DARK venture

BATTLE OF THE ANCIENTS

FACTION GUIDE

DARK VENTURE
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FACTIONS

This guide provides specific information about each of the FIVE asymmetric groups of creatures that comprise the various "factions" in DARK VENTURE—BATTLE of the ANCIENTS: the ORPAL, the VARPEN, the DHARGON, the BOHMERK, and the ALDERKANG. The ORPAL have the ability to use "rift crystals" to create portals, which allows them to bring new units into play from another location. The VARPEN have the ability to mutate and transform into more powerful beings. The DHARGON gather resources to create eggs, producing more units. The BOHMERK can split themselves into multiple units and grow more powerful after absorbing their defeated enemies. The ALDERKANG have developed technology that allows them to fabricate units using collected DNA. Read on to learn more!

THE ORPAL

Many believe that the ORPAL evolved from humans that were infected by a virus or parasitic invader. The vast majority of Orpal consist of violent, unthinking, unfeeling creatures that blindly follow the orders of a small number of Captains and Gatemasters, led by the The Orpal Gold Adeptus, the only Orpal who possess the ability to reason.

A group of ORPAL CAPTAINS were fortunate enough to discover the only known source of a mysterious and powerful mineral that can be used to create dimensional gateways. The Gatemasters use these "RIFT CRYSTALS" to travel from their ETHER DIMENSION to Earth. They are gathering their forces, most of which lie in temporal stasis in the Ether Dimension, readying for battle.

Orpal GATEMASTERS use RIFT CRYSTALS to create PORTALS, allowing them to transport their armies of mindless minions through space and time into this dimension. By performing SINISTER RITUALS, the Orpal are able to call upon the forces of darkness to change their destiny.

BASIC SETUP: Place 1 S2/D1 DEVOURER and 1 S1/D2 WANDERER adjacent to 1 S2/D3 GATEMASTER with a RIFT CRYSTAL on F1 or K1.

The S2/D3 ORPAL GATEMASTERS are able to SACRIFICE UNITS along with RIFT CRYSTALS to open PORTALS that can be used to bring random units into play.

Create a BASIC SETUP TRANSPORT PORTAL BAG (used in various SCENARIOS, the ADVENTURE and in VICTORY games) by adding the following units to the Orpal Draw

Bag: 3 RIFT CRYSTALS, 1 S2/D3, 3 S2/D1, 3 S1/D2, 2 S3/D1, 2 S1/D3, and 1 S3/D4 (the "Thrg'fervhen").

CREATING A SMALL PORTAL: To create a SMALL PORTAL, a GATEMASTER and RIFT CRYSTAL must be on the same map space. Then, on their turn, the Orpal-controlling player can spend 1 SKULL DIE to have the GATEMASTER destroy the RIFT CRYSTAL. Remove it from the map and replace it with a SMALL PORTAL token, under the GATEMASTER.

A SMALL PORTAL can be used to transport 1 ORPAL unit or Rift Crystal from the ETHER DIMENSION (using the TRANSPORT PORTAL BAG) to the map. On their turn, IF NO OTHER UNIT IS ON THE SAME SPACE AS THE PORTAL, the Orpal-controlling player can pull 1 random token from the TRANSPORT PORTAL BAG. The drawn token, transported onto the map through the portal, replaces the SMALL PORTAL TOKEN on the map (the SMALL PORTAL TOKEN is removed from the map).

CREATING A LARGE PORTAL: To create a LARGE PORTAL, a GATEMASTER, RIFT CRYSTAL, and a PRISONER or ORPAL UNIT must all be on the same map space. Then, on their turn, the Orpal-controlling player can spend 3 SKULL DICE to have the GATEMASTER sacrifice the unit/prisoner and destroy the RIFT CRYSTAL. Remove both from the map and replace them with a LARGE PORTAL token, under the GATEMASTER.

A LARGE PORTAL can be used to transport 3 ORPAL units or Rift Crystals from the ETHER DIMENSION (using the TRANSPORT PORTAL BAG) to the map. On their turn, IF NO OTHER UNIT OR A RIFT CRYSTAL IS ON THE SAME SPACE AS THE PORTAL, the Orpal-controlling player can pull 1 random token from the TRANSPORT PORTAL BAG and place it onto the portal token. Once 3 tokens have been brought onto the map this way, the LARGE PORTAL TOKEN is removed from the map.

Once the Transport Portal Bag is empty, no more Orpal units

can be transported onto the map through portals (unless noted otherwise in a rule or on a card).

NOTE: If a unit of ANY faction shares a space with a Rift Crystal, it can be picked up and carried (like a Resource, Core Rules p.23), but only S2/D3 ORPAL GATEMASTERS can use the crystals to create SMALL and LARGE PORTALS.

PORTALS can be created by an ORPAL PLAYER on their turn. For 1 SKULL DIE and 1 RIFT CRYSTAL an S2/D3 ORPAL GATEMASTER can create a SMALL PORTAL. For 3 SKULL DICE, 1 UNIT/PRISONER, and 1 Rift Crystal a GATEMASTER can create a LARGE PORTAL.

To pull a unit through a portal, there cannot be another unit on the same space as the portal.

SINISTER RITUAL: In addition to creating portals, an Orpal faction player can also perform a Sinister Ritual by, on their turn, spending 1 SKULL DIE to reroll 2 other SKULL DICE.

UNDEAD: The dark magik that animates these creatures can prevent them from falling in battle! When an Orpal unit is KILLED in combat, the Orpal faction player can spend 1 SKULL DIE to roll 2d6. If the roll total is 10 or higher, the unit is revived (not KILLED). In a Victory Game, a Victory Point (VP) is still earned by the attacker.

THE VARPEN

The VARPEN are an aggressive race of beings who are intent on conquering all other species to secure new land for their kingdom. They rapidly build up their forces and strike quickly so that their enemy doesn't have a chance to mobilize.

These formidable warriors are limited in number but are able to transform themselves, becoming more powerful with each mutation!

BASIC SETUP: Place 4 S1/D1 units onto either P1, P3, P5, P9, P11, P13, P15, M16 or O16, 1 per location.

MUTATION: Varpen can transform themselves, becoming more powerful with each transformation. Players may spend 2 MOVE DICE to increase either the STRENGTH or DEFENSE of a Varpen unit (not their ANCIENT, hired mercenaries, beasts, or Heroes) by 1, until the unit is S2/D2. At that point, a player may spend 4 MOVE DICE or 5 SKULL DICE to mutate the S2/D2 unit into an S3/D3 unit.

To use MUTATION, replace the token of the unit to be upgraded with a token that has the desired stat increase from the supply of Varpen tokens on their faction dashboard. If a token with the desired stat increase is not available in the supply, the unit cannot be upgraded.

GATHER AND BUILD: A Varpen unit can **COLLECT RESOURCES** (see CORE RULES, p. 23) used to **BUILD FENCES** and **WALLS** (see CORE RULES, p. 24), while on a map space with a particular resource, by spending 1 MOVE DIE or 2 SKULL DICE to roll 1d6. A roll of 2, 4, or 6 is successful; the unit gathers either 1 WOOD or 1 ORE. The token of the collected resource is placed under the collecting unit's token and is moved with them at no cost. A FENCE costs 1 WOOD +1 MOVE DIE to **BUILD**; a WALL costs 1 ORE +2 MOVE DICE.

THE DHARGON

The DHARGON are a mostly peaceful species of beings who have come here from another galaxy to harvest resources. They continue to increase their numbers at an alarming rate, however, stripping the land of its resources ever more quickly. They will defend if attacked but often do not initiate combat unless they feel threatened.

Tribes of DHARGON are led by ELDERS. When an Elder dies, another is grown to take their place. After harvesting ample resources, the Dhargon are able to produce EGGS that hatch into more of their kind.

BASIC SETUP: Place 1 S2/D3 DHARGON ELDER on A9 or A14, then place 2 S0/D2 EGGS adjacent to the Elder.

REPLACING AN ELDER: There can only be one DHARGON ELDER in play at any given time. If the controlling player does not have a S2/D3 Elder on the map, they may choose to select an S1/D2 Dhargon Collector who is currently in play to become a new Elder. Once chosen, the Collector is immediately converted into an S0/D2 Egg until the beginning of the controlling player's next turn, at which time the Egg hatches to become the new S2/D3 Elder.

GATHER AND BUILD: A Dhargon unit can COLLECT RESOURCES (see CORE RULES, p. 23) used to BUILD FENCES, WALLS (see CORE RULES, p. 24), and S0/D2 DHARGON EGGS, while on a map space with a particular

resource, by spending 1 MOVE DIE or 2 SKULL DICE to roll 1d6. A roll of 2, 4, or 6 is successful; the unit gathers either 1 WOOD or 1 ORE. The token of the collected resource is placed under the collecting unit's token and is moved with them at no cost. A FENCE costs 1 WOOD +1 MOVE DIE to **BUILD**; a WALL costs 1 ORE +2 MOVE DICE. The Dhargon can collect 2 special resources: GOLD and MEAT.

> **GOLD:** Only Dhargon units can collect gold. Before they take their resource roll, a player must proclaim that their unit is searching for GOLD while their unit is on a space with ROCKS. Spend 1 MOVE DIE or 2 SKULL DICE, roll a 6 on 1d6 to gather GOLD.

> **MEAT:** A Dhargon unit that defeats an enemy in combat can choose to convert them into a MEAT token instead of killing the unit or taking them prisoner.

DHARGON EGGS: After collecting enough resources, a Dhargon can craft DHARGON EGGS. On their turn, with the required combination of resources (see p.9), and a Dhargon on the same map space, a Dhargon-controlling player can remove the necessary resource tokens from play, replacing them with a S0/D2 DHARGON EGG token.

DHARGON
EGG TOKEN

GOLD
RESOURCE
TOKEN

MEAT
RESOURCE
TOKEN

Dhargon Eggs gestate for 1 turn and, at the beginning of the controlling player's next turn, hatch into an S1/D2

DHARGON COLLECTOR. Eggs cannot move by themselves but can be carried by another Dhargon (they may hatch while being carried). If a Dhargon Egg is attacked, it can be destroyed and taken out of play. A Dhargon Egg cannot perform any actions or use any abilities (other than hatching).

A Dhargon Egg can be crafted by spending any of these combinations of resources:

4 ORE/WATER/WOOD
2 ORE/WATER, 1 MEAT
1 GOLD, 2 WATER
1 GOLD, 1 MEAT

If an S0/D2 Egg token is not available in the Dhargon supply of tokens, it cannot be crafted; if an S1/D2 Collector is not available in the supply, an Egg cannot hatch. If the necessary tokens become available, the actions can be taken (crafting and hatching) on the Dhargon-controlling player's turn.

THE BOHMERK

The BOHMERK are a vile plague that surfaced from the depths of the earth soon after the Cataclysm. They are amorphous, tentacled beasts with partially gelatinous bodies that can shapeshift into various configurations at will. They crawl unnoticed along the bottoms of riverbeds and throughout the forests of Darkgrange. They attack their victims without warning, trapping and asphyxiating them within their gelatinous folds. The bodies of their prey are quickly dissolved with a powerful acid as these repugnant creatures nourish themselves, instantly growing larger and more powerful!

The BOHMERK are able to split into multiple units, fuse back together with ease, and can absorb defeated enemies and the environmental resources they collect to grow stronger.

BASIC SETUP: Place 1 S2/D2 at K12, G16, or N2.

NOTE: BOHMERK have the unique ability to pass through spaces that contain WATER (see CORE RULES, p. 11, "Traversing Water Spaces," and p. 26, Appendices 1 & 4) with no movement penalty.

GROWTH: The Bohmerk are able to grow and transform. The controlling player may pay 2 SKULL DICE to increase either the STRENGTH or DEFENSE of 1 of their units (not their ANCIENT, hired mercenaries, beasts, or Heroes) by 1. See p.11, "UPGRADING" for more info.

ABSORB: If a Bohmerk unit defeats enemies in combat, it may absorb them to add +1 to STRENGTH or DEFENSE per enemy absorbed, up to a maximum unit size of S3/D3, at no cost. A Bohmerk unit can carry any number of unused killed enemies with it, absorbing them at no cost whenever their controlling

player chooses. Bohmerk units can add 1 to STRENGTH or DEFENSE for every 2 WOOD or ORE resources or 1 ITEM absorbed, up to a maximum unit size of S3/D3. A unit can carry unused items/resources with it, transforming whenever the controlling player chooses, at no additional cost.

NOTE: Only items that cannot be used or equipped by the Bohmerk faction can be absorbed. Heroes played with the Bohmerk faction and their Ancient cannot ABSORB, unless noted otherwise.

GATHER: A Bohmerk unit can COLLECT RESOURCES (see CORE RULES, p. 23) used to **ABSORB** (to grow larger, see p.10), while on a map space with a particular resource, by spending 1 MOVE DIE or 2 SKULL DICE to roll 1d6. A roll of 2, 4, or 6 is successful; the unit gathers either 1 WOOD or 1 ORE. The token of the collected resource is placed under the collecting unit's token and is moved with them at no cost.

UPGRADING: To use GROWTH, or when ABSORBING enemies, resources, or items, replace the token of the unit to be upgraded with a token that has the desired stat increase from the supply of Bohmerk tokens on their faction dashboard (up to S3/D3). If a token with the desired stat increase is not available in the supply, the unit cannot be upgraded.

SPLITTING AND REFORMING: This action can be taken ONCE PER BOHMERK TURN, on any number of Bohmerk units, at no cost. Standard Bohmerk units (not their ANCIENT, hired mercenaries, beasts, or Heroes) are able to SPLIT, divide themselves into multiple units, and REFORM—merge 2 or more units together to create a single unit. The total STRENGTH and DEFENSE of the split/reformed units must add up to the STRENGTH and DEFENSE of the original units.

NOTE: S3/D1 or S1/D3 Bohmerk units cannot be created. Units may rejoin together to create a new unit up to a maximum size of S3/D3.

THE ALDERKANG

THE ALDERKANG, first king of Darkgrange, was deposed and murdered in a coup that brought the current ruler of Darkgrange, the Forgone King, into power. The Alderkang's former "Chief Advisor," DELOK THE COLLECTOR, a scientist and engineer, will stop at nothing to bring The Alderkang back to this world. Delok intends to resurrect him using technology and forbidden Warlock and Celestite magik!

The Alderkang faction uses a machine called a FABRICATOR, built by Delok, to create new units. After capturing enemy prisoners and extracting their DNA, units of the prisoner's faction can be created to fight for the Alderkang faction. Pay to use the fabricator with SAVED CARDS and SKULL DICE.

Keep the Alderkang UNIT & FACTION ABILITIES Card and DELOK'S Hero Dash Card near the Alderkang Faction Dashboard at all times.

BASIC SETUP: Place DELOK THE COLLECTOR (Hero) onto B5 or B13. Place 1 S2/D1 SULK on a space adjacent to him.

EXTRACTION: To attempt an EXTRACTION on a captured PRISONER of a faction that has not been successfully extracted before, spend 1 MOVE DIE to roll 2d6. If the roll total is 6 or higher, the EXTRACTION is successful. Move the prisoner onto the ALDERKANG faction dashboard with units from other extracted factions, if any. Units of an EXTRACTED FACTION (taken from THEIR FACTION'S DASHBOARD) can now be created using a FABRICATOR. If 5 or lower, nothing happens.

REVIVE: When an ALDERKANG-controlled unit is KILLED in combat, spend 1 saved card to roll 2d6. If the roll total is 8 or higher, the unit is revived (not KILLED). In a Victory Game, a Victory Point (VP) is still earned by the attacker.

TEMPORAL SHIFT: Once per turn, on your turn, spend 2 SKULL

DICE to discard 1 saved ACTION CARD; then draw 1 ACTION CARD.

WHEEL OF SPARKS: Once per turn, on your turn, spend 2 MOVE DICE to discard 1 saved ITEM CARD; then draw 1 ITEM CARD.

SPECIAL UNITS: The ALDERKANG faction has several special units that can be brought onto the map with a FABRICATOR, a machine that can be built by the Hero, DELOK. Each unit has a special ABILITY that is active while their token is on the map.

DELOK THE COLLECTOR

Delok is always played along with the ALDERKANG FACTION and, as with any HERO played along with another faction, by a single player, he does not take his own turn or have his own GENETIC MEMORY. He moves, takes actions, etc., along with the other ALDERKANG units.

BUILD A FABRICATOR: Spend 2 MOVE DICE and 1 SKULL DIE to place an S0/D2 FABRICATOR (if it is not on the map already) onto the same space as Delok. The fabricator can produce 1 unit per Alderkang turn. Units of EXTRACTED FACTIONS (taken from their faction's DASHBOARD), and units of the Alderkang faction can be purchased using any combination of SAVED CARDS and/or SKULL DICE (fabrication prices below).

ALDERKANG UNIT FABRICATION PRICES:	
ALDERKANG SULK	3
ALDERKANG KANGSBRUTE or DEAD HORSE	4
PRINCESS DELPHYNE	6
A HERO (including DELOK)	6
LOWEST (S+D) UNIT of OTHER FACTIONS	6

NOTE: When an EXTRACTED UNIT is fabricated or INDUCTION (The Alderkang's Divine Power) is used, place a CONTROL TOKEN under the enemy faction's unit to claim it as an ALDERKANG unit!

Fabricated units from other factions that are controlled by the Alderkang player can utilize all their original unit and faction ABILITIES, unless noted otherwise.

FABRICATOR RULES: There can be only 1 FABRICATOR on the map at a time. It can only be brought onto the map if built by DELOK using his SPECIAL ABILITY, "BUILD A FABRICATOR." The Fabricator can only be removed from the map if killed/destroyed in combat. It cannot attack or move and is not considered a "UNIT," meaning that it cannot move, attack, or perform faction special abilities, and items cannot be equipped to it. Action and Item cards that refer to "units" do not affect it.

Fabricated units appear on the same space as the FABRICATOR. Multiple units can be placed on this space; they do not obstruct the fabricator (unlike ORPAL PORTALS, see p. 4).

PRINCESS DELPHYNE

ROYAL MAGIK: While Princess Delphyne is on the map, all unit Fabrication prices are reduced by 1 (to no less than 2).

KANGSBRUTE

AMBUSH: If on the same space as an enemy unit (not an Ancient), instead of attacking them, spend 2 MOVE or SKULL DICE to roll 4d6. If the roll total is 13 or higher, the unit is taken prisoner.

SULK

SACRIFICIAL MARTYR: On the Alderkang player's turn, a Sulk may be destroyed (removed from the map) in order to draw any 2 ACTION DICE TOKENS or to draw 1 ACTION CARD.

DEAD HORSE

+1 to each MOVE DIE used to move it. **RIDE:** Move 1 unit with the DEAD HORSE for free. **NOTE:** It can only use/equip items that can be used/equipped by BEASTS or ALL FACTIONS.

The Orpal have specific **AUTO-ENEMY** rules for this scenario; standard Auto-Enemy rules do not apply:

1. MOVE: At the end of each player round, all Orpal units and **KARDERUT** (if he is in play) move 3 SPACES toward the **LARGE PORTAL**. Terrain rules DO NOT apply to Orpal units (Auto-Enemy fence and built wall rules DO apply). If an Orpal unit begins in a space with an enemy unit, they move and do not attack first. Orpal units stop moving when they occupy a space with an enemy unit or when B6 (the portal) is entered.

As soon as an Orpal unit moves into B6 (before combat), they are removed from play and they score 1 POINT (tracked with an EVENT TOKEN). Once the Orpal score 5 POINTS, players lose the game.

2. ATTACK: Once all Orpal have moved, they attack enemy units in their space: Up to 2 Orpal units with the highest combined STRENGTH on the space engage up to 2 player-controlled units (with the highest combined DEFENSE). The Orpal will defend in the same way, using the 2 units on the space with the highest combined DEFENSE.

3. SPAWN: New Orpal units appear on the map. They are drawn at random (from the ORPAL RANDOM SPAWN BAG), placed into specific locations: ROUNDS 1 and 2 – DRAW 2, and place at K16 and L16; ROUNDS 3 and 4 – DRAW 3, and place at J16, K16, and L16. If there are no units left in the bag, place the Orpal Ancient, KARDERUT (S4/D5), on K16. On subsequent turns, the spawn step is skipped.

Once these Auto-Enemy actions are taken, the Orpal turn ends and the player turn, starting with the Varpen, begins.

EXTENDED PLAY–DEFEND: Players can attempt this scenario utilizing various other combinations of 2 factions against the Orpal. **BOHMERK SETUP**– 1 S1/D1 at E2, and 1 S1/D1 at G2. **DHARGON SETUP**– 1 S1/D2 with 1 ORE at F3; 1 S2/D3 with 2 WOOD at F2. **OTHER FACTION SETUP**– 2 of the lowest (S+D) cost units on an empty space within E1-H1, E2-H2.

PORTAL BAG:

controlled (a) as allies by 1 player, or (b) cooperatively by 2 players, each controlling 1 faction. Allied/cooperative factions cannot engage in combat against one another. Yarpen units cannot be EXTRACTED by the Alderkang but can be REVIVED (review these abilities on the Alderkang faction dashboard.) Two units of allied/cooperative factions that share a space may combine their STRENGTH and DEFENSE in combat.

VARPEN and ALDERKANG vs. ORPAL

30 – 45 minutes

FIRST TURN: VARPEN, then ALDERKANG, then ORPAL

INTRODUCTION: In the darkness of night, a strange light flickers from the windows of the OMINOUS TOWER. A band of Orpal wanderers, overseen by KARDERUT, their Ancient leader, is returning from some nefarious mission. They are using a dimensional portal within the tower to return to the Ether Dimension.

The tower lights have attracted the attention of various forest locals. While watching from the bushes, DELOK (former Chief Advisor to the Alderkang) is confronted by a low-level Varpen scouting party, also drawn to the tower by the lights. Delok manages to convince the Varpen group, in exchange for some dried sundries, that this is a great opportunity for them to defeat the Orpal Ancient, KARDERUT, dealing a serious blow to this common enemy.

MAP SETUP: Place ACTION CARD DRAW TOKENS on E6 and G8, and ITEM CARD DRAW TOKENS on A1, D4, D8, H7, I8, and K2.

Place an Orpal Large Portal on B6. Place 1 S2/D1 Orpal unit on P8 and 1 S1/D2 Orpal unit on P9. Create an ORPAL RANDOM SPAWN BAG with the following Orpal units in it: 3 S2/D1, 2 S3/D1, 1 S1/D3, 1 S3/D4, 3 S2/D3.

VICTORY: Defeat KARDERUT to win the game. If 5 Orpal make it through the portal, the game is lost.

VARPEN SETUP: 1 S1/D1 on E1, 1 S1/D1 on F1, 1 S1/D1 on G1.

VARPEN OBJECTIVE: Work with Delok and the Alderkang to defeat the Orpal and KARDERUT.

ALDERKANG SETUP: Delok the Hero (S2/D3) on H1.

ALDERKANG OBJECTIVE: Work with the Varpen to defeat the Orpal and KARDERUT.

NOTE: Varpen and Alderkang factions are either both

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ORPAL SETUP: 1 S2/D1 at F1, 1 S1/D2 at F10, 1 S1/D2 at K1, 1 S2/D1 at K15, and 1 S2/D1 at N8.

ORPAL OBJECTIVE: To win, stop the Bohmerk from achieving their objective for 9 rounds, or defeat all the Bohmerk units before they can complete their objective.

EXTENDED PLAY—BOHMERK PLAGUE CURE: There is an explosive pulse of blinding white light, and all the Bohmerk on the map disintegrate into pools of inert sludge. Remove all Bohmerk units from the map…

As the sun begins to set some hours later, several Bohmerk return to the area: Add 2 S1/D1 units and 1 S1/D2 unit to edge spaces with water on them (rivers), 1 per space. An Orpal Gatemaster was telepathically notified of the disturbance here. After the Bohmerk have been placed, add a S2/D3 Gatemaster with a RIFT CRYSTAL to L16; use the BASIC SETUP PORTAL BAG, minus 1 S2/D1 unit. Place ACTION CARD DRAW TOKENS on D10 and 16, and ITEM CARD DRAW TOKENS on B14, E11, F6, J8, and O10. The last faction with units on the map wins the game.

SCENARIO 18: BOHMERK ESCAPE

ORPAL vs. BOHMERK

40 minutes – 1 hour 20 minutes

FIRST TURN: BOHMERK

INTRODUCTION: The Bohmerk, compelled by an unknown signal, are fleeing this area as quickly as possible. Mindless Orpal guards lurch and stumble about, on patrol, attacking anything that moves!

VICTORY: The first faction to complete their objective, or the last faction with units on the map, wins the game.

BOHMERK SETUP: 1 S1/D1 at E7, 1 S1/D1 at I8, 1 S1/D1 at J6, and 1 S1/D1 at J11.

BOHMERK OBJECTIVE: Before the end of the 9th ROUND, move Bohmerk units to a map edge space (outside a BUILDING). Then, for 1 MOVE DIE each, remove them from play. Remove Bohmerk units with combined stats equalling S5/D5 (or more) this way to win.

x 2

x 3

x 4

A B C D E F G H I J K L M N O P

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

11

VICTORY: The first faction to complete their objective or the last faction with units on the map wins the game.

VARPEN SETUP: 1 S1/D1 at G1, 1 S1/D2 at H2, 1 S1/D1 at I1.

VARPEN OBJECTIVE: Find the unconscious, captured VARPEN LEADER; carry her to J6 in KROSHEL'S SHACK to win (mark J6 with an EVENT TOKEN).

ORPAL SETUP: 1 S2/D1 at A14, 1 S2/D1 at B15, 1 S2/D3 and 1 RIFT CRYSTAL at P8, and 1 S1/D2 at P9. Transport Portal Bag: 1 S1/D2, 1 S2/D1, 2 S3/D1, 1 S1/D3, 1 S2/D3, 1 S3/D4 and 1 RIFT CRYSTAL.

ORPAL OBJECTIVE: The VARPEN LEADER captive is very valuable. She must be secured in the ETHER DIMENSION: Bring her to a space with a LARGE PORTAL; spend 1 MOVE DIE to remove her (through the Large Portal, return her to the Varpen faction dashboard) to win.

EXTENDED PLAY: After one faction has completed their OBJECTIVE, place the 2ND FLOOR of the OMINOUS TOWER, along with the TOWER TURRET, next to the MAIN MAP BOARD. Position the die-cut LARGE STAIRWAY TILE on the Main Map, on B6, arrow pointing north.

If the VARPEN LEADER wasn't sent through the portal, she awakens (she can now be controlled by the Varpen player).

Whether the VARPEN LEADER was sent through the ORPAL LARGE PORTAL or not, the portal will now allow for up to 3 DRAWS from the existing PORTAL BAG. Add 3 VARPEN units with the lowest (S+D) to the TOWER TURRET at 3C5, 3C7, and 3D6. The ORPAL must kill all VARPEN to win; VARPEN must kill the ORPAL to win.

2 PLAYER

VARPEN vs. ORPAL

40 minutes – 1 hour 20 minutes

FIRST TURN: VARPEN

INTRODUCTION: A Varpen tribe leader, RELOK TEL, has been captured by a squad of Orpal. She is unconscious (she cannot take any actions and cannot be killed). The Varpen have sent an elite squad to free her from the clutches of the Orpal!

MAP SETUP: Place 1 S3/D3 VARPEN LEADER (Relok Tel, the VARPEN LEADER) at A15. She is unconscious; she can't take actions or be controlled directly, but she can be carried (like a RESOURCE) by another unit at no cost. Any unit may take the VARPEN LEADER from an enemy that is carrying her if they defeat that enemy unit (or units) in combat. Place ACTION CARD DRAW TOKENS on E7 and I9, and ITEM CARD DRAW TOKENS on B10, E12, H7, I16, L6, and P12. Place a diagonal WALL at H14, blocking the bridge.

6

A B C D E F G H I J K L M N O P

player-controlled unit (regardless if the unit moved this turn or not). Water and road terrain rules do not apply to them.

2. COMBAT: If a Sarkag shares the same space with enemy units, it will automatically engage 1 unit with the lowest DEFENSE in combat. If there are 2 Sarkags on the same space with 1 enemy, they will BOTH attack that enemy together.

NOTE: Units of other Auto-Enemy factions DO NOT move to attack the Sarkags.

VICTORY: The first faction to complete their objective, or the last faction with units on the map, wins the game.

VARPEN SETUP: 1 S1/D1 on A9, B9, and C9.

VARPEN OBJECTIVE: Barricade both doorways to the DESTROYED LABORATORY (A11/B11 and D14/E14) with WALLS. Both walls must be present at the same time. Defeat 2 enemy units in combat; draw 4 cards.

BOHMERK SETUP: 1 S2/D2 on G16.

BOHMERK OBJECTIVE: Gather 6 resources and ABSORB them (see the Bohmerk faction dashboard). Defeat 2 enemy units in combat and ABSORB them; draw 4 cards.
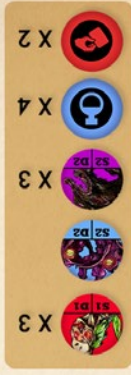
VARPEN vs. BOHMERK

30 – 45 minutes

FIRST TURN: BOHMERK, then VARPEN, then SARKAG

INTRODUCTION: A band of Varpen soldiers have been chased for several hours by a pair of voracious SARKAG WOLVES. The Varpen are terrified. Luckily, the three have discovered an abandoned building. If they can barricade the entrances to the building, they can hold off the Sarkags long enough to mutate themselves and become stronger, so that they will have the upper hand.

Elsewhere, the wafting smell of something delicious awakens a hungry mass of Bohmerk from a deep slumber. The smell is rancid, fetid...irresistible! The Bohmerk feels vibrations from several pairs of animal paws tromping through the mud a distance away, it hears yipping and gnashing of teeth. This meal is almost close enough to taste...

NOTE: This scenario is played within the southwest quadrant of the map, Q3 (A9-16 to H9-16). Units cannot leave this quadrant. If an Action or Item Card references a space in another quadrant, discard it and draw another. Auto-Enemy SPAWN locations: (2) at B9, (3) at D9, (4) at F9, (5) at H9, (6) at H14, (7) at E16, (8) at C16, (9) at A16, (10) at A9, (11) at A12, (12) at A10.

MAP SETUP: Place ACTION CARD DRAW TOKENS on B12 and E12, and ITEM CARD DRAW TOKENS on B14, C10, D12, and E15. Place S2/D2 SARKAG WOLF TOKENS (purple S2/D2) on H10, H11, and H12. Remove the 3 copies of ITEM CARD #18 (SARKAG WOLF) from the ITEM DECK and set them aside. On their turn, the SARKAG WOLVES are controlled by following these AUTO-ENEMY rules:

1. MOVE: At the beginning of their turn, if an S2/D2 SARKAG WOLF is already on the same space as an enemy unit, it does not move. Otherwise, a Sarkag moves 1 SPACE towards the CLOSEST

VICTORY: The first faction to complete their objective, or the last faction with units on the map, wins the game.

1 S1/D2 at M7, 1 S2/D3 Gatemaster at N7, 1 S2/D1 at O7. Use the BASIC SETUP Transport Portal Bag.

ORPAL OBJECTIVE: Obtain the RIFT CRYSTAL to win.

DHARGON SETUP: 1 S0/D2 at J14, 1 S0/D2 at M16, and 1 S2/D3 at N15.

DHARGON OBJECTIVE: Create 4 new FENCES or WALLS and survive for 6 ROUNDS to win.

EXTENDED PLAY—FIGHT TO THE DEATH: After one faction has completed their OBJECTIVE, place the 2ND FLOOR of the DESTROYED LABORATORY and the OMINOUS TOWER, along with the TOWER TURRET, next to the MAIN MAP board. Place the SMALL STAIRWAY TILE on D13 and the LARGE STAIRWAY TILE on B6, both with their arrows pointing north. Place S0/D2 Dhargon Eggs on the TOWER TURRET at 3C6 and 3C7, and on the 2ND FLOOR of the DESTROYED LABORATORY at 2B11. Add the Orpal units with the smallest (S+D) to a SOUTH or EAST board edge space until they have at least 3 UNITS. Finally, place ITEM CARD DRAW TOKENS on B14, E7, and on the TOWER 2nd Floor at 2F6. The Orpal wish to eradicate the Dhargon from the area. The last faction with units on the map wins the game.

SCENARIO 15: THE STOLEN CRYSTAL

ORPAL vs. DHARGON

40 minutes – 1 hour 20 minutes

FIRST TURN: DHARGON

INTRODUCTION: A group of Orpal are tracking the aura of a RIFT CRYSTAL. A Dhargon has accidentally stumbled upon the crystal and, being a natural collector, has pocketed it. The Orpal group will do anything to acquire the crystal. The Dhargon, seeing these enemies in the distance, knows he is in danger and begins to construct defenses.

MAP SETUP: Place a RIFT CRYSTAL at O15, a diagonal FENCE on N14 and on the north edge of O14, and a diagonal WALL on P14 (all connected). Place ACTION CARD DRAW TOKENS on C15 and G10, and ITEM CARD DRAW TOKENS on G14, J8, J16, L4, M13, and P10.
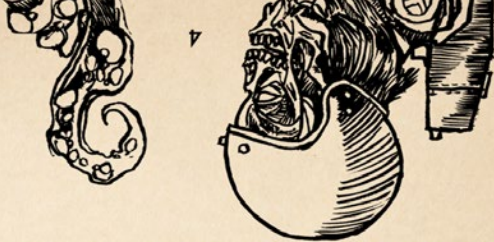
ORPAL vs. VARPEN and BOHMERK (AUTO-ENEMIES)

40 minutes–1 hour

FIRST TURN: ORPAL (PLAYER), then VARPEN, then BOHMERK

INTRODUCTION: As darkness falls, you and a Gatemaster ally, while searching for an adequate place to open a transport portal, are ambushed. You manage to escape the unknown enemies, but your colleague is captured!

MAP SETUP: Place 1 S1/D1 BOHMERK at H1 and 1 S1/D2 VARPEN at P10. Place ACTION CARD DRAW TOKENS (red, multi-use) on H10 and B9, and ITEM CARD DRAW TOKENS (blue, one-use) on E13, H7, and L8. Remove ACTION CARD #41 and ITEM CARD #2 from the game.

Place EVENT TOKENS on room entries at these locations: F4, F8, B11, D14, D6, J5, B13.

Move an Orpal unit onto an EVENT TOKEN in a doorway to search the room beyond and find out if the captured GATEMASTER is being held there: Collect the EVENT TOKEN, then roll 2d6, and add +1 to your roll for each collected EVENT TOKEN.

If the roll total is 11 or higher, the captured GATEMASTER is being held in this room! Place 1 S2/D3 Orpal Gatemaster at least 1 SPACE away from any of your units, within the building (he fights with you). Place 3 S2/D2 Varpen Marauders on spaces adjacent or diagonal to the newly placed Gatemaster. Remove any other Event Tokens from the map.

If the total is 10 or lower, the roll fails and your unit must search the other rooms. Upon moving into the space with the last token, automatically place your GATEMASTER ally and the VARPENS into the final room or building, as described above.

NOTE: If there is an EVENT TOKEN in a space on either side of a building's doorway, DIAGONAL MOVEMENT through that

SCENARIO RULES

PLAYING SCENARIOS: Players can choose to play any of the SCENARIOS in this book non-sequentially, in any order they choose, while noting the designated PLAYER COUNT for the scenario (SOLO or 2 PLAYERS). Scenarios played with 2 players are meant to be played COMPETITIVELY, unless noted otherwise in the scenario.

After choosing a scenario to play, players pick their faction and complete a VICTORY condition to win (by completing their FACTION OBJECTIVE or being the last faction with units on the map). Non-player enemy factions are controlled using AUTO-ENEMY ACTION DECKS (unless noted otherwise). In SOLO games, all enemy factions are controlled using AUTO-ENEMY ACTION DECKS, and friendly factions are controlled by the SOLO player. AUTO-ENEMY factions win if all units of the player-controlled factions are eliminated from the map.

FACTION OBJECTIVE GOALS: All separate scenario objective goals listed for a faction within a scenario must be completed to fulfill their faction's objective. Goals do not have to be met simultaneously or in any particular order, unless noted otherwise.

EXTENDED PLAY: A scenario can include EXTENDED PLAY options and rules, to be used after a faction has WON the scenario by completing their win-condition objectives. Once a scenario has been won, players can choose to end their game or can continue their game in the pursuit of new objectives. Previous objectives for the scenario are dismissed once an EXTENDED PLAY game has begun.

PROLOGUE

Twilight has fallen over Darkgrange. Creatures hide everywhere. Many of them. They lurk beneath the ink-black foliage of trees, among the crumbling ruins of decaying buildings, and deep beneath the surface of quietly rippling rivers. Hidden beasts and men, survivors, wait in the darkness for their time to strike...

DARK VENTURE
BATTLE of the ANCIENTS
SCENARIO BOOK B

SCENARIOS B

BATTLE OF THE ANCIENTS

DARK venture

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