

CTHULHU WARS

A SANDY PETERSEN GAME

Vin d'jeu d'aide (www.vindjeu.eu)

I. GATHER POWER PHASE

- **+1** power per **Cultist**
- **+2** power per **controlled Gate**
- **+1** power per **abandoned Gate**
- **+1** power per **sacrificed Cultists** = Captured Cultist you return to their owner's pools (*You must return all*)
- Special faction's **abilities**
- Increase to **half of the highest** Faction's power total (rounded up)
It's possible to get more than 20 powers.

II. DETERMINE FIRST PLAYER PHASE

- **1st turn:** Cthulhu is the 1st (*game without Cthulhu: alphabetical order*)
- Other turns: The player with the **most power** (equal: the current 1st player decides)
- The 1st player take the **1st player token** and decides the **direction**

III. DOOM PHASE (*skip first turn*)

- **+1** Doom point per **controlled Gate**: advance on the doom track
- Each player, from 1st player, may perform 1 **Ritual of Annihilation**:
 - ➔ **spend power** = current position (from 5 to 10 max even on Instant Death space)
 - ➔ **advance** the Ritual Marker one step
 - ➔ **earn +1 Doom** point per **controlled Gate** and **+1 Elder Sign** per **Great Old One** he controls
- Special **events**
- Determine **victory**
 - ➔ If the Ritual Marker is on the **instant Death** space: end of the game now
 - ➔ If any player has **30 or more Doom points**: end of the game now (*he may reveal Elder Signs to get it*)

IV. ACTION PHASE

Each player takes **1 action** at a time and turn passes to next player:

- = **1 Common or 1 Unique** action (specific to a faction: spell books or Great Old One) and **x unlimited** actions (as many as you wish)
- **Pass**: put the power at 0
- If you have **0 power**: your turn is skipped and you cannot do any action even 0 power actions.

COMMON ACTIONS

- **-1 Power to Recruit 1 Acolyte Cultist**
You must have a **Unit in the Area** where you recruit a Cultist
If you don't have any Unit, place the Cultist wherever you want
Max 6 on the map.
- **-? Power to Summon 1 Monster** (*-1, -2 or -3 power*)
Must be summoned to an Area where you control a **Gate** (*Devolve or Desecration are not Summon Action*).
- **-? Power to Awaken a Great Old One** (*other requirements apply*)
- **-3 Power to build 1 Gate**
You must place the Gate in an Area with one of your **Cultist without a Gate**.
Place the **Cultist atop** of the Gate to control it.
- **-1 Power per Unit to move**
From his current Area to an **adjacent** (even ocean)
1 same Unit may not move more than once per turn.
- **-1 Power to declare 1 battle** (*if you have 6 or fewer Spell books*)
Choose an **Area** with min 1 Unit of you and an enemy
You must be **able to roll** at least 1 combat dice to declare a battle
- **-1 Power to capture 1 Cultist**
 - ➔ If you have a **Monster** in an Area and an enemy has Cultist(s) but **no Monster or Great Old One**
 - OR
 - ➔ If you have your **Great Old One** and an enemy has Cultist(s) but **no Great Old One**Place the Cultist (chosen by the opponent) on your faction board

UNLIMITED ACTIONS

- **-0 Power to Control or Abandon Gate**
Move a Cultist in the same area to an abandoned Gate or off the Gate
- **-1 Power to declare a battle** (*if you have 6 Spell books*)
Choose an **Area** with min 1 Unit of you and an enemy (max 1 battle / area / turn)
You must be **able to roll** at least 1 combat dice to declare a battle

INTERRUPTION ABILITIES

Cthulhu's **Devolve** Spell Book can be used after any player's action

ELDER SIGNS

- May be **revealed at any time** even when it is not your turn:
 - ➔ If revealed during **Action Phase** & it brings the total Doom points **≥30**, immediately end of the game (and no Ritual of Annihilation phase)
- If **no more** Elder Signs: earn a **Doom** point instead

SPELL BOOKS

Fulfil 1 of the requirements & take the spell book of your choice & place it over that requirement (*you never lose the spell book even if the requirement is no more fulfilled*).

If you have to spend something for the requirement, it is only to fulfil the requirement and not for other actions.

BATTLES

In each parts of the Battle, the **Attacker performs his abilities first**, than the defender and after, the other players.

- **ANNOUNCE THE BATTLE & PAY 1 POWER**
- **PRE-BATTLE EFFECTS** (*Before the dice*)
 - Can only be used by the **fighting factions** (attacker & defender)
- **BATTLE**
 - ➔ All participants determine their **total combat rating** of Cultists, Monsters, Spell Books & Great Old Ones
 - ➔ Each **rolls** the number of 6d dices = rating total
 - 6 = 1 kill
 - 4 or 5 = 1 pain
 - 1 to 3 = nothing
 - ➔ Each **applies the results** of the opponent dices for himself
 - 1 kill = remove 1 unit (1 unit can be the Great Old One!)
 - 1 pain = 1 unit retreats to an adjacent area without unit of the battle opponent.
 - If 1 or more units cannot retreat, all pains = 1 kill & the rest may stay in the battle area
 - Attacker retreat first.
- **POST-BATTLE EFFECTS**

END OF THE GAME

- Each player reveal **Elder Signs**
- The player with the **most Doom point** is the winner unless he does not have all **6 Spell Books**:
 - ➔ Than, the following player in Doom point with 6 Spell Books is the winner.
 - ➔ If nobody has 6 Spell Books, humanity wins and all players loose: they are sucked back through the dismantle gates
- **Tied**: both players win