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The purpose of this FAQ is to provide a detailed guide for every Skill and Structure in Cry Havoc.

A few key rules to remember!

In order to build a Structure, you must meet the following criteria:

1. You control the Region at the start of your Action.
2. You do not have the same Structure in the Region already.
3. The Region is not a Battle Region.
4. The Region is not an HQ.

This means a few other things when building a structure:

- You do not need to have Units in the Region to build a structure. Control and Occupation are different things, and Control is the requirement.
- Trog tokens present do not prohibit the building of Structures. Especially key for Humans in 2 and 3 player games.

In order to activate a Structure, you must meet the following criteria:

1. You have not already activated it this turn.
 2. The structure is not in a Battle Region, unless explicitly stated otherwise.
 3. The structure is in a Region you control, unless explicitly stated otherwise.
- You can build and activate on the same turn.
 - You can build and activate as many structures as you can afford on your turn.
 - If you lose control of a Region with your Structures, your Structures remain. You just cannot use them until you regain control, unless explicitly stated otherwise.
 - **The Golden Rule:** If a card (Skill, Tactic) or Structure contradicts the core rules? The card/Structure takes precedent.
 - **The Golden Rule:** You cannot affect a Battle Region unless explicitly stated on a card or Structure.

Trogs

Trog Structures

Brooding Pool: You may spend up to 3 <wrenches> in a single Action to add an equal number of Trog <units> from the Reserve here. It is key to note: It costs ONE Wrench merely to activate this. THEN, you spend an additional 1-3 wrenches to add Trogs.

Example: A Commander discards 3 cards for a total of 4 <wrenches>. She builds a Brooding Pool Structure, then spends 2 Wrenches (1 to activate, 1 to add a Trog) to add 1 Trog from her Reserve in the Region with the Brooding Pool.

Note: The activation on Brooding Pool says 1, but it is a variable 2/3/4 <wrenches> to add 1/2/3 Trog <Units>.

Fun Trivia: I named this brooding pool inspired by the Zerg Brood, aka creating a huge spawn of monstrous creatures. But, it probably should have been called *breeding* pool, as you're creating more Trogs, not Brooding Pool, which implies they are stewing about and whining about the quality of food in the cafeteria.

Trap: Destroy one enemy <unit> in this Region. It may be activated in a Battle Region. You may activate this Structure even when you do not control the Region.

Example 1: Two Machines move into the Region with 1 Trog and a Trap. A battle token is placed and it is now a Battle Region. On her next turn, the Trog discards 1 card for a total of 1 <wrench> to activate Trap. She destroys 1 of the Machines.

Example 2: In the 2nd Round, the Trog lost control of a Region with Trap. On her turn, the Trog Commander discards 1 card for a total of 1 <wrench> to activate Trap in the Region, even though she no longer controls it. She destroys 1 of the Pilgrims there.

Tunnels: Passive: Trog <Units> may move to and from the Region with Tunnels token to other Tunnels as if they were adjacent.

This Structure does not require any <wrenches> to be activated! It is simply used as a part of the Move Action.

- Trogs cannot use Tunnels to move into or out of Battle Regions.
- Trogs cannot use Tunnels to move into Regions controlled by other players.
- Trogs can use Tunnels to move into Regions nobody controls.

These three rules mean that you cannot use Trog Tunnels for Battle Tactics that let you move in Units from adjacent Regions, as the tunnel is in a Battle Region.

Trog Skills

Disappear (Default): Remove one of your <Units> in any Region. Add a Trog War Party token to any unoccupied Region.

- You cannot use Disappear on a Trog in a Battle Region.
- You can use Disappear to kill a Trog in the Trog HQ.
- You can use Disappear to add a Trog War Party token to a Region you do not control...as long as it is unoccupied!

Shadows: Move one Trog War Party token from one Region to an adjacent unoccupied Region.

You cannot use Shadows to move into a Region with any minis, which means it cannot be used to initiate a Battle.

If Shadows is used to move a token into a Region controlled by an enemy, Control does not change as the Trog War Party does not count as minis and does not qualify for occupation! This also means you cannot move the token into a Region with Trog Units to spawn them.

Battle Cry: Remove one of your <Units> in any Region. Resolve all Trog War Party tokens in one Region.

- You cannot use Battle Cry on a Trog in a Battle Region.
- You can use it on a Trog in your HQ.

If you do not have enough Trog Units in the Reserves to add all of them to the Region, simply add until you are unable to do so. You always add Crystals equal to the number shown on the tokens, regardless of the Trog Units added.

Native Forces: Place the Native Forces token in any Battle Region with Trog Units. Tactics cannot be played in this Battle.

This means Tactics from Terrain cards as well as Tactics from the Faction decks. Essentially, Native Forces means that the Battle will be resolved purely based on numbers and placement in the objectives.

Adaptation: Return one Terrain Tactic from your hand to the bottom of its Terrain Tactic deck. Then, draw one Terrain Tactic from any deck.

Adaptation can be used to discard a card of one Terrain type, then draw a new Terrain Tactic card from that same deck. For example, a Mountain Terrain Tactic can be discarded to draw a new Mountain.

The card drawn for Adaptation goes into your hand.

Humans

Human Structures

Airfield: Place a Control token on an adjacent unoccupied Region.

- Unoccupied means it has no miniatures.
- A Region can be unoccupied and controlled by someone else. Which means using Airfield will change control.

If you are playing in a 2-3 player game and you use Airfield to take control of a Region with a Trog token, and then another player moves into the Region, here is what happens:

1. A battle is formed between the other player and the Trogs. Humans still control the Region.
2. The Battle is fought. If the Trogs win control, the opponent will retreat. If the opponent wins control, the Trogs will retreat. The humans CANNOT have control after the battle.
3. If the opponent loses control but all Trogs are eliminated, the Region will be empty.

Artillery Battery: Place an Artillery token in this or an adjacent Region. During the next Battle Resolution in the Region, Artillery tokens acts as 2 <Units> on the Attrition Objective and cannot be Captured or Killed.

- Artillery tokens only function in Battles involving Human Units. Until a battle with Humans occur, the token persists.
- Artillery tokens are not removed until resolved in a Battle. Once resolved in a Battle, they are removed from the board.
- Artillery tokens cannot be placed in a Battle Region. You must activate them before the Battle.
- When all Artillery tokens are placed on the board, a player may activate their Artillery Battery to move a placed Artillery token to another Region
- Artillery token cannot be moved by Tactics cards during a Battle.
- Multiple Artillery tokens can be played to a single Region, up to three total (equal to the number of tokens), either in a single action by three Artillery tokens, or over the course of three Actions by a single token.
- Artillery token scores 1 <point> for every enemy Unit it destroys, just like a Unit.
- You do not need to control the region with the Artillery Structure to use a deployed token.

- If the Artillery Structure is in a Battle Region, already deployed tokens are still effective.

Watchtower: Place a Watchtower token in this or an adjacent Region. During the next Battle in the Region, it acts as 1 <Unit> on the Territory Control objective and cannot be Captured or Killed.

- Watchtower tokens only function in Battles involving Human Units.
- Watchtower tokens are not removed until resolved in a Battle. Once resolved in a Battle, they are removed from the board.
- Watchtower tokens cannot be placed in a Battle Region. You must activate them before the Battle.
- When all Watchtower tokens are placed on the board a player may activate their Watchtower to move a placed Watchtower token to another Region.
- Watchtower token cannot be moved by Tactics cards.
- Multiple Watchtower tokens can be played to a single Region, up to three total (equal to the number of tokens).
- You do not need to control the region with the Watchtower Structure to use a deployed token.
- If the Watchtower Structure is in a Battle Region, already deployed tokens are still effective.

Human Skills

Occupation (Default): Discard a card from your hand to immediately score 1 <point> for every Human controlled Region.

- Occupation scores for the HQ Region.
- Occupation ignores any Crystals in Regions. It only scores 1 <point> for every Human Control token in play.
- You score 1 Point for Human Control tokens in Battle Regions as well!

Seek and Destroy: Place the Seek and Destroy token in any Battle Region without Humans. During Battle Resolution, it counts as a number of <units> on Attrition Objective equal to the number of Human controlled Regions adjacent to the Battle Region.

Example: The Machines and Pilgrims are fighting a battle adjacent to two Human controlled Regions. The Human player places the Seek and Destroy token in the Region. After the Machine and Pilgrims simultaneously resolve any Attrition, the Human player selects two Units from either combatant to destroy, then scores 1 <point> for every Unit destroyed in this manner.

- If there are insufficient Units to destroy using the Seek and Destroy, the Human player destroys as many as possible and scores for them.
- Seek and Destroy cannot be captured, killed, or manipulated by any Tactics cards.
- Seek and Destroy always resolves after the other combatants Attrition.
- Seek and Destroy awards points equal to the number of Units it kills just like a normal unit in Attrition.

Weird case: Let's say Seek and Destroy is used in a battle in which one of the combatants uses Shifted Priorities. Seek and Destroy will resolve after any other attrition, but still before Capture Prisoner and then Capture Territory.

Recon Forces: For each Battle in which the Humans are the Attackers, draw one Terrain Tactic from any deck.

- Recon Forces can draw each card from a different deck. They do not need to come from a single deck.
- Cards drawn via Recon Forces are added to your hand.

Veteran Forces: Choose one Battle Region with Human Units and place the Veteran Forces token on it. After the Battle, you may return one of your played Terrain Tactics to your hand.

- A card returned to your hand via Veteran Forces can be used in a subsequent Battle in the same round.
- You cannot use Veteran Forces to re-use a card in the same battle, just to be explicitly clear.

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

- Regions with Trog Nests and Trog War Parties are not occupied.
- In 2-3 player games, Scouting can only be used on Regions adjacent to a Human controlled Region.

Machines

Machine Structures

Matrix: Draw 1 Terrain Tactic card and place it face down here. You can use this card in any Battle Region with Machines. Max. 3 cards.

- The Machine player can reference their Matrix cards at any time.
- Terrain Tactics on Matrix must still respect the Terrain limitations, i.e. a Mountain Terrain Tactic on the Matrix can only be used in a Battle in a Mountain Region.
- Once played in a Battle, cards on the Matrix are returned to the bottom of their Terrain Tactics deck.
- Cards on the Matrix can only be used in Battle for their Tactics. They cannot be used for Move, Build, or Recruit, for example.
- The maximum number of cards is 3 regardless of your number of Matrixes.
- Cards on the Matrix do not count as a part of your hand.
- You do not need to control the Matrix to use the cards in Battle if the Matrix was activated before you lost control.
- If the Matrix is in a Battle Region, you can use the cards in a Battle if the Matrix was activated before it became a Battle Region.

Orbital Sniper: Kill 1 enemy <unit> in any non-Battle Region.

- You cannot kill Units in an HQ with Orbital Sniper.
- You are NOT awarded VP for kills using Orbital Sniper.

Factory: Add 1 <unit> from your Reserve into this Region.

- Unlike the Trog Brooding Pool, the Factory can only add 1 Machine Unit to the Region per Activation.
- Unlike the Trog Brooding Pool, the Factory is a flat cost of 1. Pay 1 Wrench, spawn 1 Unit.

Shred Drones: Kill 1 enemy <unit> in any adjacent Region (including Battle Regions).

- Shred Drones might kill the last enemy combatant in a Battle. If this happens, immediately remove the Battle Region token.
 - Strategy Advice: Don't do this! Battles provide many points the Machines might not otherwise earn.

- You must control a Region at the start of the Action to build a Structure. If a Battle Region token is removed and a Machine Unit is in the Region, a Control token is immediately placed, but the Machine player cannot Build Structures as they did not control the region at the start of the Action.
 - This is key in conjunction with the Moving City skill.
- You cannot kill Units in an HQ with Shred Drones.
- You are NOT awarded VP for kills using Shred Drones.

Bunker: If there is a Battle token present in this Region, add up to 2 <units> from your Reserve to this Region.

- There must be a Battle, which means the Machines must leave at least 1 Unit in the Region to create a Battle Region. If nobody is left behind, control will switch automatically when an opponent enters and a battle is not fought.
- If the Machines only have 1 Unit in their Reserve, they add just that one when activating Bunker.

Machine Skills

Moving City (Default): Move one of your Structures to an adjacent Region you Control.

- Moving City can be used to move Machine Structures out of Regions the Machine player doesn't control.
- Moving City cannot be used to move Machine Structures into a Battle Region.
- Moving City cannot be used to move Machine Structures out of a Battle Region.

Firepower: Place the Firepower token in a Battle Region with Machine Units. Double the amount of <points> you gain from the Attrition Objective in this Battle.

Example 1: The Machines have 3 Machine Units in the Attrition Objective. The Firepower token is in the Region. The Machines kill 3 enemy Units and score 6 <points>.

Example 2: The Machines have 3 Machine Units in the Attrition Objective. The Firepower token is in the Region. The Machines kill only 2 enemy Units, as there are only 2 remaining, so they only score 4 <points>.

Transform: Remove one of your Structures to place <units> equal to removed Structure's cost in the same Region OR Remove any number of your <units> to use <wrenches> equal to the number of removed Units to Build and Activate Structures in the same Regions.

Example (Option 1): The Machine Commander uses Transform and removes the Factory. He places 2 Machine Units in the Region.

Example (Option 2): The Machine Commander uses Transform and removes 5 Units. He builds a Shred Drones (2 <wrenches>), Activates it (1 <wrench>), then builds a Factory (2 <wrenches>).

Note: You can transform buildings into units in Enemy controlled Region. This will initiate a Battle if enemy Units are present, or will change control if they are not. You cannot use Transform on Structures/Units in a Battle Region.

Software Update: Remove one card in your hand from the game. Then, draw one card from your deck or from a Terrain Tactic deck.

- The card removed is removed from the game, not placed at the bottom of the deck.

- You can remove default Machine cards or Terrain tactics using Software Update.

Terrain Advantage: Place the Terrain Advantage token in a Battle Region with Machine Units and name a Terrain type. Terrain Tactics of the named type cannot be played in this Battle.

- Terrain Advantage cannot be used to prevent Faction tactics from being played.
- If it helps, cover the Terrain that cannot be used with the Terrain Advantage token.
- You must declare the Terrain that will be nullified when Terrain Advantage is activated.

Example: The Machine player plays Terrain Advantage in a Mountain and Jungle Region with a Battle token and declares that Jungle Tactics cannot be played in the upcoming Battle.

Pilgrims

Pilgrim Structures

Extractor: Add 1 Crystal from the Supply to this Region.

Harvester: Add 1 Crystal from the Supply to your Pool.

- Remember: Crystals in the Pool do NOT count when Scoring occurs.

Power Orb: Add 1 <unit> from your Reserve to an adjacent Battle Region with Pilgrim <units>

- If you do not have Units in your Reserve, you cannot use Power Orb.
- Remember: Units are added FROM the Reserve, NOT the adjacent Region!
- Power Orb can only add Units to a Battle Region involving Pilgrim Units.
- Power Orb can ONLY add Units to a Battle Region. You cannot use it to Recruit in a Region that does not have a Battle token.

Pilgrim Skills

Examination (Default): Spend one Crystal from your Pool. Score 1 <point> for each Crystal left in your Pool.

- Return the spent Crystal to the supply.

Example: Examination is activated with 7 Crystals in the Pool. 1 Crystal is returned to the Supply and the Pilgrim player scores 6 <points>

Data Extraction: Passive: After each Battle with Pilgrims Units, you may add one Crystal from the Battle Region to your Pool.

- There is no limit to the number of times Data Extraction can be used in a single Round.
- As long as the Pilgrim Units are in the Battle, it doesn't matter if the Pilgrims are Attackers or Defenders in the Battle
- Remember to always add 1 Crystal at the start of each Battle. Therefore, there will always be at least one Crystal to remove for Data Extraction!
- To help you remember Data Extraction, place the card next to the Battle Board.
- Data Extraction is a "may," which means it's optional. As you do not score points for Crystals in your Pool (excepting the use of Examination), you may want to leave the Crystals in Regions you conquer for when Scoring is enabled.

Sow the Seeds: Spend one Crystal from your Pool to add one Crystal to each of four different Regions.

- You must add four Crystals, and they must be placed, one each, in four different Regions.
- Crystals cannot be added to the Pilgrim HQ.

Teleportation: Spend one Crystal from your Pool to move any number of your <units> from one non-Battle Region to a different non-Battle Region.

- Units can be moved into Regions with Trog War Party or Trog Nest tokens, at which point the tokens are Resolved and a Battle token is placed.
- Teleportation can move Pilgrim Units into and out of the Pilgrim HQ Region.
- If Units move into a Region with enemy Units using Teleport, this creates a Battle Region.

Power Extraction: Spend one Crystal from your Pool and place the Power Extraction token in a Battle Region involving Pilgrims. During Battle Resolution, place the token on a single Battle Objective. It counts as 2 <units>.

- The Power Extraction token cannot be Captured, Killed, or affected by Terrain Tactics cards.
- The Pilgrim player places the Power Extraction token when they place their Pilgrim Units.
- If the Power Extraction token is placed on the Attrition objective, it scores 1 <point> for every enemy Unit killed.

If you have any questions:

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