

# CRY HAVOC

2016	2-4 Players (4)	120 Mins	Fighting / Science Fiction / Wargame
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## Object

A planet in deep space has been found to hold great storehouses of crystallized energy. This natural wealth is protected by the Troggs, the indigenous life on this unnamed planet. Players will be attempting to take control of regions and score for their crystals during the scoring phases. Players will also have to battle each other to secure the regions they occupy. The player with the most victory points at the end of the game will be the winner.

## Setup

- Place the game board in the middle of the table. Note that one side is for 2 players while the other side is for 3-4 players.
- Shuffle the 6 Event tokens face down. Place one on each of the four Event spaces on the score track. The unused Event tokens are removed from the game (without looking at them).
- Separate the Terrain Tactics cards by type (Mountain, Desert, Jungle, Ocean). Shuffle each pile individually. Place each pile face down on its respective indicated space on the board.
- Each player chooses a faction to play (only make the Troggs available in a 4-player game). They take their Headquarters token and place them randomly in the starting Regions labelled "HQ". Each player takes their unit figures and places 4 of their units on their HQ token.
- *4 players:* The player who controls the Troggs places the Troggs HQ on its marked HQ space. He also places 2 units on their HQ. Lastly, he places 4 Tunnel tokens on the board, one in each of the three indicated regions and one on the Troggs HQ token.
- Each player takes all of their Faction components. They place their Faction board in front of them and their Structure tiles next to their Faction board.
- Each player places their Skill card labelled 'Default' to the left of their Faction board. The remaining Skill cards are placed back in the box. (Experienced players may wish to add one or two additional, random Skill card to their play area (2 or 3 in total). All players must have the same number of Skill cards.) *2-3 players:* Remove the "Scouting" Human Skill card from the game before setup.
- Each player shuffles their personal deck of Tactics cards, keeping them face-down in their play area.
- All remaining units are kept in their play area.
- Each player places their Score token on the 0 space of the score track.
- Take one Initiative token from each player and place them randomly on the Initiative track. Place a second set of Initiative tokens from each player in the same order on the 'Upcoming Initiative' track.
- Shuffle the Trog War Party tokens and the Exploration tokens face down. Place one of each type in any region where it is indicated that a token should be placed. Remaining tokens, including the Trog Nest tokens, are kept nearby. (Note that Trog Nest tokens are not used in a 4-player game.)
- Place crystals in each marked region. Remaining crystals are kept nearby. (Note that green crystals are worth 1, yellow crystals are worth 3 and red crystals are worth 5.)
- Place the Battle tokens and Battle board nearby.
- Place the Action marker on the 'I' position on the Round Actions space on the board.

## Rules of Play

- The game is played over a series of rounds (maximum 5). Each round is divided into 6 phases: 1) Events; 2) Draw Cards; 3) Actions; 4) Battle Resolution; 5) Prisoners; and 6) Scoring (if enabled).

### **Phase 1: Events**

- *Step 1 – Resolve Event(s):* Reveal the next stack of Event tokens on the score track. Usually there will be one but at points there may be more. (In the first round of the game, simply reveal the Event on the first Event spot on the score track.) Then, resolve the event.
- During the game, if any player's score marker passes an unresolved Event token, the passed Event token is immediately stacked on top of the next unresolved Event token on the track. As such, more than one Event may be resolved during this step.
- If there is more than one Event token to reveal in the next Event spot, resolve them one at a time, from top to bottom.
- *Step 2 – Update Initiative:* Update the Initiative track so that the order of the Initiative markers matches the order of the 'Upcoming Initiative' track.
- During the game, players may be able to change the position of their Initiative marker on the Upcoming Initiative track. When placing their marker in their desired space, they simply take their token off the track, push any Initiative tokens on and to the right of the space they are placing their token on as far right as possible, and then replace their token.
- *Step 3 – Refresh Exhausted Skill Cards:* When Skill cards are used, they are rotated 90 degrees to show that they are exhausted. At this step, players place their Skill cards upright again so that they can be used in the current round.

### **Phase 2: Draw Cards**

- Each player draws 4 cards from their personal Tactics deck.
- There is a hand limit of 7 cards. After drawing cards, players with more than 7 cards must discard down to 7, placing discarded cards of their choice into their personal discard pile.
- When drawing cards, if your deck is ever empty, shuffle your discards to make a new deck. Then continue to draw.

### **Phase 3: Actions**

- Move the Action marker back to the first space of the Action track.
- Beginning with the first player on the Initiative track, and following in player order, each player takes one action. Once all players have taken their first action, players then continue with their second action, and then finally their final (third) action. As such, each player gets a total of three actions each round, one per turn.
- There are 5 actions available: a) Move; b) Recruit; c) Build and/or Activate Structures; d) Draw 2 and Keep 1 Tactics cards; and e) Enable Scoring.
- The Move, Recruit and Build action require the play of cards for their symbols. When playing cards for these actions, ignore any Tactics text on them. (Tactics text is used during battles only.)
- Note that a player's HQ space is considered a region, noting the following exceptions: 1) you cannot build structures or place crystals in your HQ; 2) an opponent can never move into your HQ and no battles can be fought there; 3) an opponent cannot target your HQ with any of their structures or skills.
- There are several additional symbols that can be found on cards:
- --- *Exclamation mark:* Follow the text on the card after resolving the selected action.
- --- *Star:* Earn 1 VP.
- --- *Card:* Draw 1 card from your Tactics deck. (Note that there is also a symbol of a card with an asterisk. When multiple symbols of this type are played, only 1 card is drawn, regardless of the number of symbols.)

### **Action A - Move**

- Discard any number of cards from your hand and gain Movement points equal to the number of Movement icons (arrow) on the discarded cards. Each Movement point spent allows you to move one of your units from one region to any adjacent region.

- Units can be moved more than one time when taking this action, using multiple Movement points to move the unit.
- Note that players may never move units into an opponent's HQ or into a Battle region (that is, a region where two opposing players have units).
- When a unit moves into a region that contains an opponent's units or a Trog token, the unit must stop movement and cannot move again this turn. Note that additional units may be moved into this region during the same movement turn. (Thus, a player may send multiple units into battle during the same turn.)
- The movement action ends when the current player has spent all their Movement points or wishes to not move any longer.
- At the end of the Move action, follow these steps in order:
  - 1) Reveal and resolve any Exploration tokens in regions with your units.
  - 2) Reveal and resolve any Trog tokens (War Party and/or Nest) in any order you wish. If no Trog units were placed in that region due to the resolution of a Trog token, remove one of your units from that region. (Note that Trogs moving into a region with a Trog token never lose the one unit because of this effect. Also, moving into a region with no Trog token does not cause any loss in this manner.)
  - 3) If the region you moved into is empty during this step, immediately gain control of the region by placing one of your Control tokens in that region.
  - 4) If the region you moved into contains enemy units, place the lowest-numbered available Battle token in this region. If there are multiple battles to be fought, you choose the order of Battle tokens.
- Note that several regions on the edge of the map “wrap around” to regions on the opposite side of the map. Arrows indicate these movement options.

#### **Battle Regions**

- Regions with Battle tokens are known as “battle regions”. No further units can be added to a region that has a Battle token (after the initial Move action).
- When a Battle region is formed, place a unit from the attacker on top of the Battle token to remind players who the attacker is. (The attacker is the player who moved into the region.)
- Structures cannot be built into a Battle region. Structures cannot be activated in a Battle region (unless explicitly mentioned). Any special effect which could move Structures into or out of a region cannot be applied in a Battle region (unless explicitly mentioned).
- The defending player in a Battle region may move out of the region on their turn. However, they can only move units out in excess of twice the number of units from the attacker's side. (For example, if the attacker has 2 units and the defender has 5, the defender could only move one unit out.)

#### **Action B - Recruit**

- Discard any number of cards from your hand and gain Recruitment points equal to the number of Recruitment icons (unit symbol) on the discarded cards.
- Spend 1 Recruit point to add 1 unit from your reserve to your HQ region. Of course, if your reserve is empty, you cannot recruit any more units.

#### **Action C – Build and/or Activate Structures**

- Discard any number of cards from your hand and gain Building points equal to the number of Building icons (spanner) on the discarded cards.
- For one or more Building points, you can place Structures in regions you controlled at the beginning of your turn. Additionally, you can activate Structures that have already been built, including any that were built this turn.
- Note that the cost of building and activating Structures is printed on the Structure tiles.
- Buildings can only be activated once per turn, but can be activated multiple times in a single round (as long as you have the Build points to spend and can take the action again).
- Structures can never be built into a Battle region or activated in a Battle region (unless explicitly stated.)

- Structures cannot be built in a HQ region.
- Multiple Structures of the same type cannot be built in the same region. (But a region can hold more than one type of structure.)
- If a player loses control of a region with one of their Structures in it, the Structure remains. However, they cannot activate it until they regain control of the region.

#### **Action D – Draw Two Tactics Cards and Keep One**

- Draw the top two cards from your deck or from any Terrain Tactics deck. Choose one of them to keep, adding it to your hand. The other card is shuffled back into its appropriate deck.

#### **Action E – Enable Scoring Action**

- Each player has one card in their deck that, when played, allows them to take the Enable Scoring action. When used for this action, the symbols printed on the card cannot be used for other actions.
- When you Enable Scoring, place your Enable Scoring token on the Scoring Enabled space on the board as a reminder of who enabled scoring.
- Note that scoring can only be enabled once per round.
- At the end of the round, the player who enabled scoring will score 1 VP for every region they control (including their HQ region). Then, *all* players will score 1 VP for each crystal in every region they control. (Important reminder: Only the player who enabled scoring will score for every region they control.)
- Important: Players will not score in a round if scoring has not been enabled. Note that scoring will always occur at the end of the final round.

#### **Using Skills**

- On a player's turn, they may use any of their Skill cards which have not yet been used. Using a Skill card does not count as an action.
- When a Skill card is used, it is rotated 90 degrees to indicate it has been used.
- Exhausted Skill cards are placed back upright at the beginning of the round to show that they can be used again in the next round.
- Skills can be used before or after an action has been taken, but never during.

#### **Phase 4: Battle Resolution**

- After all actions have been taken, the Battle Resolution Phase is resolved. Battles are resolved starting with the lowest-numbered Battle token, and following in order.
- If, before a battle takes place in a Battle region, all of one player's units have been eliminated, immediately remove the Battle token. The remaining player takes control of this region immediately and this is not considered a Battle.
- Resolving a Battle in each region follows these steps:
  - *Step A – Add 1 crystal to the Battle region:* The value of the crystals in that region increases by 1.
  - *Step B – Place the Battling Units on Battle Objectives:* The attacking player places all of their units from that region on the Battle board. They may place them in any or all of the Battle Objective spaces in any distribution. Then, the defender does that same.
  - *Step C – Play Tactics Cards:* The attacker may play exactly 1 Tactic card from their hand (one which is listed for Battle). Then, the defender may play exactly 1 Tactic card. Players go back and forth, playing one Tactic card until one player passes. This player may no longer play Tactics cards but their opponent may continue to play them until he is done playing Tactics cards.
- A player's faction Tactics cards can be played in any Battle. However, Terrain Tactics cards can only be played if the Battle is taking place in a region that has the matching terrain symbol. (This is also the case for Machine's "Matrix" structure.)
- *2-3 players:* The player sitting to the left of the current player will control the Trogs if the Trogs are the defending faction. The player controlling the Trogs places their units in any configuration on the Battle Board.

This player may also play Tactics cards from his hand as if his cards were being used by the Trogs. Of course, the player controlling the Trogs cannot include any of their own units into the battle. The Trogs never earn VP and can never win the game.

- --- *Step D – Resolve the Battle Objectives:* Resolve the Battle Board from top to bottom. First, resolve the Region Control section. The player with the most units here immediately takes control of the region and gains 2 VP. The winning player controls this region, even if all of their units are eliminated during Battle. Defender breaks ties.
- Next, resolve the Capture Prisoners section. The player with the most units here immediately captures one unit from any space on the battle board as a prisoner. They keep the unit in their play area and will score points for it later. If there is a tie for units here, no prisoner is captured.
- Finally, resolve the Attrition section. Each player kills one enemy unit in any of the three areas on the Battle board for each unit they have in this section. Additionally, they earn 1 VP for each unit killed. This section is resolved simultaneously by both players.  
--- *Step E – Place the Surviving Units Back to the Region:* The surviving units of the player who won control of the region are returned from the Battle board back to the region.
- *2-3 players:* When the Trog units win the battle, instead remove the units from the board and place a Trog Nest token face-down in the region where the Battle just took place.  
--- *Step F – Loser Retreats:* The player who lost the battle must move to an adjacent, non-Battle region that they control. If no such region exists, their units are instead returned to their reserve.
- *2-3 players:* When the Trog units must retreat, instead remove the units from the board and place a Trog Nest token face-down in any adjacent, uncontrolled region.  
--- *Step G – Remove the Battle Token:* The battle is now considered resolved.
- Continue to repeat these steps until all battles have been resolved.

#### **Phase 5: Prisoners**

- Players score 1 VP for every prisoner they have in their play area.
- After scoring for prisoners, each player (in Initiative order) may choose to lose 2 VP per prisoner of theirs they wish to return to their reserve. A player may do this as many times as they are able to on their turn. The player holding the imprisoned unit cannot refuse.
- A player cannot take back prisoners if they only have 1 or 0 VP.

#### **Phase 6: Scoring (if enabled)**

- If Scoring was enabled, the player who enabled scoring scores 1 VP for every region they control. Then, every player scores 1 VP for every crystal located in all of their regions they control.
- This is the last phase of the round. If there are more rounds, begin the next round.
- Recall that if a player's score marker ever moves past an Event token, take that Event token and place it on top of the next Event token on the score track.

#### **End of the Game**

- When the last round begins, place the white 'Scoring Enabled' marker on the Enable Scoring space. During this round, no player can enable scoring and it will happen automatically at the end of this round.
- When scoring during Phase 6 of the final round, all players score 1 VP for each crystal they control. Region control is not scored.
- The player with the most VP wins. Ties are broken by the player who has the most prisoners, followed by the player who is later on the Initiative track.

#### **Playing the Trogs (4-player game)**

- If a Trog unit moves into a region with Trog War Party token, immediately reveal the token and place all crystals and Trog units as normal. These units are immediately available to the Trog player.
- The Trog player may move between regions that have tunnels, as if they were adjacent.
- The Trog player resolves battles just like the other factions in the game, ignoring the original rules as written regarding Trog Nest tokens when taking control or retreating.

- During the Scoring phase, the Troggs only score half the total points for crystals (rounded up) in regions under their control. (Add up all crystals first and then divide by two.)
- Troggs score VP in all other ways exactly like the other factions in the game.

*See page 12 for Key Terms.*

*See page 13 for Clarifications.*

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