a single Battle?

A. No.

Q. How much Power can Nyarlathotep get when he Pains or Kills Azathoth in Battle (under *Harbinger*)?

A. Zero. Technically, Azathoth costs 0 Power to Awaken. The one die plus 2 Power you pay to Awaken him is a loss, not a cost. Nyarlathotep can get at most 2 Elder Signs when fighting Azathoth.

Q. What happens when Azathoth is surrounded by Enemy Units he just Battled, and he receives a Pain?

A. Treat it as if he received a Kill and roll a die.

Q. What happens when Azathoth is chosen to receive a Kill as a result of *Dread Curse of Azathoth* (since no Battle abilities apply)?

A. Azathoth's special ability is Ongoing and not a Battle ability, so just reduce his Combat by a d6. (Yog-Sothoth can't use Azathoth's own curse against him, you cadaverous fool! But because Azathoth is the Blind Idiot God, he can still harm himself somewhat).

Q. Is Azathoth's spellbook requirement; "...all players must have at least one Great Old One in play...", achievable after The Ancients have all 4 Cathedrals in play?

A. The Ancients are ignored for the purpose of Azathoth's spellbook requirement.

Bloated Woman

Q. Is the Bloated Woman's Spellbook a constant effect, or can you choose to ignore it to gain Power as normal should you so choose?

A. The Spellbook is not intended to be optional, so you may not choose to ignore it.

Q. Is a Unit held on The Bloated Woman's Loyalty Card available for Summon-like abilities such as *Death From Below*?

A. No, Units on her Card are not considered in a player's Pool. They must first be Summoned directly from The Bloated Woman's Card.

Chaugnar Faugn

Q. If I have a Controlled Gate and only Units with 0 Combat, can I declare Battle due to *Miri Nigri*?

A. Yes! Although *Miri Nigri* does not technically add 3 Combat to a particular Unit (as with *Absorb*), the fact that you will roll Combat dice means that you can initiate Battle even if all you have is a single Cultist (on that Gate) in the Area.

Q. Chaugnar Faugn's *Miri Nigri* ability gives Gates 3 Combat dice. Does this apply to Yog-Sothoth?

A. Yes! For example, if there are 4 Enemy Great Old Ones on the Map and an Opener-Controlled Chaugnar Faugn, then Yog-Sothoth's Combat would be 11 (8 + 3). However, if Opener also Controlled a normal Gate in the same Area as Yog-Sothoth, you would still only add 3 to your Combat in that Area, not 6. The ability reads "in an Area," which means that you only get the Combat bonus once per Area, rather than once per Gate.

Cthugha

Q. If Cthugha rolls a Kill on Rhan Tegoth, but the latter uses *Eternal* to cancel it, does Cthugha still have a chance to spare Rhan Tegoth, too?

A. No, *Eternal* takes precedence—if Windwalker chooses to remove the Kill or Pain from Rhan Tegoth, Cthugha cannot spare him.

Q. Does Cthugha copy the combat of Elder Gods?

A. Cthugha rolls no dice when facing an Elder God, and gets no further benefit vs. Elder Gods.

Q. When Awakened by Daemon Sultan, how much power does Cthugha cost?

A. Use the current position of the Azathoth marker for Cthugha's awakening cost.

Dire Cthulhu

Q. When using *Non-Euclidean* to assign combat results to a third party, can they use non-Battle Spellbooks and abilities such as Yellow Sign's *Passion*?

A. Affected third party Factions cannot use Battle Spellbooks or abilities. They can still benefit from non-Battle Spellbooks and abilities.

Q. Can Units Pained by *Non-Euclidean* enter Areas with Units from Dire Cthulhu's controlling Faction?

A. Yes. They were not in a Battle.

Q. Can the *Non-Euclidean* Spellbook target Units that have been removed from Battle? (i.e. Flying Polyp using the *Invisibility* Spellbook)

A. No.

Eihort

Q. Can a Brood be Moved via *Cursed Slumber*, since it's not really a "movement-like" ability?

A. No, you may not use *Cursed Slumber* on a Brood, as you can go to another Area on the Map! Brood are already in a terrible slumber...

Gla'aki

Q. How does the Tcho-Tcho's *Soulless* interact with Gla'aki's *Green Decay*?

A. *Soulless* makes the base reward 0 Power, rather than 1. Gla'aki's *Green Decay* modifies that reward to be an Elder Sign (meaning that it overrides *Soulless* by changing its reward from Power to an Elder Sign).

Nodens

Q. If Nodens copies The Ancients' *Extinction* Spellbook, is He removed from the game upon being killed or eliminated?

A. Yes. But at least He was cheaper to Awaken.

Nyogtha

Q. When Awakening Nyogtha, how many Elder Signs does Great Cthulhu receive? If a Nyogtha unit is killed and re-awakened, does Great Cthulhu receive another Elder Sign?

A. Cthulhu gains 1 Elder Sign upon Awakening Nyogtha. If only 1 of 2 Nyogtha units is Awakened, Great Cthulhu does not receive an Elder Sign.

Q. How do two "simultaneous" Battles occur? Is one Battle fully resolved before the other? Can your Units from the first Battle be Pained to the second?

A. The Battles must be in different Areas. One is fully resolved before the other, and Units from the first Battle who are Pained to the second can participate in the second.

Q. If both Nyogtha Units are in the same Area, do they each add 4 Combat dice when the owner declares Battle?

A. Yes.

Q. Can two Nyogtha Units in the same Area cause two Battles to happen in that Area?

A. No.

Q. If only one of the two Nyogtha Units is Killed or Eliminated in Battle, does this trigger any effects related to the Elimination of a Great Old One?

A. No, both Nyogtha Units must be Killed / Eliminated.

Q. Can Nyarlathotep get 4 Elder Signs for hitting both Nyogtha figures in the same Area or is he awarded 2 since it is the same Great Old One?

A. He only gets 2, whether he Kills or Pains one or both Nyogtha figures.

Q. If a Nyogtha Unit is Killed in Battle, but the other Unit survives in a different Area, does this count towards Nyogtha's Spellbook requirement?

A. No. All Nyogtha Units in the Areas where the Battle(s) happened must survive.

Unique High Priests

Q. If I Awaken The King in Yellow (as an Independent Great Old One) via Lavinia Whateley, do I get a refund of 1 Power?

A. Yes

Q. When I have Lavinia Whateley, how do I calculate Awakening Cthugha?

A. Lavinia Whateley reduces the cost to Awaken Cthugha himself, not whichever Great Old One Cthugha will replace as part of Awakening him. For example, if you have Hastur and want to Awaken Cthugha, the cost would be calculated by starting with 6, then subtracting 3 (per Lavinia), and then again subtracting 10 (the nominal cost to Awaken Hastur). The result would be negative 7. Then, per Cthugha's Awakening requirements, you would gain Power equal to the result if it is negative, so you would GAIN 7 Power by Awakening Cthugha using both Hastur and Lavinia Whateley.

Q. When I use Asenath Waite's *The Thing From Beyond*, where does my replacement Unit come from?

A. Your Pool.

Additional Maps

Dreamlands Map

Q. Do I win as Opener of the Way if I Control 4 Gates at Citadels, including Yog-Sothoth, but only in 3 of the Citadel Areas (e.g., I Control Gates in Citadel Areas numbered with 1, 2, & 3, and Yog-Sothoth itself is also in Citadel three, but I do NOT control a Gate in the Area of Citadel four)?

A. No. You must Control Gates in all four Areas, not simply Control four Gates among the Citadel Areas, you cheater. In this situation, Moving Yog-Sothoth to Citadel 4 would give you the win.

Q. What happens if I fight three Zoogs and roll two Kills and three Pains? How many of my Units are affected by the reflected Pains?

A. First, remove the Killed Zoogs. Only one remains, so it is Pained (and removed), and one of your Units is likewise Pained. Remember, Kills always take effect before Pains.

Q. How does Black Goat's *Necrophagy* interact with the Zoogs?

A. If two Ghouls teleport via *Necrophagy* to a Battle in which Zoogs have participated, two of the original attacker's Units are Pained as normal, and two Zoogs are likewise Pained (and removed). Both Ghouls are also Pained by the Zoogs (the original Attacker receives Pains due to *Necrophagy*, but not additional Pains as a result of the Zoogs being Pained by *Necrophagy*—those Pains are reflected back on the Ghouls themselves).

Q. Can Cthulhu count Zoogs which are Eliminated by Pain results as Kills for the purpose of his Spellbook requirements?

A. No. As stated previously, Pains Eliminate Zoogs from the Map, but do not Kill them.

Q. Can Opener of the Way's *Dread Curse of Azathoth* be used to attack the Bhole or Zoogs?

A. No.

Q. Can Shub-Niggurath use her *Avatar* ability to switch places with a Zoog?

A. Yes. Even though *Avatar* specifically works on Faction Monsters, Zoogs are all identical so it doesn't matter which one in the given Area is chosen to swap places with Shub-Niggurath. If the Zoog is sent via *Avatar* to an Area that is NOT a Citadel, then the Zoog is Eliminated from the Map.

Q. Can Zoogs be captured via Sleeper's *Capture Monster*?

A. Of course, and it will remain captured until it is sacrificed in the Gather Power Phase.

Q. Does the Shantaks' *Horror Steed* ability allow it to Move freely between the two maps?

A. Yes.

Library at Celaeno Map

Q. If the Custodian Moves my Units to The Oubliette, and an Abandoned Gate is there, can I immediately occupy it?

A. Only when it is your turn to take an Action.

Q. To Battle the player who currently has the *Barrier of Naach Tith* Tome, must I release a Captured Cultist from that Faction?

A. No. You can release a Captured Cultist from any Faction to bypass the *Barrier*.

Q. What if I want to Battle the owner of *Barrier of Naach Tith*, and I don't have a Captured Cultist, a Silence Token, nor an Elder Sign?

A. You can't declare Battle on that Faction. Do something else.

Q. One of the options for *Yr and Nhhngr* says you gain 2 Power, but the Action itself costs 1 Power. Is this basically a net gain of 1 Power?

A. Yes, but you must have had at least one Power to take the Action.

Q. If the Librarian or Custodian are Activated in the same Area over several Actions in a row, do they keep adding +1 more to their Agony die roll, accumulating over time?

A. No. They just get a maximum of +1 to their roll.

Q. Does Windwalker's *Ice Age* defend against the Librarian or the Custodian?

A. No, because the action to trigger the Librarian or Custodian does not technically take place in the Librarian's or Custodian's Area.

Primeval Map

Q. I think the Map layout for Primeval Earth is interesting, and I would like to try playing it in a normal game, without the Glaciers. Would this work?

A. It's your game. Give it a try! Then try Glaciers on Yuggoth!

Q. If Opener of the Way uses *Beyond One* to Move a Gate from a Glacier-infested Area to a clear Area, does the Glacier travel with the Gate?

A. No. The Glacier is removed from the Gate in this case. If a Gate is Moved to where there is a Glacier, the Glacier immediately pops on top of it.

Q. How do the Glaciers work with *Cursed Slumber*?

A. Since you can only use *Cursed Slumber* with a Controlled Gate, then you may not use it in an Area already containing a Glacier. However, if you place a *Cursed Slumbering* Gate back on the Map onto an Area with a Glacier, then the Cultist must immediately step off the Gate.

Q. Can Opener's *They Break Through* Spellbook be used to Summon Monsters at a Gate covered by a Glacier?

A. Yes. *They Break Through* permits you to Summon at Abandoned Gates.

Q. In the first Doom Phase, do I add a Glacier to the Start Areas of Factions not in this game?

A. No.

Q. Theoretically, the Daemon Sultan faction could Pass, and thus not get a Start Area in the first turn. If he does, does he get an automatic Glacier in his Start on the second turn?

A. No.

Shaggai Map

Q. Does Crawling Chaos avoid losing a Unit with his Flight ability when "skipping" over Eradicated Areas?

A. No. He must lose a Unit to trace over such Areas, though skipping over an Eradicated Area doesn't count as Moving over an Area for Flight, so he could Move over three Areas if one of them were Eradicated.

Q. Does Yellow Sign get his *Passion* Power when his cultists are Eradicated?

A. Yes.

Q. Does Yog-Sothoth give Opener two Elder Signs if he is Eradicated?

A. Yes, because he is not only a faction Great Old One but also a Gate. You'd also get 1 Power, since he is a Unit.

Q. Can Windwalker use *Cosmic Power* to pay 8 Power and summon Ithaqua "on top of" Yog-Sothoth, thus killing the latter?

A. Only if Yog-Sothoth is the only Gate in the Area. Otherwise, Windwalker must destroy the normal Gate.

Q. Can a Worm of Groth be placed on the Bubastis Moon tile?

A. No, it is not considered adjacent to any Area except for Bubastis, and cats don't bring Worms home.

Q. How does the Bubastis faction fulfill the Spellbook requirement: "...a Cat is in every other faction's Start Area..." when starting Areas are destroyed?

A. Bubastis is allowed to use the "Pay 6 Power" rule but not the "Pay 2 Power" rule even though the Moon can't have a Worm. Cats are like that.

Q. Does a Retreat across a destroyed Area on the Shaggai Map also cost an Elimination to the Retreating Units?

A. You cannot Retreat across an Eradicated Area. If you cannot Retreat due to this, you lose a Unit as with any other blocked Pain result.

Q. Can Bubastis ignore Eradicated Areas for the "Be in all Start Areas" Spellbook requirement?

A. No. But She can use the "Pay 6 Power" rule.

Q. Can the Daemon Sultan's Chaos Gate move through a destroyed area with *Animate Matter*?

A. Yes, but the Controlling Unit is Eliminated.

Q. How does the Leng Tribe's *Dark Ritual*s work when an enemy Faction's Start Area has been destroyed?

A. The *Dark Ritual*s Spellbook works normally - but since no High Priest may move to an Eradicated area, factions whose Start Areas are gone are immune.

Yuggoth Map

Q. Can Cthulhu get his Kill Spellbook requirements from scoring a Kill on the Watcher?

A. Yes! (But not for *Devour*, since that doesn't affect the Watcher).

Q. I have two Units in an Area, one of which is a Brain Cylinder. In Battle, the enemy rolls one Kill and one Pain. What are my options?

A. Kills are always assigned first. If you assign the Kill to the Cylinder, it dies and the other Unit is Pained. If you assign the Kill to the other Unit, then the Pain is ignored.

Q. Can Windwalker's *Howl* Retreat a Brain Cylinder?

A. No. Brain Cylinders turn off their sensors, so they don't hear the *Howl*.

Q. Does Black Goat's *Frenzy* affect Brain Cylinders?

A. Yes. This represents them casting spells, planning strategy, or cheering others on.

Q. How does Yellow Sign's *Passion* Spellbook apply to Brain Cylinders?

A. When a Brain Cylinder is either directly Captured or Converted to an Enemy Brain Cylinder, Yellow Sign gains 1 Power if *Passion* is in play (his Cultist has been lost!). Of course, Yellow Sign does not gain 1 Power when removing his own Acolyte in order to replace it with a Brain Cylinder.

Q. How does Ghatanothoa's *Mummify* ability affect Brain Cylinders?

A. Brain Cylinders are immune to *Mummify*. They are only brains, and according to Lovecraft, they are not affected by the mummification process. Also, *Mummify* specifies "Acolyte Cultist," you n00b.

Q. If a Battle takes place on the Slime Sea Overlook and the Gate's Controller is Pained or Killed, can his enemy Retreat into an adjacent Area containing only Slimes?

A. Yes, because the Slimes are now uncontrolled!

Q. How is the Watcher affected by Elder Things?

A. The Elder Things' *Mind Control* ability has no effect on the Watcher.

Q. Can Opener of the Way's *Dread Curse of Azathoth* be used to attack the Watcher or uncontrolled Slimes?

A. No.

Q. Can Shub-Niggurath use her *Avatar* ability to switch places with an uncontrolled Slime Mold?

A. Yes. Even though *Avatar* specifically works on Faction units, Slime Molds are identical, so it doesn't matter which one in the given Area is chosen to swap places with Shub-Niggurath.

Q. Does the Watcher count as an enemy Great Old One for Windwalker's *Hibernate* ability? Does he prevent Opener of the Way from using Beyond One?

A. Yes to both, but only when it is Awake. He is always considered an enemy Great Old One.

Q. Q: Can Sleeper use *Death from Below* or Yellow Sign use *Desecration* to place a Slime Mold?

A. No, Slime Molds may only be placed via the Call Slime Mold Action.







Designer's Notes

Many years ago I wrote an unusual tabletop roleplaying game named ***Call of Cthulhu***, which changed my life. I expected it to be a minor cult game that a few would love and others would ignore. I certainly never expected it to become as well-known as it did, spawning numerous spin-offs and imitations. It transformed me from a humble graduate student into a full-time game designer.

In ***Call of Cthulhu*** I created a pattern for gamers to use to allow them to interact with the loathsome monsters from Lovecraft's tales. Basically, they were heroic investigators facing off against creepy monsters and cultists. This proved to be a powerful concept, and pretty much every single Lovecraftian game since then has followed this example: ***Arkham Horror***, ***Dark Corners of the Earth***, even ***Pandemic: Reign of Cthulhu***. But all of these games, including my own, ended before the Elder Gods' return to power. You never get to see Cthulhu with all his "toys"—telepathic visions blanketing the earth, mountains of protoplasm rising from the sea, et cetera.

I made a few tries at running a role-playing campaign set in a "post-Cthulhu-holocaust" world. These were abortive, but the concept fired my imagination and it lurked in my mind for decades.

The years of 2011–2012 were a dark time in my life. I had left my job to become a partner at a tiny, ultimately-failed game company, and had been without gainful employment for almost two years. I had tried to use crowdfunding to get support for a Cthulhu phone game, and it failed utterly. My partner, Rob Atkins, convinced me to try to launch a tabletop board game. I was doubtful, but I gave it a shot. My theory was that it might make a couple hundred thousand dollars for myself and my partners, and perhaps set up some sort of small cash cow as supplemental income. In the meantime, I sought employment elsewhere.



It was my belief that this crowdfunded game would be the very last game that I, Sandy Petersen, would ever create entirely from my own mind. I had full expectations of working on other people's assignments for the rest of my life. (I'm not complaining. This is typical for a game designer; we rarely get to pick the topics of our games.) So, as as this would be my last personal game, I pulled out all the stops. I wanted this to be the ultimate Lovecraft game. I wanted the best art, the coolest plastic figures (all in 28mm scale so I could use them in ***Call of Cthulhu***), asymmetric strategy (my favorite play element), colorful components, fast-moving gameplay, and of course, emphasizing the theme of post-Cthulhu holocaust. But if Cthulhu awakens to take over the world, who could stop him? Only other Great Old Ones, of course! This became my theme. As I said, my wife and I were out of cash at the time, and we needed this game to succeed. As believers, we prayed for the project's success. The game flowed out of my mind and into reality at an amazing pace. No other game I've worked on had ever gone this smoothly. My artist, Richard Luong, knew nothing about Lovecraft, but he proved ideal for the task of illustrating Lovecraft's creations. All went well.

Then, we launched our campaign. By this time my hopes were higher; I was now hoping to gross as much as $300–400K. This was my swan song and I was excited to see how it would do. Well, it earned well over a million dollars, vastly exceeding my hopes, dreams, prayers, and expectations! It also turned out to be a monstrous game to create, requiring our factory to invent new processes. The million dollars we earned was barely enough to cover our costs!

In the end, I am grateful to all who believed in me and to everyone who bought this game. It turned my swan song into a phoenix—my rebirth. The success of ***Cthulhu Wars*** launched my new company, Petersen Games, and now we have several games under our belt (mostly designed by me). We intend to keep moving forward and try to surprise our fans pleasingly. Thank you for your support.

—Sandy Petersen

Credits

Design — Sandy Petersen

Production — Robert Atkins

Art — Richard Luong

Cultists

Project Director — Arthur Petersen
Business Manager — Christine Graham
Balance and Playtesting — Lincoln Petersen
Art Director — Tony Mastrangeli
Art Layout — Andrew Frisch, Tony Mastrangeli
Sales Manager — George Botelho
Shipping Manager — Christy Crace
Customer Support — Nathan Bishop, George Botelho
Community and VF Support — Pierre "Pit" Lanrezac
DE Support — Fabian Kuechler
Editing and Proofreading — Michael Schemaille and countless, Unnameable fans
Additional Illustrations and Concept Art — Kent Hamilton, Keith Thompson
Original Game Layout and Illustration — Rich Fleider
Additional Design (Brown Jenkin) — Collin Townsend

Sculpting Horde

Master Resin Casting
Fenris Games

Shub-Niggurath
Kev Adams

Ubbo Sathla
Peder Bartholdy

Custodian, Satyr, Eihort
Arnaud Bellier

Gate, Power Marker, Glacier/Ice Age, Filth, Brood, Brain Cylinder
Ian Brumby

Abomination, Nightgaunt, Cthulhu, Ghast, Starspawn, Deep One, Fungi from Yuggoth, Hunting Horror, Gug, Shantak, Bokrug, Gobogeg, Byatis, Y'Golonac, Gla'aki
Jo Brumby

Mutant, Moonbeast, Rhan Tegoth
Sonny Bundgaard

Nodens, Brown Jenkin, Azathoth Antithesis, Saturnine Cat, Terror Cat of Neptune
Valerio Carbone

Martian Cat
Sarah Dahlinger

Great Race of Yith
Fancagne Didier

Librarian
David Drage

King in Yellow
Chaz Elliott

Azathoth, Yog-Sothoth, Nyarlathotep, Ghoul, Nightgaunt, Atlach Nacha
Mark Evans

Yig
Ed Fortae

Victor, Amelia, Cindrew, Naomi
Game Chain

Opener Acolyte
Robert Goldney

High Priest, Chaugnar Faugn, Cthugha
Yann Hoaru

H. P. Lovecraft Bust First-Player Marker
Philip Hynes

Moose
Liya International

Dark Young, Elder Thing, Nyogtha
Andrew May

Acolyte Cultist, Mutant, Undead, Ghast, Byakhee, Gnoph-Keh, Servitor of the Outer Gods
Stephen May

Flying Polyp, Ithaqua, Formless Spawn
Neil McKenzie

Father Dagon, Mother Hydra, Wendigo
Gary Morley

Elder Shoggoth, Uranian Cat, Mercurial Cat
Martin Nikolov

Slime Mold, Leng Spider, Gnorri, Abhoth, Ghatanothoa, Wizard, Serpent Man, Zoog, Bhole, Star Vampire, Dimensional Shambler, Spawn of Yog-Sothoth, Tcho-Tcho High Priest, Tcho-Tcho Acolyte, Proto-Shoggoth, Insects from Shaggai, Dhole, Tulzscha, Quachil Uttaus, Gla'aki
Tim Prow

Daoloth
James van Schaik

Watcher of the Green Pyramid
Damien Sparkes

Dire Azathoth, Azathoth Thesis, Daemon Gate, Giant Blind Albino Penguin, Venusian Cat, Asteroid Cat, Hagarg Ryonis
Taras Strannik

Web Token, Ancients Acolyte, Un-men, Reanimated, Yothan, Cathedral, Worms of Ghroth, Bloated Woman, The Pharaoh, Dark Demon, Haunter of the Dark, Hound of Tindalos, Wamp, Voonith, Dire Cthulhu, Cthulhu Acolyte, Black Goat Acolyte, Crawling Chaos Acolyte, Yellow Sign Acolyte, Sleeper Acolyte, Windwalker Acolyte, Cacodemon, Tarang, John Dark, Hannah
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Special Thanks from Beyond Time and Space

Ameliazoth, Henry Akeley, Donovan Albanesi, Ben Ayerbach, Lloydy Boy, Craig Brown, Sean Brulet, Anthony Callison, Randolph Carter, Alex Celler, Squirrel Eiserloh, David Evans, Gearbox Software, Eric Glasgow, Ian Guistino, Susan Guistino, Vance Hampton, John Hannasch, Cyran J. Harrington, Ken Harward, Jason Harvey, Seth Harvey, Michelle Harvey, Justin Hoeger, Jerry Howland, Mike Langlois, Joey Larsen, Michelle Larsen, Hector-Xavier de Lastic, John Raymond Legrasse, Cora Lemens, Tara Lemens, Reed Little, Andrew Lucio, Tiffany Lucio, Johnny Lundell, Ryan Medeiros, Dave Mendiola, Mius, Justin Moe, Chris Mortin, Christopher Musgrave, Jeff Okamoto, Dan Pepin, Deborah Petersen, Elizabeth Petersen, Wendy Petersen, Ben Pope, Brian Pope, Aaron Porter, Rayden Porter, Rylee Porter, Andrew Olson, Kolby Reddish, Greg Robertson, Stephen Robertson, Graham Robinson, Robot Entertainment, Eric Saxton, Adam Starks, Ryan Stelly, Jordon Trebas, Wilbur Whateley, Jim Wilson, and Naomi the Pup of Tindalos.



"He spoke very gently of how human beings might accomplish—and several times had accomplished—the seemingly impossible flight across the interstellar void. It seemed that complete human bodies did not indeed make the trip, but that the prodigious surgical, biological, chemical, and mechanical skill of the Outer Ones had found a way to convey human brains without their concomitant physical structure."

—H.P. Lovecraft





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