WAR FOR CHICKEN ISLAND

The Cackle of CLUCKTHULHU

1-4 players
Cooperative Mode

Chicken Island has been immersed in war for years now. Seeking for new powers in places where no chicken was meant to go, a new threat rises: The Cult of Cluckthulhu. Silent wanderers are called to a profane celebration. Their goal: to invoke unthinkable horrors out of this world or any other! Now, the Leaders of the chicken army must become Chickenstigators to fight together this dread terror or perish in darkness.

The Cackle of Cluckthulhu is a cooperative scenario for **War For Chicken Island** based in the terrifying world of Howard Phillips Lovecraft, for 1 to 4 players.

SETUP

1. Set up the game as usual for the amount of players plus one. Skip player setup for the extra player. For 4 players an additional set of dice and chickens are needed (included in the Kickstarter Exclusive Box).

Sample 1-player setup.

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2. Flip the Lava tile in the center to its Neutral side, it becomes the *Invocation Crypt*, and can't be flipped at any moment. Flip any other *Neutral tile* to its *Lava* side. Place Neutral tiles on all empty spaces adjacent to the Invocation Crypt.

3. Place a *Lava/Neutral tile* with the Neutral side faceup with at least two of its sides touching the board, it becomes the *Port*.

4. Draw a *Leader* card and place it face up on the table, it becomes *The Summoner*. Take the corresponding *Leader* miniature and place it on the *Invocation Crypt*.

5. Place a *Shield* on *The Summoner*, draw 3 Scroll cards and place them facedown near The Summoner card, this pile becomes the *Summoner's Power deck*.

6. Place one Chicken/Pilot token, facedown, on each of the six tiles surrounding the invocation crypt. They become the *Cultists*.

◆ Summoner
◆ Cultists

7. Shuffle the Cluckthulhu action cards and place 3 of them facedown in a row next to the *Port*; this will be the **Path**. Return the remaining Cluckthulhu action cards to the box.

8. Take the **Cluckthulhu miniature** and place it next to the farthest Cluckthulhu action card from the *Port*.

The Port

9. Place the Cluckthulhu card faceup on the table, draw 3 Scroll cards and put them facedown beside Cluckthulhu, this pile becomes **Cluckthulhu's Power deck**.

10. Place the *Cult Order* Card next to it with a Shield over the Summoner icon. Define on the board the direction which the Priority Hex will match.
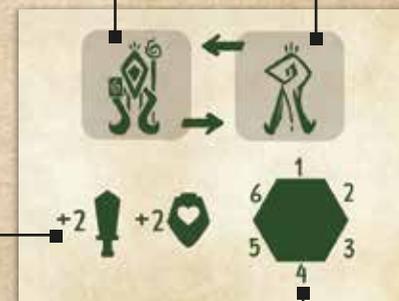

HOW TO PLAY

1. OBJECTIVE

The goal of the game is to **defeat the most amount of Cultists and The Summoner before Cluckthulhu arrives to the Port.** Once it arrives, you and your teammates must successfully attack it as many times as needed (equal to the amount of cards in the Path), in order to win.

If Cluckthulhu places two *humiliation tags* on a single Chickenstigator Leader, all players lose.

2. TURN SEQUENCE

The player who most recently summoned an otherworldly creature to this plane goes first (or the last person who read a horror story).

Each round all players take their turn, alternating with the *Summoner* or *Cultists* (depending on the *Cult order card*), and finally, when all players and an equal amount of enemies (*Cultists* or *Summoner*) have taken their turn, Cluckhtulhu takes its turn. Then, a new round begins.

2.1 Players Turn

All players takes their turn normally.

2.2 Cultist Turn

Move the Shield on the *Cult Order* Card to the next available space and activate that unit.

If the *Summoner* has been destroyed, activate a Cultist instead.

Cultists activation follow the priority hex.

a. Move the active *Cultist* or *Summoner* 1 space toward the enemy Unit or Leader with the lowest armor, if possible. *Cultists* always prioritize their **movement clockwise** as shown in the Cult Order Card.

b. Fight the *Unit or Leader* within range with the lowest armor. If the active *Cultist* or *Summoner* can't attack any rival *Unit* or *Leader*, its turn ends.

If the Cultist attacks or is attacked and its token is facedown (hidden in the shadows), flip it faceup for the rest of the game.

2.3 Cluckthulhu Turn:

1. Cluckthulhu advances in the Path **one step** (one hex if using the mat) approaching towards the port.

2. Reveal the action card where Cluckthulhu moves, and resolve its effects.

ACTION CARD EFFECTS

All players lose 2 resources.

All players lose 1 Shield.

The Cult gets +3 Strength bonus during this round.

All players lose 2 Chickens.

All players lose 2 Scrolls.

The Cult gets +2 Armor bonus during this round.

Activate Cluckthulhu's ability. Roll a die and resolve the effect on its card.

Add X Scrolls to the Summoner's Power deck and Cluckthulhu's Power deck.

Immediately after the effects of the last action card are resolved Cluckthulhu arrives to the Port on Chicken Island.

a. Put the miniature on the board in the Port tile.

b. Cluckthulhu devours the vitality of the remaining *Cultists* and *Summoner*. Cluckthulhu gains 3 Scroll cards for each devoured *Cultist* and 5 Scroll cards for the *Summoner* to Cluckthulhu's Power deck. Shuffle the *Summoner's* Power deck into Cluckthulhu's Power deck.

c. Remove all devoured chickens from the map.

d. Shuffle the Action cards in the path to form a pile.

For the rest of the game there will be no *Cultists'* Turn. Cluckthulhu will alternate turns with players as follows:

a. Reveal the top Action card from the pile and resolve its effects.

b. Cluckthulhu will make a 3-range attack against the *Unit or Leader* with the lowest armor. If no *Unit or Leader* is within range, Cluckthulhu attacks the *Leader* with the lowest armor, regardless of the range.

When Cluckthulhu's Action pile has no cards left, shuffle the discard pile to form a new Action pile.

3. FIGHT

Players attack and defend normally according to The Core Rules. All players can play cards facedown during combat as normal.

The Cult of Cluckthulhu attacks and defends as follows:

1. Draw a *Scroll* and add it to the Power deck of the attacker or defender (Summoner or Cluckthulhu).

2. Add half of its *Power deck*, rounded down, and as 8 as maximum to the fight. Play those cards facedown. *If the Cult of Cluckthulhu defends and the value of the attack of the players does not exceed its base armor value, they don't use any cards from the respective Power deck.*

3. Reveal all cards used by the Cult; add their modifiers to the strength/armor and compare values. *Cards used by the Cult of Cluckthulhu with values greater than 1 add their modifier as indicated on the card to the Cult,* regardless of being a modifier for armor or strength. Any other card adds +1 to its armor/strength value, always in favor of the Cult.

4. All effect are ignored except those that grant Scrolls to the Power Decks of The Cult.

5. Discard all cards used by the Cult.

The Summoner and all the *Cultists* share the same *Power deck*.

Chickenstigators vs The Cult of Cluckthulhu

If the attacking players succeed an attack against one of the members of The Cult of Cluckthulhu, remove a *Shield* from it, if any. Otherwise:

A. vs a Cultist
Remove the defeated Cultist from the board. Cluckthulhu and The *Summoner* get one *Scroll* for their *Power decks*.

B. vs The Summoner
The *Summoner* is defeated, remove it from the board. All cards in its *Power deck* become part of *Cluckthulu's Power deck*. For the rest of the game no cards can be added to the *Summoner's Power deck*.

C. vs Cluckthulhu.
Each time a player makes a successful attack against Cluckthulhu, choose and discard a card from its Action Pile. When there are no action cards on its pile, players win!

The Cult of Cluckthulhu vs Chickenstigators

If any member of the Cult successfully attacks a Chickenstigator Leader, put a Humiliation Tag on it. Players lose the game if a single Leader is humiliated twice.

VARIANTS

Easy – The arrival:
1. No initial *Shield* for the *Summoner*.
2. Cluckthulhu and The *Summoner* start the game with 2 less cards in their *Power decks*.

Normal – Chickenstigators:
Normal rules.

Extreme – Chaos in the Chicken World:
1. Add 2 more Cluckthulhu action cards to the Path.
2. Add 3 extra *Scrolls* to both *Power decks*.
3. Add 1 initial *Shield* for Cluckthulhu and the *Cultists*.
4. Players can only communicate with each other by clucking.

The Dun-beak Horror (Yolk-Sothoth expansion needed)
1. Use the *Yolk-Sothoth miniature* and character card as the *Summoner*.
2. When Cluckthulhu's ability on its card is activated, activate Yolk-Sothoth ability as well (if it is still on the board).

CHALLENGES

☐ Destroy all Cultists & Summoner and defeat Cluckthulhu.

☐ Defeat Cluckthulhu without destroying any Cultists or the Summoner.

☐ Defeat Cluckthulhu in all variants.

☐ Defeat Cluckthulhu at all player-counts (Solo, 2-players, 3-players, and 4-players).

GLOSSARY

Cluckthulhu: A cosmic horror, an ominous creature from beyond the stars reflected on the sea.

The Cult: Any Cultist, the Summoner, or Cluckthulhu.

Cultist: Chicken from the Cult of Cluckthulhu, remains hidden in the shadows until attacked.

Invocation Crypt: Main tile for the Cultists and starting tile for The Summoner. It grants +2 Armor to any Cultist or The Summoner on this space (optional rule).

Port: Neutral Tile where Cluckthulhu arrives to Chicken Island.

Summoner: The chicken leader of the Cult of Cluckthulhu.

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