

PLAYER AID



BUILD TWO RAILWAY: linking Coastal or Outback hexes.
Cost: 2 Time Points (TP) plus 1 Coal, 1 Iron.



BUILD TWO RAILWAY: anywhere (including Hills).
Cost: 3 Time Points plus 1 Coal, 1 Iron.



MINE: Take all of one resource (Coal/Iron/Gold/Phosphate) from one hex.
Cost: 1 Time Point.



RECRUIT HELP: Take ONE Personality Card from the display OR pay 1 Gold to draw 2 cards and keep one.
Cost: 1 Time Point.



One TP per Farm placed.
Take one Gold for each.
Only place one of each type.

FARMING: Farms must match the type of land. The hex must be empty apart from Railway.



BUY A MILITARY UNIT (or up to 2 Infantry).
Cost: 1 Time Point plus the Gold cost.



IMPORT: Take one Coal/Iron OR
EXPORT: Sell one Coal/Iron for Gold.
Cost: 1 Time Point.



ATTACK:
1. Move Units to your Force
2. Pay the Time Point cost (see Player board)
3. Decide where to Attack
4. Resolve the Combat



RETRIEVE CUBES:
Put all your used cubes back in your HQ.
Cost: 1 Time Point.

EFFECTIVENESS OF UNITS

	Infantry	Ar. Car	Train	Artillery	Airship
Cthulhu	Poor	Poor	Good	Good	Average
Shoggoth	Poor	Poor	Good	Good	Average
Mi-go	Good	Good	Average	Average	Average
Zombie	Good	Good	Poor	Poor	Poor
Loyalist	Good	Good	Good	Good	Average
Temple	Good	N/A	N/A	Good	Average

YOUR SCORE

- Each Productive Farm = 2 VP
- Each Phosphate = 3 VP
- VP tokens in hand
- VP for Old Ones you killed
- Bonuses from Personality cards

OLD ONES SCORE

- Each Blighted Farm = 1 VP
- Face value of revealed Old One tiles still on the board
- 2 x Face value of the UN-revealed Old One tiles still on the board

EASY TO FORGET RULES

1. At setup, Old One tiles are never placed in Hills or Coastal hexes.
2. Resources are never placed in Coastal hexes.
3. To repeat an action pay one Gold per cube already in the Action box.
4. Take one Gold per Farm placed.
5. Farms must be placed in empty hexes, with Railway connected.
6. Take up to two Infantry Units when buying Infantry.
7. Old Ones on your track block ALL activity further along the line.
8. You cannot build a Railway into a hex containing an Old One tile, whether face-up or face-down.
9. The purple disc acts like any other player, it becomes active when it is furthest back on the Time Track. It always moves one space at a time.
10. Draw and resolve the next Revelation card when the purple disc lands on an odd-numbered, i.e. illuminated Time Track space.
11. Check for Old One movement, by drawing TWO Old One cards EVERY time the purple disc moves, unless there are NO face up Old Ones that can move.
12. Old Ones always move towards the closest Farm/Port. Check the number and direction on top of the Old One card if there is a choice of routes.

QUICK SETUP

1. Take your Player Board, coloured pieces, and starting resources: two Coal, two Iron, and four Gold.
2. Put a face down Survey tile in each hex marked with a triangle. Then flip and orientate them.
3. Place resources and Old One tiles as indicated by the Survey tiles. Remove the Survey tiles.
4. Set up the Revelation deck by drawing five cards of each level and arranging them with lowest levels on top.
5. Display five Personality cards.
6. Put the purple Old One disc on the Time Track at 22.
7. Place Military Units on the board.
8. Determine a first player and place all the player discs on the Time Track according to the number of players.
9. Place the Port markers in reverse player order, ensuring that none are within two hexes of another.



COMBAT - REMINDERS

1. Calculate Time Point cost of Attacking as number of different TYPES of Units (excluding Trains and Airships).
2. Use YOUR colour cubes to track damage to an Old One.
3. Damage taken due to a purple symbol in Combat cannot be allocated to an Airship. They only suffer damage when an Airship symbol comes up.
4. You can fight with NO Sanity but will lose the combat if you need to lose another Sanity.
5. If an Old One moves onto a Port, combat ensues after all other movement has been resolved.
6. Use the Major Old Ones display on the board to record damage if a first attack doesn't kill it.
7. Damaged units are repaired if you Win or Withdraw from Combat. They are eliminated if you are defeated.
8. Remove any damage cubes on Zombies if you withdraw.

