



CRY HAVOC

Deep in a quadrant of space believed to be empty, a virgin, unexplored planet has been discovered by three unique, powerful species. The resources of the planet are abundant beyond belief, but are protected vigorously by the indigenous species, known as the Troggs. The riches of the planet will be won, inch by inch, with blood.

Cry Havoc is an asymmetric, card-driven area control game for 2-4 players. Each player controls one of the four unique races and fights viciously to gather the most Crystals on the planet, which will more than offset the costs of the conflict. To do this, players must customize their decks of cards, Build powerful Structures, and leverage their unique Skills to gain victory.

The indigenous Troggs play a special role in Cry Havoc. In 2- and 3-player games, the Troggs are not controlled by a player, but they act as a deterrent to the invaders' aggression. The beginning of the rules contains the explanation of how the Troggs act against the invading races during 2-3 player games. The rules for playing the Troggs in a 4-player game are described at the end of the rulebook.

GOAL OF THE GAME

The game is won by the player with the most Victory Points at the end of the game. The primary way to score Victory Points is by controlling Regions with Crystals during Rounds in which Scoring is enabled. Victory Points are also scored for controlling territories, capturing Prisoners, killing enemy Units and using certain Tactics or Skills.

COMPONENTS



Game board

The planet you are fighting on.



32 Terrain Tactics cards

8 cards for each Terrain type: Mountain, Desert, Jungle, Ocean.



6 Event tokens

Random events that occur during the game.



18 Trog War Party tokens
Native forces confronting player invaders.



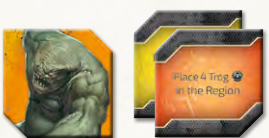
Crystals: min. 30 green, min. 14 yellow, min. 6 red

The planet's treasure. Green - value of 1, yellow - value of 3, red - value of 5.



12 Exploration tokens

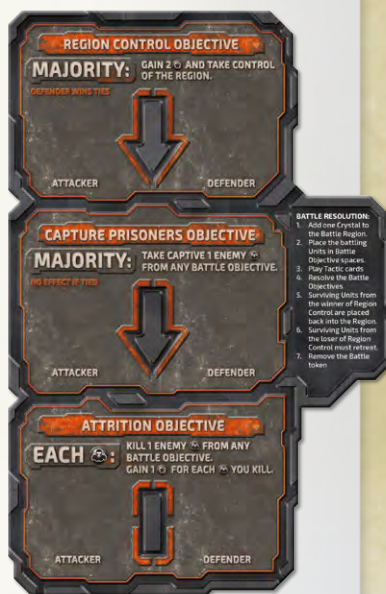
Beneficial items to find on the planet.



12 Trog Nest tokens
Additional Trog forces.



1 Final Scoring Enabled marker



Battle board

To resolve Battles.



8 Battle tokens

To mark the Battle Regions and the order of Battles to resolve.



1 Action marker
Indicates the current Action.

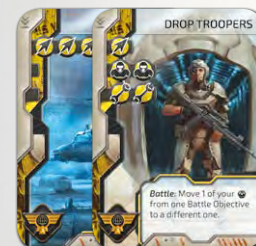
HUMAN ARMY



1 HQ token



12 Unit miniatures



8 Human Tactics cards



9 Structure tokens
(3 for each Structure)



3 Structure tiles



3 Artillery tokens and 3 Watchtower tokens



5 Skill cards



2 Skill tokens



8 Control tokens



1 Scoring Enabled marker



1 Score token and 2 Initiative tokens



50+ Score token



1 Faction board

PILGRIM ARMY



1 HQ token



12 Unit miniatures



8 Pilgrim
Tactics cards



3 Structure tiles



9 Structure tokens
(3 for each Structure)



1 Skill token



5 Skill cards



1 Scoring Enabled
marker



8 Control tokens



1 Faction board



1 Score token and
2 Initiative tokens



50+ Score token

MACHINE ARMY



1 HQ token



12 Unit miniatures



8 Machine
Tactics cards



5 Structure tiles



15 Structure tokens
(3 for each Structure)



2 Skill tokens



5 Skill cards



1 Scoring Enabled
marker



8 Control tokens



1 Faction board

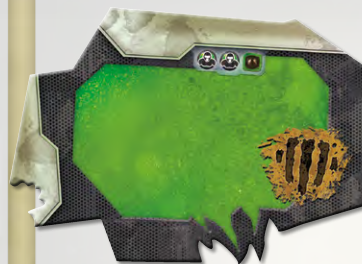


1 Score token and
2 Initiative tokens



50+ Score token

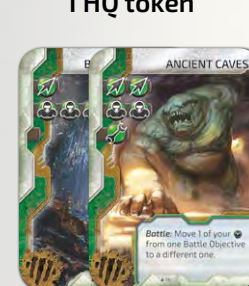
TROG ARMY



1 HQ token



16 Unit miniatures



8 Trog
Tactics cards



3 Structure tiles



13 Structure tokens
(7 Tunnel tokens and
3 for the other two
Structures)



1 Skill token



5 Skill cards



1 Scoring Enabled
marker



8 Control tokens



1 Faction board



1 Score token and
2 Initiative tokens



50+ Score token

SETUP

1. Place the Game board in the middle of the table.

Note: For a 2-player game the side marked for 2-players should be used in the setup.

2. Shuffle the Event tokens and place one face down on each of the four Event Spots on the Score track. Return any unused Event tokens to the box without looking at them.
3. Separate the Terrain Tactics cards by Terrain type into four piles, then shuffle each pile individually. Place each pile face down on the indicated space on the board.
4. Each player chooses one Faction to play. Take the Headquarters token from every non-Trog player and place them randomly in the starting Regions labeled "HQ". Place 4 Unit miniatures and 1 Control token matching the corresponding HQ token in the same space as the HQ token.

Note: The Trogs are only controlled by a player in games with four players (see "4-player game" section below).

5. Each player takes all of their Faction components.
 - a. Players place their Faction board in front of them face up.
 - b. Players place their Structure tiles face up, next to their Faction boards. Place all Structure tokens next to their associated Structure tiles.
 - c. Every player starts with 1-3 of their Skill cards and places the cards face up in front of them. Any unused Skill cards are returned to the box.
 - First Time Players:** Players ONLY use their Skill labeled Default.
 - Experienced Players:** Players use the Skill labeled Default and one Skill at random.
 - Veteran Players:** Players use the Skill labeled Default and two Skills at random.
 - d. Players shuffle their Tactics cards and place the cards as a face down deck in front of them.
 - e. Players place all remaining Unit miniatures in front of them to form their Reserve.
 - f. Players place their Scoring Enabled markers and Control tokens in front of them.

Note: Place any components from unused Factions back in the box.

6. Each player places their Score token on the 0 space of the Score track.
7. Take one Initiative token from every player, then place one per space randomly on the Initiative Track to determine the initial player order.

Place the second set of Initiative tokens for each player on the Upcoming Initiative Track in the same order as the Initiative Track.
8. Place Trog War Party and Exploration tokens face down in the Regions with the matching icons on the board. Set any additional tokens near the board to form a supply.
9. Place Crystals in each Region as shown by the symbols in the Regions of the board. Place the rest of the Crystals near the board to form a supply.
10. Place the Battle tokens and the Battle board near the Game board.
11. Place the Action Marker in the "I" position on the Round Actions on the board.

You are ready to begin!

4-PLAYER GAME

In a 4-player game, one player takes the Trog Units (see page 13) and uses the Trog components (Faction board, Structures, Skills, etc.).

12. Place the Trog Headquarters on the space marked "Trog HQ" with two Units.
13. Place 4 Tunnels tokens on the board, one per each Region with the matching icons on the board, and one on Trog HQ.

3: DESERT TERRAIN CARD

3: MOUNTAIN TERRAIN CARDS

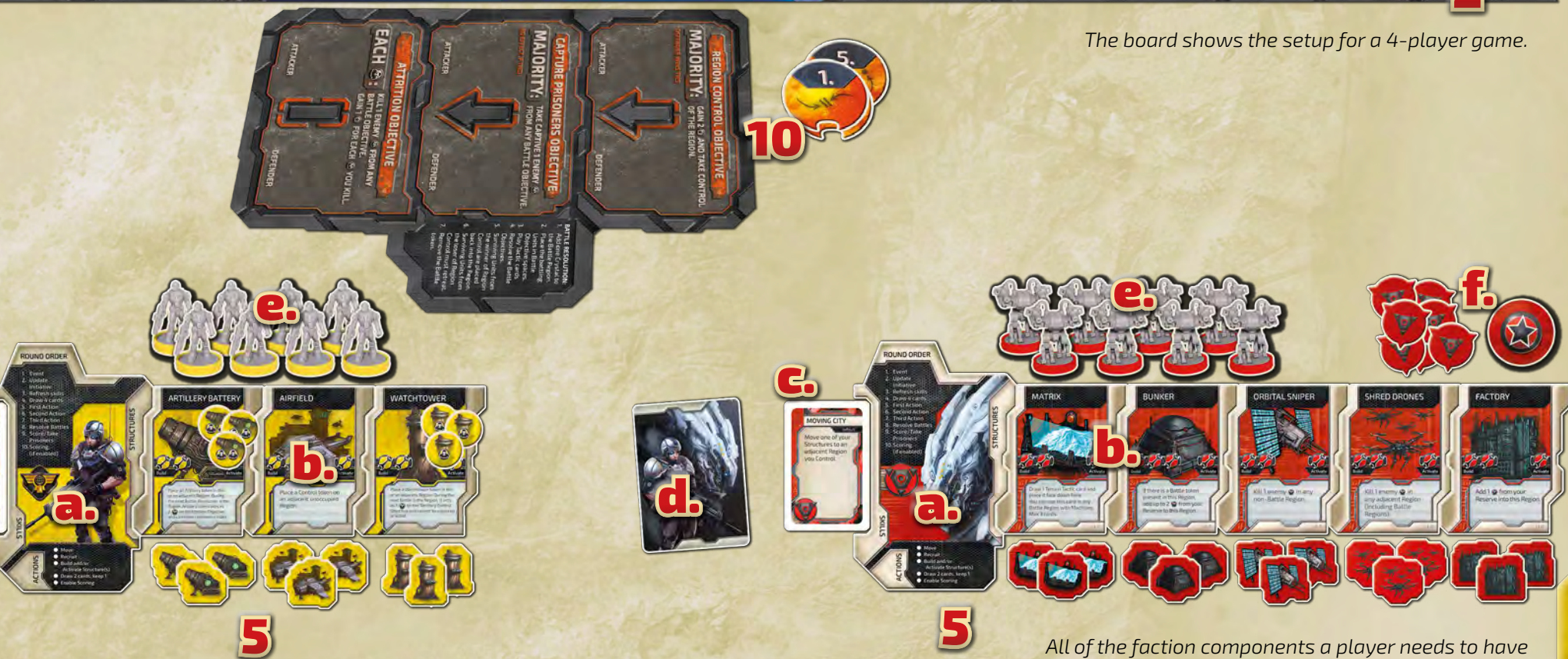
3: OCEAN TERRAIN CARDS



SETUP



The board shows the setup for a 4-player game.



All of the faction components a player needs to have in front of him are depicted with the Human faction (left) and with the Machines faction (right).

HOW TO PLAY

Cry Havoc is played in 5 or fewer Rounds, with each Round being divided into 6 Phases which are completed in order. The phases are listed and explained below.

1. EVENTS
2. DRAW CARDS
3. ACTIONS
4. BATTLE RESOLUTION
5. PRISONERS
6. SCORING (IF ENABLED)

1. EVENTS

THE EVENTS PHASE CONSISTS OF 3 STEPS:

- A. RESOLVE EVENT(S)**
- B. UPDATE INITIATIVE:** This is skipped in the first Round.
- C. REFRESH EXHAUSTED SKILLS:** This is skipped in the first Round.

A. RESOLVE EVENT(S)

Reveal the next stack of unrevealed Event token(s) and immediately resolve them, one at a time, from top to bottom.

Note that on the first turn of the game this stack will just consist of the Event on the first Event Spot on the Score track. However, if a player's Score token passes any unresolved Event tokens on the track, the passed Event tokens are immediately stacked on top of the next unresolved Event token on the track.

In this way it is possible on later turns that there will be more than one Event token on the same spot.



B. UPDATE INITIATIVE

Change the order of the tokens on the Initiative Track so that the order matches that of the Upcoming Initiative Track. The Upcoming Initiative Track can be changed during the Action phase when certain cards are played.

All players have a Tactics card that allows them to change their Initiative to any place (1st, 2nd, 3rd, 4th) when the card is played. When this happens, players place their Upcoming Initiative token on the position of the Upcoming Initiative Track that indicates their new desired position. Players with their Initiative tokens placed left to the moved Initiative token do not change position. Other players' Initiative tokens are pushed right to make space for the changed token.



*Example: The current initiative order is:
1st Machines, 2nd Pilgrims, 3rd Humans,
4th Trogs*

The Trog player plays the Scouts card that lets them change their Initiative. They place their Upcoming Initiative token in the 2nd Initiative place. The Machines do not move, but the Pilgrims and Humans are moved right. The Upcoming Initiative resembles the following:

*1st Machines, 2nd Trogs, 3rd Pilgrims,
4th Humans*

C. REFRESH EXHAUSTED SKILLS

Turn all of your exhausted Skills 90 degrees clockwise to indicate they are ready for use. Skills will be fully explained on page 9.



exhausted



ready

2. DRAW CARDS

Every player draws four cards from their personal Tactics deck. Then, any players with more than seven cards in their hand must place cards in their discard pile until they have seven in their hand.

Note: If you need to draw cards and your deck is empty, shuffle your discard pile to form a new deck.

CARD ANATOMY

Movement Points		Name of card
Recruitment Points		
Build Points		
Faction or Terrain symbol		Tactic or special bonus


3. ACTIONS




This is the primary phase of every Round. Place the Action marker in the first position of the Action track. Beginning with the first player on the Initiative track, players take a single Action. Play then proceeds in the order of the Initiative Track. After every player has taken one Action, move the Action marker to the next space and repeat this until every player has taken a total of three Actions.

THE ACTIONS AVAILABLE TO EVERY PLAYER:

- MOVE
- RECRUIT
- BUILD STRUCTURE(S) AND/OR ACTIVATE STRUCTURE(S)
- DRAW TWO TACTICS CARDS, KEEP ONE
- ENABLE SCORING

Important:

When discarding cards for the Movement, Recruit, or Build Actions, ignore any Tactic Text on them! Some cards provide additional bonuses (Example: Draw 1 Card) when discarding them for Movement, Recruit, or Build Actions. Look for the .

-  - Draw 1 card from your deck for each symbol
-  - Draw 1 card from your deck regardless of the number of symbols.
-  - Gain 1 VP.

MOVE ACTION

Discard any number of cards from your hand and gain Movement points equal to the number of Movement icons on the discarded cards. Each Movement point allows you to Move one of your Units from any Region to an adjacent Region. You can Move more than one Unit, and each Unit can be Moved multiple times.



Example: The Human player discards two cards showing a total of four Movement Points. They may Move one Unit four times, four Units one time, or any combination of this.

Important:

Players can never Move Units into an enemy's Headquarters Region or any Battle Region.

If your Unit enters a Region with an opponent's Units, a Trog War Party token or a Trog Nest token, the Unit must stop moving and cannot Move again this turn. However, additional Units may be moved into this Region during the current Move Action! The Movement Action ends when all Movement points are expended, or a player chooses to spend no further Movement points.

AT THE END OF THE MOVE ACTION, FOLLOW THESE STEPS IN ORDER:

1. Reveal and resolve any Exploration tokens in Regions with your Units. Exploration tokens provide bonuses to the player who reveals them.
2. For each Region you Moved into with a Trog War Party/Nest token, reveal and resolve that token. If no Trog Units were placed in the Region as a direct result of the effect of the token (when there is no Trog Unit in the Reserve), you must immediately lose one Unit in that Region.
3. If your Units are present in a Region with no Units belonging to other players, immediately gain Control of the Region by placing one of your Control tokens in the Region.
4. Any Regions with enemy Units present receive Battle tokens. Place the lowest numbered Battle tokens that are not already on the board. These are now considered Battle Regions. If placing multiple Battle tokens, you can choose the order.

Check the Move examples on the next page.

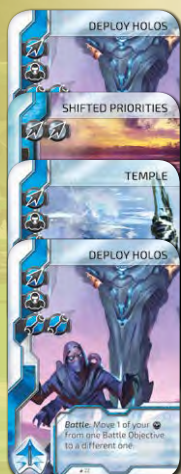


HOW TO PLAY



Move Example: The Pilgrims discard a card showing two Movement Points. They spend two points to Move two Units into the Scorch Region.

Because there are neither enemy Units nor Trog War Party/Nest tokens, the Pilgrims place their Control token in the Region.



Move Example: The Pilgrims discard four cards showing five Movement Points. They spend two points to Move two of their Units into the Foglands Region with one Human Unit. They spend two points to Move 2 into the Feralas Banks Region with a Trog War Party token. They spend the last point to Move one Unit to Sapos Deep Region with an Exploration token in it.

The Exploration token is resolved. Then, the Trog War Party token is resolved. Then, a Battle token is placed in the Region. Then, a Battle token is placed in the second Region.

Note: Regions in the outer ring of the planet that are opposite each other are considered adjacent for any reason. These Regions are marked with an arrow to remind you.



Example: Sapos Deep Region is adjacent to Cameron Seas Region on the other side of the board.

IMPORTANT BATTLE REGION RULES

- A Region with a Battle token is known as a Battle Region.
- No further Units from any player may enter any Region with a Battle token.
- Place one of the Attacker's Units on top of the Battle token to remember who the Attacker is.
- Structures cannot be Built in a Battle Region.
- Structures cannot be activated in a Battle Region unless explicitly noted.
- The defending player may use a Movement Action on their turn to leave a Battle Region. However, they may only Move Units out of the Region in excess of twice the number of Units belonging to the Attacker.



Example: The Pilgrim player Moves 3 Units into a Region with 8 Human Units. A Battle token is placed in the Region. No other Units may be Moved into this Region. On the Humans' turn, they may Move up to 2 Units out of the Region (as 3 Pilgrim Units 'block' 6 Human Units).

RECRUIT ACTION

Discard any number of cards from your hand and gain Recruitment points equal to the number of Recruitment icons on the discarded cards. Spend each Recruitment point to add one Unit from your Reserve to your Headquarters Region. If your Reserve is empty, you cannot add further Units using Recruitment.

Example: The Pilgrim player discards 3 cards with a total of 5 Recruitment points. They may add up to 5 Units to their Headquarters Region.



BUILD STRUCTURE(S) AND/OR ACTIVATE STRUCTURE(S) ACTION

Discard any number of cards from your hand and gain Building points equal to the number of Building icons on the discarded cards. Then, spend each Building point to place Structures in Regions you controlled at the beginning of this Action and/or Activate Structures that are already Built, including ones Built this turn! Each Structure tile depicts the number of Building points required to Build and Activate it. You can Build and activate any number of Structures with a single Action as long as you have sufficient Building points to pay for it. A Building can only be Activated once per Action, but can be Activated multiple times in a single Round if you take the Build Action again.



Building example: The Pilgrim player discards 2 cards with a total of 5 Building points. They Build the Harvester and the Power Orb Structures and place their tokens in chosen controlled Regions, spending 4 Building points to do that (2 points per Structure). The last Building point may be spent to Activate one of the Structures.

STRUCTURE RULES

- Structures cannot be Built in a Region with a Battle token.
- Structures cannot be Built in a Headquarters Region.
- Multiple Structures of the same type cannot be Built in a single Region.
- Structures in a Battle Region cannot be Activated, unless explicitly stated by a card.
- If a player loses Control of a Region with their Structure, the Structure remains, but the owning player cannot Activate it (unless a card indicates otherwise), until they regain Control of the Region.

DRAW TWO TACTICS CARDS, KEEP ONE

Draw the top two cards from your deck or from any Terrain Tactic deck. Choose one of them to reshuffle, and add the other to your hand.



ENABLE SCORING ACTION

Each player has a single card in their deck that, when played, allows them to take the Enable Scoring Action. When the Enable Scoring Action is taken, the card cannot be used for the Movement, Recruit, or Build 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.

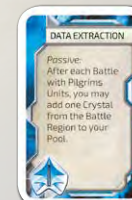
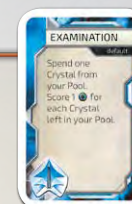
Scoring can only be enabled once per Round!

At the end of the Round, the player who Enabled Scoring will score 1VP for every Region they Control. Then, all players will score 1VP for each Crystal in every Region they Control.



USING SKILLS:

During your turn, you can use any number of your Skills that have not yet been exhausted. Using a Skill does not count as an Action and each Skill can only be used once per Round, unless explicitly stated by the Skill. Once a Skill is used, turn it 90 degrees counterclockwise to indicate it has been used. Exhausted Skills are refreshed at the beginning of each Round. Skills can only be used during the Actions phase unless otherwise indicated by the Skill. Skills must be used before or after an Action, but never during.



HOW TO PLAY

4. BATTLE RESOLUTION

A Battle takes place for each Region with a Battle token. Resolve Battles from the lowest numbered Battle token to the highest. If for any reason during the Action phase, all Units from one player in a Region with a Battle token are eliminated prior to Battle Resolution, a Battle does not take place. Immediately remove the Battle token and place a Control token for the player with Units remaining.

BATTLE RESOLUTION FOLLOWS THESE STEPS IN ORDER:

- A. ADD ONE CRYSTAL TO THE BATTLE REGION
- B. PLACE THE BATTLING UNITS ON BATTLE OBJECTIVES
- C. PLAY TACTICS CARDS
- D. RESOLVE THE BATTLE OBJECTIVES
- E. PLACE THE SURVIVING UNITS BACK IN THE REGION
(When winning the Region Control)
- F. RETREAT WITH UNITS
(When losing the Region Control)
- G. REMOVE THE BATTLE TOKEN

A. ADD ONE CRYSTAL TO THE BATTLE REGION

Increase the value of the Crystals in the Battle Region by one.

B. PLACE THE BATTLING UNITS ON BATTLE OBJECTIVES

There are three Battle Objective on the Battle board over which players compete in every Battle.

Firstly, the attacking player places all of their Units from the Region in any or all of the Battle Objective spaces in any distribution.

Secondly, the defending player places all of their Units from the Region in any or all of the Battle Objective spaces in any distribution.

The Pilgrim player is the Attacker and places their Units first. They place 3 Units in the Region Control Objective and 1 Unit on the Capture Prisoners Objective. The defending Human player then places 3 Units on the Attrition Objective.

C. PLAY TACTICS CARDS

Players involved in the Battle alternate playing Tactics cards.

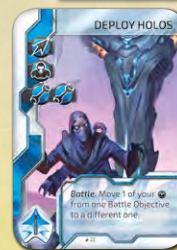
Firstly, the Attacker may play and resolve a single Tactics card from their hand, then discard it. Secondly, the Defender may play and resolve a single Tactics card from their hand, then discard it.

Players repeat this step until neither player wishes to play, or cannot play, additional Tactics cards. Once a player declines to play Tactics cards, they can no longer play Tactics cards in the current Battle. There is no limit to the number of Tactics cards that can be played.

Important: The faction Tactics cards in a player's deck can be played in any Battle. However, Terrain Tactics can only be played if the Terrain of the Battle Region matches that of the Terrain Tactics card. The outer Regions do not have a Terrain Type, which means Terrain Tactics cannot be played in Battles there. For example Mountain Tactics card can only be played in a Battle in a Region with a Mountain.

Note: When battling the Troggs in games with 2 or 3 players, the first player to the left of the player fighting against the Troggs controls the Troggs in the Battle. This includes placing Trogg Units on Battle Objectives and playing Tactics cards from their hand. Troggs never score Victory Points and cannot win the game.

Example: The Pilgrim player plays Deploy HoloS card (1) and moves one Unit from the Region Control Objective to the Attrition Objective. In response, The Human player plays Air Support (2) and adds one Unit from his Reserve into the Prisoner Objective. The Pilgrim player passes (3). The Human player plays the Outflank card (4) and moves two Units from the Attrition Objective into the Region Control Objective.



3
PASS

4



D. RESOLVE THE BATTLE OBJECTIVES

Resolve the Battle Objectives from top to bottom:

1. REGION CONTROL
2. CAPTURE PRISONERS
3. ATTRITION

REGION CONTROL:

The player with the most Units in this Objective gains Control of the Region and immediately scores 2 Victory Points. The Region Control remains with that player even if all of their Units are eliminated during the subsequent Objectives. If there are equal numbers of Units from both players in the Region, the Defender wins.

Note: If neither player places Units in the Region Control Objective, the defending player wins the Objective.

Example: In the Battle on the previous page, Humans win the Region Control Objective as they are the Defenders and they are tied.

CAPTURE PRISONERS:

The player with the most Units present in this Objective immediately takes one enemy Unit involved in the Battle (from any Objective, even from Attrition) and places it in front of them. This captured Unit cannot be Recruited by its owner as it is not a part of their Reserve. To get the Prisoners back, see Prisoners on page 12.

In case of a tie, neither player captures a Prisoner.

Example: In this Battle, neither player gets a Prisoner, because there is a tie in the Objective.

ATTRITION:

Each player kills one enemy Unit in the Region (from the Region Control, Capture Prisoners, or Attrition Objectives) for each of their own Units placed on this Objective. Players resolve Attrition simultaneously as it does not affect the resolution of the Battle. Each player Scores 1 Victory Point per enemy Unit killed. Killed Units go back to their owner's Reserve.

Example: After killing 1 Units from each side, each Player returns to the main board with 3 Units.

Note: In some cases, a third player may use a Skill or Structure to affect a Battle in which they are not the Attacker or Defender. If a player who is not the Attacker or Defender participates in the Attrition Objective, their Units or tokens are always resolved last.

E. PLACE THE SURVIVING UNITS BACK TO THE REGION

(WHEN WINNING THE REGION CONTROL OBJECTIVE)

The surviving Units of the player who won the Region Control Objective are returned from the Objectives to the Region.

Example: The Human player won the Region Control Objective and places their own Units in the Region.

F. RETREAT WITH UNITS

(WHEN LOSING THE REGION CONTROL OBJECTIVE)

The surviving Units of the player who lost the Region Control Objective must move to an adjacent non-Battle Region under the retreating player's Control. If there are no such Regions, the Units are returned to their owner's Reserve.

Example: The Pilgrim player has to retreat and moves their own Units into the adjacent Feralas Banks Region, which Pilgrims control.



Trog exception: In a 2-3 player game, if the Trogs win the Region Control Objective, do not place a Control token, but place a Trog Nest token face down instead.

Also, if Trog Units must retreat, remove the Units from the board and place a Trog Nest token face down in any adjacent uncontrolled Region. Trog Nest tokens add more Trog Units to the Region when revealed!

G. REMOVE THE BATTLE TOKEN

The Battle is resolved now, so the Battle token is not needed anymore.

Repeat these steps until every Battle is resolved.



HOW TO PLAY

5. PRISONERS

First, players Score 1VP for every Prisoner they have. Then, in Initiative order, each player may lose 2 Victory Points per Prisoner they want to return to their Reserve that is currently being held by another player. Each player may do this as many times as they wish until all of their Prisoners are reclaimed. You cannot return a Prisoner if you do not have enough VP to pay for their return.

Example: The Pilgrim player wishes to return 1 Pilgrim Prisoner held by the Humans and 1 of the 2 Pilgrim Prisoners held by the Machines. They lose 4 Victory Points and add the two Prisoners to their Reserve. One Prisoner remains with the Machines.

If a player chooses not to regain a Prisoner on the same Round that it is captured, they may choose to do so in this phase of a future Round, paying the normal 2 Victory Points.

6. SCORING

(If Enabled):

If Scoring was Enabled, the player who Enabled Scoring scores 1VP for every Region they Control. Then, every player scores 1 VP for every Crystal located in all of the Regions under their Control.

This is the end of the Round. If the game is not over, begin a new Round.

Example: The Pilgrim player Enabled Scoring in a game with the Machines. The Pilgrims control 4 Regions, so they score 4VP. Then, both players Score their Crystals. The Pilgrims have 8 Crystals total in their Regions, so they score 8VP. The Machines have 5 Crystals total in their three Regions, so they score 5VP.

During Scoring, if a player's Score token passes an unresolved Event token on the track, the passed Event token is immediately stacked on top of the next Event token on the track.

If a Player has more than 49 VP, use their Faction 50+ Score token to track their score.



END OF THE GAME

The game ends at the end of the Round in which the Enable Final Scoring event was resolved.

If, during the game, no player's Score token passes an unresolved Event, then the game will last 5 Rounds. However, if an unresolved Event token is passed during Scoring, the game will end sooner.



Scoring is always Enabled in the final Round and cannot be Enabled by players. Mark this using the Final Scoring marker. Players will score VP for Crystals, but nobody will score VP for Region Control.

The player with the most Victory Points is the winner! In the case of a tie, the player with the most Prisoners wins. If still tied, the player who went later in Initiative order wins.

KEY TERMS

Kill: Units that are Killed are placed in their owner's Reserve.

Reserve: A player's supply of Units available for the Recruitment action. The Reserve is limited! If a player's Reserve is empty because all of their Units are Prisoners or on the board, they cannot Recruit.

Crystal: Markers added to the board for various reasons that contribute 1 VP each (or half VP Rounded up for Trog) to the owner of the Region when Scoring is Enabled.

Region: One distinct space on the board.

Adjacent: The Region that shares a border with a Region next to it.

- The outer Regions with arrows are considered adjacent to the Regions on the opposite side of the board.
- Regions with Tunnels are considered adjacent for Trog units.

Occupied: A Region is considered occupied if there are Unit tokens in the Region.

- Regions with only Trog Nest or Trog War Party tokens are not considered occupied.
- Regions with only Structures are not considered occupied.
- Regions with only a Control token are not considered occupied.

Control: A Region is considered controlled by the player who has a Control token there.

Hand: The cards held in a player's hand.

PLAYING THE TROGS

Trogs are only controlled by a player in four player games. Use the following rules when incorporating the Trogs.

During Setup: The fourth player controls the Trogs. Place the Trog Headquarters and 2 Units in the World Caverns Region. Do not place a Trog War Party token in the Region.

Determine initial Initiative randomly as usual.

MOVEMENT:

If a Trog Unit enters a Region with a Trog War Party/Nest token, immediately reveal the token and place all Crystals and Trog Units as usual. These Units are available to the Trog player for use, even during the current Movement Action if there are remaining Movement Points.

Trogs may Move between Regions with Tunnels (both pre-built on the map and Build with the Tunnels Structure) as if they were adjacent.

BATTLES:

If the Region Control Objective is lost, the Trog player retreats Units like other players. If this is not possible, they are returned to the Reserve instead of placing a Trog Nest token.

SCORING:

During the Scoring phase, Trogs only score half the total points for Crystals located in Regions under their Control, Rounded up.

Trogs score Victory Points the same as other players for Battle Objectives, captured Prisoners, and so forth.

Example: If a Trog player controls seven Crystals between three Regions, they Score four Victory Points.

CLARIFICATIONS

- Golden Rule: If the text of any card (Tactic, Building, or Skill), Event token, or Exploration token contradicts the rule book, the card or token takes priority.
- Players can choose any of the four Terrains when using the Draw two, keep one card Action. Players do not need to be in control of a Region of the Terrain type.
- Trogs Round up, when calculating VP for scoring Crystals.
- A player can play a card even if they cannot apply its effect.
- If Trogs capture a Prisoner in a two or three player game, the Unit is set aside and is not available for Recruitment. The player who owns the Unit must lose 2 VP to return it to their Reserve. However, no player Scores during the Prisoners phase for Prisoners held by the Trogs.
- If the Trogs win the Region Control Battle Objective in a two or three player game, no Control token is placed in the Region and no points are awarded for winning the Region Control Objective. Instead, place a Trog Nest token.
- When revealing the Trog War Party/Nest token, if there are not enough Trog Unit miniatures, place as many as there are available and the full number of Crystals. If there are no Trogs at all, place all Crystals and no Battle is declared. The player moving into the Region must return one Unit to their Reserve.
- A player may choose to continue Movement through Regions with no enemy Units and no Trog War Party/Nest tokens if they desire, even if the Region is under an opponent's Control. Players do not take Control of Regions or resolve Exploration tokens in Regions their Units do not end their Movement phase in.
- You can never place Crystals or Build Structures in a Headquarters Region!

GAME DESIGN: Grant Rodiek, Michał Oracz, Michał Walczak
ARTWORK: Thibault Girard (cover art), Fernando Olmedo, Tomasz Larek, Grzegorz Bobrowski, Arturas Jelesinas, Yerbol "Eskrey" Bulentayev, Wadim Kashin, Florent Llamas, Huy Tran Viet, Dmitry Vishnevsky, Nikos Lefas, Mateusz Bielski, Fiodor Ananiev, Roman Polyakov, Łukasz Poduch, Aleksander Tutaj.
GRAPHIC DESIGN: Rafał Szyma

RULEBOOK: Grant Rodiek, Paul Grogan

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ul. Św. Urbana 15, 44-100 Gliwice, Poland
portalgames.pl, portal@portalgames.pl

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Playtesters: Peter Ingebretson, Kevin Gibson, Dave Miotke, Matt Yang, Megan Ginter, FEPH and Protospiel Playtesters, Antonio Romeo, Isaac Epp, Szymon Przybylak, Jacek Bugajny, Joanna Kijanka, Yiannis Strigkos, Marcin Ropka, Marek Spychalski, Grzegorz Polewka. Special thanks to: Phil, Jeff, Jon, Piotr, Matt, Chevee and Tony.

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FACTIONS PRIMERS

There are four different factions in Cry Havoc, each with unique abilities and methods of attaining victory.

TROGS:

The Trogs are the brutal, primitive, tribal species indigenous to the planet. They lack advanced technology, which they make up for with intimate knowledge of the planet and brute force. A successful Trog player must carefully manage their Reserves. Trogs can use their Skills to remove Units from Regions in order to place, move, and resolve Trog Nest tokens. In doing so, Trogs are able to ambush the invading species at the time and place of their choosing, which makes up for their lack of powerful Structures.



HUMANS:

The Humans are a resourceful and flexible invading Faction. Their Skills allow them to quickly expand Control without actually moving Units into the Regions, and their Structures allow them to defend their Regions without devoting a large number of Units to the cause. The Humans can frequently score for their Regions, allowing them to move about nomadically and respond to threats dynamically.

PILGRIMS:

With powerful technology and a research focus, the Pilgrims act reclusively to profit from the planet's resources. Whereas other races must maintain Control of a Region to score its Crystals, the Pilgrims are able to extract the Crystals, then use them to score Victory Points or activate powerful Skills. They may then withdraw to gather strength, only to teleport into hostile Regions when their power is maximized once again.



MACHINES:

Slow, methodical, unstoppable. This describes the unrelenting drive of the Machines. Highly focused on Building aggressive offensive and defensive Structures, the Machines slowly turn the planet into their fortress. Unlike all other Factions, the Machines can move Structures between Regions and quickly convert Units to Structures, and vice versa, to optimize their tools and weaponry for every situation.



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