

THE EDGE D A W N F A L L

STRETCH GOALS

This leaflet contains information and rules for additional The Edge: Dawnfall content, included as Kickstarter Stretch Goals (Darkness faction, Abyssal Empress additional unit, Prime Shadow additional unit, Hidden Objectives mini expansion, Artifacts mini expansion) and additional mini-campaigns (Darkness, Bell Crow, Abyssal Empress, Last City). In addition, it contains information on the Father of the Sun expansion with its dedicated campaign and Terrains and Bosses expansions - read only if you own these add-ons. We strongly recommend getting familiar with the base game before introducing any of the expansions to the table.

TABLE OF CONTENTS

DARKNESS SOLO MODE 3
 ABYSSAL EMPRESS 6
 PRIME SHADOW 6
 FATHER OF THE SUN 7
 DARKNESS FACTION 8
 ALTERNATIVE BANNERS 9
 CAVALRY 10
 ALTERNATIVE SHRINES 13
 TOURNAMENT MODE 13
 HIDDEN OBJECTIVES 14
 ARTIFACTS 14
 GENERAL RULES FOR SOLO & CO-OP CAMPAIGNS 15
 DARKNESS CAMPAIGN 16
 LAST CITY CAMPAIGN 29
 ABYSSAL EMPRESS CAMPAIGN 35
 BELL CROW CAMPAIGN 39
 LORD OF THE LIGHT CAMPAIGN 42
 WORLD EATER CAMPAIGN 48
 TERRAINS EXPANSION 62
 BOSS AI EXPANSION 64
 BOSS PVP EXPANSION 68



DARKNESS TOKENS:



Shadow Gate
(Darkness Shrine)



Additional Darkness Shrine



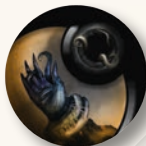
Grasp token [x3]



Time Track



Dark Point [x10]



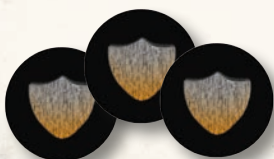
Black Mark token [x3]



Poison token [x2]



Small Campaign token [x10]



Darkness Endurance token [14]



Wisdom token [x3]



Misty Darkness token [x3]



Large Campaign token [x1]



DARKNESS SOLO MODE

Darkness is a great liar, trickster, deceiver.

Darkness can be described as a nearly Infinite being with its own consciousness inhabited by creatures called Nightmares. They exist in symbiotic bond with their host. They are essentially man's greatest fears brought to existence. Darkness offers Nightmares a place to exist and victims to feed on, in return they spread its influence and power. Realm of Darkness is populated by a variety of Nightmares, from the smallest ones that can only whisper in your ear, to ancient beings that can bring madness and despair upon whole civilizations.

Darkness exists everywhere. Wherever light fades it grows in power. It connects entire universe yet exists beyond it. It's a void with no concept of space. One step in Darkness can take you to worlds millions of miles away. In some places Darkness has grown so much that it swallows any light trying to penetrate it.

Demons' Terror caste travels through Darkness to pave the way for demon invasions in unknown worlds. They study those worlds, their populations, weak points. They slowly recruit new cultists, spread fear and madness. Most things they know, they learned from Darkness itself. However, this is not a mutual agreement. Terror caste is never allowed a safe passage; they must earn it on their own. Cultists hunt Nightmares in Darkness, a ritual that changes them both in body and mind. They harvest captured Nightmares' blood and burn it in their lanterns. It's not the light that keeps those beings away but the stench of their burned blood that allows a passage. The more powerful source of blood the more protection it brings to its holder.

Alas, no blood could protect you from the Lords of Terror. They are the most ancient and powerful inhabitants of Darkness. A creature known as Bell Crow is one of them. It commands hordes of smaller Nightmares that disguise themselves as crows and fly only after dusk. The only thing that allows to tell them apart from other crows are their bloody red eyes. Wherever they show, they are an omen of horrors to come. Although Bell Crow lost his eyes he can see through the eyes of his countless minions. He also has many servants in Demons' Terror caste who must answer his every call.

Darkness expansion introduces a new, playable **faction** (see: Darkness Faction, page 8) as well as the **player vs Darkness AI mode** (solo mode). The expansion also includes a **campaign** designed for playing solo against Darkness.

Mini-expansions Abyssal Empress and Prime Shadow introduce unique Darkness units and additional mini-campaigns.

Caution: Darkness rules and all changes to base game rules described below, refer to **solo mode** as the basic game mode: one player fighting to defeat the Darkness. The player themselves operates the Darkness algorithm while playing against it. Darkness in solo mode uses its own, special Action, Squad and Difficulty cards. Keep in mind these are different from those used in PvP games.

CHANGES TO GAME SETUP

You can choose either side of the board for a game with Darkness expansion – basic or dark side.

For a solo mode game sit by the longer side of the board to be able to easily access Squad cards, Action deck and resource pools of both factions.

Skip step 4 (Determine the First Player).

Darkness faction has no Banner, therefore in **step 6** plant only the Banner of faction opposing Darkness.

In step 7 choose any 5 Darkness Squads.

For your first game we recommend you choose the following: Bell Crow, Slaughter Crow, Impostor, Void Specter, Shadow.

In step 9 take all Darkness Action cards of the chosen Squads (and the *All Hell Breaks Loose* cards) and shuffle them. Shuffle the 5 Darkness Difficulty Level cards separately. Then create Darkness Action deck following the steps below:

- 6 Darkness Action cards (top of the deck)
- 2 Darkness Difficulty Level cards
- 6 Darkness Action cards

- 2 Darkness Difficulty Level cards
- 6 Darkness Action cards (bottom of the deck)

Skip **step 10**.

In **step 11** start with deploying Darkness Shrine (Shadow Gate) to the middle of the board.

In **step 12**, during Crystal Source deployment, consider additional restriction: each Crystal Source token has to be placed exactly one Space away from Shadow Gate (no more and no less).

In **step 13** begin with deploying any 3 Darkness models anywhere with Shadow Gate.

In **step 14** use any Small Campaign token as a Darkness Faction token.

In **step 15** place 3 Dark Points (☉) in Darkness pool. Do not add 2 Crystals to Darkness pool – Darkness faction does not use Crystals. If you are using an Elite Squad against Darkness, put more Dark Points in Darkness pool instead of Crystals.

In **step 16** do not draw 3 starting cards for Darkness faction (Darkness draws and resolves Action cards in different ways).

Skip **step 17** (Dispersal).

You are ready to start the game. Always begin with Darkness faction turn.



DARK POINTS (☉)

Darkness Faction uses Dark Points (☉) instead of Crystals to perform their Actions.

FLOW OF THE GAME

DARKNESS TURN: Darkness turn has a different flow than a regular faction's turn. During each Darkness turn draw and resolve (respectively) 2 Darkness Action cards. Discard the cards after they've been resolved.

Resolving Darkness Action cards - see the next column.

If you draw 2 Darkness Difficulty Level cards in one turn, choose and resolve only 1 of them, discarding the other. Do not draw and resolve any additional Darkness Action cards this turn.

DARK BOUNDARY: When playing solo mode (except for Solo Campaigns), at the end of each Darkness Turn check for any player models in any Space that has only 1, 2, 3 or 4 neighboring Spaces printed on the board (for example: along the edge of the map). The player must pay 1 Crystal for any such model. Each model that the player couldn't pay for, receives 1 Wound. Models killed this way grant Victory Points to the Darkness.

PLAYER'S TURN: At the end of each of their Passive turns, flip all Darkness Squad cards to their Basic mode.

PAYING WITH OTHER RESOURCES: Darkness faction can never use other resources (Victory Points or Endurance tokens) as a substitute to Dark Points (☉) when paying any costs.

DICE: Darkness faction ignores special rule of Marked sides of dice during their rolls.

END OF THE GAME: „One of the players loses all of their models” condition does not apply to Darkness faction.

DARKNESS SQUADS AND SQUAD CARDS

Darkness Squad cards also specify which die (Yellow or Red) is used for all rolls of a given model. As shown on the Squad cards, for Basic mode a Yellow die will be used, while the Red die will be used for Dark mode.

For Darkness faction, absence of a given Squad on the board does not prevent using Change Mode or restoring Endurance tokens.



DARKNESS DIFFICULTY LEVEL CARDS:



5 Darkness Difficulty Level cards are special cards that are part of Darkness Action deck.

After playing a Darkness Difficulty Level card, place it anywhere on the board so that it is visible at all times. Its effect remains in play for the rest of the game (with the exception of Now or Never card; its effect lasts till the end of next player turn).

RESOLVING DARKNESS ACTION CARDS



Each Darkness Action card, unlike other factions' Action cards, is dedicated to only 1 Squad (with the exception of All Hell Breaks Loose card).

Darkness Action card is divided into two parts: upper and lower.

The player first resolves the upper part, and then proceeds to resolve the lower part of the card.

UPPER PART: Resolve all steps, top to bottom (separated by a chain).

If a card offers a choice of options X or Y, always resolve option X (the first one). Only in the case where resolving option X is impossible, proceed to resolve option Y instead.

Example: Spawn Bell Crow OR gain 1☉ means you have to deploy Bell Crow model. If that is impossible (ie. Bell Crow model is already on the board), Darkness faction gains 1☉.

If any step can be resolved only partially, the feasible part is still resolved.

Example: Spawn 2 Shadows and gain 3☉. If only 1 Shadow can be deployed, deploy it. If there are only 2☉ in the resource pool, Darkness faction gains 2 (instead of 3)☉.

If there are several activities in one step (X and Y), resolve as many as possible. Only in the case where no activities in step X are feasible, resolve step Y instead.

Example: Spawn Bell Crow and restore 1 Endurance token of Bell Crow OR gain 3☉ means you have to deploy a Bell Crow model and restore up to 1 Endurance token. If none of these activities are possible, Darkness faction gains 3☉.

MOVE and COMBAT in the upper part always refer to all models of a given Darkness Squad, unless the card specifies otherwise.

LOWER PART: Lower part consists of two parts: X or Y, where X is a payable Action, and Y is a „gain ☉” option.

Actions in the lower part of Action card have a cost in Dark Points (☉).

Darkness will automatically pay ☉ and perform the Action, as long as Darkness has enough ☉ and the Action can be performed (eg. there's a valid target within range of that Action).

Only in the case where the Action can't be performed (either due to lack of Dark Points or Action conditions not being met – eg. no valid target), option Y will be resolved (Darkness gains X ☉).

Caution: Darkness Actions will never let you react in the opponent's turn (there are no Instant Actions on Darkness cards).

SPAWN DARKNESS MODELS

Spawn Darkness models Action allows deploying models to the board.

Darkness model is deployed to any empty hexes with a Shadow Gate.

If this is not possible (all hexes adjacent to a Shadow Gate are occupied), the model is deployed to any empty hexes with any enemy model.

After a Darkness model is killed it is returned back to the pool, and can be Spawned on the board again.

DARKNESS AI

MOVE: Move and Combat Actions for Darkness models are performed by the player, following rules and restrictions below. Perform Move fulfilling all three conditions below. If they are mutually exclusive, forfeit the lower one.

A) AVOID PENALTIES

Avoid hexes with Demon Shrine, Rha-Zack Shrine, Reborn *Thornheart Wood*, Demon models with *Crystal Aegis* token and Oracle of Wrath with *Weakening* Reborn token. Avoid Spaces with *Underground Strike* Reborn token and *Mine* Rha-Zack token. This condition can be forfeit if no other enemy models are available on the board.

B) FINISH YOUR MOVEMENT WITH AN ENEMY MODEL WITH THE LOWEST INI WITHIN MOVE RANGE

If no enemy models are within Move Range, Move the maximum number of Spaces in the direction of the closest enemy model.

Caution: treat value „-“, as lower than value 0.

C) BLOCK CRYSTAL SOURCES

Finish your Movement with Crystal Source that has no other Darkness models adjacent to it.

If an enemy model is also with this Crystal Source, Push it to hexes non- with the Crystal Source, if possible.

Demon Shrine is not a Crystal Source for Darkness faction.

COMBAT: If Darkness model performs a Combat Action while with several enemy models, its target will be the enemy model with lowest INI (and with no *Weakening* Reborn tokens).

Darkness model will never perform a Combat Action against an enemy model with *Crystal Aegis* Demon token.

EFFECTS OF ACTION CARDS VS DARKNESS:

Action cards containing „*until opponent pays X Crystals*“ remain effective until Darkness pays X . Darkness faction automatically pays X (if possible) at the beginning of Darkness turn, to remove the effect.

Action cards containing „*until opponent Passive turn*“ remain effective until player Passive turn.

DARK SIDE OF THE BOARD

A game using Darkness expansion can be played on the dark side of the board.

If there is a break (missing Space) between two Spaces, this break cannot be crossed by Move Action and Line Of Fire cannot be drawn through it.

Additional explanation for Darkness cards:

Second Gate - changes Crystal Source into a Shadow Gate (the token is no longer considered a Crystal Source).



THE LAST STAND SOLO MODE

The Last Stand is a *solo mode*, in which the player struggles to survive as long as possible against Darkness.

This mode does not use the VP track. Instead, a **Time Track** token will be used to count VP gained by the player.

At the start of the game, place Victory marker next to the track, and move it to the track only after you have gained any VP.

Every time you gain or lose VP, adjust the track accordingly. Each time you move past 10 Space take 1 Small Campaign token (denoting 10 VP), gain 2 Crystals, and then move Victory marker to the start of the track. Continue to track your VP in this way for the remainder of the game.

In this mode Victory Points can't be used as substitute to Crystals, when paying any costs.

Build **Darkness Action deck** consisting of 45 cards. Chose the cards randomly from all dedicated Squad cards (of Squads chosen for the game), *All Hell Breaks Loose* cards and all 5 Darkness Difficulty Level cards.

When Darkness Action deck is depleted, take Large Campaign token (denoting 50 VP), reshuffle Darkness Action cards in the discard pile to create a new Darkness Action deck.

End of the game: This mode of play can end in only one way: player loses all of their models. At this time check your score. Points are awarded as follows:

- each resolved Darkness card in the discard pile (Darkness Difficulty Level cards on the board also count) is worth 1 VP
- each 1 Small Campaign token is worth 10 VP
- Large Campaign token is worth 50 VP
- add current points on VP track.

Caution: If the Darkness Action deck is depleted for a second time – you have beat all records and accomplished the impossible – winning *The Last Stand* mode, which can't be won by design. Congratulations! Just make sure you've got the rules right! :)



ABYSSAL EMPRESS SOLO MODE

Abyssal Empress is one of the oldest Lords of Terror. She was one of the first inhabitants of Darkness Realm to come into existence. Her primal looks, somewhat evocative of the Great Architects, seem very detached. She's missing the most human attribute - a face. Just like absent are any feelings or reasoning within her. She is the mother of all shadows, a dweller of deepest and most ancient parts of Darkness. She slips into other worlds for a few moments through ritual of blood and shadow. When she does, there is no stopping her. She wreaks havoc and despair, consuming everything in her path until her portal collapses. With her gone vanishes the very fabric of the world, forever leaving darkness in its place.

Abyssal Empress is a mini-expansion for Darkness solo mode introducing Abyssal Empress model, her Squad card and Action cards as well as a special card - Apocalypse.

During Game Setup Abyssal Empress can be chosen as 1 of 5 Darkness Squads.

APOCALYPSE CARD: When Abyssal Empress Changes Mode to Apocalypse mode, place the Apocalypse card anywhere on the board. If Abyssal Empress is not removed from the board in the next 3 Darkness turns, Darkness faction wins the game (at the end of the third Darkness turn).

If the Darkness Action deck runs out before the 3 Darkness turns are over, shuffle the Darkness discard pile and add appropriate number of cards to the deck.

PRIME SHADOW SOLO MODE

Prime Shadow is a mini-expansion for Darkness solo mode, introducing Prime Shadow model (or token), its Squad card and Action cards.

During Game Setup Prime Shadow can be chosen as 1 of 5 Darkness Squads.

MIRROR MODE: In Mirror mode INI, ATT and DEF Attributes of Prime Shadow during Combats (including Backstabs) are always equal to the corresponding Attribute of the enemy model Prime Shadow is fighting. Prime Shadow mirrors the value of enemy's Attribute printed on the Squad card, including any reroll bonus the enemy may have (but ignores all other Attribute bonuses the model is using).

Caution: If you do not have the Prime Shadow model, use Prime Shadow token instead.





Embrace token [x1]



Web token [x3]

FATHER OF THE SUN SOLO MODE

They call him Father of the Sun. What an ironic name for a Lord of Terror who dwells in the realms of Darkness. A bringer of false hope, a dying light.

He wasn't always like that. Unlike most Lords of Terror, he was not born in Darkness. He served his people for centuries, aided them in countless battles, giving them hope for better times, bringing his light to those in need and facing grim realities of war. In those times of despair, he brought reassurance and peace.

It lasted until conflicts escalated to enormous sizes and darkness crept into his world. It consumed and ravaged, until the only men standing were him and his servants. They lived through total annihilation of their kind and witnessed horrors so terrifying that they broke their will. These tortured souls realized that there is no stopping Darkness and the only solution is to surrender to it. They have never turned to vicious horrors though, they remained emissaries of sun.


They wander through realms of Darkness luring all victims to their light, promising them relief in their suffering, a gift of swift death.



Father of the Sun is an addon for Darkness faction, introducing Father of the Sun, Sun Cultists and Abysslings models, their Squad cards and Action cards, as well as additional tokens.

During Game Setup player can choose these 3 Squads (all three have to be included) as 3 of 5 Darkness Squads.

Additional explanation for Darkness cards:

Abyssling: Abyssling Squad card has no Dark Mode (their card can never be turned to the other side).

During Combat INI, ATT and DEF Attributes of Abysslings are equal to the number of Abyssling models  with enemy model in this Combat.

Outside of Combat, INI, ATT and DEF Attributes of Abysslings are equal to the number of Abyssling models in their group (every Abyssling model in the group must be  with at least one other Abyssling model). Note, that each Abyssling model can Move separately in any direction and belongs to any Abyssling group only when is  with any other Abyssling model.

Caution: **Fury (Dvergar faction)** - all Abyssling models during Combat are considered to be a single model for the resolution of Fury Action.

Chaos Wisdom adds +1 to Abysslings' Attribute value (+1 to the total value of Abysslings' Attribute, not +1 for each Abyssling model).

Kindling: Crystal is removed from the Abyssling model only after the Abyssling model is killed.

Eternal Embrace / Deadly Kiss - Activation of Father of the Sun / Sun Cultist means resolving Darkness Action card dedicated to Father of the Sun / Sun Cultist.

DARKNESS FACTION

Author: Paweł Samborski & Krzysztof Belczyk
Development & Testing: Łukasz Krawiec, Krzysztof Belczyk, Jan Truchanowicz, Bartłomiej Kalisz, Michał Lach, Zbigniew Bugaj

PVP MODE

Illustrations: Mateusz Bielski, Patryk Jędraszek, Piotr Foksowicz
Manual: Łukasz Krawiec, Krzysztof Belczyk
Proofreading: Hervé Daubet

NOTE: The player versus player Darkness faction uses the same miniatures and tokens as the solo game Darkness. This means that if you already ordered the Darkness expansion during our first campaign, you already have all the necessary components.

INTRODUCTION

This section presents rules for using Darkness as an additional faction in games of *The Edge: Dawnfall*. The player-controlled Darkness is more of a new faction, inspired by its previous version, than a direct rendition of the solo rules. Darkness is a very aggressive faction that uses special payment mechanics. While it might be a little bit more difficult for beginners, a skillful player will find playing Darkness a challenging and fulfilling experience.

SETUP

Darkness may be chosen as any other faction during step 5 of the standard Game Setup. If there is a Darkness player, add 10 Darkness Point tokens to the pool of Crystals and Charge tokens available for this game. The Darkness player starts with the regular number of Crystals, according to step 3 of the standard Game Setup. Note that the Darkness faction has no Elite Squad. All other standard Game Setup steps do not change.

Note: If a player decides to include the Prime Shadow Squad, make sure to check the Cavalry rules (page 10) before playing the game!

Note: The Darkness faction has no multiplayer Boss, so this faction cannot be chosen in any Boss game (page 68).



DARKNESS POINTS (☉)

The Darkness faction uses Darkness Points (☉) to pay for their Action cards (with the exception of the Darkness Deployment card). Any cost measured in ☉ CANNOT be paid with Crystals, Endurance tokens nor Victory Points.

During Game Setup, create a Neutral Pool containing 10 ☉ beside the board. The Darkness player doesn't have any ☉ in their Active Pool at the start of the game.

The Darkness player still spends Crystals to use the Red die, following the standard rules. Darkness models also follow standard rules for controlling Crystal Sources.

GATHERING AND USING DARKNESS POINTS

Darkness Points are divided into 2 different pools:

NEUTRAL POOL - The Darkness player may not spend ☉ from this pool. When models are wounded, killed or when they spend Endurance tokens, the Darkness player places ☉ from this pool on the board, where they can be collected and added to their Active Pool.

ACTIVE POOL - ☉ in the Active pool are stored in the Darkness player's Crystal Pool, alongside their Crystals. The Darkness player may spend these ☉ to activate various Darkness abilities.

Each time a model receives a Wound, is killed or Sacrificed, the Darkness player takes 1 ☉ from the Neutral Pool and places it on the board, in one hex ☐ with the wounded/killed/Sacrificed model (Darkness player chooses).

Each time a player pays a cost by spending an Endurance token of one of their Squads, the Darkness player takes 1 ☉ from the Neutral Pool and places it on the board, in one hex ☐ with any model of that Squad (Darkness player chooses).

No hex may hold more than 1 ☉. When the Darkness player should place a ☉, if there are no free hexes available, that ☉ is not placed. If the Neutral Pool is empty, The Darkness player may take 1 ☉ from anywhere on the board and move it to the corresponding hex.

When a Darkness model ends its movement in a hex containing a ☉, that ☉ is added to the Darkness player's Active Pool. Pushed models cannot collect ☉.

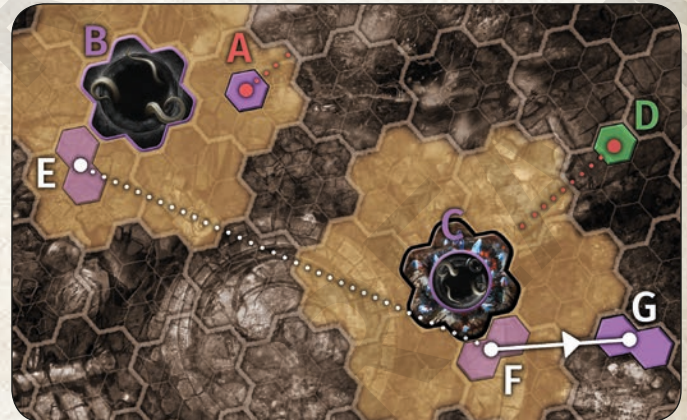
Regardless of their base size, models from other factions can Push ☉. Any spent ☉ return to the Neutral Pool.

DARKNESS SHRINE - SHADOW GATE AND ADDITIONAL DARKNESS SHRINE TOKEN

Darkness PVP faction uses only 1 Additional Darkness Shrine token (put the second one into the box).

Basic Darkness Shrine (the Shadow Gate) and Additional Darkness Shrine tokens work like space-bending portals for the Darkness models. For the Darkness player, all Spaces adjacent to any of those Gates are considered as adjacent to each other. This means that a Darkness model may move from a Space adjacent to any Gate to any other Space also adjacent to any of those Gates. Such a movement cost 1 Space of the Darkness model's total Movement range, regardless of the distance actually crossed.

This rule also applies to all Darkness Ranged abilities, meaning that a Darkness model can perform any Action with limited range and/or Line of Fire using the Gates rules detailed above



Example 1: Darkness model [A] uses a Range 2 ability against enemy [D]. Under normal circumstances, the enemy would be out of Range. However, Darkness model [A] can hit its opponent through the Shadow Gates. All Spaces adjacent to any Shadow Gate are treated as adjacent to each other, meaning that enemy model [D] is actually within Range.

Example 2: Darkness model [E] has a Move Attribute of 2. Movement from E to F is treated as a 1-Space Move, and Movement from E to G (through F) is treated as a 2-Space Move.

The Additional Darkness Shrine token starts on the Darkness Shrine itself, but it may be repositioned to a Crystal Source. In this case, the Crystal Source works both as a Crystal Source and a Darkness Shrine.

DARKNESS BANNER

The Darkness faction has a Banner that works differently from other Banners.

In order to use the Banner, the Darkness player must spend 8 ☉ and flip the card to reveal a special Squad card. When the card is flipped, the Darkness player places the Abyssal Empress model on a Shadow Gate and adds 3 Endurance tokens on her Squad card. The Abyssal Empress can be activated, killed or Sacrificed like any other Squad. Anytime during their Active turn, the Darkness player may spend 2 ☉ to use the Oblivion Action, described on the Abyssal Empress Squad card.

The Darkness Banner IS NOT refreshed during the Darkness player's Passive Turn.

When the Abyssal Empress is killed or sacrificed, the Darkness Banner is flipped back and can be used to summon the Abyssal Empress again.

ALTERNATIVE BANNERS

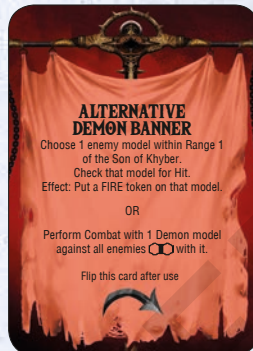
With the Alternative Banner cards, the factions have now access to two different Banner cards, each with its own set of powers.

During step 6 of the Game Setup, each player chooses one of their faction's Banner cards and put the other back in the box.



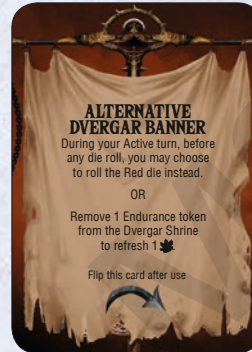
Restore - the Squad cannot have more Endurance tokens than its starting Endurance value.

You may not use this Action to prevent a killed model from dying (it's too late for that).



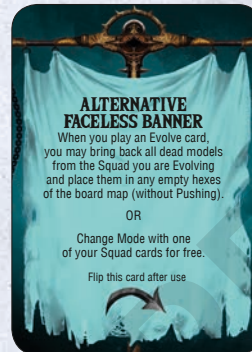
The first effect only put a Fire token. No Wounds are dealt.

Perform Combat - you may choose which enemies you want to initiate Combat with. You may forfeit any remaining Combats after completing each full Combat Sequence.



You can use the Banner instead of paying 1 for a Red Die.

Remove an Endurance token - you must remove 1 Endurance token and you cannot remove more to refresh more.

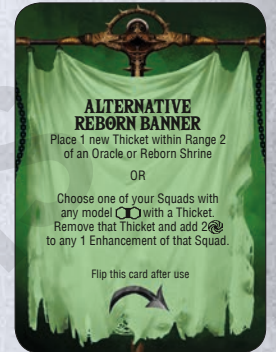


Bring back - you return all models of this Squad to the board.

This is a powerful ability which allows Faceless to never stay dead for long. Think of it as if their every Evolve card was also a Resurrect Action.

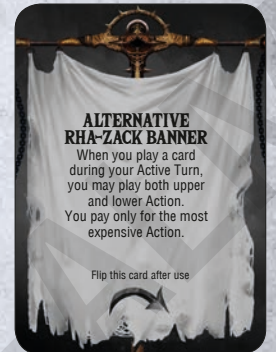
When bringing back models, you don't get to restore any Endurance tokens, so take care to protect your freshly reacquired troops! Your opponent can still gain Victory Points for killing them again!

Change Mode - you can Change Mode of your Squads only. You cannot use an Evolve card for free in this way.



Thickets have to be placed on empty hexes, no Pushing allowed.

You can Charge only 1 Enhancement of 1 Squad this way.



You can choose the order of these Actions.

Eg. you use Shoot action, so you pay 2. First you might wish to move Shrine next to your target and then Shoot at it.



All the information about the Banner provided on the Darkness Faction Sheet and on page 8 in the Stretch Goal Rulebook apply to the Alternative Banner as well (except for the numbers). Note that the Abyssal Empress from Alternative Banner is able to move. In such case the player needs to take her off the Darkness Shrine.

CAVALRY



- Anathema tokens [x6]



- Barrier tokens [x3]

WHAT ARE CAVALRY SQUADS?

Cavalry is a new type of Squad. Cavalry Squads may be chosen as one of your Squads during step 7 of the Game Setup, but they are not deployed on the board during step 13. Instead, they will enter play at your command, in a most spectacular way, often swinging the balance back in your favor.

CAVALRY SETUP

During Game Setup, Cavalry cards are placed in the Squad slots as any standard Squad.

However, their models are not placed on the board during the Deployment step (13) and remain on their Squad card. To get them on the board, the player will have to use the Cavalry Deployment card.

The Endurance tokens of a Cavalry Squad may not be spent to pay for Actions unless their models are deployed on the board.

Each player may choose to field their Cavalry Squad or not.

DEPLOY MODELS CHANGES

Players take turns setting up one of their Squads. The Positioning player places Squad first. Players take turns until there are no more models left to deploy. If only one of the players picked Cavalry Squad as one of their Squads, they wait for the other player to finish Deploy step before resolving Dispersal step.

CAVALRY ENHANCEMENT CARD

This special Enhancement can only be used by a Cavalry Squad. It is attached to the Cavalry Squad at the start of the game, with 1 Charge token. It cannot be discarded or moved to any other Squad. A Cavalry Enhancement may not be Charged unless the Cavalry Squad is deployed on the board. A Cavalry Squad may not receive any other Enhancement unless their models are deployed on the board.

Enhancements cards with a Passive Action (with a “—” cost) become active as soon as the Cavalry Squad is deployed.

DEPLOYMENT CARD AND DEPLOYING CAVALRY

Deployment cards are a new type of Action card. When you choose to field a Cavalry Squad during Game Setup, place your Deployment card below the Cavalry Squad card, next to the Enhancement card.

Deployment cards are additional Action cards, with an Upper and a Lower Action. Like other Action cards, they have Crystal cost that must be paid in order to use them.

When used, a Deployment card allows the player to place their Cavalry models according to the rules of the chosen Action. Once the Squad is deployed, the card is removed. A Cavalry Squad is always deployed in Basic Mode, unless the Deployment Action used says otherwise. Deploying a Cavalry Squad on the Board does not count as an activating a Squad, meaning you can activate a Cavalry Squad that was just deployed.

When placed on the board, Cavalry models are NOT subject to the normal deployment restriction (See Game Setup, page 17), but must follow the rules indicated on the chosen Action of their Deployment card.

Deployment card doesn't count against 25 cards deck limit.

Author: Paweł Samborski

Development & Testing: Łukasz Krawiec, Krzysztof Belczyk, Jan Truchanowicz, Bartłomiej Kalisz, Michał Lach, Zbigniew Bugaj

Illustrations: Piotr Foksowicz, Mateusz Bielski, Patryk Jędraszek

Manual: Paweł Samborski, Jan Truchanowicz

Proofreading: Hervé Daubet

CHAPTER



DEPLOYMENT CARD

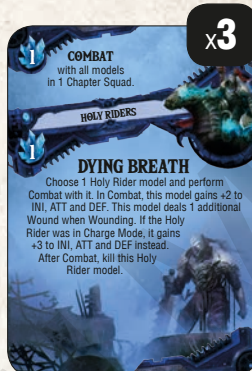
Winged Charge - when placing your Holy Riders, you can Push any models, except those with a Crystal Source.

Both Holy Riders must be placed within the same Space.

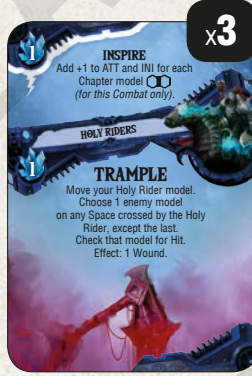


Gallop - you can Push any model regardless of its base size.

Other rules for Pushing apply normally.



Dying Breath - the Killed Holy Rider awards the opponent Victory Points as normal.



Inspire - when you play this card in Combat, only Chapter models with the target are counted.

Trample - you can only choose a model on a Space crossed by the Holy Rider, except the last. Check that model for Hit. Effect: 1 Wound.

DEMONS



DEPLOYMENT CARD

Appearance - Succubus models don't have to be placed with each other. They can be placed with enemy models, Crystal Sources or Shrines. They are placed with their Squad card in Basic Mode.



Trickery - you can Change Mode even without activating the Succubus Squad.

Venomous Kiss - if model Attributes drop below 0, they count as 0.

DVERGAR



Apparitions - may be played before the enemy Attack roll. The enemy's Combat Action is considered "spent" and they cannot pick a new target.



Soul Steal - first, target an enemy model with the Succubus. Then, one of your models within Range 1 moves with the targeted enemy and performs a Combat Action.



Deployment Card
Emerge - when placing the Drillers, you can Push enemy models.
Subterranean Strike - you can Push models with a larger base size.



Overheat - you may play this Action immediately after you roll, improving your result.

Puncture - you have to deal a Wound in order to deal extra Wounds.



Refresh Crystals - discarding 1 card is a mandatory cost.
Crystal Breaker - you remove a Crystal from your Crystal Pool or Depleted Pool. You must remove a Crystal Source to gain those 2 Crystals.



Crystal Repairs - remove Crystals from your Crystal Pool. You may restore Endurance tokens only up to their starting value and only to 1 Squad.

Dynamite - it affects all models (enemy and yours).

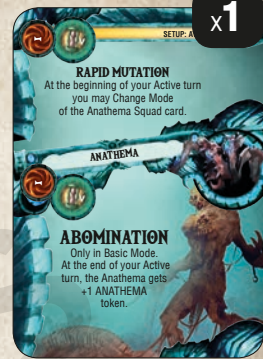
FACELESS



In Abomination Mode, the Anathema have stat values of X, where X is number of ANATHEMA tokens on its Squad card.



Deployment Card
Chrysalis - the Anathema start with 2 ANATHEMA tokens. The Anathema can Push when placed on the board.

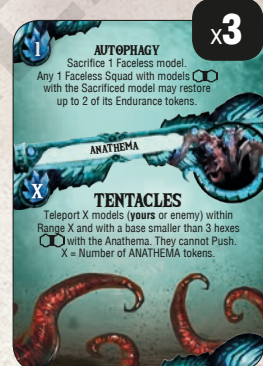


Rapid Mutation - you can Change Mode without activating the Anathema Squad. You can Change Mode again normally during this Squad's Activation.

Abomination - at the end of any Faceless Active turn, if the Anathema is on the board in Basic Mode, add 1 ANATHEMA token on its Squad card.



Whack - You can Push when moving the chosen model.



Tentacles - the number of ANATHEMA tokens on the Squad card determines the maximum number of Teleported models and the Range of the Action. Chosen models within Range are Teleported with the Anathema.

Cost of this Action is 1 Crystal per Teleported model.

REBORN



DEPLOYMENT CARD

Manifestation - when deploying the Forest Wraith, only count Thickets with it.



Additional Wound - the enemy don't have to be with the Reborn Shrine to suffer the additional Wound.

Thornbeast - Thicket may be placed only in empty hexes. If the Thicket cannot be placed, ignore this effect.



Forest Elemental - you can place less Thickets than the number you removed.



Spikes Explosion - you may kill your Forest Wraith that way, but it will give Victory Points to your opponent as if they had killed it.

RHA-ZACK



From the Skies - it affects all models (enemy and yours).



Temporary Setback - the player cannot lose VP below 0. If VP moves to 0, the player plays their turn to the end.

Lightning Strike - it affects all Pushed models (enemy and yours).



Barrier - a model may move through a Space with a BARRIER token only by paying 1 Crystal. BARRIER tokens cannot be Pushed. The Rha-Zack player can remove the tokens anytime during their Active turn.



Gravitron Punch - first, perform the Backstab and then, regardless of the result, move the chosen model, following normal movement rules (you can Push).

DARKNESS



DEPLOYMENT CARD

Darkness Herald - the Prime Shadow cannot Push. Count all enemy models with Prime Shadow and gain this many DP to your Pool.



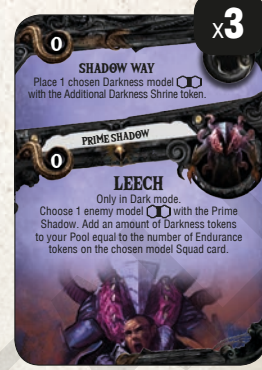
Dark Reflection - value of Attributes before applying any modifiers (eg. Wisdom token).



Well of Darkness - the chosen models have to be within Range 1 of the Prime Shadow.

The Prime Shadow can be Teleported this way. Range is counted from the Prime Shadow model.

You choose how Teleported models are placed with the Darkness Shrine.



Leech - count only Endurance tokens currently on the Squad card, not starting Endurance.

ALTERNATIVE SHRINES

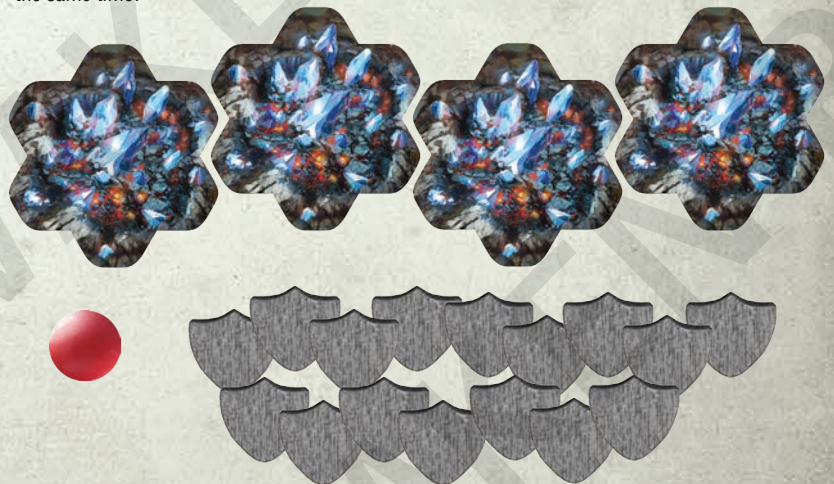
Alternative Shrines give players an option to choose 1 of the 2 Shrines available for their Faction. Now, each Faction has 2 different Shrines, with their 2-sided tokens and 2 cards with description.

During Setup, in Step 5, players choose 1 of the 2 of their Shrines - they use the chosen side of Shrine token and take the appropriate card with description. Put the other card one back to the box.



TOURNAMENT MODE

In Edge 1.6 we have added an additional set of elements (4 additional Crystal Sources, 16 additional Endurance tokens, 1 additional Victory Point marker) enabling two simultaneously 1 vs 1 player games to be played. From now on 4 players can play two 1 vs 1 games on two tables at the same time!



HIDDEN OBJECTIVES MINI EXPANSION

Hidden Objectives mini-expansion consist of 5 cards. Each player takes 1 card at random before the game starts and keeps it secret from the other players.

A player can discard their Hidden Objective card at any moment of the game if they fulfill requirements, to receive a reward.

Each of the cards has several options with different difficulty levels – the harder the requirement fulfilled, the better the reward will be. Therefore, the player can play their card relatively quick and receive a smaller incentive, or wait and try to fulfill more challenging goal for a better reward.

The card can be played (discarded) at any time during player's Active turn. Only exception is the *Dodge* option on *Tactical Maps* card, which can be played during opponent's turn.

If there are any restrictions to playing a card, they will be described directly on the card itself.

You cannot play *Mystery of Life* card to save a unit that has received a killing blow. It's already too late for healing!



ARTIFACTS MINI EXPANSION

Artifacts mini-expansion includes 1 Bomb token, 4 types of models and 4 cards for those models. Depending on the chosen set, the player receives:

Faction Box: 1 Banner, 2 Totems, 2 Bombs, 2 Relics

Conflict Box: 2 Banners, 4 Totems, 2 Bombs, 2 Relics

Warchest Box: 4 Banners, 8 Totems, 2 Bombs, 2 Relics

Before the match players decide if and which models they wish to use.

Players take turns deploying chosen Artifact models, one at a time. Artifact models can be placed on empty hexes, excluding hexes with any Squad models.

Artifact models can be Pushed.

Player may activate Artifact model (or detonate a Bomb using the Bomb token) only during their Active turn.

Detailed rules for each of the Artifact models can be found on their corresponding cards.

Totems: For a game using Totem models, prepare any 3 Darkness Squads additionally, and place a Darkness Action deck of any 20 Darkness Action cards near them.

It is also necessary to be familiar with rules regarding Darkness Action cards in a *player vs Darkness player* mode.



GENERAL RULES FOR SOLO & CO-OP CAMPAIGNS

IMPORTANT! Please note that some of the campaign rules overwrite the standard guidelines for a Player vs Player game. Any exceptions are specified in the appropriate scenarios. If a scenario does not mention a certain aspect of the battle (such as a player order, unit deployment, or starting Crystal Pool), it always means this aspect remains unchanged and plays out according to the standard rules found in the Rulebook. The same goes for the “Setup” section of each scenario – it only contains unusual elements and non-standard placements that overwrite the regular battle setup procedure.

PLAYING THE CAMPAIGNS

All campaigns in this booklet were created for solo or CO-OP play. You can attempt them with any faction, fighting the AI-controlled enemy in a series of branching battles, often including a territory control mini-game.

The enemy models fight according to the standard Darkness AI rules, explained in the previous sections of this booklet. Most often, the cards and algorithms only provide you with a general direction (e.g., “Activate all Shadow models, move them towards the closest enemy AND initiate Combat with every Shadow model”). This means, sometimes you may have several valid options on how to move the enemy models.

In such cases, simply pick an option that’s least harmful or most beneficial to you, the human player. Trust us: beating the enemy will be a challenge regardless!

STARTING UNITS AND DECKS

Unlike in standard games, players start these campaigns with a pre-determined force. The details can be found in introductions to specific campaigns. Additionally, the standard rule that restricts your deck to cards of Squads present in your army is lifted. Your deck carries over between the battles, and sometimes it may contain cards that don’t refer to any Squad present in a particular engagement. Please remember that in this case the Top Action of the card is still available and may be used by any Squad!

Unlike in standard games, campaign battles do not end when human players run out of Action cards. If that happens, simply shuffle all your discarded cards and use them as your new deck.

TIME TRACK

Many battles of these campaigns use the Time Track instead of (or in addition to) the Victory Points track. Time Track usually shows the end of the battle and all special events that happen during the encounter. Before a scenario begins, place a Time Marker on slot 1 of the track, and then set up any Event Markers listed in the scenario on their corresponding slots. They will help you remember when the next event triggers.

Please note that you move the Time Track only after ALL human players and the AI have taken their turns. This means the game progresses according to this sequence:

- Set the Time Track to 1, check for any initial events
- Player A Turn
- Player B Turn (when in CO-OP mode)
- AI Turn
- Move the Time Track to 2, check for any events
- Player A turn
- Player B turn (when in CO-OP mode)
- AI Turn
- Move the Time Track to 3, check for any events
- (...)

PLEASE NOTE: any Actions that grant a specific player extra turns (such as the Time Jump) do not move the Time Track!

CAMPAIGN MAP & THE BATTLE MAP

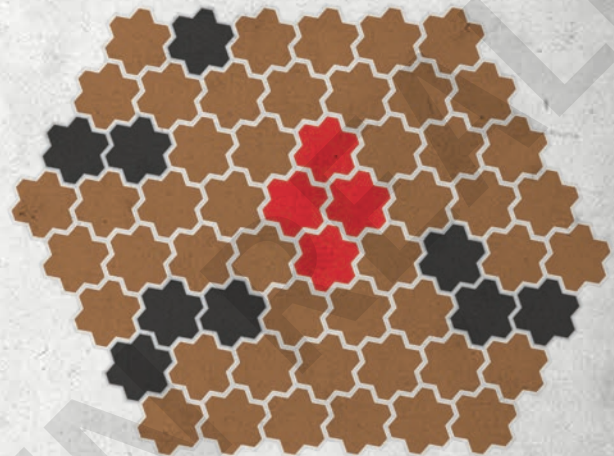
The Darkness, Lord of Light and Last City campaigns play out on their own maps and include territory control aspects. Sometimes, a script will ask you to leave a sticker on a slot of the map. These stickers represent the decisions you’ve made that will influence future battles in many ways.

To keep the campaign map intact, you’re never asked to remove any stickers from it. Instead, whenever a scenario requires you to **disable** any sticker (for example, when a buff runs out or a special unit dies), place a Cancelled sticker on top of it so that the number of the original sticker remains visible.



Some battles also use an alternative, Darkness-themed battlefield layout, printed on the back of the standard battle map. It has less available Spaces and more impassable obstacles. Please keep in mind that these obstacles DO NOT count as the edge of the map – only Spaces on the true border of the map do.

In the middle of this Darkness-themed map is the **Red Zone** – a cluster of four Spaces that’s sometimes referenced in the setup rules of scenarios (see the diagram below).



COOPERATIVE MODE

Most campaigns in this booklet can optionally be played in a two-player CO-OP mode. In this case, simply split the starting force in half (e.g. instead of four Squads, each player controls two), and if the number is uneven, choose the player who receives a smaller force randomly.


These two forces may be of different factions. In this case, players need to choose which one receives the Shrine and which one gets the Banner card! There can never be two Shrines and Banner cards in the battles against AI.

Each player builds a separate deck of Action cards, picking five Action cards for each Squad they get to control (but no less than 10 cards).

Both players determine their player order and then take turns deploying their Squads. During the battle, they take turns one after the other, before the AI turn. The Victory Points track (if a scenario uses it) is shared between the players. Any lost model or any killed enemy move the VP track exactly like in a single-player game.

The Crystal Pool is also shared. When Harvesting, both forces count as a part of the same army.

If a scenario grants a special buff, reward or a sticker that enables a special rule, apply it like you would when playing a single army. For example, if a debuff requires you to remove 1 Endurance token from any of your models at the start of each battle, you still remove only 1 Endurance token in the CO-OP play – and both players have to agree upon which model it affects.



SINGLE-PLAYER VS AI CAMPAIGN

DARKNESS

PROLOGUE

A skinny girl stood on the top of the hill, her wind-swept hair clinging to her gaunt face. Up until now, she'd never realized how close the war had come. Naturally, she had seen her brother whispering with her mother when they thought she was asleep and she had witnessed some neighboring families flee the town in overloaded wagons. It didn't bother her. Uncertainty and tension was nothing new in the borderlands, and over the four years of her life, the girl had grown numb to them.

How could she know that this time it was different? The winds of change swept through every known land, and the smoldering embers of war once again erupted with flames. Everywhere, from the Black Stairs in the north to the twisted mountains of the south, from the sands of Heran desert to the irradiated wastes of the west, new battles raged. Demons, infuriated by their defeat at Eld-Hain, swept through the human lands; an avalanche of iron that broke itself on the walls of Al-Iskandria, the largest human refuge. Fields of death, left in the wake of their invasion, provided ample feeding ground for the Faceless who rose to

such numbers that — driven by an inexplicable impulse — they drove a wedge into the sacred Reborn Motherforest. Even reclusive Dvergar and mysterious Rha-Zack, though tucked away in two different corners of the land, clashed with one another, raiding their capitals through a network of subterranean tunnels.

If the girl were a bird, flying over her land, she would only see war. In this sea of conflict, it was easy to miss smaller threats; dark specks on the map that grew more numerous day by day. Gateways to some other, stranger place that started to appear and spew out dreadful apparitions — just like the gate the girl was watching right now, right in the middle of her town.

The last cries of terror died hours ago. No sound was coming from between the buildings. Only disfigured, alien shapes lurked in the darkness of abandoned houses. Still, the girl kept waiting just as her mother had asked her to while she ran to their house to find the rest of her brothers and sisters. The girl understood little of what happened.

But there was one thing she knew better than generals, leaders, and tyrants of this world.

The nightmares were now walking the earth — and this changed everything.

CAMPAIGN RULES & SETUP

Apart from the standard rules found at the beginning of this booklet, the following rules also apply during the Darkness campaign. This campaign has been designed for solo play only. You can attempt it with any faction, fighting the AI-controlled Darkness in a series of battles with legacy and territory control aspects.

LEGACY MAP, CAMPAIGN MAP & THE BATTLE MAP

This campaign is played on a special, separate Darkness map (its sticker slots start with letters D and F). The single space for stickers in the corner of the map is called the “Effects” section - you will place various game-altering effects there. If you have already played any of the three large PvP campaigns (Chapter vs Demons, Faceless vs Reborn, Rha-Zack vs Dvergar), the map you used for them becomes your legacy campaign map. Some events in this story will change, depending on the results of these other campaigns.

Most engagements of the Darkness campaign take place on an alternative (red) board, found on the back of the regular board.

DARKNESS MAP

The track on the side of the Darkness campaign map represents the progress towards the Final Nightfall - that's when all light becomes eradicated from your world, and it becomes just one more domain of the Dark. Lost battles and campaign decisions will influence this counter. It does not reset even if you replay a scenario.

At the beginning of each battle, the Darkness receives a number of Dark Points (☉) equal to the current state of the Final Nightfall track. Whenever the Final Nightfall track reaches the end, read **ENDING 5**.

ECHOES OF THE FALLEN WORLDS

Your track on the campaign map becomes the Echoes of the Fallen Worlds counter. Every time you lose a battle, or something awful happens, the campaign will ask if you'd like to repeat your last battle (or previous choice). Every time you do that, you receive one Echo, as Darkness envelops and consumes an alternate reality in which your efforts have failed.

This mechanism will slowly lower the difficulty of the campaign — both through repetition and additional events. However, reaching the end with fewer Echoes will yield a different outcome, including a secret ending.

YOUR STARTING UNITS AND DECK

You will start the game with only a part of your force, your Banner card, your Shrine, and a deck that includes up to 20 Action cards of your choice. Unlike in other campaigns, you can rearrange this deck freely before each battle, as long as you use no more than 20 cards. More powerful units are added as the campaign progresses.

IMPORTANT: Unlike in standard games, the battles of the campaign mode do not end when you run out of the Action cards. If that happens, simply shuffle all your discarded cards and use them as your new deck.

DARKNESS DECK

Construct the Darkness deck before each battle, taking all cards with the names of Darkness units that take part in this specific scenario, unless instructed otherwise.

SAVING THE CAMPAIGN PROGRESS

Although the campaign battles are shorter than regular matches, the full campaign may still take many hours to complete. If you wish to stop mid-game, simply take note of the current scenario number and the status of both campaign tracks.

Then, fold and stow the game until you are ready to return, making sure to keep both decks separate from other Action cards. All of your scenario choices are remembered thanks to a system of stickers that you put on the Darkness campaign map as the game progresses.

SCENARIO I A NEW THREAT


You knew the Darkness long before you'd looked upon your first Shadow Gate. After all, sentient creatures — be it Dvergar, Reborn, Humans, Demons or even the mechanical Rha-Zack — had to sleep; periodically slide into the dream-world, where nightmares tangled their slick, black coils around their minds. Then came a day when the nightmares were no longer content to wait for your visit patiently. Instead, they began seeping into your world.

When their black Gates started to crop out throughout the land, this strange new enemy perplexed all the warring factions. Most believed them to be some new weapon employed by their enemies. Only Demons knew well what was happening. They'd met the Darkness before, during their many conquests. Wherever all hope died and sentient beings suffered unimaginable horrors, the Darkness soon followed — as if the war-ravaged worlds somehow became the extension of its homeland.

Now, the same is happening here. It started with rumors. Then, some cautions reports from your allies. Before long, a dark and twisted Shadow Gate appeared within the borders of your territory. You realize there's only one choice left — to eradicate this new threat before it grows too big to control.

You gather your forces, approach the Gate and plant your symbol firmly in front of it, to show you are not afraid. Then, your warriors charge.

SETUP:

- Use the standard battle map.
- Place the Shadow Gate token at least 3 Spaces away from the edge of the map.
- Place the Banner model two Spaces away from the gate and set two Endurance Tokens besides it — it represents your Faction Symbol.
- Place two Crystal Sources at least 2 Spaces away from one another and the Shadow Gate.
- Deploy your forces at least 3 Spaces away from the Shadow Gate, so that no model is in  contact with any Crystal Source. Set your Banner card and Shrine aside, as they won't be used in this battle.

YOUR FORCES: Any three Squads, excluding the Elite Squad (Purge Doctor, Bloodsmith, Ancient Guard, Fleshripper, Gyrobot, Sourceblade) and your faction champion.

YOUR DECK: Select any 10 of your Action cards and shuffle them. The battle does not end when you run out of cards — simply create a new deck out of discarded ones.

YOUR OBJECTIVE: Survive the Darkness assault.

YOUR SPECIAL OBJECTIVE: Keep your Faction Symbol safe from harm.

DARKNESS FORCES: Shadow Squad, Impostor Squad, Void Specter Squad (all start off the board and will arrive when summoned by the appropriate Darkness card).

DARKNESS DECK: Select all Shadow, Void Specter and Impostor cards. Shuffle them and draw the top **eight** cards, setting aside the rest. You will reveal and resolve **ONE** Darkness card during each Darkness turn. Once all Darkness cards are gone, the battle ends at the end of the current turn.

ACHIEVEMENTS: If the Darkness manages to destroy the Faction Symbol (see Special Rules), read Script 18.

SPECIAL RULES:

● Darkness models can attack the Faction Symbol just like every other model — treat it like a model with 0 INI for the movement purposes. The Faction Symbol automatically receives one wound from each attack. Once all of its Endurance Tokens are gone and it receives another wound, it is destroyed.

● Players don't earn Victory Points in this battle and the Victory Points track remains unused.

YOUR REWARD: Read Script 14.

YOUR PENALTY: Read Script 11.

DARKNESS REWARD: If the Darkness won, add 1 to the Final Nightfall track.

SCENARIO 2

INTO THE BREACH

The Shadow Gate was supposed to fade away on its own, once its keepers were destroyed. This time, it didn't.

Instead, it grew larger, spewing forth another wave of creatures. You defeated those. And then the ones who came after. Between their repeated attacks, you tried to burn, bury or demolish the Gate — to no avail. Soon, a terrible thought became apparent. Something had changed. The Darkness did not simply raid this world anymore. They were here to stay and would keep coming, stronger and stronger, until your forces were exhausted.

You left a camp at the Gate and left to gather more knowledge. You found survivors who crossed the other Gates and returned. You spied out what the other races know. You consulted seers, oracles, and sages. Finally, you came to the only possible conclusion. The only way to stop this new enemy was to take the fight to the other side of the Gate, as mad as it sounded. Find whatever kept it open and destroy it.

Soon, a message arrived from the warriors you left by the Gate. The assaults are getting more and more frenzied. They won't hold much longer. Unfortunately, your preparations are not complete, and you seem to be on the verge of a discovery that could help your army on the other side.

Choose one:

➤ **Attack the Darkness immediately** — Continue to the “Battle” section of this scenario.

➤ **Spend more time preparing** — Place the “Delayed Assault” (D10) sticker on the appropriate slot of the Darkness campaign map, and then read the “Preparations” section below.

PREPARATIONS

After a long search, you find something that could help you in the upcoming fight. Read the paragraph appropriate for your faction and apply the rules found there.

WEAPONS OF IRITHLION (DEMONS)

The Demons had several close brushes with the Darkness, as it proliferated in many of the worlds they have conquered. Only once they have tried to root it out — on a planet called Irithlion, valuable to the Primes due to its mysterious millennia-old ruins.

The result? A few years of a grueling campaign, the shame of defeat, and a dark scar that the Primes did not like to mention. Also, some weapons. They were the only physical memento of the war; blades forged in the pyres made from the bones of Irithlion's angelic inhabitants. Far more brittle than iron, and eerily incandescent.

Pulling any string you could, you've managed to lay your hands on several of them. Not enough to equip your entire force but who knows, maybe they'll turn out as deadly as the old songs make them?

Place three “Weapons of Irithlion” stickers (D04) in the “Effects” section of the Darkness campaign map. Before starting each battle, mark the bases of three chosen models with Charge tokens. Whenever a model with a token wounds any Darkness model in Combat, it deals two wounds instead of one.

Unfortunately, these weapons are also brittle. If you ever roll a 6 during the Attack roll (possible only using the Red die), the weapon breaks. Disable one D04 sticker and place one Charge token less in the following battles.

CENSER OF SAINTS (CHAPTER)

The origins of this artifact remain unclear, though Church officials believe it was passed down by the One himself to one of his favorite saints many years ago — a miraculous gift that was since overshadowed by the towering Angels of Death.

But every gift has its purpose, and this censer is no exception. The clouds of thick incense it leaves seem to radiate with light. So far their only function was to woo the faithful gathered in towering human cathedrals. But in the dark depths, they may have another use...

Place sticker D05, “Censer of the Saints” on the “Effects” section of the Darkness campaign map.

From now on, remove 1 ☉ from the pool at the beginning of each Darkness turn. The censer will also help you enter deeper into darkness during your conquests.

DARKVINES (REBORN)

The Dryads and Treetenders of the Motherforest had no equals when it came to creating life. They grew ironbark groves to harvest shields and armor, they grew corpseplants to hold territories, and fast-growing thickets to help them in battle. When a new threat became apparent, they once again leaned on their skills, trying to cultivate a plant that could curb the growth of the Darkness.

This time, the task proved far harder than expected. Their new species took weeks of careful cross-breeding and experiments, but when it finally came to be, it was a marvel. It sustained itself on a process directly opposite to any other plant in existence. Instead of light, it consumed shadow.

Place the “Darkvine Seeds” sticker (D06) on the “Effects” section of the Darkness campaign map. From now on, your thickets are made of Darkvines. Every Darkness model in ☐ with at least one Thicket token has its stats reduced by 1 (but no lower than 0).

SHADOWGORGER CATERPILLAR (FACELESS)

Faceless herds could feed on flesh, bone, metal, or even draw energy from Crystals. Still, the creatures of the dark proved a tough nut to crack. Attempts to consume defeated Darkness agents left many Faceless dead or mutilated. This brutal selection finally achieved a solitary result; a voracious caterpillar hatched from a body of a dead Harvester who gorged on the Darkness. This small creature quickly grew — and so did its appetite. You plan to take it to a place where it will have all the sustenance it needs.

Place the “Shadowgorger Caterpillar” sticker (D07) in the “Effects” section of the Darkness campaign map. At the beginning of each battle, and after setting up all your Squads, place a Charge token representing the Shadowgorger Caterpillar in the base of a chosen model – it becomes the Host.

The Caterpillar activates at the same time as the Host. As long as it remains active, it can move to any other friendly model in contact – this model becomes a new Host, and the Caterpillar becomes inactive until its new Host activates.

The Caterpillar cannot be attacked or damaged by Darkness models. Should its Host die, the Caterpillar token is placed on the board in his place and may attach to any Faceless who comes into contact.

Whenever a Darkness model in contact with the Host dies, place one Endurance Token on the Caterpillar token. You may transfer this extra Endurance Token to the Host at any point. If there are any unused Endurance Tokens at the end of the battle, collect them in the “Effects” section — a Caterpillar may transform and hatch during the later stage of the campaign if you gather enough.

NANOSWARM (RHA-ZACK)

When looking into the void, most races saw a terrifying, alien menace. For the Rha-Zack, it was only another scientific problem to be solved. Their solution was similarly down-to-earth. Isolating several Darkness creatures in their laboratory, they made many observations regarding their native plane of existence. This helped them create swarms of exploratory nanobots that could map the land beyond the gates and constantly feed information to all field commanders of the Rha-Zack expeditionary force.

The veil of Darkness was not so opaque anymore.

Place sticker D08, “Nanoswarm” on the “Effects” section of the Darkness campaign map. During the setup stage of each battle that uses the Shadow Gate, you may place the Gate anywhere on the board. Crystal Sources and Shrines still need to be at least two Spaces away from the Gate.

The Nanoswarm will also let your forces cover more ground and hold more territories than any other race.

BLACKFLAME BELCHER (DVERGAR)

The Dvergar had met the Darkness before, even though they’ve not realized it until now. Only after the dark creatures started to arrive, the Dvergar scholars noticed unnerving similarities between the blackflame that eternally burned their entrails and the powers of the dark. After some study, it became evident that ages ago, Demons used the Darkness to create an unnatural inferno that scorched the defiant Dvergar fortress-world and forever changed the Dvergar themselves.

Ever since then, the Enginecrafters Guild tried to control this dark, corrosive energy — and had some minor success. This allowed them to construct the only warmachine that could work against the Darkness. A siege-sized flame-belcher that sprayed pure blackflame, obliterating everything in its path — whether corporeal or not.

Place sticker D09, “Blackflame Belcher” in the “Effects” section of the Darkness campaign map. At the beginning of each battle, after setting up all your models, place a large token, representing the Belcher, anywhere on the map, at least three Spaces away from the Shadow Gate (or any other token/model that acts as the Shadow Gate for this specific scenario). Then, place two Endurance Tokens, representing Fuel, on the Belcher.

You can activate the Belcher like any other model. Once activated, it can move up to 2 Spaces. Then, it may remove one Fuel token to attack, pouring flames over one selected Space no more than 2 Spaces away. Any model on this Space immediately receives 1 wound.

If the Belcher douses the Shadow Gate (or token/unit that acts as a Shadow Gate), no new Darkness models can be deployed during the next Darkness turn.

BATTLE

Your men approach the unguarded Shadow Gate in tight formation. The supplies, tied to the backs of several war beasts, proceed behind — you took enough to last for several days, which is more than you expect to survive.

The leading scout stops just short of the opaque surface of the Gate. He hesitates, makes a step forward — and disappears. Other warriors follow him.

The invasion has begun. You now need to secure the bridgehead on the other side.

SETUP:

- Use the alternate, Darkness-themed battle map found on the back of the regular one.

- Place two Crystal Sources and your Shrine on the map, at least two Spaces apart (and not with any obstacles).

- Place one Shadow model in contact with each of these Crystal Sources.

- Place the Shadow Gate at least three Spaces away from the edge of the map and two Spaces away from each Crystal Source. (See: Special Rules). Set up your force in contact with the Shadow Gate — this time it is you who came through it. If there’s not enough space, leave the remaining models on their Squad cards as a Reserve.

- Take five small tokens and put them any way you like on the outer edge of the map, at least three Spaces away from each other. These represent the Encroaching Darkness and will turn into enemy models as the battle progresses (see Special Rules).

YOUR FORCES: Choose any four Squads, excluding your Elite Squad (Purge Doctor, Bloodsmith, Ancient Guard, Fleshripper, Gyrobot, Sourceblade).

If the “Delayed Assault” sticker (D10) is on the Darkness campaign map, your forces are worn out after a long defense — remove a total of 2 Endurance Tokens and from any of the Squads.

YOUR DECK: Select any 15 of your Action cards and shuffle them. The battle does not end when you run out of cards — simply create a new deck out of discarded ones.

YOUR OBJECTIVE: Survive.

YOUR SPECIAL OBJECTIVE: Win through Victory Points.

DARKNESS FORCES: 1 Shadow Squad (two models deployed at the beginning of the battle), 1 Void Specter Squad (no models deployed at the beginning), 1 Impostor Squad (no models deployed at the beginning).

DARKNESS OBJECTIVE: Win through Victory Points.

DARKNESS DECK: Select all Shadow, Void Specter and Impostor cards. Shuffle them and draw the top 16 cards, setting aside the rest. You will reveal and resolve TWO Darkness cards during each Darkness turn.

SPECIAL RULES:

Whenever a Darkness card asks you to deploy a new Darkness model, pick the Encroaching Darkness token closest to one of your models and replace it with the reinforcing model. For the purpose of any rules, each Encroaching Darkness counts as a separate Shadow Gate. Whenever there are no Encroaching Darkness tokens left on the map, immediately place a new one, at least three Spaces away from the last consumed token.

Use the time track to count completed turns of the battle. Mark Turns I, II, III and VIII on the track.

Turn I: Read Script 21.

Turn II: You may deploy any models from your Reserve into contact with the Shadow Gate, as long as there are enough empty hexes.

Turn III: Again, you may deploy any models from your Reserve into contact with the Shadow Gate, as long as there are enough empty hexes. This is your last chance to do so.

Turn VIII: The last turn. The battle ends after you finish your actions but before the Darkness turn.

YOUR REWARD: Read Script 29.

YOUR SPECIAL REWARD: If you have managed to win through Victory Points, read Script 22 instead.

YOUR PENALTY: Read Script 26.

DARKNESS REWARD: If the Darkness won, add 1 to the Final Nightfall track.

SCENARIO 3

PILLARS OF THE SUNLESS SKY

You send out scouts, trying to get hold of the situation. The strange, confusing topography of this world makes it hard to determine where should you go or what should you do to close the Gates. Despite this, your main force slowly pushes forward, hounded by the creatures of the dark. You spend your first night sleepless, not sure if it's due to viscous, choking air or the fact that sleep itself cannot pass into the land of nightmare. Soon after, scouting parties return, bearing news of weird structures, nightmarish titans, and even other Shadow Gates connected to other parts of the outside world.

There is one place that draws your attention the most but you realize that if you are to move this deep into the dark, you need to secure your flanks first. Stretching your lines and getting cut off from the rest of the army could be catastrophic.

You take a look at the crudely drawn map and try to gather your thoughts while the void keeps singing in your ears.

PREPARATIONS

Take 2 "Conquest" stickers (D01) and distribute them any way you wish among the locations below. Read and apply all the rules of all Conquered lands, and then carry on to the Battle Phase.

If the "No Supplies!" sticker is present on the Darkness campaign map, your starting number of "Conquest" stickers is 0.

You receive 1 bonus "Conquest" sticker for each of the following criteria you meet:

- "Nanoswarm" (D08) sticker is present in the "Effects" section of your map.
- "Censer of the Saints" (D05) sticker is present in the "Effects" section of your map.
- "Rallying Warcry" (D02) sticker is present in the "Effects" section of your map.
- Echoes of the Fallen Worlds is equal to at least 5.

AVAILABLE AREAS:

BIRTHING FERNS (DOI-A)

Not far from your staging ground, there's a wide thicket where long slimy spines twist around one another with fleshy leaves and bone filaments growing out of them. Your scouts watch in terror as one of the spines separates from the rest and blooms with flowers of pure black. Soon, a new Shadow takes shape. You need to make sure that more of them won't follow.

As long as you control this area, the Shadow or Impostor Squad (you choose) has its maximum number of models reduced by 1 (for example, if a full Shadow Squad is used in a battle, it can never have more than 3 models). Mark the chosen Squad with your faction's Victory Token.

GATEWAY TO THE MOTHERFOREST (DOI-B)

A bright spot of pure green is hard to miss in the writhing darkness. Your scouts approach to discover a Gate that's permanently connecting this plane to the heart of the Reborn Motherforest. How come its residents didn't try to close the connection?

Place a Conquest sticker on this location. Then, if the "Charcoal Wastes" sticker (B20) is on the legacy campaign map, read Script 31. Otherwise, read Script 35.

FIELDS OF DREAD (DOI-C)

Something foul seeps through the ground here; a viscous substance that smells of sweat and fear. It gathers into pools and starts to leak upwards into the air where it forms shiny globs — some just a few feet, some hundreds of feet above ground — connected to the surface with thin stalks. Your scouts decide to cut some of the globs loose. As they flow into the distance, a parade of black balloons, the aura immediately becomes less oppressive.

As long as you control this area, the Darkness draws and plays only one card during the first turn of each battle.

ANCIENT VORACITY (DOI-D)

This enormous, black vortex in the middle of a smooth basin looks almost like an eye. Its vicinity is very quiet as if it devours sounds just as it devours light. The only thing one can hear is a silent call that compels you to go down the slope and plunge into the maw of the void. Many visitors did. The basin is covered in the discarded possessions of creatures who came here across many eons and worlds. If your warriors can resist the pull long enough, they could perhaps gather something valuable.

As long as you control this area, you start each battle with one additional Crystal.

GATEWAY TO AL'ISKANDRIA (DOI-E)

After a while, you discover another Gate to your world. This time it seems to connect to the sewers under the human refuge of Al-Iskandria. You wonder whether the inhabitants know about the connection...

Place a "Conquest" sticker on this location. Then, if sticker A29-A or A29-B is on the legacy campaign map, read Script 32. Otherwise, read Script 36.


BATTLE


Much time has passed since you and your army entered this sunless realm. You don't think you can stay here any longer. Fortunately, your scouts identified a structure that seems to be placed right in the middle of this twisted realm. A set of four enormous crystal pillars, radiating with umbral energy. Considering how many dark creatures lurk between these monuments, they have to be very important. Are they a generator that keeps the Shadow Gates open? A consciousness that gives orders to the rest of the dark invaders? There's only one way to find out. You prepare your forces for a final assault.

SETUP:

- Use the alternate, Darkness-themed battle map found on the back of the regular one.

- Put four large tokens in four Spaces of your choice, at least one Space away from the map's edge and two Spaces away from one another. Set three Endurance Tokens on each of them. They represent the Dark Monuments you will have to destroy in this battle. They block Line of Fire and can never be Pushed.

- Place three Shadows in  contact with the first monument.

- Place two Impostors in  contact with the second monument.

- Place two Void Specters in  contact with the third monument.

- Place one Slaughter Crow in  contact with the fourth monument.

- If sticker D07 "Shadowgorger Caterpillar" is present in the "Effects" section, and the Caterpillar has gathered more than six unused Endurance Tokens, read Script 34.

YOUR FORCES: Select up to five of your Squads. You may not pick your Elite Squad, unless the "Fortified Outpost" sticker (D12) is present on the Darkness campaign map.

YOUR DECK: Select any 15 of your Action cards and shuffle them. The battle does not end when you run out of cards — simply create a new deck out of discarded ones.



YOUR OBJECTIVE: Destroy at least 2 Dark Monuments and survive.

YOUR SPECIAL OBJECTIVE: Destroy all Dark Monuments and survive.

DARKNESS FORCES: 1 Shadow Squad (three models start on the battlefield), 1 Impostor (two models start on the battlefield), 1 Void Specter Squad (two models start on the battlefield), 1 Slaughter Crow Squad (one model starts on the battlefield).

DARKNESS DECK: Select all Shadow, Void Specter, Impostor and Slaughter Crow cards. Shuffle them and draw the top 20 cards, setting aside the rest. You will reveal and resolve TWO Darkness cards during each Darkness turn. Once all Darkness cards are gone, the battle ends.

SPECIAL RULES:

IMPORTANT: For the purpose of this battle, the standard Darkness AI rules are modified. Whenever Moving, the Darkness always tries to reach the closest enemy model  with the Dark Monuments. In Combat, any enemy models  with the Dark Monuments become the priority targets (if the Darkness model can initiate Combat with several of them, it always chooses the one with the lowest INI).

A Dark Monument may be attacked like any other model — it automatically receives one Wound. When Checking for Hit, its INI is equal to 1. After its Endurance tokens are exhausted, the next attack destroys it.

As long as all four monuments remain functional, Darkness Squads receive +1 to all of their stats.

Players don't earn Victory Points in this battle and the Victory Points track remains unused.

The battle lasts until the Darkness deck is exhausted, or one of the forces is defeated.

YOUR REWARD: Read Script 38.

YOUR SPECIAL REWARD: If you have survived and destroyed all Dark Monuments, read Script 37 instead.

YOUR PENALTY: Read Script 39.

DARKNESS REWARD: Add 2 to the Final Nightfall counter.



SCENARIO 4

ATOP THE TOWER OF RUIN

The thought of going down the nightmarish labyrinth of slimy intestines seemed so mad you weren't sure if your troops would follow. Fortunately, they didn't object. Perhaps they're so tired of the hot, clingy darkness that any change seems like a good one. But before you head out, you need to make sure that the Darkness won't recapture this area while you're gone, leaving you trapped down there forever. You summon your field commanders and issue your final orders...

PREPARATIONS

Take 2 “Conquest” stickers (D01) and distribute them any way you wish among the locations below — or locations from the “Preparations” Phase of Scenario 2 that you haven't Conquered yet. Read and apply the rules of all newly Conquered locations and then continue to the Battle Phase.

If the “No Supplies!” sticker is present on the Darkness campaign map, your starting number of “Conquest” stickers is 0.

You receive 1 bonus “Conquest” sticker if you meet any of the following criteria:

- “Nanoswarm” (D08) sticker is present in the “Effects” section of your map.
- “Censer of the Saints” sticker is present in the “Effects” section of your map.
- “The Fallen Spires” sticker (D14) is present in the “Effects” section of your map.
- The “Reborn Warband” sticker (D13) is present in the “Effects” section of your map.

AVAILABLE AREAS:

GATEWAY TO THE DVERGAR DIGSITE (DOI-F)

The place on the other side of this gateway is so dark that your scouts at first think the Gate itself malfunctioned. Only upon closer inspection, they realize they've found another window into your world. But where can it lead?

Place a “Conquest” sticker on this location. Then, if sticker C32, “Wondrous Engine” is on the legacy campaign map, read Script 42. Otherwise, read Script 49.

THE LIGHTLESS SEA (DOI-G)

The porous land of the Darkness ends abruptly, sloping down into the sea. Instead of a beach, there's a wide stretch of old carapaces and dried vertebrae — remains of Shadows who seem to come here to die. In the distance, long vessels made of bone cut through the pitch-black waters fishing for pale, fluorescent creatures. This sea seems to stretch far beyond the horizon, and you shudder to think what dark secrets it could reveal to any captain brave enough to traverse its waters.

As long as you control this area, you get 1 additional Crystal at the beginning of each battle.

THE DREADHUB (DOI-H)

*At first glance, it looks like a bulging mushroom, fifty feet tall, white and porous. Up close, it reveals a filigree structure of interwoven synapses, looking almost like a brain. There's also light coming from the inside. As you lean close and look into its maze, images from a different world and different times flicker quickly before you. Dread slowly sets in, as you realize you've been here before. **INSIDE** this thing. The land of the Darkness is connected to the very act of dreaming, and what you see are the dreams of sentient creatures. Maybe the Darkness somehow draws its power from them? Just to be safe, you order your warriors to hack away at this weird mushroom.*

As long as you control this area, at the beginning of each battle discard the top five cards from the Darkness deck.

THE BIRTHING FERNS (DOI-I)

Another thicket of twisted spines and fleshy leaves stretches before your scouts. They watch in terror as old bones bloom with flowers of pure black, separate from the rest of the mass, then grow legs and tendrils. Soon, a new Void Specter takes shape. You need to make sure that more won't follow.

As long as you control this area, the Void Specter or Slaughter Crow Squad (you choose) has its maximum number of models reduced by 1 (for example, if a full Slaughter Crow Squad is used in a battle, it can never have more than 3 models). Mark the chosen Squad with your faction's Victory Token.

THE CONTESTED GATEWAY (DOI-J)

The thick air and clouds of choking mist muffle all sounds in this strange place. Still, the battle raging here was loud enough for your scouts to notice. From a distance, it seems some other group entered this world through a gateway, and now fights to secure their staging ground. You could send them some help. Then again, if they were your enemies on the other side, they might bring their hostilities over here.

Place a “Conquest” sticker on this location. Then, if the “Wondrous Engine” sticker (C32) is present on the legacy campaign map, read Script 44. Otherwise, read Script 47.

BATTLE



This is even worse than your initial trek through the Shadow Gate. The crinkled, fleshy walls of the tunnel contract around you and push you forward in creepy peristalsis. Pungent slime tries to make its way down your throat. You gasp for air.

Finally, you are pushed out, your eyes assaulted by the blinding sun. The veins did not connect to any hidden structure inside the dark realm. Instead, they led back to your world! You look around — and suddenly feel dizzy. You're on a thick membrane, suspended hundreds of feet above ground, at the point where four black spires converge. You do not recognize the mountains or the plateaus around you. The Darkness raised this structure in some far, uninhabited corner of the world. To what end? You can only imagine.

As your eyes adapt again to the light, you notice a dark cloud in the middle of the membrane, where an imposing shape is crouching, half-buried in the blackness of the Shadow Gate. It turns towards you raising its massive beak; a master of this nightmarish tower. Even in broad daylight, you feel a chill passing down your spine.

SETUP:

- Use the standard battle map. The battle takes part on a platform high above the ground. To represent this, all Spaces at the edge of the map represent the Chasm. You can never place any tokens or models in the Chasm. Any model that's pushed over the edge of the Chasm immediately becomes lost (see Special Rules).

- Place a Shadow Gate at least three Spaces away from the edge of the map (two Spaces away from the Chasm). Deploy Bell Crow  with the gate (other Darkness models remain on their Squad cards). Your initial models are placed in  contact with the edge of the Chasm. Finally, place two Crystal Sources at least two Spaces from the Shadow Gate and one Space from the Chasm.


- If sticker D07 "Shadowgorger Caterpillar" is present, and the Caterpillar has gathered more than six unused Endurance Tokens, read Script 34 and return here afterwards.

YOUR FORCES: Select any five of your Squads and build a deck of 20 Action cards. Deploy one of your Squads before starting the battle. The remaining Squads two will arrive at the beginning of each turn (see Special Rules).

YOUR DECK: Select up to 20 of your Action cards and shuffle them. The battle does not end when you run out of cards — simply create a new deck out of discarded ones.

YOUR OBJECTIVE: Survive until the Darkness deck depletes.

YOUR SPECIAL OBJECTIVE: Kill the Bell Crow.

DARKNESS FORCES: Bell Crow (starts in  contact with the Shadow Gate), 1 Slaughter Crow Squad, 1 Shadow Squad, 1 Impostor Squad, 1 Void Specter Squad.

DARKNESS DECK: Select all Shadow, Void Specter, Impostor, Slaughter Crow and Bell Crow cards. Shuffle them and draw the top 24 cards, setting aside the rest. You will reveal and resolve **TWO** Darkness cards during each Darkness turn. Once all Darkness cards are gone, the battle ends at the end of the current turn.

ACHIEVEMENTS (DARKNESS): When a Darkness model pushes your first model over the edge of the Chasm, read Script 46.

SPECIAL RULES:

In this scenario, the Darkness AI rules change slightly. Whenever a Darkness model can push your model into the Chasm, it has to do so!

The Bell Crow clings to the surface of the membrane with his mighty claws and can never be pushed away by your models. On the other hand, it can push any of your models of equal size (or smaller).

At the beginning of each turn, you deploy one more Squad anywhere along the edge of the Chasm, until no Squads are left.

No one earns Victory Points during this battle and the VP track remains unused.

YOUR REWARD: Place sticker D19, "The Fallen Tower" in the appropriate slot of the legacy campaign map and Read Script 48.

YOUR SPECIAL REWARD: If you've managed to kill the Bell Crow, put the "Defeated Bell Crow" sticker (D17) in the appropriate slot of the Darkness campaign map and reduce the Final Nightfall track by two. Then, read Script 48.

YOUR PENALTY: Add 1 Echo of the Fallen worlds and restart the Battle Phase.



SCENARIO SA

HEART OF DARKNESS

You smash through the barrier between worlds and keep on falling, your horrified warriors around you, and a screeching Bell Crow just below. The realm of darkness that you fought so hard to control stretches before your eyes, flanked by the dark, silent sea. You fall towards the familiar ruins of four monuments. Once again, you close your eyes, expecting a fatal impact, but the Bell Crow smashes through the ground like a wrecking ball. The land frays, revealing yet another spider-web of darkness. Then another one. And another. You see endless dark realms, connected like bloodsucking parasites to infinite worlds. You see tunnels bored through the dark, connecting planets and systems. As one of the tunnels draws close, you notice demon legions marching through — and suddenly you understand how they were able to invade so many inhabited worlds.


Still, you keep falling until there's nothing left but a sea of even deeper black; a color you've never seen before, eye-burning and thick as tar. The words fail when you try to name it. It comes close, filling your entire field of view. And then, you smash right into it.

The impact is barely noticeable as if the rules of the bright world don't apply here. You stand up — and your warriors start to rise around you. This seems to be the very bottom of the Darkness. There's something here. A creature larger and more twisted than anything you've seen so far. A true empress of the abyss. The Bell Crow stretches its paw towards her and she rears her head, her piercing wail chilling you to the bone.

If a “Heroes of Twilight” (D15) sticker is on the campaign map, go to Scenario 5B. Otherwise, continue.

REINFORCEMENTS: This scenario is a direct continuation of the previous battle. This means your force is restricted to the Squads and models that survived Scenario 4, though all temporary effects are removed and Endurance Tokens are replenished.

SETUP:

- Use the alternate, Darkness-themed battle map found on the back of the regular one.
- Place the Abyssal Empress at least 3 Spaces away from the edge of the map. Place Void Specters in  contact with her model.
- Place the Bell Crow 1 Space away from the edge of the board (see Special Rules).
- Set up all of your forces according to the regular rules.

YOUR FORCES: If you have more than 4 Echoes of the Fallen Worlds, read Script 58. Otherwise, your force is restricted to the Squads and models who survived Scenario 4 (see Reinforcements).



YOUR DECK: Select up to 20 of your Action cards and shuffle them. The battle does not end when you run out of cards — simply create a new deck out of discarded ones.

YOUR OBJECTIVE: Kill the Abyssal Empress.

DARKNESS FORCES: Abyssal Empress, 1 Slaughter Crow Squad, 1 Impostor Squad, 1 Void Specter Squad, Bell Crow (see Special Rules).

DARKNESS DECK: Select all Abyssal Empress, Void Specter, Impostor, Slaughter Crow and Bell Crow cards. Shuffle them and draw the top 36 cards, setting aside the rest. You will reveal and resolve **THREE** Darkness cards during each Darkness turn. Once all Darkness cards are gone, the battle ends. If you control the Dreadhub (D01-H), discard the top 9 Darkness cards, instead of 5.

SPECIAL RULES:

IMPORTANT: For the purpose of this battle, the standard Darkness AI rules are modified. Whenever Moving, the Darkness always tries to reach the closest enemy model  with the Abyssal Empress. In Combat, any enemy models  with the Abyssal Empress become the priority targets (if the Darkness model can initiate Combat with several of them, it always chooses the one with the lowest INI).

The Empress model is considered a Shadow Gate for the purpose of deploying new Darkness units.

There are no Crystal Sources on the map. Instead, the Harvest phase lets all of your models gather and materialize their inner strength. You refresh your Crystals and Banner card as usual, and you earn 1 Unused Crystal for each of your Squads still alive.

If the Bell Crow was defeated during the last scenario (sticker D17, “Defeated Bell Crow” is on the Darkness campaign map), he starts the battle Immobile. He cannot be activated, and cannot attack, though Darkness cards with his name can still be played. Immobile Bell Crow can be attacked and killed as normal (he has 1 Endurance Token, requiring a total of 2 Wounds to be defeated).

No one earns Victory Points during this battle and the VP track remains unused.

Use the time track to count completed turns of the battle. Mark Turns III and V on the track.

Turn III: If a Bell Crow is immobile and still alive, read Script 54.

Turn V: Read Script 56.

YOUR REWARD: Read Script 59.

YOUR PENALTY: Read Script 51.

SCENARIO 5B

CONQUERORS OF THE DEEP

It takes you a second to realize that the Empress is not simply thrashing about in the dark. She's fighting someone! Then, as a sudden flash of light reveals the entire scene, you realize you're late to the battle. The three wanderers — the Avenger, the Dryad and the hooded woman — are already here. The first two flank the Empress and push her back, while the third one follows them, her strange artifact in hand.

"We will handle the whore!" cries the woman, diving under one of the black tendrils. "You must defeat the Primordial Shadow!"

You look around helplessly trying to locate the "shadow" she is speaking about. Then, another flash of the artifact reveals two titanic, leathery wings moving through the void on both sides of the battlefield. You are not at the bottom of the dark! You are on the back of the largest creature you have ever seen, a force born in these depths in the far, mythical age, when the primordial light parted from the primordial darkness.

You freeze, unsure how could you do anything against such power.

"Sever his spine!" the Dryad cries, as you notice large protrusions under the surface you stand on. "We must bring him down!"


REINFORCEMENTS: This scenario is a direct continuation of the previous battle. This means your force is restricted only to the Squads and models that survived Scenario 4, though all temporary effects are removed and Endurance Tokens are replenished.




SETUP:

- Use the alternate, Darkness-themed battle map found on the back of the regular one.

- Place a small token on the lowest (closest to the side of the board that contains your Squad cards) Space of the map. Then, look at the Spaces that lead in a straight line towards the other edge of the map and set four additional small tokens in any of them that have visible spine segments (see illustration). These tokens represent the Spinal Segments of the Primordial Shadow (see Special Rules).

- Place the Bell Crow anywhere, at least 3 Spaces away from any Spinal Segment and place all Slaughter Crows in  contact with his model.

- Place the Abyssal Empress model anywhere, 1 Space away from the edge of the map. Then, place one large and two small tokens in  contact with her. All four represent a separate engagement between the wanderers and the Empress. You can't attack or control, or affect their battle in any way.

- Set up all of your forces according to the regular rules, at least 2 Spaces away from each Spinal Segment.

YOUR FORCES & DECK: Same as in Scenario 5A.



YOUR OBJECTIVE: Disable the Primordial Shadow.

DARKNESS FORCES & DECK: Select all Void Specter, Impostor, Slaughter Crow and Bell Crow cards. Shuffle them and draw the top 30 cards, setting aside the rest. You will reveal and resolve **THREE** Darkness cards during each Darkness turn. Once all Darkness cards are gone, the battle ends.

DARKNESS OBJECTIVE: Kill all enemies.

ACHIEVEMENT: Whenever you wound a Spinal Segment for the first time, read Script 5B—05.

SPECIAL RULES:

IMPORTANT: For the purpose of this battle, the standard Darkness AI rules are modified. Whenever Moving, the Darkness always tries to reach the closest enemy model  with the Spinal Segments. In Combat, any enemy models  with the Spinal Segments become the priority targets (if the Darkness model can initiate Combat with several of them, it always chooses the one with the lowest INI).

The Spinal Segments can be attacked like any other model. They have 3 DEF, 0 INI, always use the Red die when defending and cannot counterattack. Once a Spinal Segment is successfully damaged, place an Endurance Token, representing a wound, on it. Any Segment with three or more wounds is considered Destroyed.

Destroying any two adjacent segments severs the spine of the Primordial Shadow and ends the battle.

The Darkness has no Shadow Gate on the board; new Darkness models may arrive only after a Script-triggered scene (Script 5B—05).

There are no Crystal Sources on the map. Instead, the Harvest action lets all of your models gather and materialize their inner strength. You refresh your Crystals and your Banner card as usual, and you earn 1 Unused Crystal for each of your Squads still alive.

If the Bell Crow was defeated during the last scenario (sticker D17, "Defeated Bell Crow" is present), he starts the battle Immobile. He cannot be activated, and cannot attack, though Darkness cards with his name can still be played. Immobile Bell Crow can be attacked and killed as normal (he has 1 Endurance Token, requiring a total of 2 Wounds to be defeated).

No one earns Victory Points during this battle and the VP track remains unused.

Use the time track to count completed turns of the battle. Mark Turns **III**, **V**, **VIII** and **X** on the track.

Turn III: If the Bell Crow is immobile and still alive, read Script 5B—04.

Turn V: Read Script 5B—02.

Turn VIII: Read Script 5B—08.

Turn X: Read Script 5B—06.

YOUR REWARD: Read Script 5B—09.

YOUR PENALTY: Read Script 5B—01.

ENDING 1

You have only hazy recollections of what happened after. As the Empress shriveled in agony, the ground below your feet tilted downwards like a black slope. You and the rest of your force tumbled into the dark and started falling again. You lost consciousness.

Then there was light. You were lying, face down, near a place where the dark bell tower once stood, with last survivors of your force beside you.

You came back to your land, celebrated like a victor. But did you win? You had some recollections of the dying Empress, but there were also many memories where it was you who had perished. Memories of being torn apart, of drowning in the sea of black, of succumbing to the enemy assaults; of bad choices and mistakes. These echoes of the fallen worlds kept haunting you. Witnessing so many of your failures, you lost the confidence in your abilities that made you a warlord.

Every day you looked at the horizon, expecting to see a rolling wave of pure black, and waiting for the moment when you and your history turn out to be just a woeful echo in someone else's world.

CONGRATULATIONS (I guess)

ENDING 2

You have only hazy recollections of what happened after. As the Empress shriveled in agony, the ground below your feet tilted downwards like a black slope. You and the rest of your force tumbled into the dark and started falling again. You lost consciousness.

Then there was light. You were lying, face down, near a place where the dark bell tower once stood, with last survivors beside you.

You came back to your land, celebrated like a victor. The Shadow Gates dissolved, though many smaller, temporary connections still appeared from time to time. Things went back to normal — if a protracted six-way war could ever be considered that.

With time, your wounds healed, except for the one best hidden. Every time you were about to fall asleep, a sharp sting of fear would come. You now knew where every dream took you, and this knowledge was almost too much to bear.

CONGRATULATIONS!

ENDING 3

The Empress shriveled and died, and the Primal Shadow, on whose back you fought this final battle, trembled and plunged into the depths, throwing you off its back. Every light went out. Every voice died. Still, you were there — alive and conscious — while the void seemed to close around like a hot, sticky cocoon. Finally, you started to float upwards, as if some strange, surface tension of this deepest darkness tried to push you out. Exhausted, gasping for air, you lost consciousness — only to wake in your world, with the sad remnants of the once-proud army.

The Shadow Gates dissolved, though many smaller, temporary connections still appeared from time to time. You recovered from your wounds, and things returned to normal — as long as a protracted six-way war could be considered that.

Only once in a while, during long dark nights, a dream would come back to haunt you; a dream of an enormous creature, gliding through the darkness so deep it's color couldn't be named. You were an insignificant speck, clinging to its back, while entire worlds and epochs flew by. Awoken in the middle of the night, you felt as if you left something unfinished. But then, morning would come, and you would laugh at your own thoughts.

Darkness was always a part of the world, just like the light. How could you even think about defeating it for good? Besides, as a celebrated war hero of your race, you had plenty of other, more important things to worry about...

CONGRATULATIONS!

ENDING 4

Open the secret Campaign Secrets Envelope and read the SECRET EPILOGUE.

CONGRATULATIONS!

ENDING 5

There is no epilogue or closure.

Only darkness remains.

Start over, if you dare.

SCRIPTS

11 The Darkness pours out of the Shadow Gate like a black deluge, shifting forms, thwarting daylight. The remnants of your force are consumed by its black tendrils while you watch from a distance and feel helplessness setting in. You could perhaps gather enough men for one more assault, but the impulse to leave this place and let others fight this battle seems very strong.

You may decide to replay this scenario from the beginning. If you want to do that, read Script 19. Otherwise, apply the Darkness Reward and continue to the next scenario.

14 You've won. You stand over one of the defeated Void Specters, assessing his mutilated body. The thick layer of shadowy mist that covered him like a coat now dissipates. What remains is a strange collection of spines, bent bones and stretched skin. Organs and fluids that do not resemble anything you've ever seen — and even those start to break down quickly.

This world has no shortage of strange enemies, but these are certainly the most alien of them all.

If your Faction Symbol survived the battle, read Script 17. Otherwise, carry on to the next Scenario.

17 A loud cheer interrupts your brooding. Your force gathers before the Shadow Gate, waving the banner and taunting more opponents to come out. It seems your little ploy has worked — they are eager for more fighting. You hope this will last.

Place the "Rallying Warcry" sticker (D02) on the "Effects" section of the Darkness campaign map. Continue to the next scenario.

18 Your sigil disappears, consumed by the Darkness. This is not a good omen! What was supposed to be a show of power turned into a demoralizing spectacle instead.

Place sticker D03, "Consumed Banner" on the appropriate slot of the Darkness campaign map. In your next engagement, the morale of your force will be affected.

The battle continues.

19 You stand on the precipice of darkness as your forces prepare to storm the Shadow Gate. They wait for your signal, but you don't give one. A sense of *deja vu* envelops you. You see flashbacks from the battle that's about to happen. You hear cries of terror and the moaning of the fallen. You see the fruit of your every bad decision, and the guilt is almost overpowering. Then, everything goes silent.

Add 1 Echo of the Fallen Worlds to your track and replay Scenario 1 from the very beginning. See "Campaign Rules & Setup" for more information on Echoes.

21 When your turn comes, you walk through the Shadow Gate without flinching. Sudden pain and vertigo break you in half. The air seems to cling to your body like a wet rag and sticks to your throat. Gasping for breath, you look upwards. Black and blue vortexes swirl on the firmament, connected with a web of pitch-black tendons to a porous surface you now stand on. Though your legs are firmly planted, you still feel like you're falling. You shut your eyes to block some of the senses, but you still see everything, as if horrific vistas were imprinted directly onto your brain.

If sticker D02, "Rallying Warcry" is in the "Effects" section of the campaign map, read Script 24. If it isn't but you have 3 or more Echoes of The Fallen Worlds, read Script 25.

Otherwise, read Script 23.

22 Your force cleared the bridgehead with incredible speed and fury, beating the surprised inhabitants of this dimension far back and clearing a wide stretch of land. This allowed the workers and smiths to raise some fortifications around your Gate. Fortunately sharpened stakes and stone walls seem just as useful here as they were on the other side — thanks to them, less of your force will be tied up defending the Gate.

The start of the invasion was promising. But now, looking towards the fractured horizon, you can't shake the feeling that things can only go down from here.

Place sticker D12, "Fortified Outpost" on the appropriate slot of the Darkness campaign map. Continue to the next scenario.

23 You force yourself to ignore the nausea and open your eyes again. Your other warriors seem just as afflicted. Many lie on the ground, defeated by vertigo. Others can't even make a step forward. You try to rally them, but the air is thick like a broth and muffles your voice. The enemies are drawing close...

Discard two of your Action cards. From now until the end of the battle, your maximum hand size is 2, and you have to spend a Crystal, a Victory Point or an Endurance Token to activate your next Squad. Following Activations proceed as normal.

The battle continues.

24 You force yourself to ignore nausea and open your eyes again. To your surprise, your warriors are pulling through just fine, wading forward step after step with a mad determination. You can't show them weakness. You clench your jaw and join the rest of the force, trying to give orders, though your voice creaks and breaks.

In the distance, shapes darker than night itself are fast approaching.

Discard one of your Action cards. From now until the end of battle, your maximum hand size is 2.

The battle continues.

25 The sudden vertigo is almost familiar. You feel like you've breathed this strange, clingy air before. You straighten yourself and assess the situation. The troops seem to fare much worse than you. You try to encourage them, but your voice fails you. Even speaking is hard in this damned place! Then, you start to remember how to do it here. You tense your abdomen, clear your throat and rally your warriors, turning their attention to the upcoming shadow creatures.

The battle continues.

26 The dark fiends manage to push your force away from the Gate. Boiling with helpless fury, you watch as they slaughter your workers and destroy your supplies. Then, one of the Void Specters pierces the thick vein-like structures that support the Shadow Gate, severing the connection with your world. Now, even if you'd manage to recapture the gateway, you wouldn't be able to reestablish the connection.

You realize you could potentially find some other Gate here to escape through. Or you could push forward without supplies and reinforcements, turning the invasion into a suicidal assault.

Choose one:

➤ **Repeat this scenario:** Add 1 Echo of the Fallen Worlds to your track and start over.

➤ **Carry on without the supplies:** Apply the Darkness Reward. Then, place sticker D11, "No Supplies!" on the "Effects" section of the campaign map. This will have a detrimental effect on your conquest. Continue to the next scenario.

29 It seemed impossible, but you've managed to push back the waves of Darkness and set up a defensive perimeter around the Gate. The first step of the invasion is now complete, even though your forces have paid dearly for every inch of this revolting ground.

Now, a vast and unknown land stretches before you. What horrors await you there?

Continue to the next scenario.

31 The green haze was a lie. Once your scouts cross the Gate, they discover it overlooks a small, secluded grove, surrounded by wide fields of ash and charcoal. The Motherforest has been burned out. You will not find any help here.



Take 1 additional "Conquest" sticker. Continue the Preparations Phase.

32 The earth shakes as soon as your small party leaves the Gate, emerging in a long-forgotten dungeon under the refuge. Moldy stones and debris fall from the ceiling. Rats run for their lives, squeaking frantically. Al'Iskandria is shaking to its very foundations! Some of your men make it out of the sewers and discover that an enormous Demon army is storming the city as its walls are breached by a tremor-inducing war machine. Both forces are too preoccupied to assist you.

Take 1 additional "Conquest" sticker. Continue the Preparations Phase.

34 Your pet Caterpillar has grown fat lately. Now, weaker warriors can barely carry it. As you were resting just before the battle, someone set it down on the spongy ground. The creature immediately attached with all of its legs and started to cover itself with a cocoon.

The cocoon broke an hour later. First, a multi-faceted eye shined through the hole. Then, sharp claws emerged. Soon after, the entire creature has hatched; its body flat like a huge stinkbug, its legs long and stilted. Finally, it spread its moth-like wings and stretched a wide maw located on the bottom of its body. You thought it looked weird and weak, until moments later you saw it gliding through the air, falling on the back of an unsuspecting shadow and ripping into it with rows of metal teeth.

Disable sticker D07, "Shadowgorger Caterpillar" and place sticker D20, "Hatched Shadowgorger" in the "Effects" section. From now on, at the beginning of every battle, place a small token representing the Shadowgorger in  contact with any of your models. It activates during each Passive turn, and moves up to 4 Spaces in the direction of the closest Darkness model, ignoring obstacles. If it manages to come into  contact with its target, it immediately deals 1 wound.

The Shadowgorger cannot be attacked, damaged or affected in any way.

35 The Reborn barely saved the Motherforest from the Faceless horde and had no strength left to assault the Shadow Gate. When your scouts emerged from it, they were first taken for a new form of impostors and chased away with arrows. It took a lot of time to convince the Reborn they're wrong, but once you did, their Oracle begrudgingly decided to help in the invasion of the Dark Realm.

Place the "Reborn Warband" (D13) sticker on the appropriate slot of the Darkness campaign map. Continue the Preparations Phase.

36 Your scouts emerge under the besieged city of Al'Iskandria and contact its defenders. They are wary and suspicious, but news about the threat from below worries them greatly, as all of their forces are committed to defending the walls of the refuge. You come to an unlikely arrangement, born out of necessity — a part of your force will guard the Shadow Gate, and the citizens of Al'Iskandria will pay you for this service.

From now on, you receive two additional Crystals at the beginning of each battle. Continue the Preparations Phase.

37 As the four monuments fall one after another, the ground around them starts to shake. This earthquake is nothing like the ones you remember from your world. The flesh-like surface starts to vibrate like a huge membrane, its twisted sinews unravel, and the umbral energy seeps into the fissures. All surviving creatures of darkness flee, as the tide seems to pull them down as well.

Once the battleground is clear, and the ground stops moving, you study the ruins and discover slimy tunnels leading from the base of each monument somewhere deep underground. These... veins... were siphoning the energy from the crystal spires to some other place. Looking with unease into one of these gaping, pulsating tunnels, you realize your only way forward leads through them.

Place sticker D14, "Fallen Spires" on the campaign map. Continue to the next scenario.

38 The monuments shatter, burying some of your own warriors under the rubble. The Darkness recedes, as its spawn loses appetite for a fight. Unfortunately, not much else changes. The Shadow Gates remain open. Inspecting the ruins, you discover large, slimy tunnels leading from the base of each monument somewhere deep underground. These... veins... were siphoning the energy from the crystal spires to some other place. Looking with unease into one of these gaping, pulsating tunnels, you realize your only way forward leads through them.

Continue to the next scenario.

39 The assault ends in disaster. The proximity of the spires empowered the creatures of the dark who easily tore through your exhausted forces. You were pushed back towards your Gate, where you received grim news from the other outposts. Many of your detachments were defeated, and the Darkness closes in on your Gate, threatening to cut off any survivors. Reluctantly, you order a general retreat. This strange realm has defeated you — like many before.

Choose one:

➤ Add 1 Echo of the Fallen Worlds and restart the Battle Phase of this scenario.

➤ Add 1 Echo of the Fallen Worlds, disable all "Conquest" tokens on the campaign map and go back to the Preparations Phase of this scenario.

➤ Pull your warriors from the Shadow Gate and other outposts to make one more, desperate assault. Disable any two "Conquest" stickers and place the "No Supplies!" (D11) sticker on the appropriate slot of the campaign map. Then, apply the Darkness Reward and restart the Battle Phase of this scenario.

41 You give an order, and your warriors swarm the three heroes. A violent clash ensues, ending as soon as one of the blades reaches the woman holding an artifact. A strange hum fills the air as the artifact comes to life, its gears and pistons moving frantically. Everything around you slows down. Then, you see the very space fold like paper. Many of your warriors are caught inside this folding — and are simply erased from existence. The strange trio retreats, dragging a wounded woman behind. You are left with the sad remnants of your force. The darkness around you seems thicker and more oppressive than ever. An ominous feeling grabs you by the throat. Perhaps you shouldn't have done that?

Choose one:

➤ **Restart the encounter** — Go back to Script 44, add 1 Echo of the Fallen Worlds to your track.

➤ **Carry on regardless** — Place a "Lost Heroes" (D16) sticker on the appropriate slot of the campaign map. Return to the Preparations Phase.

42 At the other end of the gateway, some forgotten, half-buried ruins loom. The air is thick here, and the aura no less oppressive than in the dark realm. No wonder the Darkness creatures raised their Gate here.

After a while, your forces discover an abandoned Dvergar camp and an emptied vault where some signs of combat can be found. Whatever happened here, you're too late. At least you manage to recover some powerful Dvergar gas lanterns and torches — they might be useful on the other side.

Subtract 2 from the Endless Nightfall track. Continue the Preparations Phase.

44 You are surprised by the small size of their force — if the word "force" even applies here. They are led by a towering Dvergar Avenger that rips through the creatures of the dark with his mechanical arms. A furious Reborn Dryad covers his back with a long spear, while a focused, hooded woman proceeds behind them. At first glance, it looks like a suicide mission. Then, you notice a strange object, glowing in the hands of the woman. In its light, the Darkness seems to recede; enemy creatures lose their black shrouds and look almost pathetic — a collection of dried bones and elongated skulls.

Intrigued, you send your forces to help. Shortly after, the three unlikely heroes stand in front of you, tensed up and ready for battle in case you turn out to be another adversary. You ask for their purpose, and the Dryad is first to speak:

"Whatever you think you're planning, it won't work. I've seen through the time streams. The Darkness is deeper than you could possibly imagine. Every victory here is only temporary. To strike true, we need to go where no army can follow. Please, do not delay us."

You ask how they plan to get there.

"We have a way," the woman replies, revealing the object in her hands. Your eyes are immediately lost in the mechanical intricacies of the wondrous machine. You know one thing for sure: no living smith, regardless of his race, could have crafted that.

Choose your reply:

➤ **Let them continue and give them a small escort** — Place sticker D15, "Heroes of Twilight" on the appropriate slot of the campaign map. Return to the Preparations Phase.

➤ **Turn them down and proceed with your next assault** — Return to the Preparations Phase.

➤ **Attack them and try to take control of their artifact** — Read Script 41.

46 You can't help but look as one of your warriors tumbles past the edge of the membrane and starts to fall down. You don't envy the poor bastard – it's a long drop. Watching him, you notice something forming under the membrane. A thick cloud of darkness slowly solidifies into a shape of a giant bell. Something tells you there's not much time left.

If Echoes of the Fallen World is equal to at least 6, immediately perform a bonus activation of one of your Squads. The battle continues.

47 The battle dies down before you are able to reach it. Not even a sign of the poor fools who have entered this domain remained.

Take 1 additional "Conquest" sticker. Continue the Preparations Phase.

48 Inch by inch, you take this plateau from the Darkness and clear all reinforcements coming through the Gate. The towering, beaked monstrosity falls, covered in wounds. You seem to triumph.

Then, a bell tolls somewhere under the membrane you stand on.

With its deafening sound, full of cacophonous overtones, the sun itself starts to dim. The Bell Crow caws, as if laughing at your effort. Then, it raises its claws and pierces the membrane with one, powerful strike. You fall, slide along the sides of a pitch-black bell and tumble towards the ground far below. At the same time, a black tide begins to spread from the base of the spires; a black sea that quickly consumes the cracked wasteland. You and all of your surviving warriors plunge into it.

The doom of your world saved your life – at least for now.

Place all surviving models on their Squad cards and set these cards aside — they will take part in the next battle. Continue to Scenario 5A.

49 At the other end of the gateway, some forgotten, half-buried ruins loom. The air is thick here, and the aura no less oppressive than in the dark realm. No wonder that the Darkness creatures raised their Gate here.

After a while, your forces discover a camp of Dvergar archaeologists. Though suspicious at first, they decide to help you as soon as they learn about your crusade in the dark world. Their digmaster presents you with a strange vessel they've just found in a locked vault within the ruins. You are not sure how to use it, but as soon as you lay your hands on it, your thoughts seem to race faster, and time seems to slow down.

Place sticker D18, "Ancient Vessel" in the "Effects" section of the Darkness campaign map. From now on, your maximum hand size is 4 and you draw up to 4 cards at the beginning of each turn.

SI You die — and your small, unimportant world joins thousands of others in the dark. Choose one:

- > Lose the campaign. Read **ENDING 5**.
- > Add 1 Echo of the Fallen Worlds and restart the battle.

54 The Empress is enraged by your meddling. She turns her face-mask towards the dying Crow and lets out another piercing wail. Thick spikes shoot up from the ground, puncture the Bell Crow's flesh and pump him full of a pitch-black fluid.

He rises, stronger than ever before.

Bell Crow no longer counts as Defeated. Replenish his Endurance Tokens and add 1 extra. From now on, he fights according to the regular rules.

The battle continues.

56 The Empress grows desperate. Once again her piercing call sounds in the thick air — and this time it is the ground that seems to respond. You suddenly feel something moving under your feet and realize what you were standing on was the back of some unimaginably enormous creature. Titanic muscles tense underneath the skin. You are jerked upward, and then the entire battlefield starts to slope, as it soars towards the surface realms. You are unable to comprehend what's happening here.

From now on, at the beginning of your every turn, make an Initiative roll for every model on the board, with the exception of the Bell Crow and the Abyssal Empress. The ones that fail lose their footing and tumble down into the eternal night.

The battle continues until you kill the Empress or all your models are dead.

58 Hours ago, a strange premonition told you to leave a part of your force near the ruined spires to await you. They did — and when they see you falling deeper after the battle on the bell tower, they jump after you without hesitation.

All your casualties from Scenario 4 are replenished — you start the battle with any five Squads at full strength.

59 Count your Echoes of the Fallen Worlds and compare with the table below:


- > No more than one Echo — read **ENDING 3**.
- > No more than five Echoes — read **ENDING 2**.
- > More than five Echoes — read **ENDING 1**.

SB-01 You die — and your small, unimportant world joins thousands of others in the dark.

Choose one:

- > Lose the campaign. Read **ENDING 5**.
- > Add 1 Echo of the Fallen Worlds and restart the battle.

SB-02 The Dvergar warrior roars as several arms of the Empress close around him, pushing their bony blades deep under his armor. She drags him close, crushing in her embrace. "For the fortress-world!" he shouts, and then grabs her by her face-mask, pulls it up and strikes her exposed face with an iron fist. The Empress wails. Her arms and legs curl like that of a dying spider. The Dvergar warrior falls beside her, his armor shredded and flesh bleeding. The umbral ooze stops flowing from the damaged spine. Instead, it erupts around the Empress, protecting and healing her.

Remove the large token in  contact with the Empress. This turn, the Darkness draws and plays only **ONE** card. The battle continues.


SB-04 The Empress is enraged by your meddling. She turns her face-mask towards the dying Crow and lets out a piercing wail. Thick spikes shoot up from the spongy ground, pierce the Bell Crow's flesh and pump him full of a pitch-black fluid.

He rises, stronger than ever before.

Bell Crow is no longer Immovable. Replenish his Endurance Tokens and add 1 extra. From now on, he fights according to the regular rules.

The battle continues.

SB-05 As you cut thick, dense skin and chip the yellowed bone, a hot stream of umbral ooze squirts upwards. It coalesces into a twisted shape that soon attacks you. It seems that the very blood of the Primordial Shadow is a liquefied darkness.

From now on, any wounded Spinal Segments act as Shadow Gates. New Darkness models are deployed in  contact with them, choosing the ones closest to your models.


SB-06 The Empress grows desperate. Once again her piercing call sounds in the thick air — and this time it is the ground that seems to respond. You suddenly feel something moving under your feet and realize what you were standing on was the back of some unimaginably enormous creature. Titanic muscles tense underneath the skin. You are jerked upward. The entire battlefield starts to slope, as it soars toward the surface realms.

You are unable to comprehend what is happening.

From now on, at the beginning of your every turn, make an Initiative roll for each of your models. The ones that fail lose their footing and tumble down into the eternal night.

The battle continues until you kill the Empress, or all your models are dead.

SB-08 After the Dvergar warrior fell, the Dryad tried to step up into his place, pushing the Empress back with a flurry of blows. This ended when the Empress seized her spear and broke it in half. In response, the Dryad jumped at her enemy with a wild war cry, broken shaft in hand. She pushed this sharp stake deep into the abdomen of the Empress while the wounded creature clawed and ripped her flesh. Fake human skin parted, revealing thick bark underneath. Vines and branches burst out, entangling the Empress in their green embrace for a few precious moments.

Remove one of the small tokens in  contact with the Empress. This turn, the Darkness draws and plays only **ONE** card. The battle continues.

SB-09 Count your Echoes of the Fallen Worlds and compare with the table below:

- > No more than five Echoes — read **ENDING 4**.
- > More than five Echoes — read **ENDING 3**.



SOLO / CO-OP VS AI CAMPAIGN

LAST CITY

PROLOGUE

It's there! You almost began to think all these tales and crude maps were just a ruse, planned to draw you away from the war. Then, one morning, you see a shimmer in the far distance, beyond the sand clouds. You and your warriors come closer, and soon you all stand silently on the crest of a dune, awestruck by the titanic walls, rows of defensive bastions, and the gargantuan palace that sits atop of the city, leaning on the side of a blood-red mountain.

The fabled Last City! Until now it was only a legend. An ancient human settlement that was supposed to have survived the Judgement in the far corner of the world, and carried on for hundreds of years, oblivious to any other survivors, without making any contact with the outside world.

That last part is about to change. You look back on a small detachment walking slowly behind you. With all the wars raging in the known lands, your faction could not spare many troops for such a mad quest. Even though you made sure to pick only the best, you know that when the fighting starts to take its toll, their numbers will melt quickly. And there will be fighting - you're sure of it. Old bones and pieces of armor scattered around the perimeter are enough of a giveaway.

CAMPAIGN RULES & SETUP

Apart from the standard rules found at the beginning of this booklet, the following rules also apply during the Last City campaign.

Last City is a solo and CO-OP campaign in which one (or two) players face off against an increasingly difficult AI. The opposing army, the Remnants of the Last City, uses the standard AI Darkness rules, found in the first sections of this book.

YOUR FORCES AND DECK

You start the campaign with all Squads and models of a single faction. In each battle, you may select up to five of your remaining Squads. Their numbers will grow smaller if you suffer many Casualties (see the Casualties section below).

Before you start the campaign, build your initial deck of 25 cards. It will grow smaller once your losses mount up.

In CO-OP mode, both players split the available forces of **one** selected faction between them and build decks of 20 cards each.

CASUALTIES

During the Last City campaign, the campaign track represents your growing Casualties. The further you venture into the city, and the more battles you lose, the smaller your force will become.

The Casualties track starts at 0 - don't put a marker on it until you get at least 1 Casualty point. Whenever your Casualties reach slots numbered 3, 6, 8 and 10 on the track, remove one of your Squad cards from the game. You will no longer be able to deploy this Squad!

Whenever a player loses a Squad this way, they have to build a new campaign deck with 5 fewer Action cards (their maximum deck size is reduced by 5).

Important! If you lose any battle while the Casualties track is at 10, you lose the campaign! Read **ENDING 1**.

SCENARIO 1


THE BRAZEN GATES

Though you can clearly see self-repeating ballistae sitting on walls and bastions, none of them moves when you approach. The impressive brass gate, its reliefs depicting human kings, priests and warriors, is slightly ajar. Are you late? Was this city already plundered by others like you?

With your best warriors at the front, you open the gate wider and walk into its shadow. The courtyard beyond is littered with bodies, but none seem to belong to the invaders. Some of them carry eerie silver masks. The others: ornate armor, with steam mechanisms slightly resembling those of Holy Knights. Both forces seem native to this city. But why did they slaughter each other?

Suddenly, someone steps out of the dark. A human figure in priest garb, wearing one of the silver masks. It stumbles towards you. Then, black tendrils shoot out from the mouth and the eyes. Embroidered sleeves rip apart, revealing dark, twisted sinew and sharp spikes. More shapes rise from the ground.

SETUP:

- Use the standard battle map.
- Place only two Crystal Sources. Do not place the Shadow Gate.
- Before the battle, place 9 small tokens on any empty hexes of the map, outside of  contact with any other tokens or models. These represent Remnant Corpses (see Special Rules).

YOUR OBJECTIVE: Survive until the Darkness deck depletes or win through Victory Points.

YOUR SPECIAL OBJECTIVE: Do not lose any of your Squads.

DIFFICULTY: Play 2 Darkness cards each turn.

REMNANTS FORCES: Shadow Squad, Void Specter Squad, Impostor Squad - all arrive during the battle.

REMNANTS DECK: Select all Shadow, Void Specter, and Impostor cards. Shuffle them and then take the top 10 cards.

SPECIAL RULES:

The Remnants models do not arrive via the Shadow Gate. Instead, whenever a Remnant model is supposed to spawn, select a Corpse token closest to any one of your models and replace it with this Remnant model.

YOUR REWARD: Place a “Captured Gateway” sticker (E01) on the corresponding slot of the Last City map. Continue to Scenario 2.

YOUR PENALTY: +1 Casualties. Replay this scenario.

YOUR SPECIAL PENALTY: Whether you win or lose, add +1 to Casualties if you've lost any full Squad (but no more than +1)!

SCENARIO 2

INTO THE CITY

Unlike other scenarios, this one involves a large number of consecutive battles against AI, conquering selected locations within the city. In each of these battles, your objective is to **win through Victory Points** or **survive until the opponent's deck runs out** (unless stated otherwise). Enemy forces and special rules change depending on the location. Setup is standard, unless stated otherwise.

Start by placing your faction token on one of the routes leading from the Brazen Gates - (E02-A), (E02-B) or (E03). Read the description of this location and fight the battle according to the listed rules. Then, if you win, proceed to one of the points listed in the “Going Further” section. If you lose, apply the penalty. It usually involves raising the number of Casualties and moving your faction token back to the last conquered location. Finding a route that's most accessible to your army and your playstyle may take several attempts!

PLEASE NOTE: if you go back to a previously conquered location, DO NOT replay the battle. This area is already safe and you may immediately move to another one, listed in its “Go Further” section.

(E02-A) FACELESS GRAVEYARD

You climb a narrow wooden stairway, spiraling up inside one of the stone bastions. Finally, you reach the top of the wall. This entire foreboding, silent city now stretches beneath you. In the distance, the wall seems to disappear in a sandstorm, but it emerges on the other side, almost reaching the palace grounds. This seems like a smart way to bypass most of the lower city – at least for now.

You continue, and before long you notice a ramp on the outer side of the wall, made up of rotting Faceless bodies. It seems their herd had tried to storm the city by force. They almost made it. Unfortunately, to go further you must traverse the stench-ridden battlefield they have left on top of the wall. As expected, dark apparitions rise from between the bodies as soon as you draw closer.

REMNANTS FORCES: 1 Shadow Squad, 1 Void Specter Squad.

REMNANTS DECK: Take all Shadow and Void Specter cards, shuffle them, take the top 15 and set aside the rest.

DIFFICULTY: Play 3 Darkness cards each turn.

SPECIAL RULES: Walking through the carpet of dead Faceless is always risky - some of them may still be twitching. Whenever your model moves more than 2 Spaces in a single Move Action, roll the red die. If the result is 5 or 6, it receives a Wound.

PENALTY: +2 Casualties. Retreat to E01.

REWARD: +1 Casualties. Place a “Conquest” sticker (E02) on this location and Go Further.

GOING FURTHER: From here, you may continue along the top of the wall (E04), and into the sandstorm or go towards the main gate (E01).

(E04) STORM BASTION

The last of the storm towers that once shielded the entire city is still operational, shrouding part of the wall in a thick sandstorm. Fighting your way through it will be dangerous - you're certain many of your warriors will die, blown from the wall or walking over its edge blindly. To make matters worse, there are some strange dark shapes lurking in the thick cloud. Your best hope is to cut through them and disable the Storm Crystal as soon as possible.

REMNANTS FORCES: 1 Shadow Squad, 1 Impostor Squad, 1 Void Specter Squad.

REMNANTS DECK: Take all Shadow, Impostor and Void Specter cards, shuffle them, take the top 12 and set aside the rest.

DIFFICULTY: Play 2 Darkness cards each turn.

SPECIAL RULES: Every moment you spend within the storm is costly. At the beginning of each of your turns, apply 1 Wound to one of your models.

PENALTY: +2 Casualties. Retreat to E02-A.

REWARD: +1 Casualties. Place sticker E04, “Disabled Tower”, on the appropriate slot of the Last City map. The shards from the disabled Storm Bastion prove useful – from now on, start each battle with 1 additional Crystal. Go Further.

GOING FURTHER: You emerge from the cloud and notice the city beneath you has changed. You are now walking above its upper, representative part. There's a wide road leading from the wall to the palace gardens (E02-H). You may also turn back (E02-A).

(E03) EMPTY HOMESTEADS

The winding main road of the lower city leads your force to a sand-swept plaza. Dozens of silent windows and doorways stare at you like black eyes. You call, but nobody answers. It seems every last person has disappeared. But where did they go?

Before you have a chance to move on, twisted shapes emerge from abandoned buildings, surrounding your force on all sides. You form ranks in the middle of the plaza, hoping to break the dark wave.

REMNANTS FORCES: 1 Shadow Squad, 1 Impostor Squad, 1 Void Specter Squad.

REMNANTS DECK: Take all Shadow, Impostor and Void Specter cards, shuffle them and draw the top 18.

DIFFICULTY: Play 3 Darkness cards each turn.

SPECIAL RULES: There's no Shadow Gate in this battle. Whenever a Darkness model is to be deployed, put it in an empty Space along edge of the map, closest to one of your models.

PENALTY: +1 Casualties. Retreat to the last Conquered location.

REWARD: +1 Casualties. Place sticker E03, "Plaza Massacre", on the appropriate slot of the Last City map and Go Further.

GOING FURTHER: You may continue to explore the lower city - (E02-C) or (E02-D). You may also go through the ceremonial arch leading into the upper city (E06) or head towards the main city gate (E01).

(E02-B) COMB-MAKER'S WORKSHOP

A labyrinth of alleyways leads you to a sprawling workshop. It seems hundreds of people were hired here producing large clay structures that resemble oversized honeycombs. Why would they waste so much effort for something so weird? You approach to inspect one of the honeycombs. Immediately, a nearby boarded-up shed erupts, spewing twisted creatures of Darkness on top of your force.

REMNANTS FORCES: 1 Shadow Squad, 1 Impostor Squad, 1 Slaughter Crow Squad.

REMNANTS DECK: Take all Shadow, Impostor and Slaughter Crow, shuffle them and draw the top 12.

DIFFICULTY: Play 2 Darkness cards each turn.

PENALTY: +1 Casualties. Retreat to E01.

REWARD: Place a "Conquest" sticker (E02) on this location and Go Further.

GOING FURTHER: You may ascend a steep alley up to a strange, domed temple (E02-C), walk deeper into the lower city (E05) or go back to the main gate (E01).

(E05) HOUSE OF ETERNITY

A silent shrine sits in front of a reflective pool. Throughout the entire temple grounds, desiccated bodies of starved men, women and children crouch, lie, and lean against walls, as if waiting for something that never happened.

Inside the temple, you find dozens of bandage-wrapped bodies around an eerily luminescent pool with a stone ceremonial ramp leading into it. You remove some of the bandages and notice that the emaciated people inside are not entirely dead. They were placed in some sort of strange stasis, probably by submerging them in the waters of the pool. But before you get a chance to inspect it, black tendrils and malformed extremities erupt from some of the mummies.

REMNANTS FORCES: 1 Shadow Squad, 1 Impostor Squad, 1 Void Specter Squad.

REMNANTS DECK: Take all Shadow, Impostor, and Void Specter cards, shuffle them and draw the top 14.

DIFFICULTY: Play 2 Darkness cards per turn, use the "Dark Mode" difficulty card.

SPECIAL RULES: The opponent starts the battle with 5☉.

PENALTY: +2 Casualties. Retreat to the last Conquered location.

REWARD: After putting all the revenants to rest, you discover that the temple waters indeed have some pain-killing and regenerative properties. Place sticker E05, "Drained Pond", on the appropriate slot of the Last City map. From now on, you may restore 1 Endurance token once per battle to any of your Squads but any Squad you heal this way gets -1 INI until the end of the battle.

GOING FURTHER: You may follow a narrow canyon path that seems to connect the temple with the upper city (E02-E) or you may turn towards the comb-makers workshop (E02-B).

(E02-C) STONEDOME

This enormous domed temple was clearly important - its walls are as thick as the city walls themselves, and there's only one entrance. The dome itself is cracked, and through these cracks a familiar blue glow seeps out.

You force the door open and enter the sanctum. In the middle of it, right under the center of the dome, a giant meteor sits on a pedestal, surrounded by abandoned prayer rugs. The face of the meteor is studded with the largest Crystals you have ever seen. Unfortunately, the malformed patrons of the temple, still lurking near its walls, will not let you approach their former relic without a fight.

REMNANTS FORCES: 1 Shadow Squad, 1 Impostor Squad, 1 Void Specter Squad, 1 Slaughter Crow Squad.

REMNANTS DECK: Take all Shadow, Impostor, Void Specter and Slaughter Crow cards. Shuffle them and draw the top 16.

DIFFICULTY: Play 2 Darkness cards each turn.

SPECIAL RULES: Place only 1 Crystal Source, at least 2 Spaces away from the edge of the map. Harvesting this Crystal Source gives you 3 Crystals (if Controlled) or 1 Crystal (if Contested).

PENALTY: +2 Casualties. Retreat to the last Conquered location.

REWARD: Place a "Conquest" sticker (E02) on this location and sticker E11, "Celestial Crystals", in the Plunder section of the Last City map - from now on, you start each battle with 2 additional Crystals. Go Further.

GOING FURTHER: You may follow a ceremonial path that seems to connect the Stonedome with the upper city (E02-E) or you may go to the comb-makers workshop (E02-B). There's also a small alleyway that cuts back to the lower city plaza (E03).

(E02-D) SIEGE-MASTER'S WORKSHOP

For a long time, rows of self-repeating ballistae protected the walls of the Last City. But now, the workshop where these feats of engineering were made lies quiet and abandoned. Steel bowstrings, thick as a thumb, rest on long racks. Arrowheads gleam in the dark like giant teeth.

Not everyone is gone. Vile specters emerge from dark corners of the workshop, their sinewy bodies fused with sharp metal and entwined with steel cables. Then, you hear the sound of some mechanism winding up in the dark - and the sharp clang of a released bowstring.

REMNANTS FORCES: 1 Void Specter Squad (+1 ATT, +1 Endurance token), 1 Impostor Squad (+1 ATT, +1 Endurance token), 1 Slaughter Crow Squad (+1 ATT, +1 Endurance token).

REMNANTS DECK: Take all Impostor, Void Specter and Slaughter Crow cards. Shuffle them and draw the top 16.

DIFFICULTY: Play 2 Darkness cards each turn.

SPECIAL RULES: Select one edge of the map and mark it with a token. This is the Far Edge of the workshop. At the beginning of every enemy AI turn, choose one of your models closest to the Far Edge and check it for Hit (with a yellow die). Effect: the model receives 2 Wounds and is Pushed one Space away from the Far Edge (it may Push). This barrage lasts until you finish the battle.

PENALTY: +1 Casualties. Retreat towards the last "Conquest" sticker.

REWARD: Place a "Conquest" sticker (E02) on this location and Go Further.

GOING FURTHER: From here, a creaky elevator climbs the inner city wall. It seems to connect the workshop with the barracks far above (E02-F). If you don't trust this old contraption, you may always turn back (E03).

(E02-E) CANYON SHORTCUT

The path leads into a winding canyon, its sides covered with small dwellings, carved into the solid rock. Their stone facades look at you with hundreds of small, black windows. You feel uneasy, but the road seems to be going upwards, towards the high city - and this is your direction.

This city already gave you enough lessons. You set yourself up for an ambush. And sure enough - it comes. Dozens of dark shapes spring at you from within stone hovels.

SETUP: Do not place a Shadow Gate. All Spaces along all edges of the map act as Shadow Gates instead - enemy models always spawn as close to your models as possible.

REMNANTS FORCES: 1 Shadow Squad, 1 Void Specter Squad, 1 Impostor Squad, 1 Slaughter Crow Squad.

REMNANTS DECK: Take all Shadow, Impostor, Void Specter and Slaughter Crow cards. Shuffle them and draw the top 16.

DIFFICULTY: Play 2 Darkness cards each turn and use the "Leeches" difficulty card.

PENALTY: +2 Casualties. Retreat towards the last "Conquest" sticker.

REWARD: +1 Casualties if you lost any full Squad during this battle. Place a "Conquest" sticker (E02) on this location and Go Further.

GOING FURTHER: In the distance, the canyon leads out into the sunbaked, green gardens of the upper city (E02-G). The road back returns to the House of Eternity (E05) and the Stonedome (E02-C).

(E02-F) THE CITADEL

Towering above the shacks, cottages and workshops of the lower city, a massive red-bricked citadel looms attached on one side to the inner wall. For such an imposing structure, it proves quite defenseless. Once you delve into its barracks and corridors, you meet no one - at least until you venture into the long briefing hall.

If the sticker E08, "Curate's Headdress" is in the "Plunder" section of the Last City map, read Event 2. If not, read Event 1.

EVENT 1

Inside the vast hall, behind the table hosting a large scale model of the entire city, stands an imposing figure in an ornate golden breastplate, leaning on a ceremonial sword. You can clearly see the corruption seeping from under his armor. Despite this, he seems to have retained control of himself. And a command of his mutated troops, waiting along the walls.

"Cur of the Silver Faces," his voice booms when he sees you, "I should have known Curate would find someone else to do his dirty work. But know one thing: we were tasked with preserving this city, and we will continue doing so long after your body rots away."

SETUP: Do not place a Shadow Gate and set up only two Crystal Sources. Before you deploy any of your models, place all enemy models in empty Spaces along the edge of the map - no more than one model per Space. Darkness cards do not spawn additional models during this Battle.

REMNANTS FORCES: 1 Shadow Squad, 1 Void Specter Squad, 1 Impostor Squad, 1 Slaughter Crow Squad.

REMNANTS DECK: Take all Shadow, Impostor, Void Specter and Slaughter Crow cards. Shuffle them and draw the top 14.

DIFFICULTY: Play 2 Darkness cards each turn and use the "Dark Mode" difficulty card.

PENALTY: +2 Casualties. Retreat towards the last Conquered location.

REWARD: +1 Casualties. Place a "Conquest" sticker (E02) on this location. Place sticker E07, "Sword of the Strategos", in the "Plunder" section of the Last City map. Go Further.

EVENT 2

Inside the vast hall, behind the table with a large scale model of the entire city, sits an imposing figure. The Strategos of the Last City, clad in ornate armor, watches you closely. You can clearly see the corruption seeping from under his armor. Despite this, he seems to have retained control of himself. And of his mutated troops, waiting along the walls.

"I see you carry a gift," he says, gesturing towards the headdress of the defeated Curate. "I'm glad he paid the price for everything he and his Silver Faces

did to our people. Not that it matters now. We're the last of the last. After we succumb to this curse, no one else will remain."

He stands up, walks right up to you; the smell of rotten flesh and corruption is almost overwhelming. He hands you a huge war-horn.

"Go," he says. "Get to the Heart of the City and do what you must."

REWARD: Place a "Conquest" sticker (E02) on this location. Place sticker E10, "Ancient War-Horn", in the Plunder section of the Last City map. Go Further.

GOING FURTHER: From the foot of the citadel, a wide street leads straight to the temple grounds (E02-H), but you may also take the creaky elevator back to the lower city (E02-D).

(E06) THE SACRED ALLEY

The axis of the entire Last City is an impressive alley, surrounded by statues of gods and heroes. It passes through the golden gate of the inner wall and stretches along two rows of luxury townhouses, shrines and garden villas. At its end, you see the palace grounds. Reaching them won't be easy. A thick cloud of darkness blocks your way. Foreboding shapes lurk behind the sand-blasted monuments. This is an easy way in - and just like all easy ways it is heavily guarded, its defenders larger and fiercer than anyone you have encountered up to this point.

SETUP: Before you set up your models, choose one edge of the map. Deploy one full Shadow Squad and one full Void Specter Squad in any two Spaces along this edge.

REMNANTS FORCES: 1 Shadow Squad, 1 Void Specter Squad, 1 Impostor Squad, 1 Slaughter Crow Squad.

DIFFICULTY: Play 2 Darkness cards per turn and use the "Growing" difficulty card.

REMNANTS DECK: Take all Shadow, Impostor, Void Specter and Slaughter Crow cards. Shuffle them and draw the top 16.

PENALTY: +2 Casualties. Retreat towards the last "Conquest" sticker.

REWARD: +1 Casualties. Place sticker E06, "The Breach", on this location and Go Further.

GOING FURTHER: The sacred alley leads upwards to the palace grounds (E02-H), while a cobblestone road diverges towards enormous villa with a two-story silver mask on its facade (E02-G). The lower city sits quietly behind you (E03).

(E02-G) CURATE'S VILLA

A magnificent mansion stretches itself on a green terrace, baked by the scorching sun. The silver face on its facade seems to twitch and grimace - or is it just a mirage caused by the heated air? Upon entering the building, you see religious murals, sacred statues and vast libraries. An important member of the clergy had to reside here.

Finally, you reach a dusty study located directly behind the mask. Its eyes are windows, overlooking the city. A thin figure sits by one of them, its ornate mask and headdress made not of silver, but pure diamond-encrusted platinum.

If the sticker "Sword of the Strategos" (E07) is in the "Plunder" section of the Last City map, read Event 2. If not, read Event 1.

EVENT 1

The figure rises slowly, and turns towards you. It removes the mask, revealing a yellowed skull that caves in where the face should be, the bone framing a small black vortex that seems to draw all light out of the room.

"How could we know?" a sinister voice whispers. "Too many dreamers... Too many dreams... Too many paths into the land of nightmare."

He lets out a horrific shriek. The walls of the room dissolve into pure black.

SETUP: Deploy one full Shadow Squad and one full Impostor Squad with the Shadow Gate.

REMNANTS FORCES: 1 Shadow Squad, 1 Void Specter Squad, 1 Impostor Squad - the Void Specters will arrive during the battle.

REMNANTS DECK: Take all Shadow, Impostor and Void Specter cards. Shuffle them and take the top 16.

DIFFICULTY: Play 3 Darkness cards each turn. The Darkness starts with 6.

REWARD: Place sticker E08, "Curate's Headdress" in the appropriate slot of the Last City map. Place the "Conquest" sticker on this location and Go Further.

PENALTY: +1 Casualties. Retreat towards the last "Conquest" sticker.

EVENT 2

"I see you taught this heathen a lesson," says the figure, even though it's still turned away from you. "His grunts slaughtered many of the Dream-servants. They blamed us for all of this, you see. Poor fool."

A small table materializes before you. An old, musky scroll sits atop, and the space itself seems to wrap around it.

"That's how I learned how to make them dream. But there's plenty of other knowledge within. Take it. May it bring more luck to your people than it did to mine."

REWARD: Place sticker E09, "The Scroll of Embalming", in the "Plunder" section of the map and Go Further. You may disable sticker E09 at any point between the battles to return one of your Squads lost due to the Casualties track. Place a marker on its Squad card. It gets -1 to all basic Attributes (INI, ATT, DEF, MOV) but +1 Endurance. Then, add any five Action cards to your deck.

GOING FURTHER: From here, a private staircase used by the Curate himself leads up to the palace grounds (E02-H). A cobbled road connects back to the sacred alley (E06) while a secret shortcut dug into the rocky canyon may take you back to the lower city (E02-E).

(E02-H) PALACE GROUNDS

You're almost on top of the city now. A breathtaking vista spreads far in all directions while a menacing palace looms above you. Up close, you notice there's something wrong with it. The walls are cracked and seeping with something foul. The tall honeycomb structures, clinging to the mountainside, seem to emanate with dark energy. But there's no time to worry about that. You quickly discover that the pathways and garden mazes around the palace are crawling with twisted creatures, as if the building has drawn them from all parts of the city. Cutting your way through all of this will be extremely hard.

OPTIONAL

Read this fragment only if sticker E10, "Ancient War Horn", is present in the "Plunder" section of the Last City map.

Seeing the overwhelming numbers, you remember the gift of the Strategos. Guided by intuition, you decide to blow it, its booming sound resonating from the face of the mountain. Some of the creatures, clad in the city guard armor, seem to recognize this call. They rise and join your force, tying some of the enemies in combat.

Disable sticker E10. Use the alternative Remnants Force in the battle below.

THE BATTLE

REMNANTS FORCES: 1 Shadow Squad, 1 Void Specter Squad, 1 Impostor Squad, 1 Slaughter Crow Squad.

ALTERNATIVE REMNANTS FORCES (if you used the Ancient War-Horn): 1 Shadow Squad, 1 Void Specter Squad.

DIFFICULTY: Play 3 Darkness cards per turn, and use the "Essence" difficulty card.

REMNANTS DECK: Take all Shadow, Impostor, Void Specter and Slaughter Crow cards. Shuffle them and take the top 16.

PENALTY: +1 Casualties. Retreat towards the last "Conquest" sticker.

REWARD: Place the "Conquest" sticker on this location and Go Further.

GOING FURTHER: The route to the palace gate (E02-I) is clear! You cannot turn back now; too many apparitions are lurking in the gardens behind you.

(E02-I) HEART OF THE CITY

Continue to Scenario 3!

SCENARIO 3

HEART OF THE CITY

You wander through empty courtyards and vast halls. You peer at the gem-studded domes. The Darkness is everywhere. It coils in the corners of the rooms. Its membranes hang from marble arches like putrid curtains. The walls themselves seep with corruption.

Then, you reach a throne room under an open sky. But what sky is that? Instead of baking sun, you see infinite darkness, twirling vortices of umbral energy, sinewy filaments descending from above and reaching the ground. The Heart of the City sunk into the Darkness!

Before you, a path leads towards the throne, cut into the side of the mountain this city was built upon. Once, this throne had to appear enormous. Today, it's flanked on both sides by even larger clusters of clay honeycombs. Some have burst open, and you can clearly see bandage-wrapped mummies resting within. One in each section of the structure. How many are there? Five thousand? Ten Thousand? You quickly lose count.

Suddenly, you hear a slithering behind you. A foreboding figure walks out of the dark, its tendrils trembling. A cancerous mass at the top of its head splits open, revealing a perfectly triangular face. Behind it, row upon row of smaller beings emerge from the dark. You form ranks in the middle of the courtyard, under a dark sky. This will be your final battle.

SETUP:

- Use the alternative, Darkness-themed battle map and place four Crystal Sources according to the standard rules.

- Deploy your forces within three central Spaces of the Darkness map (the red zone). If there aren't enough empty hexes, place any remaining models with the ones already present on the map.

- Place a Shadow Gate one Space away from any edge of the map.

- Place a Prime Shadow model one Space away from the edge of the map directly opposite the Shadow Gate.

- Deploy Void Specters with the Prime Shadow and Shadows with the Shadow Gate. The remaining models will arrive during the battle.

- The Remnants take the first turn.

YOUR FORCES: Use any of your remaining Squads.

YOUR OBJECTIVE: Kill the Prime Shadow and then win through Victory Points.

REMNANTS FORCES: Shadow Squad, Void Specter Squad, Impostor Squad, Slaughter Crow Squad, Prime Shadow.

REMNANTS DECK: Select all Shadow, Void Specter, Impostor, Slaughter Crow and Prime Shadow cards. Shuffle them and take the top 24.

DIFFICULTY: Play 3 Darkness cards each turn. Use the "Now or Never" difficulty card. Its effect is permanent!

SPECIAL RULES: Even if you gather enough Victory Points, the battle cannot end until the Prime Shadow is dead.

REWARD: Read ENDING 2.

PENALTY: +2 Casualties. Replay this scenario.

ENDING 1

The city claims your life – and the lives of everyone who followed you. Its treasures and its secrets remain intact, waiting for another would-be conqueror foolish enough to pass the Brazen Gate. Deep inside its heart, the dreamers weave their endless nightmares and the Prime Shadow lingers on a throne between the worlds.

RESTART THE CAMPAIGN!

ENDING 2

You barely hold off the wave of the Darkness. The sky clears. The wailing from the burial cells goes quiet. But even with the throne room cleared, twisted creatures from the city still converge upon the palace.

Too weak to fight your way back, you delve deeper into the building. Soon, you discover a long mural that tells the story of the city up until its last days. Looking at the small figurines and elaborate scenes, you begin to understand.

The residents believed they were the last of the human race. They built their impressive walls, their ballistae and their Storm Towers to ensure the survival of their species. But this cut them off from the land outside the gates. Soon, mass starvation struck them.

It is then that the Silver Faces began to embalm and hibernate unessential citizens, sealing them within their ceramic honeycombs - to be awoken, whenever a better time came.

It did not. The number of the embalmed grew steadily. Thousands of people were engulfed in a choking dream. With so many permanent pathways into the land of nightmare, it was only a matter of time before the Darkness showed up.

It corrupted both the city guard and the Silver Faces, pushing them into a civil war that soon drained the city of any strength. Only a sand-swept husk remained, and in its corrupt heart, an invader from the other side took the throne for himself.

You ponder this story, when one of your scouts comes running. They have found a secret path leading from the top of the palace back onto the city wall. It is time to depart, with the sad remains of your force, with your meager plunder - and a chilling story you will never forget.

Only the dreamers stay behind, submerged in a nightmare that will last until the end of times.

CONGRATULATIONS!





SOLO / CO-OP VS AI CAMPAIGN

ABYSSAL EMPRESS

PROLOGUE

This place is mentioned only in whispers. The fortress crumbled long ago, only the outside walls still stand sheltering a sphere of pure black beyond the overgrown gate. Scholars and priests have long tried to discover the origins of this sphere.

The grim, mysterious people who live in the vicinity repeat a tale of a lord whose sickly, lamebrained son wrote a blasphemous tome, one page each night, though during the day he didn't even know how to hold a quill. His father studied the tome, looking for clues that could help him understand his only child. He found something else. One day, the entire household disappeared, leaving only a void that consumed everyone who touched it. In time, the place fell into ruin and was forgotten — until you came along.

Why did you arrive at this place? Was it for wisdom? To pry the ancient powers from the void? Or maybe just to solve an age-old riddle? Doesn't matter. As you stand in front of the sphere, looking into its total blackness, you can only think about what may be slumbering inside...

CAMPAIGN RULES & SETUP

Apart from the standard rules found at the beginning of this booklet, the following rules also apply during the Abyssal Empress campaign.

The Abyssal Empress campaign has been created for solo or CO-OP play

SAVING THE CAMPAIGN PROGRESS

Abyssal Empress is a relatively compact campaign, and as such it has no progress stickers or map, though there are still some choices and bonuses that carry over from scenario to scenario. To keep track of them, please prepare a piece of paper that will act as your save sheet.

SCENARIO 1

CLUES FROM THE PAST

You were expecting this place to have been looted a long time ago, yet there are still some derelict items scattered around the perimeter of the sphere. Red candles peer at you from the dust. The remains of an old book sit on a stone table, cut in half by the black void. The horrific nature of this place repelled visitors, preserving many valuable clues as to what had happened here.

You try to pick up the remnants of the book — and at this very moment, a twisted hand reaches out of the void and grabs you by the wrist. You feel the touch of a slimy, cold bone. You sever the hand with one quick stroke while your men grab their weapons. Shadows emerge from the void and attack.

So THAT's the real reason why everyone left this place intact...

SETUP:

- Use the standard battle map.
- Place a large token at least 3 Spaces away from the edge of the map. This token, and all adjacent Spaces, represent the Void Sphere (See Special Rules). In total, the Void Sphere contains 7 Spaces and there are 12 Spaces adjacent to the Void Sphere.
- Place eight small tokens in Spaces adjacent to the Void Sphere — no more than 1 per Space. They represent Unsettling Clues that may help you understand what happened here a long time ago.
- Place two Crystal Sources, your Shrine, and your forces according to the regular rules.

YOUR FORCES: Select any 2 Squads and build a deck of up to 15 Action cards.


YOUR OBJECTIVE: Survive the enemy assault.

YOUR SPECIAL OBJECTIVE: Collect as many Unsettling Clues as possible.

ABYSSAL FORCES: One Shadow Squad, one Impostor Squad.

ABYSSAL DECK: Select all Shadow and Impostor cards. Shuffle them and then draw the top 12 cards.

SPECIAL RULES:

- The Abyssal force will draw & resolve TWO Darkness cards each turn.
- No model can stand on any of the Void Sphere Spaces. Any models even partially pushed or moved inside are immediately destroyed.
- The Void Sphere counts as a Shadow Gate for the purpose of this scenario. Darkness models will deploy at the Edge of the Void Sphere whenever a Darkness card calls for it.
- If your model gets into  contact with the Unsettling Clue, it may collect the Clue as a free action.
- The battle ends once you collect all the Unsettling Clues, the enemy runs out of Darkness cards, or you lose all of your models.

YOUR REWARD: If you have gathered six or more Unsettling Clues, go to Scenario 3. Otherwise, go to Scenario 2.

YOUR SPECIAL REWARD: If you have gathered all eight clues, mark the "Vigilant and Prepared" event on the save sheet and go to Scenario 3.

YOUR PENALTY: You die, ripped apart by the spawn of darkness. Restart the campaign.

SCENARIO 2



THE SACRIFICE

Once the Shadows were defeated, you pulled back from the ruins, unwilling to tempt another attack. The clues you have collected are perplexing. The objects around the sphere seem to hold some ritual meaning, but while many are as old as the ruins, others feel fairly new. Too bad you weren't able to reach the remnants of the book or copy the inscriptions scribbled on the floor.

Your warriors rest after the battle when a surprise attack swarms and overwhelms you. The last thing you notice is a humanoid wearing a triangular mask who is about to smash your head with a club.

You wake up tied, next to the Void Sphere, with some sort of ceremony underway. Inhabitants of nearby towns and villages, all wearing similar masks, chant around the sphere. A priest just finished slaughtering one of your warriors. You try to free yourself, cutting the rope with a sharp stone. Then, something responds to the chants deep inside the Void Sphere. A horrific shape starts to materialize — crowned with an enormous, pyramid helmet.

SETUP:

- Place the Abyssal Empress model at least 3 Spaces away from the edge of the map. She acts as the Shadow Gate for the purpose of this scenario.
- Deploy all Impostors, Void Specters, and Shadows in  contact with the Empress.
- Select any edge of the map and deploy all your models no more than one Space away from the selected edge. Then, place a small token in  contact with each of your models, except one. They represent Bonds (see Special Rules).

YOUR FORCES: Select any 4 of your Squads. Create a deck of up to 25 Action cards.

YOUR OBJECTIVE: Win through Victory Points or survive until the Darkness deck depletes.

YOUR SPECIAL OBJECTIVE: Free your entire force.

ABYSSAL FORCES: Abyssal Empress (starts inactive, see Special Rules), Shadow Squad, Void Specter Squad, Impostor Squad.

ABYSSAL DECK: Select all Shadow, Void Specter, Impostor and Abyssal Empress cards. Shuffle them and then draw the top 16 cards.

SPECIAL RULES:

- The enemy will draw & resolve TWO Darkness cards each turn.
- The Abyssal Empress starts the battle inactive, surrounded by the writhing darkness. She cannot activate, perform any actions, become attacked, pushed or affected in any way. Her Endurance value is 0.
- All Bound models are Blocked (they cannot Move in any way, but they may still perform other Actions, initiate Combat, defend etc.)
- To remove a Bond token, Attack it with any model that's not Bound.
- Use the time track to count completed turns of the battle. Mark Turns III, IV, and V on the track.
- **Turn III:** The Empress notices you're about to escape. She emerges from the void, though this causes her visible pain. From now on, the Empress activates and acts according to the regular Darkness AI rules.
- **Turn IV:** The masked followers of the Empress finally take notice that you're about to flee and they rush in to stop you. If there are any Bound models left, one of them is immediately killed.
- **Turns V+:** From now on, at the beginning of each turn, kill one Bound model (if there are any left).

YOUR REWARD: Go to Scenario 4.

YOUR SPECIAL REWARD: If you have managed to free all your models, mark the "No One Left Behind" event on the Save Sheet, and go to Scenario 4.

YOUR PENALTY: Many of your companions die violent deaths and the Abyssal Empress is now walking through your world, but at least you have managed to escape. Mark the "Feast for the Empress" event on the Save Sheet and go to Scenario 4.

SCENARIO 3

SUSPICIONS CONFIRMED

Once the Shadows are defeated, you retreat from the ruins, unwilling to tempt another attack. Fortunately, you were able to gather nearly all of the clues scattered around the Void Sphere. The findings are unsettling. It seems this permanent void was conjured into existence during some ritual. Even worse, someone seems to repeat the ritual in regular intervals.


You double the guards, keeping the grim and suspicious folk of this land in mind. Intuition does not fail you. Just before the break of dawn, your men are attacked by masked shapes. You defeat those, and then hear chanting coming from the ruins.

You approach, only to find more figures circling the Void Sphere. No doubt you were supposed to be their offering. Seeing as that's no longer possible, some of the followers plunge daggers into their own hearts. As soon as their blood flows down the stones and reaches the void, it begins to spin faster.

Within, a colossal shape with a geometric head begins to materialize.

SETUP:

- Place the Abyssal Empress model at least 3 Spaces from the edge of the map. For the purpose of any rules, her model acts as the Shadow Gate in this scenario.

- Place two Crystal Sources one Space away from the Empress.
- Place two Shadows in  contact with each Crystal Source.
- Deploy all your Squads no closer than 3 Spaces from the Abyssal Empress.

YOUR FORCES: Select any **FOUR** of your Squads. Create a deck of up to **25** Action cards.

YOUR OBJECTIVE: Survive until the Abyssal deck depletes.

YOUR SPECIAL OBJECTIVE: Kill the Abyssal Empress.

ABYSSAL FORCES: Abyssal Empress (starts inactive, see Special Rules), Shadow Squad, Void Specter Squad, Impostor Squad.

ABYSSAL DECK: Select all Shadow, Void Specter, Impostor and Abyssal Empress cards. Shuffle them and then draw the top 16 cards. If the "Vigilant and Prepared" event is on the Save Sheet, discard the top four cards from the Abyssal deck.

SPECIAL RULES:

- The enemy force will draw & resolve **TWO** Darkness cards each turn.
- The Abyssal Empress starts the battle inactive, surrounded by the writhing darkness. She cannot activate, perform any actions, become attacked, pushed or affected in any way.
- At the beginning of each turn (except the first one), place one Endurance token on the Empress' Squad card for each Crystal Source on the map.
- If you successfully Harvest a Crystal from a Crystal Source, remove it from the map.
- Once both Crystal Sources are gone, or the Empress' Endurance is full, she joins the battle. She can now be attacked and activated as normal.
- Players don't earn Victory Points in this battle and the Victory Points track remains unused.

YOUR REWARD: Go to Scenario 4.

YOUR SPECIAL REWARD: If you have managed to kill the Abyssal Empress, she will return weaker in the next scenario. Write "The Maimed Empress" on your Save Sheet and go to Scenario 4.

YOUR PENALTY: Many of your companions die violent deaths and the Abyssal Empress is now walking your world, but you have managed to escape. Write "Feast for the Empress" on your Save Sheet and go to Scenario 4.

SCENARIO 4

A BLACK TIDE

The battle dies down. Dead bodies are strewn across the ruins and blood trickles down the cracked stones, feeding the Void Sphere. The Empress limps away from the battle, flanked by several of her followers. You don't want to let her get away — otherwise, your warriors would have died here in vain.

You pursue her, her wide trails just as revealing as her unearthly stench. You pass many mutilated bodies of her followers. It seems every half-mile she kills someone to gain more strength.


Finally, you approach a small, secluded town. The streets are empty and the houses are quiet. A trail of black blood leads into a dilapidated town hall. Inside, the Empress feeds on men, women and children from the town who walk towards her one by one, in a long, quiet queue, her masked followers watching from the sides. She notices you and lets out a piercing howl. The acolytes start to weave some strange magic and the lights inside the room dim as its floor begins to sink into the darkness.

SETUP:

- Place eight small tokens along the far edge of the map, one per Space. They represent the Choking Darkness — a wave that will slowly sweep through the battlefield (see Special Rules).

- If the "Feast for the Empress" event is on the Save Sheet, move all the Choking Darkness tokens two Spaces towards your edge of the map and add 1 extra Endurance token to the Abyssal Empress.

- Place the Abyssal Empress at least three Spaces away from any Choking Darkness tokens and two Spaces away from the edge of the map.

- Place all Slaughter Crows in  contact with the Empress.

- Deploy models and two Crystal Sources according to the regular rules.

- If the "Maimed Empress" perk is on the Save Sheet, remove 2 Endurance tokens from the Abyssal Empress.

YOUR OBJECTIVE: Defeat the Abyssal Empress before the Choking Darkness reaches your edge of the map.

ABYSSAL FORCES: Abyssal Empress (starts inactive, see Special Rules), Shadow Squad, Void Specter Squad, Impostor Squad, Slaughter Crow Squad.

ABYSSAL DECK: Select all Abyssal Empress, Shadow, Void Specter, Impostor and Slaughter Crow cards. Shuffle them and then draw the top 16 cards. If the "Vigilant and Prepared" event is on the Save Sheet, discard the top four cards from the Abyssal deck.

SPECIAL RULES:

- The Abyssal force draws and plays **TWO** Darkness cards per turn.
- The Spaces marked by the Choking Darkness tokens act like Shadow Gates for the purpose of this scenario. New Abyssal units are deployed on their edge when a Darkness card calls for it.
- At the beginning of each turn, move all Choking Darkness tokens one Space forward, towards your edge of the map.
- Any of your models present on the Spaces affected by the Choking Darkness are Weakened. They receive -1 to all of their stats.
- Any of Abyssal forces present on the Spaces affected by the Choking Darkness are Empowered. They receive +1 to all of their stats and deal 2 wounds with each successful attack, instead of 1.
- All Spaces beyond the Choking Darkness tokens also count as being affected.
- Players don't earn Victory Points in this battle and the Victory Points track remains unused.

YOUR REWARD: Go to Scenario 5.

YOUR PENALTY: Replay this scenario — or start the campaign over.

SCENARIO 5

BURNING SHADOWS







You defeated the Empress, but moments later her body was consumed by a rolling wave of darkness and you and your remaining warriors had to flee. It enveloped the entire center of the town, leaving a perfect sphere of void behind, just like in the ruins. Another scar in this world left by the creatures of the abyss.

The taste of victory turned into ash inside your mouth, and a powerful feeling that something was left unfinished enveloped you. Seeing the influence the Empress had over sentient beings, you needed to be sure she's dead for good.

It took a while to gather new men and find the means to penetrate her lair, but once preparations were complete, you stood yet again on the edge of the void. As you crossed it, the crushing weight of the dark world bent your back. The ground on the other side is porous, and thick, black liquid oozes through with every step, caking your feet like tar.

Fortunately, she's close — tending to her wounds and resting in a cradle of twisted sinew, protected by dozens of dark shapes. She raises her head, and even though she has no eyes, you know what she's looking at: the two large Dvergar depth charges you brought here in case you ever saw this monstrosity again. You only need to bring them close enough, but seeing how many enemies stand in your way, this won't be easy.

SETUP:

- This battle takes place on an alternate Darkness-themed battle map.
- Place a Shadow Gate no more than 2 Spaces away from your edge of the map.
- Deploy all your models in  contact with the Shadow Gate. If there's not enough space, deploy the remaining models in  contact with your other units.
- Place the Abyssal Empress model no more than 2 Spaces away from the opposite edge of the map.
- Place 4 Crystal Sources at least 2 Spaces away from the Shadow Gate and the Empress, as well as 2 Spaces away from each other.
- Place all Shadows in  contact with the first Crystal Source, all Impostors in  contact with the second, all Void Specters in  contact with third and all Slaughter Crows in  contact with fourth.
- Deploy your Squads according to the regular rules. Then, put two Bomb models on the bases of two of your models. They represent the Dvergar depth charges (see Special Rules).



YOUR FORCES: Select any FIVE of your Squads. If you play in co-op, toss a coin to determine who will have two, and who will have three Squads.

YOUR OBJECTIVE: Place two Bombs in the Red Zone of the map and return through the Shadow Gate.

ABYSSAL FORCES: Abyssal Empress, Shadow Squad, Void Specter Squad, Impostor Squad, Slaughter Crow Squad.

ABYSSAL DECK: Select all Abyssal Empress, Shadow, Void Specter, Impostor and Slaughter Crow cards. Shuffle them and then draw the top 18 cards.

SPECIAL RULES:

- The enemy draws and plays THREE Darkness cards during each turn.
- A Bomb is considered Ready once it's located in the middle of the map (the Red Zone).
- Bombs can be passed between your models in  contact, dropped or picked up as a free action. They also drop when a carrying model dies.
- Once both Bombs are Ready, you can Detonate them at any point, ending the scenario.
- Any time your model is in  contact with the Shadow Gate, you may decide to Evacuate it. Simply remove the model from the map and put it back on its Squad card.
- Players don't earn Victory Points in this battle and the Victory Points track remains unused.
- Use the time track to count completed turns of the battle. Mark Turn VIII on the track.

Turn VIII: The Empress starts to weave her most powerful magic. Change her Mode.

YOUR REWARD: Go to the "Final Score" section.

YOUR PENALTY: You lose the campaign!

FINAL SCORE

Tally the final score for this campaign:

- +1 for each model successfully Evacuated from the final mission.
- +3 if the "Vigilant and Prepared" event is on the Save Sheet.
- +3 if the "No One Left Behind" event is on the Save Sheet.
- 2 if the "Feast for the Empress" event is on the Save Sheet

If the Final Score is equal to at least 7, read **ENDING 2**. Otherwise, read **ENDING 1**.

ENDING 1

The bombs are set. You're almost back by the gate, preparing to dive back into your world. Then, you take a quick peek behind you, and your heart sinks. Nearly everyone from your squad was slaughtered. The men who were supposed to prime the bombs lie dead on the porous ground, surrounded by dozens of shadows.

There's only one thing you can do now. You run back into the fray, and fight your way towards one of the bombs. You crack a small, runic tablet on its cover. The runes set the charge alight. A blinding flash. A rolling wave of heat. A piercing wail from the Empress cut short by the blast.

Then, a triangle burns brightly in the blackness. Feeling slowly returns to your body — only the body is not yours anymore. As the madness slowly begins to creep in, you look down upon yourself and see a cloud of darkness, full of yellowed bones.

You thought death would be an escape. A noble sacrifice. Sadly, in this realm of horror, it wasn't.

As one of the Shadows, you will now roam this strange land, awaiting the return of your mistress.

ENDING 2

A blinding flash. A rolling wave of heat. A piercing wail from the Empress cut short by the blast. Then, the void spits you out, mangled and bloodied. Around you, a handful of your warriors moan curled up on the ground.

It takes a while before you're all ready to act again — and notice that the Void Sphere has finally disappeared from your world. To be sure it never returns, you burn the remains of the town. You scour the ruined fortress and destroy any clues. While doing that, you find an old, dusty tome left in a forgotten corner of the castle. You open it and feel a shiver passing down your spine. Page after page written by a young human boy in his own blood. Childish depictions of the beast with the pyramid head. Chants and rituals of undefined nature.

You toss it into the fire. Then, you head home, hoping it's all over.

Many months later, on a dim, foggy morning, you wake up from your sleep feeling strangely lightheaded. Beside you, there's a freshly written page. A monstrous, triangular head watches you from a crude illustration.

You look at your hands, speckled with ink marks, wondering if you'll be brave enough to cut them off when the time comes.



SOLO / CO-OP VS AI CAMPAIGN

BELL CROW

PROLOGUE

The beginning is always inconspicuous. Hushed whispers. Strange dreams. Omens that you normally wouldn't notice. There are many victims, but all of them believe it's all just a trick of their own mind. Afraid to be branded insane, they do not confess to anyone else. An intangible feeling of dread fills entire communities.

Then, events start to unfold. Missing animals. Missing children. Signs of ritual sacrifices. First sightings of the enemy. From then on, everything spirals down into madness, mayhem, and bloodshed.

You've seen this vicious cycle before. You know the game that the Terror Caste plays, and you've learned the hard way that to stop them, one has to intervene with fire and iron wherever first signs of corruption appear. And this is what you did, when rumors of strange events within one of your communities started to spread. You've gathered a large force and steeled yourself for a harrowing purge.

This time, though, it was something entirely different.

CAMPAIGN RULES & SETUP

Apart from the standard rules found at the beginning of this booklet, the following rules also apply during the Bell Crow campaign.

The Bell Crow campaign has been created for solo or CO-OP play.

SAVING THE CAMPAIGN PROGRESS

Bell Crow is a compact mini-campaign, and as such it has no progress stickers or map, though some choices still carry over from scenario to scenario. To keep track of them, please prepare a piece of paper that will act as your save sheet.

SCENARIO 1

THE CLATTERING CABAL

You arrived late. There were already some sightings of Dark Scholars, and first few murders had already happened. This was both good and bad. Bad, because you had little time left. Good, because you had your chance to finally catch those directly responsible – the worms of the Terror Caste.

Your scouts quickly located their cabal, operating out of the labyrinth of caves under the nearby hills. You watched this place carefully, waiting to spring the trap at the right time.

Next evening, the cultists drew to the cave like flies to a fresh corpse. Many were carrying abducted victims. You kept waiting until every last one of them went inside. Then, you made your move.

You now wait with your warriors on the edge of a vast candle-lit cavern, marked with paintings of some elder, extinct race. A flock of Dark Scholars sits in front of a hunched, massive figure, clad in black rags and chains, with heavy bells hanging from his robes. A wave of dread washes over you. You've heard of this beast. One of the fiercest creatures born in the tangled web of Darkness, and a mortal enemy of everyone in this world — or at least you thought so until now.

The Scholars and the Bell Crow are... negotiating. The monster seems to understand the clattering of their beaks, and they seem to understand his deep moans. You have no idea whatever plan the Darkness and the Terror Caste may have hatched together, but it certainly won't be good for you. You give an order to attack.

Soon, the gathering plunges into chaos. Dark Scholars flee, cowardly curs that they are, while Bell Crow sits calm and motionless. Around him, dark silhouettes start to take shape.

SETUP:

- Use the standard battle map.
- Place the Bell Crow model at least three Spaces away from the edge of the map. It doesn't take part in this battle but acts as a Shadow Gate that summons Darkness creatures.
- Place four Crystal Sources in Spaces along the edge of the map, at least three Spaces from each other.
- Deploy your models in free Spaces along the edge of the map.
- Place 8 small tokens (or Dark Scholar models, if available) representing the Dark Scholars in any empty Spaces of the map, at least 1 Space away from its edge, and no more than 1 Scholar per Space.

YOUR OBJECTIVE: Win through Victory Points.


YOUR SPECIAL OBJECTIVE: capture at least 6 Dark Scholars.

ENEMY FORCES: 1 Shadow Squad, 1 Void Specter Squad, 1 Slaughter Crow Squad

ENEMY DECK: Take all Shadow, Void Specter and Slaughter Crow cards, shuffle them and then draw the top 16.

DIFFICULTY: Play 2 Darkness cards per turn and use the "Leeches" difficulty card.

SPECIAL RULES:

- The Bell Crow is protected by a cloak of twisting darkness and cannot be attacked or affected in any way. He also cannot Activate or affect your models. In this scenario, he only acts as a Shadow Gate.
- At the end of your turn, move all Dark Scholar tokens by 1 Space, picking the shortest possible route towards the edge of the map that will not put any Scholars  with any of your models.
- If the Scholar makes a move from the Space at the edge of the map, it runs away. Remove his token.
- You may Attack Dark Scholar tokens like any other model. Any Attack automatically Captures the Dark Scholar. Remove it from the map and place it in your Captured pile.

YOUR REWARD: Go to Scenario 2.

YOUR SPECIAL REWARD: If you have captured at least 6 Dark Scholars, mark the "Proof of Treachery" event on the mini-campaign save sheet.

YOUR PENALTY: Replay this scenario.

SCENARIO 2

THE UMBRAL ROAD

The Bell Crow finally noticed that the battle within the cave is turning in your favor. He rises up from its knees, towering far above everyone else. He takes a swing and hits the ground with both of his fists. Suddenly, you go blind – or at least you think so, enveloped by deep and intense darkness. The ground under your feet turns into jelly. You begin to sink. Then, you are falling.

You land on the gelatinous, warm surface of the Darkness. Black and blue vortices swirl on the firmament, connected with a web of pitch-black tendons to a porous surface you stand on. You stumble and drop to your knee, overcome by sudden vertigo. You shut your eyes to block some of the senses, but you still see everything, as if horrific vistas were imprinted directly onto your brain.



It takes you a while to get used to the Darkness and regroup with your surviving men. You manage to catch the trail left in the spongy ground by the massive Bell Crow, and you begin to follow it, having no better idea.

After a while, you come upon something you'd never expect to see in the Darkness. A road cobbled with pieces of yellowed bone, two wagons wide, cutting through the nightmare land. A legion of Demons, perhaps two hundred strong, is marching down this road, towards one of the Shadow Gates visible in the distance.

As the legion walks on, flocks of Dark Scholars proceed on each of its flanks with cauldrons and vats filled with some boiling black ooze. You instantly recognize the smell. The blood of Darkness creatures! Its miasmas seem to cover the smell of advancing demons and keep the native life of this world at bay.

You look towards the gate in the distance, but it seems heavily guarded, and another demon column is already approaching. If you tarry too long here, they will see and crush your pathetic force. Reluctantly, you turn your attention back towards the Bell Crow's trail. You follow it into the twisted wilderness, but without the protection of the black blood, a large herd of Darkness creatures quickly surrounds you.

SETUP:

- Use the alternate, Darkness-themed battle map.
- Place two Crystal Sources and your Shrine on the map, at least two Spaces apart (and not  with any obstacles).
- Place one Shadow model in  contact with each of these Sources.
- Deploy your models. They all need to fit within four Spaces of the central Red Zone. Any models that do not fit have to be left on their Squad cards and do not take part in the battle.
- Take five small tokens and put them any way you like on the outer edge of the map, at least three Spaces away from each other. These represent the Encroaching Darkness and will turn into enemy models as the battle progresses (see Special Rules).

YOUR FORCES & DECK: Choose any four of your Squads and build a deck of 20 Action cards.

YOUR OBJECTIVE: Survive until the Darkness deck runs out.

ENEMY FORCES: 1 Shadow Squad, 1 Void Specter Squad, 1 Impostor Squad

ENEMY DECK: Select all Shadow, Void Specter and Impostor cards. Shuffle them and draw the top 18 cards, setting aside the rest.

DIFFICULTY: Play 3 Darkness cards per turn, use the "Essence" difficulty card.

SPECIAL RULES: Whenever a Darkness card asks you to deploy a new Darkness model, pick the Encroaching Darkness token closest to one of your models and replace it with the reinforcing model. For the purpose of any rules, each Encroaching Darkness counts as a separate Shadow Gate. Whenever there are no Encroaching Darkness tokens left on the map, immediately place a new one, at least three Spaces away from the last consumed token.

YOUR REWARD: Continue to the next scenario.

YOUR PENALTY: Replay this scenario.

SCENARIO 3

LAIR OF THE LOST HUNTERS

The trail leads you to an old structure, half-buried in an oily black mound. The entrance archway is made of raw iron bars connected with thick studs. Crude columns are inscribed with symbols of various demonic cohorts. A lookout post? A hidden garrison?

You enter carefully. The old, half-sunken chambers are filled with strange artifacts: iron-jawed traps, harpoons, bolasses, nets made of thin barbed wire, vests covered with small, jingling bells, trophies made of several different creatures native to the Darkness. In one of the chambers, there's a large pile of rags and metal. You brush some dust off it, revealing an intricate armor that could fit only someone of Bell Crow's stature. Some demon bodies are also here, long dead and desiccated, ripped apart and cut open with a massive blade.

Did the Bell Crow slaughter this garrison? Or did he find it afterward and turned it into his lair?



Journeying deeper, you start to understand that this outpost belonged to the hunters – some sort of special Demon cohort, tasked with maintaining a steady supply of black blood, necessary for other legions to safely travel through the Darkness. Who knows how long these hunters have spent under this strange sky, wandering through desolate landscapes of liquid dark, luring the horrors of this world with their bell-covered garments and slaughtering them?

Room by room, you descend into the hideout, until finally you reach the largest chamber. Slimy spines and crushed skulls are piled as high as the roof – grizzly trophies of countless hunts. Between them, a monstrous figure sits hunched. A massive beak rises towards you. Eyes full of hate and contempt gleam above it.

You feel like a hunting dog that just cornered a lion in his den. Sure, it was a success. But what now?

If the “Proof of Treachery” event is marked on the save sheet, immediately go to Scenario 3B instead of playing this battle!

SETUP:

- Use the Darkness-themed battle map.
- Place the Bell Crow in the Red Zone of the map.
- Set four Crystal sources in any Spaces adjacent to the Red Zone, at least one Space away from each other. They represent Trophy Pillars (one of them may be  with the Bell Crow).
- Place one Slaughter Crow  with each of the Trophy Pillars.
- Deploy your models and Shrine at least two Spaces from any other models or tokens, according to the regular rules.

YOUR FORCES & DECK: Same as in Scenario 2.


YOUR OBJECTIVE: Win through Victory Points.

ENEMY FORCES: Bell Crow, 1 Slaughter Crow Squad.



ENEMY DECK: Take all Bell Crow cards, all Slaughter Crow cards, and all “All Hell Breaks Loose” cards. Shuffle them.



DIFFICULTY: Play 2 Darkness cards per turn, use the “Growing” difficulty card.

SPECIAL RULES:

● There are no Crystal Sources. Instead, any player's model activated in their turn and  with the Trophy Pile may try to scour it for something useful. The fangs and claws in the pile fight back – the model receives 1 Wound, and the player gains 1 Crystal.

● Use the time track to count completed turns of the battle. Mark turns II, IV, and VI on the track.

Turn II: The Bell Crow rings a strange, iron bell. Suddenly, the Trophy piles rise up and start to crawl towards you, reaching out with dozens of desiccated arms. Move each Trophy Pile one Space towards your closest model (unless already  with one). If the Pile comes into  with the model, it receives 1 Wound. One Pillar can only Wound one model. Trophy Piles can Push.

Turn IV: Bell Crow rings a bell again, awakening all the Piles. Move each Trophy Pile one Space towards your closest model (unless already  with one). If the Pile comes into  with the model, it receives 1 Wound. One Pillar can only Wound one model.

Turns VI+: the Bell Crow grows weary. He rings the final, pitch-black bell. The Darkness starts to flood the room. Add the “Now or Never” difficulty card. Its effect is permanent!

YOUR REWARD: Read Ending 1.

YOUR PENALTY: Replay this scenario.

SCENARIO 3B

THE OLD ACQUAINTANCES

You're about to charge the Crow when a war horn sounds just behind you. A detachment of demon Brutes shows up, led by a dark-skinned Prime, clad in ornate armor. The Prime notices you – and presents his triangular teeth in a reluctant smile.




“You have my gratitude, I suppose,” he says. “The men you have left in your world were so desperate to help you, they contacted my legion and offered us prisoners of the Terror Caste you've captured in exchange for your safety”.

He gestures towards a maimed Dark Scholar his men have dragged here on a chain.

“The Terror Caste went too far dealing with this renegade here,” he continues. “Thanks to the proof of their treachery, many will lose their heads. Speaking of which – we'll need the head of this one as a trophy. You can take whatever else you wish.”

His men rush forward. Bell Crow hisses. For some reason, he seems to hate this Prime and his demons even more than he hated you.

SETUP:

- Use the Darkness-themed battle map.
- Place Bell Crow in the Red Zone of the map.
- Set four Crystal sources in any Spaces adjacent to the Red Zone, at least one Space away from each other. They represent Trophy Pillars (one of them may be  with the Bell Crow).
- Place one Slaughter Crow  with each of the Trophy Pillars.
- Place six small tokens in any empty Spaces along the edge of the map. They represent Demon Warriors that will take part in the battle (see Special Rules)
- Deploy your models and Shrine outside of  with any other models or tokens, according to the regular rules.

YOUR FORCES & DECK: The same as in Scenario 2.


YOUR OBJECTIVE: Win through Victory Points.

ENEMY FORCES: Bell Crow, 1 Slaughter Crow Squad.

ENEMY DECK: Take all Bell Crow cards, all Slaughter Crow cards, and both “All Hell Breaks Loose” cards. Shuffle them.

DIFFICULTY: Play 2 Darkness cards per turn, use the “Growing” difficulty card.


SPECIAL RULES:

● There are no Crystal Sources. Instead, any player's model activated in their turn and  with the Trophy Pile may try to scour it for something useful. The fangs and claws in the pile fight back – the model receives 1 Wound and the player gains 1 Crystal.



● At the beginning of each turn, Move each of the Demon Warrior tokens up to two Spaces towards the closest Darkness model. If it comes into contact with a Darkness model, roll the Red Die. Any result higher than 4 means it deals 1 Wound to its target.



● Darkness models treat Demon Warriors like any other model on the map. If the Demon Warrior token is Attacked, it automatically dies – remove it from the map.

● You do not win (or lose) any VPs when a Demon Warrior dies, and you don't gain any VPs when a Demon Warrior kills a Darkness model.

● Whenever your model is  with a Demon Warrior, roll a red die. A result of 5 or 6 means the Warrior decides to take a stab at your model as well. Check this model for Hit. Effect: 1 Wound.

● Use the time track to count completed turns of the battle. Mark turns II, IV, and VI on the track.

Turn II: The Bell Crow rings a strange, iron bell. Suddenly, the Trophy piles rise up and start to crawl towards you, reaching out with dozens of desiccated arms. Move each Trophy Pile one Space towards your closest model, including the Demon Warrior tokens (unless already  with one). If the Pile comes into  with the model, it receives 1 Wound. One Pillar can only Wound one model. Trophy Piles can Push.

Turn IV: Bell Crow rings a bell again, awakening all the Piles. Move each Trophy Pile one Space towards your closest model, including the Demon Warrior tokens (unless already  with one). If the Pile comes into  with the model, it receives 1 Wound. One Pillar can only Wound one model.

Turns VI+: the Bell Crow grows weary. He rings the final, pale bell. The Darkness starts to flood the room. Add the “Essence” difficulty card.

YOUR REWARD: Read the Ending 2.

YOUR PENALTY: Replay this scenario.

ENDING 1

The mortally wounded Bell Crow finally staggers. You're surprised to see his gashing wound leaks with blood, not with the revolting ooze that most Darkness creatures carry in their veins.

He coughs, tearing at the rags and bandages surrounding his beak. For the first time, you see his face - alien and familiar at the same time. As your forces close in around him, you begin to understand. Was this huge demon armor his? Was he one of the hunters who fell to corruption and murdered all of his squamates? Intrigued, you give an order to capture him. He leans back against the wall of the room, and whispers something, coughing out blood. The wall blooms with dozens of black tendrils that grab the Bell Crow and pull him into the flesh of the Darkness.

You're left alone with your surviving men - bloodied and purposeless.

Over the next few days, you turn the abandoned hideout into your base. You use the discovered traps and weapons to gather your own supply of black blood and learn how to remain undetected by the Darkness. Then, you return to the umbral road, where you watch demon legions coming and going through their gates.

You shudder to think no sentient being in the universe is safe from them now; every life form dreams, and whoever dreams, connects to the world of Darkness and unwillingly opens a way for the demonic invasion. How long before all life in the universe is conquered by this horrifically effective symbiosis?

Still, the fact there are so many connections gives you hope that one day you'll get your opportunity to leave Darkness. The world you'll travel to might not even be yours, and it will undoubtedly be under attack - but it's still a lesser of two evils.

Until then, your only choice is to hunt.

ENDING 2

The mortally wounded Bell Crow finally staggers. You're surprised to see his gashing wound leaks with blood, not with the revolting ooze that most Darkness creatures carry in their veins.

"A pity, isn't it?" The Prime sneers at him. "You forgot our chronicles are immortal. Even after a millennium we still remember the name of every deserter and traitor. In the end, justice is always served."

The Bell Crow coughs, tearing at the rags and bandages surrounding his beak. For the first time, you see his face - alien and familiar at the same time. As the demons close in around him, you begin to understand. Was he one of the hunters who fell to corruption and murdered all of his squamates? Was he a demon centuries ago?

The Bell Crow leans back against the wall of the room, and whispers something, coughing out blood. The wall blooms with dozens of black tendrils that grab the Bell Crow and pull him into the flesh of the Darkness. The Prime hisses with anger and leaps forward, but he is too late. With his last strength, Bell Crow utters something that sounds like a mockery. Then, he disappears.

You expect the demons to slaughter your puny force next, but the Prime is quite impressed by the fact you've managed to survive in this realm and hunt down Bell Crow. He offers you a deal: one hundred years of service as the Seventh Ferrata's hunter of the dark blood in exchange for a passage back to your world.

You reluctantly agree, just like your men do, and the demons help you settle in this abandoned outpost. As they take you in to show you the tools of your new trade, you can't shake a nagging thought.

Is it how he started? When the countless hunts take their toll on your mind and body, when black skies will start to feel like home, and your memories of light will disappear, are you going to slowly change into something alien and twisted?

Will you become him?





SOLO / CO-OP VS AI CAMPAIGN

FATHER OF THE SUN EXPANSION REQUIRED!

LORD OF THE LIGHT

OF THE LIGHT

PROLOGUE

Who are you? How did you end up here? Were you a part of one of the many unfortunate armies that tried to invade the Darkness in a doomed attempt at saving their homeworlds? Were you an explorer that ventured too far? A mad scholar that went where no man should go? Or a simple, unfortunate soul who fell into a sphere of void and woke up on the other side? Perhaps you died here, only to be reborn as one of the twisted dark creatures, clinging to the sad remains of your former self?

Whatever is true, you're trapped in this land. You've roamed half-blind through the desolated fields, choking on the thick mist. You've crossed rivers of tar-like ooze. You've slid down the slopes of old, yellowed bone. It's been weeks since you last saw any light, bar the pale glow of energy vortices far above your head.

Yet, here it is. A small, bright point appears far in front of you. You're drawn to it, just like other poor souls who come from other parts of the land. There's more and more of you – including some lost warriors of your own race.

This light compels you. You have no choice but to follow.

CAMPAIGN RULES & SETUP

Apart from the standard rules found at the beginning of this booklet, the following rules also apply during the Lord of the Light campaign.

FORLORN SPARKS & DESPAIR

During the Lord of the Light campaign, the Darkness campaign track represents the amount of Forlorn Sparks your force has gathered (the explanation can be found within the campaign). This track starts at 0 - set a marker next to the first slot of the track.

The Forlorn Sparks may be used to save your force from Despair. As your weary, rag-tag group loses battles and becomes crestfallen, some of its Squads may leave. Whenever a scenario penalty mentions Despair, you may use 1 Forlorn Spark to light a campfire that will let your warriors regain their morale and cancel the results of this Despair.

Beware, though! If you use up too many Sparks, you may never finish this campaign!

STARTING UNITS AND DECKS

Your force consists of any **4** of your faction's Squads, a Banner card, and a Shrine (unless stated otherwise by a specific scenario). Create a deck of up to **20** Action cards.

You are not allowed to add any Squads between battles. If you lose a Squad to Despair, you will only have **3** (or 2, or 1) Squads for the remainder of the campaign. You may also discard up to 5 Action cards from your deck.

In CO-OP mode, each player picks **2** Squads of any faction and creates a deck of **15** cards. The Forlorn Sparks track is shared between the players. When resolving Despair, treat both parts of the force as a single army, with one exception – a player who controls more Squads than the other is always the one to lose a Squad when Despair sets in.

SCENARIO 1

LANTERN IN THE NIGHT



You spend a long time walking towards the light, but it only grows dimmer. A wave of disappointment washes over you – was the hope false after all?

It takes you a moment to understand that the light is not dying. It's only moving away. You rally everyone around you and give chase, the porous, wet ground clinging to your feet like tar. Though it takes much effort, you and your followers start to close the distance. The glow splits into individual lights – you now see it comes from candles and censers carried by a silent procession of many hunched silhouettes. You scream, but they do not react.

You double the pace, drawing the last of your strength. Then, an inert Shadow Gate awakens before you. Dark creatures spill out, threatening to cut you off from the light. You charge at them in mad desperation. In the meantime, the light-carrying procession starts to disappear behind the brow of a nearby hill.

You have very little time to spare!

SETUP:

- Use the alternate, Darkness-themed map.
- Select a Space on one of the shorter edges of the map. Place a Charge token in every hex of this Space (seven tokens in total). It represents the Dimming Glow of the procession (see: Special Rules).
- Place two Crystal Sources and the Shadow Gate in the Red Zone of the map.
- Place two Shadows  with each of the Crystal Sources and two Void Specters  with the Shadow Gate.
- Deploy your forces no more than two Spaces away from the edge of the map opposite to the Dimming Glow.

YOUR FORCES & DECK: Select any 4 of your Squads and build a deck of 20 Action cards.

YOUR OBJECTIVE: Kill all enemy models before the Dimming Glow disappears.

YOUR SPECIAL OBJECTIVE: Follow the Dimming Glow with at least two of your models (see: Special Rules).


ENEMY FORCES: Shadow Squad, Void Specter Squad.

ENEMY DECK: Select all Shadow and Void Specter cards. Shuffle them and then draw the top 14 cards.

DIFFICULTY: Play 2 Darkness cards each turn, use the “Now or Never” difficulty card. Its effect is permanent!

SPECIAL RULES:

● At the beginning of your every turn, remove 1 Charge token from one Dimming Glow hex. When you remove the last, the light dies out in the distance and you - unable to follow it - lose the battle.

● Any time your model comes into  contact with the Space containing the Dimming Glow, it may Follow the Light. Remove this model from the map and set it aside.

YOUR PENALTY: Despair (permanently lose 1 of your Squads). Restart this scenario.

YOUR REWARD: Add 1 Forlorn Spark. Continue to Scenario 2.

YOUR SPECIAL REWARD: The men you've sent to follow the procession trail it for several miles, picking up some peculiar sizzling candles and incenses. Add 2 Forlorn Sparks.

SCENARIO 2

THE GLOWING PROCESSION

Unlike other scenarios, this one involves a larger number of consecutive battles fought against AI, as you follow the procession of the Second Sun worshippers deeper into their domain. In each of these battles, your objective is to **win through Victory Points** or **survive until the opponent's deck runs out** (unless stated otherwise). Enemy forces and special rules change depending on the location. Setup is standard, unless stated otherwise.

Start by placing your faction token on location **(F01-A)** of the Lord of the Light campaign map (found on the top-left part of the Darkness campaign map). Read the description of this location and fight the battle according to the listed rules. Then, if you win, apply the reward and proceed to one of the points listed in the “Going Further” section. If you lose, apply the penalty. It usually involves losing some Forlorn Sparks and moving your faction token back to the last conquered location. Finding a route that's most accessible to your army and your playstyle may take several attempts!

Unless stated otherwise, all encounters of this scenario use the alternate, Darkness-themed battle map.

(F01-A) A COLD WELCOME

Finally! The silent column is right before you. You walk towards it, shielding your eyes from the blinding glow. Up close you can see more of the hooded, hunched figures – there's a hundred of them, if not more. Many have two or three arms, but their ornate, beaked masks have only one eye, sitting in a middle of a golden, gleaming sun. Most carry blazing censers and lanterns. Some have stacked candles on top of their shoulders.

You follow them for a while. Soon, the procession approaches a den of Darkness. Some Shadows spring forth, but they are quickly defeated. Then, several members of the procession approach their corpses with extinguished lanterns in their hands. They lean over. Suddenly, the bodies of the monsters shrivel and wither, and a fluorescent stream of essence leaves them only to be trapped within the lanterns. Sparks start to dance behind the stained glass.

The way they've managed to refine light from the purest darkness perplexes you. Still, if they are the enemy of Darkness, they might become your allies! Before the procession walks on, you decide to come closer and hail them. They turn towards you all at the same time, sending a chill down your spine.

They do not talk, but you see they're judging you. Then, a small group splits and walks towards you, while the rest continue on their way. You open your arms in greeting. They take out their knives.

SETUP: Deploy all Sun Cultist models in any empty Spaces along the edge of the map.

ENEMY FORCES: Sun Cultist Squad, Abyssling Squad (starts off the map)

ENEMY DECK: Take all Sun Cultists cards and Abyssling cards. Shuffle them.

DIFFICULTY: The enemy plays 1 card per turn.

SPECIAL RULES: Whenever you need to spawn an Abyssling, put it in any empty Spaces along the edge of the map.

PENALTY: -1 Forlorn Spark and Despair. Then, restart this scenario **(F01-A)**.

REWARD: +1 Forlorn Spark, place a “Conquest” sticker on this location and continue to location **(F01-B)**.

(F01-B) OOZING MOUNDS

While you were busy with the cultists, the rest of their procession quietly walked away, as indifferent towards your victory as they'd be towards your defeat. You tried to stop them, shouting at the top of your voice. They ignored you and disappeared behind nearby hills.

Desperate, you take a look around the battlefield. The slain cultists have stopped twitching, but their censers and lanterns are still alight. You pick up one of them, look into its faint embers - and an idea rushes through your head. All these creatures seem to care about are these strange sparks of light. Maybe if you bring them a flame bright enough, they will help you in return?

This idea is clearly insane. But what else can you count on in a land of insanity?



You slowly walk up to the hills where the procession disappeared. They are crawling with the creatures of the Dark, roused from their sleep by the light.

SETUP: Each Crystal Source additionally acts as a Shadow gate and Darkness models always choose the gate closest to your model when arriving on the map.

ENEMY FORCES: 1 Shadow Squad, 1 Impostor Squad, 1 Void Specter Squad (all start off the map).

ENEMY DECK: Take all Shadow, Impostor, and Void Specter cards, shuffle them and draw the top 16.

DIFFICULTY: Play 2 Darkness cards per turn, use the “Dark Mode” difficulty card.

PENALTY: -1 Forlorn Spark and Despair. Then, restart this scenario.

REWARD: +1 Forlorn Spark, place a “Conquest” sticker on this location and Go Further.

GOING FURTHER: You can no longer see the light, but there’s a river of liquified shadow nearby, with some barges resting on its bank (F01-C). The Darkness doesn’t use boats, so maybe they belonged to the cultists? From the other side of the mound, you see some low structures in the distance (F01-D). Perhaps that’s where they have gone?

(F01-C) ABANDONED BARGES

Long, ceremonial vessels rest quietly on the riverbank - their lights extinguished and their owners nowhere to be found, though some scattered cinders indicate someone was here recently. You gather the sparks carefully and then order everyone to board the vessels.

You hope this way of travel will be safer from the Darkness. It is not. Soon after departure, twisted shapes rise from the water itself and assault your craft.

SETUP:

- Deploy your models first. They all need to fit within four Spaces of the central Red Zone that represents the deck of the Barge. All other Spaces represent the Liquid Shadow.

- Place a Shadow Gate in the Liquid Shadow, no more than 3 Spaces away from the deck. Do not place any Shrines or Crystal Sources.

- You receive additional 2 Crystals at the start of this scenario. None of your models may leave the deck.

ENEMY FORCES: 1 Shadow Squad, 1 Void Specter Squad (all start off the map).

ENEMY DECK: Take all Shadow and Void Specter cards, shuffle them and draw the top 12.

DIFFICULTY: Play 2 Darkness cards per turn, use the “Essence” difficulty card.

SPECIAL RULES: If any model is Pushed or Moved into the Liquid Shadow, it receives 1 Wound at the start of your every Active turn, until it returns to the deck.

PENALTY: -1 Forlorn Spark and Despair. Then, retreat to the last conquered location.

REWARD: +1 Forlorn Spark, place a “Conquest” sticker on this location and Go Further.

GOING FURTHER: You can continue down the river (F01-F) or abandon the barges and check the other bank where some faint lights seem to radiate in the distance (F01-E). You may also turn back towards the mounds (F01-B).

(F01-D) UNDERGROUND SANCTUARY

To your disappointment, the structures are old and abandoned. Made of large stones, their tunnels reach deep underground, into the dark. You see no signs of the procession, but you still decide to check what’s inside.

You descend into a thick-walled maze, full of twists and turns. You pass through several rows of iron doors - all ajar. Beyond them, there are rooms and halls corrupted by the Darkness. The remains of household objects and mounds of dirt suggest someone lived here for a very long time. Was it a fortress? A shelter? The Darkness does not build places like this, so who did? The only clue you find is a small ornate disc, abandoned in the dust. It shows several strange, three-armed creatures.

Finally, you decide it’s time to head back up. It won’t be easy. Some creatures have cut you off from the surface. Down here in the dark, they are unusually aggressive.

SETUP: Before setting up any models, Crystal Sources or tokens, place a Shadow Gate in the Red Zone of the map.

ENEMY FORCES: 1 Shadow Squad, 1 Slaughter Crow Squad, 1 Void Specter Squad (all start off the map).

ENEMY DECK: Take all Shadow, Slaughter Crow, and Void Specter cards, shuffle them and draw the top 15.

DIFFICULTY: Play 3 Darkness cards per turn.

PENALTY: -1 Forlorn Spark and Despair. Then, retreat to the last conquered location.

REWARD: +1 Forlorn Spark, place a “Conquest” sticker on this location and Go Further.

GOING FURTHER: In the distance, you see a wide marshland where some old spires and walls stick out of the tar-like surface (F01-F). There’s also a tall gate at the very edge of the peninsula (F01-G). Turning back is always an option (F01-B).

(F01-E) STRAINED FILAMENT

You walk for many miles before you reach the light. It was much further away than you initially thought. Sadly, it is not the procession. The glow seems to be coming from the spot where one of the giant tendons, dropping from the dark sky, attaches to the land you walk upon. You inspect the tendon. Then, you put your lanterns and censers next to it. The light leaves the inflamed tissue and slowly condenses inside your devices.

The sparks grow brighter, while the tendon grows thinner. Suddenly, it snaps with a loud crack. The ground under you slopes and hangs limp, though you remain attached to the surface, like a fly on the wall. Dark ooze seeps through the soil and trickles down into the abyss. With it, creatures of Darkness come.

SETUP: All enemy models start the battle on the map. Deploy them no further than 2 Spaces away from any of your models.

ENEMY FORCES: 1 Impostor Squad, 1 Void Specter Squad, 1 Slaughter Crow Squad.

ENEMY DECK: Take all Impostor, Void Specter and Slaughter Crow cards, shuffle them and draw the top 16.

DIFFICULTY: Play 2 Darkness cards per turn.

SPECIAL RULES: The sudden shift of perspective makes many of your warriors dizzy, while others cling to the ground, afraid to fall. For the first three turns of the game, to Activate a Squad you must first pay 1 Crystal, 1 Victory Point or 1 Endurance token.

PENALTY: +1 Forlorn Spark. Retreat to the last conquered location.

REWARD: +3 Forlorn Sparks, place a “Conquest” sticker on this location and Go Further.

GOING FURTHER: In the distance, you can see a majestic cathedral, radiating with a warm glow (F02). If you don’t feel ready to go there yet, you may return to the barges (F01-C).

(F01-F) SUNKEN DOMAIN

You reach a broad estuary where the river of liquid shadow spreads into marshlands. Broken spires, half-sunken domes, and crumbled walls surround you. Once, it was a city. But who builds cities on the uneven, gelatinous surface of the Darkness?

You carefully inspect the ruins, discovering many statues and reliefs depicting strange, multi-armed humanoids who seemed to have worshipped the sun itself. A realization slowly sets in: this city was not built here. It must have been a part of some distant world that sunk into the Darkness or was conquered by it. With your attention occupied by the clues, you accidentally walk right into a Shadow Gate that immediately awakens.

ENEMY FORCES: 1 Shadow Squad, 1 Impostor Squad, 1 Void Specter Squad, 1 Slaughter Crow Squad.

ENEMY DECK: Take all Shadow, Impostor, Void Specter and Slaughter Crow cards, shuffle them and draw the top 18.

DIFFICULTY: Play 2 Darkness cards per turn and use the “Essence” difficulty card.

SPECIAL RULES: The city is still full of treasures - every time you Harvest a Controlled Crystal Source, you gain 1 additional Crystal.

PENALTY: -1 Forlorn Spark and Despair. Then, retreat to the last conquered location.

REWARD: +1 Forlorn Spark, place a “Conquest” sticker on this location and Go Further.

GOING FURTHER: In the distance, you can see a monumental cathedral, radiating a warm glow (F02). If you don't feel ready to go there yet, you may return to the barges (F01-C), or head towards some structures crouching in the middle of the nearby flats (F01-D).

(F01-G) DARKSUN GATE

A lone, iron-clad gate stands at the edge of the cliff, and a gold-plated visage watches you from its top.

You approach and discover that behind the gate there's a stairway leading down the cliffside. It disappears in the general direction of an enormous cathedral that looms at the tip of the peninsula. Some cultists are posted around the perimeter. You raise your lanterns and try to communicate with them, but some split off and attack, while the others look on from the sidelines, ready to jump in.

SETUP: Place four Charge tokens on the Sun Cultist Squad card. Each of them represents another model waiting in reserve. Deploy all Sun Cultist models at least two Spaces away from any of your models.

ENEMY FORCES: Sun Cultist Squad (with additional reinforcements), Abyssling Squad (starts off the map)

ENEMY DECK: Take all Sun Cultists cards and Abyssling cards. Shuffle them.

DIFFICULTY: The enemy plays 1 card per turn.

ENEMY DECK: Take all Sun Cultist cards and shuffle them. If the deck runs out, create a new one by shuffling the cards from the enemy discard pile.

SPECIAL RULES: Whenever a Sun Cultist model dies, remove one Charge from its Squad card and place the model back in any unoccupied Space along the edge of the map.

PENALTY: -1 Forlorn Spark and Despair. Then, retreat to the last conquered location.

REWARD: +1 Forlorn Spark, place a “Conquest” sticker on this location and Go Further.

GOING FURTHER: You may descend the steep stairway down the cliff (F01-H) or turn back towards the desolated flatlands (F01-D).

(F01-H) REVERSED STAIRWAY

The stairs keep sloping and quickly become almost vertical. You are surprised to discover that your footing is still sure, and even though you keep leaning further and further forwards, you don't lose your balance. Finally, the stairway twists at a strange angle - and suddenly you're walking head-down, like a fly on the ceiling. From here, you can see the bottom of the land of the Darkness you've roamed for so long.

There is an entire new upside-down continent here! And another, albeit darker, cathedral! You feel sudden vertigo and sit on the stairs, trying to make sense of it all. Your rest is quickly interrupted by a chittering coming from up above the cliff (or down below, depending on the perspective). A herd of large spiders approaches your weary group. Many of your warriors are too tired or confused to fight.

SETUP: Deploy all Abysslings on the Spaces along the edge of the map, no more than 1 per Space.

YOUR FORCES & DECK: Do not deploy any models of your one chosen Squad. They remain on their Squad card for the duration of this battle and may not take part in any way. Remove up to five Action cards from the deck for the duration of this battle.

ENEMY FORCES: Abyssling Squad.

ENEMY DECK: Take all Abyssling cards and shuffle them. If the deck runs out, create a new one by shuffling the cards from the enemy discard pile.

DIFFICULTY: The Enemy plays 2 cards per turn.

PENALTY: -1 Forlorn Spark and Despair. Then, retreat to the last conquered location.

REWARD: +1 Forlorn Spark, place a “Conquest” sticker on this location and Go Further.

GOING FURTHER: The reversed stairway leads to the desolate underbelly of the cathedral that you can use to bypass the heavily guarded front entrance up top (continue to Scenario 3). You may also turn back towards the gate (F01-G).

(F02) CATHEDRAL ENTRANCE

The cathedral towers above you, as the entire firmament appears to rest on its buttress-supported walls. From this close, you see they were built from parts of other, older structures. Instead of wood, long pieces of bones were used as beams and poles. A blinding light comes out through the stained glass windows and shoots up through the open roof.

Several processions, similar to the one you met, walk past the heavily guarded gate. Maybe it is your chance? You slowly approach the entrance, presenting your light.

Check the value of your Forlorn Sparks track.

Fewer than 3 Forlorn Sparks – The guards are hostile. Not wanting to risk a large-scale battle, you have to withdraw. Move to the last conquered location.

More than 3 Forlorn Sparks – The guards step aside and gesture you in. The way to the temple of light is clear! Place sticker F02 on this location and continue to Scenario 3.

SCENARIO 3

A NEW SUN IS BORN

Blinded by the lights of the cathedral, and the enormous sun that floats under its rafters, you barely have time to notice that the guards push you forward to the first row of the congregation. There's a towering figure by the altar; a tall, slender creature that moves with grace and purpose, while others watch it in silent reverence.



The guards take you to the front row and force you to kneel on gold-embroidered cushions. You do not object. For the first time in days, you feel warmth. You forget your suspicions. All reservations are thrown aside. You bask in the glory of the sun.

The Father of the Sun slowly walks down to you, leaving a trail of incense smoke and twirling sparks. He takes your lanterns and censers. Their sparks fly up and join the ball of light above. Then, he lays one of his four hands on the head of the warrior to your right. He gasps. The color drains from his face. Above his head, small images start to appear and flicker – faster and faster, until they turn into a bright streak and disappear. Soon, the warrior collapses; a motionless, pale husk. The sun floating over the altar grows slightly brighter, as if fed by his plight.

You now understand. It is no real sun - only a phantom, made up of the memories of the light that all unfortunate survivors carry within them. And you're not ready to give your light away without a fight!

With enormous effort, you rise from your knees and draw your weapon. The Father looks at you perplexed. A loud groan echoes under the cathedral rafters. The cultists draw their weapons and start walking towards you, while the Father straightens himself and stretches his arms wide before you.

SETUP:

- Use the regular battle map.
- Before you deploy any models or Crystal Sources, place a large token in any Space on the map. This token represents the Second Sun that will periodically blast your models (see Special Rules).
- Place four Crystal Sources at least five Spaces away from the Second Sun.
- Place four small tokens in four empty Spaces anywhere on the map, at least two Spaces from one another. These tokens represent impassable Pillars that occupy the entire Spaces. No model or token can Move (or be Moved) into the Pillar Spaces. They also block Line of Fire.
- Deploy Father of the Sun  with the Second Sun.
- Deploy all Sun Cultists  with the Crystal Sources.
- Finally, deploy all of your models according to the standard rules.

YOUR FORCES & DECK: The same as at the end of Scenario 2.

YOUR OBJECTIVE: Defeat the Father of the Sun and win through Victory Points before the battle ends.

ENEMY FORCES: Father of the Sun, Sun Cultist Squad (unlimited reinforcements), Abyssling Squad (summoned by Father of the Sun).

ENEMY DECK: Select all Father of the Sun, Abyssling, and Sun Cultist cards. Shuffle them.

DIFFICULTY: The enemy plays 2 cards per turn.

SPECIAL RULES:

- Before the start of the battle, exchange all your Forlorn Sparks for Crystals.
- At the end of your every turn, place a Charge token on the Second Sun. If there are two or more charges, remove them - the Second Sun blasts your force with infernal rays. Check every model within its Line of Fire for Hit. Effect: 1 Wound. If there are no valid targets, the light feeds the Father of the Sun instead - restore 1 of his Endurance tokens.
- Every time you Wound the Father of the Sun, remove 1 Charge from the Second Sun. If the Father of the Sun is killed, set his model aside. He won't return to the map even if a card calls for it.
- The Cultists are innumerable. Whenever one dies, place his model back in any empty Space along the edge of the map.
- Use the time track to count completed turns of the battle. Mark Turns V and X on the track.

Turn V: The Father of the Sun grows weary of your efforts. If he's still on the board, he draws the energy of the sun above him and hurls it at you. Choose a Space within his Line of Fire that contains the most of your models (or the model with the most of Endurance tokens). Check all models in this Space and all adjacent Spaces or Hit. Effect: 2 Wounds.

If there's no valid target, the energy fizzles and the Father of the Sun receives 1 Wound instead.

Turn X: The battle ends. If you have not achieved your objective, the overwhelming number of Cultists floods you and you lose the battle.

REWARD: Read Ending 1.

PENALTY: You have failed this campaign! Read Ending 2.

ENDING 1

You and some of your men barely escape the cathedral, chased by the wail of its wounded master. You run until the light of the Second Sun dims far behind you. You flee far from the glow, back into familiar Darkness, as any creature of this twisted plane would.

Though you've survived, you almost feel guilty for having rejected the gift of the Father. Maybe one day he and his flock will rekindle their sun and send it soaring into the skies after all?

Though you've lost most of your warriors, and although the wounds you have suffered burn like white iron, you have managed to keep several intricate lanterns. With this stolen fire, you still have a faint hope. If the Father of the Sun and his followers were able to eke out some form of existence in this world, maybe you will be able to adapt as well?

On the other hand, seeing how years in this place transformed them, you shudder to think what the time and the Darkness will do to you...

ENDING 2

The sun worshippers easily overpower you and throw you to the ground in front of the Father. He reaches straight for your head and cradles it in his slender, warm fingers. Images start to flash before your eyes – memories of home, of the sun, stars, campfires and blazing cities. Each of these memories quickly disappears, as if swallowed by some dark torrent. You try to struggle, but strength quickly leaves you, as you become more and more hollow.

Finally, all you can see is the dark. You can no longer recall how the light looked like and you have trouble believing that such a thing even existed. Hands lift you up and you are thrown out of the cathedral like a piece of waste.

But a part of you will live on, burning forever under the dark skies, awaiting the birth of the Second Sun.

PVP CAMPAIGN

WORLD EATER

Author: Andrzej Betkiewicz

Development & Tests: Paweł Samborski, Łukasz Krawiec, Krzysztof Belczyk, Jan Truchanowicz, Bartłomiej Kalisz

Illustrations: Patryk Jędraszek, Ewa Labak, Piotr Orleański

Proofreading: Dan Morley, Krzysztof Piskorski



World Eater Campaign map



World Eater card

PREVIOUSLY IN THE EDGE...

Al-Iskandria is under siege. The Mountainbiter is still somewhere underground, its threat never erased. Fortunately for the border patrol, its last remaining members have managed to arrive in the eastern wastelands and defeat the Iron Company. Victorious, they established Fort Hope.

The Motherforest and the Timeless Tree were destroyed by Faceless hordes, but the Oracle and her loyal Reborn defeated them and drove them out. Both Factions suffered severe losses. Some of the Reborn openly rebelled against the Oracle and named themselves Evolutionists. They wanted to merge with Faceless to facilitate a new stage in their evolution.

The conflict between Rha-Zack and Dvergar brought them no profit. The Wondrous Engine and Varfater Vagr disappeared in the wastelands, never to be seen again.

Sometime later, unnamed heroes infiltrated the Darkness homeland and defused the Darkness threat. At least for now...

PROLOGUE

Dignified, Ish was sitting on her throne listening to quibbling Primes. Her forced patience was wearing thin. There wasn't anything to argue about! Only one simple decision had to be made: either to retreat from this world while there was still time or to bring the World Eater, destroy the whole planet and harvest the remaining resources. The war was taking too long, and this world was doomed anyway. Soon the Darkness would come, and the Demons had to act before it happened.

"Enough! Stop yapping and start thinking!" Ish ordered with a resonant voice. After a moment, silence fell. The mighty Primess continued: "The siege of the human city is irrelevant. What we need is fast extermination, and access to this planet's resources. Have you forgotten what is happening to every world that resists our conquest for too long? Do you have any brains in your hot skulls?"

Her voice echoed in the great hall, only to be drowned by nervous, angry whispers. At last one of the Primes dared to speak, "We should transport the World Eater here. Or retreat."

"Demons never retreat!" added another. "And we need the resources for our next military campaign."

The discussion was short, and the decision soon made. Irritated and tired, Ish finally smiled.

DEMONS:

"My great mistress!

Lesser, squalid Primes responsible for the World Eater's transport have been executed. Slowly and with utmost cruelty. Because of their incompetence, the weapon is probably severely damaged. Its location is unknown, we only know that it fell somewhere in the eastern wastelands. I assure you I'm not responsible for this incident. I took over the World Eater project after the execution of the guilty Primes. My undivided attention is focused on the task of recovering the World Eater.

Terror caste spies report military activity around the impact zone. There is a small chance that it's not relevant to the World Eater, but then again, for the safety of our cause, I would assume the worst. I ask your permission to recall part of our forces from the Al-Iskandria siege and to send them east.

Please, beautiful mistress, consider my plea."

Draal Frighteye, Spymaster of the Dark.

"We were hiding in the wastes like worthless rats! We were free, yes, but we have lost our honor again. Our glory and pride! Who will remember the Iron Company if we allow these pitiful humans to defeat us? My desire to add a new page to the company's book started to transform into an irresistible lust. We must regain our name! We will skin the puny humans and write about our glory with their blood! But Hedgehog was patient. He ordered us to hold back. We gathered our forces with the help of the Terror caste and we prepared an assault on one of the human settlements, which were rising as fast as imps in breeding pits.

When we were almost ready, burning rocks fell from the sky. Fortunately, they missed our encampment, but we were still hit with tremors and gales. Our losses were minor, thanks to Ish. And then, Gvor Pathfinder brought splendid news from the crash site. One of the settlements was nearly destroyed. Hedgehog immediately ordered us to prepare for departure. It is a perfect time for a battle. Today we march!"

Chronicler of the Iron Company

CHAPTER:

"Glory be to the Chapter!

I'm sending you salutations from besieged Al-Iskandria that I plan to protect with my life. We managed to intercept the last assault plans and repel that attack. We only lost a few soldiers and some resources. Despite our thrift, we lack ammunition. In a month's time, our Rangers will be using crossbows as clubs. But for now, we've managed to push enemy forces off and sabotaged a Crystal payload that destroyed a Demons' troop instead of our gate. It was one of the greatest victories during the siege.

The next events during that night were rather sinister. Fiery trails lit the eastern sky and harbingered great tremors. Fortunately, only civilian structures were damaged. But from that time we have sensed strange sounds and vibrations that have a source somewhere beneath the city. I am afraid that every possible explanation is rather bad for our cause.

Two days after these events, significant Demon forces left the main army and marched east. If our intelligence forces are right, the Demons no longer have overwhelming numbers outside our walls. It is the perfect moment for a sortie to destroy their supplies and siege equipment. However, I personally recommend sending our forces east too. It is only a premonition, but if something is so important for the Demons, we should get there first."

Riziano Rufo, Al-Iskandria Defense Commander

"We have just established Memento, a new settlement able to accommodate people rescued from war-struck lands. Our small country, Little Refuge as it was named, grows fast. I still have no idea how we managed to get here defending huge columns of borderlands settlers and knocking through Demon forces. It must have been a miracle.

Soon after, a shortage of food and space haunted Fort Hope, so we've founded Rations, our first real, non-military settlement. It is set near a river, on surprisingly fertile grounds. Then, New Beginning happened. A small city for those who do not want to have anything to do with war. And now, Memento, a place full of beauty and technology.

Shortly after we populated Memento, the rain of fire fell from the sky. Burning meteorites ravaged the area east of Fort Hope. Exactly where Memento was raised. I gathered tired former border patrol members, and we set out with haste to help our people."

Fulvio, an acting commander of border patrol's remnants

RHA-ZACK:

//MB-02_wthr_rprt/15d/08m/0002y/grid_coord_48E34S/stream_strength:excellent/

...Previous content overwritten...

Unexpected asteroid spotted. Possibility of artificial origin. In eighteen hours and ten minutes, the object will enter the mesosphere. There is an eighty-six percent chance that it will be destroyed or severely damaged during descent. Probability of hitting Rha-Zack structures unknown. Velocity changes do not match any known patterns. Object trajectory before detection unknown. CODE GRAY recommended.

//AS-01_sgn_anlyz/15d/08m/0002y/CORE/stream_strength:excellent/

CODE GRAY! The object spotted by MB-02 must have been made by intelligent creatures. Our most advanced sensors detected a unique signal, that with great probability has a source in this object. The code structure is strangely similar to our Stream, but the encryption is unknown. The data was sent to a decrypting team with the highest priority.

//AS-01_CODEGRAY/16d/08m/0002y/CORE/stream_strength:excellent/

The decrypting team is still trying to crack the code without any significant progress. But it's not our priority now, as we have obtained new data. The signal transmission was aborted when OB-A06 (previously referred to as "the asteroid" or "the object") passed through the mesosphere and entered the stratosphere. When we observed the crash of the fragmented OB-A06 in the southern lands, our sensors intercepted another signal. It was coded just like our Stream, and this time it was using our encryption. "Device severely damaged. Grid coordinates: 47E 30S." OB-A06 contains Rha-Zack technology! We are immediately sending Force Red to secure the artifact. They will have to hold ground until the main army arrives.

DVERGAR:

A shower of meteorites wiped out Norisk, one of the Ring Cities. The stones that rained from the sky weren't bigger than grains of salt, but their destructive force was great. Much greater than it should have been. No residents survived.

The same night another, bigger comet was spotted far to the east, and the effects of its impact were noticeable in the entire Dvergar land. Apparently, the Dvergar still needed to learn more about this planet and its natural disasters. Ignorance could be catastrophic.

A group of Prospectors immediately set off to survey the ruins of Norisk. They came back with grievous but fascinating news. Deceased Dvergar were still burning with Black Flame, even though their gas should have been depleted before the Prospectors arrived. The information caught the Council's attention. Until now the Council has been debating about the war with the Rha-Zack, the true intentions of this technologically advanced race, and the disappearance of Varfater Vagr. Those questions were important, but for now, the Council focuses on this new, probably more Beneficial case.

The best of Enginecrafters and Geologists tried to analyze samples of both meteorites and the deceased. They stated that the siderolites were artificial and consisted of wrought metal and crystalline filaments. Most of these fragments were inert, but some still produced gas. The same gas that the Dvergar need to live. A vision of an endless gas source was so tempting that the Council decided to act boldly. A unit under Varfater Snorre was sent east, traveling through the Darkness world, to emerge from the Shadow Gate by the eastern wastes. This way of travel has been used only once before – it was immediate, but some of the travelers died. The Council decided it was worth the risk. Their orders were frowned upon. They were Brisk and potentially Beneficial. But were they Proper?

REBORN:

The Oracle and her followers went into exile after a tragic incident under the Timeless Tree. Reborn fighting against Reborn... The Oracle couldn't stand the accusing, scornful stares of her people. Yes, she was guilty. Yes, she has lost her power. Yes, the Motherforest was destroyed. And yes, the Timeless Tree was burned to the ground. She had to redeem herself. Regrow the Motherforest, regain her prophetic powers, end the civil war. If only she knew how... And to make matters worse, Evolutionists kept hunting her. Wretched creatures. Reborn following the Faceless' way. She felt sick just thinking about them.

When the fire rained, the Oracle was sleeping. Suddenly, a vivid vision replaced her hazy dreams. It was similar to her prophetic revelations, but also different. More focused, less stable. In pieces, precise, and not too broad. Unnatural. Like short stories branching from one point into their multiple futures.

She saw fire. A big sphere of flames. Metallic parts of some machine scattered throughout the wastes. Faceless swarming everywhere. Demons massacring their enemies with a devilish device. Chapter priests triumphantly putting

something together on their technological altars. Rha-Zack swinging their arms. Pygmy Dvergar... resting? That would be the first time in their life. And then... Then she saw a magnificent forest. A blend of Crystals, metal, and strong trees. A great oak with a mechanical heart. And herself. She was resting in its crown and her people had gathered around, listening to her wise words.

At that moment, the Oracle was brutally awoken by distant explosions and tremors. She saw a blinding light in the southeastern sky. And then, she made a decision. It's time to change, to evolve. Maybe the Reborn's future should look like that? Maybe the Evolutionists weren't so wrong after all? Even if they were, that was her only option; the only chance to end the civil war and help her people.

FACELESS:

Our bodies are dispersed. Memories of the defeat in the Reborn forest and the loss of Shatterer are slowly fading away, but those failures made us weak. Now we just survive. We feast on the smaller. We feel feeble, with no way to become stronger. We lack challenge. We lack purpose. We simply exist.

We wander for many cycles of light and dark. Sometimes we find a new body, but more frequently we leave dead meat behind with its Crystal hollowed. Our bodies slowly grow numb.

Suddenly something calls us from afar. We ignore it, too occupied with our pointless existence. We don't grow, we don't evolve. But the cry remains strong, constant. We still wander, but our bodies swerve towards its source. As more of us draw closer, we start to fight each other. A chance to grow appears. A challenge beckons.

The call is now clearer, more tempting. Its source must be mighty. More powerful than Shatterer. If we will kill it and make it one of us... We will be predators again. We pick up the pace. Soon we will feast.

CAMPAIGN SETUP

IMPORTANT! Please note that some campaign rules overwrite the standard guidelines for a Player vs Player game. Any exceptions are specified in the appropriate Scenarios. If a Scenario does not mention a certain aspect of the battle (such as player order, unit deployment, or starting Crystal Pool), it always means this aspect remains unchanged and plays out according to the standard rules found in the Rulebook. The same goes for the "Setup" section of each Scenario – it only contains unusual elements and non-standard placements that overwrite the regular battle setup procedure.

- In this campaign players choose one Faction each and will play their Faction for the entire campaign. Two players cannot choose the same Faction.
- Use basic Banners and Shrines while playing this campaign.
- This campaign uses the World Eater campaign map. The Faction tracks on the campaign map are Military Power tracks, representing the number of soldiers, intelligence and supplies for each side. Put markers on slot 4 of both players' tracks.
- Both markers can never be higher than 10 or lower than 0.
- Whenever the Scenario asks you to do something outside of the standard battle turn sequence (e.g., read Scripts), do it in the order in which it is written.

CAMPAIGN MAP MODIFICATIONS

- Sometimes a Script asks you to leave a sticker on a certain slot of the campaign map. These stickers may represent anything from razed settlements to strange powers unleashed due to your actions.
- To keep the campaign map intact, you're never asked to remove any stickers from it. Instead, whenever Scenario requires you to disable any sticker, place a yellow Canceled sticker on top of it so that the number of the original sticker remains visible.
- After you finish the campaign, leave all stickers on the map to mark permanent changes in the world of The Edge: Dawnfall. This may lead to unexpected results in further campaigns and let you discover parts of the story you might not have reached otherwise.
- If you lose or abandon the campaign, disable all of its stickers and try again. If you run out of stickers, you may download and print them yourself, or use a simplified Save Sheet instead.

STARTING UNITS AND DECKS

Each Faction has its own starting deck of 10 Action cards. Before each battle, after you read the Forces section, add any 5 Action cards to this deck. It will become your Action deck for the duration of this particular Scenario. This will allow you to prepare an Action deck to perfectly match your forces and play style.

DEMONS STARTING DECK: Faith [x1], Horde [x1], Infection [x1], Infernal Power [x1], Mist [x2], Resurrection [x2], Rush [x1], Shadowzone [x1]

CHAPTER STARTING DECK: Bash [x2], Guard [x1], Leap [x2], Overwatch [x1], Shoot [x2], Tactic [x1], Trap [x1]

RHA-ZACK STARTING DECK: Drill [x1], Jump [x1], Lightning [x1], Minelayer [x1], Ray [x1], Self-Repair [x1], Shock [x1], Shoot [x2], Time Jump [x1]

DVERGAR STARTING DECK: Chained Weapon [x1], Deflect [x2], Detonation [x1], Energize [x1], Marked for Death [x1], Protection [x1], Radiostation [x1], Risky Tactics [x2]

REBORN STARTING DECK: Burrow [x1], Call of the Wilds [x1], Crawling Jungle [x1], Dragging [x2], Overgrow [x1], Seed [x2], Underground Strike [x1], Weakening [x1]

FACELESS STARTING DECK: Back to Source [x2], Bladespit [x2], Chosen Victim [x1], Hell [x1], Lurch [x2], Swarm [x2]

IMPORTANT! Unlike in standard games, campaign battles do not end when players run out of Action cards. If that happens, simply shuffle all your discarded cards and use them as your new deck.

HERO TOKEN

In some Scenarios, you need to use a Hero Token, represented by your Faction's Victory Point token.

TIME TRACK

Many battles in the campaign use the Time Track. Use the separate Time Track board, found in the Darkness expansion. The Time Track usually shows the end of the battle and all special events that happen during the encounter. Before a Scenario begins, place a Time Marker on slot 1 of the track, and then set up any Turn Markers listed in the Scenario on their corresponding slots. They will help you remember when an event triggers.

Please note that you increase the Time Track only after BOTH players have taken their turns.

SAVING CAMPAIGN PROGRESS

Although the campaign battles are mostly shorter than regular matches, the full campaign can still take many hours to complete. If you or your opponent wish to stop mid-game, simply take note of the current Scenario number and the status of both campaign tracks.

Then, simply fold and stow the game until you are ready to return. All of your Scenario choices are remembered thanks to a system of stickers that you put on the campaign map as the game progresses.



SCENARIO I: FIRST CONTACT

INTRODUCTION:

A steaming crater looms in the distance. A few days ago this place was a human settlement, Memento. Now, it's gone. The terrain surrounding this place is plain and desolate, so the scouts don't have any trouble seeing enemy troops. These are small, fast units and their purpose is to slow down enemies in the race to the meteorite crash site.

DEMONS: We just arrived in the human settlement destroyed by the meteorite and Gvor reported Reborn and Rha-Zack armies approaching. If they are here, we should also anticipate the Chapter. They are faster than we expected, but their arrival is not so strange after all. Haagenti, our precious Terror caste adviser, got some information about this comet. It was a World Eater itself! We have to send our units to slow the enemies down. This weapon must be ours!

CHAPTER: We are pushing our steam armor to its limits during our insane run towards Memento. But the path is long and resources scarce. If only Possum was here... He always had an idea how to do everything better. And when he ran out of advice, he always had his incredible luck. But now we can't count on him. He was in Memento when the meteorite crashed. If he died... It would be a great loss. A loss of a friend and a skillful soldier.

We are closing in. The ruins of Memento are visible in the distance. To our surprise, we aren't the only ones approaching the settlement. What is this other army doing here? The Pilgrims set off with haste to slow them down a little, buying time for the rest of our forces to come.

RHA-ZACK: //RB-16S_CODEGRAY /17d/08m /0002y/grid_coord_47E31S/stream_strength:good/

I sent a query to the Stream to identify obstacles on the way to the crash site, and I was flooded with data about five significant enemy forces that were heading the same way. After a second came new information about three more armies around the edges of the wastelands. Our Stream couldn't identify them. Maybe they were the reserves? Still, we didn't have any time to lose, so we continued advancing.

DVERGAR: A Dvergar special unit was marching through the wastes, heading northeast. Two days earlier, the Shadow Gate spat them out. To everyone's surprise, no one died during this... Improper transportation. Only Varfater Snorre, who came through last, suffered – his legs transformed into a pulsating mass of tar. He killed himself before anyone could help him.

Roe, a young and apt sergeant, briskly took over the disoriented soldiers and curbed gossips about Impropriety of the Council instructions. Then he ordered a forced march. After all, the Dvergar came here to secure a Beneficial artifact, and not to prattle about their inklings.

REBORN: The Oracle didn't expect this quest to be easy. She didn't need her powers to anticipate that. But she also failed to predict it would be so dangerous.

Her Treemaids noticed a whole swarm of Faceless nearby. To protect the main force from their filthy, murderous influence, the Oracle decided to take over one of the settlements recently built by the humans. From there, she spotted unnatural, artificial Rha-Zack troops marching from the east.

With a modest unit of her children, the Oracle headed south, to the place where the meteorite struck. They were straining to travel as quickly as possible and to be there before anyone else. Then, the Oracle received alarming news. First – the newly conquered settlement was attacked by Evolutionists. And second – there was a small force of enemy soldiers right in her way.

FACELESS: Yesterday we devoured big, demonic dogs. They gave us power. Some bodies now use four paws to run faster than ever. It's not entirely effective – they don't have hands, useful for grabbing Crystals and essence, but they are swift and deadly. Other bodies will benefit from their evolution.

When the sun rose over the horizon, we were feeding on Crystals in the crater between human lands and the wastes. It was dangerous. Many of us died. But the ones who didn't, got stronger. Now we run. We run through places full of dead shells and essence. Before us are fresh bodies, alive and filled with hot blood...

PREPARATION:

DEMONS PLAYER CHOOSES:

- Hedgehog takes more units with him. Read Script 15.
- Hedgehog orders soldiers to fortify the crash site. Read Script 12.

CHAPTER PLAYER CHOOSES:

- Maybe some of the troops should go to Rations and New Beginning to recruit other border patrol members? Read Script 10.
- There's no time to lose! Memento needs help, and the activity of other Factions is unsettling. Read Script 19.

RHA-ZACK PLAYER CHOOSES:

- Send a query to the Stream to learn more about the signals from OB-A06. Read Script 17.
- Send a query to the Stream to get the analysis of the battleground and enemy forces. Read Script 11.

DVERGAR PLAYER CHOOSES:

- The enemies are inferior to Dvergar! Roe decides to send some troops away to find and secure nearby gas sources. Read Script 13.
- Roe thinks that securing the artifact has the highest priority. They still have enough resources left. Read Script 18.

REBORN PLAYER CHOOSES:

- The Oracle sends some of her force north to help in the fight against the Evolutionists. Read Script 14.
- The Oracle is confident that the Ancient Guard left in the settlement will manage to push the attacking army off. She is taking the whole army with her and presses into the wastes. Read Script 20.

FACELESS PLAYER CHOOSES:

- A challenge before us! We rush into battle, confident that our fury and hunger will destroy our enemies! Read Script 16.
- Some bodies remember that the more we are the stronger we are. Those bodies stop and feast in order to prepare for war. Read Script 21.

SETUP:

Set the battle according to the standard rules (pages 4-6 of the Rulebook) with the following exceptions:

- Players do not set up their Shrines and do not use their Banners in this Scenario.
- Players deploy only a part of their armies (more in the Forces section).
- If you are asked to attach an Enhancement card before battle, use one that is not in your deck for this mission. Do it before adding additional cards to your Action deck if possible.
- Players do not give additional Crystals to their opponent for using Elite Squads.

SPECIAL RULES:

- Use the Time Track to count completed turns of the battle. Mark turns III and VI on the track.
- **Turn III:** The rest of the forces arrive. Players deploy the second part of their armies using the standard rules. The battle continues.
- **Turn VI:** Place sticker W06, "Prolonged Clash", on the corresponding slot of the campaign map. The battle continues.
- Players do not earn Victory Points and the VP track remains unused.

OBJECTIVES:


- Both players have the same objective: kill 4 enemy models. Or, if the enemy sacrificed his models and there are fewer than 4 remaining, kill all enemy models instead. Track killed models with your Victory Point tokens.
- Both players have the same reward: place your Faction's sticker on slot S1 of the campaign map. Gain 1 Military Power. Read Script 22.
- Both players have the same Achievement condition: lose a model with a Hero token (more in the Forces section).

DEMONS FORCES:

FIRST PART OF THE ARMY:

- Hedgehog (Bloodsmith Squad with only one model, a Hero token on the Squad card. It starts with the Infernal Rites Enhancement attached to its Squad card. Place 1 Charge token on it.)
- 1 Dark Scholar Squad (partial Squad with two models)

SECOND PART OF THE ARMY:

- The last model of the Dark Scholar Squad (it is added to the Squad already on the board, you can deploy them not in  with the rest of the Squad's models)
- 1 Gorehound
- Second Dark Scholar Squad


ACHIEVEMENT: Read Script 7.

CHAPTER FORCES:

FIRST PART OF THE ARMY:

- Jehl, Hunter of Fyrhome (Ranger Squad with only one model and a Hero token on its Squad card. It starts with the Firing Position Enhancement attached to its Squad card. Place 1 Charge token on it.)
- 1 Pilgrim Squad (partial Squad with two models)

SECOND PART OF THE ARMY:

- 1 Holy Knight
- Two models of the Pilgrim Squad (they are added to the Squad already on the board, you can deploy them not in  with the rest of the Squad's models)


ACHIEVEMENT: Read Script 25.

RHA-ZACK FORCES:

FIRST PART OF THE ARMY:

- RB-16S (Stream Guard Squad with one model and a Hero token on its Squad card. It starts with the Power Swords Enhancement attached to its Squad card. Place 1 Charge token on it)
- 1 Storm Bringer Squad (partial Squad with one model)

SECOND PART OF THE ARMY:

- 1 Storm Bringer model (it is added to the Squad already on the board, you can deploy them not in  with the rest of the Squad's models)
- 1 Source Blade Squad (partial Squad with one model; if a Source Blade Squad was already present, add this model to their Squad)

ACHIEVEMENT: Read Script 29.

DVERGAR FORCES:

FIRST PART OF THE ARMY:

- Roe (Unbroken Squad with only one model and a Hero token on its Squad card. It starts with the Exoskeleton Enhancement attached to its Squad card. Place 1 Passive token on it, but don't place any Charge tokens.)
- 1 Enkindled Squad (partial Squad with two models and only 1 Endurance token)

SECOND PART OF THE ARMY:

- Second Unbroken Squad
- 1 Gyrobot Squad (partial Squad with one model)

ACHIEVEMENT: Read Script 2.

REBORN FORCES:

FIRST PART OF THE ARMY:

- Oracle (Oracle of Wrath Squad with only two Endurance tokens and a Hero token on its Squad card)
- 1 Treemaids Squad (partial Squad with two models)

SECOND PART OF THE ARMY:

- 1 Wyrms Squad
- 1 Ancient Guard Squad (partial Squad with 1 model)

ACHIEVEMENT: Read Script 30.

FACELESS FORCES:

Place sticker W12, "Evolution", in the player's section on the campaign map.

FIRST PART OF THE ARMY:

- 1 Bladebreeder Squad with only one model (place a Hero token on its Squad card. Place an additional Endurance token on this Squad. This Squad starts in Joined mode.)
- 1 Berserker Squad

SECOND PART OF THE ARMY:

- Second Berserker Squad
- 1 Fleshripper Squad (partial Squad with 1 model)

ACHIEVEMENT: Read Script 5.

SCENARIO 2:

BATTLE IN MEMENTO'S RUINS

INTRODUCTION:

A victorious army reached the destination, but didn't have time for a search. They needed to prepare to defend this site using everything possible – from broken doors to unrecognizable, bent metal constructions. Routed in the previous clash, enemy forces regrouped and were approached the settlement ruins.

There was also a curious thing on the battlefield. Something was glowing with pulsating, blueish light in the debris. Maybe it was worth acquiring? But how to do it in the battle chaos?


- If a player chose the Demons Faction and sticker W06, "Prolonged Clash", is on the campaign map, the Demons player reads Script 1.
- If sticker W03, "Analysis", is on the campaign map, the Rha-Zack player reads Script 4.

SETUP:

Set the battle according to the standard rules (pages 4-6 of the Rulebook) with the following exceptions:

- This is only a reminder, but both players have access to their Shrines and Banners.


- During this Scenario, a player whose Faction sticker is in slot S1 on the campaign map, places Debris on the Battlefield after placing Crystal Sources, using the same deployment rules as a Crystal Source. Debris is represented by Shadowgate Token. This player will also be a Countering player.

- Put three Goal tokens (represented by small Campaign tokens) on Debris. Models can't be deployed in  with Debris.

- If you are asked to attach an Enhancement card before battle, use one that is not in your deck for this mission if possible. Do it before adding additional cards to your Action deck.

- Players do not give additional Crystals to their opponent for using Elite Squads.

SPECIAL RULES:

- During passive turns players can get Goal tokens in the same way they harvest Crystals from Crystal Sources. Their models must be in  with an uncontested Debris token. They don't get any Crystals from it. If any player gets two Goal tokens, remove Debris from the board. Goal tokens can't be gained in any way during Active turns.

OBJECTIVES:

- Both players have the same objective: Win through Victory Points or kill all enemies.

- Both players have the same reward: Place your Faction's sticker on slot S2 on the campaign map. Gain 1 Military Power. Read Script 3.

- Both players have the same special objective: Gain two Goal tokens from Debris. It is possible to lose this Scenario, but still achieve the special objective.

- Both players have the same special reward: Place sticker W18, "Pulsating Crystal", in their player's section on the campaign map.

DEMONS FORCES:

- Hedgehog (Bloodsmith Squad with only one model, a Hero token on the Squad card. It starts with the Infernal Rites Enhancement attached to its Squad card. Place 1 Charge token on it.) If sticker W07, "Wounded Hedgehog", is in play don't place the Enhancement card.

- 2 Gorehounds
- 1 Master of Elements

CHAPTER FORCES:

- Jehl, Hunter of Fyrhome (Ranger Squad with only one model and a Hero token on its Squad card. It starts with the Firing Position Enhancement attached to its Squad card. Place 1 Charge token on it.) If sticker W08, "Wounded Jehl", is in play don't place the Enhancement card.

- 2 Holy Knights
- 1 Pilgrim Squad (partial Squad with only 2 models)

RHA-ZACK FORCES:

- RB-16S (Stream Guard Squad with one model and a Hero token on its Squad card. It starts with the Power Swords Enhancement attached to its Squad card. Place 1 Charge token on it.) If sticker W09, "Damaged RB-16S", is in play don't place the Enhancement card.

- 1 Source Blade Squad (partial Squad with 2 models)
- 1 Storm Bringers Squad
- 1 Stream Surfers Squad (partial Squad with 1 model)

DVERGAR FORCES:

- Roe (Unbroken Squad with only one model and a Hero token on its Squad card. It starts with the Exoskeleton Enhancement attached to its Squad card. Place 1 Passive token on it, don't place any Charge tokens.)

- 1 Unbroken Squad
- 1 Enkindled (partial Squad with 2 models)
- Achievement: Roe is killed. Read Script 2.

REBORN FORCES:

- Oracle (Oracle of Wrath Squad with only two Endurance tokens and a Hero token on its Squad card). If sticker W11, "Wounded Oracle", is in play put a Paralysis token on her base. It works as described on Reborn Faction Sheet.

- 1 Blight Steed
- 1 Wyrn Squad

FACELESS FORCES:

- If sticker W12, "Evolution", is in the player's section on the campaign map, place sticker W15, "Rapid Evolution", on it. If not, place sticker W12, "Evolution", in the player's section on the campaign map.

- Bladebreeder Squad with only one model (place a Hero token on a model. Place an additional Endurance token on this Squad. This Squad starts in Joined Mode.) – if sticker W15, "Rapid Evolution", is in the player's section on the campaign map, this Squad starts in Evolved Mode instead.

- 1 Harvester
- 1 Berserker Squad

ACHIEVEMENT: Bladebreeder is killed. Read Script 5.

SCENARIO 3:

EAST WASTELANDS CAMPAIGN

During this Scenario you will need to place the campaign map before you. After reading the introduction you will make decisions that will have an impact on this and the following Scenarios.

INTRODUCTION:

When the smaller, faster Squads were securing the first of the crash sites, the rest of the army was trying to hold other Factions back. The whole wastelands became a fierce battlefield. You have to gain a terrain advantage and still have enough soldiers to defend yourself. So what if you get the artifact, when in the end your troops are surrounded by a swarm of enemies?

DEMONS: *This is no good. Hedgehog was planning a swift expedition through the wastes and an acquisition of the scattered parts of the World Eater. Attaining this mighty weapon would guarantee an honorable return to the army. Maybe Ish herself would submit a plea to the Iron Company for their return? It would be a good chance to regain our name in a magnificent way.*

But this is not good. Even if we forget about the last skirmish in the ruins. We have reports about Rha-Zack activity in the north. The bloody Chapter is everywhere. And there are also other Factions. Even those damned Dvergar made their way somehow!

I hope that our military outposts will give us enough time.

- Place a Faction Victory Point token on slot 9, "Demons camp", on the campaign map.

CHAPTER: *So many armies! I expected Demons, we had fought some time ago. I could have expected Rha-Zack, they live nearby and are curious of everything. Faceless weren't also a big surprise, their unholy bodies appear everywhere. But Reborn and Dvergar? Those forest folks never leave their forests. And the scary midgets live on the other side of the Great Refuges! Our only hope*

is in... Fort Hope and its residents. May the One God let them defend this land when we are rushing south. There is something that is luring the other Factions. We need to discover what it really is.

- Place a Faction Victory Point token the slot 1, "Fort Hope", on the campaign map.
- If sticker W02, "Recruitment", is on the campaign map, gain 2 Military Power.

RHA-ZACK: //AS-01_CODEGRAY /18d/08m/0002y/ CORE /stream_strength: excellent/

Force Red shall continue their mission. They should exclusively focus on securing OB-A06. Strategic decisions should not occupy their energy and computing power. Rha-Zack main forces empowered the southern military-research outpost. From there we will be supporting Force Red and interrupting enemy armies.

- Place a Faction Victory Point token on slot 7, "Rha-Zack outpost", on the campaign map.

DVERGAR: The Dvergar army reached the eastern wastes at last. The portal was still under Dvergar control and the little force eagerly welcomed their kin. Guards were informed about Varfater Snorre's death, and Roe's troops' progress.

Varfater Jorfi quickly took control over the portal guards and fortified an encampment. They needed to secure the entire wastes in one or two days to ensure that Roe achieved his objective. They had to act Briskly, and their actions should have been Beneficial and Proper. It was the only way.

- Place a Faction Victory Point token on slot 4, "Shadowgate", on the campaign map.
- If sticker W04, "Gas Vein", is on the campaign map, gain 2 Military Power.

REBORN: The Oracle was surprised when Treemaideen Shank informed her that the Reborn army came from the north to help her campaign. Apparently she didn't know her children were so loyal. Or maybe they have changed? Or were they always more independent, more devoted? Perhaps she should show more care instead of power? But she didn't have time to contemplate. She had to press on. During the march, pleasant feelings were growing inside her like seedlings.












- Place a Faction Victory Point token on slot 2, "New Beginning", on the campaign map.
- If sticker W05, "Reinforcements", is on the campaign map, gain 2 Military Power.

FACELESS: We are hundreds. Some are feasting on the battlegrounds. Some are following the call, killing everything in their way. My body is in the second group, but still, it does not matter. Most of us are growing on the Crystals inside the big crater which we claimed at the beginning of our journey. I feel that they are stuffed. But at the same time they are also hungry. Hungry for new bodies and evolution! Soon we will flood this whole land.

- Place a Faction Victory Point token the slot 6, "Crystal crater", on the campaign map.

SETUP:

The locations you control (you have your Faction Victory Point token on them) will give you various bonuses during this and future Scenarios. Here is the list of locations and bonuses they grant:

-  1, Fort Hope – at the end of this Scenario, this location grants 2 additional points of Military Power.
-  2, New Beginning – this location will grant you 1 Victory Point at the beginning of each battle.
-  3, Memento – before each Dispersal you can perform a free mulligan.
-  4, Shadowgate – before each Dispersal you can place a Speed token (represented by a Dark Point token) on one Squad. It will raise its Movement Attribute by 1.
-  5, Rations – before each battle starts you can place 1 additional Endurance token on a Squad. The enemy won't get additional Victory Points for killing those models.
-  6, Crystal crater – before each battle add 1 Crystal to your Depleted Pool.
-  7, Rha-Zack outpost – before each Dispersal you can make a Move action with one model.
-  8, Lake – this location will grant you a Crystal bonus in the last Scenario.
-  9, Demons camp – this location will allow you to redeploy your Shrine just before Dispersal in each battle. It can be placed in  with models, but still needs to be placed at least 2 spaces from Crystal Sources and enemy Shrine.
-  10, Stony hill – this location will grant an Endurance bonus in the last Scenario.

Now read part 3-1.

PART 3-1 - START READING HERE

In this Scenario, neutral Factions will be represented by Charge tokens. In this step, ignore Factions chosen by players.

DEMONS: Great Demons forces, after brief contact with the Iron Company remnants, used Darkness paths to arrive at their simple camp.

- Place a Charge token on location 9.

CHAPTER: Chapter Council approved the proposition from an Al-Iskandria commander and sent a significant part of their forces east, to check what lured the Demons away. The army arrived at Fort Hope and joined with former border patrol soldiers.

- Place a Charge token on location 1.

RHA-ZACK: //AS-01_CODEGRAY /18d/08m /0002y/ CORE/ stream_strength: excellent/

Squads S12, S18 and S19 regroup at the outpost O-05, 47E32S. S05, S22 do a reconnaissance and join O-05.

- Place a Charge token on location 7.

DVERGAR: Varfater Jorfi led huge forces towards the southern part of the wastes. There was an ancient, notorious construction. The Dvergar marched briskly, despite a gas shortage. And because of it they have to succeed.

- Place a Charge token on location 4.

REBORN: A pack of Evolutionists, Reborn rebels, approached from the north. They were clearly moving towards the meteorite crash sites. But firstly they attacked New Beginning.

- Place a Charge token on location 2.

FACELESS: Faceless appeared on the wastelands out of nowhere. Their horrifying bodies started to haunt battlefields, roads and war-struck settlements. But there was one place that was really swarming with those creatures.

- Place a Charge token on location 6.

Now read part 3-2.

PART 3-2

Your armies control one of the locations on the eastern wastelands. Other Factions are also approaching. You need to act carefully. Your troops, scouts and resources are limited – they are represented by your Military Power.

Locations on the campaign map are connected with dotted lines. When you decide which location you want to conquer, remember that this area must be connected to one of the locations you already control.

RULES

- You have access to one Block token (represented by an Endurance token) and one Attack token (represented by a Faction token).
- A Block token can be placed only on a Route, represented by dotted lines on the map. The Block token blocks this Route (those locations are not connected for this turn).
- An Attack token can be placed on a location that you want to conquer – it can be placed only on a location connected to one of the locations you control (with your Victory Point token).
- You must spend Military Power to attack a location:
 - without any tokens - 1 Military Power
 - with a Charge token - 2 Military Power
 - with an enemy Victory Point token - 0 Military Power, but it will trigger a battle as described below.
- Players can place their Attack tokens on the same location – they both need to pay first and then they set up a battle using the basic rules – they have access to Shrines, Banners and all Squads and cards. They can also use bonuses from controlled locations. The winning player conquers the territory.
- Players make actions in this order: Demons, Chapter, Rha-Zack, Dvergar, Reborn, Faceless.

TURN:

- Both players place their Block tokens.
- Both players place their Attack tokens. They may pass this move.

- If at any moment a player does not control any locations, they can pay 2 Military power to place their Attack token on any location.
 - Resolve battles (if needed).
 - Both players place their Faction Victory Point tokens on conquered locations.
 - Both players remove their Attack and Block tokens.
- Perform 4 turns and read part 3-3. Use the Time Track to track these turns.

PART 3-3

- Remove any remaining Charge tokens from the map.
- Replace Victory Point tokens with Faction stickers.
- Play Scenario 4.



SCENARIO 4: CRATER SKIRMISH

INTRODUCTION:

The crash site of the second meteorite was still smoking. The colossal crater was full of chasms, boulders pushed out from the ground, and metallic rubble, all mixed with Crystals. There was a deep fissure full of hissing sounds and bright lights in the center of this mess.

DEMONS:

- If sticker W07, “Wounded Hedgehog”, is on the campaign map, deactivate it.
- If sticker W17, “The First Part”, is in the Demons player’s section on the campaign map, read Script 23.

The second part of the World Eater had to be here. Haagenti claimed that the central element of this part should have been intact. It was also small enough to be easy to transport. We were prepared for some inconveniences, but severe headaches weren’t anything pleasant. This part was filled with magic, which was now leaking out. Pure magic without any restraints is awful for our senses.

CHAPTER:

- If sticker W08, “Wounded Jehl”, is on the campaign map, deactivate it.
- If sticker W17, “The First Part”, is in the Chapter player’s section on the campaign map, read Script 8.

The next crash site was just before us. The second strange artifact was lying deep down, inside a strangely illuminated chasm. Or so we thought. We didn’t know if that was the thing that caused this terrible commotion, that pulled our people into another war. But experience from time in the border patrol was all about uncertainty and a lack of knowledge. Memento was destroyed. Possum, whose body we had found in its ruins, was dead. We were filled with anger and we yearned for vengeance. We needed to know what caused it all!

RHA-ZACK:

- If sticker W09, “Damaged RB-16S”, is on the campaign map, deactivate it.

- If sticker W17, “The First Part”, is in the Rha-Zack player’s section on the campaign map, read Script 26.

//RB-16S_CODEGRAY/19d/08m/0002y/grid_coord_47E30S/stream_strength:poor/

Near the crater our sensors go crazy. This part of OB-A06 disturbs the Stream flow. The upload time increased to two seconds! It is unacceptable and will definitely have an impact on communication. If it remains the same later, I will have a really hard time commanding forces.

But I shall use my mind processes for thinking about acquiring the artifact, not for simple grousing. There are serious terrain deformations before us due to the crash of OB-A06. Analysts have prepared the optimal route for us. Now we can reach our goal without needing to think about a safe way down.

DVERGAR:

- If sticker W17, “The First Part”, is in the Dvergar player’s section on the campaign map, read Script 31.

Unwearied, Roe was pushing his soldiers forward, depleting their gas leftovers. He didn’t think they would have a chance to replenish them. There was another crash site before him. And inside, his and all of the Dvergar’s goal. The next part of the device that was probably the beginning of their salvation. Roe really hoped that with it they could build a device to produce unlimited amounts of gas. So they increased their pace. Thinking and resting wasn’t Beneficial at this time.

REBORN:

- If sticker W11, “Wounded Oracle”, is on the campaign map, deactivate it.
- If sticker W17, “The First Part”, is in the Reborn player’s section on the campaign map, read Script 38.

Warbeasts and Wyrms rushed towards the center of the crater down its steep slope. Some of them hurt themselves in the process, but they prepared the way for the Oracle and the rest of the army. She was worried about the upcoming battle. This site was full of chasms and other dangers. The outcome of a skirmish may be based on pure luck. If only she had more time to prepare...

FACELESS:

- If sticker W17, “The first part”, is in the Faceless player’s section on the campaign map, read Script 42.

There was a huge hole in the ground before us. So big, that all of our bodies wouldn’t fill it. Goaded by other Faceless, that were emanating satisfaction and satiety from recent battles, we run downwards, without second thoughts about dangers. Each body can be replaced.

SETUP:

Set the battle according to the standard rules (pages 4-6 of the Rulebook) with the following exceptions:

- If sticker W18, “Pulsating Crystal”, is in a player’s section on the campaign map, that player can deactivate it to instantly gain 3 Temporary Crystals (they work in the same way as those described on Demons Faction Sheet). But this Crystal might be useful later...

- The player whose Faction sticker is on slot S2 on the campaign map is a Countering player. The other is a Positioning player.

- During step 12 of the Game Setup, the Positioning player deploys all of the Crystal Sources, and then the Crash Place (represented by a Shadowgate token with a Goal token on it; the Goal token is represented by a Small Campaign token).

- The Positioning player deploys 1 Large Rough Terrain (represented by a Large Campaign token) and 2 Small Rough Terrain pieces (represented by Small Campaign tokens). Then, the Countering player deploys 3 Small Rough Terrain pieces. Rough Terrains can’t be deployed in with Crystal Sources and Shrines.

- If you are asked to attach an Enhancement card before battle, use one that is not in your deck for this mission if possible. Do it before adding additional cards to your Action deck.

- Players do not give additional Crystals to their opponent for using Elite Squads.

SPECIAL RULES:

- If any model enters a Space with Large Rough Terrain, it receives 1 Wound.
- If a model with a base of 1 hex enters a Hex with Small Rough Terrain, it receives 1 Wound.

- Any player can try to get the artifact when one of their models is in with the Crash Place. During their passive turn this player rolls a red die. If the

result is 4+, the player gains the Goal token. It represents the artifact and is placed at the model's base.

- The player who gets the Goal token immediately gains 3 Victory Points (it's not important if the player gains it from the Crash Place or from the enemy.)

- Any player can try to reclaim the Goal token – if they manage to Wound an enemy model with a Goal token in a combat sequence, he automatically takes the Goal token and places it on his model.

- If the model carrying the Goal token is killed outside a Combat sequence, the token is put on one of the hexes occupied by the killed model. The owner of the killed model places the Goal token. To pick it up, any model has to stand on it (and picking it up gives 3 Victory Points.)

- Use the Time Track to count completed turns of the battle. Mark turns III and VI on the track.

- **Turn III:** Read Script 27.

- **Turn VI:** Read Script 33.

OBJECTIVES:

- Both players have the same objective: Win the game through Victory Points or kill all enemy models.

- Both players have the same reward: Gain 1 Military Power. Then, read Script 41.

DEMONS FORCES:

- Hedgehog (Bloodsmith Squad with only one model, a Hero token on the Squad card. It starts with the Infernal Rites Enhancement attached to its Squad card. Place 1 Charge token on it.)

- 1 Gorehound

- 1 Master of Elements

CHAPTER FORCES:

- Jehl, Hunter of Fyrhome (Ranger Squad with only one model and a Hero token on its Squad card. It starts with the Firing Position Enhancement attached to its Squad card. Place 1 Charge token on it.)

- 2 Holy Knights

RHA-ZACK FORCES:

- RB-16S (Stream Guard Squad with one model and a Hero token on its Squad card. It starts with the Power Swords Enhancement attached to its Squad card. Place 1 Charge token on it.)

- 1 Stormbringer Squad

- 1 Stream Guard

DVERGAR FORCES:

- Roe (Unbroken Squad with only one model and a Hero token on its Squad card. It starts with the Exoskeleton Enhancement attached to its Squad card. Place 1 Passive token on it, but don't place any Charge tokens.)

- 1 Enkindled Squad

ACHIEVEMENT: If the Roe is killed, read Script 2.

REBORN FORCES:

- Oracle (Oracle of Wrath Squad with only two Endurance tokens and a Hero token on its Squad card)

- 1 Wyrm Squad

- 1 Warbeast Squad

FACELESS FORCES:

- Bladebreeder Squad with only one model (Place a Hero token on the model. Place an additional Endurance token on this Squad. This Squad starts in Joined mode.) – if sticker W12, "Evolution", is in the player's section on the campaign map, this Squad starts in Evolved Mode instead. If sticker W15, "Rapid Evolution", is in play this Squad starts in Evolved Mode with another additional Endurance token.

- 2 Berserker partial Squads with 2 models each



SCENARIO 5: BATTLE FOR HEART

INTRODUCTION:

The crater that developed in the crash site of the last, largest part of the meteorite, stretched as far as the eye could see. The damage changed the landscape forever. Water started to gather inside, squeezed from a forgotten, underground river. Maybe sometime in the future this unwelcoming place will become less hostile?

But then it was more dangerous than ever. The pit was strewn with Crystal shards – together with water it was a deadly combination. Wet Crystals were exploding like grenades, scarring the poor terrain even more. The strong sun's rays failed to dispel the thick patches of mist. It was hot and sweltering. Steam and shadows were swirling everywhere.

There was one small mercy – the big chunk of metal was lying on the edge of the crater. So there wasn't any need to go down to get it and then pull it up in a fatal environment. Then another thought came to mind – why wasn't the machine down there? What transported it here? But there wasn't time for contemplation.

Both armies clashed in a brutal battle on the grounds surrounding the crater. The mist was hiding something terrifying, the soldiers were telling. They swore that something dark abducted their friends. They were ignored - no one had time for scary stories. The skirmish was fierce and the heart of it was heading towards the artifact.

And then a new threat revealed itself. The big clump of metal, the third part of the meteorite, came to life. It appeared to be some kind of self-aware machine and, most importantly, hostile. Suddenly someone screamed, diverting focus from the metallic colossus. A black tentacle crept through the mist and ripped a soldier's head off.

SETUP:

Set the battle according to the standard rules (pages 4-6 of the Rulebook) with the following exceptions:

- If sticker W18, "Pulsating Crystal", is in the Reborn player's section on the campaign map, read Script 34.

- If sticker W18, "Pulsating Crystal", is in the Faceless player's section on the campaign map, read Script 37.

- If sticker W16, "Darkness Embrace", is in the Dvergar player's section on the campaign map, read Script 47.



- If sticker W17, "The First Part" or W19, "The Second Part" (or both of them), AND W18, "Pulsating Crystal", are in a player's section on the campaign map, the player with those stickers reads Script 39.

- Players add 10 cards to their decks, instead of 5.

- Players may pay (as many times as they are able):

- 2 Military Power, to build their whole Action decks (containing 20 cards of their choice).

- 1 Military Power, to add 1 temporary Crystal to the Crystal starting pool (use the Demons Faction tokens).

- 1 Military Power, to deploy 1 model outside the standard rules (e.g. in  with a Crystal Source, not in  with other models from its Squad etc.).

Remember: If you haven't conquered many locations on the map during Scenario 3, it would be wise to have some Military Power at the end of this Scenario.

● The player controlling location 8 on the campaign map gets 1 additional Crystal.

● The player controlling location 10 on the campaign map, gets 2 additional Endurance tokens. He must place them on two different Squads. It can take those Squads' Endurance above their starting value.

● Before deployment of Shrines, the Positioning player places the World Eater Heart model on a space at least 3 spaces from the edges of the board.

● Shrines, Crystal Sources and models can't be deployed in Range 1 of the World Eater Heart.


● Prepare the World Eater Heart card and place its respective amount of Endurance tokens on top.

● After deploying Crystal Sources, each player (starting with the Positioning Player) deploys 1 Darkness Tentacle (represented by a Totem model).

● If you are asked to attach an Enhancement card before battle, use one that is not in your deck for this mission. Do it before adding additional cards to your Action deck.

● Players do not give additional Crystals to their opponent for using Elite Squads.

SPECIAL RULES:

● At the end of any player's Passive turn, all models in  with Darkness Tentacles receive 1 Wound.

● Darkness Tentacles can be Pushed in the same way as models with a 1-hex base.

● If sticker W17, "The first part", is in any player's section on the campaign map, it can be deactivated at any moment to block activation of the World Eater Heart and deal it 1 Wound.

● If sticker W19, "The Second Part", is in any player's section on the campaign map, it can be deactivated at the beginning of this player's turn to activate the World Eater Heart instead of one of this player's models, and make Movement and Combat actions.

● If sticker W18, "Pulsating Crystal", is in a player's section on the campaign map, that player can deactivate it, to instantly gain 3 Temporary Crystals (they work in the same way as those described on Demons Faction Sheet).

● Use the Time Track to count completed turns of the battle. The Time Track is used to determine when the World Eater Heart activates (described below).

● World Eater Heart activation:


- The World Eater Heart activates after every odd turn (so when the Time Marker moves on to space 2, 4 and so on). Then it targets:

- The closest model. If there is a tie:

- The model with the biggest base. If there still is a tie:

- The model with the lowest Initiative. If there still is a tie:

- The player with the less Victory Points chooses the target (in case of a tie, the player with more Military Power chooses; if there is still a tie, roll a die).

- Then it moves in  with the target (the player with fewer Victory Points moves it according to the rules above) and starts a combat sequence.

- The World Eater may Push. The player with the less Victory Points performs the Push (in case of a tie, the player with more Military Power chooses; if there is still a tie, roll a die).

- The World Eater Heart always uses the yellow die.

● Killing the World Eater Heart gives 4 Victory Points.

OBJECTIVES:

● Both players have the same objective: Win through Victory Points or kill all enemy models.

● Special objectives can be only achieved when you read their descriptions in the Scripts section.

DEMONS FORCES:

● Hedgehog (Bloodsmith Squad with only one model, a Hero token on the Squad card. It starts with the Infernal Rites Enhancement attached to its Squad card. Place 1 Charge token on it.)

● 1 Succubus Squad

● 1 Son of Khyber

● 1 Master of Elements

● 1 Gorehound

REWARD: Read Script 48.

SPECIAL REWARD: Read ENDING 7 instead.

CHAPTER FORCES:

● Jehl, Hunter of Fyrhome (Ranger Squad with only one model and a Hero token on its Squad card. It starts with the Firing Position Enhancement attached to its Squad card. Place 1 Charge token on it.)

● 1 Holy Rider Squad

● 1 Angel of Death

● 1 Purge Doctor Squad

● 1 Holy Knight

REWARD: Read Script 48.

SPECIAL REWARD: Read ENDING 6 instead.

RHA-ZACK FORCES:

● RB-16S (Stream Guard Squad with one model and a Hero token on its Squad card. It starts with the Power Swords Enhancement attached to its Squad card. Place 1 Charge token on it.)

● 1 Jumpsuit

● 1 Infinity Angel

● 1 Source Blade Squad

● 1 Storm Bringer Squad

REWARD: Read Script 48.

SPECIAL REWARD: Read ENDING 8 instead.

DVERGAR FORCES:

● Roe (Unbroken Squad with only one model and a Hero token on its Squad card. It starts with the Exoskeleton Enhancement attached to its Squad card. Place 1 Passive token on it, but don't place any Charge tokens.) – If sticker W23, "Deceased Roe", is in the player's section on the campaign map, don't place the Enhancement card.

● 1 Driller Squad

● 1 Flamekeeper Squad

● 1 Enkindled Squad

● 1 Avenger

REWARD: Read Script 48.

SPECIAL REWARD: Read Script 49 instead.

REBORN FORCES:

● Oracle (Oracle of Wrath Squad with only two Endurance tokens and a Hero token on its Squad card) – If sticker W21, "Oracle Reborn", is in play she starts with 4 Endurance tokens instead.

● 1 Forest Wraith

● 1 Ancient Guard Squad

● 1 Wyrms Squad

● 1 Blight Steed

REWARD: Read Script 50.

FACELESS FORCES:

● Bladebreeder Squad with only one model – only if sticker W22, "New Shatterer", is not on the campaign map. Place a Hero token on the model. Place an additional Endurance token on this Squad. This Squad starts in Joined mode. If sticker W12, "Evolution", is in the player's section on the campaign map, this Squad starts in Evolved Mode instead. If sticker W15, "Rapid Evolution", is in play this Squad starts in Evolved Mode with another additional Endurance token.

● 1 Shatterer – only if sticker W22, "New Shatterer", is on the campaign map.

● 1 Anathema

● 1 Berserker Squad

● 1 Harvester

● 1 Fleshripper Squad

REWARD: Read Script 51.

SCRIPTS

1 *The Demons army reached Memento's ruins, hoping to be greeted by companions who could support them in an approaching battle. But they met broken barricades and dead Demons' bodies. Someone obviously attacked them. But who?*

- If sticker W01, "Memento Fortifications", is on the campaign map, read Script 6. If not, continue the game preparation.

2 ● If sticker W16, "Darkness Embrace", is in the player's section on the campaign map, immediately read Script 28.

- If sticker W10, "Darkness Taint", is in the player's section on the campaign map, immediately read Script 40.

The Dvergar campaign didn't start well. Travel through the Shadowgate eventually killed Snorre, and now Roe, his successor, was gravely wounded. He was as steadfast as any Dvergar, so he tried to fight a little more, but suddenly his body was engulfed by a Darkness mouth that appeared out of nowhere.

He regained consciousness far from the battlefield. He was exhausted and in severe pain, but his wounds closed. He felt like the Black Flame in his intestines was fighting with something else.

- Place sticker W10, "Darkness Taint", in the player's section on the campaign map. The battle continues.

3 *After an exhausting battle, the defeated army escaped in rout. It couldn't fight any longer without risking heavy losses. But finally the troops regrouped and started a slow march south, to the next crater.*

- If the Demons player lost, and sticker W13, "Surprise", is on the campaign map, read Script 9. If the Demons player won, read Script 32.

- If sticker W06, "Prolonged Clash", is on the campaign map, read Script 24.
- Else, read Script 35.

4 *//To_RB-16S_CODEGRAY/sgnl_anlyz/ OB-A06 has landed in three parts. Every part transmits the same signal. You are near one of the parts. There is also a Crystal with a modified structure. Technology and purpose unknown. Request for samples. You can use magnetic powers to reach it without much effort.*

- At the beginning of the battle, you can take 1 Goal token from the Debris. Continue the game preparation.

5 *The most overgrown of our bodies which remembered the battle in the Motherforest fell to the ground, dead. We will eat it later, to regain its memories. But now, we need to kill more enemies!*

- Deactivate sticker W12, "Evolution" (or W15, "Rapid Evolution"), in the player's section on the campaign map. The battle continues.

6 *There weren't as many bodies as we feared. It seemed that the retreat was executed in order rather than chaos. That was really good news. Later we will meet our comrades again.*

- Place sticker W13, "Surprise", in the player's section on the campaign map. Continue the game preparation.

7 *Hedgehog was severely wounded and must have fallen back. Despite his will to fight in a fury, he knew better than that. The Iron Company needed him. He must survive.*

- Place sticker W07, "Wounded Hedgehog", in the player's section on the campaign map. The battle continues.

8 *We managed to determine that the strange artifact was some kind of unholy device. It was using advanced technology, yes, but was also emanating a demonic aura, giving us a feeling just like the Demons' magic. This strange pulsating object that was on the battlefield was probably part of the same machine. Maybe it was some kind of power source? Or a control mechanism? Too bad there weren't any priests with us. We will do everything we can to unravel a function of this device.*

- Continue the game preparation.

9 *At last the victorious army had time to search the city. None of the locals were still alive, and none of the structures were usable. Finally they found the place of the direct meteorite hit. What a surprise it was, when they saw that the site had already been rummaged through!*

- The Demons player places sticker W17, "The First Part", in their section on the campaign map. The player that won the battle can sacrifice 2 Military Power to send a fast unit to reclaim this part. If the winning player does so, they place this sticker in his section instead. Play the next Scenario.

10 *After a short discussion everyone accepted Fulvio's idea. The chosen soldiers saluted and set out towards the settlements. And the rest of the border patrol's forces went to the battle. Fulvio hoped that the Pilgrims would endure until the arrival of the army.*

- Place sticker W02, "Recruitment", on the appropriate slot on the campaign map. Continue the game preparation.

11 *The Stream provided information about structures with military significance – there weren't any. The only thing that mattered was pure speed.*

- When deploying forces you gain an additional Source Blade Squad with only 1 model. Continue the game preparation.

12 *If the World Eater is here, we must prepare to find it. Or gather enough strength to snatch it away from anyone who has more luck finding it. Hedgehog led a small unit to slow enemies down while we started building barricades and looking for the device.*

- Place sticker W01, "Memento Fortifications", on the appropriate slot on the campaign map. Continue the game preparation.

13 *Roe gave an order and the Flamekeepers broke away from the army to find resources. Without gas they won't be able to fight much longer. And that is not the Dvergar way to live.*

- Place sticker W04, "Gas Vein", on the appropriate slot on the campaign map. Continue the game preparation.

14 *The Oracle sent most of the Warbeasts north to help the attacked settlement. Their paws were whipping up dust when a Treemaidd on a Blight Steed rushed them. But the Oracle didn't pay attention to them anymore. She focused on the enemies before her. She hoped that her children would win.*

- Place sticker W05, "Reinforcements", on the appropriate slot on the campaign map. Continue the game preparation.

15 *We have to slow and exsanguinate the enemy army! If we spend our forces building simple fortifications, we still won't have enough power to hold our enemies back. But if we delay their march, we will have time to find the World Eater and escape.*

- When deploying forces you gain an additional Gorehound Squad. Continue the game preparation.

16 *We run, an unstoppable wave of death.*

- Before the first round (after Dispersal) you can make a Move and initiate Combat using the model with a Hero token on it. You can't play any Action cards. Continue the game preparation.

17 *The Stream accepted the query and informed that its response will likely be ready the next day.*

- » Place sticker W03, "Analysis", on the appropriate slot on the campaign map. Continue the game preparation.

18 *The Dvergar eagerly accepted Roe's orders. Brisk and simple. Soldiers rushed at enemies with an ancient battle cry.*

- When deploying forces you gain an additional Gyrobot Squad with only one model. Continue the game preparation.

19 *Fulvio had some serious doubts about that decision, but in the end he ordered to attack with full force. Splitting the army could have ended tragically. The following events will decide if he was right.*

- When deploying forces you gain an additional Holy Knight model during this Scenario. Continue the game preparation.

20 *Conquering the looming ruins in the distance was the most important thing to do. But her army must break through the enemies first, like tree roots through stone before they get to the water source. It won't be easy, but it was also inevitable. She ordered an attack and the Reborn rushed forward.*

- When deploying forces you gain an additional Blight Steed Squad. Continue the game preparation.

21 *Some of the bodies stopped. We don't care. We are powerful, we will still slaughter all our enemies.*

- Increase your Military Power by 2. Continue the game preparation.

22 *The skirmish was short and fierce. Defeated troops retreated with their tails between their legs. They regrouped and tried to catch up in the race*

to the meteorite crash site. But they didn't have a chance. The victorious army will be there first for sure.

- Play the next Scenario.

23 Hedgehog was exhilarated. One of the cooling modules was in our hands! I wrote about the battle, acquiring the World Eater element and our other achievements in the company book. It was a really satisfying thing to do. Unfortunately we, simple Brutes, didn't know how to use the device, but Haagenti was trying his best to get access to the World Eater plans. He also informed us, that the thing pulsating with light on the last battlefield was also a part of the World Eater.

- The battle continues.

24 At last the victorious army had time to search the city. None of the locals were still alive, and none of the structures were suitable to use. Finally they found the place of the direct meteorite hit. What a surprise it was when they saw that the site had already been rummaged through!

● The player who won the battle can sacrifice 2 Military Power to send a fast unit to reclaim the artifact. If so, the player places sticker W17, "The First Part", in their section on the campaign map. Play the next Scenario.

25 Jehl Hunter crawled away from the battlefield. He almost died. And he knew that he could die any moment if no one helped him. He wanted to stay a little longer with his friends. He was losing consciousness and hoping for a miracle.

● Place sticker W08, "Wounded Jehl", in the player's section on the campaign map. The battle continues.

26 //AS-01_CODEGRAY/19d/08m/0002y/CORE/stream_strength:excellent/

We have analyzed samples of the device. It seems that some parts of it were made by us or using our technology. This element certainly was meant to cool the Crystals powering the machinery. We ask you to send us samples of the supply Crystal. The one mentioned in the battle report would be perfect. Its structure could be crucial for understanding the whole device.

- Continue the game preparation.

27 The main armies have sent you reinforcements.

● **Demons** – prepare a Succubus Squad card and put the Appearance Cavalry card on it. Attach the Venomous Kiss Enhancement and put a Charge token on it. Shuffle one Apparitions card and one Soul Steal card into the Action deck.

● **Chapter** – prepare a Holy Riders Squad card and put the Winged Charge Cavalry card on it. Attach the Gallop Enhancement and put a Charge token on it. Shuffle one Dying Breath card and one Trample card into the Action deck.

● **Rha-Zack** – prepare the Jumpsuit Squad card and put the From the Skies Cavalry card on it. Attach the Lightning Strike Enhancement and put a Charge token on it. Shuffle one Barrier card and one Gravitron Punch card into the Action deck.

● **Dvergar** – prepare the Drillers Squad card and put the Subterran Strike Cavalry card on it. Attach the Puncture Enhancement and put a Charge token on it. Shuffle one Crystal Breaker card and one Dynamite card into the Action deck.

● **Reborn** – prepare the Forest Wraith card and put the Manifestation Cavalry card on it. Attach the Thorn Beast Enhancement and put a Charge token on it. Shuffle one Forest Elemental card and one Spikes Explosion card into the Action deck.

● **Faceless** – prepare the Anathema Squad card and put the Chrysalis Cavalry card on it. Attach the Abomination Enhancement. Shuffle one Whack card and one Tentacles card into the Action deck.

- From now on, players can use their cavalry. The battle continues.

28 Just like before, Roe was sucked into the Darkness world just before he died. But this time he wasn't healed. He wasn't spat out near the battlefield. Now he was lying somewhere inside the Darkness. His whole body was pulsating with incredible pain, his eyes trying to pop out of his head. He couldn't see anything. And then, the whispers came. Unrecognizable and threatening. Cold fingers touched him and he couldn't do anything to stop them. They pierced his flesh, but after a short but intense pain, relief came. Ice poured inside him and stopped the blood loss. And then, the Darkness invaded his body.

Suddenly he was lying on the ground near the battlefield. A bright light was dazzling his sensitive eyes. He was exhausted and couldn't move. Strangely, he was also feeling incredibly powerful.

● Deactivate sticker W16, "Darkness Embrace". Place sticker W20, "Darkness Power", in the player's section on the campaign map. The battle continues.

29 //RB-16S_CGD--RAZ/xxd/*8m/0)+2y/glkd_crr?_4?E#6*/sour#_str^h:v--ypoo/

We were ap[...]ched by powerful forces, [...] more enemies than we could predict. After receiving critical wounds I mu[...] retreated. I started the repairing protocol, but [...]hting ability isn't of any use. After initial [...] commanding our forces from behind, but it will definitely impact our effectiveness.

● Place sticker W09, "Damaged RB-16S", in the player's section on the campaign map. The battle continues.

30 The Oracle let out a pained groan when she received another wound. She was weak, so weak! Pathetic! If she had her old powers, she would have still been fighting. She was only some bleak memory of herself. A hollow, dead tree trunk infested with bark beetles. And, like a dead tree, the Oracle fell to the ground. But she knew she wouldn't die. It wasn't so easy to kill her! But, sadly, some time must pass before she would regrow.

● Place sticker W11, "Wounded Oracle", in the player's section on the campaign map. The battle continues.

31 An Enginecrafters Guild journeyman studied the strange device, but this one didn't have any of the miraculous gas producing properties. He also tested if it could be activated with normal Crystals. It was possible, but only to some degree – it was producing cool air around it for a short time. They were lacking something, perhaps Demons magic or another technology. The interesting thing was that some of the solutions were exactly the same as in Dvergar devices. But it wasn't that strange after all – there were still enslaved Dvergar in the Demons' army.

- Continue the game preparation.

32 The victorious Demons troops followed a path left by the rest of their army, retreating from improvised fortifications built in Memento. Soon they caught up and their forces joined. Pleased, Dark Scholars showed the acquired part of the World Eater to Hedgehog. He was also contented.

● The Demons player places sticker W17, "The First Part", in the player's section on the campaign map. Play the next Scenario.

33 The battle was taking too long. Soldiers were exhausted, bleeding and they lacked the will to fight. Soon they would falter and flee. But it the end, they didn't have to. A strong Evolutionists party invaded the battlefield and routed the weakened armies. They snatched the artifact away and moved on.

- The battle ends. Continue to the next Scenario.

34 The Oracle had a feeling that this unusual, pulsating Crystal was one of the items she needed to regain her powers. She conducted several tests with it – every time when she was resting next to the Crystal, she was haunted by blurred visions. In the end, she decided to assimilate the Crystal. It was risky, but she was really desperate. In this state she was too weak to be an advantage for her people. She must become her past self!

The Oracle thrust out her fragile, priceless roots and, with growing confidence, she started to entangle the Crystal. She was immediately penetrated by incredible pain which transformed into a feeling of power and pleasure after a while. The Oracle looked into the distance and she saw hazy future streams. Her powers had started to come back!

● Deactivate sticker W18, "Pulsating Crystal". Place sticker W21, "Oracle Reborn", in the player's section on the campaign map. Continue the game preparation.

35 The victorious army gathered its forces after the battle and found the exact place where the meteorite struck. After a quick excavation they managed to dig something out. It was some kind of huge device, but mostly destroyed or damaged. Fortunately a smaller part still had some working elements.

● The player that won the battle places sticker W17, "The First Part", in their section on the campaign map. Play the next Scenario.

36 We had two crucial World Eater elements. The Crystal cooling module, that can simply be used to freeze the power supply of the machine for a moment, and the control device, which we can abuse to override the World Eater for a moment. So even if someone gets their hands on the main part of the machine, we can gain some advantage. And also Haagenti told us that we need to spare the Crystal, it's the crucial part of the main device.

● You gain a special objective: Place 4 Crystals on the World Eater Heart card and win the Scenario. At the end of the Scenario you must have an active sticker W18, "Pulsating Crystal", in your section on the campaign map.

● Every time you manage to deal a Wound to the World Eater Heart in the Combat sequence, you can place a Crystal from your Crystal Pool (it can be a Temporary Crystal) on its card instead of dealing the Wound.

- Continue the game preparation.

37 Before us, there are enemies and a crater. There is also the source of the call, the challenge. And soon, one of us. We were sure of it! My body, along with some others, carried a big Crystal, which started to sing for me. It wanted me to kill Faceless near me. Why should I have resisted? We were two, and suddenly there was me alone but stronger. I carried the Crystal. And then, I devoured it. It wanted me to. I impaled my body on it, and it covered itself with my tendons, my flesh. And I was more. And I felt a little more independent.

● Deactivate sticker W18, "Pulsating Crystal" and W12, "Evolution" (or W15, "Rapid Evolution"). Place sticker W22, "New Shatterer", in the player's section on the campaign map.

- Continue the game preparation.

38 The Oracle disputed with Shank and Cambium, an Ancient Guard, about the attained mechanism. They were oblivious of its purpose. But they noticed that it became cooler if they put it close to Crystals. In addition, the Oracle saw a vision in which she used this device to help her forces somehow. And also the pulsating Crystal, that she used to grow stronger.

- Continue the game preparation.

39 ● If you are the Demons player, read Script 36.

● If you are the Chapter player, read Script 43.

● If you are the Rha-Zack player, read Script 44.

● If you are the Dvergar player, read Script 45.

40 When Roe received another wound, and his consciousness was flooded with pain and started to fade away, he was sucked into the Darkness world and suddenly he reappeared far away from the battlefield. The pain lessened, but he felt something cold ripping his guts. The feeling was brief but severe. And then, Roe collapsed.

● Place sticker W16, "Darkness Embrace", in the player's section on the campaign map. The battle continues.

41 Soldiers emerged from the crater, carrying a bent mechanism built mainly with hair-thin pipes. How did those tubes survive the crash? It seemed impossible, but somehow they were still intact.

Everyone was exhausted, but there wasn't time to rest. They still had to push southeast. To the last part of the device.

● The player who won the battle places sticker W19, "The Second Part", in their player's section on the campaign map.

- Play the next Scenario.

42 Bodies carried a glowing object, dug up from debris. It wasn't sticking to their flesh. Crystals weren't merging with it. Some of the Faceless dropped this useless piece of metal, but other bodies picked it up. So it was with us, when we were rushing towards the call.

- Continue the game preparation.

43 The first and the second part of the device weren't showing any activity, but when we brought them close to the pulsating Crystal, they started to change. They entangled together with small wires and hidden the Crystal between them. It was really similar in structure to Chapter devices, but more elaborate. It was interesting, but we didn't have any priests with us, so we must have ignored it due to lack of knowledge. Jehl and I had a simple, maybe stupid idea – when we find the last part of the machine, we will try to put it together with the newly created part. And we will see if we can use it somehow.

● You gain a special objective: When you win the battle, the World Eater Heart must be still alive and you must have sticker W18, "Pulsating Crystal", and at least one of the stickers W17, "The First Part", or W19, "The Second Part" active.

- Continue the game preparation.

44 //AS-01_CODEGRAY/20d/08m/0002y/CORE/stream_strength:excellent/

Analysis of the OB-A06 samples is finished. Two percent of the powering technology is the same as ours. A little more primitive, I would say ten to twenty years before our current state, but still, it is Rha-Zack technology. Four percent uses the same solutions as Dvergar. The rest is an unintelligible mix of different solutions. The machine also uses Demons magic as an additional power source.

Samples of the second part of the device had transmitters using strange patterns coded in the samples of the Crystal you sent us. We extracted data on how to deactivate other parts of the device. It would require huge amounts of Crystal power, but it is still possible. We are attaching the signal structure to the message.

● You gain a special objective: Deactivate the World Eater Heart and win the battle. At the end of the Scenario sticker W18, "Pulsating Crystal", must be in your section on the campaign map.

● To deactivate the World Eater Heart you need to deal it a Wound and then destroy 5 Crystals. Then remove the World Eater Heart model from the board.

- Continue the game preparation.

45 ● If sticker W20, "Darkness Power", is on the campaign map, immediately read Script 46.

During the trek, the Enginecrafters Guild journeyman was working on understanding the purpose of the relics. He was manipulating and probing for a long time, but without any useful effects. And by useful effects he only meant producing gas. However, he managed to influence one part of the device with the other. Maybe it will come in handy later?...

● You gain a special objective: Claim the World Eater Heart and win the battle.

● To claim the World Eater Heart you have to deal it a Wound in the combat sequence, when it has 1 or fewer Endurance tokens. If you manage to deal a Wound, you claim the World Eater Heart. Remove its model from the board.

- The battle continues.

46 Roe has changed. His cheeks have sunken, deep shadows have covered his face. The other Dvergar from his party also started to transform. Onto the battlefield they arrived as looming figures with pinched bodies and grim faces. But they were surprisingly strong. And what was really strange, despite the lack of gas, they were feeling wonderful.

● During this Scenario, Dvergar models can't receive Wounds from Darkness Tentacles.

● You lose your objective – you can't win using normal conditions. You must win by achieving your special objective.

● You gain a special objective: Destroy the World Eater Heart. It must be destroyed by a Dvergar player action. The battle will immediately end when the World Eater Heart is killed.

- Continue the game preparation.

47 Roe didn't make it to the last battle. During the march his body grew weaker and weaker. An unbearable pain was tormenting him. In the end, Roe faded out, like a fire in a forlorn forge.

● Place sticker W23, "Deceased Roe", in the player's section on the campaign map.

- Continue the game preparation.

48 If your Military Power is higher than 2 or you control at least 3 locations on the campaign map, read ENDING 2. If not, read ENDING 1.

49 If sticker W20, "Darkness Power", is in your player's section read ENDING 9. If not, read ENDING 5.

50 If your Military Power is higher than 3 or you control at least 3 locations on the campaign map, read ENDING 3. If not, read ENDING 1.

51 If your Military Power is higher than 3 or you control at least 3 locations on the campaign map, read ENDING 4. If not, read ENDING 1.

ENDING 1

After a tough battle the last part of the device was secured. But the hostile armies were approaching. The party holding onto the machine had to sneak between soldiers, avoid ambushes, patrols... But in the end there were too many enemies and too few allies. The World Eater Heart was stolen by enemies.

Then the war broke out to its full potential. All Factions wanted to get their hands on the device, all of them for their own reasons. The Heart was held by the Chapter for a while, but then the Evolutionists came and killed the humans. Despite similarities between rebel Reborn and Faceless, a huge swarm of the latter didn't have any mercy and the Evolutionists army took great losses. And then the World Eater Heart was taken by Demons, then Rha-Zack. Even Dvergar held it for a moment.

The enormous war was taking a long time and the Factions were too busy to acknowledge a new enemy. One day, the Shadowgates opened all over the wastelands and the wave of Darkness swallowed them all.

● Place sticker W24-A, "Dark Wastelands", on slot W24 on the campaign map.

- The campaign has ended. The players have lost.

ENDING 2

When the smaller unit was securing the artifact, the main forces gained control of the wastelands. The artifact was transported to a fortified camp, where it was

thoroughly analyzed. It wasn't complete and the scientists couldn't use it to its full potential. But still, it had great power.

Then it was transported to Faction land, repaired and adapted to their respective technology. The power of the Heart was used to gain significant advantage in the endless war.

Congratulations!

If you want to explore other endings, play again. Remember: you are fighting to reclaim parts of the World Eater, so focusing on this task can help you achieve them.

ENDING 3

After the end of the battle, the Oracle approached the Heart of the strange machine. She was sure that it was the source of her strange visions. She touched it and she felt incredible power and also something... Something disgusting, similar to the Faceless influence. Around the Oracle, the exhausted Ancient Guards were gathering and staring at her expectantly. She had to make a choice.

"We are coming back to the Motherforest! With help of this machine we will regrow our home. The new era, the new evolution of Reborn is starting now!" the Oracle shouted. She decided, still unsure, that the Heart Tree, a combination of the machine and nature, would be in the center of it.

The Oracle, surrounded by Ancient Guards and Treemaids, was entangling her roots and stolons with the machine. She was still uncertain if she had made a good choice, but this decision brought hope that the civil war would end and the Reborn would regain their power. Some of the Evolutionists came back peacefully, accepting the Oracle as their leader again. But what will the future of the Reborn be like? The Oracle didn't know that. Her visions were not as precise as before. But now, she was merging and growing with the Heart Tree.

- Place sticker W24-B, "Reborn Evolution", on slot W24 on the campaign map. Congratulations!

ENDING 4

We were thousands. Every still, dead body received a Crystal. There were plenty of them in the area. Both bodies and Crystals. But when the other Faceless were occupied with making another Faceless, I felt something different. I felt... distinct. I wasn't directed by common needs. I was able to ignore them! But I was still hearing the call from the big, metallic body that was lying on the ground. A while ago it was fighting and killing like the best warrior. Now, it was dead, but at the same time it was singing to me. I approached it carefully, hit it with my claws. Yes, it would be my new body. I ripped off the metal armor of the machine and revealed a great Crystal. I tore it out and rammmed it into my chest. And then... I grew. And with me, the Faceless' power.

- Place sticker W24-C, "Self-awareness", on slot W24 on the campaign map. Congratulations!

ENDING 5

The Dvergar came back from the east. They were exhausted but proud. They brought the artifact with them and the Enginecrafters Guild carefully analyzed it. With huge success! They managed to come up with a prototype of a Gas-Producing Personal Device. It was powered by small chunks of Crystals and several drops of water. And with those resources it could provide gas for the whole day. Dvergar just have to spend half an hour two times a day with it. It was not precisely Brisk, but the benefits were so great that the Dvergar were turning it a blind eye. The sight of a Dvergar resting on the street with the new device will soon be something natural. In the near future, the Dvergar will be able to focus on expansion and development instead of a desperate search for gas veins.

- Place sticker W24-D, "Personal Device Revolution", on slot W24 on the campaign map. Congratulations!

ENDING 6

Our technological abilities were not enough to use the device. We tried to merge it with the other parts, place Crystals within it, tinker a little, but it did not work. But we had a backup plan. We heard about a great Chapter army that was approaching from the west. One week ago I would have considered it a really bad news – we were deserters after all. But now it was the perfect moment to build a good relationship between us.

We passed the artifact to the priests of the One God, and our Little Refuge was acknowledged as an independent country and an ally of the Chapter. Then we started



to rebuild destroyed settlements and drive off the remnants of enemy armies.

A month later we received joyful information about breaking the siege of Al-Iskandria. It was possible because of the machine we claimed. Maybe now, we could live in peace.

- Place sticker W24-E, "World Eater" and Chapter Faction's Sticker, on slot W24 on the campaign map. Congratulations!

ENDING 7

Haagenti connected parts of the World Eater but it did not work as intended. Hedgehog wasn't actually surprised, after all from the huge machine only three small fragments remained. But the damaged Eater was still powerful enough to aid our army and to stop other Factions from stealing it from us. And we, with fear, contacted the main Demons army.

Soon after, we got a proposition from Ish herself! In return for the World Eater and our contribution, she wanted to make the Iron Company her personal guard. And it wasn't an order. It was a request! I have not written with such satisfaction in the Iron Company book for a long time.

- Place sticker W24-E, "World Eater" and Demons Faction's Sticker, on slot W24 on the campaign map. Congratulations!

ENDING 8

//AS-01_sgnl_anlyz/22d/08m/0002y/CORE/stream_strength:excellent/

Finally OB-A06 was delivered as a whole device, so we studied it again. Our intelligence reported that OB-A06 was originally a Demon machine under the name "World Eater". Its purpose: WMD. The conclusion of events is rather simple – it was good that it was damaged and the Rha-Zack claimed it.

But our analysis served another purpose. We examined all of the parts and six percent of them use outdated Rha-Zack technology. The rest of the components are based on science of the civilizations from other worlds about which we can find some information in the Stream. But one fact is unexplainable for us. One of the parts made with our technology was produced with the resources from this world. But the radiocarbon dating analysis determined that they were more than one thousand years old. It could be some lead to our past and origin. The data was released for public information and we ask all Rha-Zack to lend us their computation processes for meta-analysis and search for the solution in the Stream.

- Place sticker W24-F, "World Eater Analysis", on slot W24 on the campaign map. Congratulations!

ENDING 9

The Dvergar destroyed the World Eater Heart. Roe, unmindful of the battle around him, approached the machine. He opened his mouth and let some strange hissing, vibrating sound out. Other Dvergar forgot about the battle and joined him. Behind the motionless Heart, the Shadowgate opened and engulfed Roe, Dvergar and the machine.

Some time after, throughout the whole wastelands, Shadowgates started to open. The situation was rather severe...

- Place sticker W24-A, "Dark Wastelands", on slot W24 on the campaign map.
- The campaign has ended. The players have lost.

TERRAINS EXPANSION

Author: Kamil Cieśla

The „Terrains” expansion brings new types of obstacles to the game of The Edge, coming in four independent varieties that can be used in multiplayer battles. Each terrain has a set of separate, non-interchangeable rules, but all core rules are common for each terrain. “Terrains” expansions include deck of 12 cards, 28 cardboard Terrain tokens with plastic bases (or 28 Terrain resin models, depends on the version).

SETUP

Set up the game according to the standard rules. Before the units are placed, starting with the first player, players take turns placing terrain elements on the board, beginning with the **smallest one (1 hex)**. Terrain elements must be placed at least 1 hex away from Crystal Sources and at least 1 hex away from each other. Afterward, players proceed to place their models, according to the standard rules. Just like in the base game, models have to be placed at least 2 Spaces away from Crystal Sources, and at least 1 hex away from terrain element. When playing with terrain sets, small generic tokens are used to represent Charge, Fury, Crystal and Unstable tokens. During the game, players use two sets of appropriate tokens, meaning they will have 10 tokens at hand. If there are no available tokens in the neutral pile, the portal's power is currently exhausted and cannot be used until at least one token is returned to the pool.

CRYSTAL MANIFESTATION

A squad of crystalline-skinned dryads was a sight to behold. Their skin glimmered as they charged the Faceless, seemingly invincible. The warband commander watched this spectacle from her place beneath the crystal gate.

She wondered briefly if the Faceless, being a one-minded mass of bodies, comprehended the beauty of dryads cutting through their ranks. The dryads resembled a crystallized arrow, a small shard, entering a festering body. In their glistening fury, they were a perfect weapon, goddesses of war, bringing death upon their foes. But that thought was gone almost the second it appeared. This power, however glorious, was dangerous. Even the hardest crystal is, after all, breakable.

For a long moment, the dryads wrought mayhem, immune to Faceless' attacks. Then, eventually, one lucky blow broke through their defenses and first of the dryads shattered to a billion tiny, shimmering pieces; as beautiful in her death as in life. Blow after blow, Faceless' flood moved forward, reaching the Reborn troops remaining at the massive structure.

As the Faceless overpowered the protectors of the crystal gate and tapped into its power, the commander's dying thought was that even these monsters look beautiful when crystallized...

SCENARIO: CRYSTAL-LESS

As the last of the Crystals dimmed and died, our hopes died with them...

GAME SETUP: During setup, players do not place any Crystal Sources and do not receive any Crystals for their pools.

SPECIAL RULES: Every time a player uses a Crystal Gate or a Lesser Crystal, they place one Crystal in their Crystal Pool.

GAME ENDS: According to the standard rules.

SCENARIO: CRYSTAL-BOUND POWER

Liberate him! Shatter these crystal shackles! We're out of time!

GAME SETUP: During setup, deploy the faction's leader 3 Spaces away from the closest Crystal Gate. If the map layout does not allow this, start the setup from the beginning. The leader starts the scenario with 7 Crystal Tokens on its Squad card - and it can't be shattered.

SPECIAL RULES:

- Faction leaders can't perform Attack or Move actions as long as there is at least one Crystal Token on their card. Both ally and enemy units can attack the faction leader. When the faction leader would be wounded, he doesn't lose Endurance, instead discard one Crystal Token from his card.

- After all Crystal Tokens have been discarded, faction leaders' Movement is reduced to one Space per Move Action.

- When the faction leader is base to base with a Crystal Gate, player may use a Move Action to escape the board, instead of teleporting to another Gate.

GAME ENDS: Player wins if his faction leader has escaped the board, or when his opponent has no units left on the board.



BLOOD MAGIC

Mission report no 17.

We have secured the perimeter. No enemy in sight. Scientists have arrived earlier this morning and commenced their research on our discovery. I have the utmost confidence that their work will prevent any further incidents related to the construct. I also rest assured we should be able to channel this wicked energy and use it to further aid our cause.

I will now give the account of the incident that took place upon the discovery of this structure to the best of my ability. During a routine patrol, my detachment of Holy Knights came upon the structure that was not there the day before. Suspecting it to be of other-dimensional provenance, we proceeded with great care, immediately dispatching an envoy to bring the scientists. Alas, we could not have been prepared for what came next. Lieutenant Garreth, may the One forgive him, took a reckless interest in the reddish energy coiling at the center of this monstrosity. As his hand came in contact with it, his whole body jerked, and when he turned around drawing his sword, I glimpsed the raw fury in his eyes. Before anyone could react, he took down two of my best Knights with deadly precision. It took four strong men to subdue him. In time, his battle rage subsided, and he will be questioned as soon as his mental state allows it.

For now, we guard this place. In my next report, I hope to share what we have learned of its power. Let's just pray, this is the only site, and our enemies never come to possess its strength...

SCENARIO: FURY

They are sick; their craving cannot be controlled. All they want is bloodshed - and this infernal yearning spreads like wildfire among both armies.

GAME SETUP: One Squad begins with a Fury token.

SPECIAL RULES: If a model, whose Squad has a Fury token, ends its movement with another model without a Fury token, the latter gains a Fury token and places it on its Squad card. At the end of their turn, a player must discard one Fury token from any of their Squad cards.

GAME ENDS: According to base game rules.

SCENARIO: CLASH OF THE GIANTS

When the titans quarrel among themselves, even the greatest magic must yield.

GAME SETUP: Setup according to the standard rules. During the deployment phase, after a Shrine is placed on the map, deploy your faction leader. Do not deploy any other units. Instead, all models are placed on their Squad cards.

SPECIAL RULES: Every time a faction leader loses 1 Endurance token, a player controlling its model immediately deploys one Squad on the map (if this Squad wasn't used before). This Squad's placement must adhere to the standard rules of the game.

GAME ENDS: A player who kills the opponent's faction leader becomes the winner.

UNSTABLE FLAMES

<date unreadable> Brothers,

If you are reading this, I'm probably dead. My name is Gunnar. I have been a Flame Keeper for the past twenty years. I never strayed from my path and always worked hard for the benefit of the Dvergar. But the discovery I have been working on for the last six weeks is something else altogether. I am not even sure what it does.

It's an otherworldly construct, portal of some sort. The miners who found it swore to me it wasn't there a couple of days earlier. There were rumors of other structures appearing across the land, doubtless transported from other dimensions. At the center of the giant ring, there is an energy coiling and twisting, like a raging flame. It makes me think of the flame burning in my own bowels.

I have tried every known method to discern its purpose. Why shouldn't I? It came to us, after all. Its power will become a gift to my people, even if it's the last thing I do.

The time has come to unshackle this strange magic. I must be the one to do it, as I am unwilling to put anyone else at risk. I hope to draw strength from this construct. My only concern is: will I be able to contain it? What happens if I won't? I have prepared several... <page burnt>

SCENARIO: TACTICAL RESERVE

A powerful ally left in reserve has always been good for morale – and bad for enemy's battle plans.

GAME SETUP: During setup, players choose one Squad card each and place it on the side of the board with an Unstable token. The models of this Squad are deployed according to the standard rules.

SPECIAL RULES: A Squad with an Unstable token can only be Attacked by the opponent's Squad with an Unstable token.

GAME ENDS: According to the standard rules.

SCENARIO: BURN THEM ALL!

Another hour of battle and everything caught fire. Vegetation, animals, the enemy – and even ourselves.

GAME SETUP: VP marker should be placed 2 Spaces away from the blue space on the Victory Point track.

SPECIAL RULES:

- This game is divided into Rounds. A Round starts with the first player's turn, and ends when all other players have finished their turns.

- At the beginning of each round, players move the VP marker one space towards the blue space of the Victory Point track. If the VP marker reaches the blue space, all Squads lose one Endurance token, and the VP marker is moved back starting space.

- If a Squad has to discard an Endurance token but has none left, the player controlling the Squad must choose and destroy one of its models. This death does not move the VP Marker.

GAME ENDS: The last player to have any models remaining on the map wins.



THE POWER OF TECHNOLOGY

He was running, heartbeat hammering in his ears. Pouring rain blurred his vision, muddy ground tampered his step. He had to get away from the horror of the lost battle. Give an account of what has transpired today to the Chapter. He clung to that thought as if it was the last thing keeping him alive and sane.

Traitorous mind kept taking him back to the blood-soaked battlefield, where demons have overpowered them so easily, demonstrating sheer, unbridled power. That kind of power was unheard of and it scared him to no end.

Lightning struck nearby, blinding him momentarily. Deafened by the thunder, he faltered in his steps, coming to a halt.

It was there when he looked up, among the smoldering, fallen trees. A circular construct, unlike anything he has seen before. Some sort of energy coiled at its center, discharging every now and then with an audible sizzle. He reached out with his hand and there it was. Raw, unhindered power. He could feel it swelling at his very core, penetrating every fiber of his body, great and uncontrollable. Only with a tremendous effort, he managed to will this new power into submission before it overflowed.


But this... this might just be the answer. This might change everything. This might be how they rise from the ashes of today's despair and stand fast in the battles to come.

He just prayed he was right.

SCENARIO: FROM A DISTANT WORLD

The power of this strange, new technology was greater than we expected. It opened a portal that sucked in space and time itself, spewing us out in a distant, hostile land.

GAME SETUP: Setup according to the standard rules. During a deployment phase, after a Shrine is placed on the map, do not deploy any units. Instead, all models are placed on their Squad cards.

SPECIAL RULES: At the beginning of the turn, if the player has no units on the map, the player must activate a Squad that is not yet present on the map. Activated Squad is then placed in a hex  with a Power Circle.

GAME ENDS:

- If a player has no units on the map and is unable to deploy a new Squad, he loses the game.

- If a player gains a standard number of Victory Points.

SCENARIO: WEARING OUT

The battle has been going on for days, weeks... Our strength is wearing thin, and the darkness surrounds us. We draw the last of our power in an attempt to break out.

GAME SETUP: During a deployment phase, units can be placed base to base with terrain elements. Each Squad starts with one Charge token.

SPECIAL RULES: No special rules (play according to the base game instructions).

GAME ENDS: If a player who destroys all enemy units wins.

CAUTION: When cards and scenarios in Terrains Expansions reference "Charge tokens" they always refer to tokens from The Power of Technology expansion, not Charge tokens increasing charges on Enhancement cards.

BOSS EXPANSION AI

Author: Kamil Cieśla

“Boss” expansion brings a new challenge to The Edge. In this new solo mode, the player will face six powerful enemies. Each of these imposing foes introduces brand new mechanics and poses new threats for the player. “Boss” expansions include deck of 28 cards, 6 Boss models.

SETUP

Set up the game according to your basic faction rules, taking into account the following modifications:

1. BOARD - Prepare and deploy 10 generic small tokens (added to each basic faction).

2. CRYSTAL AND CHARGES - Set aside 10 Crystals and 8 Charge tokens - this is the neutral pile available during the game.

3. CHOOSE FACTIONS - Choose faction and gather up all faction-specific components: Squad deck, Action card deck, one Banner, one Help card, one Shrine Token, one Faction Sheet, all faction-specific tokens, and finally – all models.

4. PLANT YOUR BANNERS & CHOOSE SQUADS & PREPARE ACTION DECKS - Place the faction Banner on the board, then proceed to choose and prepare 5 Squads. Place models on each Squad card, in the amount specified by the card. Last step is to prepare a deck - choose up to 20 Action cards from all cards of your faction.

5. CREATE THE BOSS ACTION DECK

- Choose which Boss to fight and take all its action cards. Create a Boss Action deck according to the following steps.

Important: Boss Action deck cards should be placed face up, in a cascade - upper part of a card should be covered by a card on top of it, lower part (below the chain) should remain visible.

A If the BOSS has a BOTTOM card, take it. If the BOSS has a TOP card, put it aside, and instead take a random card from the remaining ones.

B Place the card chosen in step **A** as the first card in the Boss Action deck.

C Take one random card from the remaining Action cards, and place on top of the deck.

D If the BOSS has a TOP card, take it. Otherwise, take one random card from the remaining Action cards.

E Place the card chosen in step **D** on top of the Boss Action deck.

F Make sure there are three cards in the Boss Action deck and all are face up and properly arranged.

G Boss Action deck should now look like in the example.

6. PLACE SHRINES & CRYSTAL SOURCES & MODELS - Deploy a Shrine, two Crystal Sources. Then, deploy models according to the base game rules.

7. VICTORY MARKER - Place a Victory Marker on the red space of the VP track.

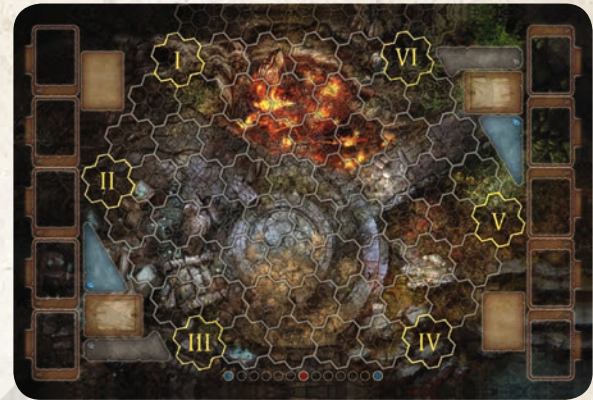
8. PREPARE CRYSTAL POOLS - Take one Crystal from the neutral pile and place it in Crystal Pool.

9. ACTION CARDS - Shuffle the Action cards deck and draw 3 cards.

10. DISTRIBUTE ENDURANCE TOKENS - Place a number of Endurance tokens indicated by the Boss's Endurance Value on its Squad card.

11. BOSS PLACEMENT - Roll the Red die, check the diagram below, and place the Boss in the corresponding Space on the board. Make sure its base covers

1 Space. If there are player models in that Space, Push them according to the standard rules, deciding on the direction of the Push.



GAMEPLAY

Combat with a Boss is divided into rounds. Each round consists of three phases:

- Player Activation Phase
- Boss Activation Phase
- Defeat Phase

PLAYER ACTIVATION PHASE - In this phase, the player decides to be either active or passive, according to the standard rules. After the player has finished taking his turn, proceed to the Boss Activation Phase.

BOSS ACTIVATION PHASE - Boss's Activation always starts with a passive Harvest action and removing all negative effects.

Afterwards, proceed to resolve all actions visible on the boss's action card, top to bottom. Combat with the Boss is resolved according to the standard Combat rules. If a Boss receives wounds exceeding his current Endurance, ignore any extra wounds (these wounds are not carried over to the following phase of the game).

DEFEAT PHASE - After all Boss's actions are resolved, if the boss has no Endurance tokens left on his topmost Action card, remove the topmost Action card. Now the card beneath becomes the topmost card. Player replaces the Endurance tokens up to the amount shown on the new card. It is also possible that new Boss actions will become visible (as they were previously covered by the top card). Player is awarded Victory Points for the removed Boss Action card as in normal game.

BOSS CARD - Boss Action cards have the following Attributes: Initiative [1], Attack [2], Defence [3] and Endurance [4]. Remaining part of the cards describes actions the Boss will be taking during his turn [5]. A Boss has no Movement Attribute - when Moving around, he is unrestricted by Range. Action text in the dark space of the card should be visible only if a card is at the very top of the Boss Action deck.

TARGET - Target indicates which model (or models, if Boss's current attack affects multiple) will become Boss's current focus. If, at any given moment, several models are tied for Target conditions, player decides which models will be targeted by the Boss.

Example: if the Boss card states "Target an enemy model with the lowest INI", and there are currently two Squads with 0 Initiative, player chooses which model from any of these Squads will become a target.

Range is always counted according to the Standard rules. This means, Range 1 Attack may affect Targets in all Spaces adjacent to the one with the Boss, Range 2 means all Spaces adjacent to the Boss, and all Spaces adjacent to them - and so on.



CAUTION: If, at any moment in the game, no models meet the Target conditions, the model closest to the Boss will become the targeted instead.

COMBAT - Unless otherwise stated Boss will always roll yellow die.

CRYSTAL SOURCE - Boss will contest Crystal Source according to standard game rules.

ACTION - Actions affect only Targets. While resolving them, player always applies their rules to the last selected Target (or targets). Keep in mind that in some cases, the Target will be defined by the topmost card, while the action itself will be visible on an uncovered part of the card beneath it.

GENERIC TOKENS - A Boss can use small generic tokens from the available pile of 10. If at any moment none of them are available, consider the Boss's power to be spent. Once enough tokens are returned to the neutral pile, it is again possible to use them.

MOVE, PUSH, BACK OFF - A Boss always moves towards his Target along the shortest possible path, avoiding all auto-wound traps. Boss's Move action always ends  with the enemy. If possible, the Boss will NOT end his movement  with the player's Shrine.

While moving, a Boss can Push any unit (Pushing a unit will not end Boss's movement), but the player decides on the direction of the Push. A Boss can finish his Move standing on a Crystal Source. A Boss can never occupy more than three Spaces at once. If a card makes the Boss Back Off from its Target, the player Moves the Boss model away by the specified number of Spaces, as far away from the Target as possible.

PLAYER'S DECISIONS - If card text or a skill refers to several possible Targets, player always picks the final Target.

Example: Bullgrim puts a Quarry Token on a Space with a Target enemy. There is a limit of 1 such token per Space, and there's already one within the Space of the Target. The player reads the alternative rule: "or the closest Space w/o Quarry Token". All Spaces around the Target model are valid, therefore it is up to the player to choose where the token will go.

Example 2: Boss Targets a closest enemy. There are three models within the Range 2. Player chooses which model will be attacked by the Boss. Keep in mind that the specific position of the model within its Space does not count! The Range is always counted in the full Spaces only!

VICTORY CONDITIONS - The player wins when the last Boss card is discarded.

The player loses when he runs out of Victory Points, when Boss destroys all of their units, or when they run out of action cards.

DIFFICULTY LEVELS - All rules above show a game with a normal difficulty level. Variants below can make the game easier or harder - for beginners or for advanced players.

EASY SETTING:

Starting Crystals: 2
Number of Boss Action cards: 2

HARD SETTING:

Starting Crystals: 0
Number of Boss Action cards: 3




GLOSSARY

TARGET - a main focus of the Boss, defined by its Action card. If at any moment a Boss has no valid Target, the closest player's model will be Targeted instead.


ACTION - action described on the Boss Action card.

AT THE END OF THE STAGE - such actions are resolved only once, when the card is being discarded in the Defeat Phase.

PASSIVE - this action is ongoing, and its rule apply both to the Boss and player's Phases.

JUMP - Boss jumps towards the enemy. During the jump, a Boss model is removed from the board and then placed  with the Target. If possible, the Boss model base should NOT come into contact with a Shrine, as a result of the Jump. If possible, the Boss also won't land on any Spaces dealing auto-wounds. Boss may Push models on its final Space.

TAKE OFF - Remove the Boss model from the board. After the model has been removed this way, it can only be targeted by ranged attacks (Range 2 or more).

LAND - Boss is placed  with the current Target, avoiding contact with a Shrine, if possible. When Landing, the Boss will also avoid any Spaces dealing auto-wounds.



BOSSSES, MECHANICS, TOKENS

BULLGRIM

Powerful explosion shakes the entire cave. Several hanging stalactites break off the cave's ceiling, crushing a Dvergar militia squad. For a long while, dust and smoke deprives the remaining Dvergar of their sight and makes breathing difficult. When the dust finally settles, the giant mechanical bull is nowhere to be seen. The Dvergar forces scramble to regroup, getting ready to charge. Leader of the group shouts orders. Breathe in some gas. Stand up. Fall in. Get ready. Follow the beast.

They march, focused and grim. It's easy to follow the Bullgrim's trail. He doesn't consider them a threat, and why should he? All the gas he has consumed made him impossibly powerful. And he continues to grow in strength. They have to hurry if they want to stand a chance. Before he is too strong to be contained. They have to take him by surprise.

Next attack comes from the side. The beast tears through the corridor's wall, falling in the middle of the Dvergar formation. Nobody is prepared for that. Bullgrim leaves nothing but a mass of trampled bodies and metal in his wake, buried under rocks.

QUARRY TOKENS - Quarry Tokens are placed by Bullgrim while his TOP card remains on top of his deck. Quarry Tokens have various properties in the later Phases, depending on the remaining cards in the Boss deck. Limit: 10 tokens on board, one token per Space. Tokens can't be moved or removed. Tokens can be placed on Spaces with Crystal Source or Shrine. Bullgrim ignores Quarry tokens when Moving.

ISH

Ish was giddy. It wasn't a becoming emotion, but that's precisely how she felt. Her hounds were now fighting a squad of demons, and she was drawing pleasure both from the fight itself and from controlling the hounds' simple minds. Such a wonderful distraction. And at least she wasn't bored. Boredom put her in foul mood.

A hound's skull shattered with an audible crash. Ish smiled lazily and filled her ranks with another thrall'd hound. Another one of her hounds managed to tear out a cultist's arm. Sounds of snapping bones and ripping flesh filled the air. Amused, Ish found another mind to possess. The battle below her throne grew. Content, she licked her lips lazily. Who cared about a few squads of demons, when she had all hell's cohorts at her service.

Ish wrinkled her nose. Below, the pile of bodies kept growing and the smell of ichor reached her.

She dismissed the fighting demons with an annoyed gesture.

CONTROL TOKENS - at the start of each of her Boss Activation Phases, Ish has the player place a Control Token on a chosen Squad (models from this Squad must be present on the board). Limit: 3 tokens per Squad card. If the last model from Squad under Ish's Control is killed, the tokens are returned to the reserve.

WAR GOLEM

We were stationed near the border, as ordered. No movement could be seen on the enemy territory. In the small hours of the night I was woken by commotion and cries. I stepped out of my tent to find the whole encampment in chaos. Tents were catching fire one by one, soldiers were already gathering to defend themselves from the enemy. One of the priests must have already mounted the Golem to resist the attack.

It was in that moment I realized there was no enemy in sight. The monstrous machine was turning on us, stomping on tents, killing everything within its reach. When the initial shock faded I realized only a priest would be able to

drive this metallic beast and that one of our own must have turned against us. Treason so awful it made my blood boil.

I considered our remaining forces, those who haven't been killed in this havoc, trying to stand our ground against the Golem. We were desperately outnumbered, mere humans against a monster. Upon my order they fell back, only a handful of men, lucky to have survived this bloodbath.

SHIELD TOKENS - each Shield Token on War Golem Action deck gives +1 Defense to the Golem. Shield Tokens stack, increasing Golem's Defense each round. Shield Tokens can't be removed in any way. War Golem starts the game with no tokens on his card.

UULSOT THE KEEPER

It looked majestic gliding through the air on its leathery wings. Uulost, guardian of the forest and mother nature impersonated. From her vantage point, Ceri could spot other dryads hidden in the high branches. They contemplated Dragon's glory too.

She barely contained a gasp of rapture as the creature dived for a crystal, shattering it. The Dragon soared, only to dive again, aiming for the trees where the dryads were hiding. She fled, just in time. Dragon's giant maw crushed the branch she left merely seconds ago.

This wasn't supposed to happen. They were just a lookout, waiting for reinforcements. They didn't stand a chance against the monster.

Dragon passed her and spit a cloud of toxic fumes towards another group of dryads, lashing at them with his spiked tail. Ceri managed to glimpse her companions wither and die as she made a retreat along the remaining dryads.

TOXIC TOKENS - during the game, the Uulsot places Toxic Tokens on the board. Limit 10 tokens on board, one per Space. Enemies in Range 1 of Toxic Token always get -4 Defense.

Caution: During setup, Uulsot is not deployed to the map. His model is placed outside the board instead.

For example, if a model's base Defense is 2, and the player adds 3 Defense using his Action card, the final Defense value will equal $2+3-4=1$.

METALGORGER

We hear a voice within the hum of voices. It is part of the whole, yet it is singular, separate, a voice of its own. We know that this voice has a body, moving as we move, one of many, but divergent. We are a sea of metal, flowing to the music of metal grinding and screeching. That single voice, that body is an island in the middle of that sea. Standing taller, bigger, greater than the rest.

Now there is also malice in this voice. We hear it, but don't suspect it's hostility is aimed at us.

Then we see it, enormous body turning to split one of us in half. We are aware of the victims memories and the emptiness he left. We are aware of the monster feeding, growing, becoming stronger.

We call him the Metalgorger. He is still among us, his mind forever joined with ours, but he acts upon his own will we cannot control. A will to be more, to consume, constantly consume.

He targets another body. And another. And then the one next to it. The hum of voices in our mind becomes a scream. The Metalgorger keeps growing...

SLASH TOKENS - each time a model deals at least 1 Wound to the Metalgorger (either using Combat or an Action card), place the Slash Token on the unit's Squad card. If the last model of a Squad with any Slash Tokens is killed, return these tokens to the neutral pile.

DESTINY TITAN

//general_var_log/12d/07m/0002y/messages/source_strength:good/

Alert: crystal detected. Location: 56E12N. Target: Establish control over crystal deposit.

Titan's elegant, towering form rests beside a large crystal vein, resembling an intricate sculpture of a war god. The only sign of life inside the metal husk is a red eye, blinking from time to time, scanning the area. Small squad of Rha-Zack streamsurfers advancing on the target, their moves fluid like molten metal. They secure the perimeter and brief their reinforcements on the situation. One of them moves closer to the crystal.

Titan awakes, huge body coming to life. He strikes. Stream of electricity sends a streamsurfer to the ground. Then another. Air fills with the smell of molten metal and burned circuits. Sparks dance over the metallic carcass.

Rest of the squad takes cover and calls for support. The Titan raises his arms, ready to smite his enemies.

The Titan does not use any extra tokens. Instead, his cards have a "At the end of the stage" ability. Resolve these Actions only once, when the topmost Boss card is being discarded.



SCENARIOS:

WAR GOLEM - SCENARIO 1 BESIEGED

Surround him! Swarm him! No time to waste! He grows too strong too fast and soon our numbers won't be enough to overpower him...

SETUP: During deployment phase, deploy the War Golem first, then deploy units. Units can be placed Base to Base with the War Golem.

SPECIAL RULES: At the start of each turn the War Golem receives 2 shield tokens instead of one.

GAME ENDS: The War Golem is defeated.

WAR GOLEM - SCENARIO 2 THE GREATER POWER

Madness and chaos descended upon the blood-drenched battlefield. There is nowhere to run. To survive, we have to win.

SETUP: Setup according to the standard rules. The War Golem starts with 10 shield tokens. Place the VP marker on the middle space of the Victory Points track.

SPECIAL RULES:

- The player can't earn or spend Victory Points in this battle and the VP Track is used as a part of a special mechanic.

- Shield tokens increase the War Golem's initiative and defense. Each turn, the VP marker moves one space to the Golem's side.

GAME ENDS: The VP marker reaches the last space of the victory track or the War Golem is defeated. If at least one player unit is still on the board, the player wins.

ISH - SCENARIO 1 NOT FOR THE WEAK MINDED

You become aware of the presence inside your head. Long, persistent tendrils, weaving their way through your mind, stripping off all your will, until you become but a pawn in her hand...

SETUP: Setup according to the standard rules.

SPECIAL RULES: Squad with two control tokens on it cannot attack Ish using the Combat action or Action cards.

GAME ENDS: According to the standard rules.

ISH - SCENARIO 2 RETRIBUTION

Only one thing is stronger than her will. Her anger is like a flaming whip, burning, stinging, ripping you apart piece by piece.

SETUP: Setup according to the standard rules. Player starts with 2 additional Crystals.

SPECIAL RULES: Each time Ish deals Wounds, deal 1 more.

GAME ENDS: According to the standard rules.

BULLGRIM - SCENARIO 1 UPGRADE

Air is filled with the screeching of metal and cracking of rocks. Dust blocks all vision, making Bullgrim but a distant, menacing shadow.

SETUP: Setup according to the standard rules. Player starts with 2 additional Crystals.

SPECIAL RULES: During the game, after the TOP CARD of the Boss Action deck is discarded, Quarry tokens gain the abilities of ALL Boss Action cards in stack. From now on, Bullgrim's Quarry tokens will permanently use all Action cards in stack (instead of using only the topmost card of the stack). Quarry tokens don't lose the abilities of defeated Boss Action cards.

GAME ENDS: The player does not lose the game automatically when he reaches zero on the Victory Point track. The player wins the game when Bullgrim is killed.

BULLGRIM - SCENARIO 2 RED RAG FOR THE BULL

The beast is enraged. Rabid bull grazes the ground, growling. Good, keep him angry. There's method in this madness.

SETUP: Setup According to the standard rules. Place large Campaign token on one Squad card. This is special "Provocation Squad".

SPECIAL RULES: While resolving his first Boss Action card (TOP CARD) Bullgrim will always target closest unit of the Provocation Squad.

GAME ENDS: According to the standard rules.

METALGORGER - SCENARIO 1 COMMON ENEMY

We are one - we see the attack and we see the death. We feel the pain and we feel the hand that caused it. We feel the void... and we feel the fullness.

SETUP: Setup according to the standard rules. The player starts the game with 5 cards in hand - this is also their hand limit.

SPECIAL RULES: Each time a slash token is placed on a Squad card, that Squad loses one Endurance token. During the END STEP, the player can discard up to two cards, and draws up to a full hand of five cards. Any time the player's Action card deck is empty, reshuffle the discard pile to create a new deck.

GAME ENDS: According to the standard rules.

METALGORGER - SCENARIO 2 TOUGH HULL

The monster seats atop a pile of twisted metal corpses. We sense his hunger and we know one thing. If we don't stop him, soon we will all be part of his humongous body...

SETUP: Setup according to the standard rules.

SPECIAL RULES: Metalgorger is resistant to all attacks from non-adjacent units (only units Base to Base with Metalgorger can deal him damage).


GAME ENDS: According to the standard rules.

UULSOT - SCENARIO 1 DEATH FROM ABOVE

A plague, gliding through the sky. Its poisonous breath weakens you. Don't inhale or you'll soon perish...

SETUP: Setup according to the standard rules. Player starts with 4 additional Crystals.

SPECIAL RULES:

● After his top card is discarded, Uulsot does not land on the map. Before his Action, check his current Target using his Top card. Uulsot performs an Action: Land  with Target, and then resolves the rest of his Actions against their appropriate Targets. At the end of his activation, Uulsot performs Action: Take off.

● During the game, the player does not resolve the top part of Uulsot's cards, where Action and Passive refer to Toxic tokens.

GAME ENDS: According to the standard rules.

UULSOT - SCENARIO 2 HOLD YOUR BREATH

Weaving tendrils of toxic fumes spread around the battlefield like deadly tentacles. They make it hard to reach the imposing beast, but we still have to try.

SETUP: Setup according to the standard rules. Uulsot does not use his Top card when his deck is created. Place Uulsot on the map according to the standard rules instead.

SPECIAL RULES: According to the standard rules.

GAME ENDS: According to the standard rules.

DESTINY TITAN - SCENARIO 1 ANNIHILATION

Source signal incoming. Order: Terminate target at all cost. Request restrictions removal. All systems ready. Target located. Annihilation in progress.

SETUP: According to the standard rules.

SPECIAL RULES: During the game, when Destiny Titan activates "At the End of Stage" action, Destiny Titan activate all of those Abilities from his Boss Action deck in sequence.

GAME ENDS: The player does not lose the game automatically when he reaches zero on the Victory Point track. The player wins the game when Destiny Titan is killed.

DESTINY TITAN - SCENARIO 2 STORM IS RAGING

Open //titan/var_attr/restrictions/titan01200/. Override. Set permissions 7-0-0. Incoming message: Access granted. Full power in 10, 9, 8...

SETUP:

● The player can't earn or spend Victory Points in this battle and the VP Track is used as a part of a special mechanic.

● Setup according to the standard rules. Place the VP marker on the middle space of the Victory Points track.

SPECIAL RULES: Destiny Titan resolves each action on his card twice (except for "At the end of stage" actions and targets). Each turn, the VP marker moves one space towards Destiny Titan's side.

GAME ENDS: The VP marker reaches the last space of the victory track or the Destiny Titan is defeated. If at least one player unit is still on the board, the player wins.



BOSS EXPANSION PVP

The Boss Player versus Player Expansion is a new opportunity to fight with - and against these magnificent creatures of the Edge universe. In this new player vs. player mode both you and your opponent will lead their boss against each other. All of these imposing foes introduce their own, new special mechanics and unique threats for the opponent. The Boss Player versus Player Expansion includes a deck of 78 cards and 6 plastic miniatures.

Author: Krzysztof Belczyk & Bartłomiej Kalisz

Development & Testing: Paweł Samborski, Łukasz Krawiec, Krzysztof Belczyk, Jan Truchanowicz, Bartłomiej Kalisz, Michał Lach, Zbigniew Bugaj

Illustrations: Mateusz Bielski, Piotr Foksowicz, Patryk Jędraszek

Manual: Bartłomiej Kalisz, Paweł Samborski

Proofreading: Hervé Daubet

GENERAL DESCRIPTION

Bosses are the most powerful unit in your force. They're giving you vast tactical opportunities and huge damage dealing potential, but be careful not to lose them.

This game mode is designed for 2 players only. Both players have to use their Bosses in this mode. There is no possibility of playing against a Boss without deploying your own Boss.

BOSSSES TOKENS:

The number of Bosses tokens for each Boss is shown below (and also on the Boss Squad card).



- Discharge token [x6] - placed on the model



- Control token [x6] - placed on a Squad card



- Quarry token [x6] - placed on the board, takes up 1 hex



- Slash token [x6] - placed on a model



- Toxic token [x6] - placed on the board, takes up 1 hex



- Beacon [x1] - placed on the board, takes up 1 hex

SPECIAL RULES

A Boss is treated like a normal Squad, counting towards the limit of 5 Squads per player.

Each Boss has its unique Enhancement card. This is additional card that doesn't count against the 25-card limit of your deck. No other Enhancements can be attached to a Boss Squad. Their special Enhancement card cannot be discarded or attached to another Squad in any way.

Every Boss uses their own special tokens, explained in their entries.

A Boss adds Crystals to your starting Crystal Pool.

Remember that not every Boss Squad card has 2 Modes.

CHANGES TO GAME SETUP

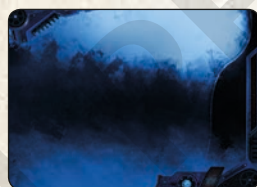
During **step 7**, place the Boss unique Enhancement card, with 1 Charge token on it, next to the Boss Squad card.

During **step 13**, deploy the Boss as a normal Squad, following the standard rules.

During **step 15**, take additional Crystals from the Neutral pile and add them to your Pool. The quantity of additional Crystals varies from one Boss to the other.

Look for the "Additional Crystals" entry in each Boss section.

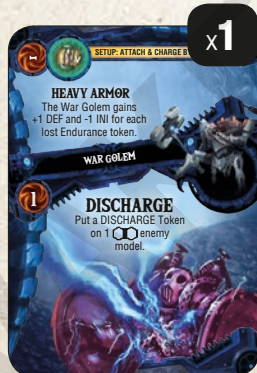
CHAPTER: WAR GOLEM



ADDITIONAL CRYSTALS: 2

TACTICAL GUIDE:

- DISCHARGE tokens give the War Golem a great advantage in battle. Try to use them as often as you can.
- Wounds received by the War Golem lower its INI but increase its DEF. Try to find the right balance to face any situation on the battlefield.
- Keep in mind that the War Golem can automatically succeed in its DEF roll against an enemy with a DISCHARGE token (see the Static Field card).

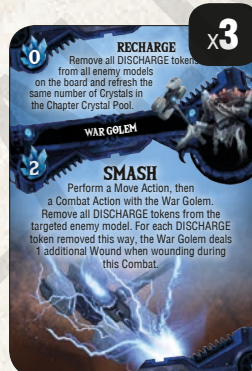


Heavy Armor - subtract the number of Endurance tokens still possessed by the War Golem from its starting value (6). The result indicates the War Golem's DEF bonus and INI penalty.

DISCHARGE TOKEN - see detailed rule below.

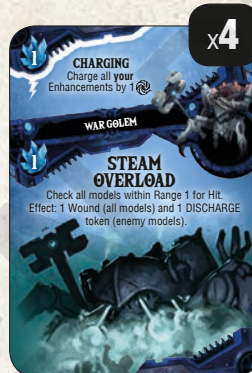


Static Field - you cannot restore Endurance above its maximum value.



Recharge - all tokens are discarded at once. You cannot spend Crystals until this Action is resolved.

Smash - the target can be a model without any DISCHARGE token.



Charge - All your Enhancements - all Enhancements attached to each of your Squads.

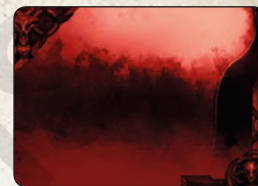
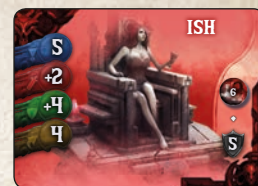
Steam Overload - Important: Steam Overload affect ALL models in Range, including your own! Your models do not get DISCHARGE tokens.

DETAILED RULES:

DISCHARGE TOKEN

They are discarded during your opponent next Passive turn.

DEMONS: ISH



ADDITIONAL CRYSTALS: 2

TACTICAL GUIDE:

- You don't have to Activate Ish to use her Enhancement, so try to put as many CONTROL tokens as possible on enemy Squads.
- Ish is only an average fighter, but her high INI usually allows her to strike first. Use your Actions to boost her Attributes or lower her opponent's before entering Combat.
- Try to use your opponent models against him.



Seduction - immediately after Ish has been Wounded, you may perform first a Move, then a Combat with the model that Wounded her.

After one Combat sequence of the whole Squad you may Move this model and perform Combat with any models (including its own faction).

Even if Ish is killed you can still Move and Combat with an enemy model which have dealt this last Wound.

Neither player can play any Action card during the activated model's Combat. Your opponent chooses which die they want to roll for enemy models involved.

CONTROL TOKEN - see detailed rule below.



Frail - affects only one enemy model. It is -2 ATT for each CONTROL token. May be played immediately after your DEF roll.



Possessed - you can choose the order of Combats and which models you want to attack. Neither player can play any Action card during the Possessed model's Combat. Your opponent chooses which die they want to roll for their models involved in Combat.



Teleport - see detailed rule below.

Punish the Weak - your opponent chooses which die they want to roll for their models involved in Combat.

DETAILED RULES:

CONTROL TOKEN

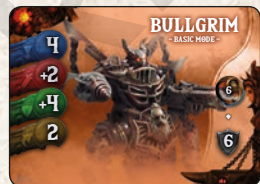
CONTROL tokens are used to measure Ish's influence on enemy models. They are only placed on enemy Squad cards.

Remove all CONTROL tokens at the beginning of each of the target's Passive turns or when an Action card instructs you to do it.

TELEPORT

Place a model in a new position, ignoring any obstacles in its path, range unlimited. This is not a Move Action. You cannot Push.

DVERGAR: BULLGRIM



Can be shifted between modes only through its Enhancement card.

ADDITIONAL CRYSTALS: 2 TACTICAL GUIDE:

- Bullgrim relies on Quarry tokens. Try to put as much as you can on the board.
- Bullgrim can only Change Mode by using its Enhancement card, so switching it might require some planning.
- Some cards require Bullgrim to be in Rage mode.
- Keep in mind that the Rage Mode is not always the best option on the battlefield.



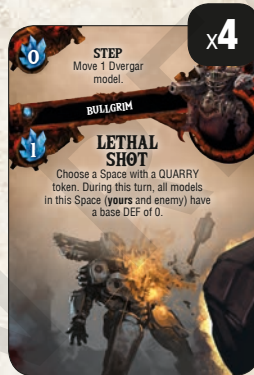
Enrage - this Action cannot be used to Change Mode with Bullgrim during your Passive turn.

QUARRY TOKEN - see detailed rule below.



Defense - may be played immediately after your roll, improving its result.

Explosion - there is no Range or Line of Fire requirements. Important: Explosion affects ALL models in the targeted Space, including your own!



Step - you can Push. Keep in mind that you can move only 1 model!

Lethal Shot - affects models only during your turn. DEF still can be increased by other cards.



QUARRY TOKEN - see detailed rule below.

DETAILED RULES:

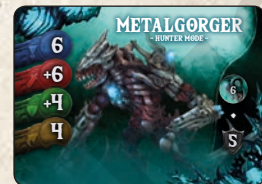
QUARRY TOKEN

They are only discarded when a card says so. They can be Pushed.

REPOSITION

Place a model in new position, ignoring any obstacles in its path, Range unlimited. This is not a Move Action. You cannot Push.

FACELESS: METALGORGER



ADDITIONAL CRYSTALS: 1 TACTICAL GUIDE:

- You don't have to Activate the Metalgorger to use its Enhancement, so try to put as many SLASH tokens as possible on enemy Squads.
- Try to change mode of the Metalgorger as soon as possible. It is the most powerful unit in your army.
- Try to use Pounce to place as many SLASH tokens as you can.
- Keep in mind that whenever the Metalgorger deals a Wound to an enemy model with a SLASH token, it deals an additional Wound!



SLASHING - When Metalgorger deals a Wound, remove a SLASH token from wounded model to deal 1 additional Wound. Metalgorger cannot be Sacrificed.

SLASH TOKEN - see detailed rule below.



Rip and Tear - the Faceless player chooses the order of the Backstabs.



Roar - there is no Line of Fire requirements. All moves are simultaneous. They can Push.



Sacrifice model - see detailed rule below.

Pounce - there is no Line of Fire nor Range requirements. The target model gains a second Slash Token.

DETAILED RULES:

SLASH TOKEN

They are only discarded when a card says so.

SACRIFICE MODEL

When you Sacrifice a model, it is killed and your opponent doesn't gain any VPs for his death. You can only Sacrifice your own models.

When Sacrificing a model, Endurance tokens are unaffected. Note that Sacrifice a model and Sacrifice a Wound/Endurance token are different things.

REBORN: UULSOT THE KEEPER



ADDITIONAL CRYSTALS: 2 TACTICAL GUIDE:

- If you are worried about losing Uulsot, use the Drake card to remove the Boss from the board.
- When fighting enemies with higher Attributes, use TOXIC tokens to weaken them and strengthen Uulsot.



Toxic Token - see detailed rule below.

Drake - removing Uulsot is not an Activation.



Herbs - this Action restores only 1 Endurance token on 1 model.

Toxic Vapor - the Repositioning must be simultaneous.



Fog - may be played immediately after your roll, improving its result.

Noxious Breath - the TOXIC tokens must be removed before the Attack roll.



Sprout - may only be placed on empty hexes (no Pushing allowed).

Lunge - you can Push. This Action only deals 1 Wound per enemy model, even if there is more than 1 TOXIC token within Range.

DETAILED RULES:

TOXIC TOKEN
They are only discarded when a card says so. They can be Pushed. Each enemy model in a Space with 1 or more TOXIC token gets -2 DEF (not cumulative).

RHA-ZACK: DESTINY TITAN



ADDITIONAL CRYSTALS: 1 TACTICAL GUIDE:

- Beacon can be used to prevent your opponent from Controlling Crystal Sources and gathering Crystals. Try to take a Passive turn before they do and then block them!
- It's important to have a lot of Crystals in your Crystal Pool. Unused Crystals interact with the Destiny Titan's cards.
- Positioning is crucial for dealing Wounds with the Destiny Titan. Plan your moves wisely.



Beacon - can only be placed in empty hexes. There is no Range nor Line of Fire requirements.

TELEPORT BEACON - see detailed rule below.

Reactor - you never Charge more than 1 Enhancement with 1 Charge.



Common Self - see detailed rule below.

Unstable Force - the destroyed Crystal must come from your unused Crystal Pool. Return it to the Neutral pile. Counting Crystals in your Pool is done after the Attack roll.



Recall - there are no Range restrictions, but the Space has to be completely empty (it can't even contain tokens such as MINE or TRAP).

Tornado Strike - counting Crystals in your Pool is done after the Check for Hit. Tornado Strike affects ALL models within Range 2 and Line of Fire, including your own!



Energy Cloud - there are no Range restrictions, but the Space has to be completely empty (it can't even contain tokens such as MINE or TRAP).

Defensive Matrix - May be played immediately after your DEF roll, improving its result. Counting Crystals in your Pool is done after the DEF roll.

DETAILED RULES:

TELEPORT BEACON
This token indicates the Space where the Destiny Titan will be placed after gathering Crystals during the Rha-Zack Passive turn. It can be Pushed. When placed, the Destiny Titan can also Push.

COMMON SELF

When you play this Action, choose 1 of the 3 listed Attributes, select a target model and source Squad. Until the end of Combat, the target model uses the chosen Attribute value of the source Squad instead of its own.

May be used regardless of Range or Line of Fire.

INI may be modified only before an Initiative check, not after.

ATT or DEF may be modified only before a Combat roll, not after.

The model uses only the base, printed value of the source Squad's chosen Attribute. Any Attribute bonus received by source Squad is ignored.



