

DARKNESS FACTION SHEET

DARKNESS

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 TACTICAL GUIDE

- Nearly all Darkness cards cost Ⓢ instead of Ⓜ
- Shadows and Slaughter Crows are great units for controlling and blocking Crystal Sources.
- Don't forget to *Spawn* Ⓢ tokens before you start *collecting* them.
- Slaughter Crows are your main damage dealers. Try to kill the weaker enemy Squads early during the game.
- Keep in mind that you don't pay for your Action cards with Crystals, but with Ⓢ. To get them, you must wound enemy models!
- Don't use all your buffs and debuffs at once! Most of them will be discarded at the start your Opponent's Passive turn.

PRECONSTRUCTED STARTING DECK

- **SQUAD CARDS:** Bell Crow, Impostor, Shadows, Slaughter Crows, Void Specter.
- **ACTION CARDS:** Anger [x3], Bellow [x2], Black Mark [x2], Chaos Wisdom [x4], Emptiness[x4], Hunger, Living Death [x2], Metamorphosis [x2], Ominous Peal [x2], Poison Kiss [x2], Shadowy Tendrils.

Darkness Shrine: SHADOW GATE

At the start of the game, place the Additional Darkness Shrine token on the Darkness Shrine.

All Spaces Ⓢ with the Darkness Shrine and the Additional Darkness Shrine token are treated as adjacent Spaces. Every Darkness model can move or target other models through the Shadow Gate or the Additional Darkness Shrine token.

BANNER CARD:



If you spend 8Ⓢ from your Active Pool, you may flip the Banner card:

Place Abyssal Empress model on the Darkness Shrine. During the Darkness Active turn, you can pay 2Ⓢ, then choose 1 model on the board and Check for Hit. Effect: 1 Wound. When Abyssal Empress is killed or Sacrificed, Flip the Banner card.

• The Banner card is not flipped back during the Darkness Passive turn.

• When the Abyssal Empress is summoned, the Darkness Shrine still functions normally. All models Ⓢ with the Darkness Shrine are also Ⓢ with the Abyssal Empress.

• Once summoned, the Abyssal Empress is treated like a normal Squad (it can be killed, Sacrificed, give VPs to your opponent, etc.).

• The Abyssal Empress may be summoned multiple times during the game.

SQUAD CARDS:



Important: Changing to Dark Mode with the Slaughter Crows icon is not free! As indicated by the icon, the cost is 3 Dark Points.

FACTION TOKENS



1x Faction token



10x Victory Point



10x Dark Points



1x Additional Shadow Gate



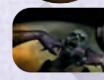
3x Black Mark



2x Poison



3x Wisdom



3x Shadow Grasp





Portal – see detailed rule below.

Metamorphosis – You essentially exchange a Shadow model for a Slaughter Crow model. This does not add Endurance tokens to Slaughter Crow Squad.

You can return dead Slaughter Crow models into play in this way.

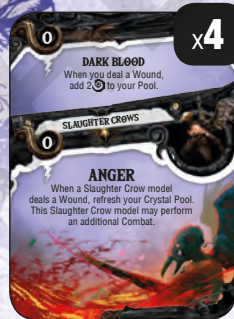


Dark Surge - see detailed rule below.

Shadowy Tendrils – The SHADOW GRASP token remains as long as there is at least 1 Shadow with the targeted model.

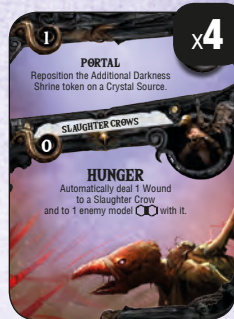


Emptiness – the killed Shadow model may be placed anywhere on the board.



Dark Blood – these cannot be taken from the board.

Anger – Crystals are refreshed before this additional Combat is performed.



Portal – see detailed rule below.

Hunger – you may kill your Slaughter Crow this way. This is NOT a Sacrifice, so your opponent gains VP for killing this Slaughter Crow.



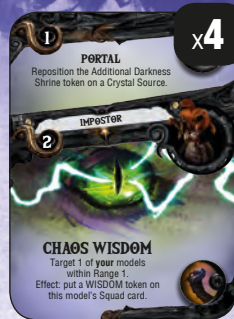
Dark Surge - see detailed rule below.

Murder of Crows – the cost this Action is the number of Crows on the board. You need only to Activate Slaughter Crows in order to place them back on the board. When you Activate them, return all (even dead ones) anywhere on a board. The Endurance tokens on the Squad are unaffected.



Dark Surge - see detailed rule below.

Poison Kiss – you must pass the Check for Hit to place the Poison token on your target.

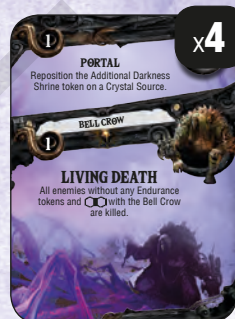


Portal – see detailed rule below.



Gathering – see detailed rule below.

Mesmerizing – you cannot target the moving model with Actions. However, it triggers any traps on its way and can Push other models (you choose where).



Portal – see detailed rule below.

Living Death – it works only on enemy models. Yours are unaffected. Check current number of Endurance tokens on the Squad card, not the starting Endurance value.



Dark Surge - see detailed rule below.

Bellow - Only place 1 as the result of this Action when you wound the target. Removing the remaining Endurance tokens is not considered as wounding. If the target has a BLACK MARK token, you deal 2 Wounds first, then the Bellow's effect takes place.



Repulse – you cannot reposition any of the additional Shrines (like Additional Darkness Shrine or Reborn's Overgrow).

You can Reposition the enemy Shrine or yours. Normal Shrine placement restrictions don't apply. The repositioned Shrine cannot Push.

Ominous Peel - models base DEF attribute is reduced to 0 (before adding any other modifiers, like Wisdom tokens etc.).



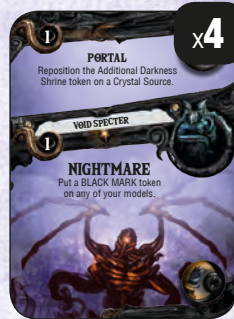
Dark Tide – you may remove a from the board and place it with the Darkness Shrine.

Doom – count the Void Specters with the Abyssal Empress when Checking for Hit.



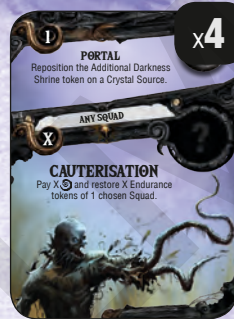
Gathering – see detailed rule below.

Black Mark – see Black Mark rule below.



Portal – see detailed rule below.

Nightmare – see Black Mark rule below.



Portal – see detailed rule below.

Cauterisation – you cannot restore more Endurance than the Squad's starting Endurance value.



Darkness Resurgent – for each model you wish to return, pay a number of equal to this Squad's starting Endurance value.

Returned models are placed with the Darkness Shrine.

DETAILED RULES

BLACK MARK TOKEN

When an enemy model with a BLACK MARK token receives a Wound, it suffers 1 additional Wound.

When an allied Squad with a BLACK MARK token receives a Wound, you may remove the Endurance token from Void Specter Squad instead.

At the start of your opponent's next Passive turn, Remove all BLACK MARK tokens from play.

BLOCKED

This model may not be moved in ANY way (it cannot Move or be Moved, Pushed, Teleported, removed from board, exchange positions and be repositioned in any way).

It may still perform other Actions, initiate Combat, defend etc. If it dies, remove it normally from the map.

DARK SURGE

When Spawning, place 3 minus the number of in your Pool (minimum 1) with the Darkness Shrine.

GATHERING

Remove all from any 1 Space and add them to your Pool.

POISON TOKEN

The target gets -2 to all attributes (INI, ATT, DEF, MOV) until its controller pays 2 during one of their Active turns to remove this token.

PORTAL

The Additional Darkness Shrine is treated exactly like a normal Darkness Shrine. While it has this token, the Crystal Source still works as a normal Crystal Source for purposes of Harvesting Crystals or playing any Actions.

REPOSITION

Place a model/token on a new empty Hexes, ignoring any obstacles in its path, range unlimited. This is not a Move Action. You cannot Push.

SACRIFICE A MODEL

When you Sacrifice a model, it is killed but your opponent doesn't gain VP for its death. You can only Sacrifice your own models.

When Sacrificing a model, Endurance tokens are unaffected. Note that Sacrificing a model and Sacrificing a Wound/Endurance token are different things.

WISDOM TOKEN

Raises the Squad's four attributes (INI, ATT, DEF, MOV) by 1. Remove all WISDOM Tokens at the start of your opponent's next Passive turn.