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Thankyou! Peter (Universal Head)

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Game: **CRY HAVOC**
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Peter 'Universal Head' Gifford
The Esoteric Order of Gamers



CRY HAVOC

SETUP

Place the **board** in the middle of the table. If playing with 2 players, use the side marked for 2 players.

Shuffle the **event tokens** and place 1 facedown on each of the 4 event spots on the score track. Return any unused event tokens to the box without looking at them.

Separate and shuffle the **terrain tactics cards** by terrain type into 4 decks. Place each facedown on the indicated space on the board.

Each player chooses a **faction** to play (the Trogs are only controlled by a player in games with 4 players). Return any components from unused factions to the box. 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.

Each player takes all of their faction components. Place your **faction board** in front of you and your **structure tiles** faceup next to your board, with all **structure tokens** next to their associated tiles.

Start with 1-3 of your **skill cards** and place them faceup in front of you. Return unused skill cards to the box. Experienced players should use the skill labeled *default* and 1 skill at random. Veteran players should use the skill labeled *default* and 2 skills at random.

Shuffle your **tactics cards** and place the facedown deck in front of you. Place your remaining unit miniatures in front of you to form your **reserve**. Place your **scoring enabled markers** and **control tokens** in front of you, and your **score token** on the 0 space of the **score track**.

Take 1 **initiative token** from every player, then randomly place 1 on each space of 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.

Place **Trog war party** and **exploration tokens** facedown in the regions with the matching icons on the board. Place any additional tokens near the board to form a supply.

Place **crystals** in each region as shown by the symbols in the board regions. Place the remaining crystals near the board.

Place the **battle tokens** and the **battle board** near the board. Place the **action marker** in the I position on the round actions track on the board.

4 PLAYER GAME: In a 4 player game, one player takes the Trog units and uses the Trog components. Place the Trog headquarters and 2 units on the space marked **Trog HQ**. Place 4 **tunnels tokens** on the board, one per region with the matching icons on the board, and one on Trog HQ.

KEY TERMS

RESERVE: Your supply of units available for the **RECRUITMENT** action. The reserve is limited. If your reserve is empty because all of your units are prisoners or on the board, you cannot recruit.

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 **adjacent** for Trog units.

OCCUPIED: A region is **occupied** if there are unit tokens in the region. Regions with only Trog nest or Trog war party tokens are not **occupied**. Regions with only structures, and regions with only a control token, are not **occupied**.

CONTROL: A region is **controlled** by the player with a control token there.

PHASES OF PLAY

The game is played in 5 or fewer **rounds**, each of which consists of 6 **phases** completed in order.

1. EVENTS

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.

On the first turn of the game this will be just the event on the first spot on the track. 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.

B. UPDATE INITIATIVE

Change the order of the tokens on the initiative track so that the order matches that of the upcoming initiative track.

When a player plays their tactics card that allows them to change their initiative, they place their upcoming initiative token on the new position on the upcoming initiative track. Players with tokens left of the moved initiative token do not change position, but other initiative tokens are pushed right to make space.

C. REFRESH EXHAUSTED SKILLS

Turn all your exhausted skills 90° clockwise to indicate they are ready for use.

2. DRAW CARDS

Every player draws 4 cards from their personal tactics deck. Then, any players with more than 7 cards in their hand must place cards in their discard pile until they have 7 in hand.


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


3. ACTIONS

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.

Proceed in the order of the initiative track. After every player has taken 1 action, move the action marker to the next space and repeat until every player has taken 3 actions.

When discarding cards for the **MOVEMENT**, **RECRUIT**, or **BUILD** actions, ignore any tactic text on them. However some cards provide additional bonuses when discarding them for those actions.


 Draw 1 card from your deck for each symbol.

 Draw 1 card from your deck regardless of the number of symbols.

 Gain 1 VP.

During your turn, you can use any number of your **skills** that have not yet been exhausted. This does not count as an action, but each skill can only be used once per round unless otherwise stated. Once a skill is used, exhaust it by turning it 90° counterclockwise. Skills can only be used during the actions phase unless otherwise stated, and must be used before or after an action, but never during.

MOVE

 Discard any number of cards from your hand and gain **movement points** (MPs) equal to the number of movement icons on them. Each MP 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.

Regions in the outer ring of the planet that are opposite each other (marked with an arrow) are considered adjacent for any reason.

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 action ends when all MPs are expended, or you choose to spend no further MPs.

AT THE END OF THE MOVE ACTION:

1. Reveal and resolve any **exploration tokens** in regions with your units.
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 1 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** there.
4. Any regions with enemy units present receive **battle tokens**. Place the lowest numbered battle tokens that are not already on the board. If you must place multiple battle tokens, you can choose the order.


BATTLE REGIONS

A region with a battle token is a **battle region**. No further units from any player may enter that region. 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, nor can they be activated in a battle region unless otherwise noted.

The defending player may use a **MOVE** 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.

RECRUIT

 Discard any number of cards from your hand and gain **recruitment points** (RPs) equal to the number of recruitment icons on them. Spend each RP to add 1 unit from your reserve to your headquarters region. If your reserve is empty, you cannot add further units using recruitment.

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

 Discard any number of cards from your hand and gain **building points** (BPs) equal to the number of building icons on them.

Then, spend each BP to place **structures** in regions you controlled at the beginning of this action and/or activate structures already built, including ones built this turn.

Each structure tile shows the number of BPs 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 BPs 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.

Structures cannot be built in a region with a battle token or in a HQ region.

Multiple structures of the same type cannot be built in a single region.

Structures in a battle region cannot be activated, unless otherwise 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 2 TACTICS CARDS, KEEP 1

Draw the top 2 cards from your deck or from any terrain tactic deck. Choose 1 of them to reshuffle and add the other to your hand.

ENABLE SCORING

Each player has 1 card in their deck that allows them to take the **ENABLE SCORING** action when played. When this action is taken, the card cannot be used for the **MOVEMENT**, **RECRUIT**, or **BUILD** actions. Place your **enable scoring token** on the **scoring enabled** space on the board as a reminder.

Scoring can only be enabled once per round.

At the end of the round, the player who enabled scoring scores 1VP for every region they control. Then, all players score 1VP for each crystal in every region they control.

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 all units from one player in a region 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 who has units remaining.

Follow these steps, then repeat until every battle is resolved.

A. ADD 1 CRYSTAL TO THE BATTLE REGION

Increase the value of the crystals in the battle region by 1.

B. PLACE BATTLING UNITS ON BATTLE OBJECTIVES

There are 3 **battle objectives** on the battle board over which players compete in every battle.

First, the attacking player places all of their units from the region in any or all of the battle objective spaces, in any distribution.

Then the defending player places all of their units from the region in any or all of the battle objective spaces in any distribution.

C. PLAY TACTICS CARDS

Players involved in the battle alternate playing **tactics cards**.

First, the attacker may play and resolve a single tactics card from their hand, then discard it. Then 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 them in the current battle. There is no limit to the number of tactics cards that can be played.

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, so terrain tactics cannot be played in battles there.

When battling the Trogs in games with 2 or 3 players, the first player to the left of the player fighting against the Trogs controls the Trogs in the battle. This includes placing Trog units on battle objectives and playing tactics cards from their hand. Trogs never score VPs and cannot win the game.

D. RESOLVE THE BATTLE OBJECTIVES

Resolve the battle objectives from top to bottom:

1. REGION CONTROL: The player with the most units in this objective gains control of the region and immediately scores 2 VPs. The region control remains with that player even if all of their units are eliminated during the subsequent objectives. On a tie, the defender wins.

If neither player places units in the region control objective, the defending player wins the objective.

2. CAPTURE PRISONERS: The player with the most units in this objective immediately takes 1 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. On a tie, neither player captures a prisoner.

3. ATTRITION: Each player kills 1 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. Each player scores 1 VP per enemy unit killed. Killed units go back to their owner's reserve.

If a player who is not the attacker or defender participates in the attrition objective, their units or tokens are always resolved last.

E. RETURN SURVIVING UNITS TO THE REGION

The surviving units of the player who won the region control objective are returned from the objectives to the region.

F. RETREAT WITH UNITS

The surviving units of the player who *lost* the region control objective must move to an adjacent non-battle region under their control. If there are no such regions, return the units to their owner's reserve.

Trog exception: In a 2-3 player game, if the Trogs win the region control objective, do not place a control token; place a **Trog nest token** facedown instead. If Trog units must retreat, remove the units from the board and place a Trog nest token facedown in any adjacent uncontrolled region. Trog nest tokens add more Trog units to the region when revealed.

G. REMOVE THE BATTLE TOKEN

5. PRISONERS

Players score 1 VP for every prisoner they have.

Then, in initiative order, each player may lose 2 VPs 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.

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 VPs.

6. SCORING (IF ENABLED)

If scoring was enabled, the player who did so scores 1 VP for every region they control. Then, every player scores 1 VP for every crystal located in all of the regions under their control.

The round then ends; if the game is not over, begin a new round.

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 you have more than 49 VP, use your 50+ score token.

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, the game lasts 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 score VP for crystals, but nobody scores VP for region control.

The player with the most VPs is the winner. On a tie, the player with the most prisoners wins. On a further tie, the player who went later in initiative order wins.

PLAYING THE TROGS

The Trog faction is only available in 4 player games.

SETUP

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 **MOVE** action if there are remaining MPs.

Trogs may move between regions with tunnels (pre-built on the map and built 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 VPs the same as other players for battle objectives, captured prisoners, and so forth.

AFTERMATH EXPANSION

SETUP CHANGES

Shuffle all event tokens from the base game and **AFTERMATH** together. Shuffle the scoring cards together and place them in a facedown pile near the board.

When separating terrain tactics, include the **AFTERMATH** cards before shuffling.

Instead of using the base faction board, players choose which faction they want to play and draw 1 leader from this faction.

Shuffle the default skills from the base game and **AFTERMATH**, then draw 1 at random to use for this game. Then shuffle all non-default skills from both sets together and draw the appropriate number of skills. Return all unused skills to the box.

Choose 3 structures (5 for machines) from all structures available to their faction from the base game and **AFTERMATH**.

Place the 3 universal structures and the matching tokens near the board. These structures are available to all players.

UNIVERSAL STRUCTURES

Using the standard **BUILD** action, you may may build a universal structure as long as there are structure tokens remaining for the structure you wish to build.

Universal structures are controlled by the faction which currently controls the region. If you lose control of a region with a universal structure, the structure remains and the new controlling player may use it.

EVENTS AND ENDING THE GAME

The game now lasts for 5 rounds with 1 event each round.

If you move your score marker past an event, do not move the passed event. At the start of each round, reveal the next event token and resolve it. When an event instructs you to draw a scoring card, reveal the top card of the scoring deck and resolve it.

SOLO RULES

After 5 rounds, you need more VPs than the Trogs to win.

VPs are scored when the human or Trog player uses the **ENABLE SCORING** action. The fifth event of the game also enables scoring.

SETUP

- Set up the board showing the 3-4 player side.
- Place the Trog HQ in the center of the board, as per regular rules for 4 players.
- Choose 1 faction to play: Humans, Pilgrims, or Machines.
- Choose one of the 3 HQ locations and place your HQ, 4 miniatures, and a control token there.
- Gather all other pieces for your faction, as normal.
- Choose 1-3 skills depending on the difficulty level, with 1 skill being the most difficult, and 3 skills being the least difficult.
- Place exploration tokens, crystals, Trog minis, and Trog war party tokens as indicated by the board.
- Place events as per usual.
- Player gathers and individually shuffles their faction deck and one for the Trogs, as usual.
- Shuffle and create the four separate terrain decks, as usual.
- Place a Trog tunnel in the Trog HQ.
- Place the Trog trap, then Trog brooding pool structures, in that order, next to the Trog player 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

On their turn, the Trogs draw the top card and resolve these 4 things in order:

- MOVEMENT**
- RECRUITMENT**
- BUILD**

4. ANY TEXT ON THE CARD: This is how Trogs can enable scoring, change initiative (Trogs always choose to go first), etc. Trogs execute everything on every card, whereas the human player may only use 1 line of symbols on the cards they play.

When executing each of these actions, Trogs always do so using 5 rules to determine their priority.

Evaluated these in order as listed below, until a rule is satisfied.

- 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.
- Trogs always prefer regions with the most crystals.**
- Trogs always prefer regions closer to their HQ.**
- Trogs always prefer regions closest to enemy units or an enemy controlled territory, if no units are present.**
- When Trogs arrive in battle, they use units from their HQ.**

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 an orange Trog nest token is placed in the region.

If a human player moves units into the region, this triggers a battle: Place a battle token, then 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.

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 5 priority rules. If they cannot build a trap, try to activate a trap. If there are none to activate, nothing happens.

If all traps are placed, or you have an excess of  icons to build a trap and a brooding pool, place a brooding pool.

First try to activate all traps, then try to activate all brooding pools.

RECRUITMENT:

All Trogs are recruited to HQ. They will be used to secure nearby regions and/or fight the human player in battles.

BATTLES

First, the human player places all units. **The human player always plays first.**

Then, place the Trog units involved 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.

After the units are placed, it is time to play tactics cards. The human player plays and resolves 1 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 they are winning territory control or 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 an orange Trog nest 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.

1. EVENTS

A. RESOLVE EVENT(S)

Resolve the next stack of unrevealed event token(s), one at a time, from top to bottom.

B. UPDATE INITIATIVE

Change the order of the tokens on the initiative track so that the order matches that of the upcoming initiative track.

C. REFRESH EXHAUSTED SKILLS


2. DRAW CARDS


Every player draws 4 cards from their personal tactics deck. Then discard down to 7 cards.

3. ACTIONS

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. After every player has taken 1 action, move the marker to the next space and repeat until every player has taken 3 actions.

When discarding cards for the **MOVEMENT**, **RECRUIT**, or **BUILD** actions, ignore any tactic text on them. Some cards provide additional bonuses when discarding them:


 Discard 1 card from your deck per symbol.

 Discard 1 card from your deck.

 Gain 1 VP.

During your turn, you can use any unexhausted skills.

MOVE

 Discard cards from your hand and gain **movement points** equal to the number of icons. Each MP allows you to move one of your units to an adjacent region.

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, or a Trog war party/nest token, the unit must stop moving and cannot move again this turn.


AT THE END OF THE MOVE ACTION:

1. Resolve any **exploration tokens** in regions with your units.
2. For each region you moved into with a **Trog war party/nest token**, resolve that token. If no Trog units were placed in the region as a direct result of the token's effect, you must immediately lose 1 unit in that region.
3. If your units are in a region with no units belonging to other players, immediately **gain control of the region** by placing one of your **control tokens** there.
4. Regions with enemy units receive **battle tokens**.


A region with a battle token is a **battle region**. No further units from any player may enter that region. Place one of the attacker's units on top of the battle token. Structures cannot be built in a battle region, nor can they be activated in a battle region unless otherwise noted.

The defender may use a **MOVE** action on their turn to leave a battle region, but may only move units out in excess of twice the number of units belonging to the attacker.

RECRUIT

 Discard cards from your hand and gain **recruitment points** equal to the number of icons. Spend each RP to add 1 unit from your reserve to your HQ region.

BUILD / ACTIVATE STRUCTURE(S)

 Discard cards from your hand and gain **building points** equal to the number of icons. Spend each BP to place structures in regions you control and/or activate structures.

Structures cannot be built in a region with a battle token or in a HQ region. Multiple structures of the same type cannot be built in a single region. Structures in a battle region cannot be activated, unless otherwise stated.

DRAW 2 TACTICS CARDS, KEEP 1

Draw 2 cards from your deck or from any terrain tactic deck. Choose 1 of them to reshuffle and add the other to your hand.

ENABLE SCORING

Place your **enable scoring token** on the scoring enabled space. **Scoring can only be enabled once per round.**

At the end of the round, the player who enabled scoring scores 1VP for every region they control. Then, all players score 1VP for each crystal in every region they control.

4. BATTLE RESOLUTION

A battle takes place for each region with a battle token. Resolve battles from the lowest token to the highest.

A. ADD 1 CRYSTAL TO THE BATTLE REGION

B. PLACE UNITS ON BATTLE OBJECTIVES

The attacking player places all of their units from the region in any or all of the battle objective spaces, in any distribution. Then the defending player does the same.

C. PLAY TACTICS CARDS

The attacker may play a single tactics card from their hand, then the defender. Repeat until neither player is able, or wants, to play additional cards. **Terrain tactics can only be played if the battle region terrain matches the card.** The outer regions do not have a terrain type, so terrain tactics cannot be played in battles there.

When battling the Trogs in games with 2 or 3 players, the first player to the left of the player fighting against them controls the Trogs. Trogs never score VPs and cannot win the game.

D. RESOLVE THE BATTLE OBJECTIVES

1. REGION CONTROL: The player with the most units here gains control of the region and immediately scores 2 VPs. Region control remains with that player even if all of their units are eliminated during the subsequent objectives. On a tie, the defender wins. If neither player places units here, the defender wins.

2. CAPTURE PRISONERS: The player with the most units here takes 1 enemy unit involved in the battle (from any objective, even attrition) and places it in front of them. This captured unit cannot be recruited by its owner. On a tie, neither player captures a prisoner.

3. ATTRITION: Each player kills 1 enemy unit from any of the 3 objectives for each of their own units placed on this objective. Resolve attrition simultaneously and score 1 VP per enemy unit killed. Killed units go back to their owner's reserve. If a player who is not the attacker or defender participates in this objective, their units or tokens are always resolved last.

E. RETURN SURVIVING UNITS TO THE REGION

The surviving units of the player who won the region control objective are returned from the objectives to the region.

F. RETREAT WITH UNITS

The surviving units of the player who lost the region control objective must move to an adjacent non-battle region under their control. If there are none, return units to their reserve.

1. EVENTS

A. RESOLVE EVENT(S)

Resolve the next stack of unrevealed event token(s), one at a time, from top to bottom.

B. UPDATE INITIATIVE

Change the order of the tokens on the initiative track so that the order matches that of the upcoming initiative track.

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Every player draws 4 cards from their personal tactics deck. Then discard down to 7 cards.

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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. After every player has taken 1 action, move the marker to the next space and repeat until every player has taken 3 actions.

When discarding cards for the **MOVEMENT**, **RECRUIT**, or **BUILD** actions, ignore any tactic text on them. Some cards provide additional bonuses when discarding them:


 Discard 1 card from your deck per symbol.

 Discard 1 card from your deck.

 Gain 1 VP.

During your turn, you can use any unexhausted skills.

MOVE

 Discard cards from your hand and gain **movement points** equal to the number of icons. Each MP allows you to move one of your units to an adjacent region.

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, or a Trog war party/nest token, the unit must stop moving and cannot move again this turn.


AT THE END OF THE MOVE ACTION:

1. Resolve any **exploration tokens** in regions with your units.
2. For each region you moved into with a **Trog war party/nest token**, resolve that token. If no Trog units were placed in the region as a direct result of the token's effect, you must immediately lose 1 unit in that region.
3. If your units are in a region with no units belonging to other players, immediately **gain control of the region** by placing one of your **control tokens** there.
4. Regions with enemy units receive **battle tokens**.


A region with a battle token is a **battle region**. No further units from any player may enter that region. Place one of the attacker's units on top of the battle token. Structures cannot be built in a battle region, nor can they be activated in a battle region unless otherwise noted.

The defender may use a **MOVE** action on their turn to leave a battle region, but may only move units out in excess of twice the number of units belonging to the attacker.

RECRUIT

 Discard cards from your hand and gain **recruitment points** equal to the number of icons. Spend each RP to add 1 unit from your reserve to your HQ region.

BUILD / ACTIVATE STRUCTURE(S)

 Discard cards from your hand and gain **building points** equal to the number of icons. Spend each BP to place structures in regions you control and/or activate structures.

Structures cannot be built in a region with a battle token or in a HQ region. Multiple structures of the same type cannot be built in a single region. Structures in a battle region cannot be activated, unless otherwise stated.

DRAW 2 TACTICS CARDS, KEEP 1

Draw 2 cards from your deck or from any terrain tactic deck. Choose 1 of them to reshuffle and add the other to your hand.

ENABLE SCORING

Place your **enable scoring token** on the scoring enabled space. **Scoring can only be enabled once per round.**

At the end of the round, the player who enabled scoring scores 1VP for every region they control. Then, all players score 1VP for each crystal in every region they control.

4. BATTLE RESOLUTION

A battle takes place for each region with a battle token. Resolve battles from the lowest token to the highest.

A. ADD 1 CRYSTAL TO THE BATTLE REGION

B. PLACE UNITS ON BATTLE OBJECTIVES

The attacking player places all of their units from the region in any or all of the battle objective spaces, in any distribution. Then the defending player does the same.

C. PLAY TACTICS CARDS

The attacker may play a single tactics card from their hand, then the defender. Repeat until neither player is able, or wants, to play additional cards. **Terrain tactics can only be played if the battle region terrain matches the card.** The outer regions do not have a terrain type, so terrain tactics cannot be played in battles there.

When battling the Trogs in games with 2 or 3 players, the first player to the left of the player fighting against them controls the Trogs. Trogs never score VPs and cannot win the game.

D. RESOLVE THE BATTLE OBJECTIVES

1. REGION CONTROL: The player with the most units here gains control of the region and immediately scores 2 VPs. Region control remains with that player even if all of their units are eliminated during the subsequent objectives. On a tie, the defender wins. If neither player places units here, the defender wins.

2. CAPTURE PRISONERS: The player with the most units here takes 1 enemy unit involved in the battle (from any objective, even attrition) and places it in front of them. This captured unit cannot be recruited by its owner. On a tie, neither player captures a prisoner.

3. ATTRITION: Each player kills 1 enemy unit from any of the 3 objectives for each of their own units placed on this objective. Resolve attrition simultaneously and score 1 VP per enemy unit killed. Killed units go back to their owner's reserve. If a player who is not the attacker or defender participates in this objective, their units or tokens are always resolved last.

E. RETURN SURVIVING UNITS TO THE REGION

The surviving units of the player who won the region control objective are returned from the objectives to the region.

F. RETREAT WITH UNITS

The surviving units of the player who lost the region control objective must move to an adjacent non-battle region under their control. If there are none, return units to their reserve.

Trog exception: In a 2-3 player game, if the Trogs win the region control objective, do not place a control token; place a **Trog nest token** facedown instead. If Trog units must retreat, remove the units from the board and place a Trog nest token facedown in any adjacent uncontrolled region. Trog nest tokens add more Trog units to the region when revealed.

G. REMOVE THE BATTLE TOKEN

5. PRISONERS

Players score 1 VP for every prisoner they have.

Then, in initiative order, each player may lose 2 VPs 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.

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 VPs.

6. SCORING (IF ENABLED)

If scoring was enabled, the player who did so scores 1 VP for every region they control. Then, every player scores 1 VP for every crystal located in all of the regions under their control.

The round then ends; if the game is not over, begin a new round.

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 you have more than 49 VP, use your 50+ score token.

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, the game lasts 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 score VP for crystals, but nobody scores VP for region control.

The player with the most VPs is the winner. On a tie, the player with the most prisoners wins. On a further tie, the player who went later in initiative order wins.

PLAYING THE TROGS

The Trog faction is only available in 4 player games.

SETUP

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 **MOVE** action if there are remaining MPs.

Trogs may move between regions with tunnels (pre-built on the map and built 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 VPs the same as other players for battle objectives, captured prisoners, and so forth.

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