

# CULT LEADER

**PLAYERS:** CULT LEADER+SUBORDINATES; CONVERTS

**CULT LEADER:** powers/moves=1)influence; 2)sacrifice

**SUBORDINATES** must join in to achieve 2); need not achieve 1)

- no exit from cult region
- can span entire CULT CENTER
- subordinates die by converts pinching them(one in front, one behind)
- positioned in center of CULT CENTER(three rows from 'CULT LEADER')

**CONVERTS:** seek to escape unless 1) or 2)(above)

- twice as many CONVERTS then SUBORDINATES
- can band together to destroy SUBORDINATES+CULT LEADER
- CONVERTS on periphery of CULT CENTER (3 squares in)
- SUBORDINATES exit compound to invite in; compel to join by landing next to civilian's square (in CIVILIAN WORLD) rendering them CONVERT

## **MOVES:**

**CULT LEADER:**

- moves diagonally or horizontally/vertically as many spaces as desired->horizontally/vertically/diagonally
- only dies when all subordinates die

**SUBORDINATES:**

- same but only one direction and 5 spaces on the cult board or less

**SACRIFICE:**

- CULT LEADER moves to square adjacent to convert 'influencing' him; two SUBORDINATES must surround convert; when 'influenced' convert can't move one other convert on adjacent square; CULT LEADER takes convert as SACRIFICE(similar to chess moves)

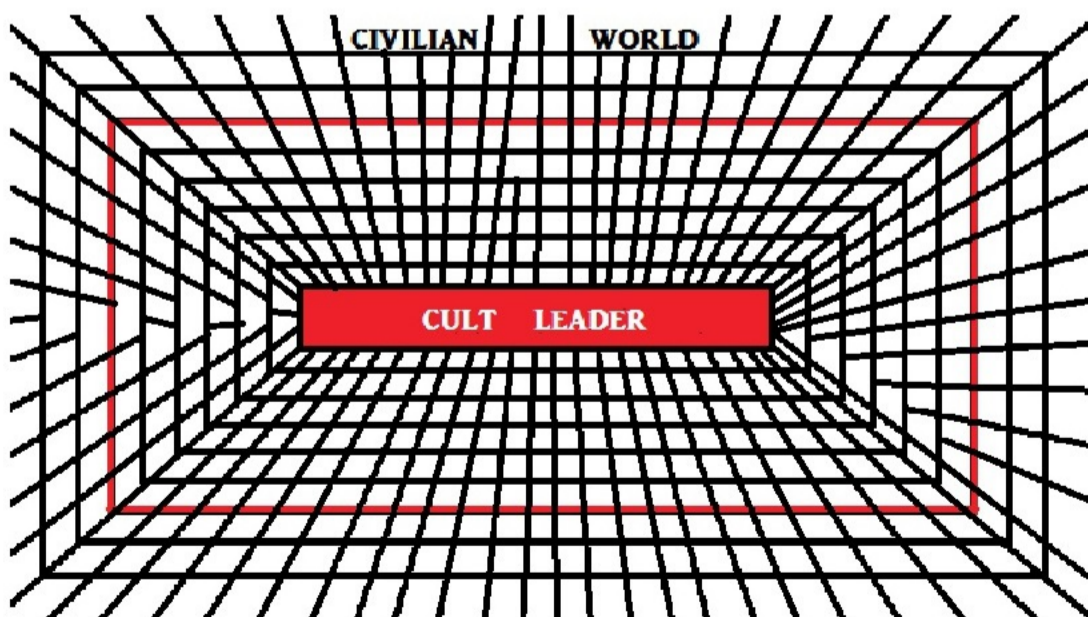
**CONVERTS:**

- move one square per time in any direction; 2-3 minions per turn

**WIN:**

**CULT:** SACRIFICE all CONVERTS

**CONVERTS:** destroy all SUBORDINATES+CULT LEADER



within red line= CULT CENTER  
outside= CIVILIAN WORLD  
red rectangle= CULT LEADER