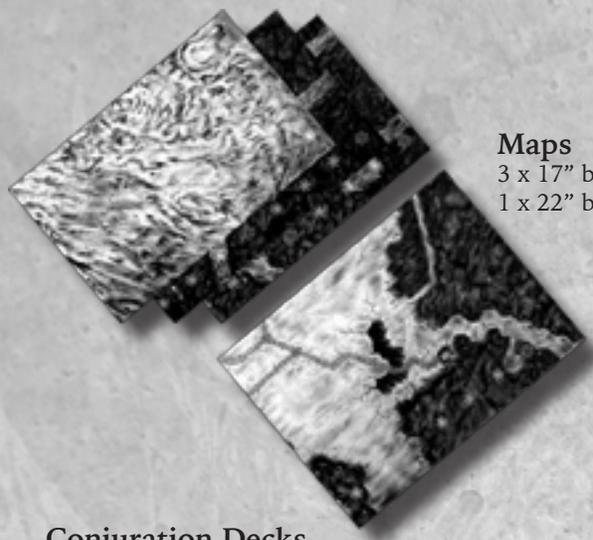


幽暗森林的诅咒



Rules of War

Components



Maps
 3 x 17" by 22" maps
 1 x 22" by 25" map



Resources
 - 8 x 5, 9 x 3 17x1 of each
Metals, Gore and Shadowflame



Mines
 - Metals, Gore, Shadowflame

Conjuration Decks

- 23 cards for each deck
 (Bribe, Construct, Summon, Abyss)



Dweller Markers
 - 3 x Round, 3 x Obloidian Shaped

Renegade Cult Markers

- 1 Commander, 4 x Troops and their Counter Control Markers (in black and white)

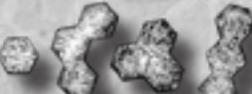


Warcult Counters
 - per color:
 1 x Warlord, 3 x Commanders,
 3 x Cults with 9 Troops each

 **Dweller Deck**
 - 16 cards

 **Species Cult Cards**
 - 4 Sheets with 4 cards per sheet
 Owner must cut out cards.

 **Excavation Deck**
 - 15 cards

 **Excavation Tiles**
 - 6 x Tunnel, 3 x Alcove, 3 x Crook
 6 x Single

 **Warcult Counter Control Markers**
 - per color: 1 x Warlord, 3 x Commanders,
 3 x Cults

 **Excavation Stones/Hit Loss**
 - 9 counters

ADDITIONAL PIECES NOT PICTURED ABOVE

- 1 x **Disk of Death!!!**
- 2 x Mine Carts
- 1 x Emperor of Eternal Evil, Emperor Executioner, & Fungal Heart counters
- 1 x Blood Eye Cycle Marker
- 1 x Cave Goo
- 1 x Cave Pencil

 **Wandering Markers**
 - 9 x 2 matching letters

COMMON PIECE LIMITS

The Corroded Corridor does not necessarily come with enough "common" pieces. Common pieces are markers that can be infinite. Players can make their own additional pieces if desired. Common Pieces that may run out:

- **Resources** (Metals, Gore, ShadowFlame) - We recommend "note taking" as described when discussing "Illuminated counters."
- **Excavation Stones** - Pebbles, 5 value Resource tokens, or coins could be used as extra stones. Players can also just use their memory as to how many stones should be there.
- **-3 Hit Loss** - Pebbles, 5 value resource tokens, or coins could be used.

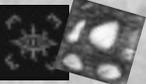
 **11 x Fist Drop Tokens**



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"It knows no light, this Cave, Endless tunnels, endless battle,
endless death..."

I awoke among my species. I have risen, understood,
grasped and taken my power, those below my slaves! I shall raise
great armies to massacre any enemy! These territories are mine,
the weak to destroy! Shadow deities pretend to stand above me,
but I shall not kneel. I shall sit on any throne!

Tonight I am Warlord, an oath declared! I shall craft the weak
and shoddy into powerful warriors, warriors into Commanders,
command into my Master of War! Together we conquer!

Our species will rule the caverns of black! Into the Warrior Path!"

Enter Thee Corroded Corridor!

The very basic rule.



Advanced rule for players
desiring more detail.

Welcome to WARCULTS, the first step into the Corroded Corridor, the entry way into the deeper caverns of Cave Evil. This is not rulebook, rather, a guidebook - a collection of all rulesets and ways to play.



Rules pertaining to
Necromancers*

Fog Rules: Advanced
with unknown outcomes.
Experience the Totality of the
Corroded Corridor!!!

ABOUT THESE RULES

This issue is longer than your usual rulebook, as we will overview most of the major actions from the original Cave Evil game. Some changes have been made to accommodate and merge rule sets to allow a perpetual experience.

A WARCULT is the total force of a Species-based-Cult. This Corroded Corridor volume centers on the Warlord, and its overall command within the Cult.

GAME OBJECTIVE

Each game of the Corroded Corridor is a unique battle.

Goals and objectives depend on the map and type of game decided upon by players. Goals may be based on map objectives, Kill Point slaughter, or on an ultimate survivor. Your enemies carry no sympathy! Fight with no mercy!

HOW TO READ THE RULES

This book looks mighty indeed and perhaps intimidating.

Look at this not as something that needs to be completely devoured, and memorized, rather it is a tome of every option available. This book can allow the total development of entire armies of creatures, and eventually a complete, necrotic civilization. These details lay within, but players need not unlock them.

The rules are presented in a "Law Format", breaking away from paragraph structure and case points. Rather than players struggling to find a single sentence in a paragraph, each "Law" is clearly delineated.

The nature of this format allows players to jump in and play. One does not need to read the rulebook cover to cover in order to teach a game, nor do players need to know everything before playing.

To get started, the Corroded Corridor asks, "How do you want to play?"

Players make 3 Choices:

1st Choice

What High Command to play with.
(Warlord, Necromancer* or both).

2nd Choice

What Sequence of Play to use.

3rd Choice

What Options to use or ignore.

The choice of **Sequence of Play** is a table of contents for each action or procedure for the specific type of game.

The **Options** are a table of contents for each detail that players may want to add or subtract from their game.

A player only needs to know the **Actions** and procedures that 'can' happen within their choices of play. They don't have to have any of these actions or procedures memorized.

For instance, a player may know he can "Run" as an action, but only needs to know how to run when it is time to consider running. At the time the action or procedure is considered, players can refer to that section and conduct each point together.

Actions and Procedures are broken down into **Laws**. Laws are presented in the order they might arise while conducting an **Action**. These Laws describe each point of an action, from a basic "need to know" to advanced ideas that players don't need to read unless they are prepared to understand them. See symbols above for reference.

CASES need not be read at all. Any special cases can be referred to when the case arises in a game. Cases are cataloged within each action and can be looked for when needed. For instance, if a Case concerning the Run action appears, players can refer to the cases in the Run section.

ONWARD!

To be a Warrior in this Cave, you must battle a few times. It is common to begin light, and dig deeper in future sessions, or as a game is being played. The Corridor awaits!

Players should read the **Knowledge of the Master Warrior** section before beginning their first game of Warcults.

* for now only available if players have
access to a copy of the original Cave Evil

I Knowledge of the Master Warrior

Below are terms all new players should grasp before starting their first game.

Warcult - All Creatures that fight under the service of a **Warlord**, **Necromancer** (if also playing with *Cave Evil*) or both. This includes all **Warlord**, **Commander** and **Cult Troop** counters plus **Necromancer Squads**.

Highest Rank - Characters rank in this order:
Warlord > Commanders 1,2,3 > Cult Troops 1,2,3
If *Necromancer* in play, *Necromancer* has highest rank.

Cult Branch - 1 of the 3 **Cult Troops** a **Warlord** may command.

Species - The traits of a creature, featured on the lower right portion of each creature card.

Friendly - A player's own **Warcult**, and the creatures it has befriended or hired.

Enemy - Any opponent creature and/or **denizen** creatures that are not befriended or hired by the player himself.

Denizens - Any creature lurking in the **Cave**, not owned by any player. **Denizens** include **Wandering Monsters**, **Renegade Cults**, **Dwellers** and **Protectors**.

Counter - The piece that represents a player's **Warlord**, **Commanders**, and/or **Cult Troops**

Recipe - Advanced rule referring to owning cards and related resources to duplicate them.

Species Cult - The cult of a single species. While a creature with the species of **Animal** can be a part of any **Warcult**, an **Animal** creature within the **Animal Species Cult** enjoys unique gifts from the **Animal Dieties**.

D4 and D12 - Refer to rolling a 4-sided dice or 12 sided dice. Common usage may be: "Creature can move D4 spaces a turn." This implies a player must roll a D4; the result is the amount of spaces the creature can move in the current turn.

Card Types and Symbols

Creature

Batshaman

Movement Rate: 5

Item Carry: 3

Item Use: 2

Combat Attributes: 2 wp

Ability or Combat/Ranged text: **Ability:** +5 when befriending Animal species.

Conjuration Deck: [Symbol]

Preselection Letter: [Symbol]

Warcults identifier: [Symbol]

Card Cost: 12

Species: Humanoid Animal

Excavation Strength: 1

Spellcaster: [Symbol]

Creature Size: [Symbol]

Around the hex
 sp - Special
 dd - Dodge
 st - Strength
 wp - Weapon
 ar - Armor
 bt - Bloodthirst

Immediately Redraw

A Wandering Appears

Roll D1 for Deck. Draw cards until creature. Equip creature legally with any cards drawn. Place as Wandering Monster D12 spaces from highest Rank.

Event

Event Text

Item how to use type
 Card type: Item, Spell or Trinket

- Item Use Types*
- Always Use [Symbol]
 - Pay to Use [Symbol]
 - Discard after Use [Symbol]

Hooked Hatcher

Item: As an action, within 2 hex range, pull 1 creature toward user, 1 hex in any direction. +9 weapon.

Card Cost: 4

Card Cost
Item, Spell & Trinket Item

Warlords and Warcults

If only playing with Warcults, simply ignore all rules regarding Necromancers and Cave Evil.

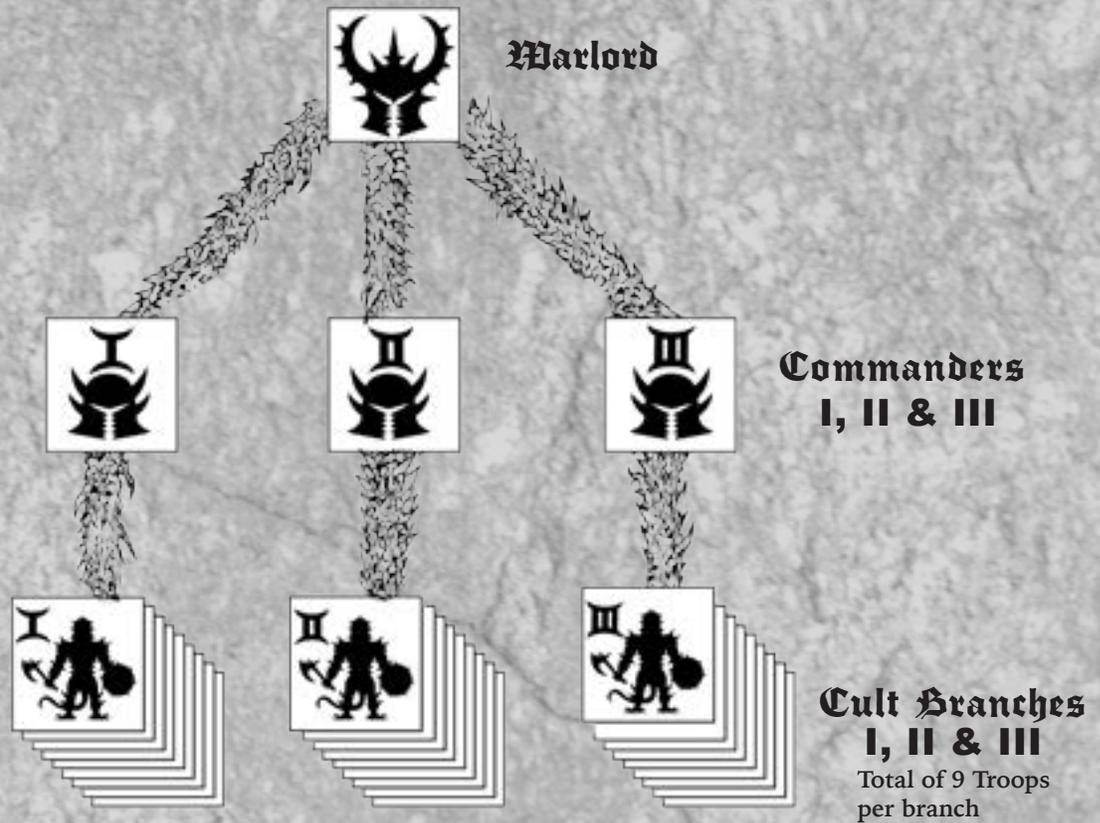


Diagram above shows a WARCULT at its maximum in terms of counters.

LAWS OF THE WARLORD

- Above is a Warcult at its maximum of 31 Counters. One Warlord, 3 Commanders and their 3 Cult branches of 9 Troops
- A Warlord leads a Warcult
- A Warcult may have up to 3 Commanders
- A Commander can command a Cult branch of up to 9 Troops
- A Warlord does not create creatures!
- The Warlord does not draw or hold cards!
- A Warlord can Rally Cry only once per game in order to gain reinforcement Troops
- A Warlord often manages a battle with just the Commanders and their Cults. It cannot easily acquire additional troops like a Necromancer

✦ Advanced Rules ✦

- ✦ Creatures within a Warcult can rise to ranks of Commander and Warlord using advancements called Paths
- ✦ A Warlord, its Commanders and Cult troops are Loyal to their Warcult
- ✦ A Warlord, Commander and Cult Troop can be Befriended to an enemy's side

Necromancers and Cave Evil Squads

If adding Necromancers from Cave Evil into Warcults, a player should know the differences between the two High Commands.



NECROMANCERS

- ✠ A Necromancer is the Ultimate Creator!
- ✠ A Necromancer can create creatures, items and spells from itself by paying the correct resources.
- ✠ A Necromancer can build and hold a hand of cards throughout a game. It can adapt quickly through drawing cards and making creatures as a game is being played.
- ✠ A Necromancer controls 5 Squads (6 Squads, including the Necromancer Squad). *Ex. A Necromancer with 5 Squads is considered a 5th Necromancer.*

- ✠ Squads represent a web of power, the abyssal control which locks creatures to the Necromancer's powerful will.
- ✠ A Necromancer is a part of the **Warcult**. When in play, a **Necromancer** is highest in command within the Warcult.
- ✠ Warlords, Commanders and Cults are loyal but may change sides. A Necromancer's Squads can only be forced to change sides through the use of spells and abilities.

WARLORDS AND NECROMANCERS

A Player that owns both Cave Evil and Warcults can play with both. It is recommended that Warcults be played with just a Warlord until a player becomes familiar with the nuances of this new power.

Counters, Control Markers and Squads

The High Command's counter system

Counters

- A counter represents an individual creature. A counter can never be more than 1 creature!



Warlord



Commander I



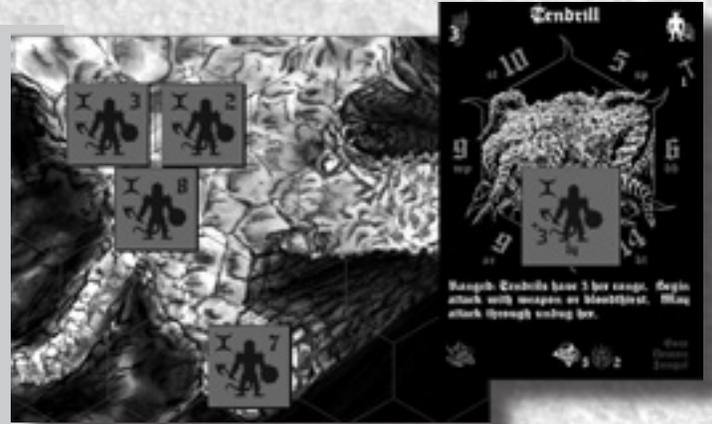
Cult Troop I (#1-9)

- There are 3 types of Warcult Counters: Warlord, Commanders, and Cult Troops
- Counter Control Markers** are placed on cards and are represented on the map by corresponding Counters
- A Cult can be composed of 1 to 9 Troop counters. Each Cult represents only 1 creature type. This is represented by placing the Cult Counter Control marker on or above a single creature card.
Ex. A Cult I Counter Control Marker placed on a Tendrill card, means each Cult I counter is a Tendrill creature.
- A single creature card may represent many counter types. In that case, each Counter Control Marker is placed on top of the same creature card. *Note: A player could, in theory, have a Warcult of all 1 creature type where all Counter Control Markers would be placed on the same card.*

Illuminated Side



When carrying items, spells, resources, or if special powers need to be noted, a counter can be flipped to its "Illuminated" side. Players can use the illuminated side to remember what troops have special notes. A note can be made on a campaign sheet or through memory by using the # of the counter and noting the type of counter that it is.



Cult Counter Control Marker

Each Troop in Cult I is a Tendrill



Counter Control Markers on 2 cards

All of Cult I is Tendrill, Commander II is a Brimstone Beast.



Using 1 Card for many counters

Cult I, Cult III, Commander II and the Warlord are each Tendrills.

Counter Control Markers

The bottom of the Control Counter Marker has additional information for the Warcult type.



Warlord



Commander



Cult Troop

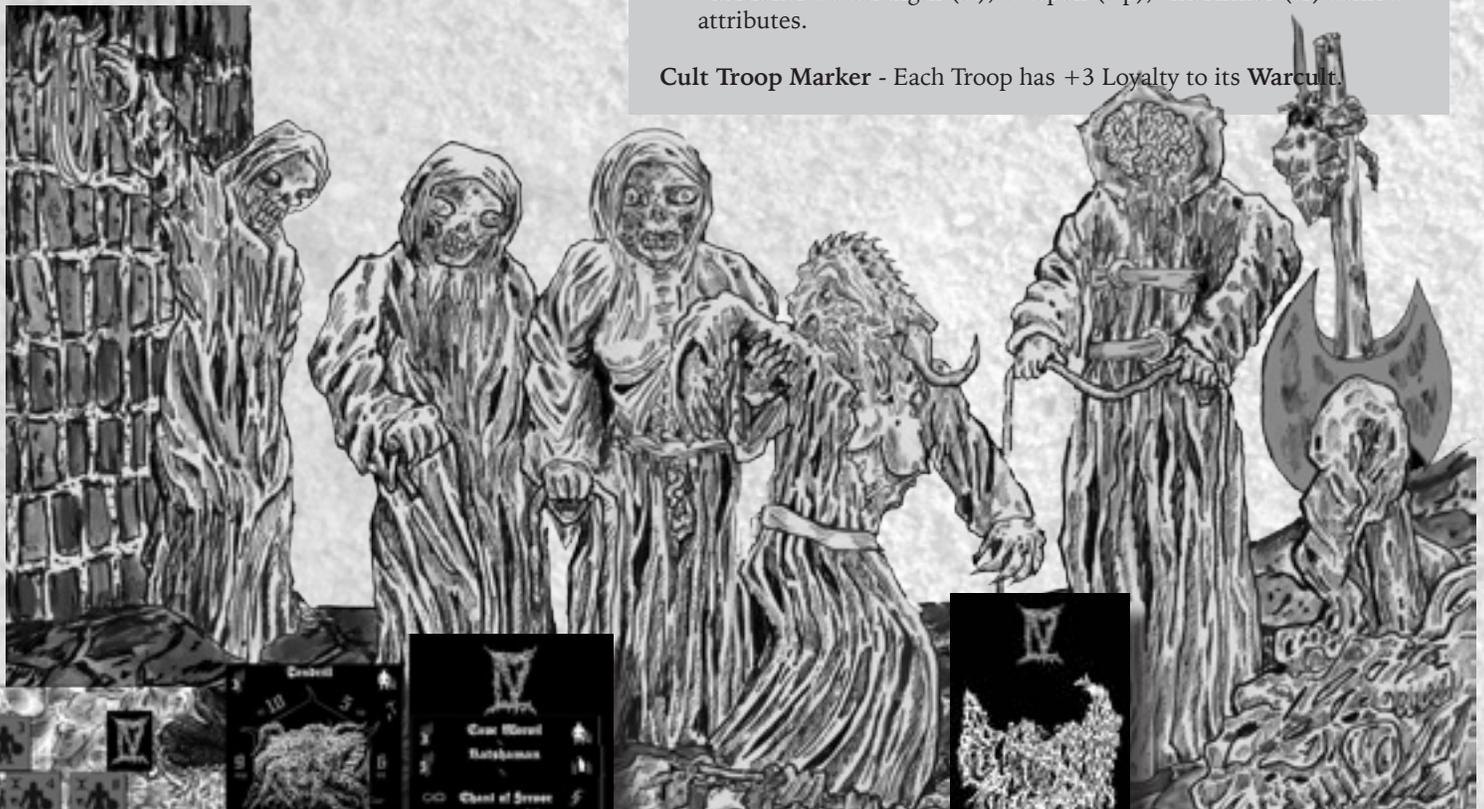
Warlord Marker - Each Warlord has +9 Loyalty (ly), and an additional +9 Strength (st), Weapon (wp), and Armor (ar) to creature Combat Attributes

Commander Marker - Each Commander has +6 Loyalty, and an additional +6 Strength (st), Weapon (wp), and Armor (ar) combat attributes.

Cult Troop Marker - Each Troop has +3 Loyalty to its Warcult.

Illuminated Counter

Cult II and Commander I are Gorebortions. Troop #3 and the Commander are carrying Hooked Hackers.



Squad of many vs. Counter of one

Squad IV has 3 creatures under Necromantic control and they are holding and Item and Spell vs Cult I which can only be ONE creature type!



Necromancer's Squads



When playing with Cave Evil, Squads refer to sets of units that belong to the Necromancer

- Each Squad can be modified with cards up to the permitted size limit. Unlike Counters, which represent only 1 creature, a Squad may contain many different creatures.

Ranks of Command

Each creature in a Warcult must respect the levels of Command that apply to it. If leading creatures in Command Ranks are killed, missing or not on the same map, their Troops may fall into Disarray.

A Warcult must respect the levels of Command. If certain Command Ranks are killed, missing or not on the same map, the Troops connected to a particular Cult may fall into **Disarray** (#66).

COMMAND RANKS

WARLORD

Maintains command of all 3 Cult Troop branches

COMMANDER I, II & III

Commander I maintains command of all the troops in Cult I

Commander II maintains command of all the troops in Cult II

Commander III maintains command of all the troops in Cult III

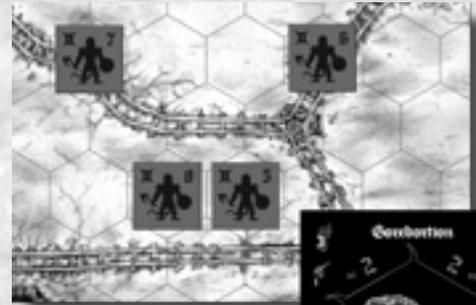
CULT TROOPS I, II, & III

The creatures under their Commander and/or Warlord

LAWS OF COMMAND

- A Warlord maintains command of all 3 Cult Troop branches as long as the Warlord and all Cult creatures are on the same map.
- A Commander maintains command of their Cult number (I, II or III) as long as the Commander and their Cult are on the same map.
- If a Commander is killed, missing, or not on the same map as its Cult, command is maintained by the Warlord if it is on the same map as the Cult.
- If both the Warlord and Commander are killed, missing, or not on the same map as the Cult, the Cult falls into Disarray, which allows only D4 Cult Troops to move and perform Actions.

N Necromancers do not maintain command of Troops.



A Commander-less Cult

If Cult II has no Commander II or Warlord on the map, it is in Disarray. On a turn, Cult II can only move and do actions with D4 Troops.



With Command In Place

Commander II is on the same map as Cult II. Every troop can move and conduct actions. If only a Warlord were on the map, all of Cult II could still move and conduct actions.



II

Sequences of Play

There are four Sequences of Play to choose from:

I. Initiation

II. Night of Blood!

III. Campaign of War

IV. Eternal Battles

Each Sequence of Play is a table of contents outlining the Phases, Actions, Procedures and other Details related to the chosen game.

An **Action**, **Procedure** or **Detail** will have a number following it (*for example, Run (#6)*). This is the number of the rule, which players can use to easily locate the rule within the rulebook which follows a numerical sequence.

Next to the points within each Sequence of Play are icons that show the game rules from basic to highly advanced.

Players should discuss how deep they'd like to go before beginning a game. **Simply ignore all Advanced rules that are not being used.**

The **Sequence of Play (SOP)** diagrams that follow may be copied or printed in advance for players to refer to as they play.



I

Initiation

All players should begin here !



Even well-seasoned gamers should begin here. All Advanced rules will make much more sense after this Initiation.

Place the game on the table and begin. Refer only to the Actions used in this Sequence of Play (SOP).

Players can choose to continue to play this Initiation-style game following their first play. It is always a good game for new players to cut their teeth.

Without most of the **Options**, this Initiation has less chaos. Players can focus on fundamental tactics without concern for the creatures of the Cave wandering in and screwing things up.

Game Length

The game length should be 9-13 **Cycles** to determine a **Victor**.

Turn Order

Each Cycle begins with the starting player conducting their turn. This player follows each Phase in the sequence. After completing all Phases, the next player in clockwise order takes their turn. After each player has taken a turn, the End of Cycle is conducted. A new Cycle begins with the same starting player.

The game closes after all Cycles are complete.

Victory Conditions

Dependent upon map conditions (pg. 87-88)

Setup

To set up the Initiation game, refer to the **Initiation Setup - #76**

Initiation: Sequence of Play

Phase 1 - Adjacent Enemies

Includes rulings on:

- Phase 1 Combat - #5
- Retreat - #5
- Reinforce - #5

Phase 2 - Actions

Each Counter may conduct 1 of the following Actions (Actions may be conducted in any order):

- Run - #6
- Excavation or Collapse - #7
- Mining - #9
- Spellcasting - #11
- Combat - #12
Including: Flank (#13) and Ranged (#14)
- Rally Cry - #19
Only Warlord may do this ONCE per game.

In addition to the actions listed above, Movement (#1) (including Flying - #2) and Picking up/Passing Items, Spells or Resources (#4) can be conducted freely throughout the Action Phase.

End of Cycle

After each player has taken a turn the following may occur:

- Oath of Alliance - #29

The following must occur: Cycle Marker is moved forward.

Cave Evil Players: In Warcults, you do not advance the Blood Eye for creatures made!

To refer to during this game, only when needed.

- Death - #65
- Stacking/Sizes - #3
- Various Decks - #62
- Resources - #72
- Items - #68
- Spells - #73
- Wandering Monsters - #75
- Bombs - #61
- Trinket Creatures and Sizes - #74
- Kill Points - #69

II

Night of Blood!

The Blood of Victory will be decided this Night!

The following is the Sequence of Play for individual games, but is also the main Sequence used for all games, including Campaigns of War and Eternal Battles.

Players can play with any amount of Advanced Actions as they would like.

Players should also decide which **Options** (pg. 23) they would like to play with. All **Options** are available. Some **Actions** need certain **Options** available in order to conduct the **Action**.

Game Length

The number of **Cycles** should be decided before play; 13 **Cycles** for a longer game or 9 **Cycles** for a shorter game.

Turn Order

Same as **Initiation**: Each **Cycle** begins with the starting player conducting their turn. This player follows each **Phase** in the **Sequence of Play**.

After completing all **Phases**, the next player in clockwise order takes their turn. After each player has taken a turn, the **End of Cycle** is conducted. A new **Cycle** begins with the same starting player. The game closes after all **Cycles** are complete.

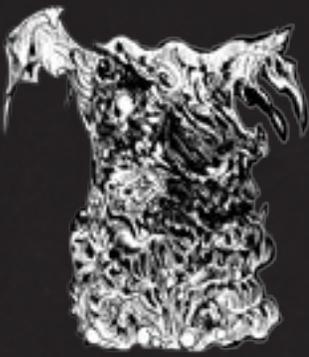
Victory Conditions

Dependent upon map conditions
(pg 87-88)

Setup

Use any Setup desired - #76





Flight of Blood: Sequence of Play

Phase 1 - Adjacent Enemies

Includes rulings on:

- Phase 1 Combat - #5
- Retreat - #5
- Reinforce - #5

N Phase 2 - Conjunction of Forbidden Knowledge **N**

(only if playing in combination with Cave Evil)

- Refers to drawing cards in Cave Evil rules

Phase 3 - Actions

Each Counter/Squad may conduct 1 of the following Actions (Actions may be conducted in any order):

- Run - #6
- Excavation or Collapse - #7
- Mining - #9
- Spellcasting - #11
- Combat (#12)
 - Including: Flanked (#13) and Ranged (#14)
- Rally Cry - #19
 - Only a Warlord may do this ONCE per game

In addition to the actions listed above, **Movement** (#1) (including **Flying** - #2) and **Picking up/Passing Items, Spells or Resources** (#4) can be conducted freely throughout the **Action Phase**.

Applying Path Advancements (#32) can be conducted freely on a turn, but deciding on **Path Advancements** should be done between turns to save time.

Actions for Advanced Rules & beyond...

- * Ram - #15
- * Befriend - #16
- * Hire as Mercenary - #17
- * Abandon - #24
- * Rest - #26
- * Deity Sacrifice - #20
 - Action of highest in Command, needs Species Cult Card option (#47)
- * Build Creature - #21
 - Only certain creatures may do this. See also Invoke Creatures, Items, Spells *(if using Cave Evil also)*
- * Bridge Building - #10
 - Only Engineer Path may do this (#32)
- N Subdue *(see CE rules - pg. 19)*
- N Meditation *(See CE rules - p. 12)*
- N Sacrifice Minions (p. 33) *(see CE rules - p. 39)*
- ☞ Clone Items & Spells - #22
 - Only Metallurgist and Necromancer may do

Phase 4. Event Outcomes

Each Event card drawn is conducted. Refer to #45

End of Cycle

After each player has taken a turn the following may occur:

- Oaths of Alliance - #29
- Movement of Dwellers - #30
 - According to Dweller's card.

The following must occur:

- Cycle Marker is moved forward.
DO NOT advance Blood Eye for creatures made!!



III

Campaign of War



*The Campaign allows players to continue this battle through all 4 map territories of the Corroded Corridor over the course of 4 separate games!**

If Warlords, Necromancers or Commanders still stand after the final map, they are immediately transported to the DISK OF DEATH!!! for a final battle.

Players must, at the very least, implement the **Basic Warrior Path (#33)** option in order to play a continuing Campaign. This will allow fallen Command, such as murdered Warlords, Necromancers or Commanders to be replaced. Players' Warcults can be brutalized during a Campaign.

Weakened Warcults may want to consider an **Oath of Alliance (#23)** with other players in order to survive. An Alliance with others may also be a wise choice when an enemy's Warcult becomes too powerful. **Renegade Cults** may even join a weaker Warcult in order to see a rising usurper's strength diminished.

Players should definitely consider using the **Species Cult (#47)** Cards and the **Befriending Actions (#16)**.

Any species, within a Warcult, that matches the Species Cult Card gains a special ability. Species Cults can also create a unity amongst a species within the Cave. Befriending a like-species is much easier to achieve with a Species Cult. Species Cult Cards also allow Deity Sacrifice actions during a game. This can offer a great Power, beneficial in war.

The Sequence used for **Night of Blood** covers every Action available during this type of game. The following sequence covers additional Procedures and Actions used during a Campaign.

19 *Game Length*

Each game should be 9-13 Cycles to determine a Victor. Use the best Cycle-length based on session time and table's preference.

Turn Order

Same as **Initiation** (p. 14)

CAMPAIGN VICTOR

Last Command (Warlord, Necromancer or Commander) standing after the Corrupted Plain map (or DISK OF DEATH!!!) is completed, is Victor. All enemy Command must be destroyed for a Victor to be declared.

More Campaign details can be found in **Section 8 (#36)**

GAME PLAY

Use all Phases and Procedures in the **Night of Blood!** Sequence of Play, tailored to players' preferences.

BEGINNING A CAMPAIGN

Players just beginning a campaign.

- Each player must Start a **Campaign Sheet** (pg. 45)
- Choose to begin with either **Warlord** or **Necromancer**
Use **Set Up (#76)** of Command chosen
- Select a **Map** for Campaign (See Recommended map order section on next page for notes)

II

CONTINUING A CAMPAIGN

Players having already begun a campaign, and are continuing play.

1. Using Campaign Sheet notes, find each card that is needed based on any changes made in the Interim. A Warcult needs to be set up according to Interim changes. Necromancer Squad creatures and other Squad creatures can be arranged in any legal fashion. They do not need to match the Squad numbers used in the previous game
2. **N** Creatures used in Squads that were gained without Recipe (card ownership) may be represented with Wandering Markers instead of cards.
3. Select a new Map
4. **One Renegade Cult** is Rolled and assigned to a Warcult if it is the **ONLY** Warcult that has not won a map. The Renegade Cult does not support a rising victor and will aid the underdog
5. A **second Renegade Cult** is rolled and assigned to a Warcult if it is the **ONLY** Warcult that has not won a map, and it had the above Renegade Cult assigned to it the previous game. Both Renegade Cults are rolled anew each map. A Renegade Cult does not maintain the same creatures each game
6. If the Necromancer is in play, draw 1 card from each deck to form a starting hand, Events are discarded and redrawn



SESSION CLEANUP AND RECORDING



Write down in following order:

1. If Victor, write down map won. Victories cannot be shared!
2. Record all Resources as total cult holdings, including all resources that the Warcult and Hired/Befriended Denizens are holding at the end of the game.
3. All **Kill Points** remaining
4. On the **Campaign Sheet**, write the remaining creatures in positions of Warlord, Commanders, and Cult Troops, including the number and type within each Cult (*Ex. 4 Lava Lancers remain in Cult II*)
5. Discard all cards if held in a hand. Commonly this is the Necromancer hand. Cards in hand cannot be carried over into the following game!
6. On back of the Campaign Sheet, note surviving creatures in Necromancer Squads. There is no Campaign Sheet for the Necromancer in this issue.
7. Any Items, Spells or Trinket Items carried and what creatures are holding them. If Cult type, note Cult (I,II or III) and the number on counter (1-9) (*Ex. Cult III, Troop #4 is holding a Crystal Shield*)
8. In the Note section, add what Friends, Hired Mercenaries and/or Renegade Cults were Hired or Befriended. Players can aim to incorporate these Friends or Hires into their Warcult during the **Interim**.
9. Make a note of the symbol of the Deck type next to each card noted, so that each card is easier to find for the next game. Also note if Warcult has the Recipe or no Recipe per card.

CAMPAIGN INTERIM

Activities to be done in between games. May be completed on own time if group permits.

Procedures must be performed in the following order:

1. **Garrison Survival Roll (#39)**- for previous maps won. A map without a Garrison is lost!
2. All players gain 10 of each Resource (Metals, Gore, Shadowflame). Write down.
3. Any reward for Victor of last map. Victor of last map does not need a Garrison at this time
4. Any Resource reward of any map previously won is gained or still active, if Garrison in place. No Garrison, no reward!
5. **Dedicate Garrison (#39)** - A player may dedicate any amount of creatures from Squads or Counters. Players gaining abilities or rewards from previous maps won may add more troops to Garrison previous maps to maintain rewards.
Any Counters or Squads used are placed back in the box and cannot be used in the upcoming game.
6. **Withdraw Garrison (#39)** Players may withdraw Counters and Squads from Garrisons. Counters and Squads removed from a Garrison may be used in upcoming games.

7. Draw 1 card of each **Conjuration Deck**. This small hand of 20 cards represent Creatures/Items/Spells found in between battles and can be used for Interim Actions below. Any Events drawn result in adding 5 of the Resources featured on the back of the card to the Warcult bank.
Abyss = 5 of any Resource

INTERIM ACTIONS

Players may conduct in any order.

- **Rally Cry (#19)** - One Rally Cry may be performed. The small hand of cards can be used to Rally Cry empty Cult branches
- **N Sacrifice (#25)** - If Necromancer is in play, it may Sacrifice unwanted creatures to gain Resources
- **Clone & Build Creatures, Items and Spells (#21-23)** - Necromancers, Metallurgists, or creatures that can create may build using the small hand of cards, or Clone Warcult creatures into Cult Troops
- **Use Paths and Rank Adjustments (#32-35)** - Players must use at least Basic Paths to manage their Warcult
- **Re-assign Warcult (#35)** - Creatures that were Befriended or Hired during the last game, or new cards drawn above can be incorporated into a Warcult using Rank Adjustments. Befriended creatures must be Hired (paid for) to be incorporated.

After all players have prepared themselves, move on to the next map. Any cards remaining are discarded and decks shuffled. Necromancer players keep remaining cards, as starting hand.

REPEAT SEQUENCE WITH A NEW MAP

Continue to next map.

THERE IS NO INTERIM BETWEEN LAST MAP AND THE DISK OF DEATH!!! (#42) After last map is complete, all surviving Warlords, Necromancers, and/or Commanders move immediately to the DISK OF DEATH!!!

RECOMMENDED MAP ORDER

WARLORD CAMPAIGN

First 3 games: Randomly choose between Mines of Metal, Caverns of Shadow and Chasm Bridge map, completing each one.
Last Map: Molten Corrupted Plain. Battle may go to DISK OF DEATH!!!

NECROMANCER CAMPAIGN

If beginning campaign with Necromancer, players should play a game of Cave Evil first using 9 to 13 Cycles before the Endgame is activated. Do not advance Blood Eye for creatures made, only when each Cycle is completed. Move to the 3 random maps above, completing with the Corrupted Plane, and possible DISK OF DEATH!!!

IV

Eternal Battles



Eternal Battles is an endless campaign that can be played with any player or group at any time convenient.

It is a campaign based on building your Warcult through Cycles. A Cycle is one round of play. After each game a player tallies how many Cycles their Warcult has played, adding the Cycles to the previous total. As a Warcult builds Cycles, it spends experience gained in Resources and Kill Points to modify its Warcult, as it may do during a Campaign or one-time game using the Paths. All information is collected on a common Campaign Sheet.

A player does not always need to play with the same people. As they are growing a **Warcult**, they are keeping track of its growth on a **Campaign Sheet**. If the player meets with another player or group, and if Cycle experience is close, players can challenge each other. A game would be played and each **Cycle** played is added to the growth of the **Warcult**.

Eternal Battles is not tied to completing a full 9-13 **Cycle** game. If players only have 1 hour to play and can only complete 3 **Cycles**, they simply add the 3 **Cycles** to their growing **Warcult**.

Eternal Battles does not have map ownership. **Maps** only reap an immediate reward. A **Warcult** does not continue to **Garrison** for its continued reward, like a **Campaign**. **Maps** are a terrain for battle with a possible reward, but not territory that needs to be maintained.

Eternal Battles allows a player to grow many **Warcults**. A player may have as many **Warcults** growing as they can print **Campaign Sheets**. When it is time to use a certain **Warcult**, a player can choose from a **Campaign Sheet** they desire to grow for a game session.

Eternal Battles is perhaps best described in the following example:

*Jason has been building 4 **Warcult Campaign Sheets**, one has 13 **Cycles** of experience, another 33 **Cycles**, another 66 **Cycles**, another 62 **Cycles**. He goes to his nearest game club and meets a group that challenges him to an **Eternal Battle**.*

*Each player looks at their **Warcults'** experience and picks the **Campaign Sheets** that have the closest **Cycle** experience (within 5 to 10 **Cycles**). Everyone has a **Warcult** that is near 60 **Cycles**. Jason uses his 62 **Cycle Warcult** and the battle begins...*

Game Length

Any number of Cycles works. Map rewards are only unlocked in games that last more than 9 Cycles.

VICTOR

There is no ultimate Victor. 9+ Cycle games will provide an immediate victory, but ultimately, with the endless Cycles, your Warcult either survives or is eventually destroyed.

For more Eternal Battles (#43)

Eternal Battles: Sequence of Play

CHOOSING A WARCULT

A player can build any number of Warculs, but when players get together they must select only one. A battle is best fought by Warculs within 5-10 Cycles of each other. The closer in Cycle experience, the better.

SETTING UP PREVIOUS WARCULT

If Warcult is returning, find the appropriate cards for Counter and/or Squads. If two players are using the same Creature, Item, or Spell Cards or Species Cult Cards, place the cards so all players that own these cards can view them.

Ex. 3 players may have Terrorantulae or Gore Species Cults, place these cards so they are viewable for each player. Players' Counter Markers or Squad Control Cards can be placed with the Creature Cards if needed.

SELECTING MAP

Randomly choose any map available. This includes the Corrupted Plain and Cave Evil map. The same maps could randomly occur over and over in your quest for total domination.

GAME PLAY

Use all Phases and Procedures in the NIGHT OF BLOOD SOP, tailored to players' preferences. May add Action: Total Warcult Retreat (#27)

ETERNAL BATTLES SESSION CLEANUP AND RECORDING

1. Add number of Cycles played to Cycle total
2. Use Campaign Cleanup and Recording

ETERNAL BATTLES INTERIM

Due to a probability that you may not play the same players, perform an interim at your convenience between game sessions, if group permits. Otherwise perform all procedures before game session together (recommended).

continued...



Procedures must be performed in the following order:

1. If 9 or more Cycles were played, Victor of map gains reward
2. All players gain 10 of each Resources between maps (Metals, Gore, Shadowflame). Write down
3. Draw 1 card of each **Conjuration Deck**. In this small hand are creatures/items/spells found between battles that can be used to construct new Counters and/or add to new Squads. All cards made must be paid for. Any Events drawn result in adding 5 of Resource featured on the back of the card. Abyss Deck = 5 of any Resource

INTERIM ACTIONS

Same as Campaign. After players have modified to their liking, store Campaign Sheet to be used for future battles.

Options of Play

Below are various Options players can play with or without. Discuss what Options to use before setting up. Playing without many of these Options allows a greater focus on tactics without the hindrances of the Cave's ecosystem. Less Chaos.

The Options bring more of the intended nature of the Cave into a game. Dwellers may arrive, events bring chaotic forecasts, Befriending allows a social dynamic with the Denizens. Options represent the only way to unlock the greater forces of the Depths from their gates of slumber.

A person who only plays a game once or twice will probably find fewer Options more enjoyable, a person that enjoys digging into a game will find that more detail IS the Cave.

Options

Begin as:

- **Warlord, Necromancer or Warlord and Necromancer**
- **Pre-Selected Hand (#79):** Quickly begin, grab starter cards and jump in. Great for new players!
- **Draft (#80-81):** Draft a Warcult with a hand of random cards. Recommended for **Night of Blood**, and beginning any **Campaign of War**

Setup:

- **Fist Drop Setup/No Fist Drop Setup (#78)** Fist Drop adds Counters in Setup to explore
- **Events/No Events (#45)** Events are the climate of the Cave, adding unpredictability to a battle. Playing without Events allows for a focus on tactics that will not be thwarted
- **Dwellers/No Dwellers (#46)** Dwellers are the creatures and anomalies that dwell in the sections of the cave. Playing without them allows greater focus on tactics, but that may not be the true environment

Paths:

- **No Paths (#32)** Play without concern for advancing creatures
- **Basic Paths (#33)** Allows creatures to advance in Command
- **Advanced Paths (#34)** Allows advancing with great detail
- **4+ Players, Team Play 2v2v2v2 and more (#55-56)** Playing with more than 4 people can be a good way to teach new players.
- **More than 1 map (#54)** Players can play on multiple maps.



III

Movement, Flying, Stacking, Pick Up & Pass, Adjacent Enemies

Section 3 begins the Warcults rules covering the following details:

- 1. Movement
- 2. Flying
- 3. Stacking
- 4. Picking Up & Passing
- 5. Phase 1 Combat

1. Movement

Warcults will only address movement related to counters. All movement related to **Necromancer Squads** can be found in the **Cave Evil** rules.

LAWS OF MOVEMENT

- **Movement** does not count as an **Action**
- A **Counter** can move any amount of spaces but not exceeding the creature's **Movement Rating** listed on the top left of the card.
- Each counter may move independently
- Counters may move, conduct certain actions, and continue moving up to the amount of spaces equal to its movement rating
- Some Actions demand that Movement must end. *See section below*
- Counters may stack together, but must respect **Stacking Rules**
- Counters may move, stack together, and continue to move
- Counters may begin stacked, and break apart to move in different directions
- Counters may move through other friendly counters if **Stacking Rules** permit. *See example to the right*
- Some terrain may affect movement. These details are explained on each map
- A creature cannot end movement on a **Spawn Pit** unless it can fly

MOVEMENT ENDS FOR A TURN IF:

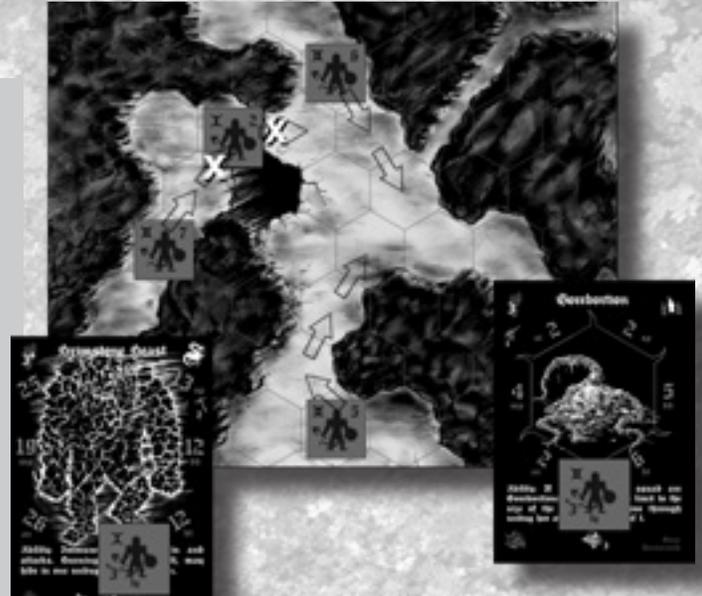
1. Any **Combat**, **Retreat**, or **Reinforcement** Actions have occurred
2. An **Excavation**, **Collapse**, **Mining** or **Build** Action has been performed
3. Movement ends if moving adjacent to any enemy or **Denizen**
4. A **Hire** or **Befriend** action has occurred
5. Creatures that have been hired or befriended cannot move

2. Flying

Flying is a type of movement available to some creatures.

LAWS OF FLYING

- Any creature card with a **Fly** symbol may fly for their movement
- A creature may fly if they are **ONE HEX** away from any **Wall** (black undug) hex. *See example on page 26*



Movement Example

Cult I is **Brimstone Beast**, a large creature. Cult II is a **Gorebortion**, a small creature. Each **Gorebortion** may move up to 3 spaces.

In this example the **Gorebortion** on the left cannot move through the **Brimstone Beast**. The counters cannot **stack** illegally, even while moving.

Flying Creatures of Cave Evil

BRIBE DECK
 Dracor
 Living Cloak of Smoke

CONSTRUCT DECK
 Bat Web
 Floating Eye (Item)
 Maggot Swarm

SUMMONING DECK
 Acid Locust
 Corbar
 Corruptor
 Demon Prince
 Dracor
 Noxious Wisp
 Vapor

ABYSS DECK
 Astral Worm
 Brain Sentry
 Corruptor
 Death Thruster
 Demon Prince
 Floating Sabre (Item)
 Imp
 Noxious Wisp
 Shriek
 Unknown Ghost



Stacking Example

Gorebortion are Small creatures, Slashist are Medium creatures, and Blood Puddle are Trinket size. Each stack pictured is a legal example of stacking.



LAWS OF FLYING (continued)

- Additional flying areas may be available based on map details
- Creatures may remain flying after movement
- Creatures may fly over friendly creatures
- Flying happens in a space one hex above the hex on the board. The additional hex space above adds another level of stacking, this additional level respects the same Stacking Rules. *See example on next page.*
- Flying creatures must stop if adjacent to any enemy. Flying creatures cannot stop above an enemy.

3. Stacking

Stacking refers to the number of counters that can occupy a hex. Each hex can contain certain combinations of creature sizes. Creatures fall into one of 4 sizes:



Large
Stacks alone



Medium
Can stack with
1 Small



Small
Can stack with
1 Medium or
with 2 Small



Trinket
Can stack with
anything up to
an unlimited
amount

MULTI HEX-SIZE CREATURE STACKING

- There are multi-hex sized creatures as well. They will have a number next to their size that refers to the number of hexes the creature takes up.
- An multi-hex creature that covers up multiple hexes, occupies each hex equally. *Ex. '3 x Medium' means the creature covers 3 hexes, in each hex it covers a medium-sized space.*
- Multi-hex creatures may stack with other friendly creatures if size per hex permits. *Ex. The '3 x Medium' creature mentioned above could stack with a small sized creature in each of the 3 hexes it takes up.*

FLYING SIZES AND STACKING

- Flying concerns the space above the hexes on the map.
- This flying space is considered a separate **hex** above the **hex** on the map.
- In areas where creatures can fly, **Stacking Rules** remain the same but apply to the area above the hex.

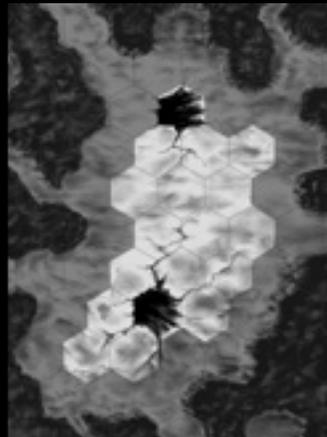
Ex. In areas where creatures can fly, a large creature is standing on the map hex space, while 3 smalls fly stacked above the large creature, on the same hex



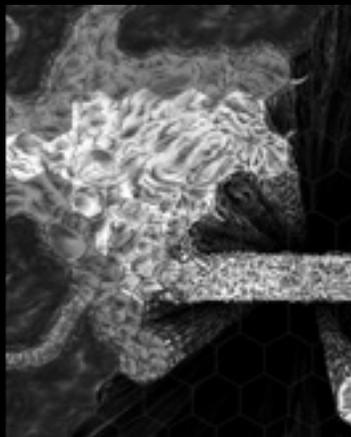
CASES

Chasm and Pit flying provides 2 spaces, one ground level hex, and the space above. *Ex. 2 Hell Angels could fly stacked over a pit. One on level with the ground, and one above.*

Collapsing occurring adjacent to flying creatures. Flying creatures must immediately retreat one space to flying zone or ground if able.



No Fly Hexes Dark Grey.
Must fly one hex away from any undug/ wall space.



Flying stacking

3 Smalls may stack on the map, 1 Large flies above the 3 Smalls





Pick Up Example

The Gorebortion moves one hex to pick up the Demon Face Item.



Pickup & Pass Example

Above: Gorebortion player takes the Demon Face. The counter is Illuminated as a reminder that the Gorebortion is carrying it. Gorebortion moves to pick up the Gore

Below: Gorebortion moves to pass Demon Face and Gore to Troop #5 who passes it to Troop #8



4. Picking up and Passing (resources, items, spells)

At any point during a turn, a creature may move over an item/ spell/ resource, and pick up and pass it to another creature in the Cave.

PICK UP LAWS

- Picking up is not an action
- Picking up items/spells/resources does not affect movement
- ALL creatures can pick up **Resources**
- There is no limit to the number of Resources that can be picked up
- ONLY creatures with **Item Use/Carry** icons can pick up Items or Spells
- A creature can only pick up the number of Items or Spells that is specified under the Item Use/Carry icon
- Some items require a specific size of creature to be carried. Where applicable, this is specified on the card
- Instead of placing items or resources on top of a counter, players may want to flip their counters to their Illuminated side, and note what the counter is carrying

PASSING LAWS

- An item/spell/resource may be passed to as many creatures as a player wishes during a turn
- Items and spells passed can only be used once a turn
- All creatures can pass resources amongst themselves
- Only creatures with Item Use/Carry icons can pass items and spells amongst each other
- Passing items/spells/resources before Phase 1 Combat is allowable
- Defenders CANNOT pass amongst themselves when in combat
- Items can be passed in a chain between adjacent friendly creatures

DROPPING ITEMS OR RESOURCES

- Place resources on the hex they are dropped
- A Wandering Monster marker is placed on the hex where items/ spells have been dropped. The matching Wandering Monster marker is placed on the cards that were dropped and the cards are placed face up near the map

See dropping cloned items (#22)

5. Adjacent Enemies Phase 1 Combat

Skip this Phase if enemy creatures are not adjacent to each other at the beginning of turn.

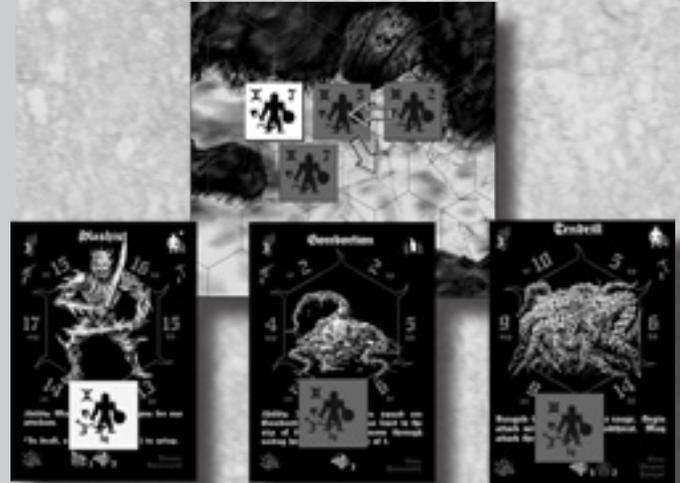
LAWS OF PHASE 1 COMBAT

- If a player begins a turn with creatures adjacent to enemies, a combat procedure must occur
- If no enemy creature is adjacent, skip this phase
- Phase 1 Combat occurs as per the normal rules of combat (#12) with the following notes:
- The player who is taking the turn is the **Attacker**
- This player may choose to **Retreat** (below) his creatures from combat, or **Reinforce** (below) combat with nearby creatures
- No **ranged flanking** may occur. Only combat with available adjacent creatures is conducted. The current player's common forces are not ready to aid with ranged flanking
- All creatures that did not retreat, or that reinforced, must fight
- This combat is the action of all creatures involved, no movement or further action may occur for those that fought in Phase 1!
- Items/spells/resources may be passed to fighting creatures before the combat if passing can occur without any movement
- **Hiring** (#17) can occur instead of combat if the enemy is a Wandering Monster, Renegade Cult or Dweller that can be hired.
- Hiring is the action of all involved

PHASE 1 RETREAT

Phase 1 allows the current player some room to retreat.

- A creature adjacent to an enemy may choose to retreat rather than conduct combat
- Any number of adjacent creatures may retreat
- Creatures may only retreat ONE space AWAY from enemy
- A creature may not retreat into another hex adjacent to an enemy, off the map, or into a chasm or pit unless it can fly
- If several creatures are retreating, they may split up into different hexes. Each hex must be safe as per above



Retreat, Reinforce and Combat Example

Above: At the beginning of his turn, Jason's 2 **Gorebortions** are adjacent to an enemy **Slashist**. Jason retreats 1 Gorebortion, 1 space, and reinforces with a **Tendrill**, 1 space.

Below: He combats the Slashist with 1 Tendrill and 1 Gorebortion. After combat, these creatures will not be able to move or conduct actions for the rest of the turn.



Retreat is the action of a creature. No further movement or action can occur from these creatures for the rest of the turn!

PHASE 1 REINFORCE

Phase 1 allows the current player a tiny amount of time to have creatures nearby to join the fight!

- Before **Phase 1 Combat** occurs, the current player may advance any creature/s **one** space if the creature/s can move adjacent to the enemy
- **Reinforcing** creatures must be able to move adjacent to the enemy by moving only one space
- A creature may reinforce into a stack already adjacent to enemy, if stacking is legal

- It is possible to retreat creatures initially adjacent and reinforce with entirely different creatures
- Reinforcing may create a flank combat (# 13)
- Reinforcement is an action. All creatures who reinforce will face combat, and have taken their action and movement for the turn!



IV

Actions

The following section covers actions available to a player's minions.

- | | |
|---|---------------------------|
| 6. Run | * 15. Ram |
| 7. Excavation and Collapse | * 16. Befriend |
| 8. <i>Special Case: Running out of Excavation Cards</i> | * 17. Hire |
| 9. Mining | N 18. Necromancer Subdue |
| * 10. Bridge Building | 19. Rally Cry |
| 11. Spellcasting | * 20. Deity Sacrifice |
| 12. Combat | 21. Build Items |
| 13. Flanked Combat | 22. Clone Items & Spells |
| 14. Ranged Combat | N 23. Invoke |
| | 24. Abandon |
| | N 25. Sacrifice |
| | * 26. Rest |
| | 27. Total Warcult Retreat |

LAWS OF ACTIONS

- Each Creature counter may move and conduct one **Action**
- Creatures that have conducted their **one action** cannot participate in another action if stacked with other creatures taking an action
- An **Action** can occur before, during, or after movement. However, some actions may end movement when conducted
- Players can move and conduct actions with some creatures, and then move and conduct actions with other creatures. This can happen in any order

6. Run

A creature may Run as an action.

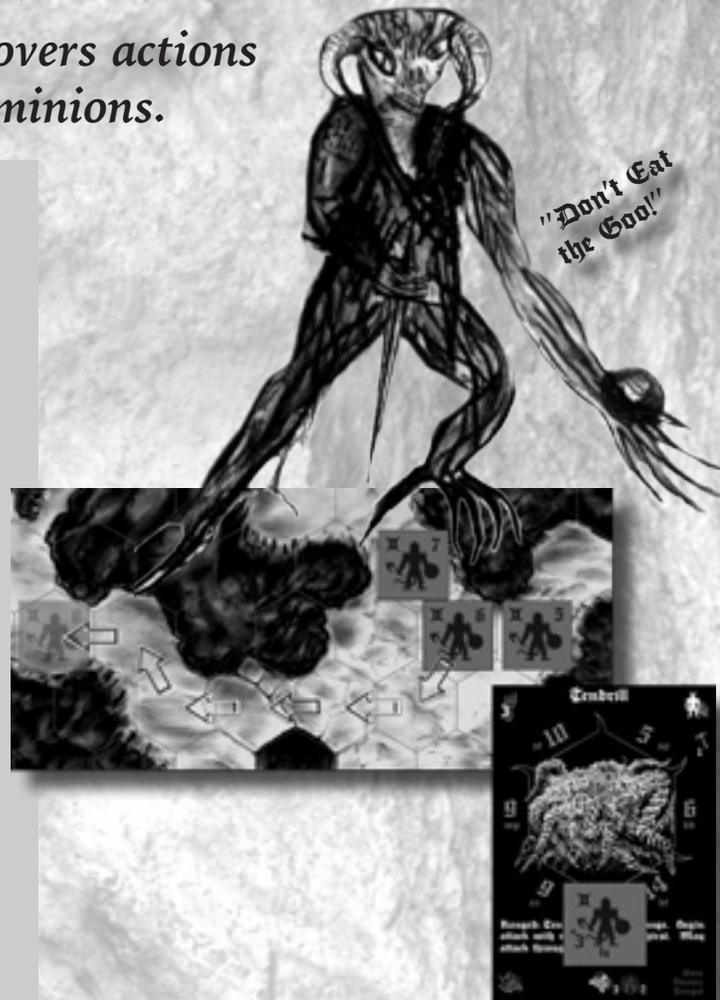
LAWS OF RUNNING

- May move up to double the Movement Rate
- Any movement over a normal Movement Rate is considered running
- Running is an action. No other actions can occur!
- Flying creatures can use the run action while flying
- A creature may not pick up, drop, or pass any items, spells or resources while running

N The Necromancer's Squad cannot run, it may only move at its **Movement Rate!** The Necromancer is too encumbered with Abyssal musings to be hurried

CASES

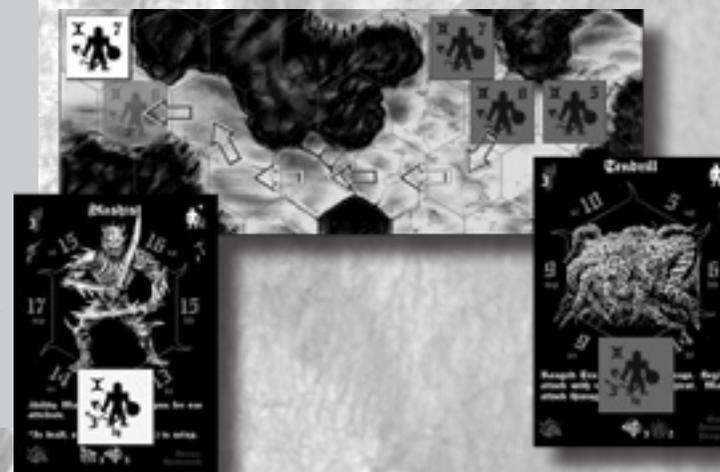
Run adjacent to enemy. If the run action places a creature adjacent to an enemy, it is considered "locked" in combat. The enemy must deal with the adjacent creature in **Phase 1**, during its next turn.



Running and Locking Example

Above: The Tendrill may run twice it's movement rate. The counter moves 6 spaces.

Below: The Tendrill runs to move adjacent to the Slashist. Having run, the Tendrill has taken its action, and is now locked in combat with Slashist. Slashist might combat the Tendrill, in Phase 1, on its turn.





Cave Goo

Tiles can be slippery on the map. Warcults comes with a little CAVE GOO.

Players may want to use a small ball of goo to place tiles. Goo will stabilize the tiles so they don't slide. Place a booger-sized bit of Cave Goo on the bottom of a tile. Please gently pull tiles from map when removing goo. Don't leave Cave Goo on tiles!



Digging Actions

Beginning Digging - Brimstone Beast begins digging. The player places a Stone token to show that it has begun to dig.

Continue Digging 1 & 2 - On its next turn, the Brimstone Beast will place 2 Stone tokens, as it can dig at 2 Excavation Strength.

Finish Digging

On its third turn Brimstone Beast will remove the 3 Stone tokens. It has Finished Digging, and will draw a card.

Run adjacent to Denizens. Any Wandering Monsters or other Denizens "locked", due to running, must be dealt with, if still adjacent, on the opponent's next Phase 1.

Stacking with counters that have run. A counter that has run, has taken its action. Creatures cannot conduct an action if stacked with other creatures that have already conducted an action. *Bypass hint: If ending a movement stacked is desired, conduct actions first and move to stack after actions have been conducted, if able.*



7. Excavation and Collapse



All creatures with this symbol may Excavate or Collapse as an action.

LAWS & PROCEDURE OF EXCAVATION

- Only creatures with an Excavation icon, or with digging items, may excavate
- An Excavator must begin an excavation adjacent to an undug hex
- An excavation takes 4 **Actions** to complete. The actions must be performed in the following order:

Action 1: Begin Digging - This is the first & only action excavating creatures with Excavation Strength of 3 or less can do. 1 Stone token is placed with the creatures that have begun to dig.

On subsequent turns, Excavators may perform a number of actions (below) equal to their Excavation Strength (excavation number).

Action 2: Continue Digging - A second stone is placed.

Action 3: Continue Digging - A third stone is placed.

Action 4: Finish Digging - Stones are removed and an Excavation card is drawn. The Tile Placement procedure (below) is conducted.

- Creature stacks with Excavation Strength of 4 or more are known as **Immediate Excavators**, and may immediately excavate or collapse. An Excavation card is drawn and Tile Placement procedure is conducted
- Creatures may flank excavate/collapse in order to combine Excavation Strength. All participating creatures must be adjacent to the same hex in order to flank dig
- Creatures may move out of an excavating stack on future turns. An excavation continues as long as one Excavator remains adjacent to the dig
- An excavation does not have to be continued. As long as at least one Excavator remains next to an excavation, a player can choose to complete the excavation at any time
- Creatures may entirely abandon and move away from an excavation. An excavation abandoned must begin anew
-  Excavation is not entirely abandoned if players want to keep track of progress.

TILE PLACEMENT

Once all 4 excavation actions are complete:

1. Draw an **Excavation** card
 - Any **Event** cards drawn are placed to the side, with redrawing continuing until a card featuring a tile is drawn (#28)
2. The type of **Tile** that has been excavated is featured on the top right hand side of card
 - Players may want to use a little **Cave Goo** to place tiles
3. The first hex of the tile must be placed on the **undug hex** adjacent to the **Excavator**
 - The placed tile must respect the hex grid of the map
 - The tile may overlap other tiles and open or undug hexes
 - The tile may be placed on top of other creatures/items/spells or resources. Place tokens on top of the new tile
 - A tile may **NEVER** be placed on top of **pit** or **chasm** hexes!
4. The text of the card is followed only if excavating. Text will often have a player roll for a discovery. Follow any instructions on the card. It is often an **Excavation Spawn** roll (#87)



Placing Tile Example

Above: Brimstone Beast finishes digging and removes Stones. An excavation card is drawn. The denoted tile is placed beginning adjacent to the Beast.

Below: The tile must be placed to match the hex grid pattern of the map. Tile below is not correctly placed.



Collapse Placement Example

Left: The Brimstone Beast must place the first hex of the Collapse Tile on any adjacent **open** hex.

Right: The Beast places the Collapse so it buries its enemy. The enemy counter is placed on top of the Collapse Tile.

The enemy player must roll a D12 to see if his creature survives. 1 = DEATH!

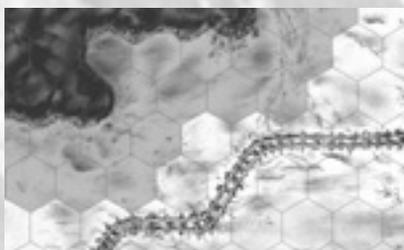
COLLAPSING

Collapsing follows the same procedure as excavating, with the following exceptions:

- Before digging, a player must announce that they are **collapsing**
- Creatures must begin collapsing while adjacent to an **open** hex. The open hex needs to be within 2-hex range of a **wall** (black undug hex)
- Tiles must be placed black side up. The first hex of tile drawn must be placed on any open, undug hex adjacent to the collapsing creatures
- Tiles may **NEVER** be placed on top of **Pits** or **Chasm!**
- If collapsing upon other creatures/items/spells or resources, place on top of new tile

All creatures collapsed upon must roll a D12. A result of 1 equals Death! (pg. 37)

- **Excavation card** text is ignored when collapsing



Beginning a Collapse

Players can only begin a collapse within 2 hexes of a wall (indicated in grey)

8. Running out of Excavation Cards

There are a limited number of cards. When a deck runs out, shuffle all cards (including events) and make a new deck.

Note: Warcults only has 12 Excavation cards. As a result, excavation tiles are very unstable. Tactically, stopping on an excavation tile is not the safest position. It is possible for a player to use all Excavation cards in a single turn. It creates massive instability if this is the case. **Don't trust staying in tunnels!**



RUNNING OUT OF TILES

When drawing a card, if there are no available tiles matching the tile on the card, remove a matching tile from the map and place as new excavation or collapse.

Remove Tiles in this order:

1. Matching **EMPTY** excavated or collapsed tile removing ones that haven't been placed during the current player's turn first.
2. Matching excavated or collapsed tile with **Items** or **Resources**. When tile removed, items and resources are lost if unable to place on open hex.
3. Matching excavated or collapsed tile occupied by **Wandering Monsters** or **Mines**. When tile removed, wandering monsters and mines are lost if unable to place on open hex.
4. Matching excavated or collapsed tile occupied by **Opponents**. Opponents are placed on matching hex grid of map in either open or undug hex. (*See Cases below*)
5. Matching Tunnels tiles that are being used as **Bridges**, and are unoccupied.
6. Matching Tunnel tiles that are used as **Bridges**, and are occupied. If creatures have no ground after removing, the bridge has broken and creatures fall into chasm.
7. Remove tiles that have been placed in current turn.

CASES

If tile is removed and creatures are now in undug hex, all creatures must roll a D12 as though they are collapsed upon. A roll of 1 = DEATH. Any death in this way does not reward **Kill Points**. Death is had by the instability of the Cave - not a pure kill.

Bridge removed and causes chasm death, no Kill Points awarded.

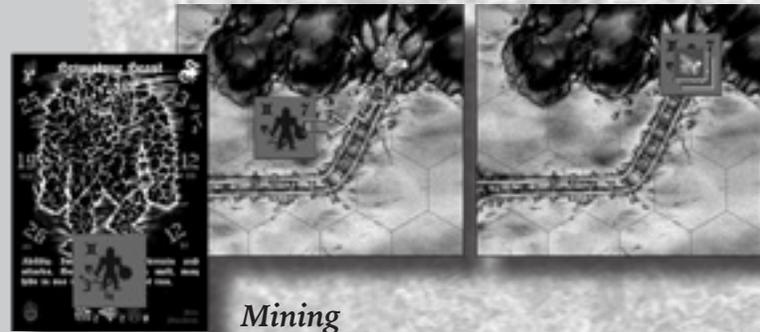
9. Mining

LAWS OF MINING

- Maps and Excavation cards designate particular hexes that can be mined
- Excavators, or creatures with digging items, may mine these designated areas as an action
- Excavators must be standing on the hex to mine it
- Excavators may mine the number of resources equal to their **Excavation Strength** as an action
- Flanked mining is forbidden
- No movement may occur after mining!

CASES

Collapse on Mines printed on Map. Mines can be collapsed. A collapse ends mining until it can be re-excavated. Token mines are lost and removed from map.



Mining

Left: Brimstone Beast moves onto a designated mining hex

Right: Brimstone Beast collects 2 Metals due to its Excavation Strength of 2



10. Bridge Building (Advanced)



If playing with **Basic Paths (#32)**, players may advance **Excavators** with **Item Use** icons into **Engineers**. Within a Warcult, an **Engineer** may construct **Bridges**.

Note: Players not using Paths and Engineers can still choose to play with Bridge Building if desired. In this case, any Excavator with an Item Use symbol may build a bridge.

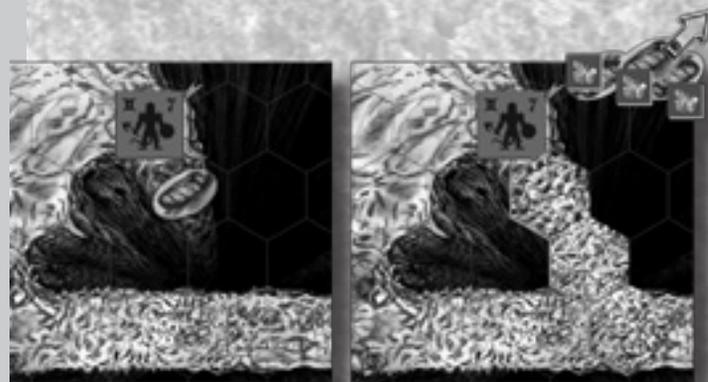
CONSTRUCTING BRIDGES

- Constructing bridges allows building across **chasms**
- A bridge is ALWAYS a **Tunnel** type of tile
- Only **Engineers** can build a bridge (see italics above)
- To build a bridge, an Engineer must be adjacent to a **chasm**
- Building a bridge is like **excavation**. There are four actions:

- **Action 1: Begin Bridge** - For Engineers with **Excavation Strength** of 3 or less, only the 'begin bridge' action can be conducted on the first turn.

On additional turns the following actions can be completed depending on the **Excavation Strength** of the Engineer

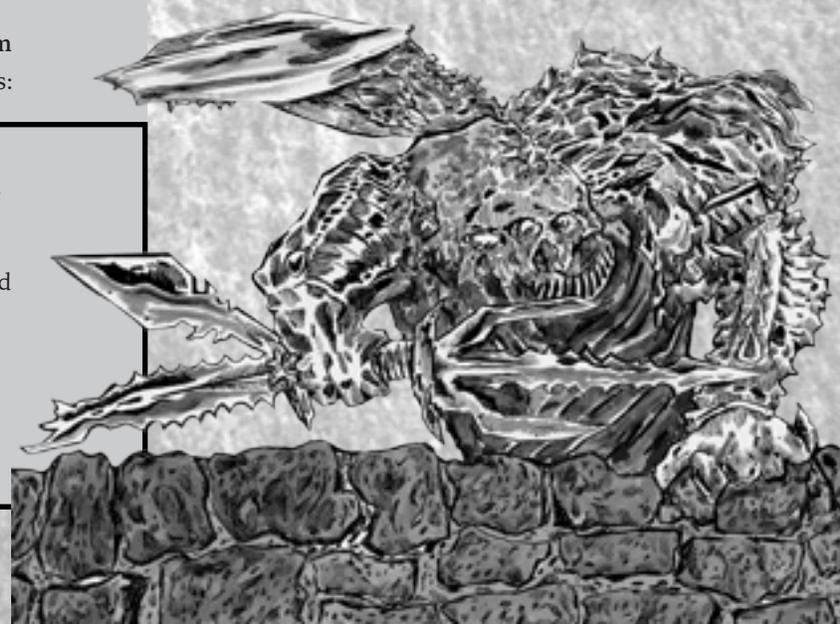
- **Action 2: Continue Building Bridge**
- **Action 3: Continue Building Bridge**
- **Action 4: Finish Bridge**

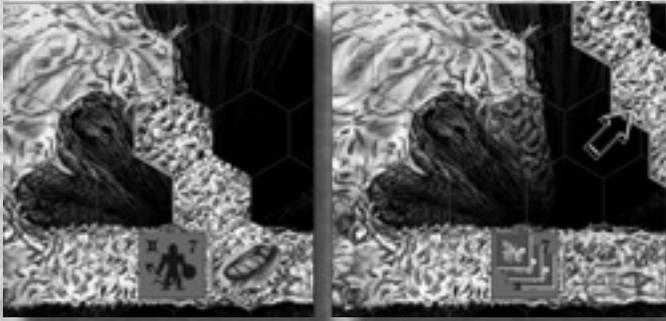


Bridge Building

Left: An Engineer begins building a bridge across a chasm. A Stone token is placed.

Right: After the four Actions are completed, the Engineer finishes the bridge removing the 3 Stone tokens, paying 3 Metal Resources and finally placing a Tunnel tile across the chasm.





Collapsing Bridge

Left: The Engineer begins collapsing the bridge. A Stone token is placed.

Right: When the collapse is complete, the Tunnel tile is removed. The Engineer collects 3 Metal Resources from the bridge.



CONSTRUCTING BRIDGES (continued)

- An Engineer must pay 1 Metal Resource per hex of the Tunnel tile (3 hexes = 3 Metals)
- Two or more Engineers may stack or flank-build a bridge if adjacent to same hex
- An Engineer with Excavation Strength of 4 or more can immediately build a bridge

PLACING BRIDGE

- Bridges must begin adjacent to the Engineer(s) over a chasm
- Bridges can overlap other bridges or open/undug hexes
- Bridges can be placed in any direction as long as they respect the hex grid of the map

COLLAPSING “ENGINEER BUILT” BRIDGES

- Only other Engineers can collapse “Engineer-built” bridges. Bridges printed on a map cannot be collapsed!
- An Engineer must be adjacent to the bridge in order to collapse it. The same four actions used when collapsing a cave are followed when collapsing a bridge
- The bridge is removed from the map after it has been collapsed. Any creatures or items on the collapsed bridge fall into the chasm, earning Kill Points. Engineer collects 3 Metals



11. Spellcasting



Creatures with a Spellcasting icon can cast a spell as an action. For more about spells (#73)

LAWS OF SPELLCASTING

- Casting a Spell outside of combat is an **Action**
- A creature can cast the number of spells equal to its **Item Use** number
- A spell must be built to be cast
- A spell may be passed to a Spellcaster prior to casting
- A Spellcaster can cast a spell that is carried by another creature stacked with it
- If multiple Spellcasters are stacked on the same hex, and each have spells, all may cast
- Spellcasting, is unique as it can be its own action, but may also occur while engaged in a combat action



12. Combat

If creatures are moved adjacent to enemies of any type, the **Combat** action may ensue. Combat is vital for survival and is the source for acquiring **Kill Points**.

LAWS OF COMBAT

STARTING COMBAT

- **Combat** must occur if moving adjacent to an enemy creature and no other action has already been conducted
- Combat may occur if moving adjacent to a **Denizen** creature (dwellers/wandering monsters) if other actions such as **Hiring** are not used
- In the **Combat Action**, the player that is taking the action is considered the **Attacker**, and the opponent creature(s) are considered the **Defender(s)**
- Players may use **Abilities**, **Items** or **Spells** before **Combat**, if applicable as stated in card text

COMBAT

- To be victorious in **Combat**, a player must win **2** out of **3** **Fight Rounds** (See below)
- A **Creature** may use the number of **Items** and/or **Spells** equal to the **Item Use** number denoted on its card. *Note: Some Items and Spells may have to be discarded or paid for again after use. Refer to Item Use icon (#68)*
- No creature can move after **Combat**, unless otherwise noted on card.

FIGHT ROUNDS

Fight Rounds occur in the order below and end when a player has won 2 **Fight Rounds**:

1. In the first **Fight Round**, the **Attacker** must choose **one** of the six **Combat Attributes** on the creature card. (i.e. **Weapon (wp)**, **Strength (st)**, **Special (sp)**, **Dodge (dd)**, **Bloodthirst (bt)** or **Armor (ar)**)
2. Both **Attacker** and **Defender** add the chosen attribute total for all of their creatures involved in this round of **Combat**
3. **Items**, **Spells** and/or **Abilities** used are also added if they apply to the chosen attribute (specific modifiers may cause values to be subtracted depending on card text). *Note: "Binding Icon" abilities affect every creature applicable in **Combat**. A binding -2 **Weapon** ability will subtract -2 **weapon** from each affected creature.*
4. Both players roll **D12s** adding the result to the chosen attribute's total
5. The higher result is wins the round.
6. Players conduct a **second Fight Round**, repeating the above process. **In the second fight round, the Defender**



Fight Round 1

A **Stalactite Skulk** attacks two **Ratshamans** on **Weapon (wp)** as the first combat attribute.

The **Skulk** has **12** for **wp**. Player rolls a **9** for a combined result of **21**.

The two **Ratshaman** both have a **wp** of **2** for a combined total of **4**. One of them is carrying a **Chant of Fervor** **Spell** which adds **+3** per creature bringing their base **wp** value to **10**. The player rolls a **5** for a combined result of **15**.

Stalactite Skulk wins the **First Round!**

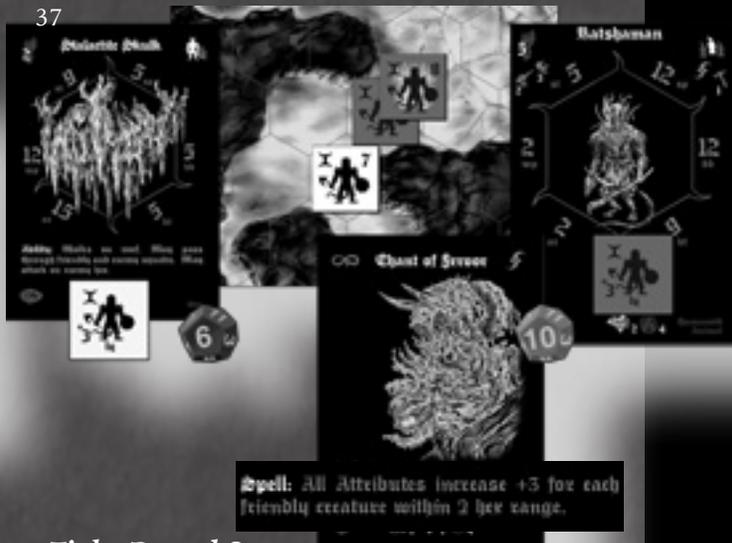


must choose an attribute that is adjacent to the attacker's initial choice. Ex. If **wp** selected first, adjacent would be **st** and **ar**.

7. If no player wins the first two **Fight Rounds**, a **third Fight Round** is conducted, repeating the same process. **The players must roll using the last attribute adjacent to the attacker's initial choice.** Ex. If **wp** selected first and **st** second, **ar** would be third.

The first player to win 2 Fight Rounds is the Victor. **Defeated creatures must refer to 'Death' section on next page.**

Note: A Die Roll is not always needed. Some attributes will clearly win. Admit loss when obvious and continue to next attribute. Always roll dice if there is even a slight chance.



Fight Round 2

Ratshaman, as defender, picks the next attribute adjacent to the initial wp. Strength (st) is selected.

Ratshamans' st is 16. Both Ratshaman st is 5 and one is using the Spell adding +3 to each creature. Ratshamans roll 10. Total 26.

Stalactite Skulk's st is 9. Skulk rolls 6. Total 15.

Ratshaman win Second Round!



Death

For further information regarding **Death** see #65.

- All **Creatures** killed are removed from the game
- If the creature killed is the last creature represented in a **Warcult**, discard the card to the bottom of the discard deck. *See below for Card Extinction*
- **Counters** are returned to the player to be reused again at a later time
- **Items/Spells/Resources** that have been dropped by dead creatures are left on the hex where death occurred. **Wandering Monster Markers** are used to mark their location. Cloned Items are lost
- ✦ The victorious player writes down the number of **Kill Points** earned. *See Kill Points (#69)*
- ✦ **Gore Resources** are placed according to the size of each creature killed on hex it occupied before it was slain.
 - Small/Trinket = 1 Gore, Medium = 2 Gore, Large = 3 Gore

DEATH CASES

Some creatures may take multiple rounds of combats to kill. See **LAWS OF HIT LOSS** section on next page.

CARD EXTINCTION

- Any time a **Warcult** loses all **Creature** counters represented by a card, the creature is considered extinct to the Warcult
- The same extinction occurs if all **Items** or **Spells** have been lost
- The card is placed on the bottom of its discard pile, or on the map if it is an **Item** or **Spell** card
- The **Warcult** cannot pay for, **Invoke** (with Necromancer), or **Rally Cry** for a Creature/Item or Spell card that has been discarded

COMBAT VERSUS DENIZENS

(*Wandering Monsters, Dwellers, Renegade Cults*)

- If adjacent to a **Denizen**, a **Hiring** action may occur before combat ensues
- All **Wandering Monsters** are considered **Defenders** in combat. Some **Denizens** (Dwellers) may have the ability to be an **Attacker** if stated in card text.
- An opponent player must roll for Denizens
- Opponent rolling for a **Denizen** may use the Denizen's ability and any **Items** or **Spells** on the same hex

continued on next page...



Fight Round 3

Armor (ar) is the only remaining attribute next to the original choice (wp) so it must be used to determine Victor.

Stalactite Skulk's ar is 15. Player rolls 5 for a total of 20.

Ratshaman's ar total is 10 as each has ar 2 and the +3 from the Spell for each creature. Player rolls a 9 for a total of 19 but it's not enough!

The Ratshamans are Killed!

Skulk earns 6 **Kill Points** total (3 KP per small creature slain). The Chant of Fervor spell that the shamans had and 2 **Gore Resources** are placed on the hex where they died.

COMBAT VERSUS DENIZENS (continued)

- ⌘ Denizens that lose combat may be subdued into a **Squad**, rather than being killed. See *Subdue in Cave Evil rules*
- ⌘ Creatures that have multiple **Hit Loss** may be **Subdued** after one loss. However, creature will still suffer one **Hit Loss**.

Warcult counters cannot Subdue! These counters are not Necromantic Squads.

⌘ HIT LOSS

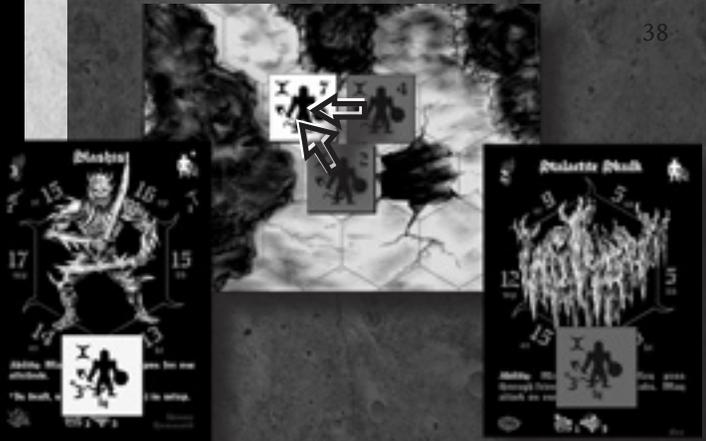
- All creatures are considered to have a **Hit Loss** limit of **1** unless otherwise denoted on card
- A **Hit Loss** occurs after losing **2** out of **3** **Fight Rounds**
- After a loss, place a **Hit Loss** token on the creature
- Each **Hit Loss** token causes a **-3** to all **Combat Attributes**
- A creature is killed when it reaches its **Hit Loss** limit. This number is featured on the card & may be increased through **Paths** - #32
- **Hit Loss** tokens may be removed if a creature takes a **Rest** action - #26

13. Flank Combat

Flank Combat occurs when multiple creatures attack a single hex on the map from multiple locations.

FLANK COMBAT LAW & PROCEDURE

- The **Combat** procedure is exactly the same as described in **Combat** - #12
- All friendly creatures involved in **Flank Combat** add their attributes together
- **Items**, **Spells** and creature **Abilities** may be used by all creatures involved
- **Defenders** may flank defend if able to defend from multiple hexes
- **Attackers** may use **Ranged Combat** creatures in a flank combat to attack from additional angles
- **Defenders** cannot use **Ranged Combat** creatures to help flank defend
- **Flying** creatures can add their attributes to flanked combat from above friendly hexes
- ⌘ **Multi-hex sized** creatures, can flank and be flanked. It is often the only way to kill them



Flank Combat

Top: Both **Stalactite Skulk** counters can combine their attributes and attack **Slasher**.



Flank Combat

Top: 3 **Slashists** attack 2 **Stalactite Skulks**. The **Slasher** must break up its combat into 2 separate **Combats**. One regular combat with **Skulk** number 4, and 2 **Slasher** versus **Skulk** number 2.



CASES

Multiple attacking Counters moving adjacent to multiple adjacent Defenders. Flank combat may have to be broken up into several separate combats. *See example.*

In the case of multiple flanks and separate combats

- All multiple flank Combats must be completed before any other movement or actions occur
- Attacker chooses order in which they fight

Flying creatures flying above friendly creatures, will provide a flank support for friendly creatures below

Flying creatures above friendly creatures fighting enemies with flying creatures also: flying creatures fight each other first and then creatures below fight each other

Defender is adjacent to Wandering Monster or other uncontrolled Denizen and an attacker moves in to attack. The uncontrolled Denizen will provide flanking support to the attacker.

The Attacker is adjacent to an uncontrolled Denizen and a defender. Denizen provides support to defender.

Attacker or Defender is adjacent to another opponent. Opponent player may choose to participate, or ignore the entire combat. Kill Points are shared.

Multiple creatures move adjacent to an enemy creature to attack and some creatures have already taken an action. The creatures that have taken an action cannot provide support.

Excavation opens a space that suddenly creates a flank combat situation. Be attentive to which creatures may have already conducted an action and who can actually conduct combat.

FLANK-ATTACKING MULTI HEX-SIZED CREATURES

- Multi Hex creatures are considered 1 ultra large sized creature unless noted on card
- Creatures may surround these larger creatures to flank them
- Enemies may participate in this Combat if adjacent
- Each Hit Loss point weakens creatures
- Kill Points are awarded to the killing player, or are shared evenly between all players involved in the killing. If the number of Kill Points do not share evenly, split in half (*Ex. 27 Kill Points for two players = 13.5 per player*)

CASES

If Wandering Monster/s are adjacent to large multiple hex sized creatures, Wandering Monster/s will fight with players attacking.

Flank Combat Against Multi-Hex sized creature

Stalactite and Brimstone Beast surround Hunched Behemoth for Flanked Combat



Flank Combat Against Multi-Hex sized creature

After Stalactite and Brimstone Beast are victorious in Combat, Hunched Behemoth gains 1 Hit Loss token.



14. Ranged Combat

Only creatures with Ranged-combat abilities, items or spells may perform ranged combat.

RANGED COMBAT LAW & PROCEDURE

- Each creature may attack within a specified distance as indicated on its Creature card
- **Line of Sight (LOS)** is needed to perform ranged combat, unless otherwise stated on its Creature card
- To have LOS, a player must be able draw an invisible, uninterrupted line from the center of the attacking hex to the center of the defending hex. Other creatures and undug hexes block LOS. **Items and Spells** do not block LOS
- **Ranged Combat** follows the same rules as regular Combat. Most ranged creatures however require that a specific attribute must be used first if stated on card text
- The attacking creatures may only add the value of the Items, Spells and Abilities belonging to creatures with ranged ability
- Ranged attackers may attack creatures Flying above enemies

If defender does not have ranged ability:

- The defender adds attributes of all defending creatures
- **Defender** may use Items, Spells and Abilities of all defending creatures
- If **Attacker** wins, defender proceeds to **Death**
- If **Defender** wins, the Attacker is not killed. The defender survived the ranged attack

If defender has ranged ability:

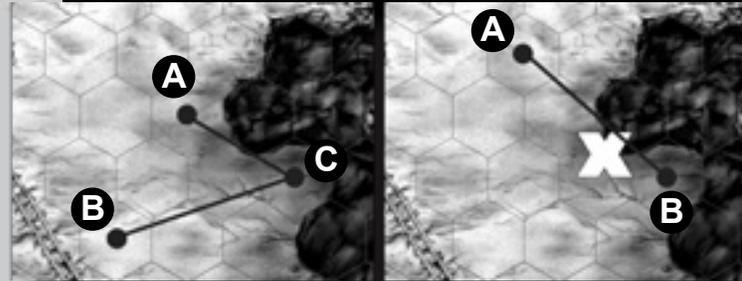
- Defender may use their ranged creatures in order to try kill the attacker
- The Defender must have ranged creatures that require the same attribute be used in the first Fight Round as the attacker. The defender can only use the Combat Attributes, Abilities, Items and Spells of creatures with a ranged ability that can reach the attacker
- If defender wins, attacker proceed to **Death** (p. 37)

RANGED FLANKING

- Only attacking player may flank-range attack

CASES

With range used in flank combat, a ranged attacker can divert the attention of a flanking defender. A defender that would usually aid in adjacent flank defense may have to deal with a range creature from afar if attacker desires to divide combat in this way.



Line of Sight

Left: A and B both have Line of Sight on C.

Right: A does not have Line of Sight on B.



Line of Sight

Both Undying Giants have line of sight on the two Stalactite Skulls. The Undying Giants will make a Flank Ranged attack, beginning with Special (sp) as indicated on card.

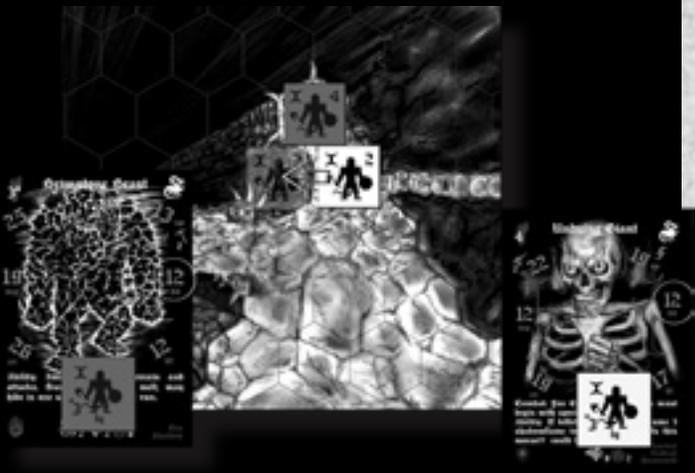




Ram

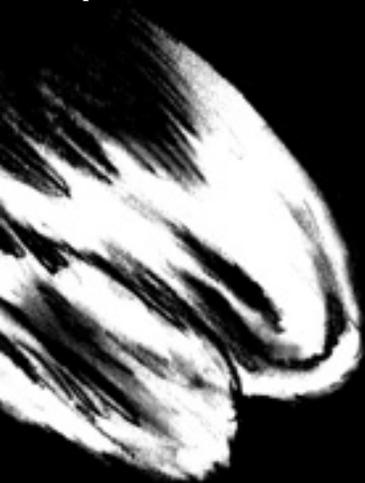
Undying Giant moves to Ram Brimstone Beast. Beast and Giant roll a D12, adding Strength (st) Giant add +3 to strength for moving 3 hexes, in a straight line, before Ramming.

If Beast loses the roll, it will be rammed back into the chasm resulting in immediate **Death** !



Deflect

If Undying Giant loses the roll Brimstone Beast can Deflect the Ram. Both creatures roll a D12 and add their Dodge (dd). If Beast wins roll it may pull Undying Giant one space. The Giant would fall into the Chasm!



IV



15. Ram (Advanced)



Creatures can attempt to Ram enemies; pushing them into a desired direction.

LAWS OF RAMMING

- **Defending** creatures must have a hex space to be pushed into, or ramming cannot be performed
- Ramming and rammed creatures roll a D12 adding the result to their collective Strength attribute, adjusting for any items, spells or abilities used
- The **Attacker** adds a +1 strength for each hex it moved, in a straight line, before ramming. *See Example to left*

If the **Attacker** wins, defender is pushed one space in the opposite direction of the attacker.

If the **Defender** wins, the ram is stopped. The defender may immediately perform a "Deflect" roll (*See below*)

- The Ramming creatures may advance onto the vacated hex, if they have additional movement
- An enemy can be rammed more than once by other creatures
- Ramming is an action. Combat does not occur after the ramming. Enemy must combat any adjacent creatures during Phase 1 of their next turn.

CASES

Creatures cannot flank ram from separate hexes. This would be momentum from different directions.

A creature can be rammed into a stack of friendly creatures. Provided Stacking Rules permit.

Creatures rammed into a hex adjacent to an enemy. Rammed creature must fight if adjacent creatures have not conducted an action.

It is possible to be rammed into items, terrain tiles and carts.

Creature rammed into a pit, chasm or abyss. Creature is killed immediately, unless it can fly or has a special ability. **Kill Points** are awarded to ramming player

DEFLECTING RAM

- ☞ If defender rolls higher on a ram roll it may deflect the attacker forcing it to an adjacent hex
- ☞ To deflect, both attacker and defender roll on their Dodge attribute, adding any Items, Spells or Abilities.

If **Defender** wins, the defender may move the attacker one hex in any adjacent direction. If the attacker is moved into a pit or chasm = **Death**

If **Attacker** wins, **nothing happens.** The attacker remains where it was stopped.



16. Befriend Denizens (Advanced)



A Warlord cannot subdue creatures like a Necromancer. It must rely on befriending or hiring Denizens. Befriending is a tactic relied on to build larger forces by bonding with the Denizens lurking in the cave.

LAWS OF BEFRIENDING

- Any **Denizen** may be befriended unless otherwise stated on a card. This includes **Wandering Monsters**, **Renegade Cults**, **Dwellers**, enemies' friends and even enemy **Warcult** counters themselves
- None of the following can be befriended: **Protectors**, **Hired** creatures, some **Dwellers**, **Necromancers**, or their **Squads**

PROCEDURE FOR BEFRIENDING DENIZENS

1. Befriending creatures must be 2 hexes away from **Denizens** or enemy creatures, in order to talk to them. They cannot be adjacent as that is considered a Combat threat.
2. One creature is selected to talk to one **Denizen**. A modified **D12** roll is performed by the befriending player vs a **D12** roll made by the Denizen.
3. Befriending player adds a +1 modification for any matching Creature card **Species traits** (on lower right of card) between the creature and the Denizen. A -1 modification is made for any Demon traits of both creatures. A Denizen does not make any modifications to its roll.
4. If using **Species Cult** cards, the player also adds or subtracts any modifications based on Species as listed on card.
5. **D12s** are rolled (someone rolls for the Denizen). Modifications are added/subtracted to the befriending player's roll.
6. If the befriending player's result is same or higher than the Denizen's roll, the Denizen joins the player's forces. The player takes the appropriate representational counter (often the Wandering Monster marker) and card, and places them near their cards in the play area. The player may now use the creature as their own.
7. If the result is lower, nothing happens. The Denizen is not impressed.

BEFRIENDED DENIZENS

- Befriended Denizens are not loyal, they can be repeatedly befriended by other players, thus taking the befriended creature away from a player
- **Hiring** is an action for both the hiring counter and creature being hired; no further action or movement can be taken
- A befriended Denizen may be **Hired** to solidify its loyalty - #17
- A player may make up to 3 befriending attempts on a Denizen
- ✳ If the 3rd result is unsuccessful, the Denizen immediately approaches and attacks using its best attribute. If the Denizen is a **Renegade Cult**, the entire cult moves to attack the befriending creature



Befriend Denizen

Two **Blood Puddles** attempt to **Befriend** a **Tendrill**. The Puddles need to be 2 hexes away from **Tendrill** to talk to it as indicated above. Each creature rolls a **D12**, as a separate action against the **Tendrill**.

Blood Puddle is a **Gore** species creature as is the **Tendrill**, giving each Puddle a +1 to the die roll, but **Tendrill** is also a **Demon** species. The **Demon** species trait is -1 for **Befriend**, so the roll is not modified.

If **Blood Puddle** rolls higher it will gain control of the **Tendrill**.



Befriend Section of Species Cult Card



Befriend Renegade Cult

Blood Puddle attempts to Befriend a Renegade Cult. The Cult Commander's species traits are used.

Before D12s are rolled the **Blood Puddle** has a +7 modification to the die roll:

- +1 for matching Gore traits
- +6 for the Blood Puddle's Species Cult:

 - +5 affinity to any Gore Species
 - +1 for any Insectoid Species

Both Puddles may attempt as separate actions



Befriend Enemy Creature

Both **Ratshaman** may attempt to befriend an enemy player's **Slashist** as separate actions. Before D12s are rolled the value of all modifications for the **Ratshaman** are 0:

- +3 *Humanoid* trait match (1), and *Species Cult* affinity (2)
- 3 for *Slashist's Demon* trait (-1), and *Species Cult* affinity (-2)

The **Slashist** player's modifications are +9:

- +2 for *Humanoid* trait match (1), and *Species* affinity (2)
- 1 for its *Demon* trait
- +5 for *Animal* species affinity toward *Ratshaman*
- +3 for the counter's *Loyalty* to its *Warcult*

CASES

Befriending a single creature in a stack of enemy creatures or adjacent to other enemy creatures. A player may have to combat the other enemy creatures the befriended creature was stacked with, or adjacent to, during Phase 1 on the next turn.

RENEGADE CULT ATTACKED!

- If a Renegade Cult is attacked, all non-attacking players immediately roll a befriend roll using the **Renegade Cult** Commander's **Species** traits, and, if using **Species Cult** cards, their own **Species Cult** modifications. Highest roller takes the cult. *The cult has been attacked and is immediately choosing a side to fight with.*

BEFRIENDING ENTIRE RENEGADE CULT

- The procedure is performed as above, except only the **Renegade Cult** Commander can be befriended
- If only 1 Troop from a **Renegade Cult** can be reached tactically from 2 hexes away, it is considered to have the cult leader's **Species** traits
- If befriended, the player takes control of the entire **Renegade Cult**, and places the applicable cards and marker with their cards in the card play area
- **Renegade Cults** do not have a loyalty modifier (ly) and can be befriended easily by other players
- The **Renegade Cult** may be **hired**

BEFRIEND RENEGADE CULT TROOP

- Players can befriend individual troops from a **Renegade Cult**, rather than the entire cult, by using regular befriending procedure on the **Renegade Cult Troop**.

BEFRIENDING OPPONENT CREATURE

- A player may attempt to befriend an opponent's creature by using the regular befriending procedure. D12s are rolled as above, with each player adding/subtracting their own modifications, including their creature's matching **Species** traits and **Species Cult** card modifications
- Each opponent counter has a degree of loyalty (ly) to its cult. This loyalty figure is added to the opponent's D12 modification

WARCULT LOYALTY (ly)

- Troop +3
- Commander +6
- Warlord +9





17. Hire (Advanced)



LAWS OF HIRING

- Hiring is paying for a creature that will fight with unbreakable loyalty during the current game, i.e. a mercenary
- When adjacent to a hireable **Denizen**, a player may pay the cost of the card to hire the creature. The cost is paid to the bank. **Kill Points** can be used
- The representational marker, often a **Wandering Monster** marker, and card are placed in the player's cards in play area
- A befriended creature can be hired to solidify its loyalty. Players may also hire creatures befriended by an opponent's Warcult
- Hiring is an action for both the hiring counter and creature being hired; no further action or movement can be taken
- Hired creatures do not carry over into the next **Campaign** game
- Hired creatures can be moved into positions in a **Warcult** if ranks are open. See **Paths - #32**

CASES

Hiring a single creature in a stack of, or adjacent to, other enemy creatures. A player may have to combat the other enemy creatures it is stacked with, or adjacent to, during Phase 1 of the next turn.

If hiring actions have already occurred combat cannot be conducted by hiring or hired creatures. However, a creature that has not performed its action may still perform combat. In the case above, a single creature could be hired among a stack of creatures, and another creature could move to combat the creatures that were not hired. In this case, the creature that was already hired does not participate in combat.

HIRING RENEGADE CULTS

- A creature interested in hiring, must be 2 hexes away from any **Renegade Cult** counter, in order to ask the cult its price
- A D4 is rolled. The price to hire the cult is the D4 result multiplied by the card cost of the leader (D4 x Leader Cost)
- The price for the cult is firm, and can only be rolled once per player. It cannot be negotiated!
- The price may be different for each player
- If paid, the player takes the Cult representational markers and cards and places them into their cards in play area.
- The Renegade Cult will remain loyal to this player throughout the current game
- A **Renegade Cult** cannot be kept throughout a Campaign unless its creatures are moved into positions of Command within the Warcult through **Rank Adjustment - #35**



Hire

Blood Puddle moves next to **Tendrill** and **Hires** it for the cost of its card. 5 x **Gore** and 2 x **ShadowFlame**. **Tendrill** will join sides with **Blood Puddle** until the end of the game.



Hire Renegade Cult

Blood Puddle asks the **Renegade Cult** their cost to Hire from 2 hexes away. The **Renegade Cults** asks their **Commander**, in this case the **Maggot Mother**. A D4 is rolled. The cost is D4 x the **Commander's Cost** of 3 x **Metal** and 6 x **Gore**.

The result of the roll is 3, making the cost 9 x **Metals**, and 18 x **Gore** to hire the **Renegade Cult**.



MARKET:

Player Name

MARKETS



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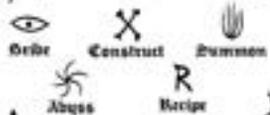
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9

Garrison

Map Victories

Total Cycles



Misc. Info, Hired, Befriended

Day/Month/Year





Warrior and other Pathways

Warrior Path Basic

Advancement may apply each once	Cost	Prerequisite	Ability
WARRIOR 	9KP	None	+3 st, wp, ar <i>(Can be applied to any creature)</i>
COMMANDER 	18KP	Warrior	+3 st, wp, ar, ly Can maintain command of 1 Cult
WARLORD 	27KP	Commander	+3 st, wp, ar, ly One Rally Cry, Command up to 3 Cult branches

Engineer Path

EXCAVATOR 	9KP	1 Item Use	+1 excavator/collapse strength
ENGINEER 	9KP	Excavator	+1 excavator/collapse strength Build/collapse bridges, +1 exc/col strength, armor for Warrior Path <i>Heavy Metal</i>
METALLURGIST 	9KP	Engineer	Clones items. Clones spells (with adjacent Spellcaster or have spellcaster ability), +1 exc/col strength

Necro Path

NEW NECROMANCER 	108KP	Item Use, Pit Ritual (Must be adjacent to Pit and Spellcaster, or have Spellcasting ability)	Draw Necromancer card, use Necromancer ability. Place N Squad Standee where birthed. (If no CE, no card is drawn, creature is Necromancer use anything to represent Standee.) Base Movement Rate becomes 3
RESURRECTION NECROMANCER 	54KP	Bones (gore) of fallen Necromancer, next to a Pit	Use same Necromancer card. Remove bones and place N Squad Standee where re-birthed. Base Movement Rate becomes 3

Warrior Advanced Sub Path

Attribute Increase may apply each 3 times max!	Cost	Warrior	Warrior
BLOODDRUNK	3KP	Warrior	+3 BT
FRENZIED	3KP	Warrior	+3 DD
WEAPONIZER	3KP	Warrior	+3 WP
BRUTIST	3KP	Warrior	+3 ST
HEAVY METAL†	3KP †+1 Metals per size, s&t1/m2/13	Warrior †Must be adjacent to Engineer when advancing	+3 AR
Specialized may apply each 3 max with increasing cost			
SPEEDFREAK	18/27/54	Warrior	+1 Movement Rate
ITEMIZER	18/27/54	Warrior	+1 additional Item Use or gain ability of +1 Item Use
DIE HARD	18/27/54	Warrior	+1 Hit Loss
Exceptional may apply each 3 times max!			
BASTARDIST	9KP	Warrior	Re-roll 1 combat st, wp, or ar
BLOODGEONEER	18KP	Warrior	Roll extra D4 in combat on st, wp, or ar
SLAYERIZER	27KP	Warrior	Roll extra D12 in combat on st, wp, or ar
Changed Subpath may apply each once	+1 metal per size s1/m2/13 for each below 18KP	All adv. below need to be adj. to Metallurgist when made Warrior, Item Use	3 hex ranged attack on wp. +1 wp
RANGIST			
RANGER	27KP	Ranged or Rangist	6 hex ranged attack on wp. +2 wp
SHADOWSNIPER	54KP	Ranger	9 hex ranged attack on wp. +3 wp

Paths are applied to individual creatures. KP (or Resources) cost per Creature to advance. Any "Max" is per creature. Players may use symbol when writing down advancement.



Rally Cry

The Warlord makes a Rally Cry, once during the game. It Rally Cries for **Tendrill** Troops from Cult I. The player rolls a 5 on a D12. The creature called for is of **Medium** size so the player divides his roll by 2 and rounds up.

3 x **Tendrill** creatures enter from the same tunnel where the player began the scenario.

HIRING IN PHASE 1- Adjacent Enemies #5

- If an adjacent enemy is a **Denizen** available for hire, the creature may hire the Denizen as a mercenary, rather than combat or retreat from it
- **Resources** may be passed to the hiring creature if they can be passed without moving
- If adjacent to **Renegade Cult** counters, a D4 roll x cost of Cult Leader's card may occur before attempting to hire. If player is not willing to pay the cost, Combat must take place
- **Hiring** is an action, all creatures involved in hiring (including those being hired) have used their action and movement for the turn



18. Necromancer Squad Subdue

(see also Cave Evil rules)



- Subdue is an action for **Necromancers** and their Squads. It allows for Combat with Denizen creatures to subdue them, forcing them to join the Necromancer's Squads

CASES

Creatures with multiple **Hit Loss** can be subdued by a Squad after one combat loss. Hit Loss stays with creature until a **Rest** action is performed - #26

19. Rally Cry

The Rally Cry is often the only action a Warlord can perform to call in reinforcements. The Warlord is 'calling out into the dark' for a particular Cult Troop type and makes a D12 roll to see how many troops arrive.

LAWS OF RALLY CRY

- Only a **Warlord** can Rally Cry
- The Warlord can only make 1 Rally Cry per game!
- A Rally Cry can only be performed to gather Cult Troops, not Commanders, Warlords or Necromancers
- The Warlord player must announce which **Cult Troop** type he plans to Rally Cry for in advance of making the Rally Cry

continued...

RALLY CRY (continued)

- A Warlord can only Rally Cry for one of the 3 Cult Troop branches
- The Cult must have at least one of these creatures represented on the map. [if not see next point and “Into the Dark”]
- A Warlord can Rally Cry a creature-less Cult using any friendly creature represented on map (including Warlord, Commander or Squad). Creatures called in are the same type of creature but do not possess the same rank. *Ex. A Warlord Tendrill, could call in more Tendrills. The Tendrills are regular Cult Troops and not automatically Warlord Rank*
- Necromancers squads cannot be Rally Cried

THE RALLY CRY PROCEDURE

1. Warlord selects a Cult Troop creature type and rolls a D12
2. The result of the D12 is then divided based on the creature’s size, rounding up, to determine the number of troops which may arrive as reinforcements. 9 counters are a Cults maximum, any Rally Cry over the counter maximum are lost (see Cases):

Large Size: D12 result is divided by 3. A result of 2 or less provides 1 Creature. *Ex. Warlord makes a Rally Cry for Large Undying Giants. He rolls a 7, which, divided by 3 would provide for 3 new Undying Giants.*

Medium Size: D12 result divided by 2. A result of 1 provides 1 creature.

Small and Trinket Size: The D12 result is not divided and instead equals the number of creatures that arrive. 9 is the maximum number of counters that a player has. Any result over nine is lost. *Ex. A Warlord only has 1 Outcaster*

left. The Warlord Rally Cries for more small Outcasters. He rolls 10, but can bring only 8 onto the board, as there are no more than 9 counters

3. IMMEDIATELY PAY FOR MORE : After the roll, if extra troops are desired, the Warlord may immediately pay, from its available Resources (**Kill Points** can also be spent) for more of the same troop type. The Warlord pays the cost of the extra creatures to the bank.

*Ex. A Warlord Rally Cries for Large Undying Giants. He rolls a 7 and receives 3 Undying Giants (7/3 provides 3). The Warlord spends additional resources and **Kill Points** to add 3 more Undying Giants. A total of 6 Undying Giants are brought into the game.*



CASES

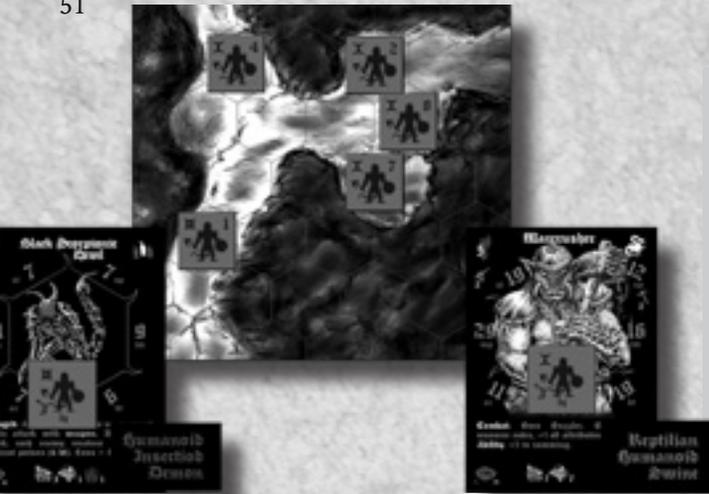
If Cult branches are empty or have the same creature, additional troops rolled and paid for can be placed in the empty Cult branches.

REINFORCEMENT ENTRANCE

- All reinforcements must immediately enter from the same **Tunnel** that the player entered on the current map. If tunnel is blocked, entry must be the same side of the map
- If playing a **Perpetual Campaign** where the Warcult began on the board, reinforcements may come from any one entrance that has not been used by other players
- If playing on multiple maps, the reinforcements must enter on the same map as the Warlord, from the side nearest to the Warlord



IV



Deity Sacrifice

Swine player may expend 9, 27 or 54 **Kill Point** to allow "Swine" creatures to have another turn. The player pays 27 KP. Each **Warcrusher** can take an additional turn. The Player's **Black Scorpionic Devil** is not Swine species so it does not get an extra turn.

ADDITIONAL DEITY SACRIFICES

A player may attempt additional Deity Sacrifices throughout a game, but they are not guaranteed to work. The Deities may think a player is begging, and not worthy of help.

1. To attempt an additional Deity Sacrifice a player must first pay.
2. The Player chooses any of the three costs and pays.
3. The Player must roll a D4 to see if their Deities will help them.
 - The D4 result is adjusted, depending on the number of times a player has called on their Deities
 - If a player rolls a D4 and does not receive help from his Gods, he can no longer conduct a Deity Sacrifice for the current game.

D4 RESULTS

Second Deity Sacrifice: 1-3 = Granted, 4 = No More

Third Deity Sacrifice: 1,2 = Granted, 3,4 = No More

Subsequent Deity Sacrifices: 1=Granted, 2-4 No More

- ♦ If playing games longer than 13 Cycles, the Deity refreshes after every 13 Cycles, allowing a player to conduct their one guaranteed Deity Sacrifice again. Further sacrifices follow the same rules above.

RALLY CRY "INTO THE DARK"

- If a Cult branch is empty, the Warlord can call into the dark for a random creature to help reinforce. A player may abandon or sacrifice a Cult type in hope of finding a better creature.
 1. Warlord player rolls a D4 for deck type: 1 = Bribe, 2 = Construct, 3 = Summon, 4 = Abyss
 2. Player draws 4 cards from deck. Events are redrawn. The player must pick 1 card as the new troop type. If no creatures are drawn, additional cards may be drawn until a single creature appears. Any Events drawn will be conducted in the Event Phase. Discard any Items or Spells drawn
 4. A Rally Cry is made, as above, for the card selected, to determine number of creatures that have arrived. Warlord may pay for more.

PLAYING 13+ CYCLE GAMES

- ✦ 14-26 Cycle games, the Warlord may make 2 Rally Cries
- ✦ 27-39 Cycle games, the Warlord may make 3 Rally Cries



20. Deity Sacrifice (advanced)



Players using **Species Cult** cards may offer sacrifices to their Deity throughout a game.

LAWS OF DEITY SACRIFICE

- The Warcult creature highest in rank, on the map, is considered to be the one conducting the Deity Sacrifice action
- A player can make ONE assured Deity Sacrifice per game, any further Deity Sacrifices are not guaranteed!
- Deity Sacrifice can only occur on a player's turn. This includes during Phase 1 - Adjacent Enemies
- Only one Deity Sacrifice can be conducted per turn, see left for further Deity Sacrifices

FIRST DEITY SACRIFICE PROCEDURE

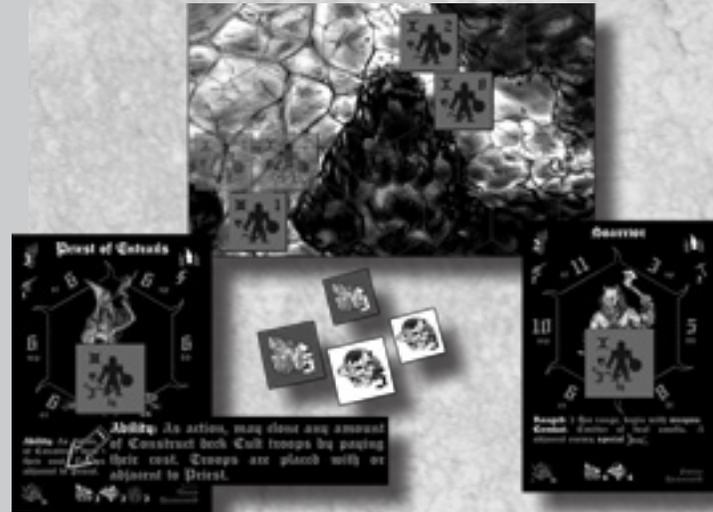
1. A player chooses 1 of 3 payments on the bottom of their **Species Cult** card (9, 27, or 54)
2. The player must pay the total in **Kill Points**, **Resources**, or a mix of both. Resources are paid from any creatures. Kill Points are erased, any resources used go to the bank.
3. Based on the payment chosen, the player conducts the effect on their **Species Cult** card.

21. Build Creatures (only certain creatures can do this)

Some creatures have the ability to create and build new troops.

LAWS OF BUILDING CREATURES

- Creatures that can create other creatures are not Necromancers. These creators do not keep a hand of cards, nor do they control the creature by a Necromancer Squad card
- Creatures that can create, are often only able to clone Cult Troop types already in play. Some creatures may be able to draw cards before making a new creature
- Creating creature pays the cost of the creature/s it is making by using resources or **Kill Points**
- If drawing or using cards to create new Cult Troop types, a branch of a Cult must be completely vacated allowing the newly created creatures to be placed. *Ex. Cult III has no remaining creatures. A creature that can create may be able to make new creatures for Cult III*
- Creators may make as many creatures as they can afford, or is stated on a card. Cult counter quantity is limited to 9
- Cloned creatures must be placed with, or adjacent to, the creature that made them
- Like a Necromancer, during the turn it chooses to make new creatures, either the creature making new troops may move or the new troops may move, but not both!
- All cards drawn by the cloning creature, and not used, must be discarded at the end of the turn



Build Creatures

Priest of Entrails can clone Construct deck Cult troops. It pay for 2 additional Boarrior troops. The counters are placed adjacent to the Priest.



☩ 22. Clone Items and Spells ☩ (fog)

This action requires the use of the **Basic Paths** option (#33). It allows a creature to acquire the knowledge to manufacture weapons for its Warcult. Cloning will require recording progress on paper. It can be too much for some players. Use at your own risk!

LAWS OF CLONING ITEMS & SPELLS

- Owning an Item/Spell card and having the item/spell in play is having the “Recipe”. The Riddle of Steel!
- Only Necromancers and creatures who have become Metallurgists (using Paths) can clone items/spells
- As an action, a Metallurgist or Necromancer can duplicate any item owned by the Warcult
- Metallurgists **MUST** have a spellcasting ability, or be stacked/adjacent to a Spellcaster in order to clone spells
- Creating creature pays the cost of the items/spells it is making by using resources or Kill Points
- All items/spells cloned begin placed with, or adjacent to, the creator
- There are no limits on how many items/spells that can be made and/or stockpiled. Players are limited by physical components such as Wandering Monster markers but may improvise
- Players must take notes on who is carrying an item/spell. Notes can be made by flipping counters to their Illuminated side and writing down the detail on a Campaign Sheet
- Items and spells follow the icon on the card. Directions may be that the item/spell may be used infinitely, discarded after use, or require payment to use. *Refer to Spell Icons in #68*

LOSING & DROPPING A RECIPE

- If a Warcult loses its last item/spell it must discard the card
- If the final item is dropped, mark the placement of the card (recipe) on map with a Wandering Monster marker
- The Warcult no longer has the recipe to make more of the discarded item/spell
- Cloned items/spells are invisible (just written down). When a creature is killed, loses or drops the item, the item/spell is destroyed

MAKING ITEMS FOR OPPONENTS

- Cloned items/spells can be sold to opponent Warcults. This can be a useful way to earn Resources, forge an alliance or earn a favor.
- The opponent **CANNOT** remake items/spells given to him, unless they own the same card!





23. Invoke



(Cave Evil only)

Please see **Cave Evil: Rules of War** for full Invoke rules. Below are a few amendments to those rules:

AMENDMENTS TO INVOKE

- The Blood Eye is only advanced between Cycles! Unlike Cave Evil, Warcults NEVER advances the Blood Eye when constructing creatures.

INVOKING SUMMARY

- As in Cave Evil, a Necromancer may create any creature/item/spell from its hand. Creatures made, can be placed in Squads or as Cult Troops (if rank is vacant), or can be placed as a Commander and/or Warlord if immediately advanced using Paths - #32

NECROMANTIC CLONING

Readers may want to read **Rank Adjustment** (#35) to enrich their understanding of placement options

- Owning a creature/item/spell card and having the creature/item/spell in play is having the “Recipe.”
- Necromancers, as an invoke action, may clone as many in play Warcult creatures/items/spells cards as desired, provided a player has sufficient Resources/Kill Points for payment and open Warcult space
- All creatures/items/spells cloned must be paid for by, and placed with or adjacent to, the Necromancer
- Necromancers and certain creatures can never be cloned (if stated on their card text)

CLONING & MAKING NEW CULT TROOPS

- If a Cult branch is vacant, a Necromancer can clone ANY card in play to fill Cult Troops. *Ex. A cloned Warlord is only a copy of the Warlord creature type, it is not really a new Warlord. The cloned creature may begin as a Cult Troop but can rise to Warlord status using Paths (#32)*
- If a Cult branch is empty, a Necromancer can make new Cult Troops using a card from its hand.

INFINITE CLONING (fog)

- ☞ For the adventurous, allow cloning in Squad card creatures. There is no way to show these additional cards, so it becomes less about visible cards and reliant on note taking. All Squad creatures could be the same. *Ex. Each Squad Card (I-V) could have an Undying Giant, using one card.*



PAYING WITH KILL POINTS

- In Warcults and beyond, payment to make cards can be paid using resources, Kill Points or a combination of the two
- Kill Points represent any type of resource
- Kill Points are not physical, they represent energy gained by vanquishing enemies. Kill Points earned should be written down. When spending, just note what has been spent. Kill Points are not held by any creature in particular; Kill Points are the spirit and morale of the Warcult

24. Abandon

During a game, a player may feel opportunistic, and wish to Abandon weaker creatures in their Warcult, thereby opening up positions in order to place new more powerful ones. This allows a Warlord room to modify its Warcult ranks, and raise others to positions of Command.

LAWS OF ABANDON

- To abandon is to remove creatures, items and/or spells from a Warcult
- Abandon is an action performed by the highest creature in command
- Players may abandon as many creatures as they desire
- Remove Counter Control marker from abandoned cards
- If card is not attached to any other Counter Control marker, place card on the bottom of the deck's discard pile, or see below
- All counters on the board turn into Wandering Monsters IF ABLE and move their Movement Rate away from the player's Warcult. If there are not enough Wandering Monster markers, the counters that cannot be represented are considered to have performed a total retreat. *We simply don't have enough pieces for some of these greater tactical details. Players may use items such as coins if full detail is desired.*
- Abandoned cloned items & spells are destroyed instantly. When the last cloned item/spell is abandoned, place its card on the map
- Resource cost of creatures abandoned are not returned. Creatures have been discharged and become Wandering Monsters or have walked off into the darkness
- Abandoned creatures can be befriended or hired



25. Sacrifice

(Cave Evil only)



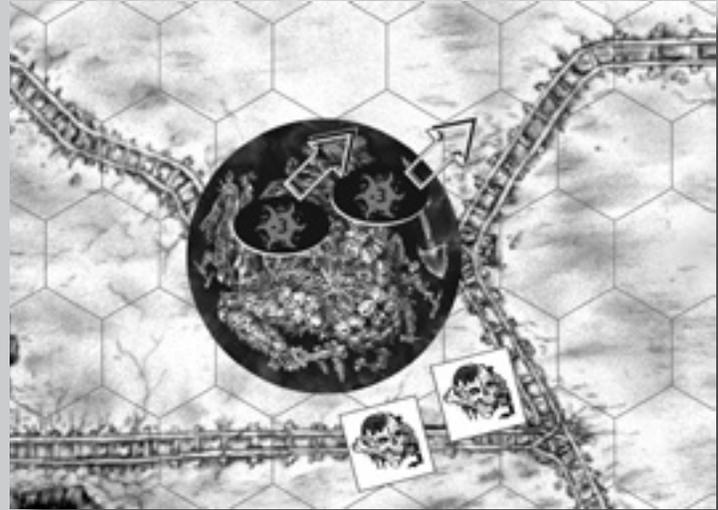
Sacrifice rules are detailed in the Cave Evil Rules of War. If playing with the Necromancer, sacrificing minions is an excellent way to earn back resources in order to build new troops or create other plans. We'll state key points again for easy reference.

continued

Sacrifice Minions (continued)

LAWS OF WARCULT SACRIFICE

- Sacrificing minions refers to the killing of a player's own creatures in order to gain their Resources
- Befriended and hired Denizens cannot be sacrificed
- Only a Necromancer may sacrifice
- A Necromancer may sacrifice as many creatures as it wishes on a turn
- In order for a creature to be sacrificed, it must be adjacent to the Necromancer
- The Necromancer earns all of the resources stated on the bottom of the creature cards sacrificed



26. Rest (advanced)



Creatures that have suffered Hit Loss may rest as an action in order to heal.

LAWS OF REST

- A creature must be injured (have lost hits) in order to rest
- A resting creature can't do anything! It cannot move, pick up or pass resources
- The injured creature must consume 3 Gore to heal each Hit Loss
- The injured creature can heal as many hits as it can pay for
- Gore must be spent from the injured creature's holdings. Resources are returned to the bank

27. Total Warcult Retreat

Intended only for Campaign and Eternal Battles play, a Total Retreat is a declaration that the Warcult is leaving the map. Perhaps loss is assured, and a player would like to keep some of their Warcult alive, or maybe the Warcult has got what it wants and no longer wants to risk their creatures.

LAWS OF TOTAL RETREAT

- A player must declare their retreat
- Retreat is an action of the highest in Command
- Players can end the game or continue a true retreat until the Warcult has fully exited
- After a Declaration of retreat a player must exit the map with each following turn
- There is no re-entry for any creature that has left the map

Rest

If a player were to control the **Hunched Behemoth**, it may Rest to heal its **Hit Loss**. If the Hunched Behemoth does nothing, it may spend 6 x Gore to remove the Hit Loss tokens



V Events

Any Event cards drawn on a player's turn are conducted at the end of the player's turn, during the Event Outcomes phase.

EVENTS DRAWN DURING A TURN

- If an event is drawn during a turn, the player immediately places the card face up and always redraws from the deck until they draw a creature/item/spell or **Excavation** card
- Many Event cards may be drawn before a player draws an appropriate creature/item/spell or Excavation card
- All Event cards drawn remain face up in front of the player, in the order they were drawn
- The player continues their turn as normal and will conduct these events during the Event Outcomes phase

28. Event Outcomes Phase

EVENT OUTCOME PHASE

1. All events must be conducted in the order they were drawn
2. Event text should be read aloud and conducted, if able. If the text refers to details not in play or unavailable, ignore and place event on the bottom of the discard pile of the appropriate deck
3. Any Event cards drawn during the Event Outcomes phase are ignored and placed at the bottom of the discard pile of the appropriate deck
4. Once conducted, Event cards are placed at the bottom of the discard pile of the appropriate deck

EVENTS REQUIRING COUNTING SPACES

- Hex spaces should be counted such that each space counted is one space further from the point of origin. No counting in a loop!

EVENTS AFFECTING WANDERING MONSTERS

- When Wandering Monsters must move, the current player chooses their path based on the direction of the card. *See Cave Evil card text, Throneroom 1,2,3,4 description to the right*
- Only Wandering Monsters are to be moved NOT Dwellers, or Renegade Cults

EVENTS REQUIRING PLACEMENT OF TILES

- Always ignore the text of the Excavation card
- Tiles should be placed next to undug, open-hex space, if able



Cave Evil Event Card Text

If using Cave Evil Event cards the following terms should be adjusted for Warcults use:

Necromancer - Highest in Command on a map.
Highest in Command: Necromancer > Warlord > choice of Commander I, II or III > or any Cult Troop.

Throneroom Pit - Any pit. If no pit, ignore.

The Pit - The pit closest to center of the map. If no pit, ignore.

Throneroom 1,2,3,4 - Pit furthest North(1), East(2), South(3), West(4). If less than 4 pits on the map, combine results. *Ex. 2 pits, one pit = 1,2, other pit = 3,4. If no pit roll direction 1 North, 2 East...*

Lair Entrance - Hex space where a Warcult entered, or if beginning on the map, entrance based on D4 Roll, 1 = North, 2 = East and so on.

VI

End of Cycle

After each player has taken a turn a Cycle has concluded. The following may occur.

29. Oath of Alliance

Forging an alliance with another player can mean the difference between survival or death. It may be smart to discuss this option with opponents if forces seem weakened, if certain players seem too strong, or if some other wise plan that requires allied forces has been conceived.

DUBIOUS ALLIANCE

- A “dubious” ally is an opponent that does not want to make a Blood Pact, but is looking out for the opponent’s best interests.
Ex. “Hey, I won’t fight you right now if you don’t fight me.”
- Players may discuss becoming dubious allies at any time and can discuss anywhere; at the table, away from the table, on the telephone, secret notes, sign language...
- Dubious allies will take their turns as normal, in their regular turn order
- Creatures that are dubious allies cannot move adjacent to one another
- Be wary of dubious alliances, as the loyalty that comes with them can be abandoned at anytime. Backstabbing may be necessary to dominate the **Corroded Corridor**

A BLOOD PACT

- Warcults may discuss uniting through a Blood Pact at anytime
- Warcults may only make a Blood Pact to unite during the End of Cycle phase
- Pact Warcults share the same enemies
- Only one Warcult can take the victory of any map
- Cults that have made a Blood Pact must now take their turns at the same time. Players use the turn order of the Warcult that went first in the regular turn order
- Pacts may move adjacent to one another and can perform flank related activities with one another
- Pacts cannot stack together
- Cults or other Denizens acquired while in a Pact, are owned by the player who performed the action of getting them
- Blood Pacts must be renewed at the beginning of each game of a Campaign. Pacts do not automatically remain united from game to game.
- There is a limit to the amount of Blood Pacts that can be made in a game (refer to chart on the right).





Blood Pact Limits

- 2 Warcults in play: (No Pacts)
- 3 Warcults in play: (2 versus 1)
- 4 Warcults in play: (2 versus 2 or 3 versus 1)

SEVERING ALLIANCE

- Only during the Oath phase may a Warcult announce that it is severing a Blood Pact. Once the announcement has been made, the previous turn order is resumed. If any creatures of this former alliance are adjacent to one another, combat may ensue in Phase 1

NOTE: Since one Warcult can take the victory of any battle, a Pact may be okay with aiding another Warcult with this win. Severing an alliance may occur once it has completed an agreed upon task, or a treacherous player may simply find the perfect moment to backstab an 'ally'.

30. Dweller Movement

Some Dwellers in play may have to move and conduct their actions at this time. More on Dwellers (#46 & #67)

- All Dwellers in play that must move, move at this time in order of their appearance
- Players follow the instructions stated on the Dweller card
- Any player can move Dwellers. If movement is questionable, all players must agree to the movement. Game owner trumps arguments
- If a Dweller could move in more than one direction, determine the direction randomly, perhaps using the D4
- A Dweller will often conduct combat if moved adjacent to Warcult creatures at this time. Any player, other than defender, may roll for the Dweller
- Dwellers will combat Wandering Monsters, Renegade Cults and other Dwellers, if moved adjacent, unless specified on the Dweller card text.

31. Blood Eye Moved Forward

- Move Blood Eye marker forward to new Cycle.
- Cycle hexes may get covered by counters, tiles, or other game elements. Place Blood Eye marker on or near any covered Cycle hexes
- Cycle hexes are not obstacles. Hex represent what is beneath
- A new Cycle is played...
- If game has reached its agreed upon conclusion, the game is over

VII

Into the Warrior Path!

Understanding the Paths allows players to organically raise, modify and strengthen their Warcults. Any players beginning a Campaign or Endless Battles series must at least grasp the Basic Paths (#33). Playing with any further details are up to the game group.

What are Paths? Put simply, Paths allow for the advancements of individual creatures. Basic Paths allow a measly Cult Troop to rise in rank to become a Warrior, Commander, Warlord or even Necromancer. Advanced Paths allow for even further detail to be added to a creature.

In this volume of **Corroded Corridor** we will feature 3 Paths: **Warrior Path**, **Engineer Path** and **Necro Path**.

While the Warrior Path is featured in full, the Engineer and Necro Paths are only featured in their basic form in this issue.

The term Path refers to directions a creature can take with respect to advancing certain qualities or attributes.



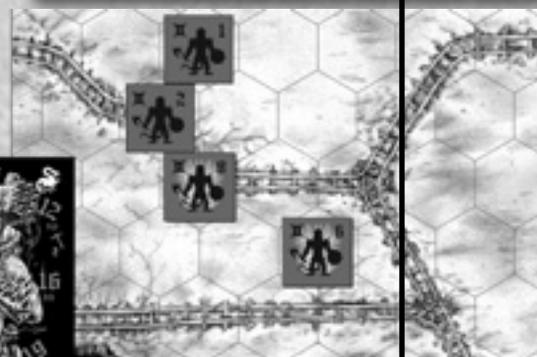
32. Paths (Advanced)



Paths are advancements of individual counters. Each creature is a minion that can be promoted and detailed, or demoted and even abandoned.

LAWS OF PATHS

- To use a Path is to add traits to an individual creature
- **Any Creature** can advance along, and become master of ANY Path, if able. *Ex. A Necromancer, residing at the highest level of the Necro Path, could also explore the Warrior and/or Engineer Paths. It can be both the Necromancer and the Warlord*
- Using Paths allows for promoting and demoting in rank. A player is managing their command structures and creature quality. See Rank Adjustment (#35)
- Paths can only be added to a creature in play if that creature has the prerequisites. *Ex. Some creatures may not have the ability to pursue the Engineer or Necro Path due to not having the proper requirements*
- All Path levels and their costs can be found on the Paths menu
- All Paths can be paid for with Kill Points, resources, or a combination of both
- Payment can come from any creature within a Warcult holding resources. **Kill Points** are simply erased from where they are noted.
- The creature advancing does not need to pay directly. *The payment is a sacrifice from the heart of a Warcult*



Path to Commander

Commander III is empty. This player has Warcruiser #6 already advanced to Commander by using the Warrior Path



- When advancing a creature, a note should be made on a piece of paper, preferably a Campaign Sheet. The counter type and number, if shown, are noted along with the advancement
 - The counter may be flipped to its Illuminated side as a reminder that a note has been recorded regarding the particular creature
 - Using Paths is not an action! It is recommended that players work paths in between other player turns, to save time, and apply their changes during their turn
 - Befriended or Hired denizens CANNOT advance along the Paths. Hired creatures can only advance along the Paths if they become a part of the Warcult. See Rank Adjustment (#35)
- ⌘ Necromancers and their Squads can use paths. Perhaps record their details on the back of the Campaign Sheet

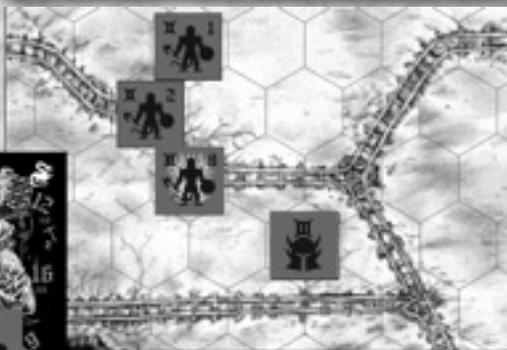
33. Basic Paths

- Basic Paths allows individual creatures to rise in rank and/or build basic skills
- Refer to the Warrior and Other Path menu near centerfold
- Path levels can be bypassed as long as each prerequisite is paid for
- Numerous creatures may be advanced to Commander, Warlord or Necromancer, but there can only be 3 Commanders, 1 Warlord, and 1 Necromancer in play at any time. Redundant creatures at these levels are ready to immediately replace fallen Command
- While creatures that have risen to Commander, Warlord or Necromancer ranks cannot use the special actions of these advancements until they become the actual rank, they do keep their attribute increases. *Ex. Commander +6 increase in st, wp, ar and ly*

34. Advanced Paths

Advanced Paths may push the game to a **cerebral hemorrhage level**. It may not be a style of play for some, but for others it will be the only way to play!

- Only the **Advanced Warrior sub-path** is featured in Warcults
- The Warrior Path provides detailed characteristics of creatures advancing in the Way of the Warrior
- Any creature can begin to advance along the Warrior Path, including Necromancers and their Squad creatures
- Certain levels of the Warrior Path require prerequisites be met before advancing further
- Notes are recorded, as above



Path to Commander II

The player erases troop #6 for Cult II, and moves it to **Commander III**. He replaces the counter on the map, and the **Commander III** **Commander Control Marker** is placed on the card.

35. Rank Adjustment

If a player begins a Campaign or regular game with a creature that does not meet their needs, they will need to know how to bring better creatures into their Warcult, and elevate their most useful creatures in their best ranks. This section will discuss how advancing and troop arrangement is done to create a superior force.

LAWS OF RANK ADJUSTMENT

- The Ranks: Warlord, Commander I-III, Cults I-III, and also include Necromancer and its Squads if using Cave Evil
- Each of these ranks can only be represented by a single creature type. *Ex. Cult I can only be 1 creature type, the 9 counters cannot be a mixture of creatures*
- Often any creature can be brought into a **Warcult**, even the **Dwellers** that can be befriended or hired
- Any creature in a **Warcult** can be promoted or demoted in rank as long as the rank that is entered is empty and able to be filled
- Commander level ranks can switch amongst themselves. *Ex. Commander I could switch to Commander III if needed*
- A Rank can be adjusted once a turn

PROMOTING & DEMOTING

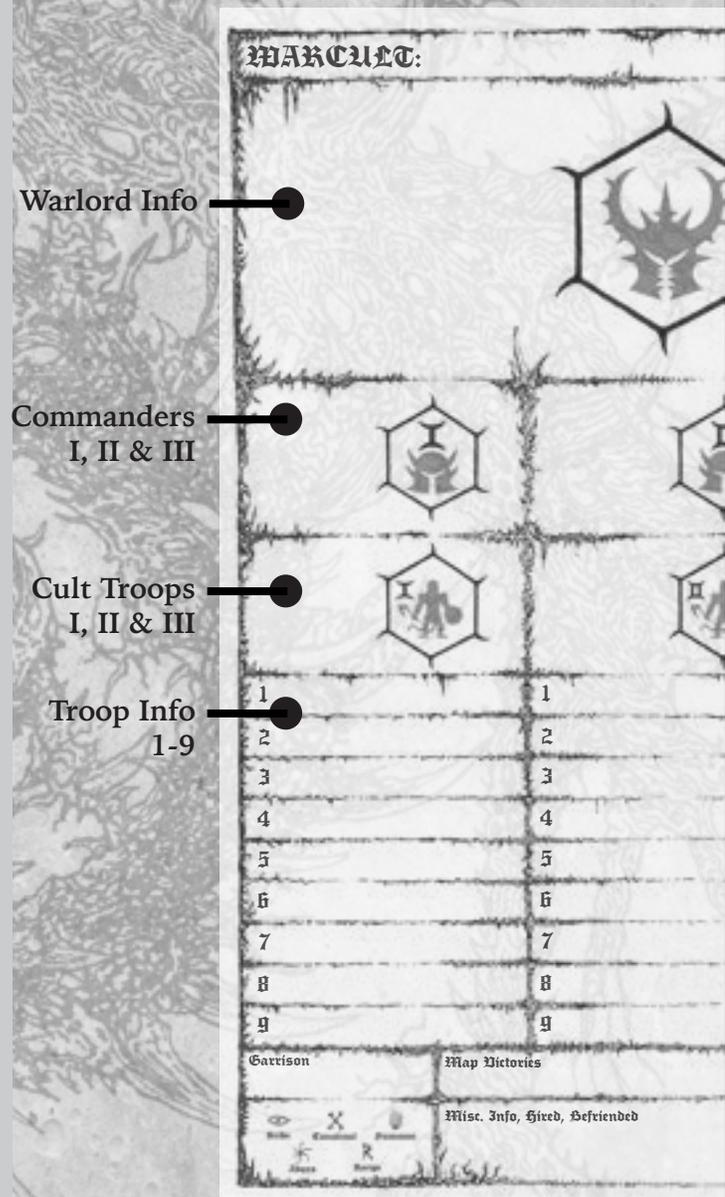
- The position a creature is being promoted/demoted to must be vacant. **Creatures** can be promoted/demoted to create vacancies
- If a creature is entering a **Cult Troop** rank, it must either match the other creatures' type in the Cult rank, enter a vacated Cult rank, or the player would need vacate an entire Cult branch in order to make a new Cult Troop type

⚔ Creatures can be moved from **Necromancer Squads** into Cult ranks, and from Cult ranks into Necromancer Squads

- Vacancies in Cult ranks can be made if ranked creature is killed, promoted, demoted, placed in a Squad, abandoned or sacrificed
- A demoted **Warlord** or **Commander** creature does not lose its ability to command again at a later time
- The appropriate counters are replaced on the map, and correct counter marker is placed on the Card being adjusted.
- A creature entering a **Commander** or **Warlord Rank** must have the required **Path** level
- A creature does not need a required level to be ranked as a Cult Troop, or to be placed in one of the Necromancer's Squads
- If a creature is demoted/abandoned out of the Warcult altogether, place card on bottom of the appropriate deck's discard pile

⚔ A Necromancer can never be Demoted from Necromancer!

Note: A Necromancer can (and should!) use the Sacrifice action to absorb all of the resources of creatures removed to make vacancies





DENIZENS ENTERING WARCULT RANKS

- A befriended creature needs to be hired (Payment of its cost)
- If already hired, the creature may enter into the Warcult as long as there is a vacancy in rank, Squads or a matching Cult Troop creature type.
- If hiring to fill a rank such as Commander or Warlord, all Paths need to be paid for and applied to the hired creature prior to filling rank
- The appropriate counters are replaced on the map, and Counter Control marker is placed on the incoming card
- Only Dwellers that can be befriended or hired can be brought into a Warcult
- Individual Dwellers can't be cloned. Dwellers can never be multiples for a Cult Troop branch. Dwellers can only be 1 Cult troop if placed in Cult rank

NECROMANCER AND RANKS

- The Necromancer itself can take the ranks of Commander or Warlord using the same methods. The Necromancer maintains its necromancy, but is also a Warlord

Advancement may apply each once	Cost	Prerequisite
WARRIOR 	9KP	None
COMMANDER 	18KP	Warrior
WARLORD 	27KP	Commander

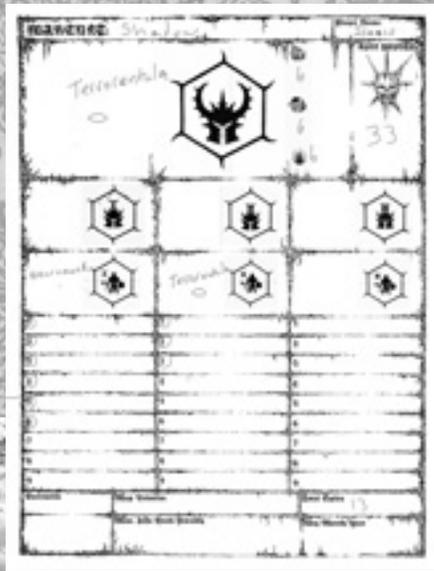
Paths

A creature can become a **Warrior** for 9 Kill Points. Being a Warrior, creature can become a **Commander** at a later point for 18 Kill Points, or immediately become **Commander** by paying 27 KP (9+18).

Necromancer Adjusting Ranks



Necromancer begins with only Necromonk and one Terrorantula



Necromancer clones 6 Necromonks into play, and places them as Cult I. With no Command, the Necromonks are in Disarray. Necromancer pays 54 Kill Points to immediately make the Terrorantula a Warlord. Being a Warlord, the Terrorantula can Rally Cry. It Rally Cries its own type, 3 new Terrorantula enter the map as Cult II. Having a Warlord in play allows all Troops to conduct actions. Cults are not in disarray with a Warlord on the map.





VIII

Campaign Of War

Campaigns allow players to chronicle their Warcults through multiple battles into storied armies of brutality.

LAWS OF CAMPAIGN

- The Campaign Sequence of Play has an action and process sequence that should be followed.
- A Campaign should be played with 2-4 players. Players may split up Cults with friends using 4+ Player option (#55)
- A Campaign may take 4 to 5 sessions to complete
- Campaigns must begin with a Warlord or Necromancer *if playing with Cave Evil*
- Campaigns beginning with a Warlord begin with either a draft or pre-selected hand to construct initial Warcults
- Campaigns that begin with a Necromancer begin **ONLY** with a Necromancer using Necromancer Setup (#82) The Warlord and Warcult are built throughout the campaign, using at least the Basic Path option

CAMPAIGN MAP ORDER

- A Campaign involves playing 9-13 Cycles on each map **ONCE**. If owning Cave Evil, this allows one additional map, **The Pit**
- If beginning with Warlord, the first 3 sessions are a random selection between the Mines of Metal, Chasm Bridge, or Caverns of Shadow
- If beginning with the Necromancer, The Pit must be the first map. Players must play so there will be 9-13 Cycles before the awakening of the Endgame. Cycles are not advanced for creatures invoked!
- The final map of a Campaign must be the Molten Corrupted Plain
- If Necromancers, Warlords, or any Commanders remain after the Corrupted Plane map, all leaders are transported to the DISK OF DEATH!!! for a final battle of the leaders

CAMPAIGN VICTORY

- The Campaign Victor is the last leader standing (Warlord, Commander, or Necromancer) after the Corrupted Plane or, if leaders remain, after the DISK OF DEATH!!!
- Only **ONE** Warcult can ever be the Victor of a map

CAMPAIGN TIPS

- If a friend cannot make a session, they skip the opportunity to gain the benefits, resources or Kill Points of the current session, but can rejoin in a future session
- Another player could play for an absent friend if absent friend allows their Warcult to be played
- Remember, slaughtered leaders can be reconstructed with Basic Paths. A player is not necessarily “out” if a strong leader is killed
- A weakened player can always make a Blood Pact with another player. This provides some protection and time to rebuild
- Expect longer sessions with each new game, as players’ Warcults grow in might
- Remember the goal of this Campaign is to be the last leader standing on the final map or DISK OF DEATH!!! Invest in strengthening these leaders for the final battles

ADDING NEW PLAYER

If a new player joins a Campaign following the first session, the new player must form a Warcult as though it were their first game. The new player should use either the Basic (#80)/ Advanced Draft (#81), or use pre-selected hands if available and desired. The new player begins with 10 of each resource

37. Campaign Map Rewards

Each map may provide a reward. A Garrison needs to be placed to continue to receive the reward throughout the Campaign. Map rewards:

MINES OF METAL: Victor earns 25 Metals, and per Interim as long as victorious player Garrisons map

CAVERNS OF SHADOW: Victor earns 25 Shadow, and per Interim as long as victorious player Garrisons map

CHASM BRIDGE: Victor earns 1 additional Rally Cry per game AND per Interim, and as long as victorious player Garrisons map

MOLTEN FROZEN CORRUPTED PLAIN: Victor earns 1 additional Hit Loss to any creature in their Warcult. Map cannot be Garrisoned

Some Dwellers may provide a reward that Warcults can continue to use. This reward is often an item that can change hands if stolen.

CAVE EVIL EndGames provide a reward.

Last standing with Emperor of Eternal Evil: Continue to use Emperor of Eternal Evil (66) standee in games until killed

Defeating EEE: 66 Kill Points

Last one standing with Darkest Evil Bitch: Marriage. Keep in Necromancer Squad. She only moves with Necromancer. She is a Medium. Cannot be Sacrificed or abandoned

Defeating Darkest Evil Bitch: 27 Kill Points

Pit of Infinite Shadow: Necromancer gains ability to teleport from one pit to any other pit on a map for the cost of one movement point

Destroying Darkest Statue of Death: 48 Kill Points

Eyes of the Darkest Statue of Death: Treat eyes as item. The eyes continue their laser shine. For a cost of 18 Kill Points (not resources), eyes can shine at an 8-hex range, using Line of Sight to attack with Weapon. Each attribute has a value of 48

Killing Evil Black Olde Goat: Necromancer wears the skin of the Goat (make trinket item note). Allows immediate excavation. Movement may occur immediately following excavation for any creatures stacked with Necromancer

38. Campaign Interim

The Interim is a phase in between games. It allows a player to reconstruct and rearrange their Warcult before beginning a new game.

INTERIM TIPS

- Players should plan 15-45 minutes to conduct an interim
- Players can conduct an interim at home, if group allows

INTERIM TIPS (continued)

- If conducting an interim before a game, we recommend a short break before the battle. The interim can require deep thought, a break can be welcome
- Follow the interim phases in the Sequence of Play

39. Garrison

- Garrisons are counters or Necromancer Squads left behind to protect a map's rewards
- In the interim, a Garrison allows a Victor of a previous map to continue gaining its reward

DEDICATE GARRISON

- A Victor chooses any number of creatures currently in their Warcult and leaves them to Garrison
- ✶ If choosing Necromantic Squads, an entire Squad Card must be left to the Garrison
- Place chosen Garrison counters and/or squads in the box. They cannot be used in the current battle
- The creatures chosen do not affect the creatures in the current or future games. If creatures in future games become extinct, abandoned, or change due to Rank Adjustment the creatures at the Garrison maintain their identity

WITHDRAW GARRISON

- In future interims, players can withdraw creatures from a previous garrison to regain their counters or Squads
- Creatures returning to Cult Troops must match creature cards of creatures in a Cult branch. If returning creature does not match current Cult Troops, it can be placed using Rank Adjustment, placed in a Squad, or it can be abandoned or sacrificed

40. D4 Garrison Survival Roll

- During an interim, Victors of previous maps must roll to see if their Garrisons have been attacked
- Each Garrison must roll a D4 Result: 1 - 2 Garrison maintains, 3 - 4 there has been an attack, roll D4 again. The result = amount of Garrison killed.
- Counters and/or Squad standees killed return and are available for player to use
- If Garrison is totally wiped out, the Victor can no longer earn rewards from the map

41. Interim Actions

These actions can be conducted during an interim. Some actions can occur as many times and in any order, as a player desires.

ONE RALLY CRY (#19)

- Functions same as action used in a game, except creatures do not enter a map; rallied creatures are immediately added to Warcult. Warlord may purchase more of the creature rallied
- Warlord can Rally Cry empty Cults using the small hand of cards dealt at the beginning of the SOP

NECROMANCER SACRIFICE (#25)

- Same as Sacrifice action. As no map is used, a Necromancer sacrifices without creatures being adjacent to it

CLONE & BUILD CREATURES, ITEMS, SPELLS (#21)

- If player has a Necromancer, Metallurgist or creatures that can create creatures/items/spells, they may clone cards in play or create new ones with the small hand of cards. *Note: If no builder or Necromancer, the Warcult can only gain new Creatures through the one Rally Cry*

USE PATHS AND RANK ADJUSTMENT (#32-#35)

- Players may use at least **Basic Paths**

RE-ASSIGN WARCULT

- Creatures, including Dwellers, Renegade Cults, befriended or hired Wandering Monsters from the previous game, can be assigned to ranks in the Warcult using Paths and Rank Adjustment above
- Any befriended or hired creatures not assigned to a Warcult rank or Squad are discarded

42. Disk of Death!!!

The DISK OF DEATH!!! is a final battle among Command that will determine an ultimate Campaign Victor. It may also be used in **Eternal Battles**, if players agree to the challenge.

LAWS OF THE DISK OF DEATH!!!

- No interim occurs between Corrupted Plain and DISK OF DEATH!!! Players immediately set up the DISK!!! for battle
- Player's may use Paths for only 5 minutes before DISK!!!
- Use arrangement of tiles as shown on the DISK!!! sheet
- Each surviving Command, Necromancers (with their full N-Squad only), Warlords, and Commanders are placed on the DISK!!!
- Placement must be at least 2 spaces away from another opponent
- Command has been transported to the center of an Abyssal Maelstrom as a spectacle for the Gods
- Randomly determine a first player
- No Flying. If attempted, the creature is swept into Abyssal Maelstrom and devoured
- No Invoking or Building of creatures. Just total battle!
- After each Cycle, a tile is taken away from the DISK!!! A random player decides which tile to remove. The tile removed must be vacant and cannot create more than one island. All creatures need to remain on the same island. If unable to remove due to one or both instances, ignore removal.
- Rammed from DISK!!! results in death! No creature may fly or climb! The Abyssal Maelstrom devours all!
- Battle ensues until a final Warcult leader stands alone!
- If making a challenge of the DISK!!! in **Eternal Battles**, players should know the consequences will extinguish the losing Warcult. Losing Warcults are lost forever!



IX

Eternal Battles

Eternal Battles allows players to build their Warcults anytime and anywhere. It is similar to a Campaign in format, but can be as endless as The Cave. Eternal Battles is less rigid in its approach than a Campaign.

Warcults are wandering tribes fighting one battle of survival after another, with the goal of amassing unimaginable power. Maps are not owned by victory. Instead they are battlefields endlessly revisited for their rewards.

LAWS OF ETERNAL BATTLES

- The Eternal Battles Sequence of Play (pg. 21-23) outlines each action and process that should be followed
- Warcults are recorded using the Campaign Sheet
- Eternal Battles is concerned with the Cycle growth of a Warcult
- The number of Cycles played is always recorded
- A single game can be played with any number of Cycles. The number of Cycles should be determined before play. What is important is that the Cycles played are recorded
- Eternal Battles allows for the growth of multiple Warcults. While only one Warcult is played at a time by a player, that player could have several Warcult Campaign Sheets that they are building with different sessions
- A player must use the Campaign Sheet of the Warcult they wish to play during a given session
- A player can always begin a new Warcult or use a Warcult they have been building
- All developments occurring during a session are recorded on the Campaign Sheet

TYPES OF ETERNAL BATTLE WARCULTS

There are two types of Warcults in Eternal Battles:

1. A Warcult that only uses the Warcults game
 2. A Warcult that can create a **Necromancer** because players are using Cave Evil
- It is recommended that Warcults players only compete against other Warcults players

CHALLENGING OTHERS TO AN ETERNAL BATTLE

- If beginning an **Eternal Battle**, use either the regular Warlord or Necromancer setup
- For the Veteran Warcult (one that is not just beginning), it is recommended that the Eternal Battle be fought against opponent Warcults within 5-10 Cycles of each other. The closer the better!

CHALLENGING OTHERS (continued)

- Players set up their Veteran Warcult according to the details recorded on their Campaign Sheet
- Any cards that are used by the same players, are placed near those players so each player may look at the same card, if needed. Note: Since players may grow a Warcult in different sessions, both players may own the same card. *Ex. All players may own Boarriors*
- Any players sharing the same Species Cult card follow the same Deity and have same advantages but still remain opponents. They can use the same advantages of the Species card
- Any item-based rewards, earned in previous games (such as a Fungal Heart), but shared by opponents meeting for a game are used by all owners of the rewards. They fought similar challenges and earned the right to the reward

CASES

Any creatures/items/spells owned from previous games but without owning the card (recipe) *Ex. Creature owned by using spells or abilities in previous game. Card is referred to, but cannot be duplicated. Players may use Wandering Markers as a Reminder that it is not truly owned.*

SELECTING A MAP

- Any map available can be randomly chosen or agreed upon by the players
- Cave Evil's **The Pit**. *Note: all Warcults begin placed in their Lair and may fill the outer hall pieces due to Warcult size*
- Multiple maps can be played on at the same time, if player's agree. Multiple Maps (#54)

ETERNAL BATTLE REWARDS

- Each map holds a reward
- A map reward is only unlocked if players play a game that is 9 to 13 Cycles in length. *Ex. A map reward is not earned if players battle for only 3 Cycles*
- A map reward is always gained following a game. *Ex. Players could randomly play the Chasm Bridge Map every session, each 9-13 Cycle session the Chasm Bridge Map would yield its reward*
- Map rewards cannot be Garrisoned! Unlike Campaigns, **Eternal Battle** rewards are never maintained

If playing a map for 9-13 cycles the rewards are as follows:

METAL MINES MAP: Victor is Warcult standing on Main mine at games end. Victor earns 25 Metals for main mine and 5 Metals per minor mine

CAVERNS OF SHADOW MAP: Victor is Warcult standing next to the most Pits. Victor earns 10 ShadowFlame per pit

CHASM MAP: Victor earns 1 additional Rally Cry ONLY for the next game and interim

MOLTEN FROZEN CORRUPTED PLAIN: Victor earns 1 additional Hit Loss to any creature in their Warcult

- Some Dwellers may provide a reward that a Warcult can continue to use. This reward may be earned without playing a full 9-13 Cycle game

- Each Cave Evil Endgame provides the same reward as the Campaign. If multiple opponents own these rewards due to previous battles played with other opponents, play with the same rewards. We recommend using something to duplicate the standees, counters or rewards earned.

44. *Eternal Battles Interim*

Due to the probability that players may not be playing the same players each session, it is recommended to perform an interim at home. If a player does not own a copy of the game, yet is building various Warcults, do an interim following a game, or before a new game is played.

Follow the interim phases in the Eternal Battles Sequence of Play. The following changes are as follows:

1. There is no concern for Garrisons. Players do not own or protect previously won territory in Eternal Battles.
2. The Victor gains rewards from the map only if 9 or more Cycles were played in the previous game.

Same as Campaign of War:

- Creatures, including Dwellers, Renegade Cults, befriended or hired Wandering Monsters from the previous game, can be assigned to ranks in the Warcult using Paths and Rank Adjustment above
- Any befriended or hired creatures not assigned to a Warcult rank are discarded



Options & Corridor Portals

Through options, there are ways players can approach this game that even we haven't fully been able to explore. Some options have only seen the darkness of the Cave a handful of times. Yet playing with other options, like the Species Cult factions, are highly recommended.

45. Events vs No Events

Events are the weather of the Cave. They can also be a result of meddling with the dark arts or just making noise. Events will bring a chaotic element to play that may complicate the tactics of a war. They are also a way to unlock the most powerful gates of the Abyss, but players frustrated by them can simply play without them.

PLAYING WITHOUT EVENTS

Remove every **Event** card from the decks before a game or ignore every event as it is drawn

46. Dwellers vs No Dwellers

Dwellers are creatures or phenomena that "dwell" in areas of the Cave. Dwellers are the complement to Cave Evil's Endgames. When a battle occurs Dwellers may be lurking nearby. Curious as to what is happening, a Dweller may arrive, or may already be on a battlefield. Since long before the Warcults arrived, Dwellers have been wandering these territories.

Players can play without them if they prefer a game where their tactics will not be compromised by Dwellers.

PLAYING WITHOUT DWELLERS

Simply never use **Dwellers**. If events require a Dweller card to be drawn, ignore event

PLAYING WITH DWELLERS

- Each **Dweller** card lists the specific information regarding the Dweller
- Dwellers are often moved during the Dweller Movement Phase
- Large Dwellers can be a great way to earn many Kill Points
- Some Dwellers will offer an Endgame goal
- Dweller Card info - #67

47. Species Cults

Playing with **Species Cults** unlocks greater depth to the Befriend action, allows for the **Deity Sacrifice** action, and provides a special ability to all creatures with the same species trait within a **Warcult**.



LAWS OF SPECIES CULT

- The **Species Cult** is the sacred origin of a player's Warcult. A Warcult fights for, is bound by, and has an eternal allegiance with this species and its deities
- Each creature's species type is featured on the lower right side of its Creature card
- Any creature in a Warcult that shares the same species type as the Species Cult can use the cards' special species ability. *Ex. A Humanoid creature in a Warcult with Humanoid Species automatically receives the 2 Item Use trait*
- Warcult creatures do not need to have the Species characteristic of its Species card
- It is advantageous to have the Species characteristics as the Special Power and most Deity Sacrifice actions relate to having that specific Species trait in order to use it.
- Species Cult cards used for befriending can be found in the Befriending action (#16)
- Deity Sacrifice action (#20)

48. Sub Species

- Players randomly draw 1 to 2 additional **Species Cult** cards. The additional cards are Subspecies
- All Subspecies befriending modifications equal half of the printed number, rounded up
- The Subspecies Deity Sacrifice action can be used by Creatures matching the Subspecies may use their special ability



50. Fog of War

We enjoy this, but it is very tough on new players. It may be more interesting to players more familiar with the cards.

- Players play with cards face down
- Players in **Line of Sight** of each other, show each other the cards that can be seen
- Players can take this as far as they like, such as return the card to a face down position as soon as a player loses line of sight. *Note: It is a far from perfect, as counter types are obviously seen, but not seeing the actual creature can create a tension. Footsteps warn of an unseen enemy lurking in the darkness, but further knowledge must be gathered firsthand.*

51. Play Until Retreat or Extinction

Players can go beyond 13 Cycles and conduct battles until an ultimate retreat must occur. A game is played until there is an absolute, undeniable Victor on the battlefield or until only one **Warcult** remains. This could become a long game and may take multiple sessions.

52. Full Hit Loss

The ramifications of this modification will be obvious, and it is not necessarily recommended because of the broad tactical changes to the game, but may be an interesting option for some groups. It creates a different combat situation in which every creature can be injured or perhaps killed by a single fight round of combat. Cutting through enemies can be slower. We can see revisiting this on our own in the years to come.

- Each of the 3 Rounds of combat can produce a Hit/Injury. Different sized creatures can sustain a different number of hits:
 - Large = 3 hits**
 - Medium = 2 hits**
 - Small and Trinket = 1 hit**
- Large/multihex-sized creatures can sustain more hits than in the regular game. A 3 Large would have 9 hits.
- If a creature loses a single round of combat, it takes a hit. A -3 token is placed on the creature. *Two Examples:*
 - One small combats 1 small. In the 3 Fight Rounds both smalls lose 1 round. Both smalls, having 1 Hit Loss each, die.
 - One medium combats 1 large. The medium wins 1 round and the large wins 2 rounds. The medium suffers 2 Hit Loss and dies, and the large suffers 1 Hit Loss and a -3 token is added
- Death occurs after entire combat is completed. *Ex. A Small, losing a single fight round, would finish the entire Combat before being removed.*
- **Kill Points** are collected only in death
- The Rest (#26) action can heal **Hit Loss** wounds

53. Perpetual Campaign

An interesting choice for players that like to play together regularly. Campaigns can adapt to a sort of Endless Battles model, in which any map can be chosen.

- There is no DISK OF DEATH!!!, unless players want an instant finality
- Before a session, players can select to battle on any map available
- Maps can remain Garrisoned and can be revisited
- If revisiting a map with a Garrison, the player who is Garrisoned on the map sets their entire Warcult up on the map, during set up, rather than entering from off the board

VICTOR KING: The ongoing King of the Cave is the player who maintains the most territory (Garrisons the most maps).

- The Campaign is perpetual, so the King can be dethroned with a new King usurping the old

54. Two and Three Map games

Playing with a single map will be the most common game. A single map game can often be finished in an evening and is easiest to manage. Playing with multiple maps can take longer, but can produce exciting tactics and stories. It is a way to play, but is not necessarily THE way to play. Multiple map 'Campaigns' are best played to completion. Multiple map games can also be played in an evening as a good introduction to new players.

WAYS TO PLAY 2 AND 3 MAPS

- For players wanting a Campaign game with every arch, play 26 Cycles for 2 maps and 39 Cycles for 3 maps
- Randomly determine maps to be played on
- Place each map side by side
- Place maps so they are all facing the same North direction. Cycle tracks will be lined up
- When placing Maps, use one tunnel piece to line up the hex grid, to assure each map has one hex of table space between another
- It is okay if maps do not line up terrain-wise. It is more important that they line up hex-wise
- Once the Cycles of one map are completed, move the Blood Eye to the next map
- Table is considered undug hex. Players must excavate through table to enter other maps. The tunnel piece used to place the maps should have lined up the maps so the hex grid patterns match for tile placement.

Ways to Play 2 and 3 Maps (continued)

- Events are conducted on the map where the event occurred
- Map victory and rewards are awarded for EACH map every 13 Cycles. Victory for each map is collected and another 13 Cycles are played, until all Cycles are complete

TOTAL VICTORY: The player who owns the most maps at the game's end is King of the Cave. If tied, the player with the most Kill Points sits on the throne. Games can be won earlier by becoming the last Warcult standing, or a Victor becomes obvious and can be unanimously declared.

A 26 and 39 cycle game will often require that the game remain set up in an environment where it can be protected until players return to finish the game

55. More than 4 Players (5 to 12 to 16 and beyond)

Warcults can be played with more than 4 players. Running a full Warcult requires managing 31 different creatures which can be daunting for some. With a Necromancer in play, even more options are available which can be overwhelming. Having more than one player per Warcult allows teamwork and provides a lighter introduction to the game.

4+ PLAYER RECOMMENDATIONS

- Playing on 2 to 3 maps is recommended as more space is open to accommodate more players
- With more than one map in play, there is more room for a player to travel about on their own

WARCULTS 4+ PLAYER BREAKDOWN

- A Warcult is 1 Warlord and 3 Cult branches (Commander I with Cult I and so on)
- A Warcult can be broken up into 2 or 3 players. Each player runs a Commander and Cult branch. One of these players must take the Warlord
- With 2 players per Warcult, one player could command 2 Cult branches, and the other player could command the Warlord and 1 Cult. With 3 players, each player could command a single branch (Commander and its 9 troops)



- Players as Commanders may choose to use a mix of creatures from each Cult so they have more dimension to their game, with each Cult commanding a maximum of 9 creatures. Players should be mindful as to what counters are theirs. *Ex. Commander I can command up to 9 troops. To create more options, the player uses 3 Cult I Terrorantulas, 2 Cult II Undying Giants, and 4 Cult III Gorebortions*
- Players do not have to play as the above point, they can run one Cult Troop creature type if players prefer
- All players of the same color take their turn at the same time

PLAYING 4+ WITH NECROMANCER

- **8 Players.** One player runs the Warcult and the other a Necromancer (2v2v2v2). This can be a solid 8 player game and can also be divided into 2v2, 2v2v2
- **16 Players.** Even more players could be added. One player runs a Necromancer and up to three players could run the Warcult if playing with above rules. With each color in play, this can be a 16 player game

56. Cave Evil Partytime (6 to ∞ beyond)

When a Cave Evil game group occurs, below is a suggestion on how EVERY player in the game group can play the same game at the same time.

- This option imagines multiple owners of Warcults and enough players to set up at least a second game
- This option can use many tables. Aim to set up 1 to 3 maps per table using the same placement formula above, all maps should face the same North direction
- The same maps can be used for each table (Mine, Bridge...)
- Players can construct gigantic environments. See a theoretical game set up below
- One game's set of cards are used for each table
- Each player chooses a table to sit at. 4 players could set up per table. 4+ players could set up per table using the 4+ player recommendations
- Each player takes a Warcult. Due to the multiple copies of the game, there will be matching Warcult colors
- Each game provides components for 4 colors. These colors are teams, so there is a Red Warcult, Purple Warcult and so on

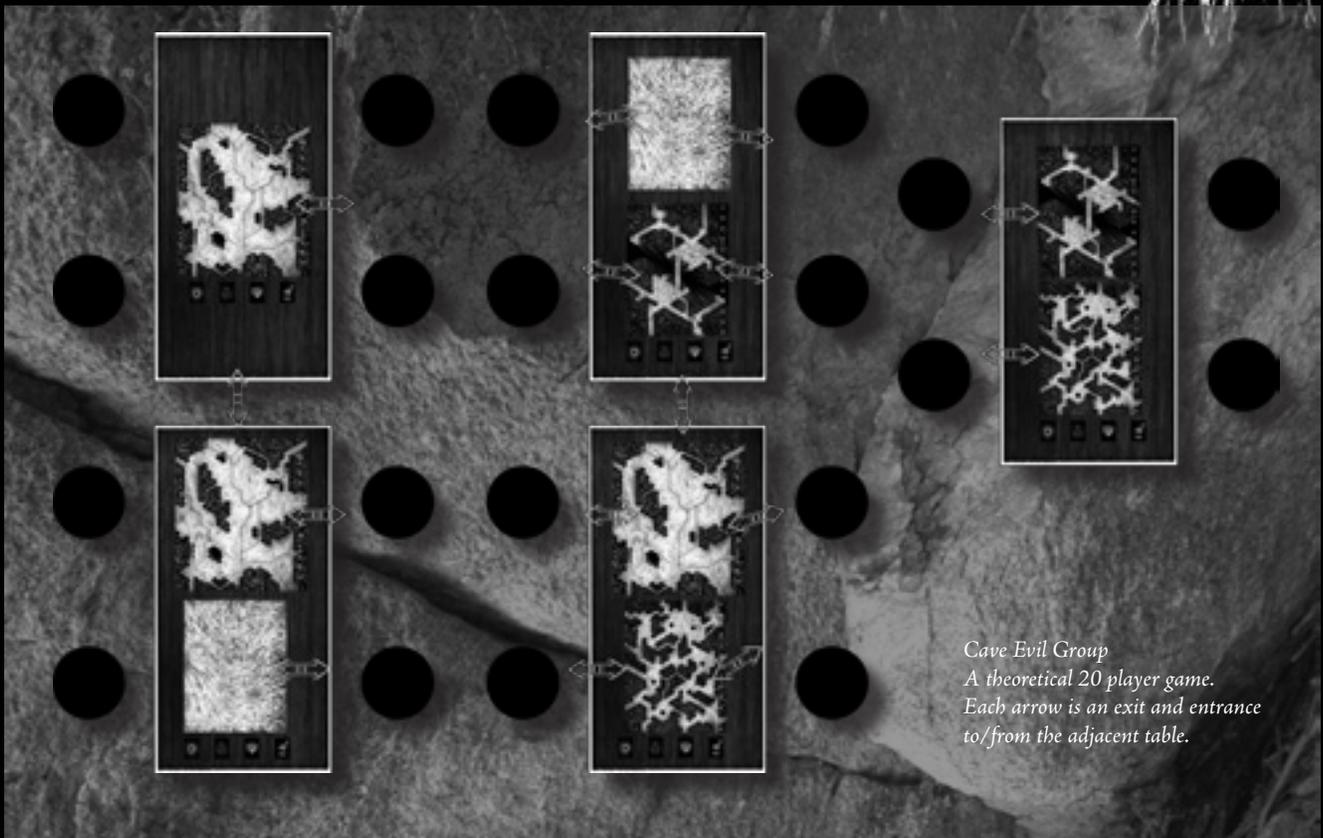
Cave Evil Partytime (continued)

- Only one player can be the **Necromancer** of a particular color if playing with Cave Evil
- A **Species Cult** card is drawn as the Species Cult for the ENTIRE team
- Each Table designates a **Warcult** for their player color, using a **Draft** or **Preselected Cards**, from the table a player is sitting at. *Ex. Table One creates a Warcult for purple, and table two creates a purple Warlord Warcult as well. Both tables are on the same team*
- Each team takes its turn at the same time, on every table! If it is too erratic to keep track of, players should aim to start each Cycle at the same time
- The maps are a total environment. Players can connect from one table to another. The edge of the environment ends at the last table in any direction
- Warcults can move from one table/map to the other to create gigantic forces (See Below)
- Two or more players of the same color can be on the same map. Again, be very mindful as to which owner owns which pieces

- Players leaving one table and entering another, must enter the next adjacent table. The player, must enter the map on the side he entered the table. *Ex. Leaving from North side of map, enter South side of next map, or leaving West side, enter the East map edge. He may enter from any tunnel, side or can choose to excavate as an entry*
- The space in between tables costs 1 movement
- Use the **Blood Pact** option (#29) at your own risk!
- Can be played as a **Perpetual Campaign** or **Eternal Battle**

GAME LENGTH: A single game is 9 to 13 Cycles.

VICTORY: Victories of each maps are determined as normal. Team with the most map victories wins! Kill Point victories are determined by the players that earn KP on the contested map, not the collection of KP by the entire team. If playing a Campaign, each map's rewards are given to only the Warcults only on the particular map, if more than one player, the victory is divided. *Ex. If Purple wins on a Metal Mines map, the Purple Warcults on that map earn the reward.*



Cave Evil Group
A theoretical 20 player game.
Each arrow is an exit and entrance to/from the adjacent table.

X

57. Warlords vs. Necromancer

- Players can absolutely choose to play games in which a Warlord challenges a **Necromancer**. Follow the set up for whatever Command is chosen
- Paths can be used, so a player beginning as a Warlord can add a Necromancer as the game is being played. Likewise, a Necromancer can add a Warlord

58. Warcults Owner and Necromancer

Players that do not own Cave Evil can level a creature to the Necromancer position.

- A player can only have **one Necromancer** in play
- The creature leveled to Necromancer does not receive Squad cards, nor a **Necromancer** ability, as it is assumed that the player does not own Cave Evil
- A Warcult Necromancer can draw cards, keep a hand, and invoke creatures from their hand
- A Warcult Necromancer can clone creatures/items/spells Without Cave Evil, the Warcult Necromancer is a 1° Necromancer. Players should create a Necromancer counter
- The single Necromancer counter CAN stack creatures like a regular Squad. *Ex. DIY Necromancer can move as one Squad, 3 smalls, 1 Medium and 1 Small, or 1 Large. Note: A Cave Evil rulebook should be consulted to learn more regarding the Necromancer. Warcults does not have many cards.*

59. Long Terms and Downtime

We understand that some game players will consider the downtime of Warcults a liability. Like Cave Evil before it, Warcults celebrates the longer turn. For some, the long relentless turn can seep into the blood. Undoubtedly, this turn length may frustrate many a modern player. While we have an affinity for this style of play, we do know this game is a war, and time must move forward. We use timers when players become lost in their choices. Below is a suggested way to introduce timed turns.

- Cycles 1 and 2, allow an untimed amount of time. Players use as much time as they wish to take their turn
- Cycle 3, make each turn a maximum of 10 minutes
- After players are familiar with to a 10-minute turn, drop the turn length to 5 minutes
- Play around with this. Players more familiar with the game can immediately go to 5 minute turns

60. Your Game

This is your game. You purchased it! Due to the many possibilities, perhaps the game will lead you into territory no one has yet ventured. There may be moments that even we could not foresee.

The LAW is the base, a card often can bend a law. Allow someone to be a final judge if an undiscovered ruling arises.



XI

Summaries & Explanations

The following is a sort of glossary or reference section for common elements found in the game.

61. Bombs

Bombs can be nasty and destructive.

- Bombs can affect both friendly and enemy creatures if both creatures match the description of a bomb's victim

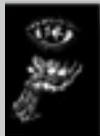
CASES

Creatures with multiple Hit Loss will lose a hit if their size matches the bomb's projected size. *Ex. Large with 3 Hit Loss - bombs that affect large will cause one hit loss.*

62. Conjunction Decks

WARCULTS comes with 23 cards of each of the 4 conjunction decks. These decks contain the creatures, items/spells and events of the Cave. If a deck runs out, its discards are shuffled to form a new deck.

Below is a quick explanation each deck:



Bribe Deck: Home to mercenary creatures that can be manifest and bribed to work. The Metals resource is found on every card in the Bribe deck. Many creatures with excavation abilities can be found here. There is little risk of drawing events.



Construct Deck: Home to creatures built out of gore, bone, and slop, and to the raised undead. The Gore resource is found on every card in the Construct deck. This deck has a larger proportion of items. Some events may also be drawn.



Summon Deck: Home to creatures whose will is bent by Shadowflame, the blackest arts, called forth from the darkest depths of the Cave. The ShadowFlame resource is found on every card in the Summon Deck. More magical demons, dark monstrosities, and spells lurk in this deck. Unspeakable events will doubtlessly befall players seeking knowledge.



Abyss Deck: This deck is chaos. There is no predicting what will happen when a player reaches into its depths. Card types from the previous three decks are found here, but so too are cards that defy all expectation. Horrors and hideous blessings may come from the Abyss in the form of a bloody host of creatures. All resource types may be found in this deck.

This deck represents the walls and tunnels heaving as the **Will** asks perhaps too much from the Abyss. Many events can occur!

63. Creature Abilities

- The text of a Creature card notes the creature's ability
- There are 3 types of abilities: **Combat**, **Range**, and **Ability**. **Combat** is an ability that can only be used in Combat actions. **Range** is a combat ability that requires using range to activate. **Ability** is a generic term that states a special quality or action possessed by the creature
- Some of these abilities are considered actions and must be conducted during a player's turn
- Any "Ability", when stacked with others creatures, can affect the entire stack

64. D4 Rolls

Refer to #84-89

65. Death and Options

What does a player do when a Commander, Warlord or Necromancer is killed?

Basic Paths allow a player to rebuild their Command. If crucial Command is killed during a battle it can be devastating, but a player is definitely not OUT of the game. A player familiar with Paths will understand how to rebuild.

COMMANDER DEATH

- Opponent who kills Commander receives 27 Kill Points
- Due to death, Command slot is now open
- If Warlord is not in play, the Commander's Cult falls into Disarray. See below.

continued

Death and Options (continued)

COMMANDER REBUILD OPTION

- Vacant Commander slot can be filled by dropping a Warlord down to fill the Commander position or advancing other Creatures using Paths, into Command

WARLORD DEATH

- Opponent who killed Warlord receives 54 Kill Points
- A Warcult without a Warlord cannot conduct the Rally Cry action
- Any Cults without a Commander fall into Disarray

WARLORD REBUILD OPTION

Any creature (with proper prerequisites) can be advanced with Paths to a Warlord level.

NECROMANCER DEATH

- Opponent that kills Necromancer receives 108 Kill Points
- Discard Necromancer card
- If Necromancer is killed, player loses hand of cards, and can no longer draw cards
- Squads are still in play.

Rebuild New Necromancer: See Necro Path

Rebuild Same Necromancer: See Necro Path.

66. Disarray

- If both the Warlord and Commander are killed, missing or not on the same map, a Cult falls into **Disarray**
- A Cult in Disarray can only move and conduct actions with D4 troops per turn
- ✳ If using the **Warrior Path**, new Commanders and Warlords can be created to reestablish Command
- Cult Troops can be any distance from their Command as long as they are on the same map
- ✳ **Necromancers** are not Commanders and cannot maintain Command of a Cult!!
- Entering a map at the beginning of a game does not affect Command, as long as the proper Commander and/or Warlord are planning to enter the same map

CASES

If in disarray and adjacent in Phase 1, player can choose not to conduct actions with that creature in their D4 roll.

67. Dweller Cards

PLACING A DWELLER

- Place according to card
- If a Dweller cannot be placed, or, in attempting the placement procedure, the Dweller does not rise, treat as a “nothing happens” event
- If placed on top of creatures, push creatures adjacent to Dweller. CAUTION AREAS: Map edges, border of chasms & pits

NOTES ON SOME DWELLERS

ABYSSAL BIRDS: Birds take up 3 hexes. If a wing hex is attacked and injured, a bird falls and can no longer fly unless wing is healed using a Rest action. If players want the birds to walk through tunnels, use Wandering Monster markers. This would imply that its wings are folded up.

TENTACLES: May move onto land, but the base of the tentacle must remain in the pit or chasm it comes from.

CHASM GIANT ARM: The forearm may move across land, like the tentacles, but the shoulder must remain in the pit or chasm.

CHASM GIANT HEAD: Entire head must remain in the chasm, but can move anywhere within the chasm.

ACRIPEDE (FUNGAL HEART) - Game is immediately ended if Fungal Heart leaves the board. No map victory. Fungal Heart can be used ONCE as weapon in a future game. **Heart Spore Explosion:** Use ONCE. All creatures in adjacent hexes of carrier are killed or lose 1 Hit Loss.





68. Items

- Some creatures have the ability to carry and use items
- Some creatures can only carry items
- Creatures that can use an item can carry an item
- Items found in the Cave are built and ready to use
- An item can only be used once per turn!

ITEMS IN COMBAT

- A creature can use as many items in combat as they have Item Use
- Items and spells are considered to be used simultaneously. The effects of one may cancel the effect of the other

ITEM/SPELL SYMBOLS



Carry Item

A creature can only Carry. Perhaps the creature is too dumb, or lacks the physical ability to use the item



Item Use / Carry

A creature can use the item it is carrying



Always Use

This item can always be used



Pay to Use

Item requires a payment to be activated. The card is activated when initially made. After its first use, its cost must be paid to use again. If these items are found in the Cave, finder must pay their activation cost to use them



Discard after Use

After this item is used it must be discarded



69. Kill Points

Kill Point (KP) collection is crucial. It is the 4th and strongest resource. It is the collection of energy from fallen enemies. It can also be seen as the overall confidence of the **Warcult**.

- It is important to record **Kill Points** earned
- Every creature that is killed will yield Kill Points
- **Hired** and **Friended** creatures will gain KP for owner
- In **Cave Evil**, **Wandering Monsters** provided fewer Kill Points, but in Warcults all creatures are worth the same amount of KP

KILL POINTS

- Trinket** - 1.5
- Small** - 3
- Medium** - 6
- Large** - 9

Multi-Hex-sized creatures give the same amount of Kill Points as their size per hex space. Meaning a 3-Large, is a large on 3 hex spaces, so when killed would yield 27 Kill Points

- Commander** - 27 (total, not in addition to size)
- Warlord** - 54 (total, not in addition to size)
- Necromancer** - 108 (total, not in addition to size)

KILL POINTS AND DWELLERS

- Most Dwellers that are large/multi-hex sized follow the KP structure above
- Some Dweller Kill Points vary. Read cards
- The Warcult that actually kills a Dweller earns its Kill Points

KILL POINTS AS RESOURCES

- Kill Points can be used to match any resource 1:1.
- Kill Points can be spent from the campaign sheet (or however it is recorded) in any transaction. A creature does not need to hold Kill Points. When used, they are simply erased

70. Permanent Effects

In Cave Evil, creatures that were hit with a permanent effect, due to abilities, items or spells, had to attach a card to their creature as a reminder. Due to the multiple counters, Warcults is better played with note taking.

- Take a note, or flip a counter to its Illuminated side, as a reminder, if a permanent effect occurs
- ALL creatures can suffer/benefit from a permanent effect unless their ability states an immunity
- If the permanent effect is an attached creature, the attached creature will die if host is killed. The attached creature's Kill Points are given to destroyer of its host

71. Protectors

All rules regarding Protectors can be found in Cave Evil. Protectors can absolutely be used in Warcults if players desire.

72. Resources

There are 3 resources in Warcults:



Metals | Gore | ShadowFlame

Payments will have to be made in one of these resource types or a mixture of all three. Kill Points can be used to represent any of the resources.

73. Spells

- A spell uses an Item Slot when carried
- Only creatures with the Spellcasting ability can cast a spell
- A Spellcaster can cast a number of spells equal to their **Item Use**
- Spell symbols are the same as item symbols (see left)

CASES

If spell gains ownership of opponent creature/item/spell, use **Wandering Monster** markers to represent ownership of creature if one card is being used to represent many creatures in opponent Warcult.

SPELLS IN COMBAT

- Spells can be cast in combat
- All spells and items used in combat are considered to be used simultaneously
- A Spellcaster can use an item and cast a spell if they have enough Item Use. *Ex. If a Spellcaster can use 2 items, it could cast 1 spell and use 1 weapon*



74. Trinket Creatures and Items

These small creatures and items become very useful.

- ANY creature may carry and use trinket items
- Trinket items don't need Item Use or Carry
- Trinket creatures can stack with anything. There is no stacking limit to trinket creatures

75. Wandering Monsters

- A **Wandering Monster** (WM) is the most basic Denizen found in the Cave
- WM are kept track of by using matching WM markers. One marker is placed on the card, the other is placed on the hex where the WM is standing
- A single WM marker can stack as many WM as is legal
- If more WM need to be stacked on a marker than is legal, place further WM adjacent and use additional markers
- If movement occurs, with a stack of WM with different **Movement Rates**, all WM move at their full Movement Rate. Other markers can be used to represent creatures that can move further
- To **Befriend**, **Hire** or have a WM enter a Warcult, see **Befriending Wandering Monsters (#16)**, **Hire (#17)** and **Paths (#32)**

WANDERING MONSTERS ON PITS

- WM often spawn on **pits**. They will remain on pit until hired, befriended or future event propels them elsewhere
- Once hired or befriended, immediately move WM off of the pit

WANDERING MONSTER COMBAT

- Another player may roll on behalf of the WM. The player rolling on behalf of the WM can use any items or spells that are stacked with it, if the creature is able to and the player wants to use them

RUNNING OUT OF WM MARKERS

- Players may run out of markers
- Any WM that cannot be represented by markers simply do not enter the game. Ignore the event or situation asking for the WM to enter, or if players desire, use other items to signify additional **Wandering Monsters**

Set Ups, Drafts & Maps

76. Setups

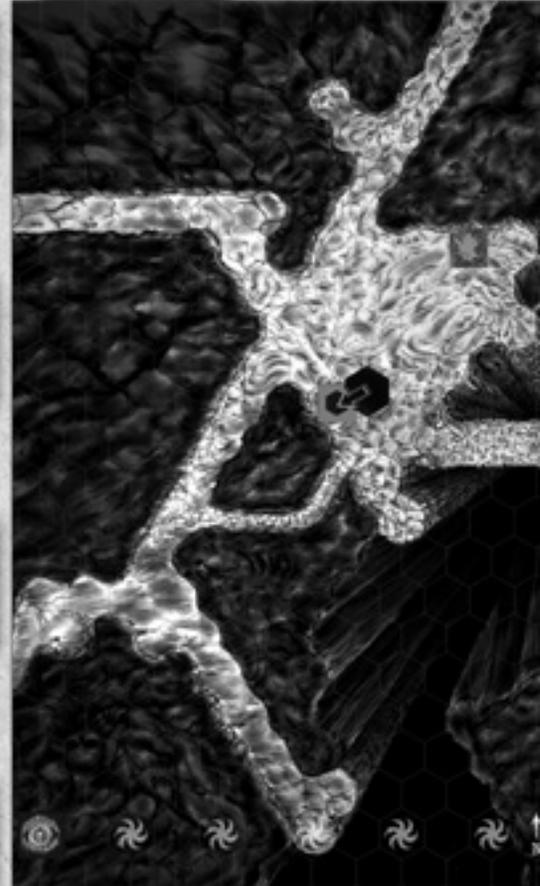
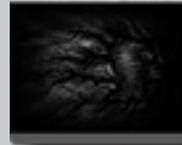
- For **Initiation** set up, follow bullet points (•) below
- For **Initiation, Night of Blood!, Endless Battles** games, pick map randomly or decide amongst players which map to use. If following a Campaign, pick map according to requirements featured in the **Campaign Sequence of Play** (page 18)
- Place map on table
- Separate cards by their decks. **Initiation** players, remove **Event cards** and **Dweller** deck or ignore them when drawn
- Decks are placed near the map in this order: Bribe, Construct, Summoning, Abyss. Players should leave enough space for a discard pile for each deck
- Place **Wandering Markers, Stone/Hit Loss tokens, Resources, and Mines** near the map
Separate **Renegade Cult** counters, and **Fist Drop** counters. Place near map
- Excavation Tiles and Dweller pieces can be left in box folder and grabbed when needed, or placed on table.
- Place **Blood Eye** on 1st Cycle
- ✦ Draw 6 random Set Up counters and **Fist Drop** (#78) onto map

EACH PLAYER

- Picks a color and takes all counters of this color
- Separate counters by Warlord, Commanders I, II, III and Cult Troops I, II and III and take all their Counter Control Markers
- ✦ Draw one random **Species Cult** card
- ✦ If playing with Necromancer, all standees and Squad Control cards of the same color

PLAYERS PICK FROM FOLLOWING:

- If playing with Warlords conduct a **Preselected Hand** (#79) or basic or advanced **Draft** (#80-81) set up. Absolutely play with only Warlords and Preselected Hand for your Initiation game!!
- ✦ If playing with a Necromancer, conduct a **NECROMANCER** set up
- ✦ If playing with both characters, conduct both set ups
- ✦ If beginning a **Campaign** or **Eternal Battle** begin with only a Warlord or only a Necromancer, not both!
- Choose game length 9 (shorter) to 13 Cycles (longer). **Eternal Battles** may be any amount of Cycles. 9 Cycles can be roughly 1 hour per player. 13 Cycles expect roughly 90 minutes a player





★ CAMPAIGN & ETERNAL BATTLES CONTINUATION

- If continuing a Campaign or Eternal Battles, set up according to the **Campaign of War: Sequence of Play** (page 18)
- The next map is selected according to Campaign. Eternal Battles may select any map
- All set up is the same as above except no draft or preselected card set up is used. Players continue based on the Campaign Sheet they have

77. *Beginning the Game*

- Select a starting player who will begin every Cycle

ENTERING A NEW MAP

- Players set up off map and must enter a map. They may enter from any tunnel space, on any side. First full hex is first movement space. Players may choose to dig onto a map rather than use a tunnel
- Opponents must enter from a different tunnel. They may enter from the same side as long as it is a different tunnel
- All player pieces must enter a map by Cycle 3. Any pieces not on the map by Cycle 3 cannot enter game. Creatures left off the map are not dead, they just didn't arrive in time

★ OWNING A MAP

- In certain Campaign options (#53), a player who has **Garrison** forces on a map, owns that map
- A player that owns a map must begin set up on this map. Garrison players may set up anywhere on the map



78. *Fist Drop* (Advanced)



COUNTER FIST DROP

- A player randomly draws 6 Set up counters into their hand
- From 12-18 inches above a map the player simply opens their hand and drops the counters onto the map. This is the "Fist Drop"
- Any counters that may have dropped/bounced off the map are picked up and dropped again, until every counter is on the map
- Counters remain on the side that is facing up
- Counters remain on any open hex spaces on which they were dropped

continued...

Fist Drop (continued)

- If any counters were dropped on black undug hex, or into a chasm or pit, slide counters to the nearest open hex space, as chosen by the fist-drop player
- Any counters stacked on the same hex are moved adjacent to one another as chosen by the fist-drop player
- Players may use a tiny bit of Cave Goo to keep the counter in place

MORE THAN ONE MAP

- If 2 maps are being played, drop 4 random counters per map.
- If 3 maps, drop 3 random counters per map.
- If 4 maps, drop 2 random counters per map.



Fist Drop Tokens



Wandering Eye - If a player's creature is within a range of spaces equal to the number on the counter, and in line of site, a D4 is rolled. A card is drawn based on the result.
 1 = Bribe Deck, 2 = Construct Deck, 3 = Summon Deck, 4 = Abyss Deck.
 Draw one card from deck rolled, and place the card on the map using a Wandering Monster marker. The Wandering Eye counter is placed back in the box. If an event is drawn, conduct the event instead during the Event Phase.



Thorn Tree - The Thorn Tree is an obstacle. It obstructs line of site. It provides +3 (binding) to all attributes if fighting from the Thorn Tree hex. Any creature standing on the Thorn Tree is immune to ranged combat.



Pit - A common Abyssal Pit of Eternal Evil. Creatures, items and spells may spawn from it. Creatures cannot stop on the Pit unless they can fly or have an ability that allows them to pit stop.



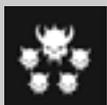
Lava - Lava will burn creatures! No creatures can move onto a lava hex. Geo species and 'Lava' creatures can move over lava, but they cannot stop on it. Stopping or moving on Lava equals Death or one Hit Loss.



Mud - Mud is an obstacle. Mud takes two movement points to move through. Creatures fighting from mud have -3 (binding) to all attributes, as the mud is slippery. Geo species are immune to mud.



Place Pillar - Place a single hex piece on its black, undug side. This is a single undug pillar.



Place Renegade Cult - Make a Cult Roll. (#88) Place Cult Commander on the hex of the Set up counter, and surround the leader with its troops, Fist Drop player's choice of placement.



Place Dweller - Draw a Dweller card. Place Dweller on the map. If able, place Dweller where the Set up counter was dropped. If Dweller placement is more specific (placed on pit, or chasm) or cannot fit on the set up counter hex, place according to card, placing it near counter if able.



Preselected Hand

Players find their 7 preselected cards. From these cards they assign each card to a rank. In this example the player has selected Boarrior as Cult I troops. Being small, all 9 counters are used to begin. Lava Lancers as Cult II, being medium, begin with 6 counters. And Brimstone Beast as Cult III, large, begin with 3 counters.



79. Preselected Hand

Using the Preselected Hand is best for new players. These preselected cards allow the new player, without knowledge of the greater details of the game, to have a balanced hand. A card draft may be difficult for players new to the game. Playing with the preselected cards allows a player to jump in and learn as they go.

ASSEMBLING A WARCULT

- 28 cards have a tiny letter A,B,C or D. 7 Cards have 'A', 7 'B' and so on up to D. A player takes all cards of one letter. A player would take all of 'A', another all of 'B' and so on
- For an **Initiation** game, players choose a color and arrange their 7 cards any way they would like. Each card will represent one of the 7 Warcult ranks: Warlord, Command I,II,II and Cult Troop branches I, II & III
- Place a **Counter Control Marker** of the rank on each of the selected cards, to represent them on the board
- The area where cards are placed in front of a player is referred to as the "Cards in Play" area
- Each **Cult Troop** branch must have a certain number of counters based on the size of the creature the player has selected. The number of counters permitted are as follows:
 - Large = 3 Counters**
 - Medium = 6 Counters**
 - Small/Trinket = 9 Counters**
- Additional counters are placed to the side, and may be brought onto the board during the game through Rally Cry or by building troops (if using creatures that can build)
- The **Warcult** is ready to begin. The Warlord receives 5 of each resource. The resources are placed on top of its card. The Warlord is "carrying" these resources and may pass them to his creatures during the game

Note: Each group of seven cards has at least one of each of these qualities: excavator, ranged, small, medium, large, carry/use, spellcaster.

This gives a new player almost every basic symbol and type they will encounter during a game.

80. Draft

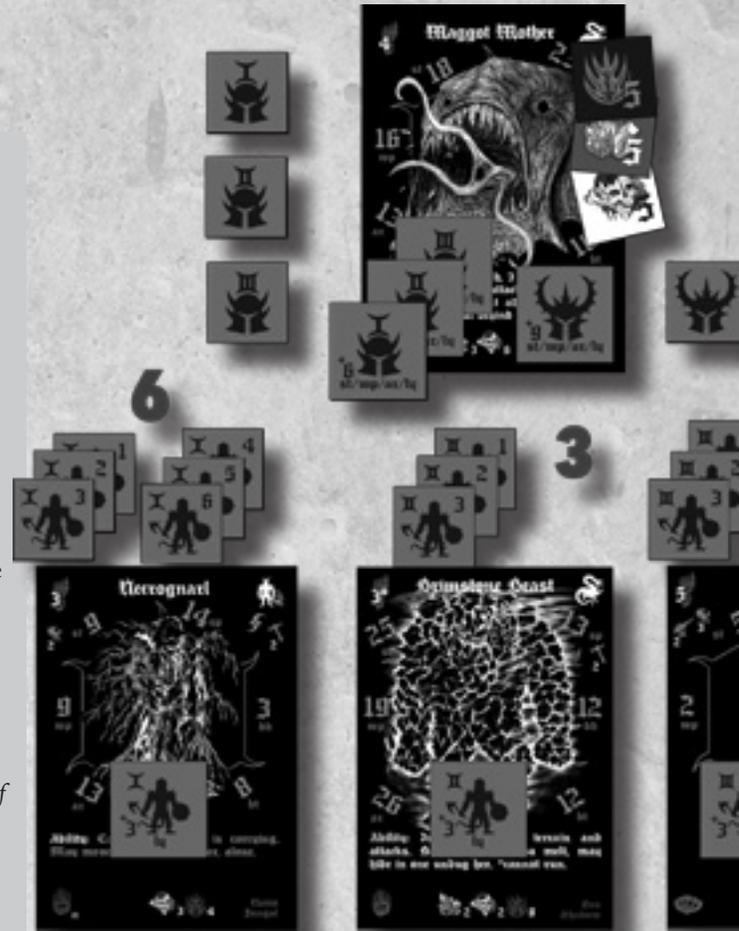
Players familiar with cards may want to craft a unique Warcult.

BASIC DRAFT

- Players are dealt 3 cards from each deck: Bribe, Construct, Summon, and Abyss. Players take these 12 cards into their hands
- All items/spells/trinket items/events drawn are discarded and new cards drawn until a player has only creature cards
- Players choose cards to represent their 7 ranks. Each **Counter Control Marker** must receive a card. Rank types can be any creature the player prefers. Some creatures cannot be troops, and this will be mentioned on the card
- One card may represent many rank types, if a player prefers. It is possible to have an entire Warcult constructed using just one creature card. All Counter Control markers that a player wishes a certain card to represent are placed on the card. *Ex. Jason wants all 3 of his Commanders to be Warcrushers. He would place the Commander I, II and III Counter Control markers on the Warcrusher card*
- We recommend every Warcult have at least 1 Excavator. Players will want an Excavator to dig
- Each Cult Troop type is permitted to have a certain number of counters based on the size of the creature selected. The numbers permitted are as follows:
 - Large = 3 Counters**
 - Medium = 6 Counters**
 - Small/Trinket = 9 Counters.**
- The Warlord receives 5 of each resource. The resources are placed on top of the card. The Warlord carries these resources and may pass them to his troops during the game
- All cards discarded, or not used in the draft, must be shuffled into their appropriate decks to form new decks

RETURN TO THE ABYSS

Each player can declare 1 “Return to the Abyss” during a draft. They alone may discard some or all of their cards and redraw a new hand. Decks are shuffled beforehand.



Advanced Draft

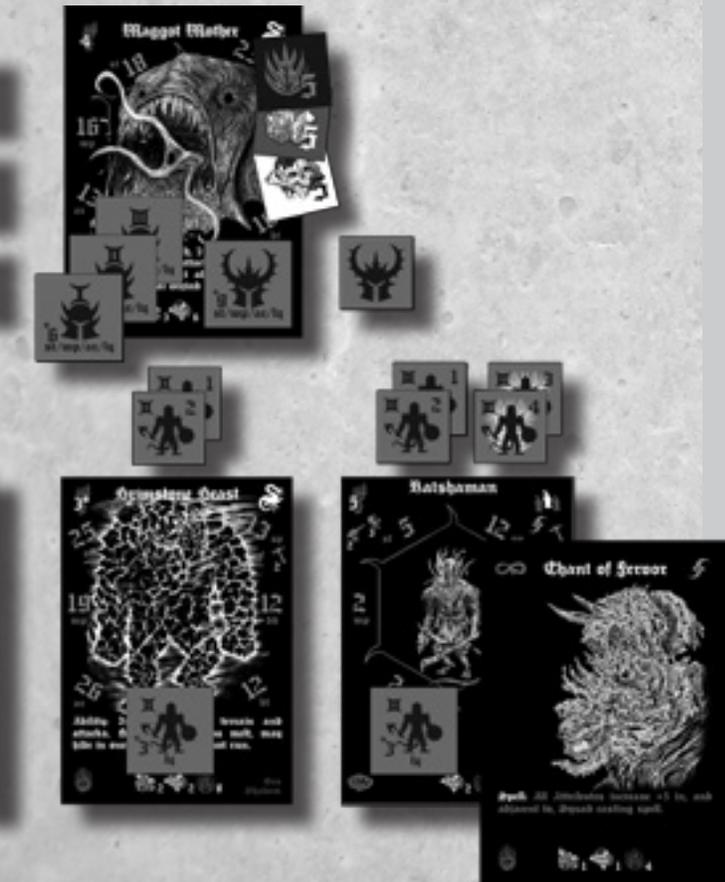
Players draw 3 of each card and have 40 build points. This player spent 40 as follows:

- Warlord, Commander I, II and III are large = 12 Points
- 4 Medium Necrognarls = 8
- 2 Carrying Hooked Hackers = 4
- 2 Large Brimstone Beasts = 6
- 4 Small Ratshaman = 4
- 2 Carrying “Use Always Chant of Fervor” = 6



Basic Draft

Players are dealt 3 cards from each deck. This player decided to have his Warlord and Commander I, II, and III be Maggot Mothers. Cult I are medium Necrognarls, Cult II are large Brimstone Beasts, and Cult III are small Ratshaman.



81. Advanced Draft



An advanced draft allows a player to add greater detail to their Warcult.

- Items/spells/trinket items are not discarded, but kept in hand. Events are placed face up on the table. No new cards are redrawn
- A player must construct their Warcult with 40 Draft points
- Draft Points are based on the size of a creature, or the value of an item or spell

Draft Points of Creatures and Items

Large Creature = 3 points

Medium Creature = 2 points

Small/Trinket Creature = 1 Point

Item = 2 Points

Spell = 2 Points

Use Always (Show Icon) Spells = 3 Points

Trinket Items = 1

- Event cards are placed face up and can be traded for 2 additional draft points or 5 additional Resources of one resource type
- Players use the 40 build points to construct their Warcult any way they prefer
- Not every Command or Cult Troop branch of a Warcult needs to be filled
- The Warlord receives 5 of each Resource (and any additional resources if event cards drawn are used for extra resources). The resources are placed on top of the Warlord card. The Warlord carries these resources and may pass them amongst its troops throughout the game
- Unused cards are returned to their appropriate decks, and reshuffled to form new conjuration decks

EQUIPPING TROOPS

- Creatures may begin with items, trinkets and/or spells
- A Note is made that the creature is carrying something.
- Item and Spell cards can be duplicated (without a building creature) at this time by using the same menu costs above.
- Make a note for each creature carrying the same item.

Ex. Jason equips Necrognarl 1 and 2 with Hooked Hackers and Ratshaman 3 and 4 of Cult III have Chant of Fervor spells.

82. Necromancer Setup

- Each player draws a random starting Necromancer & Necromonk (from the Cave Evil game)
- Players take all standees and Squad Control cards of the same color
- 3 cards of each deck are dealt to each player
- Players may make as many creatures as they wish for free and place them on their Squad Cards. *Note: Leaving some empty Squad Cards can be good. Every card dealt might not be desirable*
- All Cards not used to make Squad creatures form the Necromancer's starting hand
- Necromancer begins with 10 of each resource. Resources are placed on the Necromancer card

83. Necromancer with Warlord Setup

If playing with **Pre-Selected Hand**:

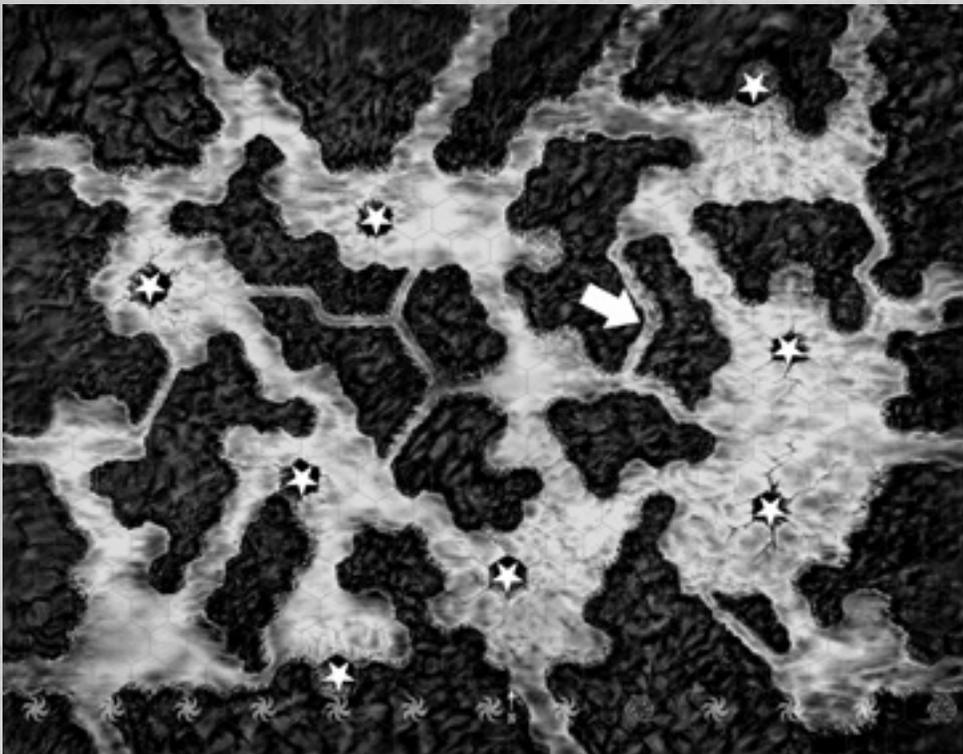
- Players randomly draw a starting Necromancer & Necromonk (from the Cave Evil game)
- The Preselected Hand forms the Warlord, Commander and Cult Troops as explained in Preselected Hand set up (#79)
- Necromancer only begins with one Necromonk in play
- Players are dealt 1 card from each deck to form a starting Necromancer hand. Any events are discarded and redrawn until either creature, spell, or item card is in hand. All events are shuffled back into their appropriate deck
- Both Warlord and Necromancer begin with 5 of each resource. Resources are placed on their cards

If playing with **Draft**:

- Warlord draws the 3 cards of each deck and drafts the counters of the Warcults as normal
- Players randomly draw a starting Necromancer and Necromonk
- Any unused cards from the draft may be used to make Squad creatures for free, or can be kept as the Necromancer's starting hand
- Both Warlord and Necromancer begin with 5 of each resource. Resources are placed on top of their cards



Flaps



CAVERNS OF SHADOW

Victory: Player surrounding most Pits at games end. Any pit with multiple adjacent players are not counted.

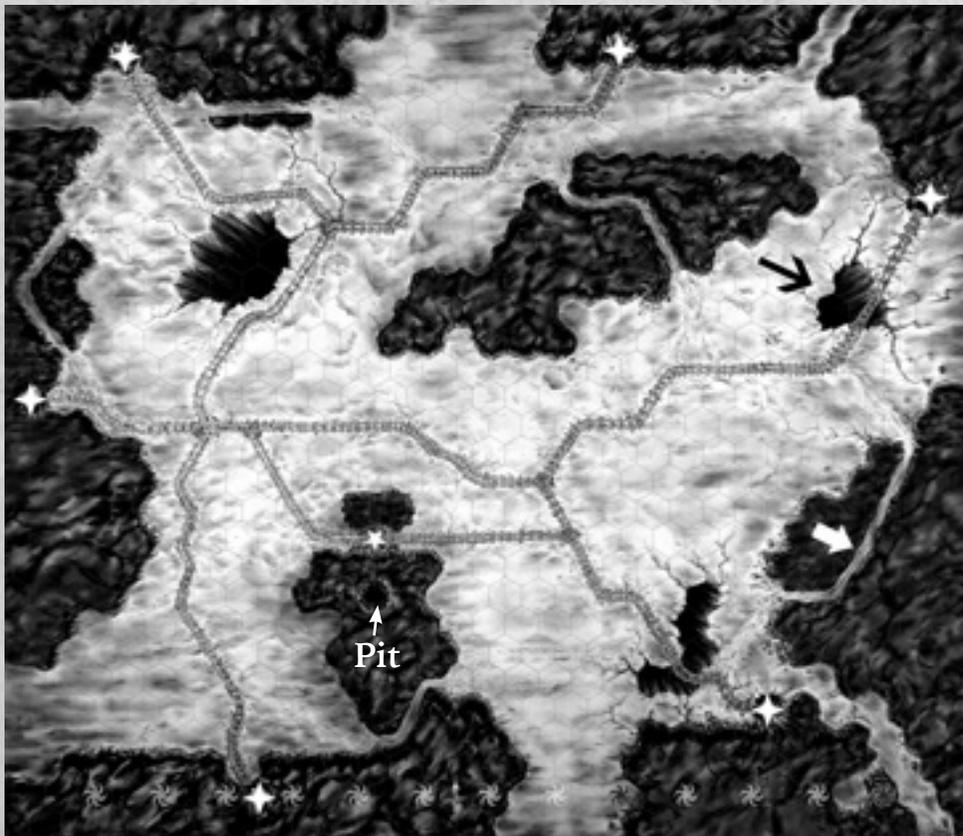
Tie: Continue Cycles until a victory (Sudden Death) occurs or the game is considered a draw.

Campaign: Victor earns 25 Shadowflame per Interim and an addition 25 Shadowflame every interim the map is held by a Garrison.

Eternal Battle: Victor earns 10 ShadowFlame per pit.

FLY: Creature must be 1 hex away from undug hex to fly.

- ★ **PITS**
Victory Hex
- ➡ **NARROW TUNNELS**
2 Small, or 1 Medium
may move through.
Can be excavated



METAL MINES

Victory: Player holding MAIN MINE is victor.

Tie: Sudden Death. Or considered draw.

Campaign: Same as above. Victor earns 25 Metals and an addition 25 Metals every interim the mine is held by a Garrison.

Eternal Battle: Victor earns 25 Metals for Main Mine and 5 Metals per minor mine.

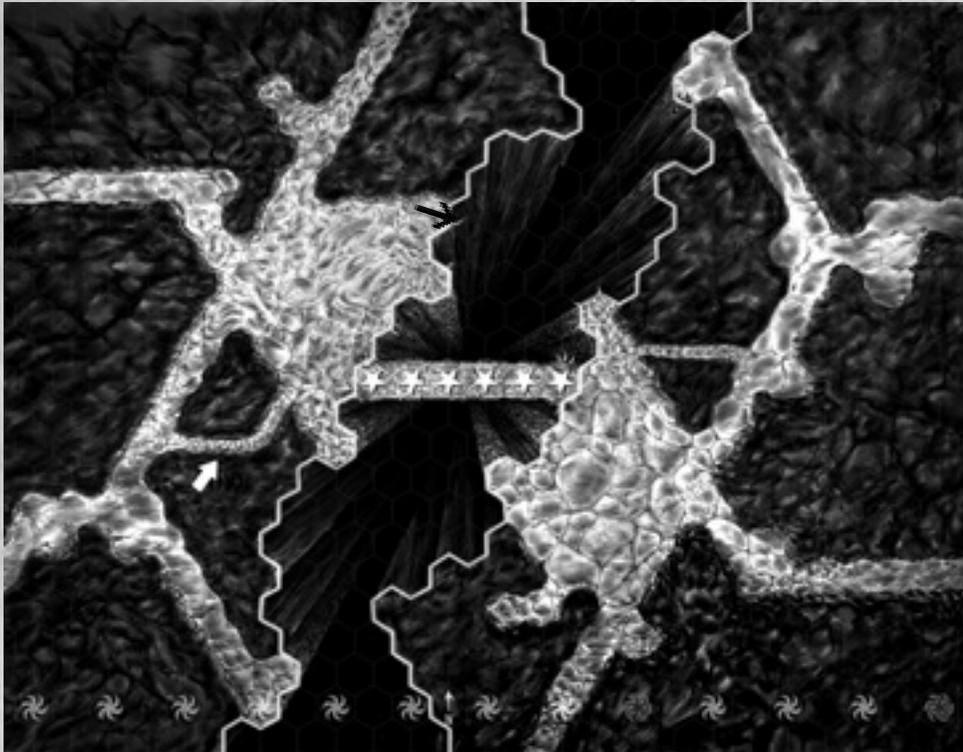
ADDITIONAL SET UP: Fist Drop both Mine Carts and slide to nearest tracks. If a creature begins and ends movement in Cart, may move up to 10 spaces, along track hexes, and conduct an action. Cart adds +6 all attributes.

FLY: Creature must be 1 hex away from undug hex to fly.

TRACKS: Fist Drop "terrain" tokens on track are considered underneath track, and can be moved over if using cart. Track can be collapsed upon.

Tracks can be walked on over chasm as a bridge, hexside to hexside.

- ★ **MAIN MINE**
Victory Hex
- ★ **MINOR MINE**
Can be mined as
action
- ➡ **NARROW TUNNELS**
2 Small, or 1 Medium
may move through.
Can be excavated
- ➡ **CHASMS**



- ★ **BRIDGE HEX**
Victory Hex
- ➡ **NARROW TUNNELS**
2 Small, or 1 Medium
may move through.
Can be excavated
- ➡ **CHASMS**

CHASM BRIDGE

Victory: Player holding most Bridge Hex spaces.

Tie: Sudden Death. Or considered draw.

Campaign: Victor earns 1 additional Rally Cry per game AND per Interim as long as victorious player Garrisons map.

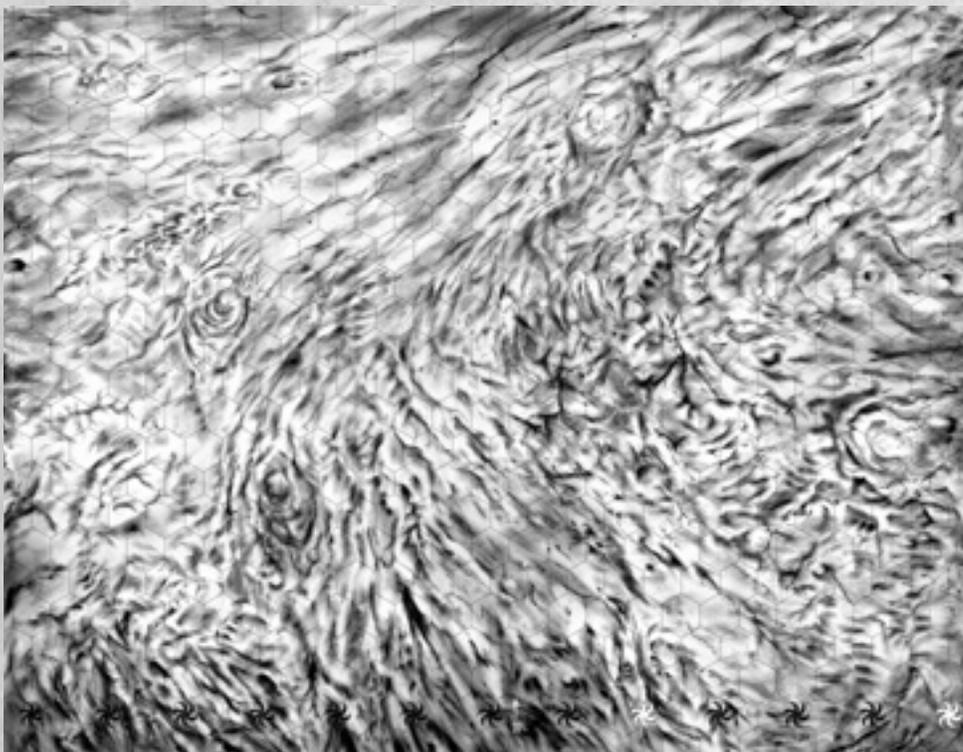
Eternal Battle: Victor earns 1 additional Rally Cry ONLY for the next game and interim.

CHASM: Creatures can fly on any Chasm hex.

FLY: Creature must be 1 hex away from undug hex to fly, except Chasm.

BRIDGE: There is no ceiling on Chasm hex. Ceiling creatures cannot use their ability on chasm hex.

Excavation/ Collapse: Cannot be done on Chasm hex, and main bridge.



MOLTEN FROZEN CORRUPTED PLAIN

Victory: Player with most Kill Points earned on this map.*

Tie: Continue Cycles until a victory (Sudden Death). Or draw.

Campaign: Victor earns 1 additional Hitloss to any creature in their Warcult. Map cannot be Garrisoned

Eternal Battle: Victor earns 1 additional Hit Loss to any creature in their Warcult.

FLY: Creature must be 1 hex away from undug hex to fly.

***ADDITIONAL SETUP**

If in Campaign or Eternal Battle make a note of Kill Points earned in this game alone. Players may spend any Kill Points earned from previous and/or current games

Excavation/ Collapse: cannot be done (including items and spells) in this vast plain, unless a single pillar was Fist Dropped during setup. The Pillar can be collapsed from or excavated. Collapses can lead to additional collapse if occurring within 2 hexes of previously undug hex.

D4 Rolls

Warcults has various D4 rolls that bring new things into play.

84. Spawn Points

Some Event cards ask for a Spawn Roll. It is a basic roll that should be remembered. Spawn Rolls bring resources and Wandering Monsters into play, often rising from a pit.

- Spawn Rolls require two D4 Rolls
First D4 Die Roll determines what is spawned:
 - 1 = Metals
 - 2 = Gore
 - 3 = ShadowFlame
 - 4 = A card is drawn
- If results are 1-3, the 2nd D4 Roll determines amount of resource spawned. Based on result, place that many resources on the Spawn point called for by the event
- If 1st D4 result was a 4, a card must be drawn. The second D4 Roll Determines which deck the card is drawn from:
 - 1 = Bribe Deck
 - 2 = Construct Deck
 - 3 = Summoning Deck
 - 4 = Abyss Deck
- If an Event Card is drawn, ignore and discard event. Place card at the bottom of the discard pile. Keep drawing from deck until a creature, item or spell is drawn Place card on spawn point using matching Wandering Monster markers so players remember what has Spawned there
Ex. A Q marker is placed on Spawn point and the card is placed nearby, the matching Q marker is placed on the card.
Ex. Jason has an event which calls for a Spawn Roll to be placed on a nearby Pit. He rolls a D4. The result is 3; ShadowFlame. He rolls the D4 again for amount. The result is 4. He places 4 ShadowFlame on top of the Pit.

85. Resource Roll

- If a Resource Roll is called for, the same roll is performed, as above, but only seeking a resource result.
- If a 4 is rolled, player continues to roll until a 1-3 is rolled to establish the resource type
- D4 is rolled again for the amount of resources gained

86. Card Roll

- If a Card Roll is called for, the same spawn roll is performed but only for card type, as shown above
- Players draw a card from the deck rolled
- If an event has been drawn, ignore and discard as above
- An item, spell, or creature drawn is placed according to the event or excavation card

87. Excavation Spawn Roll

This Spawn Roll is usually made after an excavation is completed. It determines if any of the Excavators found anything while digging.

- After placing the tile denoted on card an Excavation Spawn Roll is made
- The D4 roll is exactly the same as the above Spawn Roll with the following differences:

Resources found are placed with Excavators. The Excavators found these resources while digging.

If a card is drawn, place card on furthest hex space, away from the Excavators, on the denoted tile. Players use Wandering Monster markers to place the card.

All events drawn in an Excavation Spawn Roll are ignored, and discarded as above.



88. Renegade Cult Roll

When a Renegade Cult enters play, players use a similar D4 roll to determine the Commander and troop creatures in the Cult.

- If both Renegade Cult markers are in play, do not perform roll
- There are 3 D4 rolls to determine the composition of a Cult
- The first roll determines the Commander of the Cult. 1st D4 result is what deck to draw the Commander from.
 - 1 = Bribe
 - 2 = Construct
 - 3 = Summoning
 - 4 = Abyss**Any event drawn is ignored and discarded as above.** Continue drawing until a creature is drawn. Any items or spells drawn beforehand can be used to equip Commander, if able to carry
- Place the Cult Commander's Counter Control marker on top of creature card
- The second D4 result determines what deck to draw for the Renegade Cult Troop creature
- Same results as above. 1 = Bribe and so on
Events ignored, draw until creature, any items and spells drawn can be used to equip troops, if able. Each item or spell is considered cloned. All troops will be carrying these items.
- Place the Renegade Cult Troops' Counter Control Marker on top of creature card
- Third D4 result determines number of Cult Troops:
 - 1 = 1 Troop
 - 2 = 2 Troops
 - 3 = 3 Troops
 - 4 = 4 Troops
- Use cult counters and place Renegade Cult on map according to event or set up

Cult troop counters should be placed so leader is behind its troops defensively. Player conducting event chooses arrangement

89. Befriend Roll

To be used when a player tries to befriend a creature.

- Must be 2 spaces away from creature it is befriending, to communicate with it
- A D12 is rolled for the creature being befriendied. No modifications. If creature is an opponent Warcult, opponent uses modifications, plus loyalty (ly) of his counter
- A D12 is rolled by player befriending with the following modifications:
 - +/- for all matching traits on the Species Cult card
 - +1 for all matching traits of creature befriending with creature it is befriending
 - 1 for all demon traits
(both creatures having demon = -2)

If aiming to befriend an entire Renegade Cult, the Renegade Cult Commander's species traits are used, even if only a Renegade Cult Troop can be "talked to". The Renegade Cult troop relays the messages to its Commander.

DIE ROLL RESULTS

Befriending creature rolls higher - Takes control of creature. Take cards into player's card play area.

Befriending creature rolls lower - Nothing happens. Creature refuses to become a friend.

- ✦ A Warcult may try to befriend up to 3 times, if 3rd attempt fails, the creature being befriendied immediately moves to attack befriendier.





GAME DESIGN

Emperors of Eternal Evil

ART COMMANDERS

Commode Minstrel in Bullface

Manifester

Marder III

Wizard333

RENEGADE CULT ARTISTS

A. Morphis

Charlie Fogel

Execrator

Flapping Ogre Lips

Jim "The Warlord" Holloway

Josh "Pencilmancer" Yelle

Lundar The Barbarian

Martin Lacko

Mark "Mindrape" Cooper

Naelof Rayer

Pestilential Wehrwolf

Putrid Gore

Skelletrina

Slagurgitater

Tommi "Desecresy" Grönqvist

Tyrant Warcorpse

WürmWench

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Night of Ultraviolence

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CORRUPTED MOLTEN STEEL PLANES...

Night Of Ultraviolence, Anthony "Seker" Lucca, Pestilential Wehrwolf, E(ctoplasmic) W(arhammer), A. Morphis, Zeela Aeschlimann, Nathan Kerkes, Odious Dwang, Flash-Freeze, Debaser, Darnoc, Slagurgitater, Ser Byrd Rye, Mike Buckley, Momo Araki, Matt Shroyer, Vlesche



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THANK YOU

Khand, Manuel Ingeland (MINIS MASTER), Jan and the Czech Republic Warriors!, Eduardo Guimaraes Vassal Master, Charlie Theel and Rafael Cordero, Fingernailz, Josh Taylor, Kim Shively, Damon Packard, Dave "The Narc" Nellis, K.C. Kasum, Ancient Markus, Nicholas T., Barbara Lauderdale, Suzie, Kamei, Jim Bartlett, Wayne Pratt, Lqqk, Gavin, Tommi G, Oozn D, Night of Ultraviolence, Randy the Pressman

To all of those who pre-ordered, we can not thank you enough! You have given us a great adventure! NOW BEGINS YOURS!

Friends and family no longer at the table:
Jake Skuce, Doug Douglas, Dave Kill-Gore

