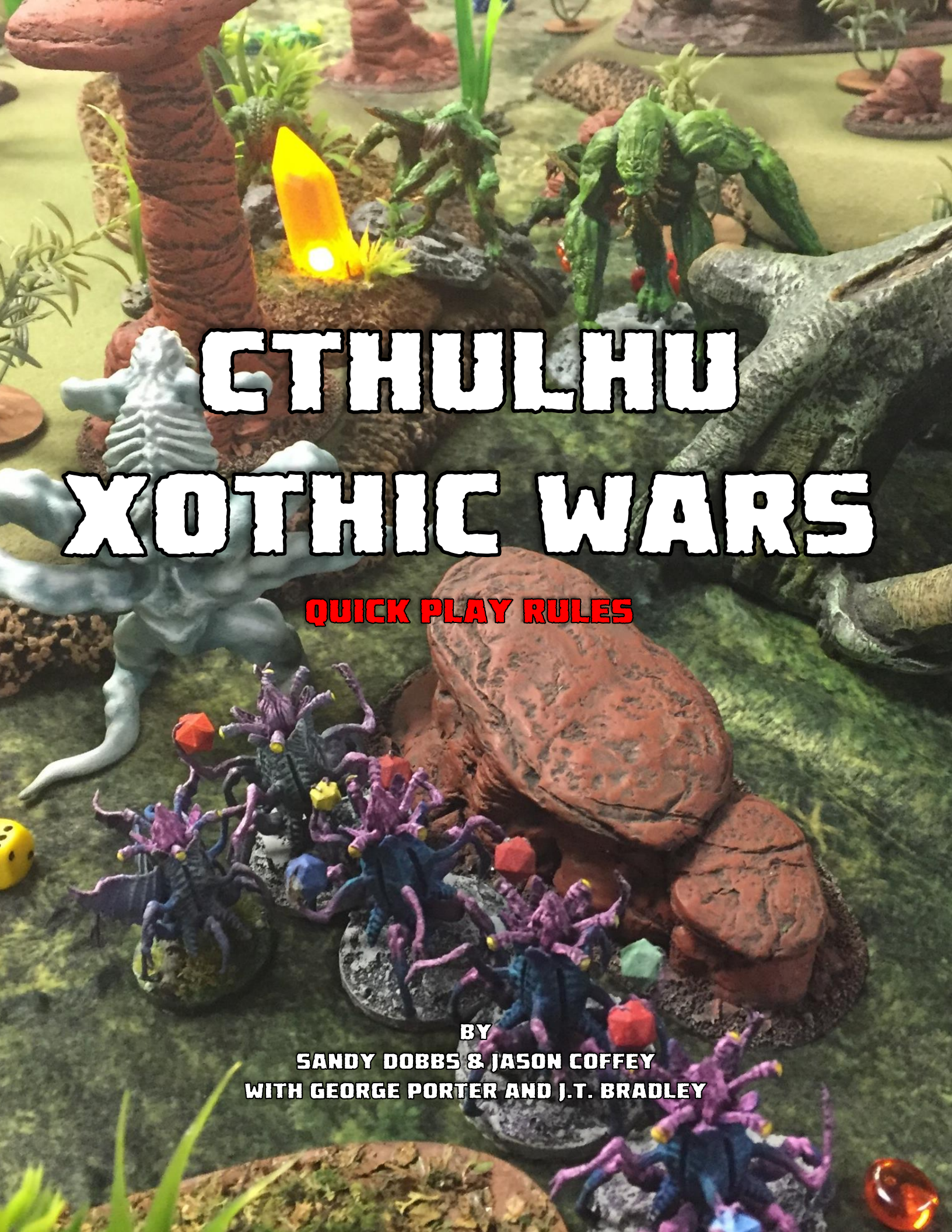


CTHULHU XOTHIC WARS

QUICK PLAY RULES

BY
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Introduction



Cthulhu: Xothic Wars is a war game, where monsters battle in skirmish style when the Earth was young. Although the models vary in size this cannot be taken as a literal representation of scale. Have you seen some pictures of Cthulhu and his size? He is the landscape. The models in Cthulhu: Xothic Wars represent small skirmish warbands that fought during the many wars of those very primal times. This ruleset for the basic game will allow you to build war bands for Cthulhu's Starspawn or build one for the Elder race which populated the world at that time. Furthermore, there will be other creatures to bring to the battlefield by summoning them from the cold distant stars, different galaxy, or whole new dimensions.

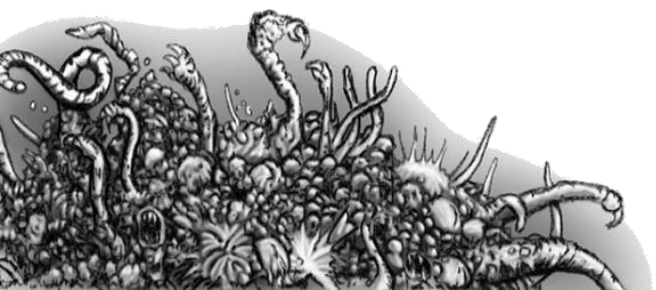
The game was designed for fast and fun play. Each player's phase will continue until they lose the momentum. The other player gets the momentum and runs his phase until he loses it back to you. Play will jump back and forth erratically until one player wins the game or one side concedes to the other player.

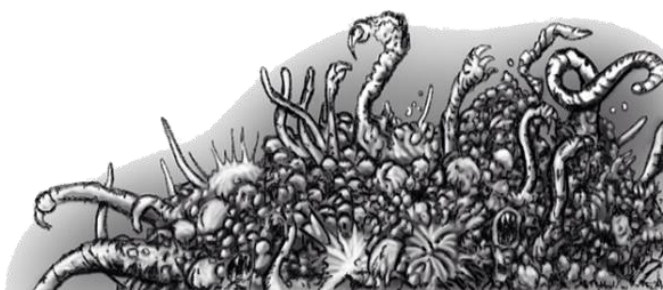
Combat and shooting are resolved by a dice roll off process. Both players roll contrasting colored dice into a combat pool and comparing them for a winner and loser.

Units get fatigued constantly during the game every time they make an action, and they get tired. A character ordering a unit to Rally will sometimes win the day, sometimes not. The leaders of both armies will be pushing their units forward by ordering them and getting them to charge enemy or take the tzohar, which both result in victory points.

As battles continue the experience points for fighting gets higher and higher and this tally is kept by the leaders for the advancement of skills and abilities. Characters can also forge magic artifacts as they progress in level.

So, create your character, select your war band, and journey to ancient lands to seek tzohar and conquest in this primal war. The question only remains are you the Cthulhu worshipping Xothic or the elder bio scientific Qhrellian?





How Long Do the Battles Last

Usually, battles can last between thirty minutes to two hours. My personal games last about an hour. Several factors can slow down the game including game board not set up, chatty friends, being new to the game, not being prepared, indecisive players, and other factors. In the long run, if you're prepared for the game, it will be faster. The game itself is fast paced.

What Do You Need?

Rules

The rest of the book contains rules, examples of play, and army lists. Reading the rules at least once before you play is recommended. The game is so easy to remember and start playing; most players rarely use the rulebook except for character advancement. There is also a reference section in the back of the book.

Dice

Standard dice are used in the game. You will need around 40 dice of two contrasting colors. (Example: 20 blue and 20 red) It would help to have a few more of another color as well. (These would be for special abilities or powers)

Rulers

In the rules we will talk about moving in inches, so make sure your tape measure has those. You can pre-measure distances when you need to, but just don't take a long time doing so. If you are playing in CM, just double all of the values, and you should be okay.

Miniatures

This genre does not see a lot of miniatures made for it and many have gone out of print. If you can find some or have some that's awesome. Fear not! We have summoned figures for sale through our store at GobboTown.com for all of the unit types.

War Board

Cthulhu: Xothic Wars is usually played on a 4' x 4' board. For larger games, you may want to increase your table to 6' x 4', or if you have truly gone insane (which many have) 8' x 4'!

Game Data

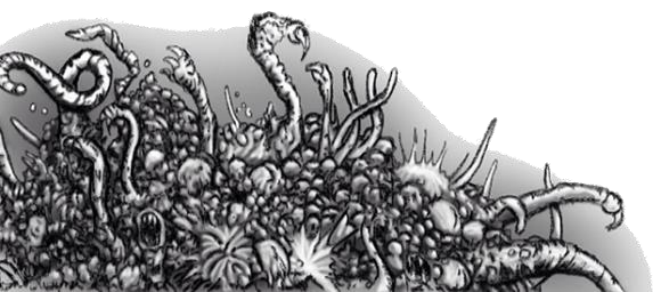
The game was designed for a minimal amount of model values, but keeping enough for deviation of model types. We created simple values that you can find in the book or on the Cthulhu: Xothic Wars war cards also available from Gobbotown.com. The most common values you will need to learn are Point Value, Tenacity, Attacks, Defense, and Movement. Leaders only get the leadership value which replaces tenacity for them. Larger units than what is listed will upset the balance of the game.

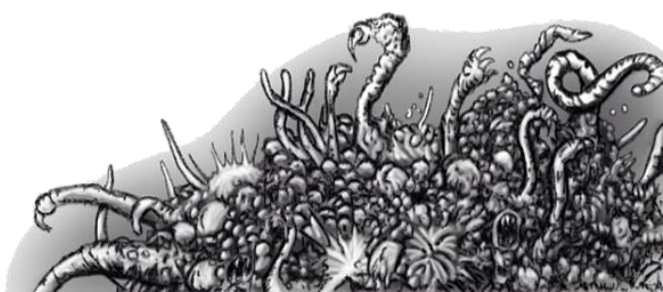
Tenacity Value

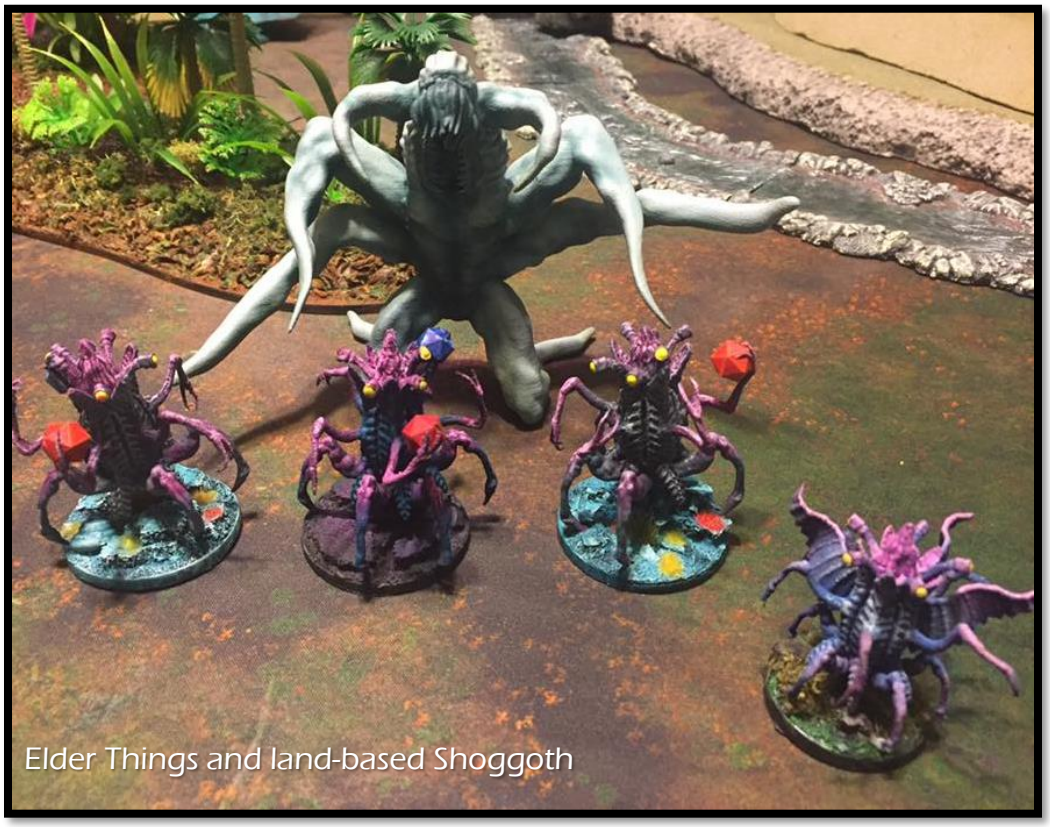
The mental toughness of a unit while under stress. The higher the tenacity the better, because, you need to roll lower than your modified Tenacity in most cases.

Attack Value

The number of dice you roll to attack the enemy. Some modifiers will reduce this number during play.






Elder Things and land-based Shoggoth

Ranged
Some units have the Ranged ability allowing them to shoot during their phase. Shooting attacks are always half of the Attack Value of the unit.

Defense Value
The number of dice you roll to defend your unit from attacks. Modifiers can affect this number during play.

Movement Value
A distance a unit can move in inches, while moving across the ground.

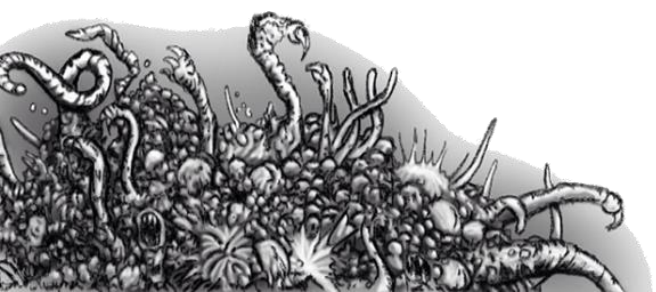
Leadership Value
This value represents what leaders must roll under to give orders to a unit.

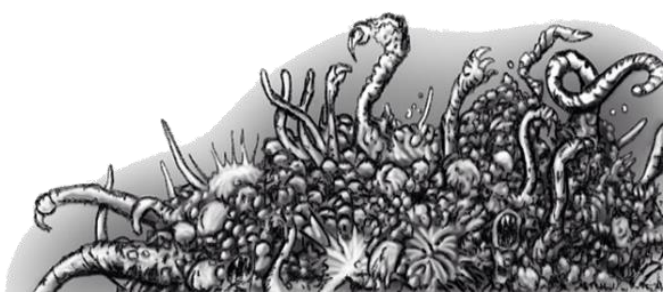
Points Value
This value is the cost of the unit in points while creating your battle group.

Models
Cthulhu: Xothic Wars is a monster based skirmish game for those still wondering. The models come in various sizes and on different bases. There are a couple types of infantry and several types of Terrorbeast.

Infantry and Terrorbeasts
Infantry come in various shapes and sizes, but the base size will portray how many wounds a stand will take for normal troops. Leaders will be mounted on a base similar to regular infantry, but are treated differently during the phase. Terrorbeasts usually come in three different sizes, but their bases are the same size.

Units
Similar models will form into units which can be purchased in groups of 1, 3, and 5 in most cases. During play, models in a unit can be up to one base apart for unit coherency. Characters can join units as long as they maintain the coherency rules.





Setting Up

In order to start playing Cthulhu: Xothic Wars you will need to do the following things:

1. **Create army lists** – There are numerous ways to create your battle force. From programs, to cards, or old fashioned pen and paper, choose what is right for you, but don't take all day or Nightgaunts will take you.
2. **Place terrain** – Before the battle happens, the hosting player or the first to arrive should set up the table. Make it interesting, but don't do stupid. An entire board in the woods should not be done. Once again, Nightgaunts will come and take you.
3. **Choose deployment spots** – Both players do a d6 duel. (Roll the dice) High roller gets to choose the spot to deploy in and the other side gets the spot opposite the board.
4. **Place Tzohar objectives** – The player who won from step 3 rolls another d6. This is how many tzohar are placed.
5. **Place Troops** - The player who rolled highest in step 3 places his troops in the deploy area first. Then, the other player places his.
6. **Commence Play** – Another dice duel to see which side gets the momentum first.

Create Armies

Using the army generator files for BattleScribe, you can generate the army there. Also, we have developed war cards to make creating an army easy and with the quick reference on the table games run smoother.

Place Terrain

Even if it's the night before your game, get that table set up before players arrive and it will make the beginning of the game run so much smoother and less hectic.

Roll for Attacker (or first player)

Both sides roll a d6 for the attacker position. The high roller wins the attacking player position and the loser is the defending player.

Choose Deployment Areas

Deploying is a crucial strategy of any tabletop general and in Cthulhu: Xothic Wars, it's no different. Around the edges of any Xothic Wars table, you will find 8 or more deployment spots. They are in each corner (4), and in the middle of each edge of the board (4). Once you have located the deployment spots, the deployment zone is a two-foot zone with any part of the zone touching this deployment spot. The attacking player position gets to choose the deployment spot and the other side gets the deployment spot exactly opposite the other player.

Place Tzohar (objectives)

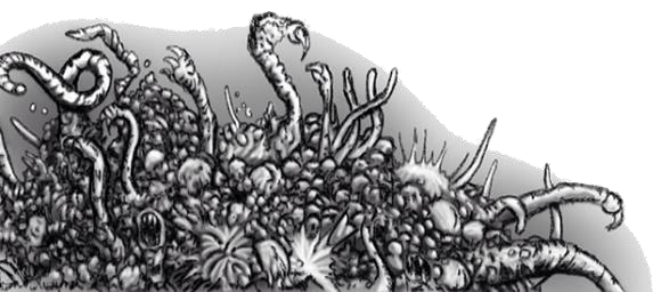
In order to place Tzohar, you must know how many there will be. Roll a d6 to see how many objectives. The attacking player places his tzohar first. Furthermore, if there is an odd number of tzohar, the defending player gets to place the extra tzohar. The players have to place Tzohar on the enemy half of the table and no closer than 12" to another Tzohar.

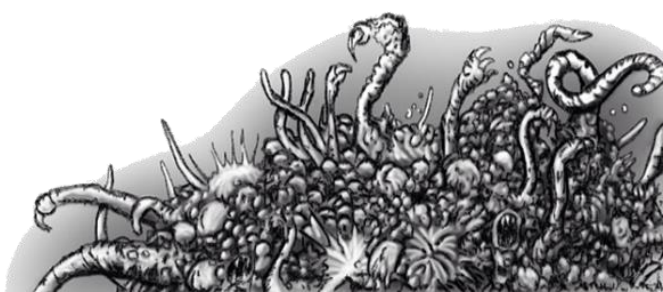
Deploy Troops

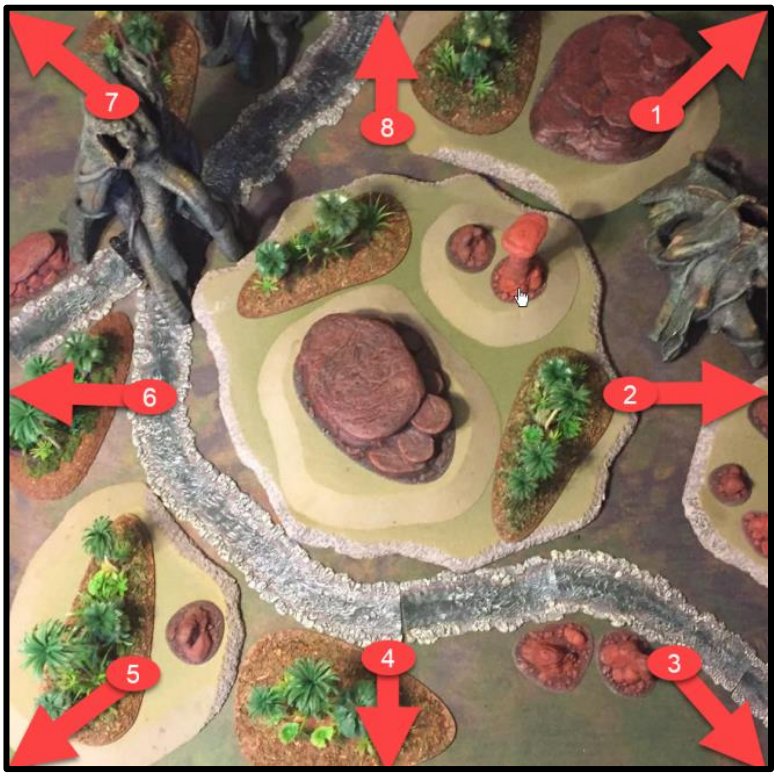
The attacking player will place his troops first on the table within your deployment zone. One of the figures from each unit must be touching the back edge of your deployment zone. All of the figures in the unit must be touching at least one of the other models in the unit.

Momentum

As long as a player does not fail an order, lose a combat, or run out of units to order, he may continue his turn.







The table should be 4’ x 4’ for most games. Here you can see a jungle board layout with the 8 different deployment spots available.



The player chose deployment spot 4. During deployment, he gets 24" of space to deploy. He could choose to split the zone in option 1, go far left in option 2, or go far right in option 3. His zone has to touch deploy spot 4.

End of the Battle

All battles must come to an end. One side or the other will be destroyed/routed, or a general will be killed. This will snuff out the fighting spirit of most armies.

The game is over if the following occurs:

1. General is slain
2. All units are Exhausted/Routed/Destroyed
3. Army breaks (66% of units have been removed from the board)
4. Control the Tzohar
5. Player Concedes

General Slain

If the general or highest character is removed as a casualty or enemy contact with no escape, the game ends. Troops without direction usually panic and leave the field.

Example: A general is out on his own within 9" of a friendly unit. The friendly unit is shot at and driven back 4". The general is now 13" away from the nearest friendly unit and an enemy unit contacts him! Game Over!

Units Exhausted

A unit that has so much fatigue built up, it is practically ineffective. If all units on the table are exhausted, the game ends as they are too tired to press on.

Army Breaks

If two-thirds or more of the army units are not on the board, exhausted, or routing, the rest of the units will withdraw seeing the army as broken.

Player Concedes

The player may call the game and get only 2XP. This can be done after any action/order has been completed.

Example: A unit charges the enemy, and the defending player thinks he will lose. He can only concede once the charge and combat have been completed, and before the next order is rolled.

Quickest Way to End the Game

Control the tzohar after turn 3. ***If you own over half the tzohar objectives in the game after turn 3, you are now winning the game. Your opponent has the rest of the phase to take another objective, or kick you off one of yours. If that is not possible, the game ends.*** Add up the Nikh points to see who wins the game. Just because one side ends the game, does not make them the winner of the game.

Scenario Conditions

Scenarios come in different setups and objectives. Each scenario will clearly define how to win the game.



Orders

This little part of the rules is one of the most important parts of the whole rule set. Every time a unit acts, it must be under an order. Characters give orders to make units do things.

First One is Free

Just to get you addicted to giving orders, the first order from any leader is free, gratis, or in other words automatically passes. No need to roll. The unit will receive a fatigue marker as normal. The first action of any of your characters each phase is automatically passed.

Example: It becomes the attacking player's phase. He needs to move up a unit lagging behind. He selects that unit to move. Since it his first and free order, the unit moves it's move in inches and the unit receives a fatigue marker.



Orders

Characters can give out the following orders:

Move - move the unit up too its move distance in inches

Charge – as move, but the unit makes contact with the enemy

Shoot - the unit will fire weapons towards an enemy within range

Rally - the unit will try to rid itself of fatigue

Cast – some units have the ability to cast rituals

***All orders incur a fatigue marker to the unit.**

Chaos Orders (Advanced)

Shape Chaos – a mystic or unit with the ability

Rituals may roll leadership or tenacity to cast a ritual if there is enough power.

Channel Chaos – any character may summon chaos power by rolling leadership successfully. If it is done, reroll all Chaos dice. Immediately after summoning chaos, a mystic may try to cast a ritual.

Issuing Orders

- Roll under the character's leadership value to give a successful order.
- Leaders can give orders to units until a leader fails. Certain things will make it harder for units to understand their leaders.

The following modifiers affect leaders giving orders.

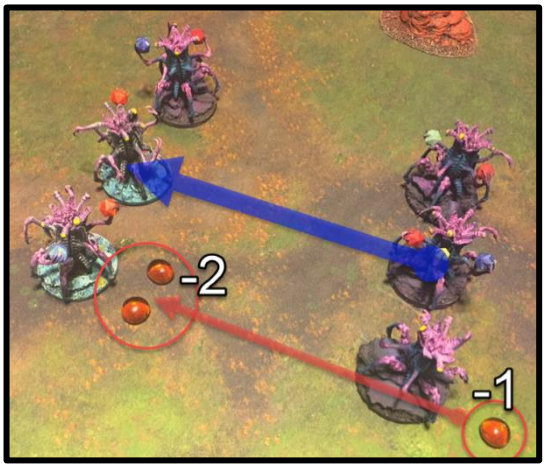
Short Range Band .....- 0
Medium Range Band ..... -1
Long Range Band ..... -2
Each Fatigue marker ..... -1

Example: A player has a general with leadership of 9. A unit is 11" (-1) away with one fatigue marker (-1). The general would have to roll a 9 – 2, or 7 or less to be successful.

Fatigue

Every order given to a unit also gives it one fatigue marker. Fatigue markers make it harder for units to do combat and take orders.

Example: A unit is given a move order. It receives a fatigue marker. Now, all further orders are -1. The player orders the unit to move again and is successful. The unit gets another fatigue marker. The unit now has 2 fatigue markers, which is -2 to all order rolls for this unit unless there is a successful rally.



Movement

Units will move for various reasons during the game. Normally, they will be given a move order from a leader to move. Other times they may fall back from combat or rout away from the enemy. Some troops are faster than others on the ground, while others can fly.

Move Distances

Movement is usually measured in inches, but if you have cm, just double the rate to make it workable. Movement value is found in the bottom left box on the war card. No model may move further than it's move rate in inches. Units may move more than once per turn if they are successfully ordered to do so.

Formations

In this primal world of alien entities, there is no regular formation. It would seem that the normal formation is for the monsters to stay not more than one base apart.
Some unit abilities and leaders allow a unit to form into special formations that can give bonuses to the unit.
Example: Using a closed formation makes the unit all go base to base with each other. Although the unit can't move, it adds +1 defense for the unit.

Closed Formation

This formation is defensive in nature. All of the bases have to touch in the unit to be considered closed. Units in this formation get +1 defense dice.

Open Formation

This formation is the regular formation where all bases don't touch but are not further than one base away from each other.

Gaps

Units not only control their base but a 1" zone around their base. Enemy units cannot move through this 1" barrier around non-friendly models.

Terrain

Units moving across open terrain move their standard move, but sometimes a unit will cross different types of terrain. Different types of terrain will affect a unit's movement differently. Below, you will find common terrains that are encountered across countless game boards.

Light Terrain – ground units may move through light terrain with no penalty. Swoopers and flyers may move over light terrain, but may not land in it.
Heavy Terrain – ground units move half rate through heavy terrain. Swoopers and flyers may move over heavy terrain, but may not land in it.
Impassable Terrain – units cannot move through this terrain, but some may fly/swoop over it.

Some terrain breaks line of sight, while other terrain does not. Agree before the battle what terrain blocks line of sight.

Forests – light terrain, usually 3" LOS
Rivers - A unit that moves up to a river and touches ends the move order. For the next move order, the unit moves at half rate. The unit remains at half rate until all models have left the river.
Swamps – heavy terrain
Jungle – heavy terrain, usually 1" LOS
Walls - Treat walls like streams.
Buildings - Treat all buildings as hilly terrain.
Hills – Hills can be moved over as normal. If a figure comes to a cliff or sheer surface, measure the distance up for movement. Monsters can climb.

Driven Back from Ranged

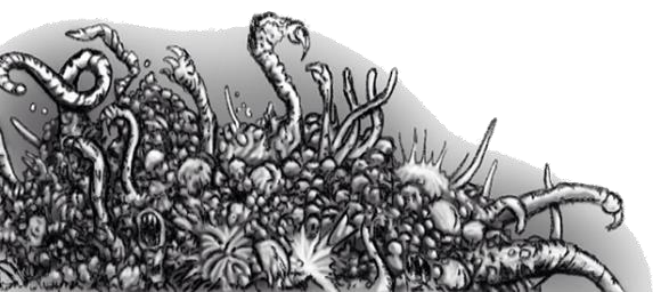
Whenever a unit must move away from the enemy, they move directly away from the nearest enemy model. Routing units ignore all terrain restrictions.

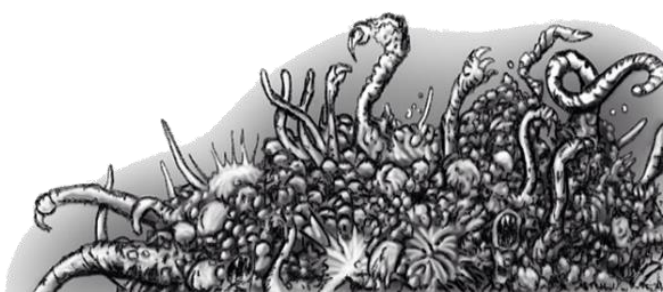
Charging

Moving into combat is considered a charge. There is no extra move for charging.

Character Movement

Characters can join a unit and move along with the unit. Characters can also move on their own accord





and not be associated with a unit. They move only one time per phase after they have given a successful move order.
If an unattached character is contacted by an enemy unit, the character can automatically flee 10" to the nearest friendly unit. Characters cannot join Terrorbeast units.

Units Leaving the Table

Units that move off the table by choice or that have been pushed off the table in some way, do not come back. If two out of five models leave the table, the three models must take a tenacity check, or they to will leave the table.

Flying Units

Some units have the capability of flight. Flying allows units to move over terrain or land on higher elevations, but at a cost.

Swoopers

Some units have the ability to fly constantly as a normal mode of movement and rarely touch the ground. These are called swoopers. Swoopers move usually at a faster rate, but do not have the negatives of flying units. Do not apply the extra fatigue to movement, and they do not move at double rate.

Moving Flying Units

Flying units get to move double their move distance, but expend extra fatigue to do so.
Example, the units normally moves 9", if they fly, they can move up to 18", but get 3 fatigue markers! What? 1 for each 9" move and 1 extra for flying.

No Flying into Combat

Normally, flyers cannot fly into combat. They must land on the ground and be ordered again to move into combat.

Flyers Open Formation

Flyers must be in open formation when they land. They must be one base apart after landing from a flying move.

Carrying Items

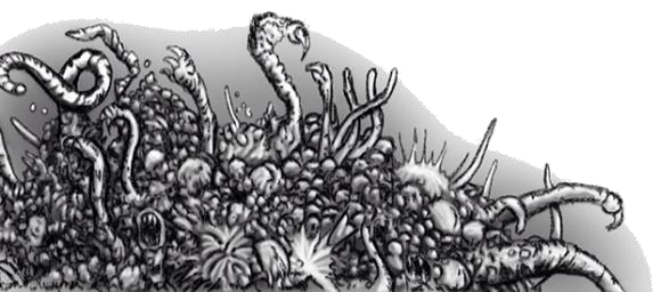
No unit may carry tzohar during flight.

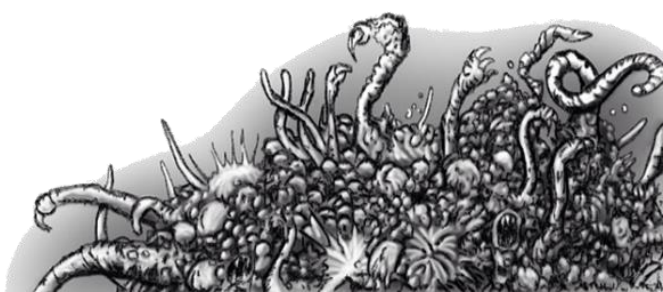
Routing Flyers

Routing flyers will run their routing move. Roll 3d6 for routing move for flyers as normal.

Terrain

Flying units can fly over, but not land in heavy terrain.





Shooting

Shooting Procedures

- Unit receives order to shoot
- Player selects the target
- Check range band apply modifiers
- Ranged attacks equal attack dice
- Defender rolls defense dice
- Compare rolls
- Mark wounds and remove casualties
- If the defender loses a model, he must make a tenacity check or rout.
- If the unit does not rout, for every 4+ roll of the attacker (whether it hits or not), the defender falls back 1".
- Cover
    - Light Cover every 5+
    - Heavy Cover every 6+

Shooting

Some units have the ability called Ranged. This means the unit may attack from a certain range. Different weapon types have different ranges. Xothic Wars uses range bands for measure weapon ranges. Range bands are every 10". For example, short range is 1-10", medium range is 11"-20", and long range is 21"-30".

Example: A unit gets shot by an enemy unit. The shooting player rolls 1,2,4,5,6. The target unit rolls a defense roll 1,1,2,3,4,4,5,6. Two shots wound.

Shooting Attacks

Use your Attack value for ranged attack. All attacks must be used against the same target. Shooting attacks cannot be directed at solo characters.

Targets

A shooting unit may pick any target within range and line of sight. Target units within covering terrain or in a defensive position are harder to hit; therefore, drive backs are minimal compared to units in the open.

Range Bands

Short Range Band	up to 10"	+4 dice
Medium Range Band	up to 20"	-
Long Range Band	up to 30"	-4 dice

Terrain

Target in Light Cover..... -2 dice
Target in Heavy Cover..... -4 dice
Target in closed formation ..... +1 Defense Dice

How to Calculate Casualties

The attacker rolls his shooting attack dice. The defender rolls his defense dice. Line up both player's dice parallel to each other from high (6) to low (1.)

Starting with the highest dice for each player, compare each player's dice.

If the attacker has the higher die of the two, it is a wound.

If the defender has the higher die of the two or ties the attacker, there is no wound.

Removing Casualties

The defender can remove models or mark wounds as appropriate.

Test for routing against Tenacity if appropriate, or calculate Drive Back.

Drive Back

For every successful dice roll of the attacker, whether blocked or not, the defender could be driven back 1".

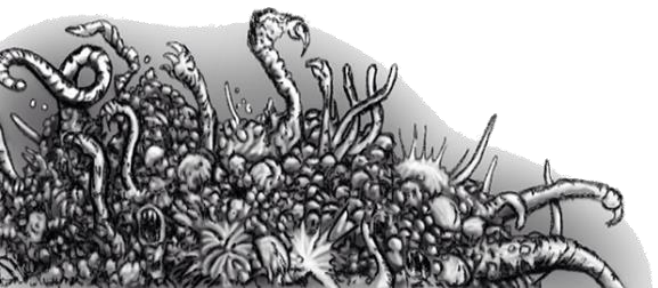
Unit in open terrain ..... 4+
Unit in light cover ..... 5+
Unit in heavy cover ..... 6+

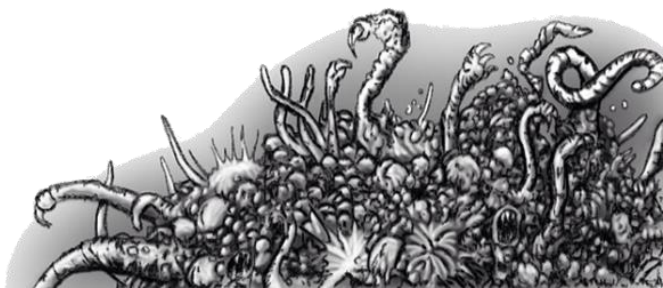
Example: As before, the shooting player rolls 1,1,2,3,4,4,5,6. The target unit rolls a defense roll of 1,2,4,5,6. Two shots cause wounds. The attacking player also rolled 4,4,5,6. This means the target unit was driven back 4". If the target unit was in a light cover position, they would have been pushed back 2" for the 5,6. If they were in heavy cover, like a rock enclosure, they would have been pushed back on rolls of 6, or 1". (See combat section)

Routed Units

Target units that lose a combat or lose a model from ranged fire, must test Tenacity for a rout. If the roll is failed the unit will rout directly away from the attacking unit 3d6" and receive a fatigue marker.

Units remain routed until they are given any successful order.





Combat

The game will usually result in combat up close, tentacle to tentacle, and claw to claw. When one unit moves into base contact with another enemy unit, combat will ensue. Both sides will roll dice in a comparative dice roll of attack versus defense and vice versa. After the results are calculated, one side will win, the other loses, and in rare occasions a tie.

Combat Procedures

- Move into combat with the enemy.
- Create Attack/Defense Dice Pools. Roll Attack dice for each model.
- Modify dice pools as appropriate.
- Resolve all attacks from both sides. Attacker rolls attack dice pool and defender rolls defense dice. Now, defender rolls attack dice and attacker rolls defense dice.
- Compare results. The side which caused more wounds is the winner.
- Remove any casualties and mark wounds.
- Both units receive 2 fatigue markers for fighting. The charger gets one extra for the charge. Below, find which result the combat ended in.
- Make tenacity checks as appropriate.
- **Loser rolls Tenacity, minus any models lost**
  - Success – Falls back, in inches, number of wounds taken
  - Failure – Routs 3d6" add extra fatigue
- **Winner rolls Tenacity, minus any models lost**
  - Success – May choose to Stay or Overrun (3d6" follow up)
  - Failure – Falls back, in inches, number of wounds taken
- **One side Destroyed**
  - The winning player gets a free regular move with no fatigue given.
- **Ties, both sides test Tenacity minus any models lost.**
  - Success – Hold Position
  - Failure – Rout 3d6
- **Overrun**: Roll 3d6 to see how far the winning unit moves to catch the losing unit. If the unit catches the defenders, another round of combat is fought.

Modifiers to Close Combat Dice Pools

Charging Attacker ..... +2 Attack
Overrun Attacker ..... +2 Attack
Routed ..... Half dice to all pools
Closed Formation..... +1 Defense
Terrified ..... -1 Attack per model
In Light Cover ..... +2 Defense
In Heavy Cover ..... +4 Defense
Charging TerrorBeast ..... + Half Attack Pool
Each fatigue ..... -1 from either dice pool

How to Calculate Casualties

Both players roll the appropriate pool of dice. When comparing the dice pools versus each other, line up the separate pools parallel to each other with the highest rolls on top. The attacker wins if he beats each dice pair. Defenders win ties. An example is below. The attacker had a very good roll and caused 7 wounds to the defender.

Attacker	Defender	Results
6	6	D wins
6	5	A wins
6	5	A wins
5	5	D wins
5	4	A wins
4	3	A wins
4	3	A wins
3	2	A wins
2	1	A wins
1	1	D wins

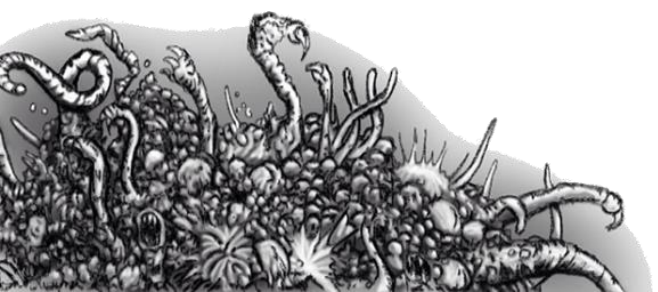
In this case, the Attacker caused 7 wounds. Now, the defender will roll their attacks.

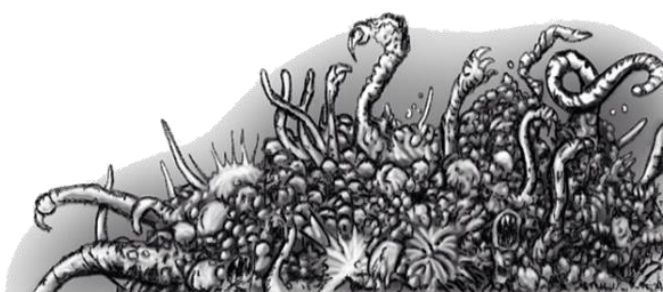
Combat Engaged

Units that move into combat by the order of a character are considered to charging and engaging the enemy.

Moving

A charging unit must have a line of sight to the target unit at the beginning of the charge. Start with the closest model to the target unit, and then proceed to next closest. When charging the enemy, move each model to the closest available open enemy model. If there are no available open models, the charging model must move to the nearest target model. If no





model can be contacted, the charging model will move into contact with a friendly model that is engaged. No model may move farther than their move rate even while charging.

Supporting Models

All models from the charging unit within 3" of an enemy model from the target unit can participate in the combat. They can also be killed as well.

Contact with Other Enemy

Units fighting will target all attacks to their target unit. There are no spill-over attacks to nearby units due to combat.

Attack Pool

Regardless of who attacked, both sides will create and Attack pool. You will find each model's attack value on their war card or army list. For every model, get one dice for each attack value.
Example: Units of three Wrathians have an attack value of 5. The player would get 15 dice for the attack pool before modifiers.

Defense Pool

During combat, both sides will also create a Defense pool. You will find each model's defense value on their war card or army list. For every model in the unit, get one dice for each defense value.
Example: A unit of three Wrathians have a defense value of 2. The player would get 6 dice for the defence pool before modifiers.

Attack Modifiers (per model)

Fighting Terrifying -1
Fighting Feared -1 (if failed Tenacity)
Exhausted Units - only 1 dice each for attack/defense

Attack Modifiers (per unit)

Charging in open terrain +2
Fighting from Higher Elevation +1
Terrorbeasts charging in open terrain +Half Attack Stat
Overrun Attacking +2
Each Fatigue -1
Character support *
Ritual support *
* This will depend on characters and ritual effects.

Fatigue

Any unit that fights for one round of combat will get 2 fatigue markers at the end of the combat.

Exhaustion

Units that have fatigue markers equal to or greater than their tenacity are exhausted. They are considered to have only Attack 1 and Defense 1. They also move at half rate.
Example: JT's unit of Qhrellian warriors accompanied by his general attacks a unit of Xothian warriors. After the combat, JT's unit routs back getting it's 7th fatigue marker. The unit is now exhausted. JT better get some fatigue off fast, or he could lose the game should a unit of Wrathians show up from out of nowhere.

Results

Calculate all combat and determine a winner or loser or even a draw.
The loser will:
Retreat – move away from the enemy with the distance equaling wounds lost
Rout – run away from the enemy 3d6 inches
Destroyed – the unit is annihilated and no longer exists

Retreat

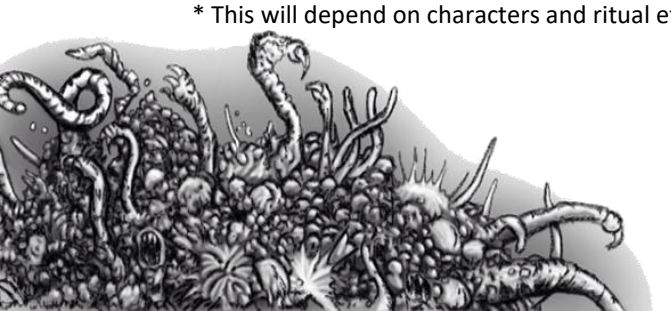
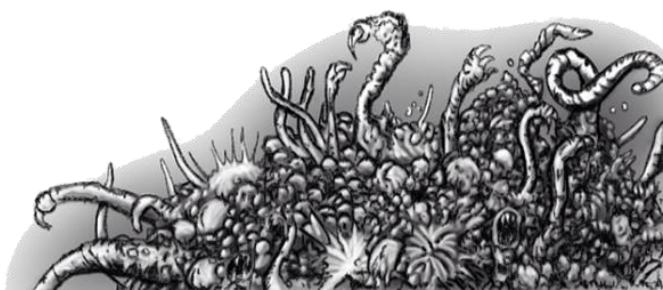
A unit that loses a combat will retreat if it didn't rout. The unit will move directly away from the victorious unit. The distance will equal the number of wounds received in inches.

Rout

A unit that loses a combat and fails its Tenacity check will Rout 3d6" directly away from the enemy. Terrain penalties for movement or exhaustion are not applied. Furthermore, the unit receives another fatigue marker.
Example: A unit has failed it's Tenacity check after a combat. The player rolls 11 with 3d6. He moves the unit 11" directly away from the unit it was fighting. Don't forget your extra fatigue marker!

Enemy Destroyed

If the unit is totally removed the unit is destroyed. Remove any leftover models.
The winner gets a free move with no roll or fatigue

given.

Overrun Check

A unit that wins a combat may chase down the losing unit to incur further damage. After a combat, the winning unit must check for Tenacity. The only modifier to the roll will be missing models in the unit.

Example: A unit of Sentinels wins a combat against Xothic warriors. The warriors rout 8" away. The Sentinels have lost no models during the fight and have a Tenacity of 9. They must roll 9 or less.

Draw

In case of ties, remember both units will check Tenacity to see if they Retreat or Rout.

Example: Sandy's unit of Qhrellian warriors have been attacked by JT's Terrorbeast. After the combat, both sides have dealt 4 wounds upon the other unit ending in a draw. The Terrorbeast and the warriors must both check Tenacity. JT's Terrorbeast fails the roll and routs 3d6" directly away squealing like a baby piglet. The Qhrellians warriors pass their test and fall back 4" while taunting the not-so-Terrorbeast, 1" for each wound received. Actually, JT made Sandy's Terrorbeast rout, but it made Sandy feel better to write it the other way around.

Tenacity

All of the duress and mental stress that builds up while fighting can break a unit's spirit. When a unit loses their will to fight, they will try to quit the battlefield. This usually turns into a rout. Each unit has a Tenacity value. After modifiers, a unit must roll equal or under to the Tenacity to pass. Failing a Tenacity check creates a panic in the unit which is called routing.

Fear

Some units cause fear to other units even though they would drive humans all insane. If a unit or model causes fear, there are several effects that can take place. Test for fear by rolling equal to or under the unit's Tenacity.

Units that cause Fear are immune to Fear and treat Terror as Fear

When to test for Fear

Charging a unit that causes fear.

- (failure) refuse to charge (end phase)
  (success) charge unit

Being charged by a unit that causes fear.

- (failure) -1 attacks per model
- (success) no loss of attacks

Ranged Attack against a unit that causes fear.

- (failure) No ranged attack allowed
- (success) normal shooting

Terror

Terror is an even greater emotion than fear. Terror can paralyze the mind and body. Units that cause fear do not affect other units causing fear, nor do creatures that cause Terror have any concern for fear.

**Units that cause Terror are immune to Fear and Terror*

When to test for Terror

Charging a unit that causes terror

Being charged by a unit that causes terror

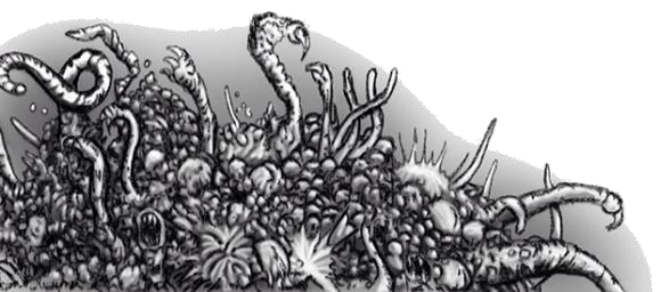
- (failure) rout 3d6"
- (success) -1 attacks per model

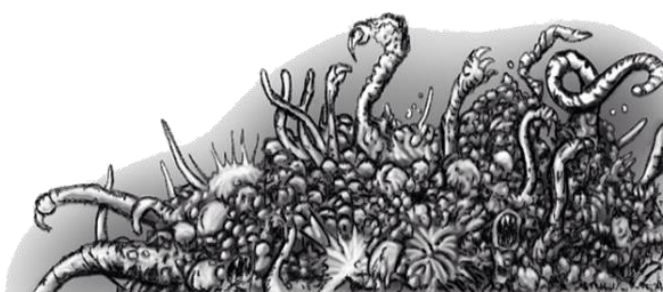
Ranged attack against a unit that causes terror

- (failure) No ranged attack allowed
- (success) normal shooting

Losing a combat round against a Terror unit

- Automatic Rout





Armies

The starter game revolves around the two races that existed on primal Earth about 1.2 billion years ago. As the newly arrived Xothians started to build their capital city, the Elder Things, or Qhrell, came into conflict with them. Their wars are called the Xothic Wars. Below you will find both armies, special characters, and descriptions of their units.

When you start playing Cthulhu: Xothic Wars, you can begin with the basic startup box. The basic startup box will contain:

- 5 Xothian Warriors
- 3 Xothian Elite Warriors
- 1 Xothian Commander
- 4 Qhrellian Warriors
- 2 Qhrellian Elite Warriors
- 1 Qhrellian Commander

Although this starter box will be available, the units will be available separately as well. Furthermore, other box sets will become available including:

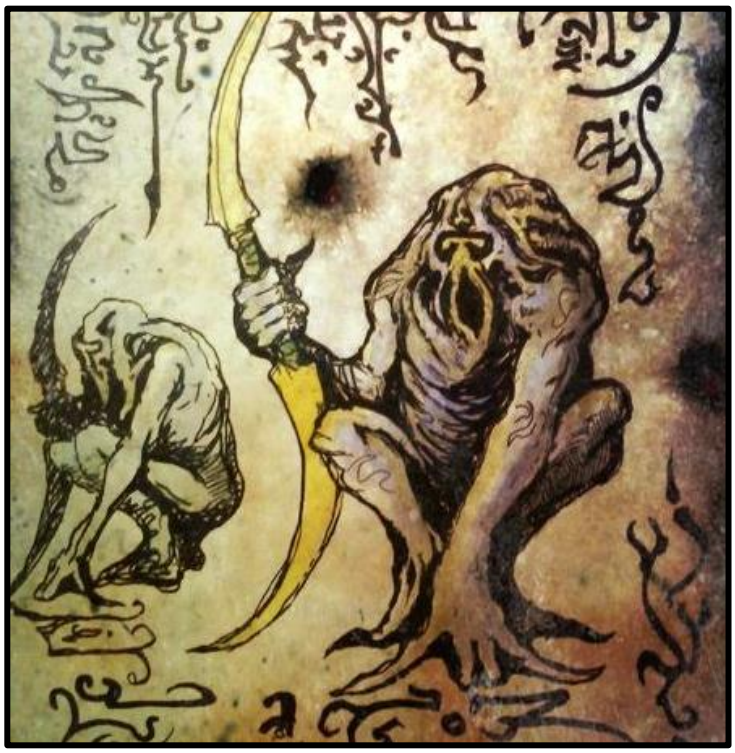
- Xothian Commander Kit – includes 1 General and 1 Mystic with upgrade bits
- Qhrellian Commander Kit – includes 1 General and 1 Mystic with upgrade bits
- Xothian Starspawn TerrorBeast
- Qhrellian Shoggoth TerrorBeast
- Xothian Elite Upgrades
- Qhrellian Elite Upgrades

The following pages will describe the armies of the two races within the starter box. Each unit will have a description of their purpose in the alien society and how they fight (for those tactically minded).

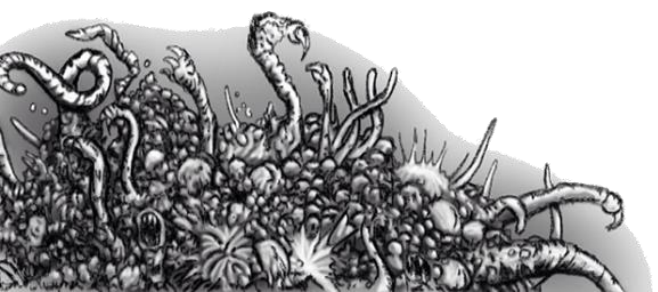
Special Characters will also be presented for the beginning games and scenarios of the main rulebook and upcoming campaign expansions.

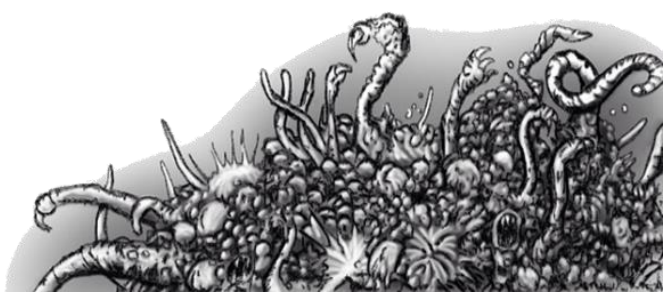
GobboTown will create other wars and supplements in the future including:

- Xothic Campaigns
- Qhrell Campaigns
- Mi-Go Army Set
- Cthulhu: Mi-Go Wars
- Shoggoth Wars Campaign



- Shoggoth Army Set
- Nyarlotep Army Set
- Cthulhu: Secret Wars
- Flying Polyp Army Set
- Great Race of Yith Army Set
- Cthulhu: Yith Wars
- Yith Campaigns
- Polyp Campaigns





Xothians



The Great Directive of the Xothians was to invade this dimension from another dimension to gain power for their lord for his ascension to the next level of unholy godliness. Cthulhu was making a bid for a level of chaos godliness against the wishes of the powers above. Moving to this dimension, the Xothian priests sought out a power source in the way of tzohar, a most rare substance, that could be used to increase power. A new planet on the edge of a new galaxy was selected for this purpose. Being out of the way and not noticed by many, the Xoth could migrate to this new destination and create a temple planet. Once the initial Xothians reached the planet, teleportation structures could be built and tzohar could be harvested to bring the most unholy one to the planet. Once Cthulhu was brought across the void, the rituals and power increase could commence. The initial first invaders were spat out into the voids of space through hyper dimensional tunnels that travelled through time and space to the new destination.

As the first scouting parties landed, they moved to find a location for the main temple complex and city. Once this was selected, construction began immediately. The initial plans went without hindrance. As the scouting parties searched out the locations of tzohar fields, they ran across another alien species that seemed to inhabit the planet. An interesting hybrid of flora and fauna not worthy of further investigation was used for the status of this other race.

As the city and temple were starting construction, the plant/animal things grouped together and attacked the Xothian city structures and priestly workers. This interrupted the work of the spawn of Cthulhu and the unholy mighty one would not be pleased. As reinforcements arrived a counter attack was launched and soon war was in full swing.

The Xothians like to engage their enemies in close combat for the most part. Although some units can hurl energy javelins, they are mostly for the scouting units that harass the enemy and keep the foe off balance. Most Xothian tactics tend to be wedge type attacks with Terrorbeasts leading the spear tip. Another tactic for the tyrant leaders is the horned attack that crashes into the sides of the enemy's front line from two sides.

Regular Units

1 - One regular unit must be purchased for each Elite or TerrorBeast.
2 – One ranged unit may be purchased for each leader.
3 – Some units may add one additional troop to the unit. No more than one may be added in this way.

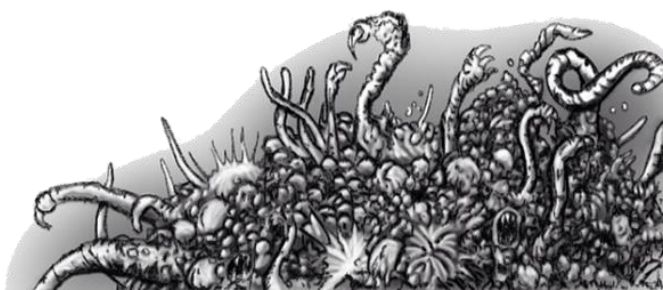
Supplicants - 105

MV	ATK	DEF	WND	TN	SZ
9	2	2	3	7	5

Add one extra Supplicant – 21 points

The supplicant is the basic religious worshipper of the Cthulhu pantheon. They worship him unto death and follow the directives of the priests like zealots.







Elite Units



Elite Warriors - 129

MV	ATK	DEF	WND	TN	SZ
7	4	3	5	8	3

Add one extra Elite Warrior – 43 points

These warriors are the strong arm of the High Priests to deal with any threat of great importance. Usually adding a terrorbeast with these warriors gets the job done.



Leaders

Priest - 70

MV	ATK	DEF	LD	SZ
8*	+1	+3	8	1

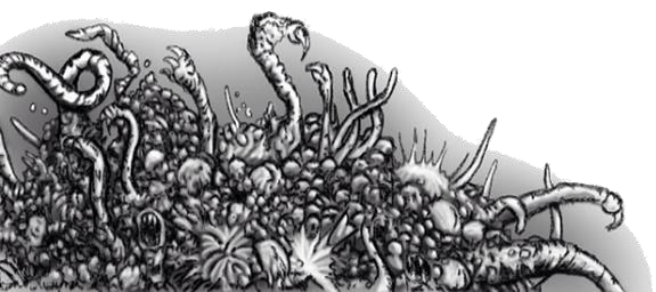
Control Chaos

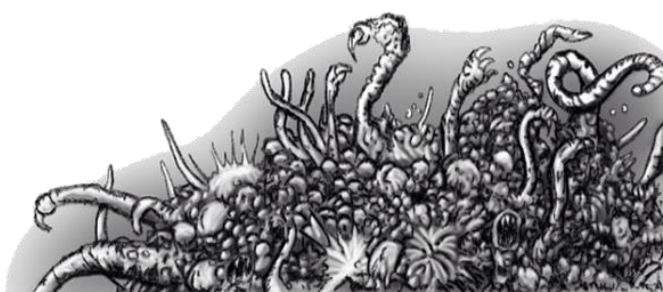
This leader uses the 30mm base. This leader is one of the up and coming priests that is trying to achieve a reputation and move up in the clergy. They are ruthless, backstabbing, and full of guile.



Tyrant - 70

MV	ATK	DEF	LD	SZ
8*	+2	+2	9	1





General
This leader uses the 30mm base. The Tyrants follow the orders of the higher levels of priesthood. They lead the armed muscle of Cthulhu's armies under the direction of divine guidance.

TerrorBeasts

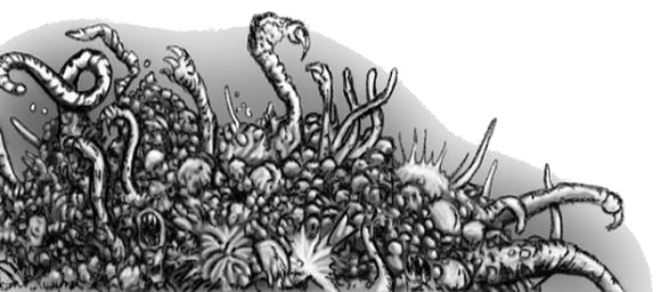
Lesser Starspawn - 185

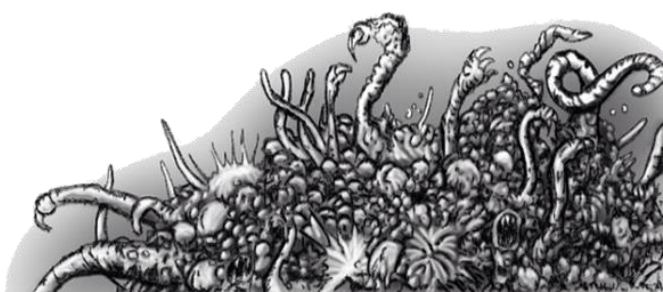
MV	ATK	DEF	WND	TN	SZ
8	10	8	16	8	1

Add one extra Lesser Starspawn +185 points
Terrorbeast, Immune to Chaos, Cause Fear
The lesser Starspawn are a new weapon in Cthulhu's arsenal. More numerous than their larger kin, the lesser Starspawn are easier to control and direct by the priests and tyrants.



****See the main rulebook for more troop options!**





QHRELL

The Qhrell, or Elder Things, were the first alien creatures to visit Earth long ago. They built large cities of unusual architecture on land and underwater.

About seven feet tall, the Qhrell had incredibly tough bodies that could withstand deep ocean depths, the vacuum of outer space, and absolute freezing temperatures. Qhrellians are ageless and have advanced cell regeneration, but can be killed by violence or accidents. Their technology levels are very high including the use of direct energy weapons. The Qhrell are mainly biological scientists and delve into the study of genetic engineering. They can manipulate flesh and create organisms.

Qhrell have a society based on friendly relationships, but do not adhere to a typical family structure. They live with others that make them content. They reproduce by creating spores, and this is only done when trying to increase population levels for recovery or colonization.

The Elder have a security based military system. Although they do not possess a standing military, they do have different levels of security teams. The security teams are used to quell minor problems the bioengineers encounter. In times of war, the regular Elder citizens will form into security teams to augment the more elite security teams.

They created the Shoggoth race amongst other life forms. The Shoggoth are a slave race created to lift heavy burdens and do laborious tasks for the Elder.

The Qhrellians have evolved over time into land based and aquatic types. This evolution has affected the Shoggoth race as well. For example, the land based varieties have developed legs and hooves instead of keeping their tentacles.

These creatures first appeared in stories written by H.P. Lovecraft.
"At the Mountains of Madness"
"The Dreams in the Witch House"
"The Shadow Out of Time"

Units

Regular Units

1 - One regular unit must be purchased for each Elite or TerrorBeast.
2 – One ranged unit may be purchased for each leader.
3 – Some units may add one additional troop to the unit. No more than one may be added in this way.

Technicians - 129

MV	ATK	DEF	WND	TN	SZ
8	2	4	4	7	4

Fly
Add one extra Technician – 32 points
These are the citizens that become able bodied fighters of the Qhrellians for war and crisis. Although not as skillful as elites, the warriors make reliable troops.

Warriors are the utility unit for every situation. They can grab objectives to flush out the enemy's elite, or sit back and hold objectives for Nikh.

Elite Units

Wardens - 165

MV	ATK	DEF	WND	TN	SZ
7	6	7	8	8	2

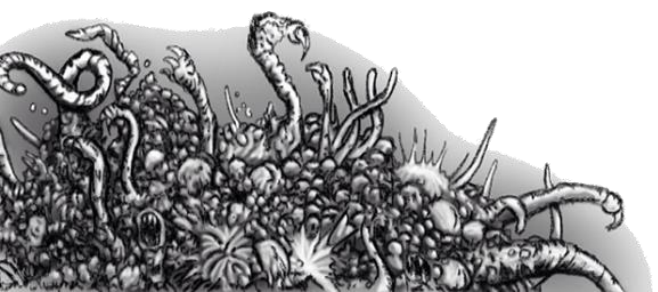
Fly
Add one extra Warden – 82 points
Wardens are the elite guard units for the Qhrell. They accompany away teams and run security details for all scientific endeavors. The difference between Wardens and Servitors is the fact that Wardens defend and guard, while Servitors hunt and exterminate.

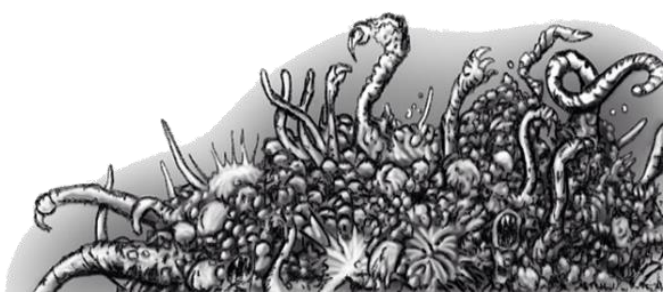
Leaders

Beta BioEngineer - 117

MV	ATK	DEF	LD	SZ
8	+1	+2	8	1

Leader, Control Chaos
This leader uses the 30mm base. See the





BioEngineer rituals that this figure may use during the game. This leader is a great buffer for combat units.

Beta Prime - 67

MV	ATK	DEF	LD	SZ
8	+2	+1	9	1

General
This leader uses the 30mm base. The Science Officer is the leader of the force. Although there are some basic buffs to attack and defense, it is not wise to put your main officer in the thick of battle.

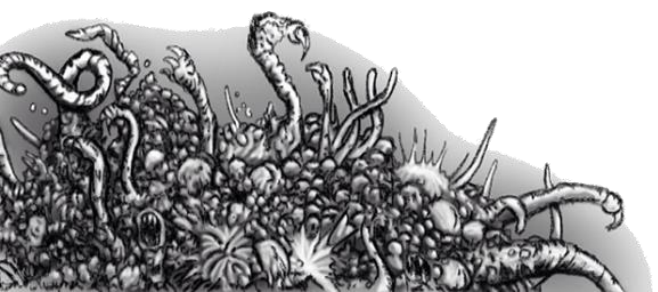
TerrorBeasts

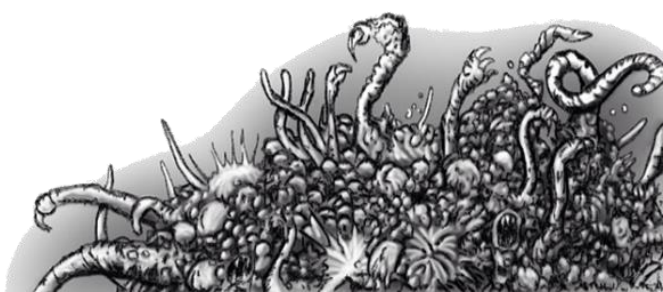
Labor Shoggoth - 185

MV	ATK	DEF	WND	TN	SZ
8	8	10	16	8	1

Add one extra Labor Shoggoth +210 points
Terrorbeast, Immune to Chaos, Cause Fear
A smaller shoggoth used for every day purposes. This size shoggoth is commonly found in the living areas of the Qhrellians. They are used mainly as beasts of burden and are controlled through hypnotic suggestion by the Elder.
These beasts are great for a one-two punch in combat. They can be front line troops for small games, but should be held back in medium games for a supporting role.

****See the main rulebook for more troop options!**





Characters

During your stay in the Xothic Primal period, you will need characters to order your units to do great deeds and accomplishments. There are two types of characters, generals, and mystics. The two characters are different by their purposes. The general can get on the front line, has higher leadership, and fights hard. The mystic has spells that can attack or boost units and becomes formidable in combat at higher levels.

Characters in the Game

Characters are different from regular models in the game and have an added value of leadership which is found on their war card or army list. The main purpose of the character is to order units to action. The mystic has the extra ability to perform rituals. Characters can also join units to bolster the unit's power. The player has to select the unit to order and roll under the character's leadership for success.

Characters & Terrain

Characters that are not with a unit are not affected by terrain restrictions.

Orders from Characters

Characters can issue orders up to 30" away.

Critical Order Success

Whenever a character issues an order and rolls "snake-eyes" or double 1, he has crit succeeded. No fatigue is given to the unit and the order is followed.
Example: Tim's general orders a unit to charge into a unit of JT's. Tim has -5 to his roll due to fatigue and distance. He rolls double 1's. Tim's unit of Wrathians charges into JT's weakened unit with the general in it. Tim's Wrathians make short work of the Qhrellian warriors and kill the general attached to the unit as well. Tim wins the game, and his unit of Wrathians get no fatigue marker for the charge! Like ice cream on cake!

Critical Order Failure

Whenever a character issues and order and rolls "box cars" or double 6, he has crit failed as well. Give the unit a fatigue and no orders are allowed.
Example: Sandy, who has been having a terrible game, orders a rally to a unit of Sentinels. To further his torment, Sandy rolls double 6's! Not only do the Sentinels not rally, they get another fatigue point. Sandy is not happy, and does not concede to JT, even though JT's dice roll 6's like free candy given out at a candy store.

Character Movement

Independently, characters can move up to their movement rate, if they have just issued a successful move order. They may move once per phase. Of course, if a character is with a unit, it moves with the unit and at the unit's move rate.
Examples:

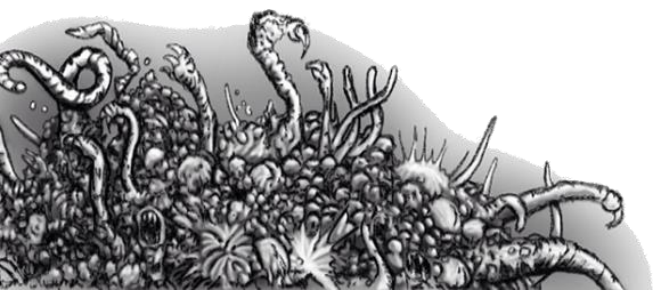
- A leader orders a unit to rally and is successful. The leader cannot move.
- A leader orders a unit to move and fails. The leader cannot move.
- A leader orders a unit to move and is successful. The leader can move.
- A leader orders a unit to charge and is successful. The leader can move.

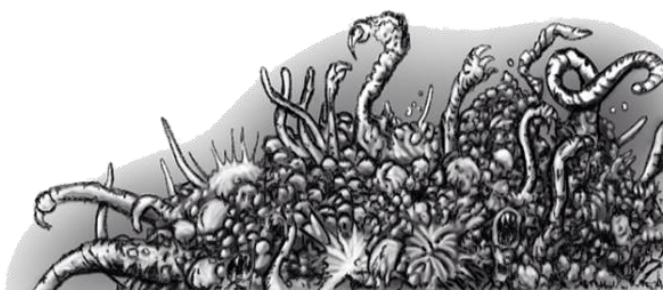
Joining Units

A character that wants to join a unit must be within one base distance of the unit. Characters that are within one base of a friendly unit are considered in the unit whether the player stated it or not. The player can state that the character is not in the unit, and move it more than one base away if needed. Once the character joins a unit, he can bolster the unit. Only one character can add his bonuses to a unit during combat.

Capturing Leaders

If a character is not with a friendly unit and is touched by an enemy unit, the character can try to escape. Characters can escape up to 10" to a friendly unit. They must join the unit. If there is no friendly unit within 10" the character is captured or killed.
Example: A unit moves and contacts a lone character. (This does not stop the unit's movement.) The character has two options. Join a friendly unit within 10" or die.





Characters and Shooting

Characters cannot be targeted by units with Ranged weapons. They are too small in scope for a unit to shoot at in mass.

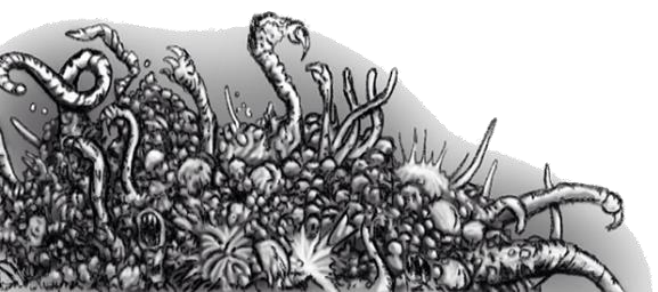
Characters in Combat

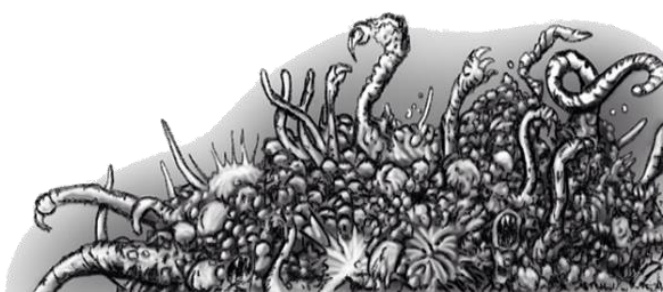
Characters can affect combats by adding dice to the overall combat pools. As each character develops they have the ability to add significant dice to a unit's attack or defense dice pool.

****See the main rulebook for character and unit ability options! You can also level up your character after battles!**

Battlefields

The battlefields should represent a primal earth long before humans arrived. Even Neanderthals were not in existence yet. Early flora and fauna should be present within swampy lands or shallow seas. Volcanic activity and jungle terrain should be predominant. Even dinosaurs were not around at this time. Overall, this represents the time on Earth. The alien races could also battle on distant solar systems with far different terrain. Alien city battles under a red sun, for example. The possibilities are endless.







Chance Encounter

This game is a great starter scenario for those trying to learn the rules. It has a lot to offer even for the veterans of other wargames to get used to the turns, phases, and how to do combat. Using the basic rules, the players learn to play Cthulhu: Xothic Wars. Future “pick up” games can be done by using the “scenario generator” or other scenarios.

Background
Two small groups from both races are out scouting possible battlefields for their two armies to meet. Unfortunately, the battle for them starts right now.

Battle Setup
2’ x 2’ surface

Terrain
0-4 pieces of terrain scattered evenly across the battlefield.

Deployment
Armies start in opposite corners.

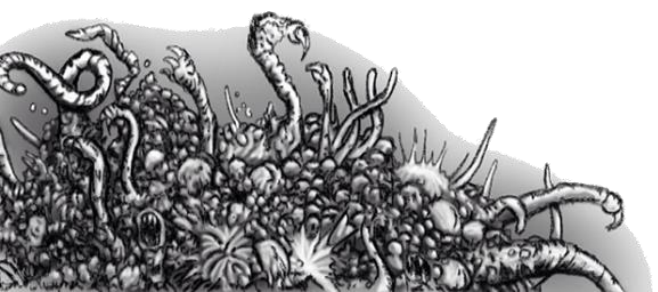
Objective
Annihilation or Rout – Either side must annihilate the enemy unit or rout it in melee combat.

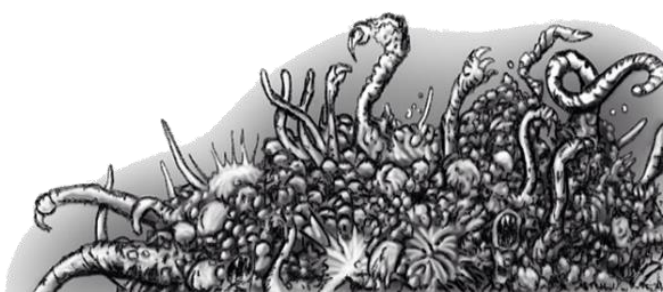
Force Xothian
1 Unit of Elite Warriors
1 Tormentor

Force Qhrellian
1 Unit of Servitors
1 Security Leader II

Or 350 points per side

****See the main rulebook for more scenario options!**





Meeting Engagement

Another beginning scenario for those trying to learn the rules even further. Players should learn how to direct multiple units, deploy, and fight over the ever-changing tzohar objectives. Remember, controlling the Tzohar after turn 3 is victory.

Background
After the Chance Encounter scenario, both sides send a larger force to look for the absent units. *Advanced Option – if you just played the Chance Encounter, place the winning unit in the middle of the board. This unit cannot move unless ordered by the Leader, and cannot receive free orders until ordered by the leader. One side will have an advantage in this setup, but who cares.*

Battle Setup
4’ x 4’ surface

Terrain
5 pieces of terrain. 4 randomly placed in each quadrant, and 1 terrain piece in the exact center of the board.

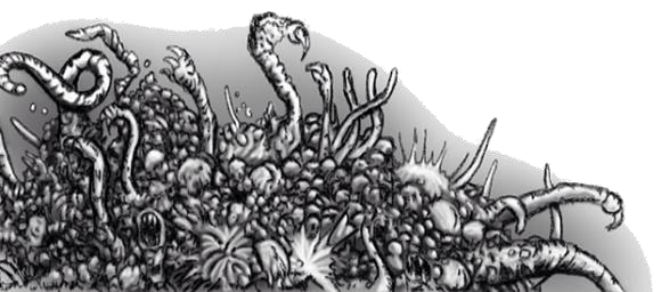
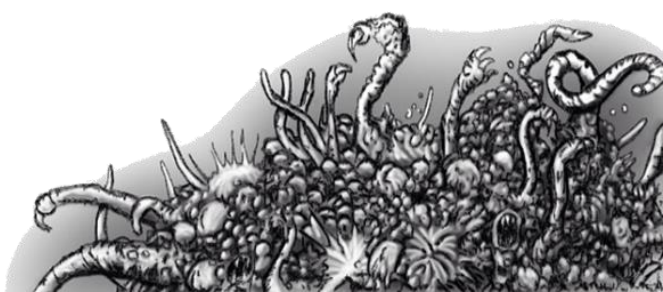
Deployment
Standard Deploy Rules (pg 11-12)
Tzohar (Objective) Placement (pg 11)

Objectives
1. Control the Tzohar (pg 17)
    a. Tzohar Powers (pg 13)
2. Annihilation or Rout

Force Xothian
1 Tyrant Leader
1 Unit of Elite Warriors
1 Unit of Supplicants

Force Qhrellian
1 Beta Prime Leader
1 Unit of Servitors
1 Unit of Technicians

Or 500 points per side
****See the main rulebook for more scenario options!**

Defend the Unholy

This scenario ramps up the excitement by giving players several objectives. Players not only have to fight over objectives, they now have to contend with the dreaded Terrorbeasts.

Background
One side is trying to finish building a shrine to their god. The temple is not complete and has an open side that can be freely moved through.

Battle Setup
4' x 4' surface

Terrain
5 pieces of terrain. 4 randomly placed in each quadrant, and 1 temple piece in the exact center of the board. (*The temple should have a large opening in one side.)*

Deployment
The Attacker – The attacker can claim one whole board edge. The defender gets the opposite edge. Units deploy along this edge. Any units entering during the game must start from here as well.
The Defender – The defender must place 1 unit within 6" of the objective in the middle of the board, and deploy the rest of his units on his board edge.

Tzohar (Objective) Placement –

1. Place 1 Tzohar (Boulder sized) in the temple in the middle of the board.
2. Place 1 Tzohar on each player's deployment edge. These will need to be rolled.

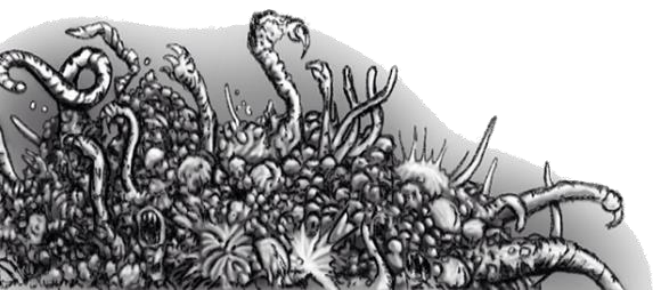
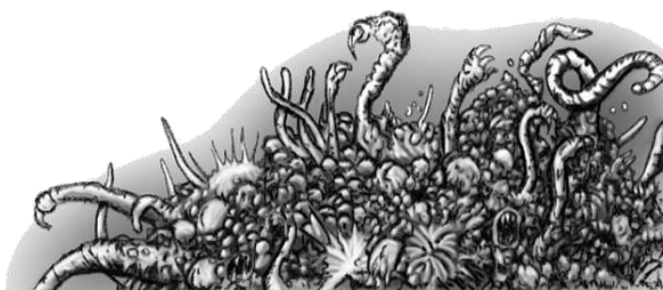
Objectives

1. Control the Tzohar (pg 17)
    a. Tzohar Powers (pg 13)
2. Annihilation or Rout

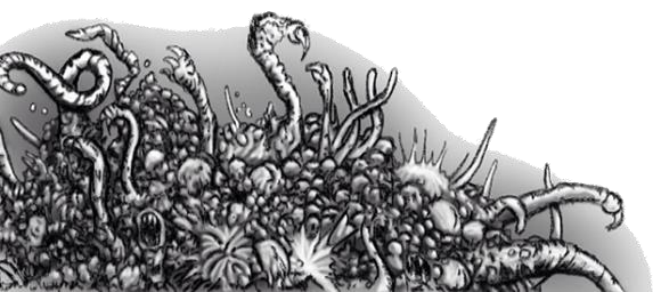
Force Xothian
1 Tyrant Leader
1 Unit of Elite Warriors
1 Unit of Supplicants
1 Lesser Starspawn

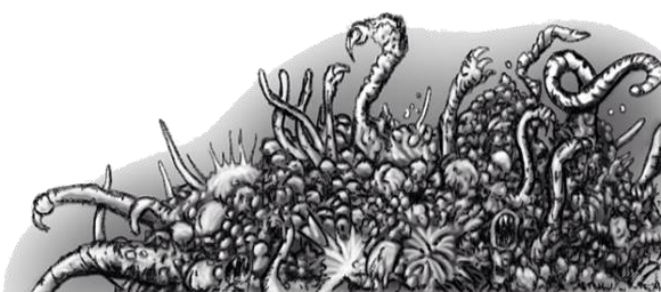
Force Qhrellian
1 Beta Prime Leader
1 Unit of Servitors
1 Unit of Technicians
1 Lesser Shoggoth

Or 750 points per side
****See the main rulebook for more scenario options!**

Examples of Play





Phases

If the enemy side:

1- Fails a command roll
2- Fails a chaos control roll
3- Fails a channel chaos roll
4- Has no more units to order

- All combats must be completed

It is now your phase.

Orders

During your phase, you will choose a leader to order units. You can make as many orders as you choose to any unit even the same unit multiple times. If you move to the next unit, you cannot go back to the previous unit.

Critical Orders

Double 1 – free order no fatigue given
Double 6 – failed order and fatigue always given
Procedure: Roll under the leadership of the character after applying modifiers.

Move – the unit may move up to its movement rate for 1 fatigue.
Fly – the unit may move double its move, but gets 3 fatigue.
Shoot – the unit may shoot ranged weapons for 1 fatigue.
Rally – the unit can rid itself of fatigue markers once per phase. It cannot receive any orders for the rest of the phase. Fatigue modifiers do not apply to this roll. No extra fatigue given.
Control Chaos – Any mystic can try to control Chaos for an effect, if there is enough power to do so.
Channel Chaos – Any character can appeal to the Outer Gods for a reroll of the Chaos Dice.

Ranged

After a successful shoot order, your unit can fire at the enemy.
Range: Short +4 dice, Medium +0, Long -4 dice
Terrain: Light Cover -2 dice, Heavy Cover -4 dice
Procedure: Roll the number of attacks. The defender rolls defense dice. Mark wounds and remove casualties.
Drive Back: Whether the shots hit or not, the unit could be driven back.
Enemy in Open – 1" for every 4+
Enemy in Light Cover – 1" for every 5+
Enemy in Heavy Cover – 1" for every 6

Combat

After a move order, if a unit is touching an enemy unit, this is considered a close combat.
Procedure: The unit will roll it's attack dice versus the enemy defense dice and vice versa in two roll offs.
The defender wins ties.

Modifiers to Close Combat

Charging Attacker ..... +2 Attack
Close Formation..... +1 Defense
Terrified ..... -1 Attack per model
In Light Cover..... +2 Defense
In Heavy Cover..... +4 Defense
Charging TerrorBeast.....+ Half original Attack
Each Fatigue.....-1 dice from any pool
Exhausted . only 1 dice each for attack and defense
Routed ..... can only use defend dice

The side that dealt the most wounds is the winner.

Post Combat

Both units receive 2 fatigue markers for fighting.
The charger gets one extra fatigue for the charge.
Below, find which result the combat ended in.

Winner / Loser

Loser rolls Tenacity, minus any models lost

- Success – Falls back, in inches, number of wounds taken
- Failure – Routs 3d6" add extra fatigue

Winner rolls Tenacity, minus any models lost

- Success – May Stay, Move 3", or Overrun (3d6" follow up)
- Failure – Falls back, in inches, number of wounds taken

One side Destroyed

The winning player gets a free regular move with no fatigue given.

Ties

Both sides test Tenacity minus any models lost.

- Success – Hold Position
- Failure – Rout 3d6

