

GS
GSL6564
FIRST EDITION

 2



DARK
venture

BATTLE OF THE ANCIENTS

SCENARIOS A



DARK VENTURE

BATTLE OF THE ANCIENTS

SCENARIOS A

Scenario Rules	2
Campaign Prologue	3
Scenario 1: CONTROL THE TOWER	4
Scenario 2: FOOD OR SHELTER	6
Scenario 3: THE CREEPING THREAT	7
Scenario 4: TOWER RAID	8
Scenario 5: REINFORCEMENTS	10
Scenario 6: AN ALLIANCE	12
Scenario 7: STRANGE READINGS	14
Scenario 8: RAISE THE BANNER!	16
Scenario 9: SINISTER EXPERIMENTS	18
Scenario 10: ALL-OUT WAR	20
Scenario 11: ARCANES ARRIVAL	22
Scenario 12: BATTLE OF THE ANCIENTS!	24
Scenario 13: RESTORING ORDER	27



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 (1-5 PLAYERS). Scenarios played with 2 or more 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. 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.

THE CAMPAIGN: Scenarios 1 through 13 can be played sequentially, as a CAMPAIGN, either SOLO or 2-PLAYER, to learn the story of DELOK, the ALDERKANG, and the ANCIENTS. If playing the campaign with 2 PLAYERS, keep track of the number of SCENARIO WINS achieved (including optional EXTENDED PLAY wins, if any). The player with the most wins after completing this campaign is considered a GRAND STRATEGIC CHAMPION of DARKGRANGE!

CAMPAIGN PROLOGUE

It has been many years since the Cataclysm transformed the world. All were changed, some for better, others for worse.

A dark figure in a ragged cloak digs through a pile of rubble. A tentacle snakes from the folds of its garment, grips a piece of broken timber, and tosses it aside. The figure then lifts a sheet metal scrap and discovers several unopened cans of food. Carefully, the tentacled figure shuttles the cans into a pouch beneath their cloak. This is DELOK. Once a human scientist, Delok was horrifically mutated during the CATAclysm—an arm and a leg reformed into spindly tentacles, his face gnarled and misshapen. His body may have been deformed, but his mind was enhanced: He gained the ability to engineer miraculous devices, machines he could not have even dreamt of building before the Cataclysm.

His new inventions earned him much acclaim, which led him to an audience with the King of Darkgrange, the ALDERKANG who, after seeing Delok's machines and research, hired him as his Chief Advisor. In his new position, Delok began studying the writings of those with power over MAGIK, such as the Warlocks and Celestites. He soon realized that he too had such power. Mixing this arcane knowledge with his technological prowess, he created THE RELIQUARY: a magikal device able to contain human consciousness!

But soon after Delok built The Reliquary (capturing a copy of the Alderkang's consciousness within it), a revolutionary offensive, led by one known as the "FORGONE KING," dethroned and killed the Alderkang! Amidst the chaos of the revolt, Delok was able to escape the area and now lives as a hermit, biding his time and plotting revenge on the Forgone King.

Elsewhere, the world continues to change and evolve. Various factions of creatures, vying for power and resources, engage in combat against one another...

SCENARIO 1: CONTROL THE TOWER

SOLO-2P

VARPEN vs. BOHMERK

15 minutes – 1 hour

FIRST TURN: BOHMERK

NOTE: When playing SOLO, play as VARPEN.

INTRODUCTION: Deep within a pitch-black cavern, several wiry figures tumble acrobatically over a cluster of spike-encrusted barricades. These young VARPEN, a scouting party from the Tal'Vok tribe, are on a mission to the surface, investigating reports of creatures using strange technology and powerful magik.

The Varpen wince as they step out of the cave, their eyes acclimating to the sun. They follow a road near the cave exit that leads them to an abandoned tower. This tower could provide their tribe with a strategic advantage over other tribes. However, as they arrive at the tower, they realize it is infested with a plague of deadly, fetid BOHMERK!

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 unit at C5, 1 S1/D1 unit at D7, and 1 S1/D1 unit at E6.

BOHMERK OBJECTIVE: Hold the tower. There must be at least 1 BOHMERK unit in the OMINOUS TOWER (A5-G5, A6-G6, A7-G7) at all times. Eliminate all VARPEN units.

VARPEN SETUP: 1 S1/D1 unit at E8, 1 S1/D1 unit at F7, and 1 S1/D1 unit at G8.

VARPEN OBJECTIVE: Take the tower. Eliminate all BOHMERK units or force all BOHMERK out of the OMINOUS TOWER (A5-G5, A6-G6, A7-G7).

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



X 3



X 3

EXTENDED PLAY—KEEP THE KEEP: The winning player becomes the TOWER HOLDER, defending the tower from invading forces with their remaining units. The Tower Holder must always have at least 1 UNIT within the tower walls or they forfeit the game. A second player chooses any faction to play, then places units from their faction with stats (total STRENGTH of combined units, and total DEFENSE of combined units) equal to or less than the Tower Holder's units, anywhere within D8-H8 and D9-H9. Place ACTION CARD DRAW TOKENS (red, multi-use) on G5 and F13 and ITEM CARD DRAW TOKENS (blue, one-use) on B5, C10, D1, F3, I10, and J8.

FIRST TURN: Highest roller of 4d6 (reroll on a tie).

VICTORY: The last faction with units on the map wins the game.

CONCLUSION (read after completing scenario): Word of the abandoned tower travels back to the Varpen Tal'Vok tribe. The tower will not be safe until the Bohmerk pests are completely eliminated from the area. After much discussion, it is decided that a more experienced team of Varpen will leave at sunrise to take the tower.

DHARGON vs. BOHMERK

45 minutes – 1 hour

FIRST TURN: DHARGON

INTRODUCTION: A Dhargon resource scout has been drawn to a structure that he thinks could provide a safe haven for his kin. He carefully stashes the two eggs he has been carrying in the tall grass (they will hatch soon), keeping them out of danger, and begins to explore the ruined, abandoned building.

Meanwhile, a viscous mass of tentacles and sinew slides onto the shore of a small pond. This creature, a Bohmerk, is starving to death. Luckily for it, even at this distance, it has registered a change in temperature: a living creature, food. It drags itself over a rock towards its first meal in days.

MAP SETUP: Place ACTION CARD DRAW TOKENS (red, multi-use) on B7 and G5 and ITEM CARD DRAW TOKENS (blue, one-use) on A13, B5, D5, F4, and H7.

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

BOHMERK SETUP: 1 S2/D2 on H12.

BOHMERK OBJECTIVE: Defeat and Absorb 4 enemy units; draw 5 ITEM or ACTION CARDS.

DHARGON SETUP: 2 S0/D2 on A9, 1 S1/D2 on B9.

DHARGON OBJECTIVE: Craft and hatch 3 S0/D2 Dhargon Eggs; draw 5 ITEM or ACTION CARDS.

CONCLUSION (read after completing scenario): As more die within its walls, The Tower becomes ever more powerful. What other atrocities have occurred in this cursed place? What strange magik has charred and enchanted these walls? The earth crackles and grinds beneath the stone floors of the OMINOUS TOWER as it calls out to those willing to hear it, drawing them near, tainting their minds. The Tower is the only winner in their gory battles, as it consumes their blood, hatred, and fear.

SCENARIO 3: THE CREEPING THREAT

SOLO-2P

BOHMERK vs. ORPAL vs. DHARGON

1 – 1.5 hours

FIRST TURN: BOHMERK, then ORPAL, then DHARGON

NOTE: When playing SOLO, play as ORPAL.

INTRODUCTION: The others kill your kind. The others hurt you, drive you into the water to hide. The water is the only place where they can't see you, where you are safe—but you have consumed everything in the water. You must find more food. You must eat, grow...

MAP SETUP: Place ACTION CARD DRAW TOKENS (red, multi-use) on E15 and P10 and ITEM CARD DRAW TOKENS (blue, one-use) on C14, F13, H11, I16, M15, and O12. DHARGON is played as an AUTO-ENEMY faction: Place 1 S2/D3 Dhargon Elder on P2.

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

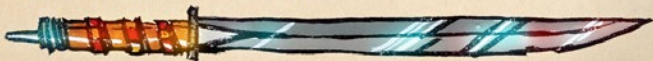
BOHMERK SETUP: 1 S1/D1 at K12.

BOHMERK OBJECTIVE: ABSORB 5 enemy units. Have 3 S2/D2 Bohmerk units in POISON POND (I11-I13, J11-13, K11-13, L11-13) at the same time.

ORPAL SETUP: 1 S1/D2 Orpal Wanderer at E6, 1 Orpal Large Portal on F6. 1 Orpal Small Portal on I6. Use the BASIC SETUP Transport Portal Bag.

ORPAL OBJECTIVE: Eliminate all BOHMERK units.

CONCLUSION (read after completing scenario): Consume. Grow. They lose one tentacle to battle, but later they grow two. This is not the last time you will confront the Bohmerk plague. Even now, in the depths of the POISON POND they multiply, waiting to strike again.



ORPAL vs. ALDERKANG

45 minutes – 1 hour

FIRST TURN: ALDERKANG

NOTE: The **ALDERKANG** is banned from summoning their **ANCIENT** in this scenario.

INTRODUCTION: DELOK, an inventor with a strong command of magik, is driven by a sole purpose: to bring the former ruler of Darkgrange, his liege, THE ALDERKANG, back from the grave. To those ends, he is searching for a place to continue his work. Delok has stumbled upon an **OMINOUS TOWER** that he hopes will provide him with a safe place to conduct his sinister experiments.

Meanwhile, a ferocious band of Orpal wanderers have also been drawn to the same tower. They sense the arcane aura of a **RIFT CRYSTAL** inside the building. An Orpal commander in pursuit of the powerful crystal surveys the area.

This scenario is played within the northwest quadrant of the map, Q1 (A1-8 to H1-8). Units cannot leave this quadrant!

MAP SETUP: Place an **ACTION CARD DRAW TOKENS** (red, multi-use) on E5, **ITEM CARD DRAW TOKENS** (blue, one-use) on A6, D8, and H2, and an **ORPAL RIFT CRYSTAL** token on B5. (**NOTE:** 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**).

VICTORY: The first faction to complete their objective, or the last faction with units on the map, wins the game. **NOTE:** If the **ORPAL GATEMASTER** is killed before their portal can be created, the **ALDERKANG** win the scenario.

ORPAL SETUP: 1 S2/D3 on G8 and 1 S1/D2 on H6. Transport Portal Bag: 1 S3/D4, 2 S1/D2, 2 S2/D1, 1 S3/D1, 1 S1/D3.

ORPAL OBJECTIVE: Obtain the RIFT CRYSTAL with the Gatemaster (S2/D3). Sacrifice a prisoner (with a crystal and 3 SKULL DICE) to create a LARGE PORTAL. Defeat 3 enemy units in combat. Draw 3 ITEM or ACTION CARDS.

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



X3



PORTAL BAG:



X2



X2



ALDERKANG SETUP: DELOK (S2/D3) on B1 and 1 S2/D1 Sulk on C1.

ALDERKANG OBJECTIVE: Take 1 prisoner, EXTRACT from them, and create 1 ORPAL UNIT. Defeat 3 enemy units in combat. Draw 3 ITEM or ACTION CARDS.

CONCLUSION (read after completing scenario): Delok, using a celestite illusion spell, manages to escape the tower. He waits in the shadows for the remainder of the Orpal threat to leave the area, and then travels south to a DESTROYED LABORATORY. He begins to build an immense FABRICATOR, larger than the others he has created before...

ORPAL vs. VARPEN

45 minutes – 1 hour

FIRST TURN: ORPAL**NOTE:** When playing SOLO, play as ORPAL.

INTRODUCTION: After battling Delok and his forces over a rift crystal, the invading Orpal forces are scattered. In an attempt to call in reinforcements, two Orpal Gatemasters begin burying WARLOCK TALISMANS around the area. The buried talismans will be used to create an arcane matrix, allowing the Orpals to summon a much larger transport portal than they'd be able to if they were to use smaller rift crystals.

A group of Varpen, seeking to claim the tower, sense the magikal auras of power emitted by the talismans and shift their focus onto the activities of the Orpal...

MAP SETUP: Place an ACTION CARD DRAW TOKEN (red, multi-use) on K8, and ITEM CARD DRAW TOKENS (blue, one-use) on L3, J5, M7, G8, O8, L10, P11, and I15.

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

ORPAL SETUP: 1 S2/D3 and a RIFT CRYSTAL at K16, and 1 S2/D3 at L16. Use the BASIC SETUP Transport Portal Bag.

ORPAL OBJECTIVE: Move a unit to a space noted below to place an EVENT TOKEN on it. These are WARLOCK TALISMANS. Create any 1 of these triangles of talismans on the map to win: (L5, I12, O12), (I6, O6, L13), (I6, I12, P9), (O6, O12, H9). Transport 3 units to the map through 1 or more portals.

VARPEN SETUP: 2 S1/D1 at M1, and 2 S1/D1 at N1.

VARPEN OBJECTIVE: Defeat 3 enemy units in combat; draw 5 cards.

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



"BASIC SETUP" PORTAL BAG:



CONCLUSION (read after completing scenario): The Orpal are frustrated that their activities have been interrupted, first by Delok and now by the Varpen. They decide to flee the area, but not until they have finished planting several more WARLOCK TALISMANS. There is power here, an energy that they can feel in their bones. They will be back to claim this land.



DHARGON and ALDERKANG vs. VARPEN

1 – 1.5 hours

FIRST TURN: VARPEN, then ALDERKANG, then DHARGON

NOTE: Alderkang and Dhargon factions are either both controlled (a) as allies by 1 player, (b) as allied AUTO-ENEMIES, or (c) cooperatively by 2 players, each controlling 1 faction. Dhargon units cannot be EXTRACTED by the Alderkang but can be REVIVED. Allied/cooperative factions cannot engage in combat against one another. Two units of allied/cooperative factions that share a space may combine their STRENGTH and DEFENSE in combat. The ALDERKANG is banned from summoning their ANCIENT in this scenario.

INTRODUCTION: Delok's goal remains elusive—he is unable to recreate the Alderkang. He believes that a key ingredient is missing from his magikal incantations but cannot discern what this missing component could be. However, he has heard rumors of a Dhargon mystic who may be able to help him.

Several Dhargon have been collecting and transporting resources from a location near Delok's refuge, the DESTROYED LABORATORY. A Varpen squad has been tracking both this group of Dhargon and Delok for quite some time, spying on Delok's magik and machines, while coveting the resources the Dhargon have been collecting. As the Varpen launch their ambush, Delok realizes that helping the Dhargon fend off this threat will be the perfect opportunity to form an alliance with them!

MAP SETUP: Place the DESTROYED LABORATORY 2ND FLOOR next to the MAIN MAP board. Place the SMALL STAIRWAY TILE on D13 (with the arrow on it pointing north). Place fences dividing G8 and H8, G9 and H9, G10 and H10. Place an ACTION CARD DRAW TOKENS (red, multi-use) on C7 and D10, and ITEM CARD DRAW TOKENS (blue, one-use) on A6, E12, F3, H10, I6, I14, O14, 2B14, and 2C15.

VICTORY: The first faction or faction team-up to complete all their objectives, or the last faction or team-up with units on the map, wins the game.

ALDERKANG/DHARGON SETUP: Place DELOK on the 2nd floor of the Destroyed Laboratory, 2D14. Place 1 S1/D2 Dhargon Collector carrying 1 Ore Token on C8, 1 S1/D2 Dhargon Collector carrying 1 Ore Token on D9, and 1 S2/D3 Dhargon Elder on D8.

ALDERKANG/DHARGON OBJECTIVE: Bring 4 S1/D2 Dhargon Collectors to the 2nd floor of the Destroyed Laboratory. Alderkang units must KILL 3 Varpen units.

VARPEN SETUP: 2 S1/D1 at K8, and 2 S1/D1 at A12.

VARPEN OBJECTIVE: Kill DELOK (once); dismantle or build 3 fences; collect 2 ITEM CARDS.



CONCLUSION (read after completing scenario): In the midst of the fighting, Delok notices a Dhargon Elder making runic gestures over a group of hatchlings. This must be the mystic he has heard rumors about. Delok cautiously confronts the aged Dhargon, pledging to help protect the Dhargon's tribe in exchange for help with his incantations. The elder Dhargon, Dra'Teg, reluctantly agrees to help Delok.

DHARGON and ALDERKANG vs. ORPAL

45 minutes - 1 hour

FIRST TURN: ALDERKANG, then DHARGON, then ORPAL

NOTE: Alderkang and Dhargon factions are either both controlled (a) as allies by 1 player, (b) as allied AUTO-ENEMIES, or (c) cooperatively by 2 players, each controlling 1 faction. Dhargon units cannot be EXTRACTED by the Alderkang faction but can be REVIVED. Allied/cooperative factions cannot engage in combat against one another. Two units of allied/cooperative factions that share a space may combine their STRENGTH and DEFENSE in combat. The ALDERKANG is banned from summoning their ANCIENT in this scenario.

INTRODUCTION: Through his alliance with the Dhargon, Delok has befriended a Dhargon mystic named Dra'Teg who has discovered that, in this location, there are several strange power anomalies. Anyone who comes near these spots is granted extraordinary physical strength.

Delok and Dra'Teg do not notice a shadowy figure lurking nearby, watching them as they examine one of the anomalous power spots. This ORPAL GATEMASTER was summoned here when the dark magik perimeter he had created using WARLOCK TALISMANS (buried in the ground) was breached by intruders. This location, chosen by the Orpal Lord KRR'ORKKG himself, is where the portals transporting a legion of the ORPAL ARMY will soon be created. A bastion of his finest Orpal Wanderers will soon arrive to help clear the area of these trespassers.

MAP SETUP: Place ACTION CARD DRAW TOKENS (red, multi-use) on H5 and M10, and ITEM CARD DRAW TOKENS (blue, one-use) on F3, E7, H9, L8, L12, and N15.

Mark the buried WARLOCK TALISMANS on the map with EVENT TOKENS (purple tokens with white insignias) on B10, F6, F10, F14, I7 (inside), and J10. A WARLOCK TALISMAN remains active as long as a faction has at least 1 unit on it. Factions

immediately gain a bonus of +1S and +1D to all their units if their faction has a WARLOCK TALISMAN active, 1 bonus per faction.

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

ALDERKANG/DHARGON SETUP: DELOK on E13, 1 S0/D2 Dhargon Egg on C15, 1 S0/D2 Dhargon Egg on D15, and 1 S2/D3 (Dra'Teg) on E15.

ALDERKANG/DHARGON OBJECTIVE: Activate 4 WARLOCK TALISMANS at once (have 1 Alderkang or Dhargon unit on each); together, draw 6 ITEM or ACTION CARDS.

ORPAL SETUP: 1 S2/D3 on B9 with a RIFT CRYSTAL, 1 S2/D3 and 1 S1/D2 on C8. Use the BASIC SETUP Transport Portal Bag.

ORPAL OBJECTIVE: Activate 4 WARLOCK TALISMANS at once (have 1 unit on each); draw 3 ITEM or ACTION CARDS.

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



X 6



X 2



X 6



X 2



CONCLUSION (read after completing scenario): The Orpal forces, not expecting this kind of resistance, decide to cut their losses. They leave the area, and their talismans, for now. They will return with reinforcements to take back what is theirs...

ALDERKANG vs. ORPAL

45 minutes – 1 hour

FIRST TURN: ALDERKANG

NOTE: The **ALDERKANG** is banned from summoning their **ANCIENT** in this scenario.

INTRODUCTION: The **WARLOCK TALISMANS**, left by the Orpals after they retreated from the area, have provided Delok with the magikal resources to power his divine incantations! With the help of several recovered **WARLOCK TALISMANS**, and the assistance of the Dhargon mystic, Dra'Teg, Delok believes that he can finally bring The Alderkang back from the dead.

A squad of Orpal appear from the north. To their dismay, the talismans that their cohorts had placed in the area are gone, stolen. However, they feel a magikal energy that steers them southward. They follow these urges and soon arrive at the **OMINOUS TOWER**. Upon their arrival, they discover Delok's Alderkang forces guarding it, but the Orpal have come prepared...

MAP SETUP: Place the **OMINOUS TOWER TURRET**, **OMINOUS TOWER 2ND FLOOR**, and **LAB 2ND FLOOR** die-cuts near the Main Map. Position both die-cut **STAIR TOKENS** on the Main Map. Place **ACTION CARD DRAW TOKENS** (red, multi-use) on D8 and E11, and **ITEM CARD DRAW TOKENS** (blue, one-use) on B14, F10, G5, I10, K8, **TOWER TURRET 3B5**, **TOWER 2ND FLOOR 2F6**, **LAB 2ND FLOOR 2D10**, and **2B15**.

Find the card for Item #34, **BANNER OF WEAKNESS**. Place it near the **ORPAL Faction Dashboard**. Equip the Banner of Weakness to a **S1/D2 Orpal unit** on F6 (also noted in the **ORPAL SETUP**). A faction with the banner equipped to a unit **CONTROLS** it (at the start of the scenario, the Orpal faction **CONTROLS** the Banner of Weakness).

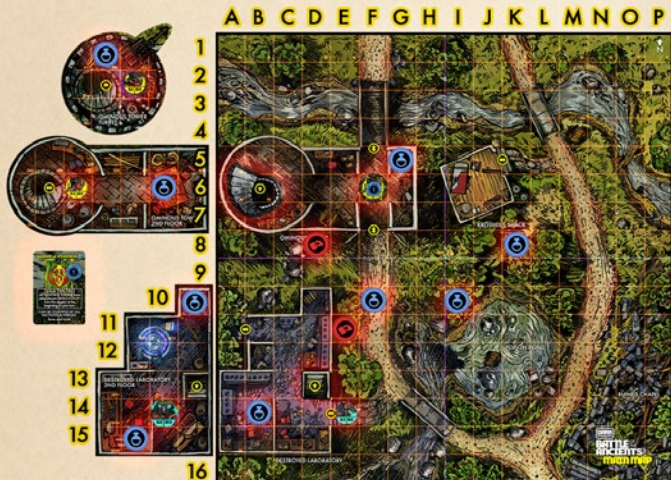
VICTORY: The first faction to complete their objective, or the last faction with units on the map, wins the game.

ALDERKANG SETUP: DELOK on DESTROYED LABORATORY 2ND FLOOR, on 2C14; 1 S3/D2 Kangsbrute on E14.

ALDERKANG OBJECTIVE: CONTROL the Banner of Weakness at the beginning of the Alderkang turn (ONCE); EXTRACT from the Orpal; create 2 Orpal units; draw 2 ACTION CARDS.

ORPAL SETUP: Place a LARGE PORTAL and 1 S2/D3 on the OMINOUS TOWER TURRET on 3C6, 1 S1/D2 on OMINOUS TOWER 2ND FLOOR on 2C6, and 1 S1/D2 on F6 equipped with the Banner of Weakness. Use the BASIC SETUP Transport Portal Bag.

ORPAL OBJECTIVE: CONTROL the Banner of Weakness at the beginning of the Orpal turn (9 TIMES); defeat 2 Alderkang units; draw 2 ACTION CARDS.



CONCLUSION (read after completing scenario): After witnessing the BANNER OF WEAKNESS, Delok starts work on an enchanted banner of his own. He will not be caught off guard like this again.

ALL 5 CORE FACTIONS vs. EACH OTHER

45 minutes - 1 hour

FIRST TURN: ALDERKANG, then DHARGON, VARPEN, BOHMERK, and lastly ORPAL.

NOTE: The ALDERKANG faction begins this scenario with the "Draw 5 CARDS" ANCIENT OBJECTIVE already complete.

INTRODUCTION: Delok has finally completed an augmented version of his FABRICATOR. Seeing that he has no more use for his Dhargon ally and collaborator, the mystic Dra'Teg, Delok callously murders him! Upon learning of Dra'Teg's death, the Dhargon tribes vow to take revenge.

Meanwhile, Delok believes that he will soon be able to bring The Alderkang BACK FROM THE DEAD. However, not wanting to waste the small amount of The Alderkang's DNA he possesses, he orders his forces to capture and EXTRACT genetic material from as many different local creatures as possible to test his new Fabricator.

MAP SETUP: Place the TOWER TURRET, TOWER 2ND FLOOR, and LAB 2ND FLOOR die-cuts near the Main Map. Position both die-cut STAIR TOKENS on the Main Map. Place ACTION CARD DRAW TOKENS (red, multi-use) on G7 and J5, and ITEM CARD DRAW TOKENS (blue, one-use) on A13, C2, C5, C8, I15, M8, O5, O13, 2A14, and 3B5.

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

ALDERKANG SETUP: 1 S2/D1 Sulk and 1 S2/D1 Dead Horse on E14, DELOK on LAB 2ND FLOOR at 2D12 and the S0/D2 Fabricator on the spot where 2B11, 2C11, 2B12, and 2C12 meet (FABRICATED units can move from any of these spaces).

ALDERKANG OBJECTIVE: Capture and EXTRACT 2 other factions; draw 3 ACTION or ITEM CARDS.

VARPEN SETUP: 2 S1/D1 at N16, 1 S1/D1 at M16.

VARPEN OBJECTIVE: Defeat 4 enemy units in combat; draw 3 ACTION or ITEM CARDS.

BOHMERK SETUP: 1 S1/D1 at J10, 1 S2/D2 at J11.

BOHMERK OBJECTIVE: Have 8 units on the map at the same time; ABSORB 3 units; draw 3 ACTION or ITEM CARDS.

ORPAL SETUP: 1 S2/D3 with 1 RIFT CRYSTAL on the TOWER 2ND FLOOR at 2E6, 1 S1/D2 on the TOWER TURRET at 3C6. Use the BASIC SETUP Transport Portal Bag.

ORPAL OBJECTIVE: Defeat 3 enemy units in combat; draw 6 ACTION or ITEM CARDS.

DHARGON SETUP: 2 S1/D2 at N1 carrying 2 Ore, 1 S1/D2 at M1.

DHARGON OBJECTIVE: Collect 10 resources; draw 3 ACTION or ITEM CARDS.



CONCLUSION: The denizens of this land may win small victories, but the first and most important step of Delok's overarching plan has been taken. The Alderkang will wipe out all of these insignificant pests; then he will reclaim his kingdom!

ALDERKANG vs. BOHMERK vs. ORPAL and VARPEN

1.5 - 2 hours

FIRST TURN: All factions roll 4d6. The faction of the highest roller starts first, then the next highest, and so on (reroll on a tie).

INTRODUCTION: Delok has successfully summoned The Alderkang. HE LIVES! HAIL THE UNDEAD OVERLORD! After abandoning the lab and moving to a more fortified position, the Ominous Tower, Delok explains to the Alderkang that he has detected a "signal from the stars." The signal will require more study. Meanwhile, the forces of the Orpal and the Varpen have created a tentative alliance to defeat the Alderkang. However, Delok has constructed something that will give their forces a great advantage!

NOTE: ORPAL and VARPEN factions are either both controlled (a) as allies by 1 player, (b) as allied AUTO-ENEMIES, or (c) cooperatively by 2 players, each controlling 1 faction. UNDEAD can be used on Varpen units. Allied/cooperative factions cannot engage in combat against one another. Two units of allied/cooperative factions that share a space may combine their STRENGTH and DEFENSE in combat.

MAP SETUP: Place the TOWER TURRET, TOWER 2ND FLOOR, and LAB 2ND FLOOR die-cuts near the Main Map. Position both die-cut STAIR TOKENS on the Main Map. Place ACTION CARD DRAW TOKENS (red, multi-use) on I14, J6, and D10; ITEM CARD DRAW TOKENS (blue, one-use) on B15, D12, H10, I2, I6, J12, O14; LAB 2ND FLOOR on 2A15 and 2D10; TOWER 2ND FLOOR on 2C7; and TOWER TURRET 3B5.

Place EVENT TOKENS on M4, J9, and O9. These are buried WARLOCK TALISMANS: A WARLOCK TALISMAN is active as long as a faction has at least 1 unit on it. Factions immediately gain a bonus of +1S and +1D to all their units if their faction has a WARLOCK TALISMAN activated, 1 bonus per faction.

(NOTE: Orpal units do not activate TALISMANS for Varpen units and vice versa.)

Find the card for item #35, BANNER OF STRENGTH, and place it near the ALDERKANG Faction Dashboard. Equip the Banner of Strength to the S3/D2 KANGSBRUTE on F7 (also noted in the ALDERKANG SETUP).

VICTORY: The first faction or faction team-up to complete all their objectives, or the last faction or team-up with units on the map, wins the game.

ALDERKANG SETUP: 1 S3/D2 on F7 equipped with the Banner of Strength; The ALDERKANG on the TOWER TURRET, at 3C6; DELOK on the TOWER 2ND FL, at 2F6.

ALDERKANG OBJECTIVE: Capture and EXTRACT 2 other factions; create 2 enemy faction units; draw 3 ACTION or ITEM CARDS.

ORPAL SETUP: 1 S2/D3 on a Large Portal at M7, 1 S1/D2 at N7. Use the BASIC SETUP Transport Portal Bag.

ORPAL OBJECTIVE: Have units on 3 WARLOCK TALISMANS at once; defeat 3 enemy units in combat; draw 4 ACTION or ITEM CARDS.

VARPEN SETUP: 2 S1/D1 at L7, 1 S1/D1 at M6, 1 S1/D1 at M8.

VARPEN OBJECTIVE: Defeat 4 enemy units in combat; draw 4 ACTION or ITEM CARDS.

BOHMERK SETUP: 1 S2/D2 at L16, 1 S1/D1 at G16.

BOHMERK OBJECTIVE: Have 6 units on the map at the same time; ABSORB 2 units; draw 6 ACTION or ITEM CARDS.

CONCLUSION: Delok has discovered that there is a METEOR hurtling towards the Earth. He believes that it will be the harbinger of a new age, as written in warlock prophecy: "As preparation concludes, in the day before They appear corporeal, a FALLEN STAR will signal Their coming." He fears that the meteor might even trigger another CATAclysm! The Alderkang readies defenses around the Ominous Tower.

ALL 5 CORE FACTIONS vs. EACH OTHER

1.5 - 2 hours

FIRST TURN: All factions roll 4d6. The faction of the highest roller starts first, then the next highest, and so on (reroll on a tie).

INTRODUCTION: A pulsating, crystalline rock, infused with dark magik, strikes the ground explosively! It tears a gash from one edge of Darkgrange Forest to the other before slamming into the OMINOUS TOWER. The Alderkang is crushed under the rubble of the collapsing tower. Delok flees the tower on horseback!

MAP SETUP: Place the FALLEN STAR MODEL on G7-H7, G8-H8. It blocks movement through those spaces. Place ACTION CARD DRAW TOKENS on I8 and F9; ITEM CARD DRAW TOKENS on E7, F10, H5, I2, J16, and P9. While units are within 2 spaces of the FALLEN STAR they receive a bonus of +1S and +1D. Also, when a unit within 2 spaces of the FALLEN



STAR is used to draw a card, draw 2 cards, then choose 1 to activate (follow card directions, save it, etc.) and discard the other.

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 C12, 1 S1/D1 at C14, 1 S2/D2 at B14.

VARPEN OBJECTIVE: Thin out their ranks—defeat 4 enemy units or 1 enemy ANCIENT in combat.

BOHMERK SETUP: 1 S1/D1 at K10, 1 S1/D1 at K12, 1 S1/D1 at L11.

BOHMERK OBJECTIVE: Explore, feed, grow stronger—ABSORB 3 enemies; draw 8 ITEM or ACTION CARDS.

ORPAL SETUP: 1 S2/D3 and a RIFT CRYSTAL at L6, 1 S2/D1 at M5. Use the BASIC SETUP Transport Portal Bag.

ORPAL OBJECTIVE: Grow the feculent herd—capture 3 prisoners, and exchange them for Orpal units.

DHARGON SETUP: 1 S2/D3 at O15, 1 S0/D2 at N15, 1 S0/D2 at O14, 1 S0/D2 at O16.

DHARGON OBJECTIVE: Bask in the magik—have 5 units within 2 spaces of the FALLEN STAR at the same time.

ALDERKANG SETUP: DELOK and 1 S2/D1 Dead Horse on B1.

ALDERKANG OBJECTIVE: Regroup, Rebuild—FABRICATE 5 units; draw 8 ITEM or ACTION CARDS.

CONCLUSION: With the Ominous Tower all but destroyed, Delok decides to relocate for now. He vows to take out his revenge upon all of these vile creatures.



SCENARIO 12: BATTLE OF THE ANCIENTS! **SOLO - 5P**

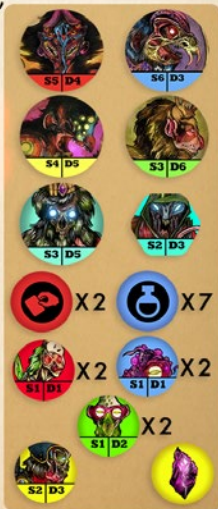
ALL 5 CORE FACTIONS vs. EACH OTHER

1.5 - 2 hours

FIRST TURN: All factions roll 4d6. The faction of the highest roller starts first, then the next highest, and so on (reroll on a tie).

INTRODUCTION: Incredibly, as foretold in warlock prophecy, the corporeal forms of numerous PRIME ANCIENTS have been summoned to Darkgrange! As they gather followers and resources, gaining footholds in this dimension, they are forced to confront one another...in a BATTLE OF THE ANCIENTS!

MAP SETUP: Place the **FALLEN STAR MODEL** on H8-I8, H9-I9. In this scenario, it **DOES NOT** block movement through those spaces. Place **ACTION CARD DRAW TOKENS** on G9 and H7, **ITEM CARD DRAW TOKENS** on C9, G5, G14, I1, J6, O7, and O15. While units are within 2 spaces



of the FALLEN STAR they receive a bonus of +1S and +1D. Also, when a unit within 2 spaces of the FALLEN STAR is used to draw a card, draw 2 cards, then choose 1 to activate (follow card directions, save it, etc.) and discard the other.

MOVING THE STAR: On their turn, a player's units that are ADJACENT to the FALLEN STAR MODEL (or TOKEN) can be used to move it. The Fallen Star weighs 12. Units of the current player's faction that are directly adjacent to the star reduce its weight by their (S+D). It can be moved by these units when its weight is reduced to 0. Their player can spend 2 ACTION DICE to move the star and up to 4 of their units, pushing/pulling it 1 SPACE orthogonally (water and road terrain rules do not apply).

NOTE: The Fallen Star cannot be moved into buildings or through walls. Units of other factions that are not the mover's units cannot move with the star.

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 C12, 1 S1/D1 at C14, and MANTUS MARTURUS (the VARPEN ANCIENT) at B13.

VARPEN OBJECTIVE: Move the Fallen Star to a MAP EDGE it has not touched. KILL 1 enemy Ancient.

BOHMERK SETUP: 1 S1/D1 at J12, 1 S1/D1 at K11, and DHOREGAT KELT (the BOHMERK ANCIENT) at K12.

BOHMERK OBJECTIVE: Have 3 S3/D3 units on the map. KILL 3 enemies in combat.

ORPAL SETUP: 1 S2/D3 with 1 RIFT CRYSTAL at P2 and KARDERUT (the ORPAL ANCIENT) at P4. Use the BASIC SETUP Transport Portal Bag.

ORPAL OBJECTIVE: Have a unit bring a captured prisoner to KARDERUT, and sacrifice them 3 times. In this scenario, a prisoner brought to a space adjacent to KARDERUT can be instantly KILLED to sacrifice them.

DHARGON SETUP: 1 S1/D2 at D1, 1 S1/D2 at C1, and SETERNATUS (the DHARGON ANCIENT) at B1.

DHARGON OBJECTIVE: Move the Fallen Star to a MAP EDGE it has not touched. Craft and hatch 5 S0/D2 Eggs. (cont.)

ALDERKANG SETUP: THE ALDERKANG at A5, DELOK at B4 (both are INSIDE the tower).

ALDERKANG OBJECTIVE: Move the Fallen Star to a MAP EDGE it has not touched. Capture and EXTRACT 2 other factions.

CONCLUSION: As battle trumpets usher the beginning of another wave of attacks, a cloaked figure steps out from behind a grove of trees. It is Delok, and he holds a strange machine. The device looks like a small engine with an array of thick glass tubes on the underside filled with opalescent, gray liquid that sloshes about as he runs. Violently, he pulls a cable on the side of the device and the gas-powered war engine explodes with a rumbling cackle!

Delok approaches MANTUS MARTURUS, Ancient of War, and the machine undulates with purple electricity. Mantus begins to vibrate and becomes almost transparent, as his colossal body moves forward and backward in time. A voice echoes across the battlefield, amplified by a loudspeaker. It is The Alderkang: "I will take your divine power, Ancients, and with it I will destroy you!". The Alderkang's remaining forces begin to glow, surrounded by a purple aura. They become enraged, invulnerable, unstoppable!

With a mighty roar and a spinning flash of shimmering light, Mantus Marturus completely disappears! The glass tubes on the bottom of the machine spark fiercely, then explode in a blinding flash! Delok and The Alderkang's other fighters are thrown to the ground.

The Ancients, seeing what happened to Mantus Marturus and realizing the threat of mortality, rally their forces and quickly retreat into the woods. They will never forgive The Alderkang's hubris.



ORPAL and VARPEN vs. BOHMERK and DHARGON vs. ALDERKANG
1.5 – 2 hours

FIRST TURN: ALDERKANG, then the VARPEN/ORPAL team-up (Orpal, then Varpen), and lastly the BOHMERK/DHARGON team-up (Bohmerk, then Dhargon). **NOTE:** The VARPEN are banned from summoning their ANCIENT in this scenario.

INTRODUCTION: After an incredible display of magik and technology by Delok (advisor to The ALDERKANG) and the death of one of their own, the ANCIENTS knew that it was only a matter of time before The Alderkang was able to destroy them all, possibly forever. With this in mind, the Ancients have created alliances, amassing allies from across Darkgrange, in a final attempt to rid the world of The Alderkang! But their visions for the future may not align...

NOTE: In Orpal/Varpen and Bohmerk/Dhargon faction team-ups, both factions are controlled (a) as allies by 1 player, (b) as allied AUTO-ENEMIES, or (c) cooperatively by 2 players, each controlling 1 faction. UNDEAD can be used on Varpen units. Allied/cooperative factions cannot engage in combat against one another. Two units of allied/cooperative factions that share a space may combine their STRENGTH and DEFENSE in combat.

MAP SETUP: Place the TOWER TURRET, TOWER 2ND FLOOR, and LAB 2ND FLOOR die-cuts near the Main Map. Position both die-cut STAIR TOKENS on the Main Map. Place ACTION CARD DRAW TOKENS (red, multi-use) on E11 and I6, and ITEM CARD DRAW TOKENS (blue, one-use) on A10, C2, D8, H2, H7, H14, J6, N5, O9, 2B5, 2A13, 2D10, and 3C6.

Mark the buried WARLOCK TALISMANS on the map with EVENT TOKENS on C9, I3, I14, and N9. A WARLOCK TALISMAN is active as long as a faction has at least 1 unit on it. Factions immediately gain a bonus of +1S and +1D to all their units if their faction has a WARLOCK TALISMAN activated, 1 bonus per faction.

VICTORY: The first lone faction (Alderkang) or faction team-up to complete all their objectives, or the last lone faction (Alderkang) or team-up with units on the map, wins the game. (cont.)

ORPAL/VARPEN SETUP: 2 S1/D2 Orpal on N14, 1 S2/D3 Orpal gatemaster and a rift crystal on P16, and KARDERUT (the ORPAL ANCIENT) at O15. Use the BASIC SETUP Transport Portal Bag. 2 S1/D1 Varpen at C14, 2 S1/D1 Varpen at C15, and 1 S3/D3 Varpen at D14.

ORPAL/VARPEN OBJECTIVE: KILL 1 enemy Ancient; activate 3 WARLOCK TALISMANS at once (have 1 Orpal or Varpen unit on each); together, draw 6 ITEM or ACTION CARDS.

BOHMERK/DHARGON SETUP: 1 S1/D1 Bohmerk at I10, J11, and K10; DHOREGAT KELT (the BOHMERK ANCIENT) at J10. 2 S1/D2 Dhargon at O1 and 2 at P2, and SETERNATUS (the DHARGON ANCIENT) at O2.

BOHMERK/DHARGON OBJECTIVE: Have 2 S3/D3 units on the map; ABSORB 3 enemies; craft and hatch 2 S0/D2 Dhargon Eggs; together, draw 6 ITEM or ACTION CARDS.

ALDERKANG SETUP: 1 S2/D1 at F6. THE ALDERKANG on TOWER 2ND FLOOR at 2E6 and DELOK at 2F6.

ALDERKANG OBJECTIVE: EXTRACT from 1 enemy faction; INDUCT (The Alderkang's Divine Power) 1 enemy unit; draw 3 ITEM or ACTION CARDS.

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



CONCLUSION: If one of the FORCES OF DARKGRANGE (the VARPEN and ORPAL, or the BOHMERK and DHARGON) win, then read EPILOGUE 1; if THE ALDERKANG win, read EPILOGUE 2.

EPILOGUE 1: These ancient gods have clashed for eons but, with their own mortality at stake, this BATTLE OF THE ANCIENTS was different! The Alderkang has been defeated. Delok has been driven away, but he will likely be back soon with a more fiendish plan.

For now, life goes on. The BOHMERK have slunk back into the Poison Pond, venturing deeper into the fetid basin below. The VARPEN regroup, scramble into their caves, and plot their next moves from an underground refuge. The ORPAL retreat into a sacred and powerful space they've discovered, and are perfecting their plan to transport more of their kind from the Dark Dimension. The DHARGON, having discovered an ancient transport device, have contacted their homeland. They begin to collect supplies in preparation for the arrival of...their mothership.

EPILOGUE 2: The forces of the Varpen, Orpal, Dhargon, and Bohmerk are in shambles. Retreating from the area, they swarm into the woods, the water, and the ground whence they came. They were no match for The Alderkang and his horrific amalgams. With this center of power captured, The Alderkang refocuses on the throne of Darkgrange, once again. He commands Delok to devise something new: create a device to breach the castle walls and overthrow the FORGONE KING and his cursed Heroes!



ORDER OF ACTIONS (Core Rules, p.9)

1. **ROLL THE ACTION DICE.**
2. **MOVE** units, **ACTIVATE** faction or unit abilities, **ENGAGE** enemies, and **DRAW** cards by spending **MOVE** and **SKULL 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 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 **ACTION CARD** per unit on a red **ACTION CARD DRAW TOKEN** (1 **MOVE DIE**). The token is not removed.
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 begins their turn.

NOTE: Players can take some actions at any time on their turn. For example: items can be equipped or used; Action Cards can be played.

COMBAT (Core Rules, p.13)

When **ATTACKING**, the **STRENGTH (S)** of a character, noted on their token, represents the number of six-sided dice (d6) that are rolled to determine their **ATTACK SCORE**. When defending against an attack, the **DEFENSE (D)** of a character represents the number of d6 that are rolled to determine their **DEFENSE SCORE**.

If the **ATTACKER** has the higher score (roll total), the **DEFENDER** is defeated. The defender is either **KILLED**, taken **PRISONER**, or utilized in a faction **SPECIAL ABILITY**. If tied, or if the **DEFENDER** has the higher score (roll total), they have successfully defended. If a 6 is rolled on half (or more) of the defender's rolls, they make a **DEFENSE COUNTER ATTACK**.

Players may choose to attack or defend with up to 2 **UNITS** at a time.