FULL RULES - DEMO

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THESE RULES are A WORK IN PROGRESS.

INTRODUCTION

In a dark, destroyed world ruled by chaos, hordes of otherworldly creatures battle against one another for dominance and survival. Amidst the shrill call of battlehorns, the ground rumbles as squadrons of mutated abominations rush into combat!

Choose a side! Take control of a legion of marauding VARPEN demons, a pack of wily DHARGON aliens, a frenzy of gene-splicing ALDERKANG horrors, an ever-hungry, gelatinous BOHMERK plague, or a dark magically-revived squadron of undead ORPAL! Dive into the BATTLE of the ANCIENTS!

BATTLE OF THE ANCIENTS is a tactical strategy game set in the DARK VENTURE universe where players control asymmetric factions engaging in brutal conflict. In this DEMO 2 players (or a solo player and an AUTO-ENEMY opponent) will compete against one another to be the first to complete their faction's objective, outlined in a chosen SCENARIO.

To play a game round, ACTION DICE are rolled then spent to either MOVE units or activate their unique ABILITIES. Depending on the faction, players can split units to create new ones, grow their units in size and strength, collect valuable resources to replicate their units or open portals to transport new units into battle.

If the right conditions are met, players can summon powerful PRIME ANCIENT warrior-deities to aid in their conquest!

WHAT'S IN THE FULL VERSION?

A LOT more. So much more that it'll barely fit into a 8.5" x 8.5" x 4" box!
- 16' x 16" Map Board (the demo map is ¼ the size of the full board)
- Core Rule Book: 20 pages of illustrated rules
- Faction Guide: 24 pages with full descriptions and rules for each faction
- Scenario Book: 24 pages of narrative scenarios for 1 - 4 players
- 8 Card AUTO-ENEMY decks for each faction (for SOLO, CO-OP and COMPETITIVE play)
- More Tokens (almost 200 total), boards, reference cards, and a printed draw bag!
- The ALDERKANG Faction (A dashboard, tokens, cubes and rule reference cards)
- More ACTION and ITEM cards, a deck of AUTO-ENEMY ACTION cards for each faction
- 6 Custom molded six-sided ACTION DICE
- More secret REWARD CARDS!
- Kickstarter Stretch Goals: ??! (More cards, characters, books...surprises!)

DEMO GAME SETUP

This SCENARIOS in this demo (see the SCENARIOS document) can be played by either 2 PLAYERS or by a single SOLO player with an AUTO-ENEMY opponent.

In a 2-Player game, unless noted in the scenario, players roll 4 six-sided dice (4d6), the highest roller is the first player, the next highest is the second player. Re-roll on a tie. In a solo game, the solo player starts first.

The first player (or solo player) chooses 1 of the 4 FACTIONS to play as (ORPAL, VARPEN, DHARGON or BOHMERK), then the second player chooses their faction. Review the FACTION section of this rule document for more information on each faction.

Place the MAP in the center of the play area. The HORIZONTAL map spaces are marked from left to right with the letters A through H, VERTICAL spaces are marked from top to bottom with the numbers 1 through 8. When instructed, tokens are placed at the spaces intersecting a number and letter, for example 'B4' is two spaces to the right from the upper left corner of the map and four spaces down.

Players take their faction DASHBOARDS, 4 cubes in a color representative of their faction and all of their faction's TOKENS (and DRAW BAG if playing the ORPAL faction) then set up their faction dashboards around the edges of the map. Players place 3 of their cubes near their dashboards to track their complete ANCIENT FAVOR OBJECTIVES.

Place the 6 ACTION DICE, 8 six-sided dice (8d6), the ACTION and ITEM card decks (face down) within reach of all players. Also, organize and place all tokens nearby.

Players review the SCENARIOS document, selecting one to play, or players choose to play a BASIC SETUP, also found in the SCENARIOS document.

TOKEN TYPES

ACTION CARD DRAW

ITEM CARD DRAW

EVENT TOKENS

FUNGUS TOKEN

UNIT TOKEN STRENGTH 1 DEFENSE 1 — S1 | D1

DICE TOKENS

SARKAG WOLF TOKENS — S2 | D2

ANCIENT TOKEN STRENGTH 6 DEFENSE 3 — S6 | D3

RESOURCE TOKENS

FACTION DASHBOARDS

1. TOKEN POSITIONS: Place the available faction unit tokens onto the corresponding spaces.

2. BASIC SETUP and FACTION SPECIAL ABILITIES: The BASIC SETUP for each faction is listed here (the units and items a faction starts with, their positions on the map and any units to be placed into a 'blind draw' bag). Each faction has SPECIAL ABILITIES, these are listed under the BASIC SETUP.

3. BONUS VICTORY POINTS: Victory points that can only be earned by this particular faction in a VICTORY MODE game.

4. ANCIENT, how to WIN HIS FAVOR, SPAWNING: Place the ancient of this faction in the space provided. Once the noted achievement is earned, place a cube onto the square next to it. Once all 3 cubes are placed, an ANCIENT is brought onto the map as instructed.

5. DIVINE POWER: A player with their ancient on the map may perform the DIVINE POWER of the ancient as described.

PLAYING THE GAME

In the demo, players choose a SCENARIO, (See the SCENARIOS document) and get into battle. Players place their tokens onto the Map according to the SETUP for their faction noted in the SCENARIO that they have chosen, then review their faction's OBJECTIVE for their game.

The first player takes their turn following this ORDER of ACTIONS:

The first player takes their turn following this ORDER
of ACTIONS:

1. ROLL the ACTION DICE.

2. Move units and perform faction or unit ABILITIES by spending MOVE and SKULL action dice (costs vary depending on the faction or unit ability):

 (a) MOVE units by spending MOVE dice (variable cost)

 (b) Activate faction or unit ABILITIES by spending MOVE and/or SKULL dice (see individual faction dashboards for costs)

 (c) Engage enemy units in COMBAT (1 MOVE die per combat to engage up to 2 enemy units with up to 2 of your units)

 (d) Draw 1 card per unit on a Card Draw Token (1 MOVE die)

3. Check ANCIENT REQUIREMENTS to determine if an ANCIENT can be summoned.

4. Use the DIVINE POWER of an Ancient, if possible.

5. END the turn. The next player (or AUTO-ENEMY) begins their turn.

UNIT MOVEMENT

To move their units, a player rolls the six MOVE DICE then 'spends' them to move individual units. Players can choose to move one unit using all the dice or they may spread out the movements to all or some of their active units. Units other than prisoners cannot be moved off the board. Any number of units may share the same space.

ACTION DICE KEY

MOVE DIE - 2 ORTHOGONAL: MOVE 1 UNIT UP TO 2 SPACES N, S, E, or W (DIRECTION CAN CHANGE MID-MOVE)

✖ MOVE DIE - 1 DIAGONAL: MOVE 1 UNIT 1 SPACE DIAGONALLY

✛ MOVE DIE - 1 ORTHOGONAL: MOVE 1 UNIT 1 SPACE N, S, E, or W

☠ SKULL DIE: NO MOVES IN ANY DIRECTION

For example, a player rolls ☠ ☠ ☠ ✖ ✖ ²✛ on the 6 move dice.

With this roll, 1 unit could be moved 2 diagonal spaces and 2 spaces orthogonally; 3 units could be moved using 1 die each; or a combination of dice could be used to move 2 different units. Skull dice cannot be used to move.

NOTE: Units other than prisoners cannot be moved off the board.

NOTE: Any number of units may share the same space.

MAP TERRAIN

TRAVERSING WATER SPACES: For all units other than BOHMERK faction units, moving a unit INTO a space with WATER in it (a RIVER or a POND), even a space with a small amount of WATER, costs 1 ADDITIONAL MOVE. For example: A single 2-MOVE die or 2 1-MOVE dice can be used to move into a space with water; 2 DIAGONAL move dice are necessary to move 1 space diagonally into a space with water. *WATER SPACES: F8, G3, G4*, G5* G7, G8, H3, H4, H5, H6 (if not on bridge), H7 (if not on bridge), H8.*

TRAVERSING ROAD SPACES: If a unit is moved from a space depicting a ROADWAY into another space depicting a ROADWAY, even a space with a small amount of roadway, movement is increased by 1 MOVE. If moving diagonally, the unit can be moved in a 'zig-zag' pattern. For example, a 2-MOVE die can be used to move a unit 3 spaces if all 3 spaces are ROADWAY; 1 1-MOVE die can be used to move 2 spaces if all spaces are ROADWAY. NOTE: Bridges and walkways outside of buildings are considered ROADWAYS. *ROAD SPACES: E6, F1, F2, F3, F4, F5, F6, G1, G2, G4*, G5*, G6, H6 (if on bridge), H7 (if on bridge).*

* If travelling to these spaces from a road space, they do not count as water spaces, there is no water terrain penalty.

WALLS of BUILDINGS: Unless specified, units cannot pass through the light-grey interior or exterior walls of buildings.

BRIDGES: Units may 'jump' the guard rails of bridges and may travel under bridges. If travelling under a bridge, WATER SPACE rules apply.

GENETIC MEMORY CARDS

Place a GENETIC MEMORY card near the dashboard of each playing faction. Set the supply of DICE TOKENS near the edge of the play area. On their turn, players can trade their ACTION DICE for DICE TOKENS, placing up to 3 DICE TOKENS onto the GENETIC MEMORY card to 'bank' them for use on subsequent turns.

A player can discard any number of saved/banked tokens that are on their Genetic Memory card to replace them with new tokens that they have collected. DICE TOKENS are considered substitutes for ACTION DICE, and can be used in the same way that ACTION DICE can be used: SKULL DICE TOKENS are substitutes for SKULL DICE, MOVE DICE TOKENS are substitutes for MOVE DICE.

COMBAT

If a player moves 1 of their units into the same space as a unit of another faction, they may choose to engage the other unit in combat with their unit at a cost of 1 MOVE DIE.

When ATTACKING, the STRENGTH (S) of a character, noted on their token, represents the number of six-sided dice that are rolled to determine their ATTACK SCORE. When defending against an attack, the DEFENSE (D) of a character represents the number of six-sided dice that are rolled to determine their DEFENSE SCORE.

If the ATTACKER has the higher score (roll total), the DEFENDER is defeated. The defeated defender is either KILLED (returned to their faction dashboard), taken PRISONER or utilized in a faction SPECIAL ABILITY (see the FACTION GUIDE for details).

If the DEFENDER has the higher score (roll total), the unit has successfully defended. The defender might make a DEFENSE COUNTER ATTACK.

If both scores are tied, the attack and defense dice are rerolled.

After combat is resolved, the game resumes.

DEFENSE COUNTER ATTACK: After ALL defense rolls, if half (or more) of the dice rolled to SUCCESSFULLY defend roll a 6 (naturally, without bonuses), the defender can make a DEFENSE COUNTER ATTACK, rolling to ATTACK, against their attacker (unless retaliating to a distant attacker when the defender cannot make a distance attack).

NOTE: An attacker may spend multiple MOVE DICE to attack multiple times in a turn.

COMBAT with MULTIPLE UNITS: Players may choose to attack or defend with up to 2 UNITS at a time. Both units of the same faction that engage in combat together must be on the same map space. The sums of their STRENGTH and DEFENSE represent the number of six-sided dice that they can roll to attack or defend. The attacking faction pays 1 MOVE DIE to perform an attack with both units.

The winner may keep 1 defeated unit as a PRISONER or to be utilized in a faction special ability, if desired. The other defeated unit is KILLED, returned to the dashboard of their faction.

PRISONERS

After defeating enemies in combat, if units of the attacking faction are on the same space as defeated enemy units, the player controlling the attacking faction can choose to have their units take 1 defeated enemy unit prisoner per attacking unit on the same space.

Prisoners move with their captors at no movement cost. Prisoners cannot take actions (they cannot move, upgrade, draw cards, gather, build walls or use any special unit abilities). Ancients cannot be taken prisoner.

Prisoner Exchange Reward: Upon moving a captor with a prisoner to an open map edge (not an edge blocked by the wall of a building, a built wall, or a fence), spend 1 MOVE DIE (not a SKULL DIE) to replace the prisoner (the prisoner is returned to their faction's supply) with an available unit of their faction with the lowest STRENGTH + DEFENSE total (use RULE OF CHOICE if tied).

In VICTORY POINT games, players earn 1 VP for capturing a prisoner (after combat) and 1 VP for swapping them at a map edge. This is considered 'bringing a unit onto the map' and a VP is earned this way.

Prisoner Escape: The player controlling a captive prisoner may choose to spend 1 MOVE DIE (not a SKULL DIE) on their turn to roll 1d6. If a 6 is rolled the prisoner escapes capture. Upon a successful escape, the former prisoner may move up to 2 spaces in any direction at no cost.

If a captor with a prisoner is killed or taken prisoner, their captive prisoner automatically escapes and can move up to 2 spaces in any direction at no cost.

ACTION CARDS

DRAWING AN ACTION CARD: Each player-controlled unit on a red CARD DRAW TOKEN may be used to draw 1 ACTION CARD on their controlling player's turn at a cost of 1 MOVE DIE per drawn card. An UNLIMITED number of Action cards can be drawn this way, the token is not removed when cards are drawn.

SAVING CARDS: Each player can hold up to 5 CARDS of ANY TYPE (Action and Item) at which time, they may discard 1 before drawing another. Unless noted otherwise, an Action Card may only be used by a player on their turn. Action Cards may be shown to all players or may be kept hidden. Once all Action Cards have been used, the discard pile may be shuffled and used again. All held cards can be traded between players.

ITEM CARDS

DRAWING AN ITEM CARD: When a player-controlled unit moves onto (or through) a space with a blue ITEM TOKEN the token is removed from the map and the controlling player draws 1 ITEM CARD at no cost (Note, again, that the ITEM TOKEN is removed from the map). Some item cards are used INSTANTLY, some are SAVED until needed and discarded when used, others can be EQUIPPED to a unit to give them statistical bonuses or special actions. All held cards can be traded between players.

FACTION RESTRICTIONS: Each item card depicts the icons of the factions that can use or equip that item. A player cannot use or equip an item if the item card does not have their faction's icon (see lower left of the faction dashboard) on it. If a player draws a card when their hand limit of 5 cards is reached, it can be discarded or it can be traded to another player.

EQUIPPING AN ITEM: To equip an item to a unit, the item card is placed near the controlling player's faction dashboard with one of the pair of NUMBER TOKENS on it. A corresponding NUMBER TOKEN is placed onto the token of the equipped unit to denote which item is equipped to the unit. If an equipped unit dies, the item (and number token) remains on the space where the unit died. Prisoners retain their equipped items.

REWARD CARDS

The bag of secret ACTION and ITEM cards is not to be opened until a SCENARIO has been completed. Upon successfully completing a SCENARIO, add 3 secret, randomly selected, ITEM CARDS to the ITEM CARD DECK and 3 secret, randomly selected, ACTION CARDS to the ACTION CARD DECK, shuffling both decks after.

    REWARD ACTION CARDS: 1, 5, 6, 16, 31, 33, 34, 38, 47
    REWARD ITEM CARDS: 6 (x2), 7, 12, 14 (x3), 18 (x2)

THE ANCIENTS

Each faction has a PRIME ANCIENT that can be summoned to the map after a player completes three OBJECTIVES, different for each faction, to WIN THEIR FAVOR. While an ancient is alive it grants a DIVINE POWER to the player who is controlling them, a special action that the player can perform. The favor conditions, summoning rules and divine powers are outlined for each ancient on their FACTION DASHBOARD.

S4|D5	**S6|D3**	**S3|D6**	**S5|D4**

NOTE: If defeated, ancients can be re-summoned if their favor is won again.

COLLECTING RESOURCES

The VARPEN, DHARGON and BOHMERK factions can collect resources that can be used by these factions in various ways (to build walls, grow, and create units).

For a resource to be collected on a particular space, players must agree that the space could contain, within reason, the particular resource to be collected.

WOOD can be collected on spaces that contain TREES or BUSHES and inside of buildings (from chairs, desks, barrels etc.). ORE and GOLD can be collected on spaces with ROCKS, including ROCK PATHS, or on WATER SPACES, where WATER can also be collected.

If a unit carrying resource tokens is removed from play (killed, taken prisoner, etc.) the resources they were carrying are dropped and remain on the space where the unit was removed from play. Any unit that shares a space with these resources can pick them up, on their player's turn.

NOTE: Resources are finite, once all tokens for a particular resource are gone, no more of that resource may be collected, the GATHER action cannot be used (until tokens of that resource are spent and moved back to the supply).

FENCES AND WALLS

A player controlling the VARPEN or DHARGON factions can place a WALL or FENCE on the edge line of a space or diagonally across a space that 1 of their units is in with the necessary resources (resource tokens are moved back to the supply after the wall or fence is built).

A FENCE COSTS 1 WOOD and 1 MOVE DIE
A WALL COSTS 1 ORE and 2 MOVE DICE

Units of any faction cannot easily pass over a wall or fence. A unit must spend +1 MOVE to cross over a fence and +2 MOVES to cross over a wall. For example: A player wanting their unit

to cross over a wall would need to spend 3 SINGLE MOVE dice or 1 SINGLE MOVE die and a 2-MOVE die.

Any unit on the same space as a fence, or the adjacent space as the fence if it is on the edge of a space, can spend 1 MOVE DIE and 1 SKULL DIE to dismantle it, removing it from the board. A unit can spend 2 MOVE DICE and 1 SKULL DIE to dismantle a wall.

NOTE: Factions other than VARPEN and DHARGON cannot craft walls or fences (unless noted otherwise) but may dismantle them as outlined above.

AUTO-ENEMIES

When playing a SOLO game, the units belonging to the enemy faction(s) are automatically controlled by a set of rules instead of following the standard ORDER of ACTIONS on their turn. These 'Auto-Enemies' follow the sequential series of 8 rules on the AUTO-ENEMIES instruction board. NOTE: In a game played for VICTORY POINTS, Auto-Enemies gain Victory Points for faction 'Bonus Victory Point Objectives' and standard 'Victory Point Objectives for all Factions' (for killing other units, upgrading units, adding new units to the map, etc).

Additional Auto-Enemy Rules:

- BUILT FENCES: When an Auto-Enemy unit comes into contact with a fence, roll 2d6: If 7 or higher, the fence is removed and the unit stops moving (they do not move through the fence). If the roll is lower than the target number, the fence remains.
- BUILT WALLS: When an Auto-Enemy unit comes into contact with a wall (each unit), roll 2d6: If 8 or higher, the wall is removed and the unit stops moving (they do not move through the wall). If the roll is lower than the target number, the wall remains.
- ITEM CARDS: Auto-Enemy units do not collect item cards when landing on or traveling over blue ITEM TOKENS.
- AUTO-ENEMY ANCIENTS: Auto-Enemy Ancients are not considered 'units' and cannot be brought onto the map with the SPAWN action.

ADDITIONAL GAME RULES

RULE OF CHOICE: If a situation must be resolved by making a choice, roll 1d6 for each option. Prioritize, resolve or select the choice with the highest roll, then the next highest, and so on (reroll on a tie).

NOT ENOUGH TOKENS: If a player (or Auto-Enemy) wishes, or is required, to add a new token to the map or if they wish to complete a unit action and their faction has run out of the token(s) necessary to do so, they cannot.

ADD THE LOWEST UNIT AVAILABLE UNIT TO THE MAP: If required to add 'the unit with the lowest S+D total' to the map, select from the units that are available in the faction supply.

ELIMINATION: When a player has no remaining movable units and is not able to bring new units onto the map they are ELIMINATED from the game. Resources and other items accumulated by the units of an eliminated player remain on the map. Their held cards are DISCARDED. Their faction components, special ability cards, if used, and dashboard are returned to the game box unless being utilized by another player.

FORFEITING A GAME: In a MULTIPLAYER game, at the beginning of their turn, when all hope is lost, a player can announce that they are FORFEITING their game. Non-forfeiting players can choose to keep the units of the forfeiting player on the map, utilizing them as auto-enemies (see AUTO-ENEMIES, p.11), or can remove all of the units belonging to the forfeiting player from the map. Resources and other items accumulated by the units of the forfeiting player remain on the map. Their held cards are DISCARDED. Their faction components, special ability cards, and dashboard are returned to the game box unless being utilized by another player.

In a SOLO game, if all hope is lost or there is a stalemate, a player can choose to FORFEIT their game, ending it.

FACTIONS

In this demo there are 4 factions to play: the ORPAL, the VARPEN, the DHARGON, and the BOHMERK. The **Orpal** have the ability to use 'rift crystals' to create portals, allowing them to bring new units into play from another location. The **Varpen** have the ability to mutate, transforming into more powerful beings. The **Dhargon** gather resources to create eggs to produce more units. The **Bohmerk** can split themselves into multiple units and grow more powerful after absorbing their defeated enemies.

Each detailed faction description, below, can be referenced while playing to resolve rule discrepancies but a short description of each faction's SPECIAL ABILITIES are outlined on their individual FACTION DASHBOARDS for quick reference.

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 the small number of 'captains' and 'gatemasters', who are the only orpals with the ability to reason.

A group of ORPAL CAPTAINS were fortunate enough to discover the only known source of a strange, arcane 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 aggressive, unthinking, minions through space and time into this dimension. By performing SINISTER RITUALS the orpal call upon the forces of darkness to change their destiny.

The S2/D3 ORPAL GATEMASTER unit is able to SACRIFICE other units along with RIFT CRYSTALS to open PORTALS that can be used to bring 'random' units into play.

Rift Crystals can be picked up and carried by units of ALL factions but only S2/D3 ORPAL GATEMASTERS can use the crystals to create SMALL and LARGE PORTALS.

Create a TRANSPORT PORTAL BAG by adding the following units to the bag: 3 RIFT CRYSTALS, 1 S2/D3, 1 S3/D1, 2 S2/D1, 1 S1/D3, 2 S1/D2, 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, their controlling player can spend 1 MOVE DIE to have the GATEMASTER destroy the RIFT CRYSTAL (removing it from the game), replacing it with a SMALL PORTAL token, under the GATEMASTER.

A SMALL PORTAL can be used to transport 1 ORPAL unit from the ETHER DIMENSION (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 unit from the TRANSPORT PORTAL BAG. The drawn unit, transported onto the map through the portal, replaces the SMALL PORTAL token on the map (the Small Portal token is removed from play).

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, their controlling player can spend 1 SKULL DIE to have the GATEMASTER sacrifice the unit/prisoner and destroy the RIFT CRYSTAL (removing them from the game), replacing them with a LARGE PORTAL token, under the GATEMASTER.

A LARGE PORTAL can be used to transport 3 ORPAL units from the ETHER DIMENSION (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 unit from the TRANSPORT PORTAL BAG, placing it onto the portal token. Once 3 units have been brought onto the map this way, the Large Portal token is removed from play.

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).

SINISTER RITUAL: In addition to creating portals, on their turn, by spending 1 SKULL DIE, an orpal faction player can re-roll 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 (a VP is still earned by the attacker).

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THE VARPEN

The VARPEN are an aggressive race of beings that intend on conquering all other species to secure new land for their kingdom. They will attempt to 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!

VARPEN MUTATION: The varpen have the ability to 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) by 1, until the unit is S2/D2. At that point, a player may spend FOUR MOVE DICE or THREE SKULL DICE to mutate the S2/D2 unit into a 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. If a token with the desired stat increase is not available in the supply, the unit cannot be upgraded.

COLLECTING RESOURCES to BUILD FENCES & WALLS: Varpen can collect resources and use them to build fences and walls. 1 MOVE DIE is spent to roll 1d6. A roll of 2, 4 or 6 is successful, the unit gathers either WOOD or ORE. The token of the collected resource is placed under the collecting character's token and is moved with them at no cost. (Refer to the 'FENCES & WALLS' section on p.9 for more information on their construction, destruction and passing through them.)

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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.

NOTE: BOHMERK have the unique ability to pass through spaces that contain WATER (a RIVER or POND space) with no movement penalty.

BOHMERK 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 a unit (not their ANCIENT) by 1.

ABSORBING ENEMIES and RESOURCES: If a bohmerk unit (not their ANCIENT) defeats 1 or more enemies in combat, it may absorb 1 to add +1 to STRENGTH or DEFENSE up to a maximum size of S3/D3 at no cost. A bohmerk unit can carry unused killed enemies with it, absorbing them at no cost whenever their controlling player chooses.

GATHER: A bohmerk unit can collect RESOURCES and absorb them to grow larger. To collect WOOD or ORE, 1 MOVE DIE or 2 SKULL DICE are spent to roll 1d6. A roll of 2, 4 or 6 is successful, the unit gathers the resource. The token of the collected resource is placed under the collecting character's token, moved with them at no cost.

Bohmerk units (not their ANCIENT) can add 1 to STRENGTH or DEFENSE for every 2 WOOD, MEAT or ORE resources absorbed, up to a maximum size of S3/D3. A unit can carry unused resources with it, transforming at no additional cost whenever the controlling player chooses.

UPGRADING: To use GROWTH or when absorbing ENEMIES or RESOURCES, replace the token of the unit to be upgraded with a token that has the desired stat increase from the supply of bohmerk tokens. If a token with the desired stat increase is not available in the supply, the unit cannot be upgraded.

SPLITTING A BOHMERK UNIT: Bohmerk units (not their ANCIENT) are able to divide themselves into multiple units. The total STRENGTH and DEFENSE of the new units must add up to the STRENGTH and DEFENSE of the original unit. It costs nothing to split them.

A S2/D2 can create 2 S1/D1 units.
A S2/D3 can create a S1/D2 and a S1/D1 unit.
A S3/D2 can create a S2/D1 and a S1/D1 unit.
A S3/D3 can create 3 S1/D1 units; a S1/D1 and a S2/D2 unit; or a S2/D1 and a S1/D2 unit.

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. Merging units can be an effective way of moving a group of smaller bohmerk quickly.

STRATEGIC HINT: While on a CARD DRAW TOKEN, a larger bohmerk unit may be split into smaller units to draw 1 card per unit!

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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, 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 an ELDER who, after harvesting ample resources, is able to produce EGGS that hatch into more of their kind. When an elder dies, another is grown to take their place.

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 a S1/D2 dhargon collector who is currently in play to become a new elder. Once chosen, the collector is immediately converted into a S0/D1 egg until the controlling player's next turn, at which time the egg hatches to become the new elder.

COLLECTING RESOURCES to BUILD FENCES, WALLS & EGGS: DHARGON units can collect resources to build fences, walls and to create EGGS. 1 MOVE DIE or 2 SKULL DICE are spent to roll 1d6. A roll of 2, 4 or 6 is successful, the unit gathers either WOOD or ORE. The token of the collected resource is placed under the collecting character's token and is moved with them at no cost. (Refer to the 'FENCES & WALLS' section on p.9 for more information on their construction, destruction and passing through them). The DHARGON can collect 2 special resources, GOLD and MEAT.

> **GOLD:** A player must proclaim that their unit is searching for GOLD while their unit is on a space with ROCKS, before they take their resource roll. For 1 MOVE DIE or 2 SKULL DICE, roll a 6 on a six-sided die 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.

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

Dhargon eggs gestate for 1 ROUND, hatching at the beginning of the controlling player's next turn into a S1/D2 DHARGON COLLECTOR. Eggs cannot move by themselves but can be carried by another dhargon, they may hatch while being carried. If an egg is attacked, it can be destroyed and taken out of play.

A DHARGON EGG can be crafted by spending any of these combinations of resources: 3 ORE/WATER/WOOD; 2 ORE/WOOD/WATER, 1 MEAT; 1 WATER/MEAT, 1 GOLD.

If a S0/D2 egg token is not available in the dhargon supply of tokens, it cannot be crafted; if a 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.