CRY HAVOC

SOLO VARIANT

RULES

Rules: Follow all rules for Cry Havoc, with the exceptions listed below.

# of Players: 1. This is a solo mission! The Trogs are controlled using a simple set of rules.

The „human player" is used to indicate the one player who is not AI. This is not meant to specify the Human faction.

HOW TO WIN

After five rounds, you need to have more points than the Trogs. Points are scored when the human or Trog player uses the Enable Scoring action. The fifth Event of the game also enables scoring.

IMPORTANT

Important: Trogs only score 1/2 points for Crystals, rounded up.

Variant rules by: **Martin M**

Variant design by: **Grant Rodiek**

SETUP

1. Set up the board showing the 3-4 player side.

2. Place the Trog HQ in the center of the board, as per regular rules for 4 players.

3. Choose one faction to play: Humans, Pilgrims, Machines.

4. Choose one of the three HQ locations and place your HQ, 4 Minis, and a Control token there.

5. Gather all other pieces for your faction, as normal.

6. Choose 1, 2, or 3 Skills depending on the difficulty level, with 1 Skill being the most difficult, and 3 Skills being the least difficult.

7. Place Exploration tokens, Crystals, Trog Minis, and Trog War Party tokens as indicated by the board.

8. Place Events as per usual.

9. Player gathers and individually shuffles their Faction deck and one for the Trogs, as usual.

10. Shuffle and create the four separate Terrain decks, as usual.

11. Place a Trog tunnel in the Trog HQ

12. Place the Trog Trap, then Trog Brooding Pool structures, in that order, next to the Trog player board.

IMPORTANT CHANGES TO THE BOARD

Neither the Trogs nor the Humans use the 4 outer Regions or any of the HQs not chosen by the human player.

HOW TO PLAY

In regard to Round structure, the rules do not change. In regard to the human player's Actions, the rules do not change.

Changes affect how the player activates the Trogs.

On their turn, the Trogs draw the top card and resolve these four things in order:

1. MOVEMENT
2. RECRUITMENT
3. BUILD
4. ANY TEXT ON THE CARD: THIS IS HOW THE TROGS CAN ENABLE SCORING, CHANGE INITIATIVE (TROGS ALWAYS CHOOSE TO GO FIRST), AND SO FORTH.

This means Trogs execute everything on every card, whereas the human player may only use one line of symbols on the cards they play!

When executing each of these Actions, Trogs always do so using the same five rules to determine their priority. The rules are evaluated from the first one, in descending order, until a rule is satisfied.

The rules are as follows:

1. The Trogs always try to move into a defenseless Region. A defenseless Region is one in which, if the Trogs moved in, they would have a majority of the Units.

EXAMPLE

*4 Trogs can move into a human player controlled Region with 2 minis.
The Trogs move in, as they have the majority with 4 minis.*

2. The Trogs always prefer Regions with the most crystals.

EXAMPLE

Rule 1 could not be met. The Trogs have a choice of moving to a Region with 3 Crystals or one with 1 Crystal. The Trogs move to the Region with 3 Crystals.

3. The Trogs always prefer Regions closer to their HQ.

4. The Trogs always prefer Regions closest to enemy Units or an enemy controlled Territory, if no Units are present.

5. When Trogs arrive in Battle, they do so using Units from their HQ.

EXPLANATION OF RULE NO. 5

WHEN TROGS MOVE INTO A REGION WITH A TROG WAR PARTY TOKEN:

- The Trogs resolve it by adding all indicated Crystals and minis to the Region.

- All Trog minis are moved to the Reserve.

- Then, a Trog Nest token (orange) is placed in the Region.

If a human player moves Units into the Region, this triggers a Battle.

- Place a Battle token

- Place a Trog Tunnel (if one doesn't exist).

- Move a number of Trog units shown on the Trog Nest token from your HQ to the Battle Region. Set the Trog Nest token aside.

  Note: Whenever an Event or Exploration token indicates the Trogs draw a card or a Terrain Tactics card, they always draw a Desert. When a Desert card is played, the player draws and resolves a second card immediately (due to the Desert's draw bonus). Trogs know their planet well, so they can use the Desert Tactics card in any Terrain!

Building/Activating Structures:
As Trogs gain Desert cards, they will be able to Build Structures. Trogs will first try to build a Trap in the Region determined using the five priority rules. If they cannot build a Trap, the player tries to Activate a Trap. If there are none to Activate, nothing happens.

If all Traps are placed, **OR** the player has an excess of ⚙ icons to build a Trap and a Brooding Pool, the player places a Brooding Pool.

The player first tries to Activate all Traps, then tries to Activate all Brooding Pools.

Recruitment:
All Trogs are recruited to HQ. These Trogs will be used to secure nearby Regions and/or fight the human player in Battles.

CHANGES TO THE BATTLE

Firstly, the human player places all Units. **THE HUMAN PLAYER ALWAYS PLAYS FIRST!**

Then, place the Trog Units involved in Battle on the first Battle Objective in which they can win. Remember, the Defender wins ties, so Trogs will place Units until they tie.

Once the Trogs are winning a given Battle Objective (starting with Territory Control), they will place Units on subsequent Objectives (Prisoners, then Attrition) following the same rules.

EXAMPLE

The Humans place 1 Unit on each Objective. The Trogs have 3 Units. They place the first one on the Territory Control, as this is enough to win the tie, therefore winning that Objective. They place 2 on the Prisoners Objective, as it requires 2 to win. They have no more left to place on the Attrition objective.

After the Units are placed, it is time to play Tactics cards. The human player plays and resolves one Tactics card (respecting Terrain limitations).

Then, the Trogs draw and resolve a Tactics card from their deck, resolving **ONLY** the text. The human player can play as many Tactics as they wish and/or are able.

The Trogs play and resolve Tactics cards until:

    a. They are winning Territory Control

       or

    b. They draw a card with no Tactics text.

The Battle is then resolved normally.

After the Battle
If the Trogs win the Territory Objective, place the minis in the HQ and place a Trog Nest (orange) down in their place.

Prisoner Objective
If Trogs win the Prisoners Objective, they always capture Prisoners from the Objective that has not been resolved yet.

- If Shifted Priorities is played, Trogs capture Prisoners from Territory Control.

- Otherwise, Trogs capture Prisoners from Attrition.

ADDITIONAL RULES

Not all Skills and Structures interact perfectly with this solo mode. The solo rules were designed to be as true to the 2-4 player rules set as possible with as few exceptions as possible. Therefore, some content will not interface cleanly. If you have questions, use your best judgement to determine how to interpret it, or use a different piece of content.

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