

CTHULHOID DIPLOMACY - by Tim Waterhouse and Gary Stevens

1) Standard Diplomacy rules (1971 rulebook) apply except where amended below:-

2) There are 7 powers, which start the game with the following:-

- GREAT CTHULHU - 2A/F, F, F.
- HASTUR - 2B, B, B.
- ITHAQUA - 2A/F, A or F, A or F.
- TSATHOGGUA - 2A/F, A or F, A or F.
- NYOGTHA - 2A/F, A or F, A or F.
- GLAAKI - 2A/F, A, F, A or F, A or F.
- YIG - 2A/F, A or F, A or F.

3) The game begins with a 'Pre-1930's' turn, followed by Spring 1930, Autumn 1930, etc.

4) During the 'Pre-1930' turn players must submit three separate starting locations for their chosen powers, each being on a different continent.

- e.g. i) YIG - 2A/F(Bog), A(Paz), F(Ama).
- ii) YIG - 2A/F(Leo), F(Des), F(Nai).
- iii) YIG - 2A/F(Teh), A(Kab), A(Del).

The GM will attempt to arrange the most balanced spread of powers across the board.

5) All supply centres contain a standing Human army (TERROR STRICKEN - Well wouldn't you be...?!). This does not apply to the 'Pre-1930's' turn. During this turn they are assumed to have a combat strength of zero (reflecting each power's foothold on Earth originally).

6) Powers may build in any vacant s/c they control in a Winter adjustment phase.

7) In regard to provinces with two coasts, fleets must leave from the coast on which they entered.

8) Fleets may go from the EMS-RED and vice-versa via the Suez Canal, and also CAR-SEP and vice-versa via the Panama Canal.

However, if both adjacent land provinces are occupied by another power or powers, permission to move through the canal must be obtained from such powers. The GM must be informed by the occupying forces, that passage through the canal is permitted.

9) SOU, PAC, ATL, IND are High Sea provinces. The following rules apply to these provinces:

- a) Any number of units may coexist in these areas and may not be attacked.
  - b) These units may attack or support an adjacent province.
  - c) Units trying to enter a High seas province do not require support unless directly opposed by another unit leaving the High seas area.
- e.g. F(CGH)-IND  
F(IND)-CGH
- This is a standoff.

10) A/F's may NOT convoy but may be convoyed. Flying units may NOT be convoyed and cannot convoy.

11) The Sahara takes two turns to cross. Units entering the Sahara must spend one turn holding or supporting once in the Sahara, before they are allowed to leave.

12) PLAYER SPECIAL POWERS

**GREAT CTHULHU:** Great Cthulhu is served by Deep Ones which may only be fleets. These have the ability to coexist with any amount of their units in any sea province and are subject to Rule 9(b) and 9(c).

ii)

HASTUR THE UNSPEAKABLE, (he who is not to be named).

These are flying units as is Hastur himself (itself?) and may cross any province at will, this includes the Himilayers and Switzerland. They may not however, fly over units. These may not be convoyed. Hastur is served by Byakhee.

iii) ITHAQUA THE WINDWALKER (the wenigo).

Ithaquia and his sarvitors (the lloigor) are all unseen. These units are not shown on the game report unless they come into conflict, cast spells, or take another powers s/c's. While changing, they may perform no other action that turn. If attacked, the change does not take place. eg. ITHAQUA CASTS GATE? (???) - ??? His s/c tally is always shown in an adjustments phase.

iv) TSATHOGGUA

Tsathoggua is served by the formless spawn. These have the ability to change from an army to a fleet and vice versa when ordered. eg. F(Dak)-A(Dak) While changing, they may perform no other action that turn. If attacked, the change does not take place.

v) NYOGTHA. (the thing that should not be!)

Nyogtha is served by covens of witches, because of this he begins the game with 3 extra spells.

vi) GLAAKI

Glaaki and his servitors the game with two units more than the other powers. However, due to their nature (rotting undead!). Glaaki's servants may not retreat, and if forced to are immediately disbanded.

vii) YIG (father of serpents)

Yig is currently served by the Hounds of Tindalos, for the purposes of this game. In an adjustment turn Glaaki may build a 2A (BUT NOT a 2F) if he controls the necessary s/c's. He may however build single armies and fleets instead.

### (3) SPELLS

In the "Pre-1930's" turn players chose 3 spells from the following list (except Nyogtha who choses 6). No spell may be chosen twice by the same power and once used are lost permanently. Spells are not allocated to specific units until used. Only one spell may be cast per term and the unit casting is either hold or support.

a. SUMMON DIMENSIONAL SHAMBLER (sds):

Any unit may cast this spell on a neighbouring province. Any units ending the turn in it are dragged into another dimation and disbanded, although a Great Old one may return after 2 years (in an unoccupied controlled s/c). Range: 1 Duration instantaneous.

b. CREATE GATE (gates):

This spell is cast the turn before it is used. Therefore you must inform the GM you are casting it and from where to where. This will not be shown on the game report until it is used the following season. In effect this spell creates a link between 2 otherwise unconnected provinces. Range: 0 Duration: 1 year aftercast.

c. DREAD CURSE OF AZATHOTT. (dca)

This spell has the effect of standing -off any unit (including multiple units) attempting to enter the province it is cast on during that season. It may also be used to cut support. Range: 2 Duration: instanttaneous.

d. POWDER OF IBH-GLAZI (pig)

This spell renders any invisible units it is cast upon visible. Duration: 1 year. Area of affect: 3 from caster

e. ELDER SIGN: (es)

This spell effectively serees the link between one province and another. This may not be crossed either way by any unit. eg. F Ast (wc) casts ES Ast. Mos & vice versa. Range: 0 Dration: Rest of Game.

f

f. CALL OUTER GOD : (cog)

This summons a 3A/F to a vacant neighbouring province which for the duration of the spell. If the 3A/F takes a s/c off another power in an adjacent turn the s/c becomes neutral although no human army is present.  
Range:1 Duration:1 year after cash.

g. BECOME SPECTRAL HUNTER: (bsh)

This spell allows an otherwise visible unit to become in-visible which is allowed unseen movement as Ithaqua. This is negated if the province where the unit cast the spell is invaded by another old one.  
Range:0 Duration until negated.

e. ELDER SIGN: (es)

This spell effectively severs the link between one province and another. This may not be crossed either way by any unit.  
eg. F(Ast)wc CASTS es Ast-Mos, whereby no unit may enter Ast from Mos and vice versa.  
Range:0 Duration: Rest of game.  
(Sorry this is out of order.) (duplicate)

h. CREATE BARRIER OF WAACH-TITH: (bnt)

Seals a unit in a neighbouring province for the rest of the game, except Old Ones which break out after 2 years.  
Range:1 Duration:Variable.

i. CREATE MAJOR MIST OF RELEH: (mmr)

Causes all movement within 3 provinces of the caster to become unseen as Ithaqua. This is NOT negated by the powder of Ibn-Ghazi. This mist moves with the caster.  
Range:Any province within 3 areas of caster Duration:2 years

j. DOMINATE: (dominate)

If cast upon another powers adjacent unit, the victim reverts to the control of the caster and is ordered by him for the duration of the spell. This spell cannot dominate an Old One.  
Range:1 Duration:2 years

k. LEVITATE: (levitate)

Allows a unit to fly as Hastur's units for the duration of the spell.  
Range:0 Duration:2 years

l. WAVE OF OBLIVION: (woo)

When called on any sea province this spell will destroy any units within the area except for Great Old Ones which return to the board after 2 years (in an unoccupied controlled supply centre).  
Range:1 Duration:instantaneous.

m. WINDS OF ANNILATION: (woa)

When this spell is cast on any neighbouring province all flying units are destroyed, except Great Old Ones, which return in 2 years (in a vacant controlled supply centre).  
Range:1 Duration:instantaneous.

n.b. These spells come into effect after movement has been completed (unless specified otherwise), and may not be cast on High Seas provinces.

14) VICTORY CONDITIONS:

Total centres = 79

Outright win = 36 s/c's

If there is no result by Autumn 1945, the power with the most centres wins. There are no conference wins in Cthulhoid Diplomacy because in this game there is only ONE WINNER.....!

15) CREDITS:

Designed by:- Tim "coffee-machine and budding Quarterback" Waterhouse

Gary "where the hell is he " Stevens

\*Advised by:- Neil "I hate diplomacy" Alvey

Mark "is it all right if i have 10 Deep Ones in the Red Sea" Chilvers

References:- The Works of H.P.Lovecraft

The works of J.Ramsey Campbell

The Call of Cthulhu RPG by Chaoism Inc.

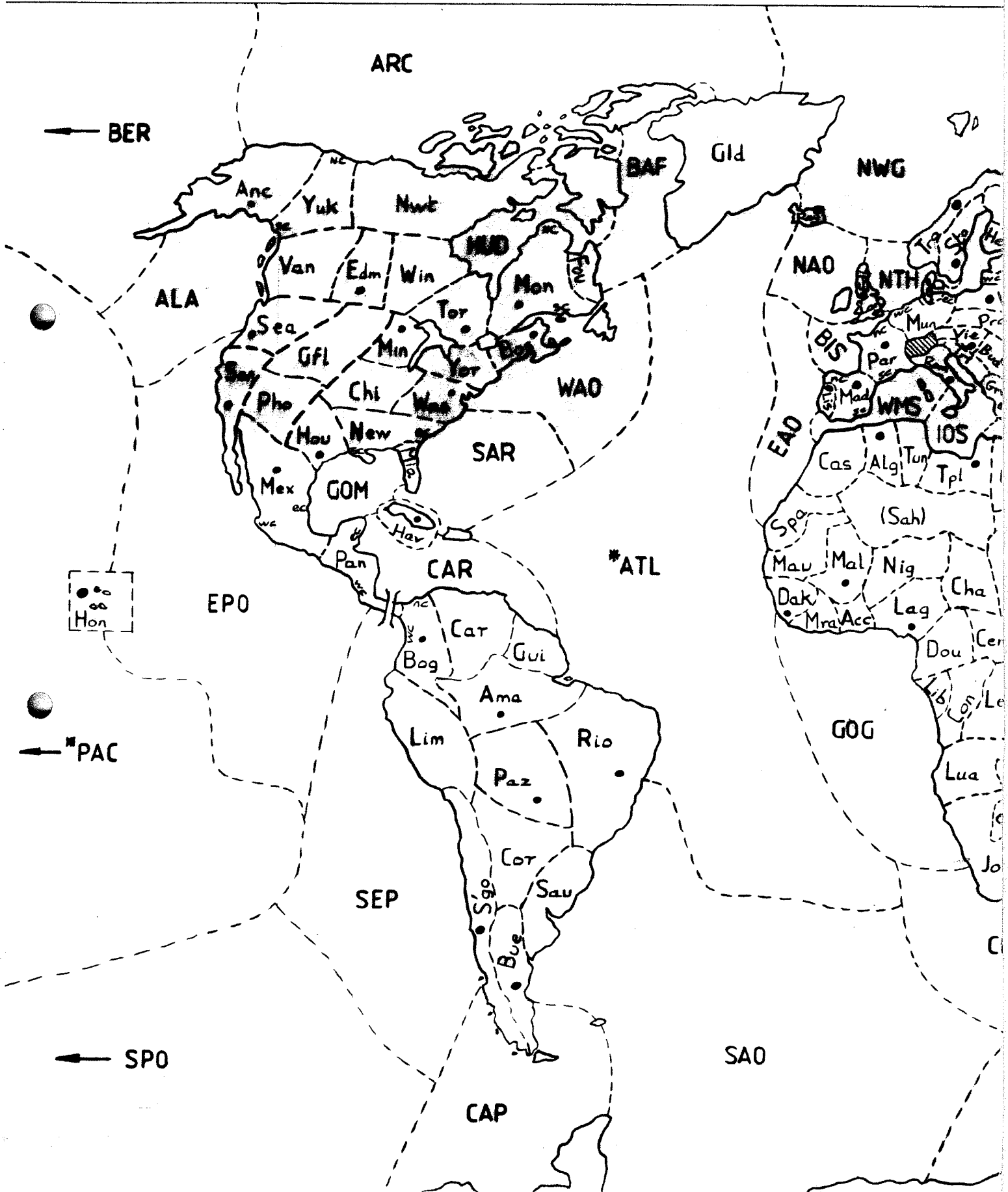
P.S. Sorry it took us so long to type it out and get it to RME, but for now go to it and KILL the bastards!!!

# CTHULHOID DIPLOMACY

BY TIM WATERHOUSE  
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\* HIGH

( ) SPEC



SEAS

|| CANAL

● SUPPLY CENTRES.  
(INITIALLY ALL CONTAIN  
STANDING HUMAN ARMIES)

PROVINCIAL PROVINCE

▨ IMPASSABLE

