

SCARY BISCUITS STUDIOS PRESENTS:

CRY HAVOC!

A STAR TREK CUSTOMIZABLE CARD GAME
ADVENTURE SCENARIO

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VERSION 1.0
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"You and I will fight battles that others can only dream of. The time for glory is here. It is not a time to worry about stabilizers. It is a time to celebrate, for tomorrow, we all may die! Come! Let us, the sons of Mogh, live this night as if it were our last!"

— Kurn, Son of Mogh, Stardate 45020.4 (2368)

ADVENTURE SCENARIO FORMAT

Adventure scenarios allow you to re-create your favorite Star Trek story arcs using the acclaimed *Star Trek: CCG* system by Decipher. This format will make some changes to that iconic game, helping to align gameplay with the storyline.

These scenarios are meant to be played with a standard ST:CCG deck with the minimum possible disruption to the existing rules. This document will describe when and where normal gameplay will be altered, otherwise the standard rules apply.

These scenarios provide a context and an overall objective for your games, but it will still be up to you to build your deck how you see fit.

REDEMPTION, PARTS I & II

This adventure is based on the "Redemption" (S04E26 and S05E01 of *Star Trek: The Next Generation*) story arc. Players will cover themselves in glory for the Empire in support of either the House of Duras or House of Gowron as they struggle to control the Empire.

COMPATIBILITY

This Adventure Scenario has been designed to be compatible with **Star Trek: CCG, First Edition**.

WHAT YOU NEED TO PLAY

To play *Cry Havoc!*, you will need some special items:

- A set of missions, including: **Expose Covert Supply** (Qo'noS), **Cloaked Mission** (Romulus), **Espionage Mission** (Earth), and 6x other Klingon missions (pg. 2).
- 12x Klingon CIVILIAN and 6x Klingon V.I.P. personnel (pg. 2)
- 1x **Great Hall** facility
- Score sheet for recording points (pg. 7)
- 12x Control tokens (pg. 8)

PLAYERS

This scenario is best played with 2+ players playing Klingon decks. Starting with the third player slot, you can add a Romulan player followed by a Federation player. Other affiliations can play the role of the Romulans or Federation if you choose.

PLAYER DECKS

Players will have specific goals in *Cry Havoc!*, so your standard deck may not be set up to play this game. Have a read of the rules and then have a look at the deck construction tips at the end of the document to help build your decks.

SETTING UP

CHOOSING AN AFFILIATION

While this adventure is set during the Klingon Civil War, there's no reason to restrict which affiliations can take part. Indeed, Romulan and Federation involvement was keenly felt on the fringes of the war.

KLINGON

You will have choose between **House of Duras** or the **House of Gowron**. Your fate and fortune will be tied to those of these houses. Whichever you choose, may you die well.

ROMULAN

Although tacitly neutral, Romulan players are allied to **House Duras**. Your goal will be to deliver illicit supplies to Qo'noS and ensure that the Empire falls under control of Duras forces.

FEDERATION

Also neutral on paper, Federation players are allied to **House Gowron**. Your goal will be to prevent outside influence and ensure that the Empire falls under control of Gowron's forces.

OTHER AFFILIATIONS

Players using other affiliations can choose your own allegiance. Some affiliations, such as Ferengi or Non-aligned might choose to play both sides. The choice is up to you.

CHOOSING THE MISSIONS

Choose six missions that have a Klingon affiliation icon () and **at least one** of the following mission requirements:

- **SECURITY**
- **STRENGTH**
- **Honor**
- **Treachery**



Also, do not include **Expose Covert Supply** (Qo'noS), **Cloaked Mission** (Romulus), or **Espionage Mission** (Earth) to your missions, because these will be added later.

There is a list of suggested missions on pg. 6 that fit the criteria above that might help you choose the right missions. Also, if you do not have Cloaked Mission or Espionage Mission, simply chose any planet mission with the appropriate affiliation icon to serve instead.

KLINGON SUBJECTS

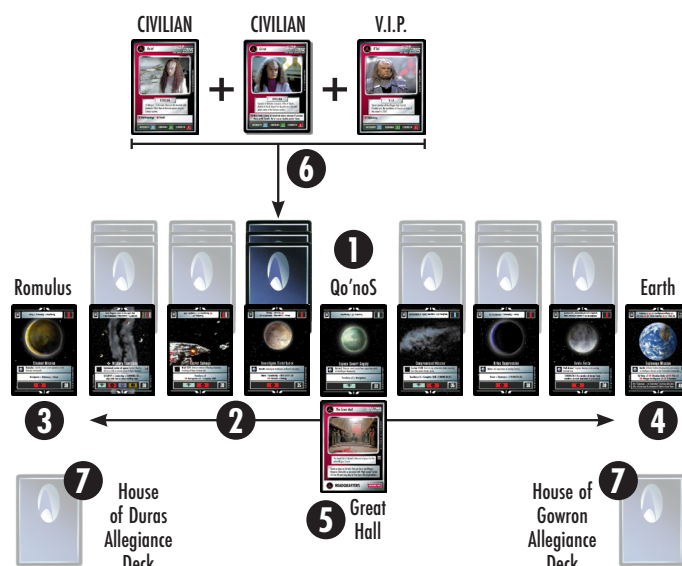
You will also need 12x Klingon CIVILIAN and 6x Klingon V.I.P.s to seed under the missions. These represent the hearts and minds of the Klingon Empire at each mission. When a player conquers a planet in the name of their House, its inhabitants are awarded to that house's Allegiance Deck (see below).



Personnel used in this fashion are considered non-unique, and play no part in the game other than to track allegiance. Players can have their own copies of these personnel in their decks if they choose. Basically, these personnel are simply tokens that will be summed up at the end of the game.

FORMING THE SPACE LINE

1. Place a copy of the **Expose Covert Supply** (Qo'noS) mission in the middle of the table.
2. Randomly place the non-homeworld missions on either side of **Expose Covert Supply** until all missions have been placed, forming the spaceline.
3. If a Romulan player has joined the game, they may choose one end of the space line and place **Cloaked Mission** (Romulus).
4. If a Federation player has joined the game, they may choose an end of the spaceline to place **Espionage Mission** (Earth). If Romulus is in play, then Earth must be placed at the opposite end.
5. Seed a copy of **The Great Hall** on Qo'noS.
6. Seed Klingon subjects under each non-homeworld mission, with 2x CIVILIANS and 1x V.I.P. personnel per mission.
7. Save some table space for two Allegiance decks, one for each house.



OTHER SEED CARDS

You can have up to 10 other seed cards at the start of the game, for things like facilities, doorways, etc.

KLINGON FACILITIES

Klingon player seed facilities as usual at any non-homeworld mission, following the normal rules and restrictions.

ROMULAN FACILITIES

Romulan players treat **Cloaked Mission** (Romulus) as an outpost that cannot be destroyed. They may seed no other facilities in this scenario (but may build them later as normal).

FEDERATION FACILITIES

Federation players treat **Espionage Mission** (Earth) as an outpost that cannot be destroyed. They may seed no other facilities in this scenario (but may build them later as normal).

OTHER AFFILIATION FACILITIES

Other affiliations seed facilities as usual, following the normal rules and restrictions. Non-aligned personnel may use either **Cloaked Mission** (Romulus) or **Espionage Mission** (Earth) as friendly outposts that cannot be destroyed.

STARTING FLEETS

As a part of their seed limit, players may seed up to three ships with a combined total of no more than five staffing icons at that player's matching facility.

DILEMMAS

Dilemmas are **not used** in this scenario.

PLAYING THE GAME

Cry Havoc! follows the conventional turn structure and rules with only a few exceptions regarding missions as follows.

ATTEMPTING MISSIONS

Only Klingon players may attempt missions.

You may only attempt non-homeworld missions **and** there must be no enemy ships or personnel present.

"SOLVING" MISSIONS

Missions are not solved in *Cry Havoc!* so much as they are conquered. If the personnel or crew solves the mission, you **do not score points**. Instead, place one of your House's control tokens that represents your house on the mission. Then, you may take any or all of the Klingon Subjects under the mission and add them to your House's Allegiance Deck.

RECAPTURING MISSIONS

You may attempt missions that have an opposing Control token. In this case, the above conditions apply. If you solve the mission, replace the opposing control token with one of your own, and then **randomly** select three cards from your opposing house's Allegiance Deck and add them to yours.

Missions can go back and forth between houses like this until the end of the game.

ROMULAN OPERATIONS

As mentioned earlier, only Klingons can attempt missions. However, Romulans can help score points for House Duras by smuggling equipment to Qo'noS. The following rules apply to Romulan players:

Supply House Duras: If your ship is present at Qo'noS, it may place any number of Equipment cards carried aboard **under** Qo'noS.

FEDERATION OPERATIONS

As mentioned earlier, only Klingons can attempt missions. However, Federation can help score points for House Gowron by exposing Romulan plots. The following rules apply to Federation players:

Enforce Blockade: At the start of your ship's movement, it may instead search an opponent's de-cloaked ship at the same mission. The Federation player randomly selects a card from the enemy ship and reveals it.

- If it is an Equipment card, then all cards aboard are revealed and the Federation player immediately takes all Equipment cards revealed and places them **under** the Earth mission.
- Otherwise, return all cards to the opposing ship and carry on.

OTHER AFFILIATIONS

The following bonus points are available to other Affiliation players:

Choose a Side: At the start of the game before the first cards are played, you may choose to adopt either the Romulan or Federation Operations as your own for the duration of this game.

ENDING THE GAME

The **Arbiter of Succession** will move the game into its end phase when the majority of non-homeworld missions have been conquered. So in this case, there are six non-homeworld planets, so when the fourth mission has been conquered, the **Arbiter of Succession** will call an end to the civil war.

All players now have **one more turn** each to conclude their campaigns and then the game ends. The players now work through their scores and see which house has been declared the winner of the Klingon Civil War.

SCORING

Players will accumulate points both during the game and at the end when the **Arbiter of Succession** calls a vote at the High Council.

DURING THE GAME

Players score the following points immediately upon completing these conditions below. These points are permanently scored and cannot be lost by the player once earned.

KLINGON BATTLE HONORS

The following bonus points are available to Klingon players:

Klingon Civil War: When a Klingon ship destroys any opponent's Klingon ship, winner scores points for their house = loser's WEAPONS + SHIELDS.

Note: If you have one, place a copy of a Klingon Civil War card in play to remind all players of this.



Sto'Vo'Kor: When a Klingon Personnel mortally wounds another Klingon in personal combat, the winner scores points for their house = loser's STRENGTH and loser scores points = INTEGRITY.

ROMULAN COVERT SUPPLY

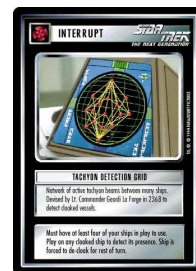
The following bonus points are available to Romulan players:

Under their Noses: If your ship passes through a mission with a Federation ship, reveal an Equipment card to immediately score +5 points for House Duras.

FEDERATION BLOCKADE

The following bonus points are available to Federation players:

Detect Cloaked Ships: If an opposing ship is ever forced to de-cloak during the Federation player's turn, at any mission (other than Romulus) where there are at least four Federation ships, immediately score +20 points for House Gowron.



OTHER AFFILIATIONS

The following bonus points are available to other Affiliation players:

Choose a Side: At the start of the game before the first cards are played, you may choose to adopt either the Romulan Covert Supply or Federation Blockade as your own for the duration of this game.

END GAME SCORING

When the Arbiter of Succession calls an end to the game, all scores accumulated during the game are tallied and form each house's starting points totals. Then they each collect further scores as follows:

MISSIONS UNDER CONTROL

Each house scores the points printed on each mission under their control when the game ends.

ACHIEVEMENTS

Houses score Achievement points if the Achievement's conditions are met (pg. 5) by the time the game ends.

THE COUNCIL VOTES

Finally, once all mission points and achievements have been assigned to each of the two Houses, the High Council will vote.

Reveal each house's Allegiance Deck. The house scores +10 points per CIVILIAN and +15 points per V.I.P. revealed from its deck. Add these to the House's total.

Warrior's Vote: Score +10 points per Klingon CIVILIAN in your Allegiance Stack at the end of the game.

+10

House Vote: Score +15 points per Klingon V.I.P. in your Allegiance Stack at the end of the game.

+15

DECLARING THE WINNER

The House with the most points at the end of the Arbiter of Succession's tally is declared the winner.

ACHIEVEMENTS

BOUNTIES

Kill Gowron: Score points for House Duras if you kill Gowron in battle and he is no longer in play at the end of the game.

+50

Kill the Sisters of Duras: Score points for House Gowron if you kill **both** Lursa and B'tor in battle and they no longer in play at the end of the game.

+35

Kill Toral: Score points for House Gowron if you kill Toral in battle and he is no longer in play at the end of the game.

+15

PLOTS

Ensure Outcome: Score +10 points **per** Equipment card stacked under Qo'noS at the end of the game.

+10

Contraband: Score +10 points **per** Equipment card stacked under Earth at the end of the game.

+10

Who stands for House Duras?: Score points for House Duras if Toral is present at the Great Hall at the end of the game.

+25

Who stands for House Gowron?: Score points for House Gowron if Gowron is present at the Great Hall at the end of the game.

+25

DECK BUILDING TIPS

Klingon decks should be geared up to do battle with other Klingon players, both in space and on planets. Remember that you cannot claim a planet unless it is cleared of the enemy, so leaving garrisons on critical planets is a good idea. It also means you'll need a way to remove a garrison as well... While you are free to attack Federation and Romulan players, there are no points to be gained in doing so, so pick your opponents wisely.

Romulan players and those associated with them need to be thinking about getting equipment to Qo'noS. PADDs loaded with intel, ship enhancements, weapons for fighting, and gold-pressed latinum are all required to fuel House Duras's many blood feuds. They will need to be able to navigate and trick their way through the Federation blockade. Federation ships can only check one ship each, so a fleet of smugglers and decoys is recommended.

Federation players will need to try and prevent as much contraband as possible and the Romulans will use tricks to overwhelm the blockade. You're still bound by your attack restrictions, so you will need to find a way to build an effective blockade and stock up on ways to detect cloaked ships.

OPTIONAL RULES

The following rules are optional and one, some, or all can be added to your game as you see fit.

REGENERATE DRAW DECK

If there are no cards left to draw in your Draw Deck, you may shuffle your Discard Pile and make a new Draw Deck.

DATA'S GAMBIT

Once per turn, if the *USS Sutherland* is commanded by Data, you may count it as all four Federation ships required for Tachyon Detection Grid, as long as the target is at the same mission as the *Sutherland*.

SELA'S SCHEME

Once per turn, if Romulan ship with its matching commander is searched using the Enforce Blockade rule, you may remove up to one Equipment card aboard before the random selection.

TREACHERY OF DURAS

If both Lursa and B'Etor are on Qo'noS when the Arbiter of Succession calls an end to the war, House Duras may discard three randomly selected cards from its Allegiance Deck to allow players (including Romulan) associated with House Duras to have one additional turn. Once that turn is complete, the game ends.

EMPIRE IN CHAOS

When distributing the Klingon subjects, take all of the CIVILIAN and V.I.P. personnel, shuffle them together and seed them unseen face down under each mission.

ENEMY RAIDS

When distributing the Klingon subjects, assign a CIVILIAN and a VIP to each mission as normal. However for the third card, replace three of the remaining CIVILIAN personnel with ♦IKS K'Vort ships and shuffle them together with the last three CIVILIAN personnel. Then add a third card to each mission from this stack and place them under the missions.

If an ♦IKS K'Vort is revealed by completing a mission, it immediately plays to that mission location and attacks the ships of which ever player has just attempted the mission. If the ♦IKS K'Vort is destroyed, the player that destroyed it may claim its points for Klingon Civil War (or vice versa). Otherwise, the ship leaves play at the end of the turn.

CRY HAVOC! — MISSION LIST

SPACE MISSIONS

- Investigate Anomaly (Fed/Kli/Rom, Prem)
- Pegasus Search (Fed/Kli/Rom, Prem)
- Secret Salvage (Kli/Rom, Prem)
- Wormhole Negotiations (Fed/Kli/Rom, Prem)
- Compromised Mission (Kli/Rom, AU)

PLANET MISSIONS

- Hunt for DNA Program (Fed/Kli/Rom, Prem)
- Investigate Disturbance (Kli, Prem)
- Krios Suppression (Kli, Prem)
- Plunder Site (Kli/Rom, Prem)
- Sarthong Plunder (Kli/Rom, Prem)
- Brute Force (Kli, AU)
- Archanis Dispute (Kli/Dmn, Dom)

- ❖ Bat'leth Tournament (Kli, BoG)
- A Good Day to Live (Kli, BoG)
- A Good Place to Die (Kli, Promo)
- Cargo Rendezvous (Fed/Rom/Kli, Promo)
- Distress Mission (Fed/Kli, Promo)
- Gault (Kli, Promo)
- Hostage Situation (Fed/Kli, Promo)
- Reported Activity (Fed/Kli, Promo)
- ❖ Impose Order (Rom/Kli/Car/Dmn, Promo)
- ❖ Military Exercises (Rom/Kli/Car/Dmn, Promo)
- ❖ Search for Weapons (Fed/Kli/Car/Baj/Fer, Promo)

HOMEWORLD MISSIONS

- Cloaked Mission (Romulus) (Kli, Prem)
- Espionage Mission (Earth) (Any, FC)
- Expose Covert Supply (Qo'noS) (Rom, Prem)

CRY HAVOC! — KLINGON SUBJECTS LIST

Choosing Klingon Subjects: Remember the only thing that is important when choosing Klingon Subject personnel is the card's classification. Ignore uniqueness, and whether or not they are already in someone's deck (ie Gowron, etc). Any 12 Klingon CIVILIANS and 6 Klingon VIPs will do.

CIVILIAN PERSONNEL

- Ba'el (Prem)
- Koral (Prem)
- L'Kor (Prem)
- Toq (Prem)
- ❖ K'chiQ (QC)
- Kahlest (QC)
- D'Ghor (DS9)
- Quark Son of Keldar (BoG)
- Arne Darvin (TwT)
- TumeK (TwT)
- Gi'ral (Promo)

V.I.P. PERSONNEL

- B'Etor (Prem)
- Duras (Prem)
- ❖ Fek'Ihr (Prem)
- Gowron (Prem)

- Kahless (Prem)
- Kell (Prem)
- K'mpec (Prem)
- K'Tal (Prem)
- Lursa (Prem)
- Toral (Prem)
- Torak (Prem)
- Vagh (Prem)
- Governor Worf (AU)
- K'mtar (AU)
- Grilka (DS9)
- Ch'Pok (DS9)
- Koloth (BoG)
- Kor (BoG)
- Ja'Rod (Promo)
- Mogh (Promo)

AFFILIATIONS

Any = Any Affiliation
Fed = Federation
NA = Non-aligned

Baj = Bajoran
Fer = Ferengi
Rom = Romulan

Borg = Borg
Hir = Hirogen

Car = Cardassian
Kaz = Kazon

Dmn = Dominion
Kli = Klingon

EXPANSION SETS

Prem = Premiere
Dom = Dominion
Voy = Voyager
Fajo = Fajo Collection

AU = Alternate Universe
BoG = Blaze of Glory
Borg = The Borg

QC = Q-Continuum
RoA = Rules of Acquisition
HA = Holodeck Adventures

FC = First Contact
TWT = Trouble with Tribbles
TMP = The Motion Pictures

DS9 = Deep Space Nine
MM = Mirror, Mirror
Promo = Promotional Card

KLINGON CIVIL WAR — SCORE SHEET

HOUSE OF DURAS

HOUSE OF GOWRON

ACHIEVEMENTS

BOUNTIES

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+50

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HOUSE TOTALS

HOUSE OF DURAS GRAND TOTAL

HOUSE OF GOWRON GRAND TOTAL

PRINT-N-PLAY CONTROL TOKENS

