

CRY HAVOC

FAQ/ ERRATA VERSION 1.0
LAST UPDATED: 19 AUG 2016



Hello! We are sorry that you are having problems with our game, Cry Havoc.

We hope this document will help you answer any questions or concerns you may have. If you don't find your answer here, please accept our sincere appology. You can contact me directly at chevee@portalgames.pl and I will personally answer your questions as soon as possible.

I will continue to maintain this document as new questions arise to help future players. Thank you for helping to make this document as solid as possible!

Note: The last pages in the document is the FAQ prepared in a printer-friendly way.

What's New? Everything!

MACHINES

Matrix – Draw 1 Terrain Tactics card and place it face down here. You can use this card in any Battle Region with Machines.

Max 3 cards.

You may only play this card in Battle Regions of the correct Terrain type.

Regardless of the number of Matrix structures built, you may never store more than 3 cards on the Matrix. If you draw a 4th card, you may decide which 3 to keep. Return un-kept cards to the bottom of the appropriate deck. If you activate more than one Matrix Structure in a turn, fully resolve one before resolving the next.

What do I do with a used Tactics card from the Matrix?

Cards played from the Matrix are then placed at the bottom of the appropriate Terrain Tactics deck.

Moving City – Move one of your Structures to an adjacent Region you Control.

You may not use this Skill to move a Structure into or out of a Battle Region. You may move a building in a Region you do not Control into an adjacent Region that you do Control.

TROGS

Q: What happens if my units must retreat into an Adjacent Region I control, and this Region has a Trog War Party token in it?

A: The moment you enter a Region with a Trog token, you will start a battle! Place the next available Battle token on that Region.

Q: If the Trogs win Region Control in a 2-3 player game, what happens to the miniatures?

A: The miniatures are removed and replaced with a Trog Nest token (orange), the same as if you must retreat surviving Trog units.

Q: Killing Trogs in 2-3 player games:

If all Trogs are eliminated in a 2-3 player battle, and they are removed from the Region, do not place a Trog Nest (orange token) in an adjacent Region.

Q: Can I play as Trogs in a 3 player game?

A: No, the Trog faction is only available as a player faction when playing with 4.

HUMANS

Airfield: Can I use the Airfield on an unoccupied region that has an opponent's control token already in it?

A: Yes.

Q: Can Artillery or Watchtower tokens start combat?

A: No. Only miniatures may start combat.

Q: What happens if Artillery or Watchtower tokens are in a combat between two other factions?

A: Nothing. Artillery and Watchtower tokens are only used in battles where Humans are present.

SCOUTING: Place one of your Control tokens on any unoccupied Region.

In a 2 or 3 player game, Scouting may only be used on regions adjacent to a region that contains a Human Control token.

PILGRIMS

Q: Do the Pilgrims score for the Crystals in their pool during the Scoring PHase?

A: No, only score the crystals in regions controlled by the Pilgrims.

TERRAIN TACTICS

Q: Some Regions do not have a specific Terrain type. Can I play any type of Terrain Tactics cards in this Region?

A: No, you cannot play any Terrain Tactics cards there. These Regions have no Terrain type. You can, however, play Tactics from your Faction deck.

Q: Where do Terrain Tactics cards go once they have been played?

A: To your discard pile. They become a part of your deck.

Q: DESERT Terrain cards.

Regardless of the number of Desert Terrain cards played, you only draw 1 card from your Deck.

Q: SHIFTED PRIORITIES: Resolve the Battle Objectives in reverse order, beginning with the Attrition Objective.

When a Tactics card reverses the order of Battle Objectives, the Attrition Objective is resolved in this order:

- Attacker declares their kills.
- Defender declares their kills.
- Resolve the kills simultaneously.
- Artillery tokens are resolved last.

GENERAL CLARIFICATIONS

Q: If I play multiple cards, can I split them among the available Actions? For example: I play Expeditionary Force and Air Cavalry from the Human Faction deck. Can I spend 1 Recruitment Point from Expeditionary Force to Recruit and 3 Movement points to Move my unit?

A: No. You can only take a single Action with a played card or cards. Therefore, you can either Move, or Recruit in this case.

Q: When I reveal the Final Scoring event, is that it? Is the game over?

A: No! You play out the whole round and at the end, you resolve Final Scoring.

BATTLE REGIONS

Unless explicitly stated on a skill/card/structure/etc., Battle Regions may not be affected. Treat them as "locked" for all movement/tokens/etc.

Starting a Battle

Battles take place only if miniatures of two opposing factions are in the same space. Only miniatures (and not structures/tokens) will resolve Trog War Party/Nest tokens and thus initiate a battle.

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.

The Golden Rule does NOT override the restriction on building structures or placing crystals in an HQ Region. Structures and crystals may never be in an HQ region.

"Draw from any deck."

You may never draw cards from your opponents' deck.

Q: Who is the defender when third player attacks Human controlled Battle Region with Trogs War Party token present?

A: Only players with miniatures in Battle Region are treated as Defender or Attacker.

Q: How do tokens act in a Battle?

A: If a token is involved in a battle, i.e. an Artillery Token, the token cannot be manipulated by Battle Tactics, cannot be captured, and cannot be killed.

DESERT CARDS AND PILGRIM CARDS

-  Pilgrim Bonus: Draw 1 for every symbol shown.
-  Desert Bonus: Draw 1 max, regardless of every desert card played.



 = 1 extra card

Example: I play 3 cards for Movement. Two of them are Desert. I draw 1 card, b/c it's only one card, regardless of number played.



 = 2 extra cards

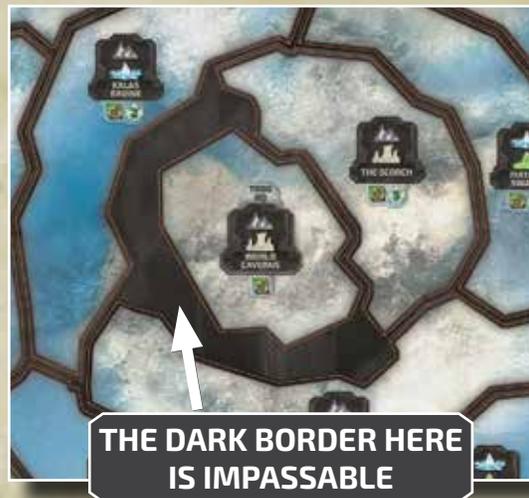
Example 2: I played 3 cards for Movement, two of them Pilgrim cards with draw bonus. I draw 2 cards, because it is one per symbol shown. Yay advanced alien species!



 = 2 extra cards

Example 3: I play 3 cards for Movement. One is a pilgrim bonus, two deserts. I draw 2 cards. One for Pilgrim, and one for the desert, because it's only one per asterisk.

MOVEMENT



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MOVEMENT



THE DARK BORDER HERE IS IMPASSABLE