



## Call of Cthulhu: The Wasted Land – A Guide

### INTRODUCTION

‘**Call of Cthulhu: The Wasted Land**’ is an award winning turn-based strategy/role-playing video game based on the also award winning [Call of Cthulhu RPG](#). The game is set in the midst of [World War One](#) and pits a team of investigators and soldiers against an ancient evil, one older than humanity itself, who is using the carnage of the great war to build an undead army deep beneath the battlefields of Europe. It is based on the works of H.P.Lovecraft. He was a writer of horror/science fiction stories who did most of his work in the 1920s/1930s. Since his death in 1937, the appeal of his fiction has grown and grown. Many contemporary horror writers, artists and film-makers cite him as a huge influence. [There is more about him here](#) and as his work is now in the public domain, it is easy (and well worth) getting hold of to read.



### GAMEPLAY

#### Basic Gameplay

The game is a turn based strategy. The aim is to finish each mission and this is done by completing all of the objectives in each. To review the objectives, press the portrait image in the top-right of the screen. You also need to keep the key Investigators alive. You have between 3 and 6 Investigators in each mission. Each Investigator can move and act as many times as they like until all of their Action Points (AP) are expended. Once you have run out of Action Points for all your Investigators or have done all you wish to do in a level, press the End Turn button (bottom-right) and this begins the enemy turn.

#### Gameplay Help

Help information in this game can be displayed at any point by pressing the ‘?’ button. The game also has a tutorial we strongly recommend completing (‘Basic Training’ in the front-end) and help pages in the front-end (Game Guides > Field Manual).

#### Controls

- **Selecting an Investigator:** Tap/click on any unit to select it.

- **Movement:** Once an Investigator is selected, tapping/clicking on a square gives the Action Point cost of moving there. Tap or click on the same square a second time and the Investigator will move there.
- **Attacking:** Once an Investigator is selected, touch/click then hold on a unit to attack it. This will bring up the Action Bar. This tells you the Action Point cost, HIT % and Damage of the attack. The attack can be improved by allocating more Action Points to the attack by tapping the Aim button. Press the tick button to confirm the attack, or the cross to cancel it. If the tick is greyed out then your selected unit is either out of range, out of line-of-sight or does not have enough Action Points for the selected attack.
- **Supporting Actions (Using First Aid, Psychoanalysis etc.):** Friendly units can assist one another when standing next to each other. To perform an action select the unit with the item you wish to use, then hold tap/click on the recipient unit to perform an action. Press the tick button to confirm the action or the cross to cancel it. If the tick is greyed out then the selected unit cannot perform the action because either it does not have enough Action Points or the target unit is already on full Hit Points (HP) or Sanity (SAN).
- **Navigating the Screen:** Use touch/click-and-drag to scroll the camera around the mission area and rotate camera buttons (see below) to change the view. There is also a pinch-zoom (or using the mouse wheel on PC) to help you select things.
- **Skills:** To use any object in the game, it is a combination of a skill and item. For example, to shoot a shotgun your Investigator needs that item equipped (such as a Winchester) – then the skill% for the Shotgun skill combined with that particular weapon (and the range) give a HIT%. The ‘Cthulhu Mythos’ skill is used for casting spells (which come later in the game) and the Psychoanalysis skill, combined with a Psychology book, allows one Investigator to restore some Sanity (or SAN, also later in the game..) to another.
- **Buying and Selling Items (in the Quartermaster):** To buy an item, tap/click the space in your Investigators inventory you want the item to go to, then touch/click and hold the item you want to buy and it will then purchase it. If there is already an item in your Investigators slot, it will automatically sell that item as it buys the new item. Note that to buy you need to make sure you have the money (\$) to pay for an object. Also note that you are buy like for like, as in you can only buy a weapon from the Quartermaster to go into the weapon slot of an Investigator. Same for Equipment and Armor – they can only be purchased to go into a Equipment or Armor slot respectively. For example you can’t buy a weapon to go into an equipment slot. Press the help button ‘?’ to find out more (press same button to remove this help text). If you only want to sell an item; tap/click the item you are selling and the touch/click and hold the sell icon in the Quartermaster’s side of the screen (bottom-right of the item icons).

## HUD Guide

This is a quick guide to the game's HUD:



**A** – End Turn button.

**B** – Swap button – when two or more units are next to each other, they can exchange items using this.

**C** – Rotate camera buttons – use these to help you navigate the 3D game-space.

**D** – Unit portrait – Tap/click to open objectives box.

**E**- Character Sheet – Tap/click to open full stats inc. weapons and equipment for a unit.

**F** – Unit weapons – Upper weapon is the one equipped. Tap/click to rotate the weapon equipped.

**G** – Unit equipment – Upper item is the one equipped. Tap/click to rotate the item equipped.

**H** - Unit armour – removes this amount of HP damage from each attack.

**I** – Help toggle – in any screen, this button brings up the help information.

**J** – Speed toggle – Tap/click to speed up the game movements and animations.

**K** – Pause menu – Tap/click to exit the game, replay from last turn or replay from last

objective. If you quit a game, it is saved from the end of the last turn.

## TACTICS

Having trouble vanquishing the dark forces of the Mythos? If so here are a few hints and tips to help tip the balance of play in your favour. First off here are a few basic pointers of strategies that apply throughout the game:

- Concentrate your attacks:** It can help to focus several of your attacks onto a single enemy unit to kill it rather than damaging several units. Each enemy unit you remove is one less who can attack you during the enemy turn.
- Upgrade to survive:** At the end of each mission you will have a chance to upgrade your team's stats, skills (via the Investigator Upgrade) and weapons, equipment and armour (via the Quartermaster). Carefully use these options to spend the XP (experience) and money (\$) earned to improve your team.
- Protect wounded investigators:** When you use a First Aid Kit on an unconscious investigator and revive them, they can't move that same turn so are vulnerable to attacks. It may be best sometimes to kill off some of the enemy before you restore an investigator. Another tactic is to give a newly conscious unit a dose of Syringe so they have some Action Points that turn to move or fight.
- Use cover:** Any unit in cover (a trench or crater, the little green shield next to a unit indicates it is in cover) is harder to hit. So wherever possible, position your investigators in cover and try to force enemies out of cover. For example if you are in a crater and the enemy is closing in, move so they have to engage you where you are in cover and they are out of cover, rather than you both end up in the crater.
- Medical Stations as strong points:** Each turn an investigator is on a valid square next to a medical station, it will be healed some damage. This makes them great positions to defend against waves of attacks as you can heal damage each turn. Plus you can then save your First Aid kits to restore unconscious units.
- Unconscious units are not dead!** Once an investigator's Hit Points (HP) reach 0 it becomes unconscious. From here you will have 1 to 4 turns to get medical attention to it although if you complete a level and a unit is unconscious, you won't lose that unit.
- Use Overwatch:** Any Action Points (AP) left over can be used to deliver a single normal attack during the enemy turn. So if you know where the enemy may spawn in from, or don't have enough action points to move and attack, then take advantage of this and let them come to you! Another example is to shoot at an enemy but saving enough Action Points for a close combat attack, then switch weapons to a blade or club at the end of the turn so when the enemy closes in during their turn, they get attacked.
- Cost the enemy Action Points (AP) to attack!** Many enemy units that come in close to get you, can do 2 or more attacks if they don't have to move. So, you can often stop them from maximising their assault by forcing it to move just 1 square to attack you and if you've



completed your attack and you have a few AP left, then step away!

There is more [here](#). There is help with the individual missions [here](#).

## SKILLS & STATS GUIDE

### Core Stats

These are the core stats that describe a unit's strengths and weaknesses. These are used to generate some of the other stats for a unit (see below). The score is between 3 and 18, with 18 being the best.

- **HP:** Hit Points, the amount of damage a unit can take before unconsciousness/death.
- **DEX:** Dexterity. This affects the number of Action Points (AP) an Investigator has. Also impacts on the chances of a critical hit.
- **INT:** Intelligence. Affects the number of Action Points (AP) an Investigator has.
- **STR:** Strength. Affects the Melee Damage Bonus and Revival Time of an Investigator.
- **POW:** Power. The magical and will power of your unit. This generates your unit's Sanity (SAN) and affects both the Spell Power Bonus & Revival Time. It also impacts on the chances of a critical hit.

### Generated Stats

These are the stats generated from combinations of the core stats above.

- **AP:** Action Points. Determines what a unit can do in its turn such as moving and attacking. Built from INT plus DEX.
- **Critical Hit Threshold:** Modifies the chance of critical hit and is based on POW plus DEX to give chance of player unit getting a critical hit.
- **SAN:** Sanity. How much horror an Investigator can be exposed to before it goes insane (either becoming paralysed or going manic).
- **Revival Time:** How many turns an Investigator can be unconscious for before death follows. Built from STR plus POW.
- **Melee Damage Bonus:** Adds additional damage to any close combat weapon used.
- **Spell Power Bonus:** Adds some additional damage to any combat spell cast.
- **Armor:** The amount of protection a unit has. This score is removed from the amount of damage taken, so reducing any Hit Point (HP) loss. It is generated from the types of armor a unit is equipped with.

## Skills

These are used in conjunction with an object, such as a weapon. You don't just use the skill, you equip the object. A skill is between 0% and 99%. Once equipped, your skill provides the base percentage change for that object, as defined below.

- **Artillery Spotter:** Use with an Artillery Request pigeon to call in an artillery strike on a target.
- **Chemical Protection:** Use with a gas mask to protect against mustard gas. Without a mask, a unit takes 3 HP of damage per square moved through. With a mask the damage is reduced depending on which of three skill levels the unit has; 33% (2 HP damage per square), 66% (1 HP damage per square) & 99% (no damage at all).
- **Cthulhu Mythos:** Allows the use of spells. The percentage skill reflects the base HIT% of the spell. It is then modified by the spell type, the range and any additional Action Points spent on the attack.
- **Handguns:** Allows the use of hand guns such as the [Webley Revolver](#). The skill gives the base HIT% of the weapon. It is then modified by the weapon type, the range and any additional Action Points spent on the attack.
- **Rifles:** Allows the use of hand guns such as the [Lee Enfield](#). The skill gives the base HIT% of the weapon. It is then modified by the weapon type, the range and any additional Action Points spent on the attack.
- **Shotguns:** Allows the use of hand guns such as the Winchester. The skill gives the base HIT% of the weapon. It is then modified by the weapon type, the range and any additional Action Points spent on the attack.
- **Heavy Weapons:** Allows the use of Heavy Machine Guns (HMGs) such as the [Lewis Gun](#). The skill gives the base HIT% of the weapon. It is then modified by the weapon type, the range and any additional Action Points spent on the attack.
- **First Aid:** Allows the use of a First Aid Kit on a fellow investigator to heal some Hit Points (HP) of damage. The amount of HPs damage healed depends on which of the three skill levels the Investigator has; 33%, 66% or 99% and the type of First Aid Kit (small, medium or large).
- **Martial Arts:** Allows the use of close combat weapons such as bayonets, trench knives or clubs. The skill gives the base HIT% of the weapon. It is then modified by the weapon type and any additional Action Points spent on the attack.
- **Psychoanalysis:** Allows the use of a psychology book on a fellow Investigator to restore some Sanity (SAN). The amount of SAN restored depends on which of the three skill levels the Investigator has; 33%, 66% or 99% and the type of psychology book being used ([Interpretation of Dreams](#) or [Studies in Hysteria](#)).

There is more help information [here](#) and on the [game's main page](#). Also make sure you check out the original RPG at [Chaosium.com](#)!