One VS All
DRAFT RULEBOOK

PLEASE NOTE THIS IS ONLY A DRAFT,
We will hire a professional Writer, Editor and Layout Artist.

Wardens was designed in loving memory of our dear friend, Guillaume Ouellet.

Guillaume, who believed in Wardens from the beginning, was there with us during our very first playtest, two years ago.

There isn't a day that passes by without a loving thought of you. We know that from up there, you have watched us making this project come true and held our hands as we progressed through this journey.

Your friends,
Kate & Sam

WARDENS
A COSMICIST ODYSSEY

Components

Boards
1 Game Board
4 Character Boards

Miniatures
1 Cthulhu
20 Starspawn
20 Tentacles
1 Morgana
20 Ships
1 Kaysar
20 Zeppelins
1 Selena
20 Tanks
5 Outposts

Cards
36 Prophecy Cards
35 Territories Cards
5 Artifact Cards

Battle Tokens
2 Attack Battle
2 Rush Battle
2 Defense Battle

Tokens
35 Portals
35 Expeditions Tokens
5 Workshop-Blueprint
5 Cthulhu Mutations
3 Madness Tokens
1 Dark Star

Others
1 Chance Die
1 Cthulhu's Die (Solo/Co-op)
1 Fate Dial

Books
1 One Vs All Rulebook
1 Solo/Co-op Rulebook
1 Storybook

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Wardens

Wardens is an immersive and strategic 2 to 4 player post-apocalyptic adventure set in a Lovecraftian steampunk universe.

One player takes the role of Cthulhu and his legion of Starspawns and spread madness over humanity. Fearless and powerful, The Great Old One can not be defeated by simple humans. To save them, the Elder Gods must be awaken.

To do so, the Wardens play cooperatively, using their dedicated steam-powered armies in search of Mythic Artifacts. Along the journey, they must strategically use their mind-reading abilities and fight the player controlling the chaotic forces of Cthulhu and the rising power of his Starspawn minions in an epic battle for the survival of mankind.

Before the game

Choose the character you will play with.

CTHULHU

- **Cthulhu's Gameplay is oriented in strategic movements and unit placements as well as piercing his opponent's mind.**

- **Cthulhu spreads madness; A Warden gains a Madness Point whenever Cthulhu is on the same territory.**

- **When Cthulhu arrives on a territory, every opponents' units are automatically destroyed.**

- **Cthulhu travels through various portals across the world from where he strategically summons his Starspawns in order to control territories and battle The Warden's armies.**

- **Cthulhu grows stronger every time the Wardens perish in battle, he uses the defeated armies' power to raise his legion with his Mutation tree.**

Before the game

THE WARDENS
MORGANA BELLAMY

- Morgana's Battle Token bonus is the Attack token ; every times she hits with this token, none of her units are destroyed.
- Morgana's bonus action is Battle.
- She has a limit of 3 Madness Points.
- Morgana accumulates the tentacles of the Starspawn she kills and exhibits them as trophies on the deck of her ships. When she gathers a lot of them, she earns even more respect and more ships join her army. She gets 3 additional units every time she kills 5 Starspawn units.
- Morgana has an Attack bonus during melee battles when she's present with her army. She destroys one additional Starspawn every turn.
- Her army of ships can attack at a distance, using a special 'range attack'.

Monty the Monkey:

Once per turn, if Morgana desires, Monty makes a mess on the battlefield and both opponents re-throw the battle tokens.

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Before the game

THE WARDENS
KAYSAR ALKUBRA

- Kaysar's Battle Token bonus is Rush ». When he wins a fight using this token, one additional friendly unit joins the battle.
- Kaysar's bonus action is Exploration.
- He has a limit of 4 Madness Points.
- He can reroll the Chance die once per Expedition.
- When he succeeds on an expedition, he can reveal one territory card from the Territory Card deck and discover a place where no Artifacts have been hidden.

Hassan the Cobra:

Once per turn, after the first round of any battle, Hassan may instantly kill 1 Tentacle with its Venom Bite.

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Before the Game

THE WARDENS
SELENA TRACY

- **Selena's Battle Token bonus is the Defense token. When she misses a fight using this token, she loses -1 unit.**
- **Selena's bonus action is Move.**
- **She has a limit of 5 Madness Points.**
- **She is the engineer of the team. By gathering Blueprints, she will unlock the upgrades for the Warden's team.**
- **Selena is the only Warden who can travel through Outposts. She is also the only one who can repair them when they are damaged.**

Gauge the Panda:

Selena's panda companion can dig holes and make a diversion. Once per turn, Gauge can lure one Tentacle unit away on an adjacent land territory.

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Game Setup

1. Each player chooses one of the playable Characters. The Wardens are seated opposite to Cthulhu. Take your corresponding Player card. The Wardens also take their corresponding units and tokens, and keep the madness token next to their board.

2. Shuffle the Territory Card deck. Pick 5 random land Territory Cards. Place 1 Workshop token on each of the 5 randomly selected land territories. Then place the cards back into the deck and shuffle again.

3. Cthulhu chooses 5 territories in which he hides the Artifacts. He finds the corresponding Territory Cards from the Territory Deck and places them at their respective places, face down, on the board. There must be a minimum of 2 Artifacts on land territories and a minimum of 2 Artifacts on water territories.

4. Put the remaining Territory Cards on the designated space on the right side of the board.

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Game Setup

5. Place the Prophecy Cards on the designated space on the board

6. The Wardens build 5 outposts. Their units will only appear on these territories. (See Outposts P.19)

7. Cthulhu places 8 portal tokens anywhere on the board, with 1 portal max per territory. There must be a minimum of 2 portals on land territories and a minimum of 2 portals on water territories. His Starspawns will be spawned only on these territories.

8. Each Warden places 5 of their respective units on outposts of their choice. An outpost can fabricate a maximum of 3 units of the same type on each turn. So an outpost can fabricate a total maximum of 9 units, 3 of each kind. As your units need to stay grouped, a minimum of 2 units of the same kind need to be placed together. (See P.20 for details on Reinforcement).

9. Cthulhu spawns 5 Starspawn (which represent a total of 15 units) through 5 portals of his choice. 1 Starspawn (which represent 3 units), is the maximum number that you can spawn from a single portal each turn.

10. Place the 3 Wardens at the outpost of your choice. They can be on different outposts or together and each one needs to be with at least 1 unit of their respective army at all times.

11. Cthulhu selects 1 Artifact and turns its respective territory card face-up, revealing the Artifact's position. He keeps the Artifact card hidden.

12. Place the Dark Star Token on the first spot of the Dark Star Track.

13. Place the Cthulhu miniature on the Great Rift Territory.

14. Cthulhu chooses which Battle Token bonus he wants to use during the game between the different Battle Bonuses already given to each Wardens. This will be his bonus for the rest of the game. (See Battle Token Bonus P.29)

Goal of the Game

As Cthulhu's dreams are beyond humanity's ability to defend against, only the Wardens are strong enough to travel the world in search of the powerful Artifacts that belonged to the Naacal. If found, the Artifacts can release the Elders who will fight one last time to return Cthulhu to his submerged stone-city where his nightmares can no longer harm humanity.

Cthulhu

The Entity from outer dimensions broadcasts madness everywhere he goes. He has no desire to kill the Wardens; he wants to corrupt them, using his nightmarish forces. Once a Warden reaches their madness limit, they become Insane for the rest of the game and plays for Cthulhu against the two other Wardens.

If all three Wardens become corrupted, Cthulhu wins the game.

Cthulhu's goal is to prevent the Wardens from finding the powerful ancient Artifacts. Through various portals across the map, he will spawn deadly Starspawn to fight against their armies.

Wardens

1-3 players take the role of the Wardens and each control their own steam-powered army over land, water and sky. They must travel across the world in search of the precious Artifacts.

If The Wardens find all 5 Artifacts, they win the game.

Each Warden has their own characteristics, abilities and strategies but they must work closely together if they want to survive. They each have their designated army which they can upgrade with hidden Blueprints in order to take control of the territories they cross, go on Expeditions for Artifacts, fight the Starspawns and escape Cthulhu's madness.

Round Overview

Cthulhu's turn

Cthulhu plays first, he moves with his Cthulhu miniature and then spend the actions of his Starspawn. He can play Ability cards at any moments but can play Nightmare/Serenity Card only during his turn.

Cthulhu can accumulates defeated enemy's vehicles to raise his mutations only during his turn. (See Mutation P.37)

Cthulhu can move from 1 territory to an adjacent one, once every turn, either on land or on water. If he moves to a territory with a portal, he can teleport through any other portal and arrive directly to that portal territory in the same turn.

When Cthulhu arrives on a territory, every opponents' units are automatically destroyed, and the outposts are damaged.

Move / Teleport

Cthulhu has two different kind of minions, the Starspawn and the Tentacles The Tentacles are Broken Starspawns. They appear on the map only after battles, when a Starspawn takes damage.

1 Starspawn is worth 3 Tentacles (See Units and Territory Control P.16)

Starspawn & Tentacles have 2 actions. They can move to an adjacent territory, either on land or on water. If they reach a territory holding vehicles or an outpost, they can choose to either attack them, or not (See Battles P.28). They can spend their actions in any order and time they want. For example: move + move, attack + move, move + attack etc. Starspawn do not travel through portals (until unlocked mutation).

Move / Attack / Outpost Attack

Round Overview

End of Cthulhu's turn

Cthulhu spawns his reinforcements at the end of his turn. 5 Starspawn (5 Starspawn = 15 units in total) are spawned through the portals with a maximum of 1 Starspawn per portal (See Spawn P.20).

Example:

Cthulhu starts the game on The Great Rift. he makes his move to Patagonia where he had previously chosen to put a Portal. He decides to teleport through that portal and arrives directly on Anatolia, where there was another Portal. There was also an Outpost and 2 Airships on Anatolia, the 2 Airships are automatically destroyed and return to Kaysar's hand. The Outpost is automatically damaged and the miniature is turned on its back. Selena will need to repair it.
Cthulhu's actions are over but every of his Starspawn have their actions to spend.

1 Starspawn moves from Sea of Sedna to Province of Sila for 1 action and starts a Battle with the tanks' units that were there for another action (See Battles P.28). Even if the Starspawn win the battle, it cannot make another action this turn but there are 5 Starspawn on the map at that moment and all of them must spend their actions.

Cthulhu has 1 Starspawn on United Kongolia where there is also an Outpost. He starts a battle and try to damage it (see Outpost P.19). After the Battle, this Starspawn still has 1 action to send but Cthulhu strategically decides to leave it there and lose the last action.
1 Starspawn is on Karaptev Sea along with 2 ships and Morgana. Cthulhu Starts a battle against her and try to give her a madness point. He Succeeds bus his Starspawn got damaged in the fight and lost 1 unit. Since The Starspawn represents 3 units, it is then replaced by 2 Tentacles. Those two tentacles are simply a broken Starspawn, they continue the turn at the same place as the Starspawn left it. Since the Starspawn already spent 1 action, the 2 Tentacles have 1 action left to play this turn. They move to an adjacent territory.
Once all of his units have spent their actions, Cthulhu Spawns his reinforcement of 5 Starspawn.

Round Overview

Wardens' turn

The Wardens plays one after the other, starting with Morgana, Kaysar, and finally, Selena. They may discuss and plan their strategy against Cthulhu. They can play Prophecy cards at any moment, even if it's not their turn.

The Wardens never move alone; they are always with at least 1 unit of their respective army.

Before their actions, every Warden may set up their reinforcements of 4 units on the outpost territory of their choice, following the rule of reinforcing a maximum of 3 units and a minimum of 2 units per Outpost per turn (see Reinforcement P.20).

Each Warden, as well as each one of their armies have 3 actions to spend. They can select their actions in any order and perform them any number of times they desire for a maximum of 3 total actions.

For example: Expedition + Move + Move OR Battle + Move + Battle, etc.

Move / Expedition / Battle

Each Warden has their own different Bonus Free Action to spend every turn in addition to their regular 3 actions.

-Morgana : Free Battle Action
-Kaysar : Free Expedition Action
-Selena : Free Move Action

Round Overview

Selena is the only one who has more than 3 actions to choose from, as well as Battling, Moving and going on Expeditions she has also her engineer actions to choose from.

Selena's engineer actions: Move through any Outposts for 1 Move Action, Repair a damaged Outpost for 1 action, Enter a Workshop and discover a Blueprint for 1 action.

Morgana has a Ranged Attack Action which count as 1 Battle Action. (See Ranged Attack P.32)

*Wardens Mastery, Pets Skills and Bonus Action can only be used by the Wardens themselves and the army they are with, on the same territory than them.

Their others units which are on separated territories cannot have those abilities.

Morgana Example:

Morgana is on Ross Ocean along with 3 ships units. There is 1 Starspawn and 1 Tentacle on Westralia, the adjacent territory. She decides to ranged attack them for 1 action. She succeeds to destroy 2 units, there is now only 2 Tentacles left on Westralia. She decides to Explore Ross Ocean for 1 other action. Her and Cthulhu plays the mind-reading game, (see Expedition P.21) she fails and decides to spend her last action to move to an adjacent territory. She moves to Sea of Babylon where 2 Tentacles are. She still has her Free Bonus action which is Battle which she decides to use to fight the Tentacles (see battles P.28). The battle is not going well. She uses her special Pet Skills which allows her to re-throw the battle tokens and start the battle over. She succeeds in destroying 1 enemy unit and with her Warden Mastery allowing her to kill 1 additional unit, she destroys the 2 Tentacles and she places the units on her character sheet to accumulates them.

Her actions are now over but she still has other armies in other territories which all have 3 actions to spend. She moves for 1 action her army of 3 ships from Keraptev Sea to Balkdeniz Sea where 1 Starspawn is. She starts a battle for 1 action. The fight went well, she destroyed the Starspawn which she put on her character board as war trophies. She has now accumulated 5 enemy's units, she can return those units to Cthulhu and add her reinforcement of 3 ships from the outpost of her choice. Those units will be ready to spend their actions right away. She still has 2 ships on Balkdeniz which have 1 action left. She decides to use it to ranged attack the Starspawn which is on Concordia, the adjacent territory. This army has no more actions left. She plays with all her armies until all of them have spent their actions.

Round Overview

Kaysar Example:

Kaysar is on Cascadia with 4 Airships. He Explores this territory using his free bonus action but fails the exploration. He decides to Explore again for 1 action and using his Warden Mastery, he re-roll the chance die and succeed his exploration. He obtains Cascadia's Territory card which he accumulates on his character sheet and places an Exploration Token on Cascadia to remember that this territory has been explored.

Since he succeeded an exploration, he pics the first card from the territory cards deck which represents Tera de Tupi. He places an exploration token on this territory, knowing that there is no Artifacts there. He has now accumulated 5 Territory cards. He exchange them for 1 Prophecy card which will be used for the whole team. For another action, he moves to Vesperia and for his last action, he Battles the Starspawn that was standing there. He succeeds in destroying 2 units and with his Pet Skills, automatically kills the last enemy unit. His actions are spent and he can now play with every of his other units.

Selena Example:

Selena as well as 1 tank are on Empire of Temeth where there is an outpost. She uses the hyperloop tunnel (For 1 free move action) from the outpost to reach another outpost on Kingdom of Byrranga. That outpost got damaged and she wished to repair it. There is also a Workshop-Blueprint on this territory along with 2 Tentacles. She Battles the Tentacles to try to control the territory (See units and territory control P.16) for 1 action. She succeeds in killing 1 unit and then use her Pet Skills to lure the last Tentacle away, on an adjacent territory. She can now repair the damaged outpost for 1 action and then get to the Workshop and reveal the Blueprint for her last action. She unlocks an upgrade from her upgrade tree (See upgrades P.36).
Her actions are now over but she still has other armies in other territories which all have 3 actions to spend.

She moves her 3 tanks from Republic of Kebec to Province of Sila with 1 action, using the Navigation Point and Battles the Starspawn that was standing there. Once the fight is over, only 1 tank is left. She uses its last action to move back to Republc of Kebek.

She repeats with every of her army units.

Units & Territories

-Cthulhu and the Wardens doesn't count as units.

-Each Wardens' vehicles represents 1 unit.

-The Starspawns are the only ones who represent 3 units. They can be separated into a 1 unit Tentacle only when the Starspawn takes damage.

-1 army represents all the units of the same kind together on 1 territory. There can be multiple armies of the same kind in multiple territories and there can be multiple different armies on 1 territory. For example, an army of 3 tanks and an army of 2 Airships on the same territory.

-A maximum of 6 units of the same kind can be placed on every territory. The Wardens and Cthulhu don't count against this maximum.

-A player must control a territory if they want to spend any actions on it. To control a territory, the player must own more units than their opponent on the territory.

-To move through a territory that has enemy units, the player must leave behind the same amount of their own units there or destroy enough enemy units in order to take control of the territory. Leaving behind units when passing through a territory with enemy units is the only way a player can separate their army.

-If two armies of the same type moves together on one territory, the player has the choice to Merge or not, these two armies into one army. If Merged, the new army will have the number of actions left from the army that had the fewer actions to spend.

For example, if an army of 2 ships spend an action to move to an adjacent territory where there is already 3 ships and the player decide to Merge the 5 units together, this new army will have only two actions left this turn because one action was already spent by the 2 ships while moving.

-If the two armies are not Merged, they can separately spend their actions normally as if they were on two different territories. At the beginning of every turn, all the units of the same kind that are on one territory are automatically Merged together as one army even if they were not Merged during the last turn.

-The navigation point let you move from a territory to an adjacent one across the water, it takes only one regular move to reach the other side.

Units & Territories

For the Wardens:

-Morgana and her ships can move only on water.
-Kaysar, with his Airships, can move on any types of territories.
-Selena and her tanks can move only on land. Selena and her tanks can move through hidden underground hyperloop tunnels connecting the Outposts. In 1 move, she can reach any other Outpost territory (both Damaged Outposts and Active Outposts).

For Cthulhu:

-The Starspawn and Tentacles can make moves to any adjacent territory, either on water or on land. They cannot teleport themselves through portals until Cthulhu unlocks the corresponding Mutation (see mutations P.37).

Example of Territory control and Actions spent:

Morgana is standing with 5 Ships units on Sea of Sedna where 1 Sparspawn (3 units) also is. She wants to reach and Explore Atlas Ocean, the adjacent territory, where 1 Tentacle unit is standing.
To move from Atlas Ocean she has the choice; she can Battle and try to kill the Starspawn standing there and risk getting a madness point, or she can leave the same amount of units there before leaving.

She decides to separate her army and leaves 3 Ships on Atlas Ocean before moving to Sea of Sedna, the adjacent territory with her remaining 2 units, for 1 move action. As there is only 1 Tentacle unit on this territory and she has a total of 2 units, she controls the territory. She decides to Explore it for 1 Action and then she battles the Tentacle with her character's Free Battle Action. She then makes a range Attack with her last Action.

Cthulhus Teleports

Cthulhu can move through portals once per turn. If he wants to teleport, he can either teleport directly if he already stands on a portal OR make his move and reach an adjacent territory which holds a portal and then teleport on any other portals. Once there, he cannot make another move this turn.

Outposts

The Outposts fabricate the Vehicles of the Wardens. An Outpost can fabricate a maximum of 3 identical vehicles each time but a minimum of 2 must be fabricated together.

The Warden's Outposts can be damaged by Cthulhu or by the Starspawn. A damaged Outpost will not produce army units and so, the Will of the Warden and the Wardens' reinforcements will not be possible on this territory. When Cthulhu arrives on a territory where there is an Outpost, it automatically gets damaged. Once an Outpost is damaged, simply turn the miniature over on its back.

An Outpost Attack is performed using the the Chance Die. The Starspawn and Tentacles can attack an Outpost if they control the territory it is built in. The attack depends on the number of Starspawn units present in this territory at the given time. Cthulhu rolls the Chance Die. If the result is equal or lower to the total number of units Cthulhu has in the territory, then the attack is successful. If the attack is unsuccessful, nothing happens.

Example
Cthulhu has 4 units (1 Starspawn and 1 Tentacle) attacking an Outpost in Golden Valley. Cthulhu must roll a number between 1 and 4 to succeed. If he gets 5 or 6, the attack will not be successful. Other example: If there is 2 Tentacles units attacking, Cthulhu must roll the number 1 or 2 on the die.

The Wardens' armies can defend the Outposts. If there are army units on the territory where Cthulhu wants to attack an Outpost, the Wardens may or may not defend the Outpost by forcing Cthulhu to Battle them before attacking the Outpost. In this case, Cthulhu must spend 1 Battle Action and destroy every unit in the territory first. If he still has Actions left, he can then Attack the Outpost.

Selena the engineer is the only one able to repair the Outpost. When she arrives on the damaged Outpost territory, she can repair it and flip the miniature back up for 1 action.

Selena and her tanks can still travel through a damaged outpost, only the reinforcement and the Will of the Wardens actions are not possible there.

Reinforcement & Spawn

At the beginning of their turn, each Warden may add 4 vehicle units on an outpost of their choice following the rule of maximum 3 and minimum 2 vehicles of each kind produced by an outpost every turn, and a maximum 6 identical units per territory.

Since the Outposts are only built on Land Territories, the ships may be placed on a water territory adjacent to a territory with an Outpost. Airships can be placed both on land and water territories.

Cthulhu gathers more Starspawn at the end of his turn. He can spawn 5 additional Starspawn (Which represent 15 units) on any portal territory but with a maximum of 3 units per portal, and a maximum of 6 units per territory as per the maximum unit rule.

Cthulhu can not spawn Tentacle units as they represent injured Starspawn.

Expeditions

The Artifacts are infused with the power and the consciousness of the worshipped Naacal Elders. If found, the Wardens will be able to bring the Elders back to life and they could finally eliminate Cthulhu's reign. Aware of their psionic power, Cthulhu hid the artifacts in several territories around the world, far from the reach of The Wardens.

At the beginning of the game, Cthulhu reveals one territory card where an Artifact is hidden. The Wardens team knows that they have to go there and succeed an Expedition if they want to discover this Artifact.

To find Artifacts, the Wardens travel the world in various Artifact Expeditions. Each Warden can go on Expeditions, but they must do it themselves as their armies alone cannot find Artifacts. To launch an Expedition, The Warden must be standing on the territory they want to explore and spend 1 Expedition Action.

The Wardens must control the territory they want to hold an Expedition to.

The Expedition is a mind-reading game. This game is played with Cthulhu's Fate Dial which represent 4 different Fate Symbols and each Symbol represents a Bonus which will be given to Cthulhu if the Wardens does not succeed.

ABYSS
Add one portal on any territory

DARK STAR
Move the Dark Star token from 1 space

CTHULHU
Move Cthulhu (Can include teleports)

NIGHTMARE
The Warden must leave this territory

Before the mini-game, Cthulhu will select one Fate Symbol which represents the Bonus he wishes to obtain. The goal of the Wardens is to find out which Fate Symbol Cthulhu chose.

1. Cthulhu takes the Fate Dial, selects one Fate Symbol and places it face down on the table, hidden from The Wardens.
2. The Warden on Expedition will roll the Chance die which represents 1, 2 or 3 dots. The number will determine how many guesses the Warden gets to find out the Fate Symbol. He will need to read Cthulhu's mind and find out which bonus Cthulhu is trying to obtain.

For example

if Cthulhu is standing right next to a Warden, he might choose the Madness symbol and be able to make one move on an adjacent territory, automatically giving the Warden a madness point, or he will make a subterfuge and choose another symbol which would be less obvious.

Expeditions

The Warden succeeds his Expedition if he guesses the right Fate Symbol. The Warden will pick a Prophecy card (See prophecy cards P.26) and Cthulhu will tell them if there is or is not an Artifact on this territory.

-If there was no Artifact on this territory; Cthulhu must give to Kaysar the respective Territory card from the Territory cards deck.

-If there was an Artifact on this territory: Cthulhu reveals the Artifact which correspond to this territory and give the Artifact card to the Wardens team. The Wardens can use this Artifact at any moment of the game but, each Artifact can be used only once. Once used, the Artifact Card goes in the discard deck.

-Kaysar also receives the Territory card corresponding.

-Kaysar, the Expeditions master, will accumulate the Territory cards for the team (Even if it's not his Expedition). when he accumulates 5, he can exchange them for 1 Prophecy card.

-Whenever he succeeds an Expedition, Kaysar will receive 1 random Territory card from the deck where there are no Artifacts, in addition to the regular Territory card given after every successful Expeditions.

-He also has the Expedition tokens which he must place on the territories so the team can remember which places do not hide Artifact and which territories might.

The Warden do not succeed the Expedition if Cthulhu's Fate Symbol is not guessed. In this case, Cthulhu is the one who gets a Prophecy Card in addition to the corresponding chosen Fate Symbol's bonus. The Warden does not receive Territory or Prophecy cards. They can make another Expedition, depending on the Actions he has left.

Expeditions

Successful Expedition with no Artifacts found

Selena moves from Cascadia to Aztlan where there are no Starspawn. She controls this territory. She tells Cthulhu that she wants to start an Expedition. Cthulhu takes the Fate Symbol dial and decides which bonus he would like to get. He chooses the corresponding Fate Symbol which he places face down on the table, hidden from the Wardens team. Selena rolls a 2 on the Chance die. She has 2 chances to find out which Fate Symbol Cthulhu chose. She notices that Cthulhu is one territory away from a Warden and that he probably wishes to get one move and so give the Warden a Madness Point. Selena guesses the Madness Symbol which gives Cthulhu 1 move. It was too obvious, she misses. On her second guess, she picks the Abyss Symbol as it is only the beginning of the game and Cthulhu doesn't have a lot of portals.
She succeeds, she found out which Symbol Cthulhu had chosen; she wins the mind-reading game and so, succeeds at the Expedition.
Cthulhu reveals that there was no Artifact on this territory. He picks up the Aztlan Card from the Territory cards deck and gives it to Kaysar who also places an X token so they can remember that this territory has been explored and has no Artifacts. Selena gets to draw a Prophecy card from the deck.

Successful Expedition with an Artifact Found

After spending 1 Move Action, Morgana arrives on The Great Rift, where 1 Starspawn (3 units) and 1 Tentacle unit are standing, she has 5 ships units so she controls the territory because she has more units than Cthulhu.
She has the choice to battle the Starspawn or not before going on Expedition. She decides to Explore first for 1 Action. Cthulhu chooses a Fate Symbol and hides it from the Wardens. Morgana rolls the Chance die, for a result of 3 clues. This time she was lucky and found the Fate Symbol right away because Cthulhu chose an obvious Symbol which he needed the bonus. She wins the mind-reading game and the expedition is successful. Cthulhu reveals that there was an Artifact on the Great Rift, he turns over the Great Rift Territory card, gives it to Kaysar and reveals the Artifact corresponding. This Artifact is now found, it belongs to the Wardens team and they will be able to use it whenever they want. Morgana also gets a Prophecy Card.

Unsuccessful Expedition

Kaysar arrives at New Leningrad and tells Cthulhu that he's going on an Expedition. Cthulhu chooses a Fate Symbol from the Fate Symbol dial and places it on the table, hidden from the Wardens. Kaysar rolls the Chance die for a result of 1 guess and uses his character's Expedition bonus to re-roll the die. Now with 2 guesses, Kaysar unfortunately fails to guess Cthulhu's symbol, so the Great Old One wins the mind-reading game.
Cthulhu draws a Prophecy card and also gets the bonus corresponding to his chosen Symbol which he uses right now.
Since he hasn't spent all of his Actions, Kaysar can spend another Action and do a second Expedition right now.

Artifacts

The Artifact cards can be accumulated and used cooperatively by any Warden.

- ANKH : Cure 1 madness point from one Warden.
- CHANUNPA : Prevent any attack or madness on a choosen territory.
- MJOLNIR : Kill every enemy units on a choosen territory
- TRISHULA : Destroy 2 portals anywhere on the map.
- TUMI : Sacrifice a Warden, then the other Wardens can play a second turn. The sacrificed Warden is now Insane and plays for Cthulhu.

Artifacts

During the Expeditions, Cthulhu can move the Dark Stars along the alignment track if he chooses the Dark Star Fate Symbol and obtains the power or the bonus corresponding to the space moved to.

The last emplacement of the Dark Stars represent Cthulhu's full power, he can move anywhere on the map during one move action.

First: Dark star token starting emplacement
Last: Cthulhu can move anywhere on the map during one move

Add 2 portals anywhere on the map

Add 1 Starspawn (which worth 3 units) on any portal

You can replace all portals on the map anywhere you want

Prophecy Cards

During every Expedition, one Prophecy card is drawn, either from Cthulhu, or from a Warden.

The Prophecy cards can be accumulated for a maximum of 5 cards for Cthulhu and 5 cards for the Wardens team. If they pick a 6th card, they must discard another one of their choice from their hand, or discard the newly picked one.

The prophecy cards can be played two ways, either with the Icons, or with the Action designated on the cards.

Each Prophecy cards holds two icons at the bottom, the first one represent one of the three Battle Tokens, the other icon is one of the four Fate Symbols.

The player holding the card can play the icon wanted at any moment either during a battle or during an Expedition.

If a card is played for its Icon, it will still be discarded into the discard deck and the possible Action of the card will be lost.

Battle icon

The card can be played after the throw of the Battle Tokens during any battle.

For example, Morgana plays an Attack Token against Cthulhu and this one chooses Rush, she would normally loses the battle. She still can win the battle if she holds a card with the stronger Token; the Defense Icon. She just plays the card once the tokens are thrown and it cancels her previous token. The card takes the place of her chosen Token. She wins the battle. Cthulhu can then play a card with an Attack Icon if he has one, and this can go on as many times as the players desire.

Fate Symbol icon

The card can be played after any mind-reading games as a "last chance".

For example, if a Warden couldn't find the Fate Symbol Cthulhu had chosen, the card can be played if the Fate Symbol matches.
In the case of Cthulhu, if the Warden discovered his Fate Symbol, he can play a card holding a different Fate Symbol which will take the place of the first chosen Fate Symbol. It cannot be a symbol a Wardens just named during this expedition.

Prophecy Cards

There are two types of Prophecy Cards

The Ability cards offer various bonuses and abilities to both the Wardens and Cthulhu, they can be accumulated and played at any time during the game, even during your opponent's turn.

The players can play as many Ability cards as they want and at the moment of their choice, turning the tide of any situation.

Nightmare\Serenity Cards

The Nightmare\Serenity cards are the most important and powerful.

They must be played during the players' turn. If Cthulhu draws one, he can keep the card and choose to give a Madness Point to the Warden of his choice and at the moment of his choice, during his turn. Keeping in mind that only 1 Madness Point maximum can be given to each Warden every turn.

If a Warden draws one, he can flip over any Territory card, where an Artifact is hidden and automatically discover its location. He will still need to go on an Expedition and win the mind-reading game to obtain the Artifact.

Ability Cards

The ability cards offer various bonuses and abilities to both the Wardens and Cthulhu, they can be accumulated and played at any time during the game, even during your opponent's turn.

Symbol Icon Example

Selena had only two clues to find out which Fate Symbol Cthulhu chose. She guessed "Madness" and "Abyss". Cthulhu tells her that she was incorrect and show her his chosen symbol, which is the "Dark Stars". She has a card with a "Dark Stars" Symbol Icon on it, so she decide to play it and succeed her Expedition.

Second example; Cthulhu had chosen the Symbol "Abyss". Unfortunately for him, Kaysar, the Warden on Expedition, had 3 clues. He first guessed "Nightmare", which was wrong, then luckily guessed "Abyss". Cthulhu still has to reveal his chosen Fate Symbol because Kaysar guessed correctly but Cthulhu has a card with a "Madness" Symbol Icon. He hides the card in his hand and tells Kaysar that he still needs to guess, using his last chance. Kaysar guessed "Cthulhu" and was incorrect. Cthulhu reveals his Icon and discard the Prophecy card. At that moment, if one of the Wardens team had a cards representing the "Madness" Icon, they could play it for an additional guess and then succeed the Expedition.

Battles

-The Wardens themselves will join the battles if they are present with their armies on the battle territory.

-Cthulhu doesn't want to kill the Wardens, he always leaves them with 1 unit of their respective army. As the Wardens cannot die, they receive Madness Points if their last army unit is hit. (See Madness Point P.33)

-If there are units from more than one Warden in a territory getting attacked by Cthulhu, the team will decide which one will defend the territory. If a defending Warden have 2 units and gets 3 killed by the opponent, the remaining 1 kill goes directly to the other Warden unit.

-The two opponent's units must be on the same territory to fight except during ranged attacks.

-Ability Cards can be played at any moment during the battles.

-Many different units of the current turn's player, from adjacent territories, can join the same battle (Maximum 6 same units per territory). The battles are played using 3 different tokens representing Attack, Defense and Rush. Each token represent a different strategy.

Battles are played with a Pyramid Battle mechanic, using the 'Rock, Scissors, Paper' principle: Rush beats Attack. Attack beats Defense. Defense beats Rush.

-Each fighter chooses the token he needs depending on his strategy and shows the token to each other at the same time on the table.

-Both players lose 2 units if they choose the same token.

-The winner of the Battle will play his Token strategy.

-The Battle is ongoing; the attacker can attack as many times as he wants until there is no enemy units left on the territory using only 1 Battle Action. One battle can have many rounds.

-Every unit on the map can battle, one after the other. There is no limit of battles per turn, as every unit has 3 actions to spend.

-If a player gets the Rush Token but already have 6 units on the territory, he can add the new one on an adjacent territory.

Exception:

When a Warden is alone with only 1 unit remaining with him, he doesn't get hit if he plays the Attack Token. He cannot give himself a Madness point. So if he plays the Attack token, he kills 3 Starspawns but no friendly unit is destroyed this time as the Warden cannot be alone without any units.

Battles

Each Warden has their own Battle Token bonus, Cthulhu chooses which token bonus he wants at the beginning of the game.

-Morgana's Battle Token bonus is the Attack token. Every times she hits with this token, none of her friendly units are destroyed. *-3 enemy units*

-Kaysar's Battle Token bonus is the Rush token. When he wins a fight using this token, one additional friendly unit join the battle. *+2 friendly unit OR -1 enemy unit*

-Selena's Battle Token bonus is the Defense token, when she misses a fight using this token, she loses -1 unit. *Lose -1 friendly unit when missed OR kill 2 units when won.*

Morgana, the Warrior, has a Battle Mastery when she fights alongside her army. She destroys 1 additional enemy unit every time she kills 1 enemy unit or more, if she is present on the battle territory (See Example Below).

Morgana accumulates War trophies, every time she or her ships destroy 1 enemy unit, she accumulate the unit at the respective area on her character board. At any moment, when she accumulates 5 units, she gets an additional 3 friendly units at the Outpost of her choice. If it's during her turn, those additional units are active right away, she can play them like the rest of her units on the map. If it is during Cthulhu's turn, the 3 additional units can be attacked by Cthulhu like the rest of the other units on the map.

Battle between two armies without any Warden present.

Selena moves her army of 2 Tanks from Vesperia to Aztlan and also her 3 Tanks from Cascadia to Aztlan, she has now 5 Tanks units on Aztlan. She attacks the 2 Tentacles units which are on this territory.

Both side can win or lose the battle. It's a matter of guessing what token the opponent will play. Selena chooses the Attack Token hoping to eliminate 2 Tentacles and lose 1 Tank during the fight. Cthulhu choses the Rush Token which is his chosen Bonus Token during this game, so he can add 2 additional unit to his army instead of only 1.

Cthulhu wins the battle-game because Rush is stronger than Attack. He adds 1 Tentacle unit to the battle because he won the fight with his Rush token and also adds 1 additional unit because Rush was his Bonus token during this game.

Both players have now 4 units on Aztlan.

Selena's player decides to continue the battle for another round and once again chooses the Attack token. This time Cthulhu chooses the Defense token, hoping to destroy 2 enemy units for no cost of his own.

Selena wins this round, destroying 3 Tentacles units and losing 1 tank in the fight. There are now 2 Tentacles units and 3 Tanks remaining so Selena continues for round 3. She uses the Defense token which is her personal Bonus token while Cthulhu chooses to Attack. As this means Cthulhu wins, he destroys 2 tanks to the loss of 1 of his Tentacles. Now only one unit apiece remains and Selena decides to attack again, using the Rush token. Cthulhu's player chooses Defense and so, Selena's last tank is destroyed.

Even if she started the battle stronger than Cthulhu, she lost the battle because she lost the battle-game. The fact that Cthulhu won the token battle turned the tide.

Battle with multiple Warden's units and Morgana present. (Warden winning)

Cthulhu decides to use his Starspawn to battle against Morgana and her army of ships and try to give her a Madness Point. Cthulhu has 6 units (2 Starspawn representing 3 units each) on Weddell Ocean. He moves them on Sea of Babylon where Morgana is standing along with 4 Ships and also 2 Airships. Let's not forget that Morgana is the master of Battles and she has bonuses when she fights alongside her army. She always destroys +1 additional unit every time she kills 1 unit or more.

She also has the help of her monkey pet who makes a mess on the battlefield and gives morgana the chance to rethink her war strategy, she can decide that both players re-throw the battle tokens, once per turn.

Before the battle Morgana plays "Fresh Troops" Prophecy Card which gives her +2 units. She has now 6 Ships along with herself and the 2 Airships. The Wardens team decide which one between Morgana and Kaysar will battle since the two character's units are on the same territory.

Kaysar decides to attack first so Morgana will have less chances to get a madness point. He plays Defense, thinking that Cthulhu will play Rush to add more units but he was wrong and Cthulhu won with the Attack Token which was his personal Battle Bonus this turn so he can kill 3 units without losing any of his own. Cthulhu destroys the 2 Airships and 1 Ship takes the other kill. Morgana has now 5 Ships against 2 Starspawn (6 units).

Morgana takes over the battle since there are no units left from the other Wardens on this territory. She chooses Defense, same as Cthulhu.

They both lose 2 units because they picked the same token. One of Cthulhu's Starspawn gets 2 units damage and is replaced with 1 Tentacle which represent 1 unit. With her Mastery ability, Morgana also kills 1 additional unit, leaving Cthulhu with only 1 Starspawn remaining (3 units). She collects the 3 units that she killed and places them as war trophies on her character board. Morgana has now 3 Ships against 1 Starspawn.

The battle continues, Morgana chooses Rush and Cthulhu plays Defense. Cthulhu wins but Morgana decides to use her Monkey Skill and so both player have to re-throw the Battle tokens, Morgana plays Defense and Cthulhu plays Rush. She wins, she destroys 2 units + 1 additional unit with her Mastery ability. The Starspawn is dead, she can keep at as war trophy and now that she accumulated 5 enemy units on her board, she can add 3 units of her own, at the Outpost of her choice. Since her turn is not finished, those units will be able to make their 3 Actions just like the rest of Morgana's units.

Example of battle with Kaysar present. (Warden losing)

Cthulhu has 1 Starspawn (3 units) on Karaptev Sea and 1 Tentacle (1 unit) on New Leningrad, he moves them to Kingdom of Byrranga where Kaysar is standing with 4 Airships. Cthulhu plays the "Bloodshed" prophecy card which destroys 2 enemy's unit, automatically destroying 2 Airships which Cthulhu accumulate on his board (during his turns only) for his mutations.
Kaysar has now only 2 units with him.

As Cthulhu doesn't want to kill the Warden but wishes to give him Madness instead, he doesn't want his Starspawns to destroy all the Airships, but to leave 1 unit with the Warden and give him a madness point instead of killing his army (See Madness point p20).
They start the battle, Kaysar chooses Defense and Cthulhu chooses Rush. Kaysar wins, Cthulhu loses 2 units (-1 Tentacle, and his 3 units Starspawn get 1 damage and changes into 2 Tentacles units).
Kaysar can use his Cobra Skill and automatically kills 1 additional unit with its Venom Bite. Kaysar still has his 2 Airships and fights against 1 Tentacle unit.
Next round, Kaysar wishes to add more units, he chooses the Rush Token which is his personal Battle bonus token but Cthulhu saw it coming, he chose Defense and so, destroys 1 Airship and gives a Madness point to the Warden instead of destroying the last Airship.
Kaysar moves his Madness point token on his Madness point track and may now do his Will of the Warden Action (See Will of the Warden p.20).

Ranged Attack

-Morgana's Ships (And Selena's tank when unlocking the ranged tank) can Ranged Attack to an adjacent territory, either on land or on water.

-Ranged Attack are played using the Numbers on the Chance Die.

-A Ranged Attack cost 1 Battle Action.

-There is a maximum of 1 Ranged Attack per territory per turn.

-The player must control the territory where they are before doing a Ranged Attack on another territory.

-The attack will depends on the number of units present during the attack. Morgana must roll the Chance die and get the same or lower number of Ship units attacking. The number of units damaged will be the same as the number rolled.

-If there are friendly units on the territory she is attacking, including an Outpost or any units from any Wardens, she hits them instead of the enemy if the Attack is not successful.

For example, if there are 4 Ships units attacking enemies on an adjacent territory, Morgana must roll a number between 1 and 4. If she gets 5 or more, the attack will not be successful and she may hit friendly units.
If there is only 2 Ships units attacking, Morgana must roll the number 1 or 2 on the Chance die. She will destroy the same amount of enemy units as rolled. If she rolls a higher number, and fails her Ranged Attack, she will hit the number of friendly units rolled. If there are friendly units and an Outpost, the units will be destroyed first and the Outpost at the end.

Madness Points

Cthulhu and his Starspawn spreads madness everywhere they go and their goal is to make the wardens go insane and corrupted so Cthulhu can take control of them.

-Every Wardens has a different limit of Madness points before going insane and serving the Great Old One for the rest of the game.

-Each Warden can gain a maximum of 1 madness point each turn, regardless of Cthulhu's location and multiple battles with Starspawns. For Example, if a Warden loses a battle and gains a Madness Point, other Starspawns cannot go fight him a second time or Cthulhu cannot use a Nightmare card on this Warden.

There are 3 ways a Warden can get a Madness point:

-Every time Cthulhu is on the same territory as a Warden. Instantly, without any battle, if Cthulhu himself arrives on a territory where a Warden is standing, this one automatically gains a madness point. If the Warden decides to go to Cthulhu's territory, for example, to search for an Artifact, he automatically gains a Madness Point even if it was the Warden's choice.

-When a Warden loses a battle against the Starspawns/Tentacles. If a Warden is with his army on a territory during a battle and loses the battle, the Warden gets one madness point. (See example of battle with a warden losing P.31)

-When Cthulhu plays a Nightmare Prophecy card. During his turn only, Cthulhu can play Nightmare cards which gives 1 Madness point to the Warden of his choice (See prophecy cards p.26).

Will of the Warden

Every time a Warden gets a Madness Point, if he wishes to, he can instantly make a special "Will of the Wardens"action.

-The Warden may move to the undamaged Outpost of his choice with 1 unit of his respective army as he can never be separated from his army units. In the case of a Madness point get by a Nightmare-Serenity card, the Warden must move all his vehicles when using the "Will of the Wardens".

During the Will of the Warden, no Prophecy Cards can be played by Cthulhu.

-A Warden cannot makes his Will of the Warden action on a damaged Outpost. If all the Outpost are damaged, the Will of the Warden is not possible.

-When the Wardens make a Will of the Warden during their turn, all of their actions are reset except attack. They can play again from the territory chosen from their Will of the Warden and start their turn over.

-Once he makes a Will of the Warden Action, a Warden cannot attack or be attacked anymore this turn.

During Cthulhu's turn, he moves from Sea of Babylon to Ross Ocean. Morgana is there with 3 ships and 1 Airship. Cthulhu automatically destroys the 2 Airships, 2 Ships and leave 1 Ship intact with the Warden, giving her 1 madness point instead of destroying her last army unit.
Morgana can automatically make her "Will of the Wardens" with her remaining Ship. She decides to move to the Outpost of Libergal. Since Libergal touches two water territories, She can choose where she wants to move between the two. She already has 2 Ships on Atlas Ocean so she decides to join them, bringing the Ship she already had with her. She is now standing on Atlas Ocean with 3 ships.
When it will be her time to play, she will start her turn from there.

Insane Warden

Once a Warden has reached his Madness Limit, he becomes Insane for the rest of the game, or until the other Wardens delivers him from his madness. The insane Warden and his dedicated army is now in Cthulhu's command and will play for him, against the two other Wardens.

-The Insane Warden will Reinforce his army from Cthulhu's portals instead of the Outpost. Same rules applies as the Reinforcement rules.
-Only the Upgrades unlocked while the Warden was sane can apply to an Insane Warden.
-An insane Warden can give Madness point just like Cthulhu and his Starspawns
-The insane Wardens can still use their Pets Skills.
-The insane warden can use all of his Character's Bonus and Abilities except Morgana can't collect War trophies anymore and Selena can't unlock any more Upgrades. In this case, the already unlocked upgrades are still usable for the sane Wardens.
-As the Ability cards belong to the Wardens' team, the insane Warden must give his cards to the sane Wardens.
-An Insane Warden cannot Explore anymore.
-A cured Warden can be driven Insane again.
-There is one way to deliver a Warden from his Madness: The sane Wardens must find the Ankh Artifact which can cure 1 Madness Point.
-A sane Warden and his army can kill an Insane Warden by winning a battle against him and killing his last unit.
-During a Battle against a sane Warden and an Insane Warden, if the Insane Warden wins the Battle and give a Madness point to his opponent, the Warden who just received a Madness point cannot fight the Insane Warden anymore and may make his Will of the "Wardens" action.
-A dead Warden is eliminated from the game but his army units that were already on the map are still active and played by Cthulhu.

Morgana, spent her Madness point limit and is now Insane. She plays for Cthulhu until the end of the game or until a Sane Warden cures 1 of her Madness points. During her turn, she reinforced her army in the Water Portals territories and she Battled alongside the Starspawns.

It is now Kaysar's turn, him and Selena had decided to try killing Morgana before she did more damage with her warrior Abilities. Kaysar groups his army of Airships, he has 2 units with himself on United Kongolia and 3 units on Tera de Tupi which he moves to Weddel Ocean where Morgana is with 2 Ships and 1 Starspawn representing 3 units. Either Morgana or Cthulhu can defend because both have units on this territory.
Cthulhu decides to protect Morgana and also try to give Kaysar a Madness point using his Starspawn.
They fight, Kaysar wins with Defense, he kills 2 units and then kills 1 more with his Cobra Skill, the Starspawn is defeated, Morgana is now alone with 2 Ships.
Kaysar attack again, he chooses Defense but Morgana wins with Attack which is her personal Battle Bonus, she kills 3 units without losing any of her own and then uses her Mastery which kills 1 additional unit. Kaysar has now only 1 Airship with him. If he loses this round of the Battle, he will gain a Madness Point.
Morgana plays Attack again and Kaysar plays Rush which is his Battle Bonus, he adds 2 friendly units instead of 1. The battle continue, Morgana choses Defense but Kaysar plays Attack, he wins, he loses 1 unit in the fight but he destroys all of Morgana's units and kill her.
Morgana is dead, she cannot play anymore but Cthulhu can still uses her armies of Ships.

Army Upgrades

Selena is the master engineer. On her character sheet, the upgrades for the whole team are indicated.

Every upgrade must be unlocked with Blueprints found in ancient Workshops. To find the Blueprints, Selena must travel the world and reach the Workshop territories. She needs to spend an action in order to gather the Blueprint. She may pick the token and keep it to unlock an upgrade at the end of her turn. She can accumulate multiple Blueprints during one turn and so unlock multiple upgrades.

-The unlocked upgrades takes effect immediately after being unlocked
-The upgrades are selected as a team, but Selena has the last word as she's the one unlocking them.
-The upgrades are used by all the Wardens.
-The first 3 upgrades (the 3 bottom ones) can be selected in any order desired, the 2 others must follow the tree.

Artillery: The Outpost can attack the Starspawns that are on their territory. Selena, the engineer can provoke a bombardment using the Chance die. This mechanic is the same as Ranged Attack (P.32). If the defense is unsuccessful, no enemy will be defeated. Every Outpost can attack once per turn, during Selena's turn, for no actions spent.

High Range Cannon: Tanks can attack in distance using the same mechanic as Morgana's ranged attack.

Robotic Line: Reinforcement +1 Unit for every Warden.

Leylines Mark: 1 additional Clue from the Chance die while on Expeditions.

Tesla Research: All the Wardens and their units can travel directly from one portal to another for 1 move action.

Mutations

During his turn only, Cthulhu accumulates the units his Starspawns have destroyed.

-Once he gathers 5 destroyed units on his character board, he can get 1 mutation from the mutation tree, going from bottom to top.
-The units destroyed while Cthulhu was on a territory doesn't count for the Mutations, only the units killed by the Starspawns, Tentacles or insane Warden's units can be accumulated.
-Multiple Mutations can be accumulated during one turn and will be active automatically after being unlocked.
-The first 3 mutations (the 3 bottom ones) can be selected in any order desired, the 2 others must follow the tree.

Mind Reading: Every turn, Cthulhu can look every Warden's Prophecy cards.

Shapeshift: Starspawn have 1 more action.

Portal Move: The Starspawn can teleport themselves through the portals for 1 action.

Proliferate: Cthulhu spawns 1 Starspawn (3 units) when moving. The Starspawn is spawn on the territory from where Cthulhu is moving.

Possession: Cthulhu can take control of the Warden who has the most Madness Point. The player must follow Cthulhu's orders as he has gotten temporarily insane at the end of Cthulhu's turn. This is played just like a normal turn, the Warden has his actions of move and fight except that Cthulhu will make him fight against the other Wardens or move towards the danger. At his regular turn, the Warden will play from there, as he just woke-up from a bad dream. (If two Wardens has the same amount of Madness Point, Cthulhu may choose which one he prefers)

Once all 5 Mutations are Unlocked, Cthulhu can still accumulate 5 destroyed units and automatically obtain an additional 1 Starspawn (which represent 3 units). He can place it on any Portal territory.

End of Game

If Cthulhu and his Starwpawn succeeded in turning the 3 Wardens insane with their Madness spreading, the game is over. There is no more hope for humanity, the Cosmic Entity can now roam freely on Earth and there's no one left to restrain him. Cthulhu wins the game.

If the Wardens succeeded in travelling the world in jeopardous Expeditions and found the 5 precious Artifacts, they can finally summon the Naacal's Elders back to life for the final battle against the Great Old One. The Wardens win the game.