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v2

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Game: **CTHULHU WARS**

Publisher: **Petersen Games (2014)**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

Cthulhu Wars

SETUP

2 and 3 players: Use the 3 player sides of the boards.

4 players: Use one 3 player side, and one 5 player side (initially, make the eastern hemisphere the 5 player side).

5 players (expansion required): Use both 5 player sides.

Place the **dice** and **gates** within reach of the players. Place the **doom track**, and the **ritual of annihilation track** matching the number of players, at one end of the board. Place the **ritual of annihilation marker** on the lowest number (5) on the track.

Turn all the **elder sign trophy tokens** facedown (elder sign faceup) and mix them up (or put them in a bag).

Each player chooses or randomly selects a **faction** and takes their **faction card**, 6 **spellbooks**, and figures (the *Yellow Sign* faction also takes the **desecration markers**).

Place each player's **doom marker** on the 0 space of the doom track and their **power marker** on the 8 space of the power track on their faction card.

Set up a pool near your faction card for spellbooks, figures, and markers. You can never have more figures in play than those in your pool.

Check your faction sheet to find your **start area (**marked on the board with your faction's glyph) and place a **gate** and 6 **acolyte cultists** there. Put one of the cultists on the gate: a gate is **controlled** when it has a cultist on it.

For the first turn, *Cthulhu* is the first player and takes the **first player token**. If *Cthulhu* is not in the game, choose a first player. The *Windwalker* faction may never be the first player at the start of the game.

PHASES OF PLAY

1. ACTION PHASE

Starting with the first player and proceeding in order of play, **each player takes 1 action.** Continue to take actions in order until all players are out of power and cannot take any more.

There are 4 types of actions: **common**, **unique**, **spellbook requirement**, and **unlimited**. All actions have a **power cost** (sometimes 0): lower your power marker on your power track the appropriate amount and then perform the action.

You cannot decline to take an action if you still have power. If you have power but do not wish to complete an action, you may voluntarily drop all your power to 0.

If you have 0 power when it is your turn, you are skipped (you cannot perform actions which cost 0 power). However, if you are at 0 power and an ability or spellbook provides you with power, you can take an action as normal.

COMMON ACTIONS

Common actions are available to all factions.

Recruit Cultist: 1 power (requires a unit)

Place a cultist from your pool onto the map. You must have a unit (of any type) in the area where you recruit a cultist. However, if you have no units on the map, you do not need a unit in an area where the cultist is recruited.

You may only recruit 1 cultist per use of this action.

SUMMON MONSTER: Varies (requires a controlled gate)

Place a monster from your pool onto the map. You must control a gate in the area where you summon the monster and pay the monster's cost as shown on your faction card.

You may only summon 1 monster per use of this action.

AWAKEN GREAT OLD ONE: Varies (requirements apply)

Bring your Great Old One into play. Every GOO is unique, with its own series of steps to follow to awaken it.

You may only awaken 1 GOO per use of this action.

CREATE GATE: 3 power (requires cultist)

Pay 3 power and place a gate in an area. You must have a cultist there and no gate (only one gate can exist per area). Immediately place the cultist atop the gate to indicate you now control it (a use of the unlimited **CONTROL GATE** action).

You can only create 1 gate per use of this action.

MOVE: 1 power per unit moved

For each power you spend, you may move 1 unit from its current area into an adjacent area.

You may move as many units as you want per move action, but you cannot move a unit more than once per action. You can move units from different areas into the same area, or into different areas, or from the same area into different areas, or any combination.

BATTLE: 1 power (requires unit with at least 1 Combat)

Choose any area in which both you and an enemy faction have at least 1 unit. You must have at least 1 Combat in order to declare a battle, but you may declare a battle on an enemy who has 0 Combat.

If more than 1 enemy faction has forces present, you must fight only one (only 2 factions fight at a time).

Moving into an area containing enemy units does not trigger a battle; units can co-exist in an area without battling.

You may only battle once, in 1 area, per use of this action.

CAPTURE CULTIST: 1 power

If you have a monster or GOO in an area, and an enemy has cultists, but *no* monsters or GOOs, you may capture an enemy cultist and place it on your faction card.

Your opponent chooses which cultist is captured if he has more than one in the area.

To protect against capture, you need a protector of your own in the area. GOOs outrank monsters, and monsters outrank cultists. Your GOO protects against all potential captors; your monster or GOO protects against a monster captor; and cultists cannot capture cultists. Your monster or GOO never protects another faction's cultist from capture by a third party.

Capture is not battle, and battle abilities do not apply.

You may only capture 1 cultist per use of this action.

UNIQUE ACTIONS

Actions unique to a particular faction, usually tied to a spellbook or a Great Old One's special ability.

You cannot perform a unique action unless you are able to complete all parts of it.

SPELLBOOK REQUIREMENT ACTIONS

Found on the **spellbook requirement slots** on your faction card. Most are not actions, but begin with the words *As an/your Action* when they are.

If a power cost is not indicated, they cost 0 power.

UNLIMITED ACTIONS

You can perform as many **unlimited** actions as you wish in your turn, before and/or after a single common, unique, or spellbook requirement action. You may *not* take an unlimited action if you have 0 power.

CONTROL OR ABANDON GATE: 0 power

If you have a cultist in an area with an abandoned gate, move your cultist onto the gate to control it. You can also use this action to move a cultist off a gate, abandoning it.

UNLIMITED BATTLE: 1 power (requires 6 spellbooks)

The **BATTLE** action becomes unlimited if you have 6 spellbooks on your faction card, allowing you to initiate as many battles as you wish before and/or after your single common, unique, or spellbook requirement action. However **you can still only initiate 1 battle per area per Action phase**.

Ongoing Special Abilities

Ongoing special abilities are not actions and do not have a power cost, but they can take affect during the Action phase. If 2 players want to use such an ability at the same time, resolve by turn order.

2. GATHER POWER PHASE

All players can perform this phase simultaneously. Players earn **power**, recording it on their power track.

1. Earn 1 power for each **cultist** you have on the map.

2. Earn 2 power for each **gate** you control.

3. *Each player* earns 1 power for each **abandoned gate** on the map.

4. You *must* return all **captured cultists** to their owner's pools, and earn 1 power for each cultist you return.

5. Check for **special abilities** and **spellbooks** that provide power during this phase.

You may have a power higher than 20 ('wrap' the marker around to the start of the track).

At the end of this phase, if your power is less than half that of the player with the most power, set your power to be half of that player's power (rounded up).

3. DETERMINE FIRST PLAYER PHASE

The player with the most power takes the first player marker.

On a tie, the player who had the first player marker last round decides which of the tied players receives it (he may choose himself, if he is one of the tied players).

The first player then chooses whether to have the marker's clockwise or counterclockwise side faceup (point it in the appropriate direction if you are using another marker). This determines the order of play until the next Determine First Player phase and is done even if the first player is the first player in consecutive rounds.

4. DOOM PHASE

1. DOOM TRACK ADVANCEMENT

Each player advances their doom marker on the **doom track** a number of spaces equal to their total number of controlled gates.

2. RITUAL OF ANNIHILATION

Starting with the first player and proceeding in order of play, each player chooses to perform 1 **ritual of annihilation** or not.

To perform a ritual of annihilation follow these steps:

1. **Spend power equal** to the current position of the ritual marker on the track.

2. **Advance the ritual marker** 1 space up the track.

3. **Advance your doom marker** on the doom track 1 space per gate you control.

4. **For each GOO you control in play, gain 1 elder sign** trophy token.

If the ritual marker is on 10 and a ritual is performed, the marker moves to the **instant death** space and at the end of the Doom phase the game ends and victory is determined. All players who have not yet had a chance to perform a ritual may still do so when it is their turn (at a cost of 10 power).

Spellbooks, special abilities, and spellbook requirements may take effect in the Doom phase, usually when it is your turn to perform a ritual of annihilation. If you can use multiple abilities or events, you may choose in which order to perform them.

ELDER SIGNS

When you earn an **elder sign trophy**, take an elder sign token from the bag and (without revealing it to other players), place it facedown on your faction sheet. You may always examine your own elder sign chits.

The number indicates how many **doom points** that elder sign is worth. There are 18 elder sign chits worth 1 point, 12 worth 2 points, and 6 worth 3 points. You decide when you gain the doom for an elder sign by revealing it and advancing your doom marker. Elder signs may be revealed *at any time* (but are usually revealed at the end of the game). After revealing an elder sign, do *not* place it back into the bag; return it to the game box.

If all elder signs are handed out to players and a new one is earned, that player receives a doom point instead.

BATTLES

After a **BATTLE** action has been declared and paid for, the battle follows these steps:

1. PRE-BATTLE ABILITIES

The attacker's pre-battle optional abilities are applied first in any order, followed by the defender's.

If abilities eliminate a unit from the battle, that unit does not participate for the remainder of the battle, including the remainder of this segment. However, if that eliminated unit had already used an ability that generated an effect throughout the rest of the battle, that effect remains.

2. COMBAT DICE CALCULATION & ROLLS

Each participant in the battle determines the **total Combat** of all their units in the area, then rolls that many **D6s**.

For each 6 rolled, score one *kill* result.

For each 4 or 5, score a *pain* result.

Rolls of 1-3 have no effect.

3. POST-BATTLE ABILITIES & ASSIGN BATTLE RESULTS

Players simultaneously apply the results the enemy rolled to their own units.

First, **assign the kill results to your units**.

Players may choose to use their optional post-battle abilities they have available. if such an ability adds an elimination result, it must be assigned at this point. Excess kills and eliminations are ignored.

A unit removed from the battle by a post-battle ability can still use its own post-battle abilities. Some post-battle abilities can even be used by a faction not directly involved in the battle.

After assigning all kills and eliminations, **assign the pain results to your units**. Excess pains are ignored.

Post-battle abilities that modify pains may be appropriate to use when assigning pains.

Post-battle abilities (affecting both kills and pains) do not retroactively prevent other post-battle abilities from having taken place, even though they may modify the assigning of battle results due to already used post-battle abilities.

4. APPLY BATTLE RESULTS

After all battle results have been assigned, apply them to their respective units.

Kills and eliminations remove the unit from the map and back to their faction's pool.

Then, **pained units retreat and move to areas adjacent to the battle area**. You choose where they retreat to. They do not need to all go to the same area, but can be split up among multiple areas if desired.

The attacker applies pains first, followed by the defender.

Pained units cannot retreat into an area containing units belonging to the faction they just battled. They can retreat into an area containing units of a third faction.

If one or more units cannot retreat, eliminate one of the pained units (even a GOO). The rest may remain in the area with no further penalty.

During the application of battle results some post-battle abilities may take effect.

SPELLBOOKS

Spellbooks are new abilities your faction gains by meeting certain requirements. Once earned, they remain in effect throughout the game.

To earn spellbooks, fulfill one of the requirements listed on your faction card and take the spellbook of your choice and place it over that requirement. You never lose that spellbook, even if the requirement is no longer true.

Some spellbooks enable new actions unique to your faction. Some are tied to particular units.

Many spellbook effects are **ongoing**. An ongoing effect is always available for free, once you have gained the spellbook. Some ongoing spellbooks can take effect during an enemy's turn.

AWAKENING YOUR GREAT OLD ONE

Each Great Old One has a high cost and specific requirements which must be fulfilled to bring it onto the map.

In combat, a GOO is treated as any other unit. They usually have special rules for how many dice they roll in combat. A single kill *does* eliminate your GOO.

ENDING AND WINNING THE GAME

When a player advances his doom marker to **30 or more on the doom track**, the game ends at the end of the Doom phase (if the points were earned during the Doom phase), or at the conclusion of the current player's turn (if the points were revealed at another time).

If the ritual of annihilation marker reaches the **instant death** space, and the game ends at the conclusion of this Doom phase, all players who have not had a chance to perform a ritual of annihilation may still do so (at a cost of 10 power). At the end of that Doom phase the game ends, even if no one has reached 30 or more doom points.

No matter how the game end is triggered, all players may reveal all their elder signs before finally declaring victory.

The player with the most doom *and* with 6 spellbooks on their 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 is the winner.

If there is a tie for the most doom, and both have all 6 spellbooks, the game ends in a draw.

If the game ends and no player has all 6 spellbooks, humanity wins and all players lose together.

TWO PLAYER GAME

Setup
Use the 3 player map and the 4 player ritual of annihilation track.

Place an unused faction's doom marker at 0 on the doom track: this is now the **decay marker.**

General Rules
When a unit is eliminated or killed, the opposing player gains doom equal to that unit's power cost (when a unit is replaced by another, no doom is gained).

Where units have variable power costs, the doom gained is equal to the average of the unit's different power costs added together (rounded up), whether or not the power benefit is currently in effect.

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).

Action Phase
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, penalizing you for taking multiple actions in a row.

When **UNLIMITED BATTLE** is unlocked for a player, the other player also immediately gains **UNLIMITED BATTLE**.

You cannot voluntarily drop to 0 power, if you have more than 1 power. You must perform an action on your turn.

If you are out of power (or, for *Windwalker*, if you are hibernating), when it would be your turn to take an action, increase the decay marker by 1. Then the other player takes their turn.

Gather Power Phase
Return the decay marker to the 0 spot on the track at the start of this phase, then gain power as normal.

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 per faction GOO in play).

BALANCE ADJUSTMENTS

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

Opener of the Way's gate spellbook requirement for 12 gates is reduced to 10.

Yog-Sothoth's Combat is always 4.

CthulhuWars

1. ACTION PHASE

In order of play, **each player takes 1 action** until all are out of power.

COMMON ACTIONS

Recruit Cultist: 1 power (requires a unit)
You must have a unit (of any type) in the area where you recruit a cultist. If you have no units on the map, you do not need a unit in an area where the cultist is recruited.

SUMMON MONSTER: Varies (needs controlled gate)
Pay the monster's cost. You must control a gate in the area where you summon the monster.

AWAKEN GREAT OLD ONE: Varies (requirements)
Consult the steps required to bring your GOO into play.

CREATE GATE: 3 power (requires cultist)
You must have a cultist in an area and no gate. Pay 3 power and place a gate there. Immediately place the cultist atop the gate to indicate you now control it.

MOVE: 1 power per unit moved
For each power you spend, you may move 1 unit from its current area into an adjacent area. You cannot move a unit more than once per action.

BATTLE: 1 power (requires unit with at least 1 Combat)
Choose any area in which both you and an enemy faction have at least 1 unit. You must have at least 1 Combat in order to declare a battle.

CAPTURE CULTIST: 1 power
If you have a monster or GOO in an area, and an enemy has cultists, but *no* monsters or GOOs, you may capture an enemy cultist and place it on your faction card.

To protect against capture, you need a protector of your own there: GOOs outrank monsters, monsters outrank cultists, and cultists cannot capture cultists.

UNIQUE ACTIONS

Actions unique to a particular faction. You cannot perform a unique action unless you are able to complete all parts of it.

SPELLBOOK REQUIREMENT ACTIONS

If a power cost is not indicated, they cost 0 power.

UNLIMITED ACTIONS

You can perform as many **unlimited** actions as you wish in your turn. You may *not* take one if you have 0 power.

CONTROL OR ABANDON GATE: 0 power

Move your cultist onto an abandoned gate to control it, or move a cultist off a gate, abandoning it.

UNLIMITED BATTLE: 1 power (requires 6 spellbooks)

The **BATTLE** action becomes unlimited if you have 6 spellbooks. **You can still only initiate 1 battle per area per Action phase**.

2. GATHER POWER PHASE

1. Earn 1 power for each **cultist** you have on the map.
2. Earn 2 power for each **gate** you control.
3. *Each player* earns 1 power for each **abandoned gate** on the map.
4. You *must* return all **captured cultists** to their owner's pools, and earn 1 power for each cultist you return.
5. Check for **special abilities** and **spellbooks** that provide power during this phase.

Then, if your power is less than half that of the player with the most power, set your power to be half of theirs (round up).

3. DETERMINE FIRST PLAYER PHASE

The player with the most power takes the first player marker and determines the order of play.

4. DOOM PHASE

1. DOOM TRACK ADVANCEMENT

Each player advances their doom marker a number of spaces equal to their total number of controlled gates.

2. RITUAL OF ANNIHILATION

In order of play, each player chooses to perform 1 **ritual of annihilation** or not. To perform a ritual of annihilation:

1. **Spend power equal** to the current position of the ritual marker on the track.

2. Advance the ritual marker 1 space up the track.

3. Advance your doom marker on the doom track 1 space per gate you control.

4. For each GOO you control in play, gain 1 elder sign token.

If the ritual marker is on 10 and a ritual is performed, the marker moves to the **instant death** space and at the end of the Doom phase the game ends and victory is determined. All players who have not yet had a chance to perform a ritual may still do so when it is their turn (at a cost of 10 power).

BATTLES

1. PRE-BATTLE ABILITIES

The attacker's pre-battle optional abilities are applied first in any order, followed by the defender's.

2. COMBAT DICE CALCULATION & ROLLS

Each participant in the battle determines the **total Combat** of all their units in the area, then rolls that many **D6s**.

For each 6 rolled, score one *kill* **result**.

For each 4 or 5, score a *pain* **result.**

Rolls of 1-3 have no effect.

3. POST-BATTLE ABILITIES & ASSIGN BATTLE RESULTS

Players simultaneously apply the results the enemy rolled to their own units.

First, **assign the kill results to your units**.

After assigning all kills and eliminations, **assign the pain results to your units**.

4. APPLY BATTLE RESULTS

After all battle results have been assigned, apply them to their respective units.

Kills and eliminations remove the unit from the map and back to their faction's pool.

Then, **pained units retreat and move to areas adjacent to the battle area**. You choose where they retreat to.

The attacker applies pains first, followed by the defender.

Pained units cannot retreat into an area containing units belonging to the faction they just battled. If one or more units cannot retreat, eliminate one of the pained units; the rest may remain in the area with no further penalty.

ENDING AND WINNING THE GAME

When a player advances his doom marker to **30+ on the doom track**, the game ends at the end of the Doom phase (if the points were earned during the Doom phase), or at the conclusion of the current player's turn (if the points were revealed at another time).

If the ritual marker reaches the **instant death** space, and the game ends at the conclusion of this Doom phase, all players who have not had a chance to perform a ritual may do so (at a cost of 10 power). At the end of that Doom phase the game ends, even if no one has reached 30 or more doom points.

No matter how the game end is triggered, all players may reveal all their elder signs before finally declaring victory.

The player with the most doom *and* with 6 spellbooks on their 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 is the winner.

If there is a tie for the most doom, and both have all 6 spellbooks, the game ends in a draw.

If the game ends and no player has all 6 spellbooks, humanity wins and all players lose together.