

# CTHULHU WARS™

## RULES CHANGES

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*The following changes were made to the rules to enhance balance.*

### BLACK GOAT faction card

How to Awaken Shub-Niggurath:

- 1) You must have a Controlled Gate, plus at least two Cultists anywhere.
- 2) Pay 8 Power.
- 3) Remove two Cultists from anywhere on the map. Place Shub-Niggurath on your Controlled Gate.

**Combat:** Equals the total of your Cultists plus your Controlled Gates. If you have unlocked The Red Sign spellbook, also add +1 per Dark Young in play.

**Avatar:** (Action: Cost 1) Choose an Area and a faction. Swap the location of Shub-Niggurath and a Monster or Cultist in the Area, chosen by the faction owner.

### GREAT CTHULHU faction card

In the first Doom phase,  
receive this spellbook.  
Also receive 1 Elder Sign.

### BLACK GOAT spellbook

#### The Red Sign (Ongoing)

Your Dark Young can now Build Gates, Control Gates, earn 1 Power each during the Gather Power phase, and add +1 apiece to Shub-Niggurath's Combat.

They do not act as Cultists with respect to any other purpose.

### YELLOW SIGN spellbook

#### Passion (Ongoing)

When one of your Cultists is Eliminated by an enemy during the Action Phase (Captured, Killed, etc.), gain 1 Power.