

CTHULHU WARS

1. Gather Power Phase

- +1 Power for each Cultist you have on the map
- +2 Power for each Gate you control
- +1 Power for each abandoned Gate (each player gains one Power per gate)
- +1 Power for each sacrificed Cultist (captured Cultists must be returned to owners)
- +? Power for Faction abilities
- +? *Minimum Power*: half of the Power of the Faction with the most Power (rounded up)

2. Determine First Player Phase

- On turn one, Cthulhu is First Player (or random if Cthulhu is not a Faction).
- On subsequent Turns First Player is the Faction with the highest Power after the Gather Power Phase, ties decided by the Player who was First Player last Turn.
- The First Player determines the order of play, clockwise or counter-clockwise.

3. Doom Phase (*skip first turn*)

- a. **Doom Track Advancement** - Each player advances their Doom Marker a number of spaces equal to his total Controlled Gates.
- b. **Ritual of Annihilation** - Starting with the First Player, each player chooses if he wishes to perform one (and only one) Ritual of Annihilation.
 1. Spend Power equal to the Ritual Marker amount (five to ten).
 2. Advance the Ritual Marker one step.
 3. Advance your Doom Marker equal to the number of Gates you Control.
 4. Gain one Elder Sign for each GOO you have in play (18 - 1 Doom/ 12 - 2 Doom/ 6 - 3 Doom). *Elder Signs may be examined and revealed at any time.*
- c. **Special Events** - Faction special abilities take place in the order of play.
- d. **Check for Game End** - If (1) the Doom Track advances to or beyond thirty OR (2) a player performs a Ritual of Annihilation while the Ritual Marker is on the ten space - the game ends at the conclusion of the Doom phase. Players may continue to perform Rituals of Annihilation (one total per phase) and reveal Elder Signs. The player with the most Doom points and six Spell Books wins the game.

4. Action Phase

- Players take turns taking ONE Common or Unique Action until their Power is at zero (at zero no more actions are permitted). Players may perform any number of Unlimited Actions in any order with that one Action.

Common Actions

- (-1) - **Recruit One Acolyte Cultist** - must have one Unit in the Area (unless none)
- (-?) - **Summon Monster** - only in an Area where you Control a Gate
- (-?) - **Awaken Great Old One** - prerequisites differ by Faction
- (-3) - **Build Gate** - must have a Cultist in an Area without a Gate; Control the Gate
- (-?) - **Move Units** - move each Unit once to an adjacent area, one Power per Unit; Units may co-exist
- (-1) - **Capture Cultist** - Monsters Protect from Monsters, GOO's from GOO's
- (-0) - **Pass** - Discard all remaining Power, ending the Action Phase for you
- (-1) - **Battle** - (Unlimited Action with six Spell Books; see below)

Unlimited Actions

- (-0) - **Control or Abandon Gate** - if you have a Cultist in the same Area with an Abandoned Gate
- (-1) - **Battle** - in any Area with you and another Faction; you must be able to roll one Combat die; (once per Area)
 1. **Pre-Battle Abilities** - Attacker, Defender then Bystanders in order of play
 2. **Battle** - Roll Combat dice simultaneously (6's - Kills; 4's and 5's = Pains).
 3. **Results and Post-Battle Abilities** - Results are applied fully to Attacker, then Defender. Players choose which of their Units are Killed, then Pained. Pained Units must retreat to an adjacent area with no Units of the Faction just Battled. If this is impossible, one of the Pained Units is killed; any other Pained Units are allowed to remain.
- **Action Phase Victory**: A player may reveal Elder Signs at any time (even during another player's turn) in order to equal thirty Doom points and end the game without giving a chance for another player to perform a Ritual of Annihilation. Other players may also reveal Elder Signs at this time.