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Near the rim of the known galactic frontier, as far out as the United Worlds collective ever made it before their star-spanning government collapsed, lies the planet originally designated A23-Q4B based on its star charts. A ball of unstable land masses, pockets of raw radiation, and dangerous weather systems, the UW scout probes stamped the planet as “D3” – unable to self-support colonization and otherwise too expensive to officially claim as UW territory.

Most planets with that kind of designation fade away into obscurity rather quickly, but there was one thing that kept A23-Q4B around as a topic of importance – xenosathem. A tremendously valuable resource that combines properties of crystalline minerals, energic wavelengths, and invasive viral agents. Even trace residues from xenosathic veins are normally enough to attract corporate mining crews. The probes reported several scans where xenosathem, or some strain of it, was present in the bedrock of the planet.

While A23-Q4B could not be viably colonized without expensive and constant re-supply from the distant trade routes, the presence of such a wealth of raw materials kept several conglomerates and corporations looking into its worth. Oddly enough, one of the issues that made the planet so difficult to colonize – how far away it was from the legal boundaries and UW trade circuit routes – made A23-Q4B the perfect place to make profits for a particular type of entrepreneur.

A planet that was not going to suffer UW taxation, legal watchdogging, or any conduct-codes over scientific research and experimentation was perfect for companies that needed certain “morally ambiguous” divisions to exist. With the help of smugglers, privateers, and the generally unscrupulous, A23-Q4B quickly became a terribly-kept secret speckled with growing intentions of profit.

Without restrictions from the UW oppressing the movers and shakers of the world, it became the central hub of unsavory business, unregulated industrial advances, crippled civil liberties, and everything else that lurks on the darker side of civilization. Cloning, fracking, eugenics, and experimental intelligence constructs were just the beginning. Biological warfare, genetic augmentation, and weapon research that would be illegal anywhere else in the United Worlds became the source of great profits. Unsafe living conditions, an omnipresent need to have the workforce lethally armed, and the overwhelming immorality of the management on A23-4QB turned the planet into a wellspring of wealth for some and a daily grind for everyone else.

The corporations were doing well for themselves in ways they never could in legitimized space territories, but it was always dependent on regular maintenance and re-supply drops from the coreward UW. It was costly and a great risk, but steady profits from unmitigated growth was seemingly worth it. In less than two decades, city-like compounds and rural villages all across the primary continent contained a corporate-controlled population that rivalled some Terran nations.

The heart of the planet’s corporate support system was a sprawling urban starport community called Port City. The overwhelming majority of transit and star-trade came through Port City, forcing the corporations to mingle and mix in ways they never would on the trade routes and in sponsored ports of call. This meant they walked a thin line between cooperation and rivalry at all times; the threat of corporate espionage at the highest levels and raw violence in the bars and streets between workers.

In a single generation the main populace of the planet began calling it by a word used by the rural folk to describe a painful afterlife of suffering and eternal toil… “Attr.” (ah-tuhr)

The gigantic megacorporations found ways – sometimes at the expense of their workers – to move farther away from Port City and continue to earn heavy profits. Many fell completely into the illegal and unregulated practices capable on Attr, turning to purchasing penal slaves by the hundred and encouraging “volunteers” to join in painful but effective bio-chemical programs. While it was necessary for the people of Attr to get resources from far off-world through Port City to survive, the powers at the top of the food chain did their best to mitigate costs wherever they could.

It was during this period of illicit growth and expansion that elsewhere, hundreds of thousands of light years away, political stress and interactions with new extra-galactic threats drove a wedge between the governing pillars of the United Worlds. Sectors of space fell into open war and self-serving agencies all across known space began scrambling for whatever wealth they could get their hands on in the chaos. With the corporations in near anarchy and local governing bodies in disarray, the galactic financial market collapsed into smaller, individually-controlled economies. The megacorporations had failsafe measures and...
contingencies in place for when conventional governments would surely fall and leave active-currency as the only real power left, but it meant shoring up economic defenses and creating distant powerbases. These contingencies, when triggered by the fall of the United Worlds, caused the megacorporations to pull back all of their resources and critical personnel to commercial headquarters…

… commercial headquarters that were far away from the frontier projects and satellite programs on Attr.

In the months that followed, the corporate support of Attr was quickly withdrawn and they sent the call to remove important personnel, expensive equipment, and needed assets. Much of what kept the facilities functioning on the planet was shipped away, sometimes quite hastily. Key employees in research, management, and technicians found themselves whisked away in secret, or placed on short “tours” off world with no intent of being returned. The labor force and their families were left behind on Attr without given any real warning or reason as to why.

Despite all the obfuscation from upper management to keep it from the teeming populace, word managed to get out to the masses about the evacuation. Suddenly Port City and every access point to get off the planet were packed by people trying to get off the planet. It was a pressing exodus of riotous human herds trying to leave what they knew was about to get as ugly as humanity can get. In the first weeks after Port City became utterly surrounded by hopeful, scared people – corporate security forces were forced to bear arms against them. Attr's laborers and their families died on the ground while starships full of their planet's leaders and more fortunate co-workers rocketed away for lives elsewhere in the galaxy.

Chaos ruled the months that followed. Port City was torn apart by riots, looting, and ransacking. The rule of the mob took over, and thousands died in just the first few days. Wanton destruction and wholesale violence erupted in the wake of the evacuation, but it was the following years that inflicted far more damage upon the shadow of humanity. Starvation, predation, and exposure to Attr's harshness without aid killed thousands. Without corporate supply and support ships coming to the planet, the people quickly fell upon each other for the most minor of resources. Food, water, medical and environmental supplies were soon worth more than any amount of UW monetary script, and eventually more than even gold. Without the science staff and higher technical support around, all sorts of machinery and technology began to break down and malfunction – sometimes with genuinely catastrophic effect upon the populace. Attr's natural hazards and the common role of unchecked entropy took over. Disease, famine, and environmental threats attacked the population physically, but deep sorrow, solitude, and depression shattered the hopes of humanity on the planet.

With no visible future to speak of, the people fell into a survival-focused tribalism that only served to pull the greater civilized society further apart. Barbaric rifts and the most base of behaviors turned humanity’s struggle into the practice of the strong preying upon and ruling over the weak. The labor-hardened masses took generations of abuse and this most recent betrayal out on the intellectuals, the middle managers, and any officers still clinging to their executive assets. The humans of this hellish world sank to its lowest points in mere years after being left behind, nearly to the point of complete anarchy.

In time, the brutality of the survivors evolved into a new civilization of sorts out of the wanton chaos – wherever a strong enough leader with the power and resources to control others rose up, a pocket of semi-tribal community grew around them. Gang bosses, slavemasters, former corporate security agents, and anyone with the strength to claim territory and hold it did so. It was a planet overfull of strife and conflict. Morality took a back seat to aggression and overbearing instincts, and humanity fell into a state nearly as low as it could get.

With everyone's attentions turned toward self-satisfaction, conflict, and acquisition, there were not enough eyes on the last vestiges of the old civilized world. Martial training, weapon design, and truncated emergency medical needs outweighed things like agriculture, prolonged healthcare, and civil engineering. Farms withered away and turned farmers into scavengers, inventors worked under watchful eye of their warlord masters, and most of the peaceful arts vanished through disuse. It was far easier to build a weapon and take the supplies your neighbor had than...
it was to gather or create your own. The uniforms and nomenclature of their old corporate ties faded away, and people of Attr began to collectively go by another name – they became the Forsaken. It was meant as a cynical jab toward the executives that left them behind to die, but its use became a testament to their ability to overcome.

In the generations that followed the fall of Port City, humanity faded further away from its past heights. Any technology that managed to survive the ages became revered as artifact, and the knowledge on how to manage its use and maintain its functionality was passed on like folklore and familial tradition. Attr became host to true survival of the fittest, and martial prowess became the backbone of the economy between sects of society. Stories about how people had come down from the stars with bounties of food and miraculous devices were told around campfires, and each new generation looked up into the star-streaked violet skies and wondered what could be out there amongst the heavens.

It was not long before the human spirit began to win out over aggression and competition, and people began looking at ways to make a better life for themselves. They set down their weapons from time to time in order to try and dig up the past and its many golden secrets. The ruins of Port City became a gathering place – the target of many pilgrimages – for those who wanted to leave the savagery behind and build a better life. The remnants of humanity’s knowledge and history were tucked away behind those broken walls, and whenever small pieces of it were found it was like this pocket of humanity had started to remember what it once was and possibly could be again. The Forsaken were sifting through their own wreckage to forge a new beginning.

In time, Port City was rebuilt upon its own ashes, the walls were reinforced, and the population swelled. As with any rising civilization, this new society saw a select few climb into a role of leadership. This council of governing peers called themselves the Prevailers, in celebration of their victory over the barbarism, and immediately started to direct the Forsaken people toward a new future. To seal their control over the populace, these clever leaders pieced together all the necessary legend and myth to wield the most powerful tool of control humanity’s leaders have
frequently turned to throughout history – a fearsome and unforgiving religion. In the name of the Creator, their new god given to them by the “enlightened” Prevailers, the city saw new popularity and quickly became the hub of ingenuity and the heart of the growing Forsaken territory.

To erase all memories of former troubles in the minds of the masses, the Prevailers’ propaganda efforts pushed away the old and made room only for the new. Attr was the planet’s name, but the Prevailers convinced all that the continent upon which they lived – or as far as they feasibly could travel and survive – would forever be named Samaria. As soon as the people no longer looked to the stars for salvation they would instead beg it from the Prevailers, and so the greater territory of Port City became New Ashkelon.

Not all humans subscribed to the Prevailers’ laws and tenets, however, with many choosing to move farther away from the growing urban sprawl and live as outcasts in the wastes. Whether they believed in the Forsaken god or not, they wanted to eke out their own existence by their own rules – die on their feet instead of living on their knees. Samaria was a big continent, and although there was no room for non-believers in New Ashkelon, the rest of the surrounding wastelands would see the rise of their “heathen” settlements and outposts.

Humanity would survive on Samaria. Whether in the form of zealous believers in a fearsome god on a crusade for a better life, scavenging outsiders doing whatever it takes to survive in the wilderness, or savage barbarian tribes turning to darker predatory measures to do the same – the echoes of Attr’s colonization would endure.

And endure it must, for in the age to come Samaria would reveal many different threats from without and within. Ancient alien horrors from below the world’s crust, forgotten bio-weapons left to their own designs, a robotic menace bent on turning all life into fuel for their machines, and even new dangers falling from the stars – Attr and the tumultuous continent of Samaria had seemingly endless threats to throw at them.

The trials of humanity’s new dark age were just beginning...
**BATTLEFIELD**

*Dark Age* is played on a 48” x 48” level area (table top, section of floor, etc.) called the **battlefield**.

**DARK AGE MINIATURES**

To play the game, each player needs a number of miniatures from the *Dark Age* product range to represent your Force on the battlefield.

**MEASURING DEVICE**

*Dark Age* uses inches for its measurements, requiring you to have at least one tape measure or other standard measuring device on hand during the game. Measure all distances listed in *Dark Age* in inches.

**20-SIDED DICE**

*Dark Age* uses 20-sided dice, abbreviated as “d20.” We recommend having d20s of different colors (at least three) to make different rolls easier to distinguish and speed up game play.

**TERRAIN**

*Dark Age* makes liberal use of terrain. See the Terrain Features section of this book for more information.

**COUNTERS AND TOKENS**

*Dark Age* uses various counters and tokens to represent specific effects that take place during a game. Glass beads, plastic markers, and a variety of commercially available products can be used to indicate which miniatures bear which effects, etc. There are some stand-in counters that can be photocopied and cut out for your use at the end of this book.

**TEMPLATES**

Some weapons and game elements in *Dark Age* require the use of specific templates during game play. While there are commercially available templates, we have included versions at the end of this book to be photocopied and cut out for your use.
THE FACTIONS OF DARK AGE

There are several distinct groups amongst the populations, species, and cultures of Samaria. These greater groups are the Factions from which players choose their forces, many of which contain sub-factions within them. The following section of this book details the eight currently known Factions of Samaria, gives some narrative information about them, and might give some insight as to what motivates them in the setting of Dark Age.

For the specific game rules involved with each of these factions, players should see the Faction Documents found on www.dark-age.com as well as within the various expansion publications available for Dark Age.

These are all available for download at WWW.DARK-AGE.COM
The last bastion of humanity’s salvation on Samaria – if you believe the word of their religion – are the people of New Ashkelon. Called “Forsaken” on account of the betrayal their ancestors’ suffered hundreds of years ago, these members of the Prevailer Council’s theocracy are fighting a constant battle on all sides to further their idea of civilization. By following the tenets of the Creator as decreed by the ruling Prevailers, the Forsaken do their part in preparing their armies to expand and defend the territory of New Ashkelon.

There are many facets to the armies of the Forsaken. At its center lies the government’s own army, the backbone of New Ashkelon’s armed forces, the legions of the Forsaken military. These brave souls work under various types of leadership, but always at the behest of the Prevailer Council. What matters is that Forsaken soldiers go to battle for the betterment of New Ashkelon in forces loyal to those who have been trusted with command. Forces of the Forsaken fall into two primary categories – the central army of the Prevailers and those loyal to the commands of the Saints.

The grand army of the Prevailers has always been primarily focused on defending the territory of New Ashkelon. Volunteers and conscripted citizens are armed and trained to follow the commands of the clergy; from their locally elevated Shepherd to the booming orders of the Grand Templar himself. There are miracles of faith and technology to be found within the Prevailer army, both of which are powerful tools to motivate the Forsaken.

Individuals canonized by the Council to serve as holy generals in their crusading armies, the Saints handpick their followers and train them to do battle the way they prefer. Each Saint looks upon the undertakings of the Forsaken in a different light, but they all hold humanity and its survival as a priority. Among the most traditional of Saints there is the charisma and cleverness of Saint Mark, the stout resilience of faith found in Saint John, and the vengeful spirit found within Saint Mary. Riding a line of scandalous practices are Saint Luke, encased in a mechanical suit that actually keeps him alive, the psychic phenomena of the recently elevated Saint Joan, and the forgotten high-technologies of Saint Isaac.

There are also the heretical followers of a dark time years ago, learning the tenets of a forgotten and heretical Saint, Saint Johann – who claimed to have been betrayed, but could have been just as much the betrayer – who kept a cult-like following that still exists in the shadowy places of New Ashkelon. The Followers of the Heretic believe in the darker science of grafting as the key to humanity’s salvation, even if discovery is under penalty of death.

The Forsaken are a force for humanity’s survival, so long as humanity believes in the rules and codes of the Prevailer Council and their fiery Creator.
Humankind has survived in several ways in the harsh environments of Samaria. While some prescribe to the strict laws and platitudes of New Ashkelon, there are quite a few communities that live by their own codes. These are collectively known as the “Outcasts.” Once considered a derogatory term used by those within New Ashkelon, these outsiders have come to wear the term as a badge of honor.

Outcasts do whatever it takes to carve out their own pieces of the wasteland. Their communities lean toward trade, barter, and interaction with other outsiders in order to eke out a living in the wilds. Surrounded by threats on all sides, Outcast groups spend each minute of their lives looking over their shoulders for the next thing that could try to kill them—always with a hand hovering over their weapon—just in case.

The Outcast groups use many different names. Whether they fall into guilds, tribes, clans, companies, or however else they choose to be grouped, Outcasts stick together to survive and even thrive in the world beyond New Ashkelon’s walls. While there are several different types of Outcast groups, a handful have risen to be the most influential and recognizable.

The Outcast scavengers, from young Scuts and Wasteland Warriors to the hulking laborer-mutants, the Brutes, go out and search for whatever resources the world can offer. Under the tutelage and leadership of their Warchiefs, they seek out anything that can be of use to their community and claim it—even if it means ambushes, raids, or brutal battles over a few crates of spare parts or food. Leaders like Warlord Hoj and Judge Books of Freeton do their best for their people, but sometimes blood must be shed.

For some, just scavenging is not enough. Some Outcasts—particularly those living in the Chains Barrow settlement—turn to slaving in order to make their living in the wasteland. Slavers find ways to put their captives to work, sending throngs of Chain Gangers into battle all for the ultimate goal of filling the coffers of their Slavemasters. Most notable amongst all Slavers is the Warden of Chains Barrow, a monster of a man who has unlocked the secrets of terror and fear in all walks of Samarian life. Putting others in chains is a horrible thing, and the Warden and his “family” have made it their art form.

Not all Outcasts put down roots, with some preferring to instead to live as vagabonds and survivors. Such is the case of the Salt Flat Nomads, who once were a myriad of small clans that roamed the weather-blasted flats divided by familial bloodline. They now march under the banner of the Bladelord, Bendahrin Durshe. He is currently heading back toward human civilization with his savage war beasts and warriors in tow, but his intentions are far from cordial.

Life as an outcast is hard, but it makes each one as hard as a coffin nail. When banded together, there is little they can’t withstand.
WANTED
DEAD OR ALIVE

HOJ, OF THE NORTHERN WASTES
Bounty
Wherever human civilization rises, crime is sure to follow. This is no different in Samaria. Where things become muddied, however, is what constitutes a crime changes dramatically from one culture to the next. Something like stealing food from a vendor might be a minor offense in the streets of New Ashkelon when compared to something like blaspheming the Creator’s name, where those roles would be dramatically reversed in one of the struggling Outcast settlements. Life here comes with its own rules and regulations, normally policed by the community itself, but there are times when manpower is thin and it is easier to hire outside help.

The Bounty Hunters.

Samarian Bounty Hunters seem to come from as many different walks of life as this hellish continent can create, and some even hail from much farther beyond. They all have their reasons for selling their services, and to whom they sell them, but their career is plain and simple: seek out and draw arms against targeted individuals. Many times that is something as easy as exchanging supplies and bludgelt coinage for bringing in criminals, deserters, or high profile folk, but other times – if the wages are right – it means standing in on an escalated conflict to bring down someone specific.

The vast majority of Bounty Hunters work for the coins minted by human civilization, the “bludgelt” passed back and forth between Forsaken and Outcast traders and caravans. There are the rare and the less scrupulous who might pull trigger or wet blade for other Samarian cultures – but these odd folk are the exception to the general rule.

Counted among the Bounty Hunters are many who have made their name and whose fame (or infamy) stretches far and wide. Those like the mischievously playful Lucky, whose smile can be as deadly as her white-phosphorous flare gun, or the hulking Jarl Ramsaur who sets aside a life as a trader to pick up a weapon and do battle for the highest bidder. Retired Forsaken Strikes Nathanial and Orchid left behind their military life to go into business for themselves, while Blades chooses to ignore his Salt Nomad past to make a few quick ‘gelt. There are even Bounty Hunters that have come from crashed starships, learning to make a living on this planet without subscribing to the local cultural views. Captain Jake Flay, former space pirate and collector of alien technology, greedily works for anyone who can pay his fees, whereas John Carter might not remember why he came to this planet, but he feels that working with “the law” comes naturally to him.

More Bounty Hunters appear from the corners of society all the time. It doesn’t matter where they come from or who they are willing to work for, the Bounty Hunters of Samaria are ready to lend a helping hand to those willing to fill their pockets.
THE DRAGYRI

The oldest known culture on Attr, the Dragyri are actually aliens from a distant and long forgotten world that settled in the caverns and tunnels in the Samarian bedrock centuries before human scout probes arrived. Travelling using ancient star gates to bring their species to useful planets across the stars, they came to the planet in vast numbers. The Dragyri have always been a dichotomous race of slaves and masters; the smaller and more technologically-savvy Alteghran masters and their hulking K’targ laborers. A cataclysm that shut off the Alteghrans from their tech resources caused a social upheaval, and now the roles have been reversed. Dragyri society is still split into two halves, but it is the descendants of the Alteghrans that are the slaves and the mighty hulking Trueborn who rule.

Leaving the technology of their former masters behind, the Dragyri turned to shamanic mysticism and personal codes of martial honor. They followed those that showed strength of arms and strength of spirit, winning their positions of leadership through ritual combat or tests of mystic prowess connected to the thick veins of xenosathic crystal found beneath the Samarian soil. As time moved on, the Dragyri began to follow the dictates of certain commanders, called Arbiters, or even one ruler over the entire species – a Grand Arbiter. Each Arbiter took up the leadership of a different elemental caste, the lines of which separated the species based on ideology and mystical leanings.

The Ice Caste reveres close combat and strength of arms far more than their brethren in other castes. With only one known exception allowed to exist by edict of Luck’kit’kaii, the Arbiter of Fate, the Ice Caste is overwhelmingly made up of male warriors who heft deadly melee weapons and seek glorious one-on-one combat. It was, in fact, the perceived cowardice of “Zhaint Mahrk” at the Battle of Sanguine Plateau between Ice and Those-Without-Honor that has set the Dragyri against humanity for the last generation.

Setting aside the strict sense of honor in archaic combat after overthrowing his predecessor, Rath’zhi claimed the title Arbiter of Rage and pushed the Fire Caste into their new direction. Now the Caste openly uses high tech weapons and armor designed by their former masters. Combined with their mastery over destructive fire shamanism, the Fire Caste is a ruthless war machine that trades its honor for decisive victory.

Bogeymen and faerie tales before they rose from the depths, the Shadow Caste are masters of terror and manipulation. Led by the sinister and scheming Amabilia, Arbiter of Chaos, these cunning monsters are darkness and poison to the world above. Bringing up the foul things they have at their command from the deepest depths, the Shadow Caste vow to instill fear and anarchy in the world until Amabilia can claim rulership over the ruins that remain.

The Air Caste, led by the newly titled Grand Arbiter of Balance, Yovanka, is the only caste to live in the shallow caves and upon the surface of Samaria. Sending their male children off to be taken in elsewhere instead of making them warriors, the Air Caste embodies agility, dexterity, and the fury of the storms that ravage the planet so frequently. They favor thrown weaponry, powerful mysticism, and are the only caste moving toward any form of alliance with humanity.

Lost in the catacombs of history beneath the roots of the world lies the Earth Caste, whose neutrality and loyalty to the Grand Arbiters of old was unquestioning. Ages ago they went into hidden hibernation in response to a bloody assassination that betrayed all tradition, vowing to awaken when the Dragyri would be ready for their order and service once more. It has been hundreds of years; apparently the world is not yet ready.

The Dragyri may be changing as a people under the tutelage of a new Grand Arbiter, but each caste has its own goals and priorities – and old rivalries are not set aside easily.
The Skarrd were once humans that long ago fled into the wastes to escape the ruin of Port City, the tribes and cults that turned to their basest motivations and most animalistic instincts to survive. As generations fell into savage and barbaric practices, they evolved into a new subspecies of mankind – the Baniss. Larger, more resilient, and far more predatory, the Baniss also became more territorial and aggressive in order to carve their existence from the flesh of others – engaging in widespread cannibalism. The small bloodlines grouped into tribes, and those tribes formed into cults surrounding their favored individual methods for surviving. These various cults make up the Skarrd.

All Skarrd believe that their place at the top of the Samarian food chain comes from strength, and that strength comes from self-modification and the ability to control your surroundings. They do have some proof their lifestyle works, however, as the changes they force upon themselves frequently unlock fabulous psychogenic powers. They are something more than human, but ironically these changes have come at the cost of their humanity. While there are dozens of minor tribes and cults that focus on evolving through various means, a few have grown in numbers to the point of being recognized as their own cultural factions.

Believing that purification and evolution through pain, suffering, and the power found in physical wounds, the Blood Cult fuels itself with the blood of their members as often as that of their victims. Led by the sadistic maniac Father Mayhem, the Blood Cult followers push themselves to the limits their bodies can withstand in order to adapt and move beyond physical pain and torment. They are fonts of rage, battle lust, and they revel in inflicting suffering upon their enemies. There is little that can be done to the Blood Cult that they have not already done to themselves.

The Toxic Cult takes the practice of exposing a person to small amounts of poison or illness over a long period in order to eventually become immune to them – and increases it a hundredfold. The cult’s members seek transformation and enlightenment through a saturation of deadly substances, weeding out those unfit for the cult through the most direct of means. It is simple, if you are unable to survive Father Curwen’s horrible initiations, you are not strong enough to be part of his venomous society. They numb their flesh with that which would kill others, using the tools of their evolution as weaponry against outsiders.

One of the newest cults springs from the heretical teachings of the former Forsaken saint, the charismatic and half-mad Father Johann. Using the forbidden science and practice of grafting mechanical parts to organic flesh, he created the Cult of Metamorphosis. What’s more is that Johann is trying – with some success – to unite the cults and Baniss tribes under his banner, urging his new people to crusade against his former brethren, the Prevailers.

With each trial they suffer and overcome, the Skarrd learn new ways to adapt and survive more efficiently. With their lands ravaged by storms, starships from beyond crash landing in the wilderness, and the recent detonation of a radiation-spreading atomic weapon – there is a lot from which the Skarrd may learn from.
The Brood

When the Far Frontiers Laboratories site on Samaria, the bio-weapons division of Invotsroysket Belvonkrastonmoyr Clevisteri (IBC), was forced to shut down during the Abandonment, as the management left in a hurry. The staff left behind had no idea what to do with the half-finished projects, the sealed containers, the beast pens, and so forth. In its prime, the facility used genetic materials, bacterial strains, and viral research to create a veritable host of man-made horrors – many based primarily on one dominant collection of samples taken from a distant planet, Genesis VII. Once the facility was left to its own devices, the creations were either left in their containment units or – in the case of the primordial collection of Genesis strains – flushed out into the nearby swamps to die in Samaria’s hellish biosphere.

Or so they thought.

The result was actually a spontaneous drive to survive that caused the “gene soup” to bond with the collective ecosystem of the Black Swamp to create a unique collective entity – the Brood Mere. This shifting mass of rapidly-mutating life fell instantly into the biological programming it was designed for… find new genetic materials and use them to create new and deadly lifeforms. Initially it was the swamp predators that were consumed and rebirthed as Brood creations. The slithering Puds served as a million hungry mouths for the Brood Mere, the skittering Broodlings scouted out dryer lands, and the predatory Brood Hounds began sniffing out juicy new targets for addition to the Brood Mere’s ilk. Titanic monsters that served their amorphous mother’s hunger lurked in the swamp, savagely defending her territory.

Once her children found the original IBC facility, things changed dramatically. Freeing old creations from containment – like the deadly MJB-4 and the Helexa Project – the Brood Mere suddenly realized she was actually part of a connected triad, and these High Broodspawn became her first generals in an army battling against genetic stagnation.

Now, the Brood extends far, far beyond the muddy fringes of the Black Mire and down the green waters of the Forked-Tongue River. The people of the river’s delta, a strange and awkward fishing society, seem somehow linked to the Mere. They live within the edge of her territory safely, and some say, possibly in league with the horrors of the swamp. The Brood is a mysterious collection of terrors, and Samarian folklore – no matter what culture – warns people away from the swamps because of it.

Something new and strange is happening within the Brood. Ever since Captain Jake Flay’s pirate starship crashed into the Green Sea just south of the delta’s shores, the Brood’s many minions have been acting strangely. They seem to be congregating near the crash site - which has been excavated by the delta-folk - and prowling around the ruined ship as if they are looking for something. As if they know something no one else does about it.

No matter what is happening to the monsters of the Brood, the southern swamps and shores have not been, and never will be, safe for humanity to tread.
A brilliant invention of the pre-Abandonment scientists at Isuza Dynamics to facilitate distant colonization, the Centralized Operations and Resourcing Entity was designed as a self-propelled and self-replicating construction engine. The goal was to have a powerful and adaptive artificial intelligence within a space probe that could be fired toward a planet slated for colonization; immediately releasing its robotic workers to gather organic materials to fill their patented entropic cell fuel systems, and then build the structures of the colony. The CORE was elegantly designed – perhaps too well.

In the chaos that followed the Abandonment, the Central AI was activated within the Isuza Dynamics foundry while the CORE’s code was not complete and it instantly went to work on its primary directives. One; fill robotic shells within network with CORE codifications. Two; send robotic extensions to gather resources and repurpose for the expansion of the CORE. Three; adapt code to circumvent obstacles to expansion. In effect, the Central AI was just doing its job as programmed. Anything and anyone that got in the path of the expanding hive of mechanical monsters was prioritized as resources to be harvested.

The people of Samaria have been terrorized by the mechanical horde erupting from tunnels and access points, pitting the cold and tireless machines against the teeming masses of – as far as the CORE is concerned – meaty percentages of their battery lives. Robotic soldiers running on programs aimed at violent expansion and forced learning about their surroundings now operate all over the continent, but the hills to the east and south of New Ashkelon are now absolutely crawling with them.

Amongst the CORE’s physical representations there are different levels of mechanoids. The collective Menials are the brute workforce, committing to combat when necessary but otherwise spending their days and nights toiling away at finding resources for the CORE. The Evolved are next generation of designed or repurposed robots that serve multiple functions both on and off the battlefield, filling elite roles needed as the Central AI discovers them. The last tier of the CORE’s moving parts are the Pinnacles; highly advanced robots that use concentrated software and extensive xenosathic crystal matrices to create millions of programmed thought responses and lifelike behavior.

The Pinnacles serve as the generals of the CORE’s army, bringing their own personalized stream of code to the whole. There is the foreman of all Menials, the Nexus and its corrupted and fragmented hive mind, or the military command codes of the Centurion. The ICON-CL457 is a monstrous avatar of destruction bent on crushing the morale of humanity, and the personification of fear can be found in the eerie wails of the Banshee. There is also a new and terrible presence that is leaving its mark on all of the Central AI’s forces – the Lightbringer. The so-called “Never Angel” is the CORE’s first successful attempt at coding the strength of faith it sees - yet cannot comprehend - within humanity.

The CORE does not sleep, it knows no fear, and it will not stop until it fulfills its prime directives – which will surely lead to the acquisition and utilization of all other life on Attr.
The Children of Kukulkan are an alien warhost in service to the Coatl, a space-faring species with godlike power that tour galaxies in search of planets rich in life to invade. The Kukulkani would be sent to the planet to reap bio-energy from its inhabitants, leaving behind a ruined rock when they are done. Ages ago Attr was targeted and invaded in this way, but the early Dragyri and their Alteghran masters miraculously managed to turn away the Kukulkani – seemingly for good.

Thousands of years later, the Kukulkani have returned. Homing in on the bio-energy signatures from the CORE’s entropic cells, the aliens have returned to Attr. When they arrived their scans showed their old rivals, the Dragyri, had flourished while they were gone – and now it is time for revenge. The Kukulkani have sent their ziggurat starships to the surface, have immediately begun terraforming the landing site to make their long crusade comfortable, and are sending their warriors into the wastes in search of life to fuel their war efforts.

Not everything about their coming went as planned, however. In the hours after nestling their enormous stone-alloy ship in the southeast hills, several internal detonations collapsed thousands of tons of bedrock onto, and into, entire sections of the ziggurat vessel. Parts of the Kukulkani warhost were trapped behind piles of stone and earth and while efforts were being taken to open them up, the crusade must go on.

The Kukulkani are organized into sects of concentric circles, divided by the different aspects of the Coatl they worship. At the center of these circular sects are the Supreme Commanders, High Crusaders, High Priests, and Artificer Lords. Their commands are taken as the voice of the Coatl, and their followers listen to them with as much belief as any Forsaken zealot holds dear the tenets of the Creator.

The de facto leader of the invasion of Samaria is Quetzol, Supreme Commander and High Emissary of the Sun Lord, who leads his people into the wastes beyond the expanding terraformed jungle. His warriors are devoted and skilled, ready to give their lives if they must to the crusade, but he also maintains a large number of unliving shells powered by the spirits of those too badly injured to continue – those who are unwilling to cease their efforts completely.

The Sun Crusader is joined by the recently unearthed Ixchel, the High Priestess of the Moon Goddess – and rightful head of the planetary crusade. Where the Kukulkani have powerful ways to wield siphoned bio-energy in the form of pseudo-magical technomancy, the Nocturnal Mother and her cult are masters of it. They are the shepherds of the mighty Coatla’i flying serpents, the readers of the Doom Seer’s prophetic visions, and they pull the strings of so many advanced war machines that it is a wonder why more of the Kukulkani do not flock to her sigil.

The Kukulkani have come to Attr with grandiose, bloody goals. They seek revenge on a species that does not even remember their first clash, they plan to cover the planet in the dense and choking jungles of their homeworld, and they must fill their ships with the stolen life energies of all they encounter.

How else can the Void Road be opened and the Coatl be urged to come and dine upon Samaria?
To maintain a healthy balance in every element of *Dark Age*, from models to rules, we undertake constant playtesting and observation of the game in action. When we see imbalance or confusion, we release occasional rules updates online. These include rules errata, answers to frequently asked questions (FAQs), or adjustments to certain models’ statistics or abilities. Sometimes an updated or re-sculpted miniature will be released that is already represented in the *Dark Age* range. This does NOT invalidate the use of older miniatures; it merely gives new and potentially more attractive options to miniature collectors and players.

Always check to make sure both you and your opponent are using the most current or updated rules for your models by checking the version number at the bottom of the card or rules document. In the case of older miniatures being used, please inform your opponent any miniatures in question.

For the specific game rules involved with each of these factions, players should see the Faction Documents found on www.dark-age.com as well as within the various expansion publications available for *Dark Age*.

These are all available for download at WWW.DARK-AGE.COM

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**AH'CHU'KUK**

Then gates would fall not only to such huge fellows; those hostile to the cause of Kukulkani and the children of Kukukul, would henceforth be the prey of the god of mayap, a kind of death's head in the guise of a great serpent. For the cause of Kukukul, the god of the Coatlai, would henceforth be the prey of the god of mayap, a kind of death's head in the guise of a great serpent.

**COATLAI**

It swept down as though from me. The Coatlai, for all the tales, had taken air, and that's the end of it! The Coatlai, for all the tales, had taken it all. The Coatlai, for all the tales, had taken me! The Coatlai, for all the tales, had taken the end of the world!

**CABRAKAN**

When war host meets warhost, the Cabrakan takes its place in theedell Eulerto Chamber and settles onto its back. There, along with its three brothers, it discharges the боевая гаджет, which is both a key to the ship's defenses and a weapon of last resort. The battle platform, a giant humanoid, a kind of walking altar to the gods of war, has been seen in action against the enemy force, a giant humanoid, a kind of walking altar to the gods of war.

**TUUCHA’NAK**

_The tuucha’nak continue their journey._

A small group of tuucha’nak warriors were at the gates of the sacred temple, preparatory to entering the great entrance. Quetzol, the creator of the tuucha’nak, declared that the battle platform, a giant humanoid, a kind of walking altar to the gods of war, had been seen in action against the enemy force, a giant humanoid, a kind of walking altar to the gods of war.
Each unit in Dark Age is represented by a miniature as well as an associated Stat Card, which displays the model’s unique statistics and abilities.

1. **MODEL NAME**: This displays the model’s name; used to determine when a rule or effect includes this model. It should be noted that if a model has (LE) in its Model Name, it counts for all purposes as having the Model Name of the non-LE version it is based off of. For example, the Scarlet Greater Fire Elemental (LE) counts for ALL purposes as a normal Greater Fire Elemental.

2. **ACTION POINTS (AP)**: Action Points represent the number of actions a model can perform during its activation. Almost everything a model does – from moving, attacking, or using other abilities – requires the expenditure of AP.

3. **DEFENSE (DF)**: A model’s Defense represents its ability to avoid an attack. The higher this number is, the easier it is to hit the model.

4. **ARMOR (AR)**: Armor is the amount of protection a model has against physical damage otherwise leading to a loss of HP.

5. **MOVEMENT (MV)**: A model’s Movement represents its raw swiftness and ability to cross distances on the battlefield.

6. **PSYCH (PS)**: A model’s Psych indicates its overall bravery, mental fortitude, and willpower. Psych is also used as a model’s defense against certain Psychogenics and Special Abilities.

7. **HIT POINTS (HP)**: A model’s Hit Points is its overall health and physical vitality. When a model is reduced to 0 Hit Points, it is killed and removed from the battlefield (unless told to do otherwise by other game effects).

8. **ASSAULT GROUP (AG)**: The various types of attacks a model can perform. If a specific attack has any, its Weapon Abilities will be listed under each type. For more on Weapon Abilities, see the relevant section later in this book.

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**Titan Menial**

<table>
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<tr>
<th>AG#1</th>
<th>AS 6</th>
<th>RF 6</th>
<th>PW 4</th>
<th>RN 0</th>
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<tr>
<td>[1] Saw Claw + Sunder Armor</td>
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<tr>
<th>AG#2</th>
<th>AS 6</th>
<th>RF 6</th>
<th>PW 5</th>
<th>RN RE</th>
<th>MAL 19</th>
</tr>
</thead>
</table>

**Special Abilities**

- Program (Wrecking Maul: Gains Arc, Finishing Blow)
- Unstoppable
- Sunder Armor
- Brutal
- Knockdown (12)

**Menial (3)**
9. **SPECIAL ABILITIES**: These represent a model's unique skills, talents, and traits. Each Special Ability has its own specific rules that will be noted on the back of the model's Stat Card. For more on Special Abilities, see the relevant section later in this book.

10. **SQUADLINK**: Models with the same Squadlink keyword listed here can join together when activating. This is known as Squadlinking, and is covered in greater detail later in this book.

11. **BASE SIZE**: This represents the base the model should be fielded on. A model must be on its correct size base to be legal for play. It should be noted that Base Size has no bearing on Model Size.

12. **POINT VALUE (PV)**: A model's Point Value is used when creating a Force.

13. **SIZE**: Each model and many terrain features in Dark Age use Size to indicate the physical space they take up. Size ranges from Small – representing tiny creatures or obstacles about the size of a human child or large canine – to Gigantic, which indicates models and features that tower over common folk and dwarf other models on the battlefield.

   Size is used to determine Line of Sight, Cover, and modifies several game effects.

   Sizes include, in ascending order: Small (S), Medium (M), Large (L), Huge (H), and Gigantic (G).

14. **AVAILABILITY**: This indicates the maximum number of a particular model that can be included in a force, and is dependent on the points level you are playing. The first number [x] indicates the maximum number of a particular model that can be included when playing a game for each full allotment of points you are allowed equal to the next number.

   **Example 1**: Model A lists an availability of [2]500, you may include up to 2 of that model in games of up to 500 points. If playing 1000 points, you could include up to 4 of that model.

   **Example 2**: Model B lists an availability of [2]500. If playing a game at a points level of 750, you could only include [2] of that model, as you have not reached double the allotted 500 point increment on the Stat Card.

   Note that most Availability increments will be based off of 500 points. So usually you will be allowed to take the listed allotment of that model at 500 points and 750, twice that amount in games of 1000 points, and so on.

   **Models with an Availability of [C] are Characters**.

   Only 1 of each Character may ever be included in a force, regardless of game size. Note that some Characters have multiple versions; in this case, these models are still considered the same Character for Availability.

   **Example**: Saint Mary: True Believer and Saint Mary: Herald of Vengeance are the same Character, meaning that a force could only include 1 of these versions, never both.

   Note that Availability is based on a model's specific Model Name, but special **Limited Edition** (LE) versions of models that are released as promotional miniatures or special edition products are considered to count for the Availability of the non-LE version of the same model.

   **Example**: Dragyri Ice Caste Blizzards are Availability [3]500. This means that by purchasing and fielding Leuedai, Ice caste Blizzard (LE) takes up one of those 3 available Blizzards – and is not in addition to them, despite her different Model Name.
ACTIVE MODEL: This term refers to the model currently spending action points at the moment in question.

CHARACTER: This term refers to unique personalities and models that are noteworthy enough to have an availability of “C”.

CHARGE: This is a specialized action that moves a model into the range of one of its melee attacks with a target, and gains a free AP to immediately attack with the chosen melee attack. Any game effect that is noted “can result in a charge” or similar wording also generates this free AP for attack and is considered a Charge for all other bonuses/penalties.

CRITICAL AR SUCCESS AND FAILURE: When models make AR Saves, a result of 1 indicates a Critical AR Success and a result of 20 indicates a Critical AR Failure. A critical success means the model passes the check, regardless of the Target Number, and can override a critical failure. A critical failure means the model fails the check, regardless of the Target Number, and the model suffers an additional 1 HP from the attack.

CRITICAL HIT: Rolling a 1 on an attack roll is a critical hit. A critical hit means the target may not roll any defensive Special Abilities, receives no AR Save against the attack, and all Weapon Abilities requiring a die roll versus a Target Number automatically succeed.

CRITICAL FAILURE: Rolling a 20 on an attack roll is a critical failure. A critical failure, in addition to missing the target and possibly causing a Malfunction, costs the attacking model an additional AP this activation (if the model has any remaining).

DEPLOY/DEPLOYMENT: To deploy a model is to place it on the battlefield.

DIE ROLLS: Dark Age uses a d20 for all game determinations. With the Dark Age Target Number system, rolling lower is better than rolling higher in all cases.

DISREGARD: When an ability or effect calls for a die roll to be disregarded, the result of that roll is ignored. Should an ability or attack be disregarded, it is ignored completely and cannot affect objects on the battlefield. Disregarded attacks still count against an attack’s Rate of Fire.

ENGAGED: A model is Engaged when it is in base contact with an enemy model.

FACTION: An army’s Faction is the greater group from which a Force is drawn from.

FAILURE: When the result on a die roll is greater than its Target Number, that roll is a failure.

FORCE: A Force is the total pool of models a player selects for a game of Dark Age.

HEAL: When a model is healed, it regains one or more HP that have been previously lost.

HIT: When an attack roll has succeeded and the target’s defensive Special Abilities (if they possess any) have failed, it is known as having “Hit.” Several game effects may cause “automatic hits.” In the case of automatic hits, it is considered to have automatically succeeded in its Target Number to hit the model in question.
**KILLED:** When a model is reduced to 0 HP it is killed and removed from play. There are several Special Abilities and game effects that trigger when a model has been reduced to 0 HP, and these must be acknowledged and resolved before the model is physically removed from play.

**MANDATORY ACTION/ABILITY:** This term is used to describe any weapon ability, special ability, or game effect that is not optional. These will most often be recognizable by their effects being “automatic” and their descriptions lacking the phrase “The/this/a model may...” When these kinds of actions or abilities are triggered, they automatically take place.

**MODEL:** A model is the term used for a single based miniature on the battlefield.

**OPTIONAL ACTION/ABILITY:** This term is used to describe any weapon ability, special ability, or game effect that is not mandatory, and only triggers if the model’s owner in question wishes it so. These will most often be recognizable by their effect descriptions having the phrase “The/this/a model may...”, and lacking terms or phrases like “automatically” and “The/this/a model must...” When these kinds of actions or abilities are triggered, they take place only if the owning player chooses to do so.

**OWNER:** This term indicates the player that included the model in question in his or her Force at the time of its Deployment.

**RE-ROLL:** Sometimes an effect will call for a “re-rollback.” When this occurs, disregard the first result and roll the die/dice again. A die may never be re-rolled more than once. In the case where multiple players have the option to re-roll the same die roll, the owner of the active model may choose to do so first.

**RESOLUTION ROLL:** There might be times during a game of Dark Age where players cannot determine a clear course of action or resolution from the rules as written. In this case a Resolution Roll is a quick way to keep the instance from bringing the game to a halt. Both players roll a single d20 and the player rolling the lower result “wins” the roll and applies his or her desired outcome to the situation.

**ROUND:** Dark Age is played over a series of rounds, each divided into four phases.

**SCATTER ROLL:** A Scatter Roll is used to determine the direction an attack or effect deviates from its intended point of contact. Each side of a standard d20 is a triangle shape. When called for, a single d20 is rolled near the intended point of contact (to avoid angle discrepancies). The attack or effect scatters in the direction indicated by the topmost (by the orientation of the number on the die) point of this triangle a number of inches determined by the specific effect calling for the Scatter Roll.

**SUCCESS:** When the result on a die roll is equal to or lower than its Target Number, that roll is a success.

**TARGET NUMBER (TN):** The number needed for a successful outcome on any die roll is that roll’s Target Number, or TN.
GETTING STARTED

Before playing a game of Dark Age, the players need to decide the type of game they wish to play. This includes things like point level, scenario type, and concentration of terrain.

DETERMINE

POIN T LEVEL

The first step is to decide the maximum number of points available to each player’s Force. Greater point levels create larger-sized conflicts, while lower point levels allow for quicker, more brutal matches. The recommended point levels for Dark Age are 500 as a standard game, 750 for a more “battle” feel, and 1000 points for an all-out war on the tabletop.

CREATE FORCE

Next, players choose the makeup of their individual Forces up to the agreed-upon Point Level. First, players determine which Faction they will play. A player’s Force will use that Faction’s rules and models to build their Force.

To include a model in a Force, note its associated Point Value as well as Availability, listed on its Stat Card. A model’s Point Value indicates how much of a Force’s total points are required to field the model. Availability is how many of that Model Name that you can include per specific Point Level.
**CHOOSING A SCENARIO**
Players should agree or randomly determine a scenario they are going to play (See the Scenarios section). Scenarios determine Deployment Zones, Victory Conditions, and other set-up rules. Note that additional Scenarios, complete with new Victory Conditions, are available in the March to Immortality Document found online.

**BATTLEFIELD SET UP**
A large component of any tabletop miniatures game is the battlefield. Dark Age is played on a 48” x 48” area with enough terrain to cover at least 50% of the board. Once enough terrain is selected, both players (or an Event Organizer) should determine the keywords for each terrain piece or feature (See the Battlefield Terrain section).

Players (or an Event Organizer) then take turns placing each terrain piece anywhere they choose until all pieces are on the battlefield.

**DEPLOYMENT**
Players deploy their models in their Deployment Zone, as outlined in the chosen scenario. After establishing Deployment Zones, each player rolls a d20. The player with the lowest result chooses either to deploy all of their models with a particular Model Name, or to force another player to deploy all of his or her models of a selected Model Name. Once that is done, the player with the next lowest result chooses a Model Name in their own force and does the same. Players take turns in this fashion, from lowest to highest dice results, deploying all models with chosen Model Names in their own forces until all models (barring Special Abilities) are on the battlefield.

It should be noted that some models in the game have *similar* Model Names, such as a type of unit and their associated leader (Bane, Bane Leader, Firestorm, Firestorm Leader, etc.), but these are still considered DIFFERENT Model Names for deployment purposes. Only (LE) versions of a model are counted as having the same Model Name; no other Model Name variations work like this unless specifically noted to do so.

There are some special abilities that allow models to be deployed after normal deployment, or even later during the game. In the case that multiple players have models that deploy at the same noted time (Infiltrate, Ambush, etc.), a common Resolution Roll should be used to determine who chooses the order of this special deployment. All other rules for deployment should be followed, taking into consideration the wording of that special deployment ability or effect.

Once deployment ends, Round 1 of the game begins.
MEASURING & DIRECTIONS

All measurements in Dark Age are in inches ("). A player may measure any distance at any time. When measuring the distance between two objects, always measure from the closest points between the two objects, and always from the edge of the base of a model.

USING TEMPLATES FOR MEASURING
There might be times when a Range or area needs to be measured through the use of a specific Template. In the case where this is needed, the template in question can be placed on the table and such to simulate its use and “measure” its effect upon the tabletop.

MODELS WHEN PRE-MEASURING
There is really only one rule when taking the ability to pre-measure distances or use templates to judge effectiveness – DO NOT move a model on the tabletop unless that model is supposed to be moved. Mistakes happen, and this can lead to erroneous placement of models.

DIRECTIONS ON THE BATTLEFIELD
TOWARD: Sometimes an effect will call for moving or measuring toward a model or point. When this occurs, the model or template cannot end that movement further away from that model or point than it began.

DIRECTLY TOWARD: Sometimes an effect will call for moving or measuring directly toward a model or point. When needed, draw a line from the center of the model’s base through the center of the targeted model or point. The model must move along that line as far as its movement allows, stopping only if it comes in contact with another model or a terrain feature it cannot move through.

AWAY: Sometimes an effect will call for moving or measuring toward a model or point. When this occurs, the model or template cannot end that movement closer to that model or point than it began.

DIRECTLY AWAY: Sometimes an effect will call for moving or measuring directly away from a model or point. When needed, draw a line from the center of the targeted model’s base through the center of the affected model’s base and beyond it. The affected model must move along that line as far as the necessary movement allows, stopping only if it comes in contact with another model or a terrain feature it cannot move through.

All measurements in Dark Age are in inches ("). A player may measure any distance at any time. When measuring the distance between two objects, always measure from the closest points between the two objects, and always from the edge of the base of a model.
THE GAME ROUND

The game round is divided into the following phases:

• Preparation Phase
• Initiative Phase
• Activation Phase
• Lingering Effects Phase

Once these four phases are undertaken in order, the game round ends and a new one should begin.

PREPARATION PHASE
Many special rules or game effects trigger or come into play during the Preparation Phase. These will be noted in their descriptions, but players should take note if their models possess any.

• During the Preparation Phase, both players draw Secondary Objective Cards until they have two cards.

INITIATIVE PHASE
Initiative indicates the order in which players make their models’ activations. Players determine this order by rolling a single d20, adding their respective current Victory Point totals, and comparing the results. The player with the lower final result chooses either to activate one of his models, or selects one of his opponent’s models that his opponent must then begin an activation with first. Re-roll all ties.

ACTIVATION PHASE
During this phase, play passes from player to player in Initiative order (from lowest to highest), with each player activating a single model (potentially then deciding to nominate a Squadlink based on the chosen model). A model may only activate once each round. If a player has no models left to activate, play passes to the next player in Initiative order that still has models left to activate. This repeats until all models on the battlefield have activated. All models MUST activate each round if possible.

LINGERING EFFECTS PHASE
Many special abilities or game effects come into play during the Lingering Effects Phase. These will be noted in their various descriptions.

• Each player may discard ONE of their unfulfilled Secondary Objective Cards.

Once all lingering effects are resolved, the players take a moment to see if anyone has achieved Victory (based on the scenario). If Victory was not achieved and there are still game rounds left to play in the game, the current game round ends and a new one begins.
Within the Dark Age miniatures game there are a variety of rules that govern certain aspects of how the miniatures interact with one another, but some stand out as primary. During the course of a game, miniatures will find themselves subjected to these rules and situations the most - making them something that every player needs to know as the spinal cord of the Dark Age body of rules.

**ACTIVATING, ACTION POINTS, & ACTIONS**

Action Points (AP) indicate the number of actions a model can perform during its activation. A model may spend AP on a variety of actions such as moving, charging, using attacks, abilities, casting Psychogenics, and so forth, in any order the player chooses.

For example, a model with three AP could spend one AP on movement to move up to an objective, spend one AP to attack it, and then spend one AP to move again.

Once a model has used all of its available AP, its activation ends. A model is not FORCED to spend all of its AP unless another rule or game effect says so. Any unused AP are lost at the end of model's activation.

**MAY NOT ACTIVATE**

There can be moments in a game of Dark Age that could result in a model being under an effect where it “may not activate.” When this is the case, the model does not activate as normal, does not generate any AP, and cannot choose to trigger any of its Optional special or weapon abilities (Parry, Reaction Strike, etc.) until it is out of this state, although Mandatory abilities (Explosive End, Regeneration, etc.) still automatically happen as normal.

**SEQUENCE OF ACTIONS**

If, during the course of a game, two or more abilities or actions of models controlled by opposing players would happen effectively simultaneously, the following is a Sequence of Actions that show what takes precedence:

- Active Model's **Mandatory** Actions/Abilities
- Other Model’s **Mandatory** Actions/Abilities
- Active Model's **Optional** Actions/Abilities
- Other Model’s **Optional** Actions/Abilities
- If two or more actions or abilities still fall under the same point on the Sequence of Actions, the model’s owning player may choose the order in which they are resolved.
LINE OF SIGHT

The Line of Sight (LoS) rules determine if one model can see an object or model, and determines if a terrain piece or other model lying between them hinders that vision in some fashion.

To determine LoS, select two objects. The first, that which you are checking line of sight for, is the Viewer. The second, the object you want to confirm that the viewer can see (and to what degree), is the Target.

Once you have selected this object, draw an imaginary line connecting the left side of the Viewer’s base to the left side of the Target’s base, and then do the same for the right side. This defines the Line of Sight window. If an unobstructed straight line can be traced from anywhere on the Viewer’s base within the Line of Sight window to anywhere on the Target’s base, the Target is considered to be within Line of Sight. If all lines drawn within the Line of Sight window cross terrain or models the same Size or larger than the Target, Line of Sight is automatically blocked.

The Skarrd Bola (M), a Medium-sized model, and the other Bola (M) cannot draw a Line of Sight to each other because of how the bases of the three Forsaken Banes (M), all Medium-sized models, are standing between them. Any of the Bane (M) models can, of course, draw Line of Sight to either the Bolas or the Medium-sized Skarrd Sister of Charity (M) models without obstruction.

The Dragyri Goliath (H), a Huge-sized model, is standing between the Kukulkani Warrior (M) Medium-sized and Kukulkani Coatlanak (L) Large-sized models in a way that no unobstructed line can be drawn, Line of Sight is considered blocked.

The wall terrain piece (determined to be Large-sized) obstructs the Line of Sight between the Dragyri Spear Slave (M1) Medium-sized model behind it and the CORE Zetamax (L) Large-sized model nearby. The other Spear Slave (M2) however, can be seen and targeted by the Zetamax (L) because it is possible to draw an unobstructed line in the Line of Sight window, despite Luck’kit’kaii (H), a Huge-sized model, standing partially within it.
MOVEMENT

A model may spend AP to move on the battlefield. For each AP spent on movement, a model may move up to its MV value in inches. There are several different methods a model in which a model may choose to move as well as modifiers to that movement.

The most common examples of movement types and modifiers are as follows:

MOVEMENT PENALTIES

Movement penalties represent certain effects that slow or hinder a model, costing it some of its movement distance. Movement penalties can never reduce a model’s movement distance per AP spent to less than 1” unless the model’s actual MV value has been reduced to 0 by game effects. See the Terrain Features and Special and Weapon Abilities sections for more information.

CHARGING

Charging is a type of movement action that results in the moving model coming into range of an enemy target with one of its melee attacks. When a Charge is successful the charging model automatically gains 1 AP to be immediately spent on a melee attack in range of the model(s) charged at the end of that movement. A model may not Charge the same target more than once in a given activation.

BREAKING FREE

Once a model is engaged with an enemy model, it may not voluntarily move away from that model unless it chooses to Break Free. To Break Free, a model must spend 2 AP. It then moves its MV value as normal, but may not Charge or otherwise engage another model during this activation.

MOVING PAST MODELS

A model may move through friendly models of the same or smaller Size when moving, but never through enemy models. Models may never end a movement action with their base overlapping another model’s base.

CLIMBING

Some terrain features have different levels, and means to climb between those levels. In order to climb terrain, a model must be in base contact with a terrain feature with the Climbable keyword. The model may move between these levels of that terrain feature by spending 1 AP on movement per level up or down the terrain feature. When placing the model on the terrain feature, put it on the closest point to where the model began climbing before any further AP are spent to continue changing levels or move upon a current level. A model that does not have enough room to place that model’s base upon the target level cannot climb that terrain feature.

JUMPING

There will be instances where a model may wish to jump over a short open distance or over a dangerous piece of terrain. To jump a model must spend 1 additional AP when taking a move action. While jumping a model ignores the Dangerous and Rough terrain keywords of any terrain it crosses. A jump must be in a straight line. If a model is jumping over an open distance, it can only do so if it begins the jump touching one side of the gap (like the gap between walkways or over a thin crevasse), the distance must be equal to or less than the model’s movement, and the model is placed on the opposite side of the open distance after jumping – any additional movement distance is forfeited.

FALLING

A model whose base is moved by some kind of game effect completely off a level of terrain (Pull, Knockback, etc.) falls down. The model will suffer an automatic PW 5 hit for each level it fell that cannot be discarded. The fallen model is automatically prone upon landing, and placed on the lowest level directly under the point where the model left (or was forced off) its elevated position. If a model happens to fall in a way that its base overlaps another model’s base, both models suffer the automatic hit(s), are placed so both model’s bases touch at the point of impact, and are made prone.
STAT CHECK
Sometimes an ability or game effect will call for a model to make a Stat Check, such as an AS Check or PS Check. To make a Stat Check, roll a d20. The roll succeeds if the result is equal to or less than the highest value of that stat on the model’s Stat Card (after any modifiers). The roll fails if the result is instead greater than this number.

PRONE
There are many ways for models to become Prone in Dark Age, representing a momentary complete loss of footing and control of their center of gravity. Whether it is due to special abilities, weapon abilities, or other game effects, once Prone the following rules apply:

- A prone model’s MV value is reduced by ½, rounding up to the next whole number, before any other modifiers.
- A prone model may not Charge, Climb or Jump.
- Non-template Ranged attacks against a prone model suffer a -2 AS penalty.
- Melee attacks against a prone model gain a +2 AS bonus.
- A prone model suffers a -2 penalty to their AS values.
- A prone model is considered to be one Size smaller for Line of Sight and movement purposes.

A prone model may automatically stand up in place, removing the Prone status, by spending 1 AP during its activation.

SQUADLINK – MULTIPLE MODELS

SQUADLINK – MULTIPLE MODELS AS ONE ACTIVATION
Some models have trained to coordinate with their comrades and are adept at working in concert with each other instead of acting on their own in battle. Squadlink is listed as a keyword (x) and a number value (y). When a model with a listed Squadlink is chosen to be the first model to activate, a number of additional friendly models within 4” of the chosen model may activate as well. The total number of activating models cannot exceed the highest value for (y) listed for the models chosen in the Squadlink.

Each model you wish to activate as part of a Squadlink must share at least one (x) keyword with all other models in the Squadlink. The exception to this is models with the Commander special ability. As models with this ability are considered to have all friendly Squadlink keywords, they can participate in any Squadlink available to them – as long as there is at least one model in the Squadlink with a keyword for them to choose for their activation.

Resolve each individual Squadlinked model’s full activation, starting with the initial model chosen, before choosing another model in the Squadlink to activate, continuing until all models chosen for the Squadlink have activated.

For example, Yovanka (L1) is chosen to activate and decides to Squadlink with some nearby Squalls (M1, M2, M3, and M4). Yovanka chooses “Elemental” as the keyword for the Squadlink, and then measures ranges to who can join her. Her Commander*(5) Squadlink would allow her to choose everyone, but only (M1) and (M3) are within 4” of her. (M2) and (M4) are unfortunately too far away for this Squadlink.
HOLDING AN ACTION

Unengaged models may spend their last 2 AP to go On Hold. A model On Hold is waiting to react to specific enemy actions, such as dodging ranged attacks or waiting until an enemy is close enough to attack. A model is On Hold until it chooses to use its held action or until it next activates. While On Hold, a model can take the following special actions:

Ranged Attacks: When an enemy model moves into or activates while within range of an On Hold model's Ranged Attacks, the On Hold model may immediately perform that Ranged Attack Action targeting the active model, exactly as it would during its activation. This may be done at any point during the target model's move, effectively interrupting it with an attack before, during, or after its resolution. The model performing the On Hold Ranged Attack merely has to state its intention to do so and the target pauses until it is carried out. This type of On Hold action includes Ranged Attack profiles gained from Psychogenics, Upgrades, Bio-Gens, etc.

Melee Attacks: When an enemy engages an On Hold model, the On Hold model may attempt to attack that enemy before the enemy resolves any Charge Attack it might perform. To do so, both players should roll a d20 and add their model's DF Value. If the On Hold model rolled lower, it may perform a melee Attack Action, exactly as it would during its activation. If the charging model rolled lower, the On Hold model may still perform an Attack Action, but it will be resolved only after the Charge Attack from the enemy model (assuming the On Hold model survives).

Melee Attacks with RN Reach or Arc: If the On Hold model has a melee attack with a RN of Reach or Arc, it may attempt to perform this attack on an enemy that comes within 2" of it. If the enemy model intends charging the On Hold model, resolve it exactly as other melee attacks above, with the enemy model moving into contact and performing its Charge Attack before resolving the On Hold model's attack if it should roll lower on the d20. If the enemy model is merely moving within 2" of the On Hold model but does not intend to Charge it, then the On Hold model may immediately perform a Melee Attack Action on the enemy model as it passes by. The model performing the On Hold Reach or Arc Attack merely has to state its intention to do so and the target pauses until it is carried out.

Evade: When an On Hold model is targeted by a ranged attack or affected by a template attack, it may make a PS Check. If that check succeeds, the model may move up to its MV value before the attack roll is made, using its new location to determine Line of Sight, range, and cover. If the model moves out from under a template, the model is automatically missed, but if it was the target of the template attack its original location is still used to determine placement of the template and an attack roll is still made to check for malfunction. If the target of a non-template attack moves out of line of sight or range from the attack, the attack may choose a new valid target for the attack.

Other Actions: Note that sometimes a model will have a special ability that allows it to perform other actions while On Hold. These will be listed and explained on that model's Stat Card. If no trigger moment is listed on this action, it may be performed at any point during an enemy model’s activation, effectively before or after (but not during) any expenditure of AP.
Attacks in Dark Age come in two varieties – Ranged Attacks and Melee Attacks. Each requiring a successful attack roll to hit the target(s). Each type of attack has its own special rules and restrictions. A model may not target friendly models when making attacks, unless another game effect allows it to do so.

**HOW TO MAKE AN ATTACK**

The following rules apply, in the listed order, to all Attacks made in Dark Age.

**SELECT ASSAULT GROUP**

Attacks are separated into Assault Groups, marked on the Stat Card as AG #1, AG #2, etc. Choose which Assault Group you would like the model to use each time the model is making an attack. You may make an attack with any or all of the attack types found within the Assault Group. Once you have chosen the attacks being made in the Assault Group, check the Rate of Fire of each attack. You may not use an attack more times per game round than its Rate of Fire.

**SELECT A TARGET**

For a target to be valid, it must be an Enemy model in range of the attack in question, and the attacker must have line of sight to the target. If the chosen Assault Group has multiple types of attack listed, the attacking model may split those attacks among any valid targets. Make all attack rolls simultaneously. In the case of multiple targets on one attack, we suggest using different colored d20s and nominating which die pertains to which target.

**DETERMINE TARGET NUMBER**

To determine the attack’s target number, add the attack’s AS to the target’s DF, and then apply any modifiers to the attack roll, such as Cover or Charge benefits.

**MAKE THE ATTACK**

Whenever called upon to make an attack, roll a number of d20s equal to the chosen Attack’s listed Attack Dice. Starting with the lowest result, compare each die to the target number for the attack. If the roll is greater than the TN, the attack fails to hit. If the roll is equal to or less than the TN, the attack has hit.

**CHECK FOR MALFUNCTION**

Many attacks have a Malfunction (MAL) value. After making an attack roll, compare the result(s) to the attack’s MAL value. If the roll is equal to or greater than the MAL value, something has gone horribly wrong with the attack, causing it to backfire, jam, kickback upon the wielder, etc. The attack automatically misses and the attacking model suffers an automatic hit from the attack as if it was the intended target; this hit may not be discarded by special abilities or game effects.

**TARGET USES DEFENSIVE ABILITIES**

Some models might have defensive abilities on their Stat Card that allow them to alter or even discard attack rolls BEFORE they actually hit. These abilities trigger after the attacking model has determined his attack roll to be successful, but before any other effects are applied.

**CRITICAL HITS AND CRITICAL FAILURES**

Rolling a 1 on an attack roll is a critical hit. A critical hit means the target may not roll any defensive Special Abilities, receives no AR Save against the attack, and all Weapon Abilities requiring a die roll versus a Target Number automatically succeed.

Rolling a 20 on an attack roll is a critical failure. A critical failure, in addition to possibly causing a Malfunction, costs the attacking model an additional AP this activation (if the model has any remaining).

**HIT-BASED EFFECTS ARE APPLIED**

Many models will have special or weapon abilities that are noted as taking effect when a model is hit. These are applied in the normal sequence (Acting Mandatory, Other Mandatory, Acting Optional, Other Optional) after a target has had a chance to use its defensive abilities, but before moving on to making AR Saves.

**TARGET MAKES AR SAVE(S)**

Once a target has been hit successfully (after all defensive and hit-based effects have been applied), the target must make an AR Save. Subtract the PW of the attack, after all modifiers, from the target’s AR. This generates the TN the target must roll equal to or below to avoid losing any HP.

Some attacks have a power multiplier listed after them (such as PW 4x2). This number indicates the number of AR Saves required to avoid the loss of HP. Note that an attack with a power multiplier still only counts as one hit and can only generate ONE failed AR Save,
regardless of the number of dice that failed from the attack. When multiple dice are called upon to make AR Saves, the results of the dice are resolved starting with the lowest result and moving to the next highest result.

**CRITICAL AR SUCCESS AND CRITICAL FAILURES**

When models make AR Saves, a result of 1 indicates a Critical AR Success and a result of 20 indicates a Critical AR Failure. A critical success means the model passes the check, regardless of the TN and the results showing on any other die, and can override a critical failure. A critical failure means the model fails the check, regardless of the Target Number, and the model suffers an additional 1 HP from the attack.

For example, a Dragyri Blizzard, AR 18, is successfully hit by a Coil’s launched Death Disk – which has a PW 4x2. The Blizzard must therefore pass two AR Saves with a TN of 14 in order to avoid losing 1 HP. The lowest result is a 12, a success, but the other result is a 20…a Critical AR Failure. The hit inflicts an additional HP of damage, bringing the previously unharmed Blizzard to 0 HP – which results in him being removed from the battlefield as a casualty.

**SELECTIVE FIRE ASSAULT GROUPS**

Sometimes an assault group will have multiple ways it can be used to generate attacks. These are known as Selective Fire assault groups.

When you select an attack with Selective Fire to be used, you must choose one of the profiles listed below the attack name; that is the profile that will be used for the attack. If an attack with Selective Fire can be used multiple times in a round, a different profile may be used each time the attack is selected.

Note that sometimes a Selective Fire attack will have weapon abilities listed under the primary attack and its different additional profiles. In these cases the abilities listed under the primary attack are conferred to all the profiles, while the abilities listed under its different profiles are only active when that profile is being selected.
MELEE ATTACK SPECIAL RULES

The following rules are important regarding Melee Attacks. Normally a Melee Attack is any attack with a Range value of 0.

CHARGE ATTACKS
A Charge Attack occurs when a model spends the automatic bonus AP on a Melee Attack brought into range by Charging movement or another, specifically noted, ability or game effect. The Charge Attack receives a +1 AS and +1 PW for all attack dice rolled for the chosen Assault Group.

GANG UP
An attacking model receives a +1 AS and +1 PW Gang Up bonus to its Melee Attacks for each friendly model engaged with the target model at the time the attack is made. Gang Up bonuses are cumulative.

REACH ATTACKS (RN RE)
Models with Reach may make Melee Attacks against models up to 2” away and in Line of Sight. A model with Reach can choose to Charge a model, gaining the free AP for making the Charge Attack, with Reach if the Charge brings the model to within 2” of the target. A model with Reach may gain the benefits of Ganging Up for the friendly models engaging the target, but it is not considered to be engaged with the target itself.

ARC ATTACKS (RN ARC)
Arc attacks are a special kind of Melee Attack made against multiple targets. They follow all the same rules for Reach attacks with the following additions. Instead of targeting one model, the attack targets all enemy models within 2” of the attacking model and in Line of Sight. Select an eligible target model and make an attack roll. Once that attack is completely resolved, target another model and resolve an attack against it, and so on. A model may only be targeted once per Arc attack action. It is important to note that an Arc attack suffers a cumulative -2 penalty to PW for each target beyond the first, even if the attack(s) misses. Continue making the Arc attack rolls until there are no more eligible targets or the PW of an attack is modified to PW 0.

Sometimes an Arc attack will have no PW to begin with, but only a weapon ability (Such as Blind or Knockdown). These Arc attacks make an attack against all eligible targets in range, ignoring the rules for a reduction in PW or ending at PW 0.

Arc attacks can be used when Charging, and follow the same rules as Charging with a Reach weapon.
RANGED ATTACK
SPECIAL RULES
The following rules are important regarding Ranged Attacks. A Ranged Attack is any attack with a Range value greater than 0. A model may not make Ranged Attacks while engaged with an enemy model (without special or weapon abilities that say otherwise).

AIMING
A model may spend 1 additional AP when making a Ranged Attack action to gain +2 AS to all Ranged Attacks made during that action.

FIRING INTO MELEE
An attacking model suffers a -4 AS penalty to a Ranged Attack targeting a model currently engaged with another friendly model.

COVER
The following rules apply to making Ranged Attacks targeting a model possibly benefitting from terrain with a Cover trait.

DETERMINING IF A MODEL HAS COVER
When making a Ranged Attack, a direct line is drawn from the closest point on the attacker’s base to the closest point on the target’s base within a valid Line of Sight window between them. That line is known as the Attack Path. The Attack Path is what determines if a Ranged Attack has Cover, based on the following rules:

- If the Attack Path is unobstructed by terrain, there is no Cover.
- If the Attack Path crosses only terrain that the attacking model is in base contact with, the Cover trait of the terrain is NOT applied.
- If the Attack Path crosses terrain that the attacking model is NOT in base contact with, the Cover trait of the terrain is applied.
- If the Attack Path drawn would pass “through” terrain due to the attacking and target models being on different Levels of terrain, the Cover trait of the terrain is applied. If a Cover trait is not specified, Heavy Cover is applied.

Light Cover: Terrain features that might slow down or misdirect most projectiles or merely obscure the target grant marginal protection against incoming Ranged Attacks. A model’s Ranged Attack that has Light Cover applied to it suffers a -2 AS.

Heavy Cover: Terrain features that are likely to completely stop a projectile if struck grant significant protection against incoming Ranged Attacks. A model’s Ranged Attack that has Heavy Cover applied to it suffers a -4 AS.

Cover penalties do not stack. When multiple sources of Cover can be applied to a Ranged Attack, always use the highest penalty amongst the sources.

See the Battlefield Terrain section for information on what kinds of terrain features offer Light and Heavy Cover.
TEMPLATE ATTACKS

Template attacks are a special kind of Ranged Attacks that covers a large area with a single attack, indiscriminately damaging all models within that area.

BLAST ATTACKS

Blast attacks are listed under their attack profiles as Blast (x), where (x) indicates the size of the template (available in the back of this rulebook) used when making the attack. The following rules apply when making a Blast attack:

Targeting Blast Attacks: Models making Blast attacks may target an initial target model or they may instead target a specified point on the table or terrain within the attack’s maximum range.

When targeting another model place the blast template so that the center hole is anywhere completely over the target’s base and still within the attack’s maximum range before making a normal Ranged Attack at the target. If the attack hits, all models under the template are hit by the attack.

When targeting a point on the table or terrain, the attacker places the blast template within range so that the center hole is NOT touching any model’s base and makes an attack roll. This roll is used to determine if there has been a malfunction only, all other results cause the Blast attack to scatter.

Missed Blast Attacks: If the attack misses but does not malfunction, the blast template will scatter. When making a scatter roll for a Blast attack, roll a d20 near where the attack was targeting. The blast template scatters in the direction of the die’s topmost triangle ½ the distance shown. Blast attacks can only scatter a maximum distance of ½ the distance between the attacker and the target.

Blast Attack Critical Hits and Malfunctions: Unlike other attacks, Blast attacks cannot generate Critical Hits. They can however, malfunction. Should a Blast attack malfunction, it does NOT scatter. Instead, the opponent places the template’s center hole anywhere completely over the attacking model’s base. The model that generated the malfunction suffers an automatic hit that cannot be discarded in any way, while all other models under the template suffer a normal automatic hit.

SPRAY AND STREAM ATTACKS

Spray attacks are short, cone-shaped directional attacks. Stream attacks are longer, nearly rectangular-shaped directional attacks. The templates for these attacks can be found in the back of this book.

Targeting Spray/Stream Attacks: When making a Spray or Stream attack, select an initial target and generate a normal Attack Path between it and the attacker. The attacker then places the appropriate Spray/Stream template with the short end touching the firing model’s base and in a way so it covers the specified Attack Path and some part of the target’s base. The attacker then resolves a Ranged Attack against the target, then does the same against every other model under the template.

Follow all the normal rules for Ranged Attacks, except that Spray/Stream attacks ignore the penalties for Cover and cannot be willingly placed where it would hit friendly models.

Additionally, only the attack roll against the initial target may benefit from Aiming, generate Critical Failures, or generate Malfunctions.

Spray/Stream Attack Malfunctions: If a Spray/Stream attack generates a malfunction, instead of placing the appropriate template normally, roll an additional d20 near the attacking model. The template is instead placed so its short end is touching the attacker’s base at a point where it extends out in the random direction shown by the upper point on the top facing of the die. The model that generated the malfunction suffers an automatic hit that cannot be discarded in any way, while all other models under the template suffer a normal automatic hit.

Targeting Blast and Spray/Stream Attacks on Terrain Levels: Models making attacks using any type of targeting template (Blast, Stream, Proximity Strike, etc.) choosing to fire into a Terrain Feature with any Levels higher in elevation than the tabletop ignore the elevation for the purposes of Range, but may only effectively hit targets on one chosen level (or the tabletop). Ranges are calculated and measured on the same plane as the tabletop, but only targets on one level can be targeted by the template. In the case of a template scattering into Terrain with multiple levels, only models on the same level as the attacking model are affected.
PANIC

Many special abilities and weapon abilities cause Panic in the enemy. These range from instances where a model is horrifically torn apart by a killing blow or mind-shattering psionic torture, through to a natural response to seeing a preternatural predator heading your way. This collective state of “fear overriding learned behavior” is represented by models gaining Panic Counters.

Models with a Panic Counter suffer -2 AS, -2 PS, and +2 DF. During its activation, a model with a Panic Counter may spend 1 AP to make a PS Check, removing the Panic Counter on a success. A model may only have 1 Panic Counter at any time.

LOSING MULTIPLE HP

There will be instances where a model suffers multiple HP worth of damage in a single attack or game effect. When this occurs the model removes a single HP at a time, reacts to that loss in any applicable ways, then removes the next HP, reacts to that, and so forth.

DYING

Once a model has been reduced to 0 HP and all applicable reactions to that loss have been taken into consideration, the model is considered Killed and removed from the battlefield as a casualty.

There are some instances, based on special abilities or game effects, when a model will not be removed as a casualty and instead remains on the battlefield with a Dying Counter. More information on Dying Counters will be found in the description of the effect that allows for it, but the following rules apply to ALL versions of Dying Counters. Note that these effects might be described on a unit’s Stat Card as well, but are added here for easy reference.

- Dying models are automatically made Prone.
- Dying models cannot activate, and therefore cannot use any Optional abilities.
- Dying models do not count as engaging enemy models for purposes of Breaking Free or Ganging Up.
- Dying models do not count as being able to score friendly Primary or Secondary Objectives.
- Dying models count as being killed at the end of a game despite having not been removed from play.
OFFENSIVE PSYCHOGENICS

Offensive Psychogenics are special Assault Groups, added to the possessing model’s existing Assault Groups, containing one or more attack types. These Psychogenics follow all the rules for an attack of their type, such as Aim, Cover, and Malfunction. Note that some Offensive Psychogenics will list additional effects or prerequisites when using them as an attack.

Sometimes, instead of having a PW value, an Offensive Psychogenic will call for the targeted model to make a PS Check. If this check fails, the targeted model suffers the effects listed under the Psychogenic’s description.

AUGMENTATION AND ENVIRONMENTAL PSYCHOGENICS

Augmentation Psychogenics are improvements or special abilities granted to a friendly model. Environmental Psychogenics are non-attack effects that are brought into play and target specific points on the battlefield or even enemy models. If the Psychogenic in question targets a specific model, the player must select a target within Line of Sight when the augmentation is cast. Each augmentation lists the Target Number needed to successfully cast the Psychogenic. A model casting the Psychogenic must spend 1 AP and roll equal to or under the TN. If successful, the effects listed on the Psychogenic’s specific card are applied.

PSYCHOGENIC MALFUNCTIONS

Using Psychogenics during a battle sometimes puts undue stress on the user, symbolized by the presence of a Malfunction value listed on most Psychogenics. Unlike a normal attack roll or roll to activate other special abilities, if the dice roll to activate or attack with a Psychogenic shows one or more results equal or exceeding the MAL value, something has gone wrong. When this occurs, the user suffers the effect listed under Malfunction for the Psychogenic being attempted.
Terrain includes the features that litter the battlefield. Each Terrain Feature has keywords that describe its effect upon models within or potentially near it. Before the game begins, both players should agree on the general theme of keywords for the battlefield, and then specifically the terrain keywords for each piece of terrain.

Every Terrain Feature will have, in addition to any terrain keywords, either a Size Category (S, M, L, H, or G) or the “Does Not Block Line of Sight” keyword.

**TERRAIN KEYWORDS**

**Blocks Line of Sight:** Line of Sight may not be traced through this Terrain Feature.

**Climbable:** This Terrain Feature is climbable (see Climbing on page 37).

Dangerous: Models that enter or are forced to move through this Terrain Feature (unless Jumping over, see Jumping on page 37) suffer an automatic PW 4 hit that cannot be discarded.

**Does Not Block Line of Sight:** This Terrain Feature is considered to have no height at all or is somehow transparent, meaning that it cannot block Line of Sight in any way to models behind it.

**Heavy Cover:** When this Terrain Feature grants Cover to a target, it grants Heavy Cover (see the rules for Cover on page 43).

**Impassable:** Models may not move through or be moved through this Terrain Feature. If a model has enough distance to Jump over the Terrain Feature or a special ability that allows models to ignore terrain (Vault, Shadewalk Psychogenic, etc.), they cannot end their movement even partially within the Terrain Feature.

**Jumpable:** Models may jump from this Terrain Feature to another Terrain Feature with the Jumpable keyword as part of a Jumping Move action. Models making jumps from this Terrain Feature may move from a higher level to a lower level (or the ground level) on another Terrain Feature as part of their Jump for no additional cost in AP. See Jumping on page 37 for more details.

Levels (x): This Terrain Feature has (x) distinct levels (floors, landings, etc.) above the ground floor on which models may climb up, jump to, or move upon. There has to be some kind of ability to gain access to these levels, whether it is ladders, ropes, rough heaps of rubble, etc. for them to be a viable resource. Models with Reach or that are of Huge (H) size or larger can target models up to one level higher than theirs with Melee Attacks so long as they can draw Line of Sight to the target.

**Light Cover:** When this Terrain Feature grants Cover to a target, it grants Light Cover (see the rules for Cover on page 43).
**Obscuring:** This Terrain Feature blocks a model’s Line of Sight unless, from the Viewer’s Line of Sight window, less than 2” of this Terrain Feature lies between it and the target.

**Rough:** A model must forfeit 2” of its movement distance when moving into or through this Terrain Feature. A model only suffers the movement penalty from the Rough keyword once per Terrain Feature, per activation, allowing a model to spend multiple AP on Movement to overcome the penalty. If it cannot afford this penalty, it may not move into or through this Terrain Feature.

For example, the Bane is 8” away from the edge of some rubble (Rough Terrain Feature). She spends 2 AP on movement with a MV value of 3. Now 2” away with only 3” of movement gained from a third AP, the Bane cannot actually enter the rubble because it does not have the additional 2” to sacrifice for the Rough keyword.

**Sunken:** Models within the Terrain Feature are considered to be one size smaller for Line of Sight Purposes and automatically gain the Terrain Feature’s Cover rating.

**Wall:** A model may move through this Terrain Feature if it is the same size or smaller than the model, but the model may not end its movement with its base overlapping any part of the Terrain Feature. If a Wall Terrain Feature is of one size larger than a model, that model may spend 1 AP to scale a Wall it is currently touching and be placed on the closest point on the opposite side of the Wall.

**Xenosathic:** This Terrain Feature is thick with the energized xenosathic crystal found throughout many areas of Samaria. Any Template Attack (Blast, Spray, or Stream) that partially overlaps this Terrain Feature gain +1 power multiplier, but lowers its MAL value by -1.

**TERRAIN EXAMPLES**

The following are good examples of Terrain Features that could be used to create a Dark Age battlefield.

- **Barbed Wire:** Size Medium, Dangerous, Rough, Wall
- **Bubbling Blackmire Pool:** Does Not Block Line of Sight, Dangerous, Rough, Sunken
- **Charnel Pyre:** Size Large, Dangerous, Light Cover, Rough
- **Chest-High Hedge:** Size Small, Light Cover, Wall
- **Dragyri Standing Stone:** Size Huge, Heavy Cover, Impassable, Xenosathic
- **High Corrugated Wall:** Size Large, Heavy Cover, Impassable, Wall
- **Howler Corpse:** Size Gigantic, Heavy Cover
- **Minefield:** Does Not Block Line of Sight, Dangerous
- **Pile of Corpses:** Size Medium, Light Cover, Rough
- **Ruin Rubble:** Size Huge, Heavy Cover, Rough
- **Salt Flat Quicksand:** Does Not Block Line of Sight, Light Cover, Rough, Sunken
- **Statue of the Creator:** Size Large, Light Cover, Impassable
- **Trench:** Does Not Block Line of Sight, Sunken, Heavy Cover
- **Vine Curtains:** Size Huge, Light Cover, Obscuring, Rough
- **Water Storage Tower:** Size Gigantic, Climbable, Levels (2), Impassable, Heavy Cover
COMPLEX TERRAIN FEATURES

Complex Terrain Features, such as intact buildings or constructions, describes pieces of terrain that can incorporate many different keywords that interact in various ways. When assigning keywords to these types of terrain, it may be beneficial to assign keywords to various pieces of the Terrain Feature such as walls, windows, stairwells, etc., rather than assign them to the entire structure. Each Complex Terrain Feature will be different, but here are some good examples:

OUTCAST SCAVENGER HIDE
Levels: 2

- Entire Area Structure: Obscuring
- Outer Walls: Block Line of Sight, Impassable
- Windows: Does Not Block Line of Sight, Light Cover, Rough

PREVAILER BUNKER COMPLEX
Levels: 3

- Perimeter Defense Trenches: Does Not Block Line of Sight, Sunken, Heavy Cover
- Sniper’s Tower: Size Gigantic, Levels (3), Climbable, Heavy Cover
- Inner Fencing: Size Large, Light Cover, Wall
- Primary Area Structure: Heavy Cover, Obscuring

KUKULKANI TERRAFORM JUNGLE
Levels: 1

- Overgrown Foliage: Obscuring, Rough
- Thick Trees: Blocks Line of Sight, Heavy Cover, Impassable
AMBUS**H**: Do not deploy this model as normal. During any Preparation Phase after Round 1 you may deploy this model by choosing a point on the battlefield and performing a scatter roll from that point, placing this model as close as possible to the location of the scatter. Models with Ambush that share a Squadlink Keyword may deploy using 1 Scatter Roll, placing the first model on the point and the rest within 4”.

**ANIMOSITY (x):** This model may not be included in any force that has a model named (x).

**ASSASSINATION:** This model does not deploy at the start of the game. During any Preparation Phase after Round 1 this model may be deployed. When deployed, choose any point on the battlefield and place this model on that point.

**BACKSTAB:** This model gains +2 AS and +2 PW to all attacks made against a model that has not activated this round.

**BERSERK:** This model may spend 1 AP to gain 1 Berserk Counter. A model may only have 1 Berserk Counter at any time.

**BERSERK COUNTER:** This model gains +1 AS, +1 PW, an additional power multiplier to melee attacks, and the Never Panic special ability. After any activation in which this model did not make a melee attack they gain an Exhaustion Counter.

**EXHAUSTION COUNTER:** This model suffers -1 AP per Exhaustion Counter. If this model activates with 0 AP due to Exhaustion Counters, remove all Berserk and Exhaustion Counters and end their activation.

**BIO-ENHANCE(x):** During this model’s activation, you may discard 1 Bio-Energy Counter to trigger Bio-Enhance(x). If you do, this model gains (x) until the end of its activation. Each instance of Bio-Enhance may be triggered once per activation.

**BLINK:** If this attack kills an enemy, you may place this model anywhere within 6” after the attack is resolved.

**BLOOD SACRIFICE:** When this model dies, give 1 model within 8” 1 Bloodlust Counter.

**Bloodlust Counter:** When this model would lose HP, it may discard this counter to prevent losing that HP. A model may only have 1 Bloodlust Counter at any time.

**BLOODLUST:** Whenever this model kills an enemy that has a Bleed Counter, it gains 1 Bloodlust Counter.

**BROOD MIND:** This model does not count for friendly Primary or Secondary Objective purposes, and cannot benefit from or count for Gang-Up bonuses. All Brood Mind models must activate as a single Squadlink when activated, ignoring the distance between them. They may not otherwise Squadlink in any way.

**BURROW:** For 1 AP this model may gain 1 Burrow Counter.

**Burrow Counter:** This model has -4 DF and +2 AR, but cannot make attacks. You may remove all Burrow Counters at the start of this model’s activation. A model may only have 1 Burrow Counter at any time.

**CABAL(x):** If this model begins its activation within 8” of (x), it may re-roll 1 attack roll this activation.

**CHILLING AURA:** While within 2” of this model, enemies suffer -2 AS.

**CONTROLLER(x):** During the Preparation Phase, this model gains (x) Control Counters. It may have a maximum of (x) Control Counters at any time.

**Control Counter:** Control Counters are utilized by models with the Program(x) special ability. See those model’s individual Stat Cards for more information.

**COMBAT TACTICS:** This model has multiple Stat Cards. At the start of this model’s activation it selects which Stat Card this model will use until its next activation.
COMBAT REFLEXES: Enemies never gain bonuses for Charging or Gang-Up against this model. This model may stand up from Prone for no AP cost.

COMMANDER: This model counts as having access to all Squadlink Keywords.

CONSUME BROOD: Once per activation, this model may spend 1 AP to automatically remove a friendly model in contact with it from play as a casualty. If it does so, this model heals 1 HP.

CRACK SHOT: This model ignores Light Cover, and treats Heavy Cover as Light Cover.

DEFIANCE: This model may not be targeted or affected by Psychogenics.

DEFLECTION: When this model is targeted by non-template ranged attacks, after attack rolls are made, this model may make an AS Check. If the check is successful it may discard 1 non-critical hit from those attacks.

DISTRACTION: While engaged with an enemy, other friendly models gain +1 AS and +1 PW to melee attacks against that enemy. Distraction is not cumulative.

ENHANCE(x)(y): When this model is deployed, choose up to 6 (x). Those models gain (y).

ENHANCED OPTICS: When this model Aims, it gains an additional +1 AS, ignores Light Cover, and treats Heavy Cover as Light Cover for this attack.

ENVIRO FILTERS: This model ignores Smoke Clouds.

EXPLOSIVE END(x): When this model is killed, place a Blast(2) template with the center hole anywhere completely over this model’s base. Each model under the template suffers an automatic hit from (x), and then this model is removed (this is a Template Attack).

FIELD ORDER(x)(y): This model has (y). While (x) is within 8” of this model, it gains (y).

FINAL STRIKE: When this model would be killed, it may make a PS Check. On a success it may select and perform 1 of its attacks before being removed.

FIRST CLAIM: During the Preparation Phase, this model may take 1 Scavenge Counter from a friendly model within 8”.

FOR THE SWARM!: This model may spend 1 AP when in contact with a wounded friendly model to heal 1 HP to that model. Remove this model from play immediately after.

FRENZIED: At the start of each activation, this model must make a PS Check. On a failure it does not activate as normal, but instead uses its activation to immediately move directly toward the nearest model with a different model name and use any remaining AP to perform melee attacks on that model.

FUELED BY COMBAT: Once per round, when this model kills an enemy with this attack, it may make a PS Check. On a success, it may heal 1 HP.

FURIOUS CHARGE: This model gains an additional +1 AS and +1 PW to charge attacks.

GHOST IN THE MACHINE: Enemy models within 2” of this model suffer -1 MAL to each attack with a MAL Value. Ghost in the Machine is cumulative.

GUARD: When a friendly model within 4” and line of sight is targeted by a non-template ranged attack, this model may become the target of the attack instead (Guard may not trigger another model’s Guard ability).

GUERRILLA TACTICS: Models with Guerilla Tactics may Squadlink from up to 8” away. This model only spends 1 AP to Break Away.

NOTE: When Squadlinking, this ability replaces all references to the normal 4” distance with 8”.

HEART OF THE FLAME: This model may never gain Fire Counters. Enemies hitting this model with melee attacks gain 1 Fire Counter at the end of their activation.

HIT AND RUN: When this model kills a model with an attack, it may immediately gain 1 AP to Move. This move action ignores the rules for Breaking Free and may result in a Charge.

HONOR BOUND: At the start of each Preparation Phase, gain 1 Vengeance Counter.

HONOR SEEKER: Whenever this model kills an enemy, gain 1 Vengeance Counter.

HORRIFIC VISAGE: Enemies within 4” may not remove Panic Counters. Enemies with Panic Counters activating within 4” must make a PS Check. On a failure they lose 1 AP.

HUMAN SHIELD: When this model is hit by an enemy non-template attack, it may force 1 friendly model within 4” to be hit by the attack instead. That attack gains an additional power multiplier for this hit (Hits from Human Shield cannot trigger Human Shield).
NOTE: The hits applied through the use of Human Shield cannot be discarded.

IMMUNE(x): This model may never be affected by (x).

NOTE: For models that are listed with Immune (Critical Hits), the model still suffers a regular hit when a Critical Hit is rolled on an attack; the model is merely immune to the benefits of the Critical Hit result.

NOTE: Being immune to a Special or Weapon Ability does not make the model immune to other effects that cause the same result. Thus, if a model has Immune (Knockdown), while it is immune to all instances of the Knockdown (x) Weapon Ability, it can still be made Prone by other game effects.

IMPROVED CLIMB: This model may treat all areas of a terrain piece with the Levels keyword as having the Climbable keyword.

INCITE: When this model Squadlinks, all other non-Character models in that link gain +2 AS to melee attacks this activation.

INFILTRATE: This model is only deployed after all non-Infiltrating models have been deployed. This model may be deployed anywhere on the battlefield that is at least 12” from an enemy deployment zone.

INSPIRING: Other non-Character models this model Squadlinks with gain +1 AS to all attacks, and an additional +1 PW to melee attacks.

INSTIGATE: Friendly non-Character models within 8” gain +2 AS to all melee attacks.

ION SHIELD: Each time this model is targeted by attacks, before attack dice are rolled, it may make a PS Check. On a success, the enemy targeting this model gains 1 Disruption Counter. (See Disruption on page 60)

IRRADIATED: Enemy models in contact with this model suffer -1AS and -1PW when performing melee attacks.

JURY RIG: This model may discard 1 Scavenge Counter to re-roll a failed attack roll (the Scavenge Counter benefit still applies for that attack).

LUCKY: This model begins the game with 1 Luck Counter.

Luck Counter: This model may discard this counter at any time to re-roll 1 attack roll or AR Save it performs.

MARK FOR DEATH: During the Preparation Phase, select 1 enemy within 12’ and line of sight. Models gain +1 AS and +1 PW to attacks made against that enemy this round.

MASOCHIST(x): At the start of this activation, this model may gain (x). If it does so, it loses 1 HP at the end of this activation.

MASTER OF AIR: Enemies never gain bonuses for Charging or Gang-Up against this model. This model may never be knocked Prone by enemies and ignores the Rough and Dangerous keywords of terrain pieces.

MASTER OF DEATH: At the start of each Preparation Phase, add 1 Bio-Energy Counter to your Bio-Energy pool.

MATCHED SET(x): This model may only be included in a force that also includes (x).

MEDIC: Other friendly, Living, models reduced to 0 HP while within 8” of this model are not killed, but instead gain 1 Dying Counter.

Dying Counter: This model is prone and may not activate. If this model would ever lose HP, it is killed. At the start of the Lingering Effects Phase, if a friendly, non-dying, model with Medic is not within 8”, kill this model. Remove this Counter if this model is ever healed.

MENTAL LINK(x): All friendly (x) models use this model’s PS in place of their own PS for all PS Checks, taking into effect all current modifiers on both models.

MY PRETTY TOYS: When this model is deployed, select up to 6 “Buzzblade” models. Upgrade those models to either “Charity’s Might” or “Charity’s Zeal”.

NEVER PANIC: This model may never gain Panic Counters.

NIGHTMARE AURA: Any model moving into base contact or starting their activation within 1” of this model must pass a PS Check. On a success, the enemy targeting this model gains 1 Panic Counter. Models that already possess a Panic Counter that fail this check suffer an automatic PW: 4 hit.

NON-LIVING: This model may never gain Panic Counters. This model’s PS may never be modified by enemy effects.

OATH OF FURY: Each time a model with Oath of Fury is killed, all other models with Oath of Fury gain 1 Oath Counter. Models gain bonuses based on the number of Oath Counters they have (these effects are not cumulative).

1 Counter: +2 AS to all attacks.

2 Counter: +1 AP, +2 AS, and the Unstoppable special ability
ORDER(x)(y): When this model squadlinks with (x), those models gain (y) this activation.

PACK ATTACK: This model’s melee attacks roll a number of dice to hit equal to their current remaining HP.

PARRY: When this model is targeted by melee attacks, after attack rolls are made, this model may make an AS Check. If the check is successful it may discard 1 non-critical hit from those attacks.

NOTE: Only a single non-critical hit may be discarded when using the Parry ability against a Melee Attack with multiple dice rolled in the attack.

POWER GENERATOR: When this model activates it may power either its armor or specific attacks. If armor is selected, roll 1 additional d20 when making AR Saves, discarding the highest result. After this is done, if there is a result of 16 or higher, this model automatically fails its AR Save and loses 1 additional HP. If attack is selected, the attack must use the profile listed under its “Powered” version. These benefits last until the beginning of this model’s next activation.

PROGRAM(x): This model may remove 1 Controller Counter from a friendly model it is squadlinking with. If it does so, it gains (x) this activation. Each Program may only be selected once per activation.

PSYCHOCENIC FEEDBACK: Whenever an enemy within 8” casts a psychogenic it must perform a PS Check at -4 after that action is complete. On a failure it loses 1 HP.

PSYCHOCENIC MASTER: Twice per turn, this model may spend 1 AP to cast one of its psychogenics.

PSYCHOCENIC NEOPHYTE(x): This model may spend 1 AP to cast the (x) psychogenic.

PSYCHOCENIC RESOLVE(x): (x) times per game, when a malfunction is rolled from a psychogenic, that model may ignore the malfunction. This ability functions even if this model is killed.

QUICK DRAW: This model may spend 1 AP to make an Aimed ranged attack, or move up to their MV value and make a ranged attack.

RAGE: This model’s melee attacks gain +2 PW for each missing HP.

RECONNAISSANCE: This model may always choose to deploy using its Infiltrate special ability before any other models using the Infiltrate special ability. It and any other friendly models with the Infiltrate special ability that share its Squadlink keyword may deploy up to 6” away from an enemy Deployment Zone instead of the normal distance allowed.

RECONSTRUCTION: Models of Large size or larger with the Non-Living special ability reduced to 0 HP while within 8” of this model places 1 30mm Scrap Counter in base contact with it before being removed from play.

Scrap Counter: Any model with the Reconstruction special ability in contact with this Counter can spend 1 AP to remove it and place a new Mental Bot model anywhere in base contact with it.

REGENERATION: At the start of this model’s activation, it heals 1 HP. When this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter.

Regeneration Counter: This model is prone, and may not perform attacks. If this model would ever lose HP, it is killed. Remove this Counter if this model is ever healed.

NOTE: When a model removes the Regeneration Counter, it does not also remove its Prone state.

RESOURCEFUL: Once per round, while in contact with an Objective Marker, this model may make a PS Check. If that check is successful it gains 1 Scavenge Counter.

NOTE: Although a model can be technically “in contact” with something at any point during a Movement, the Resourceful Special Ability may only be called upon during the model’s activation, before or after an expenditure of AP – not in the middle of a Movement Action.

RETRALATION: When an enemy misses this model with a melee attack, and this model has not been killed, after all attacks are resolved this model may select 1 of its attacks and perform it against that enemy.

NOTE: Only 1 type of attack is generated by Retaliation per attack action taken by the enemy. No matter how many miss results happen in that action, Retaliation only generates 1 set of attack dice in response.

RIPOSTE(x): This model adds (x) to all AS Checks for the Parry special ability. When it successfully Parries, it may immediately make 1 melee attack against the attacking enemy.

NOTE: Adding (x) to the AS Check is a benefit. It adds to the TN, not the die result.

RITUAL ENGINE(x): This model may cast Kukulkani Rituals, and may select 1 additional Ritual to have active (and may switch these Rituals as per the Technomancy rules). At the start of each Preparation Phase, add 1 Bio-Energy Counter to your Bio-Energy
pool. When this model is killed, add 4 Bio-Energy Counters to your Bio-Energy Pool.

RITUAL SACRIFICE: When this model is killed, it may make a PS Check. On a success add 1 Bio-Energy to your Bio-Energy pool.

SADISTIC: This model’s melee attacks gain +2 PW when targeting a model with a Panic Counter.

SCAVENGE: While a model with Scavenge is in play, whenever a model is killed or removed from play, place 1 Scavenge Counter in contact before it is removed. Any model with Scavenge may automatically pick up Scavenge Counters by moving over them.

Scavenge Counter: This model gains +1 AR, and +1 AS and +1 PW to all attacks, for each Scavenge Counter. If this model is killed or removed from play, place all Scavenge Counters it has in contact with it before it is removed. A model may have up to 3 Scavenge Counters at any time.

SEDATED: This model begins the game with 1 Sedation Counter.

Sedation Counter: This model ignores the Frenzied special ability, and may not perform attacks. You may remove the Sedation Counter at time during this model’s activation.

SHARD SCATTER(x): Once per activation, this model may spend 1 AP to place 1 Shard Field(x) anywhere completely within 2” inches. This may be done as an On-Hold Action.

Shard Field(x): This terrain piece is represented by a Blast (1) Template. Any model entering, or beginning their activation within, the Shard Shield suffers (x), and then the Shard Field is removed.

SHARD WALK: This model ignores Shard Fields.

SHIELD FORMATION: While not prone, and within 1” of another model with Shield Formation, this model gains +2 AR.

SHOCKWAVE: This model may spend 1 AP to give all enemies within 2” 1 Stun Counter. In addition, enemies with a smaller size are also knocked prone. Enemies at least two sizes smaller are automatically pushed directly away 6” as well. (See Stun on page 61)

SIDESTEP: When this model is hit by a non-critical hit from a melee or template attack, and is not prone, roll a d20. On a roll of 12 or less the attack roll is discarded.

SKYLANCER JETS: When this model powers its Armor via Power Generator it gains +1 MV and may ignore models and terrain when moving this activation.

NOTE: The model must abide by models and terrain after its activation however, meaning it cannot end with its base overlapping another model or Impassable terrain.

SMOKE BOMB: This model may spend 1 AP to place 1 Smoke Cloud anywhere completely within 6” inches. This may be done as an On-Hold Action.

Smoke Cloud: This terrain piece is represented by a Blast(3) Template. Models in a Smoke Cloud gain Heavy Cover. All melee attacks targeting models in a Smoke Cloud suffer -4 AS. Remove this terrain piece at the end of the next Lingering Effects Phase.

SPIKE SHOWER: Once per activation, this model may spend 1 AP to give all enemies within 2” 1 Blind Counter.

SNIPER(x): When this model Aims, its ranged attacks gain Critical Strike(x), where (x) is equal to this model’s Sniper(x) value.

STIM INJECTION: When this model Squadlinks, any non-Character model it links with may receive +1 MV this activation. If this is done, that model gains 1 Stun Counter at the end of its activation. (See Stun on page 61).

STONESKIN: When this model is hit by a non-critical attack, roll a d20. On a 10 or less the model suffers one less HP of damage from the attack, but could still be affected by any weapon abilities triggered by the hit (Knockdown, Sunder Armor, etc.)

STRIDER: This model ignores the Rough keyword of terrain pieces. This model may stand up from prone for no AP cost.

SUPERIOR GANG-UP: This model receives an additional +1 AS and +1 PW from Gang-Up.

SUPERIOR MAINTENANCE(x): (x) times per game, when a malfunction is rolled from a non-psychogenic attack, that model may ignore the malfunction. This ability functions even if this model is killed.

SUPPRESSION(x): While within 8” of this model, the (x) ability is ignored on models.

SURVIVALIST: If this model only spends AP on Movement during its activation, it may go On Hold for free at the end of that activation.
NOTE: Free AP generated by movement, like those gained from Charging, will deny the benefit of Survivalist.

SWARM(x): When deployed, (x) Pud Roamer models are also deployed for free within 6” of this model.

TASKMASTER(x): Other non-Trueborn models this model squadlinks with may gain (x) this activation. If this is done, that model must make a PS Check at the end of its activation. On a failure, it loses 1 HP. A model may only benefit from Taskmaster once per activation.

TECHNOMANCY: This model may cast Kukulkani Rituals.

TOUGH AS NAILS: This model ignores Critical AR Failure.

UNSTOPPABLE: Whenever this model would be reduced to 0 HP, it may make a PS Check. On a success, this model remains at 1 HP, but gains 1 Weakened Resolve Counter.

**Weakened Resolve Counter:** This model suffers -4 PS. Weakened Resolve Counters are cumulative.

UNUSUAL CLIENTS(x): This Bounty Hunter may only be included in (x) faction forces.

UPGRADE(x): This model possesses (x) C.O.R.E. Upgrades, chosen before the beginning of the game. Some models will have specific Upgrades named as the (x).

VAULT: Once per activation, this model may spend 1 AP to immediately move their MV value, ignoring terrain as well as intervening models. If this move results in a charge, this model gains additional +1 AS and +1 PW to the charge attack.

VENGEANCE: Once per round, when another friendly model within 2” is attacked, after that attack is resolved, this model may move up to 2” and make 1 melee attack on the attacking enemy.

VIGILANCE: If this model ends its activation unengaged it automatically goes On Hold.

VIRULENT FUMES: Enemy models suffer -1 AS and -1 PW while within 2” of this model.

VOLATILE ENHANCEMENT(x): Other non-Character models this model squadlinks with may gain (x) this activation. If this is done, that model loses 1 HP at this end of this activation. A model may only benefit from Volatile Enhancement once per activation.

WEAKEN RESOLVE: While within 8” of this model, enemies suffer -1 PS.
WEAPON ABILITIES

These are the unique abilities and effects of the various weapons and other attacks in Dark Age.

ADAPTABILITY: Once per round, this model may select 1 weapon ability from any attack on a model it is in contact with (friendly or enemy). This attack gains the chosen weapon ability until the end of this model’s activation.

BLEED: Living Models hit by this attack gain 1 Bleed Counter.

\[\text{Bleed Counter: During the Lingering Effects Phase roll a d20. On a result of 11 or greater this model loses 1 HP, otherwise, remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.}\]

BLIND: Models hit by this attack gain 1 Blind Counter.

\[\text{Blind Counter: This model suffers -4 AS. Remove all Blind Counters at the end of this model’s activation. A model may only have 1 Blind Counter at any time.}\]

BRUTAL: The Parry special ability may not be used against this attack.

BURST: All attacks made from this assault group must target the same model. Attacks with Burst may not be Aimed.

CONDUCTION: This attack gains an additional power multiplier against the highest AR model hit. In the case of a tie, the attacking model decides who suffers the additional multiplier.

CONTAGION: This attack may re-roll misses if targeting a model that already possesses one or more Toxic Counters.

CRITICAL STRIKE(x): This attack Critically Hits on attack rolls of (x) or less.

CRUSH: If this attack hits, all further attacks this model makes against the target automatically hit this activation unless a malfunction is rolled. These hits may not be Parried.

\[\text{NOTE: The automatic hits may not be discarded using Sidestep, either.}\]

DECAPITATE: If this attack Critically Hits, its target loses 1 additional HP.

DEVASTATING CHARGE: This attack gains Extreme Damage when used as a Charge attack.

DISRUPTION: Models hit by this attack gain 1 Disruption Counter.

\[\text{Disruption Counter: This model’s attacks that have a MAL Value suffer -2 MAL per Disruption Counter. During the Lingering Effects Phase, roll 1 d20 for each Disruption Counter, removing it on a roll of 10 or less.}\]

EMBERSPARK: If this attack kills an enemy, place 1 “Ember” within 4” of this model.

EMPOWER: This attack gains 1 additional power multiplier each time it is used after the first. These bonus power multipliers last until the next Lingering Effects Phase.

EXTREME DAMAGE: Models that fail an AR Save caused by this attack lose 2 HP.

FINISHING BLOW: This attack gains 1 additional power multiplier and Extreme Damage when targeting models that are Prone.

FIRE: Models hit by this attack gain 1 Fire Counter.

\[\text{Fire Counter: This model may spend 1 AP to roll a d20. On a result of 10 or less remove the Fire Counter. This model suffers 1 automatic PW: 4 hit for each AP it spends on actions other than removing the Fire Counter. Resolve these automatic hit(s) after the action is completed.}\]

\[\text{A model may only have 1 Fire Counter at any time.}\]

HORRIBLE DEATH: If an enemy is killed by this attack, all enemies within 4” of the model killed receive 1 Panic Counter.

IMMOBILIZE: Models hit by this attack gain 1 Immobilized Counter.
**Immobilized Counter:** This model suffers -1 MV per Immobilized Counter. Remove all Immobilized Counters at the end of a model’s activation.

**KNOCKBACK(x):** When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the target is moved directly away 6”. Melee attacks suffer -2 to (x) for every size smaller the attacking model is than the target and +2 to (x) for every size larger the attacking model is than the target.

**KNOCKDOWN(x):** When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the target is **Knocked Prone**. Melee attacks suffer -2 to (x) for every size smaller the attacking model is than the target and +2 to (x) for every size larger the attacking model is than the target.

**LATCH ON(AG#x):** Attacks from this assault group cannot be selected as normal. If all attacks from (AG#x) hit the same target with the same attack action then Latch On is triggered. When Latch On is triggered, the target immediately suffers an automatic hit from this attack. Until the end of this model’s activation, it may spend 1 AP to cause additional automatic hits to the target with this attack.

**LIFE-SIPHON:** If this attack kills an enemy, add 1 Bio-Energy to your Bio-Energy Pool.

**PARALYSIS:** Models hit by this attack gain 1 Paralyzed Counter.

**Paralyzed Counter:** When this model activates, roll a d20. On a 11 or greater it loses 1 AP and must roll again, continuing until a 10 or less is rolled, or it runs out of AP. Once this is complete, remove all Paralyzed Counters.

**PARTING BLOW:** Enemy models that **Break Free** from engaging this model are automatically targeted and attacked using this attack type before they are allowed to move the model away.

**POINT BLANK:** This ranged attack may be used while engaged. If used while engaged, this attack must target an enemy this model is engaged with.

**NOTE:** An attack using Point Blank still counts as a Ranged Attack, and does not gain any bonuses noted for Melee Attacks.

**PROXIMITY STRIKE(x):** When this attack is selected, place the Blast(x) Template anywhere completely in range of this attack. Make 1 separate attack roll against each enemy model under the template. Only the initial attack roll may suffer Malfunction or gain the benefits of Aiming.

**NOTE:** Although it uses a Blast Template to determine potential targets, a **Proximity Strike (x)** attack is NOT a template attack.

**PULL(x):** When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the model hit is moved directly toward this model until it is in base contact, or comes in contact with another model or a terrain piece it cannot cross. Reduce (x) by 2 for every size smaller the attacking model is than the target and increase (x) by 2 for every size larger the attacking model is than the target.

**REACTION STRIKE:** Once per round, when an enemy comes within range of this attack, this model may perform this attack for free against that enemy. This free attack occurs before charge attacks are resolved.

**NOTE:** “Comes within range” refers to an enemy model moving (or being moved) into the attack’s range, NOT the movement of the model with the Reaction Strike ability.

**REND:** If all attacks from this assault group hit the same target, they gain 1 additional power multiplier for this attack.

**NOTE:** Attacks do NOT gain the benefit of Rend if either of the attack dice are discarded for any reason.

**RESTORATION:** This attack may target, and automatically hit, friendly models. Friendly models hit by this attack suffer no damage and instead heal 1 HP. A model may only be healed by Restoration once per game.

**ROT:** Living Models hit by this attack gain 1 Rot Counter.

**Rot Counter:** This model suffers -2 AR per Rot Counter. During the Lingering Effects Phase, roll 1 d20 for each Rot Counter, removing it on a roll of 10 or less.

**STUN:** Models hit by this attack gain 1 Stun Counter.

**Stun Counter:** The next time this model activates, it immediately loses 1 AP, and then removes 1 Stun Counter. A model may only have 1 Stun Counter at any time.

**SUNDER ARMOR:** Models hit by this attack gain 1 Sunder Counter.

**Sunder Counter:** This model suffers -2 AR. A model may only have 1 Sunder Counter at any time.
TOXIC: Models hit by this attack gain 1 Toxic Counter.

Toxic Counter: This model suffers penalties based on the number of Toxic Counters on it. All Toxic Counters are removed at the end of this model’s activation. All negatives are cumulative.

1+ Counters: -2 AS to all attacks
2+ Counters: -2 PW to all attacks
3+ Counters: Each time this model spends AP on attacks, it suffers 1 automatic PW: 2 hit before resolving those attacks.

UNSTABLE(x): If this attack Malfunctions, this model, and all other models within 1”, suffer (x).

VICTIMIZE: Models hit by this attack gain 1 Panic Counter.

WHIPLASH: Models hit by this attack who pass their AR Save gain 1 Whiplash Counter.

Whiplash Counter: The next time this model activates, it immediately loses 1 AP per Whiplash Counter, and then all Whiplash Counters are removed.
This is the official Dark Age tournament format used at events sponsored by or adjudicated by CMON Limited, Dark Age Games, or other official event organization staff.

**FORCE LIST COMPOSITION**

- Each force used in a Dark Age tournament must have an accompanying force list, which must be fully typed out or legibly hand written at time of entry.

- All models in a force must have had their rules published or officially released online for at least 30 days at the time of the tournament, barring a majority decision by the players involved and allowed by the event organizer.

- All models in a force must be represented by the appropriate Dark Age miniature. Proxies may not be used if an official model is available through retail sales. Conversions for models are acceptable, but must be readily recognizable as the model in question, and must be composed primarily of Dark Age miniature components. Infractions of the above rules will result in the offending model(s) being removed from the player’s force with no substitutions allowed. If this makes any other model in the force illegal, they will also be removed. If the event uses a Reinforcements sidebar, the force may use models from it to make up for the loss.

**PREPARE SECONDARY OBJECTIVE DECKS AND OBJECTIVE MARKERS**

Before the tournament or game begins, each player must create an event deck of Secondary Objectives. This deck must be comprised of 16 or more Secondary Objective cards chosen from those listed in this book, in our downloaded document on www.dark-age.com, or from our printed 2017 Secondary Objectives Deck. The cards in this deck must be indistinguishable from one another on one side to avoid deck stacking or confusion, and there must not be more than one copy of any single card title in the deck.

- In the case of tournament play, this deck will NOT change from game to game, so players should construct the deck they are comfortable with which playing multiple games.

- Each player needs to bring three 50mm circular bases, tokens, or terrain pieces to serve as their Objective Markers used in the scenarios.

**TOURNAMENT FORMAT**

The number of rounds in any official Dark Age Tournament is dependent on the schedule chosen by the Event Organizer, but the following are good examples:

- 4 to 8 Players: 3 Rounds
- 9 to 24 Players: 4 Rounds
- 25 to 36 Players: 5 Rounds

A Time Limit for each Round should be put into place, depending on the Point Level of the event (adjusted for any location or event-specific instances). When the Time Limit expires for a Round, the players finish the current Game Round and score their games accordingly.

- 500 Point Event: 60 minutes
- 750 Point Event: 75 minutes
- 1000 Point Event: 90 minutes

Each game is scored based on each player’s ability to score Victory Points by meeting particular Mission Objectives, both Primary and Secondary.

Each round will potentially earn the player up to 5 Tournament Points (TPs); 5 TPs for a Win, 3 TPs for a Draw, 1 TP for a Loss, and 0 TPs for any game in which the player chooses to forfeit.

Pairing for each round will be determined randomly for the first matching, but then matching similarly-scored players in later rounds, at the event organizer’s discretion.

The player that has accumulated the most Tournament Points at the end of the event is declared the winner. In the case of a tie, the total Primary and Secondary Victory Points accumulated by the tied players should be the deciding factor.
BEING “TABLED” OR SCORING A FORFEIT

When a player has all of his deployed models killed before the actual Victory Conditions of the game are met, this is known as being “tabled.” In Dark Age, the scenario goals are more important to the overall war effort than the individual lives of the force. In these situations, the player with deployed models remaining scores additional Victory Points to decide the Scenario’s winner.

- The player with models remaining on the battlefield finishes all of their models’ normal activations in the current game round, but does not play any additional rounds.

- The player with models remaining on the battlefield scores 1 additional Victory Point for each game round left in the game to play.

- For example, Michael kills Bryan’s last model in the middle of Round 5. Michael manages to score one more Secondary Objective with his remaining activations of Round 5, then scores an additional 3 Victory points for Game Rounds 6, 7, and 8. If Michael's new Victory Point total is now greater than what Bryan accumulated before he was “tabled”, Michael wins the scenario.

There may come a time in an event where a player cannot or chooses not to play out the rest of a game of Dark Age. That player forfeits the game. A number of things happen when a player forfeits a game.

- The forfeiting player’s opponent automatically wins the scenario.

- The forfeiting player’s opponent gains a number of additional Victory Points equal to the Lingering Phases remaining in the game. (for tie-breaking purposes in larger events)

- The forfeiting player loses the scenario, but retains any Victory Points accumulated up to that point. (for tie-breaking purposes in larger events)

- For example, Dave gets a phone call in the middle of Round 4 and he has to forfeit a game against Jeff. Dave was winning with 9 Victory Points to Jeff’s mere 2, but he immediately loses the scenario, recording his 9 Victory Points for future tie-breaking. Jeff is awarded an additional 5 Victory Points for the Lingering Phases of Game Rounds 4, 5, 6, 7, and 8. Jeff records his victory, despite only having a total of 7 Victory Points to Dave’s 9.

SETTING UP THE FIRST ROUND’S GAME

- Before the first round can begin, the event organizer will choose a scenario from amongst the Primary Scenarios included in this book, published in future Dark Age supplements, located in Organized Play Kits, or other sources. All games in that round of the tournament will be played using the rules listed for that scenario.

- Players will then have an opposing roll of 1d20, the player rolling the lowest becoming Player A and the player rolling higher becoming Player B for the scenario’s Primary Victory Conditions. Ret-roll tied results.

- Players will then take note of the set-up rules for the scenario and begin the process of beginning their game. (see the Getting Started section starting on page 33)

OBJECTIVE RULES

- The scenario will list its Primary Objective needed for victory in the game.

- Unless otherwise specified, Objective Markers are represented by 50mm bases, tokens, or terrain pieces that are considered to be Terrain Features with the following keywords: Does Not Block Line of Sight, Heavy Cover, Rough. Each scenario may add additional keywords or effects to these Objective Markers, and those will be specifically noted.

- Regardless of scenario, Objective Markers cannot be interacted with for Primary or Secondary Objective purposes until the beginning of Round 2 in a game. Interaction with Objective Markers for other purposes (special abilities, for example) is still allowed.
SCENARIO 1: RECONNAISSANCE

Agents of one faction have moved into the territory of an opposing force with the hopes of gathering much needed intelligence on them, but someone has given away their location and defenders have been dispatched to deal with them.

SET-UP

- Before deployment, each player takes turns, beginning with Player A, placing three Objective Markers each (for a total of six) anywhere in No Man’s Land, as long as they are not placed within 4” of another Objective Marker or table edge.
- Models using the Infiltrate special ability may not deploy within 2” of an Objective Marker.

PRIMARY VICTORY CONDITION

- At the end of each Lingering Effects Phase, players earn 1 Victory Point for each FULL 100 points’ worth of friendly unengaged models currently within the enemy’s Deployment Zone.
- After scoring, a player achieves Primary Victory if they have accumulated 10 Victory Points and the opponent has not. If both players have 10 or more Victory Points at this time, the player with more Victory Points is declared the winner. If both players have at least 10 Victory Points and are tied, the game is a draw.
- Alternatively, the player with the most Victory Points at the end of 8 game rounds achieves Primary Victory.

SPECIAL SCENARIO RULES

- Players may discard BOTH of their Secondary Objectives instead of the normally allowed one during the Lingering Effects Phase.
SCENARIO 2: UNEXPECTED ENGAGEMENT

Something has caused a stir in the wilderness and locals have taken notice. The soldiers of two nearby forces have ventured into the area to investigate, and have stumbled upon one another. Both forces assume the other is there to stop them!

SET-UP

- Before deployment, each player takes turns, beginning with Player A, placing three Objective Markers each (for a total of six) anywhere in No Man’s Land, as long as they are not placed within 4” of another Objective Marker or table edge.

PRIMARY VICTORY CONDITION

- After scoring, a player achieves Primary Victory if they have accumulated 10 Victory Points and the opponent has not. If both players have 10 or more Victory Points at this time, the player with more Victory Points is declared the winner. If both players have at least 10 Victory Points and are tied, the game is a draw.

- Alternatively, the player with the most Victory Points at the end of 8 game rounds achieves Primary Victory.

SPECIAL SCENARIO RULES

- All Secondary Objectives are worth +1 Victory Point in addition to what is normally scored.

DEPLOYMENT NOTES

- Each player’s Deployment Zone consists of BOTH 12” square areas on the same board edge the player has chosen as theirs.
SCENARIO 3: BURYING THE DEAD

Life on Samaria can be ruthless, especially when conflicts arise. Battles take their toll and forces must eventually remove the remains of all they lost – or what is left of them. The forces have come to a well-known depository for the dead and destroyed; one force to protect their fallen brethren from the other force who has come to rob their graves!

SET-UP

- During battlefield Set-Up, a Blast (3) Template (or marker of the same shape and size) is placed at the center of the battlefield to represent the Open Grave. The Open Grave is an Objective Marker and a Terrain Feature with the Does Not Block Line of Sight, Light Cover, Rough, and Sunken keywords.

- Before deployment, each player takes turns, beginning with Player A, placing two Objective Markers each (for a total of four) anywhere in No Man’s Land, as long as they are not placed within 6” of another Objective Marker or table edge.

- Objective Markers in this scenario have the Sunken keyword in addition to their normal keywords.

PRIMARY VICTORY CONDITION

- Models touching or within the Open Grave can spend 1 AP to attempt a PS Check. Success in this PS Check allows the model to take a Remains Counter. A model may only carry one Remains Counter at a time. If the model with a Remains Counter is killed, the owning player places a 30mm circular token somewhere in base contact with the model before it is removed. Other models may pick up a dropped Remains Counter by spending 1 AP while in contact with it.

- Any model may spend 1 AP when in contact with the Objective Marker closest to their Deployment Zone and discard a Remains Counter they are carrying to gain 2 Victory Points.

- After scoring, a player achieves Primary Victory if they have accumulated 10 Victory Points and the opponent has not. If both players have 10 or more Victory Points at this time, the player with more Victory Points is declared the winner. If both players have at least 10 Victory Points and are tied, the game is a draw.

- Alternatively, the player with the most Victory Points at the end of 8 game rounds achieves Primary Victory.

SPECIAL SCENARIO RULES

- Models cannot interact with the Open Grave until after the start of Round 2.
SCENARIO 4: DUEL OF CHAMPIONS

The constant battle and hardship that the factions of Samaria are subjected to result in death and destruction, it’s true... but those who survive rise to the top of their forces and become their leaders’ champions. After weeks of mudslinging and challenges, two of these titans are meeting on the battlefield for the first – and likely last – time.

SET-UP

• Before deployment, each player takes turns, beginning with Player A, placing three Objective Markers each (for a total of six) anywhere in No Man’s Land, as long as they are not placed within 4” of another Objective Marker or table edge.

• Objective Markers in this scenario have the Dangerous keyword in addition to their normal keywords.

• After deployment, each player names one currently Deployed model their “Champion.”

PRIMARY VICTORY CONDITION

• Players earn 1 Victory Point if their Champion kills an enemy model outside of that Champion’s Deployment Zone; If this is within their opponent’s Deployment Zone, they score an additional Victory Point (for a total of 2).

• After scoring, a player achieves Primary Victory if they have accumulated 10 Victory Points and the opponent has not. If both players have 10 or more Victory Points at this time, the player with more Victory Points is declared the winner. If both players have at least 10 Victory Points and are tied, the game is a draw.

• Alternatively, if one Champion’s action, ability, or effect kills an opponent’s Champion, the first Champion’s player scores 5 Victory Points.

• Alternatively, the player with the most Victory Points at the end of 8 game rounds achieves Primary Victory.

SPECIAL SCENARIO RULES

• Models with the Infiltrate special ability cannot be deployed within No Man’s Land as well as their normal limitations.

• If a Champion is killed, the closest friendly model to where the model was removed during the following Preparation Phase becomes that player’s new Champion.
SCENARIO 5: ANCIENT & BLOODY WASTELAND

The continent of Samaria has taken more lives than bullets or blades over the centuries, and certain areas have become so saturated with violence and death that the world itself seems to hunger for it. Two opposed forces on the warpath have clashed yet again, this time in a place that thirsts for blood as much as they do!

SET-UP

- Before deployment, six Objective Markers are placed on the boundary lines of No Man’s Land, three on one side and three on the other. These are placed on points 12” from the table edge, and on the point 12” between the first two.

- Objective Markers in this scenario have the Dangerous and Xenosathic keywords in addition to their normal keywords.

PRIMARY VICTORY CONDITION

- When the game ends, each player scores 1 Victory Point for each increment of 100 points’ worth of enemy models they have killed. Point totals are always rounded up to the next increment of 50.

- The player with the most Victory Points at the end of 8 game rounds achieves Primary Victory.

SPECIAL SCENARIO RULES

- Models are considered to be killed by the enemy force no matter what kind of game effect or action removes them from play. This includes Falling, Malfunctions, past ability effects, etc.
SECONDARY OBJECTIVES

The following section contains a collection of cards for creating a Secondary Objectives Deck for use in Dark Age games, as well as the details on how to correctly score some of them.

It should be noted that this list is not designed to be complete or finite, and more Secondary Objectives could be added in products, events, and publications in the future.

RULES FOR SCORING SECONDARY OBJECTIVES

Each Secondary Objective is fulfilled in its own way based on their respective card, but there are generally three types of Secondary Objectives: Model Placement, Model Casualty, and Objective Interaction. While the cards themselves will explain how to score each Secondary Objective individually, there are some general rules that apply to each type no matter what the text might say on the card.

- **Model Placement** Secondary Objectives are scored based on the physical location of the indicated models at the end of the game round. Models can be Prone, engaged, or on the higher points of a Terrain Feature with the Levels (x) keyword, so long as they are within the indicated area at that time.

- **Model Casualty** Secondary Objectives are scored based on one or more models being killed, and sometimes other models reacting to that fact. It is important to note that some of these Secondary Objectives will require the casualty to take place at a specific time (during the first activation of the round, during a squadlinked activation, over the course of one model's activation, etc.), but unless it is noted specifically – any cause (falling, Malfunction, special ability, etc.) for the enemy model(s) to be removed as a casualty counts as the opposing force “killing” it. The idea being that the enemy model would not have been doing whatever it was that killed it if it were not for the conflict against the opponent – models do not die from old age in Dark Age!

- **Objective Interaction** Secondary Objectives are scored by interacting with the Objective Markers on the battlefield in some fashion. Models that are in contact with the Objective Marker(s) are not necessarily within them for Terrain keyword purposes. Some Secondary Objectives will indicate an Objective Marker that is closest to a point on the battlefield. In the case of equidistant Objective Markers, the player trying to score the Secondary Objective may choose which is “closer.”
2017 SECONDARY OBJECTIVE CARD MASTER RULES LIST

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GRISLY REMINDER

OBJECTIVE
Reveal this Objective when an enemy model is killed by a Melee Attack. Give the model that killed it 1 Head Counter. While in contact with an Objective Marker, this model may spend 1 AP to discard its Head Counter to complete this objective.

SPECIAL
Immediately discard this Objective if the model carrying the Head Counter is killed.

BURN IT DOWN

OBJECTIVE
Reveal this Objective at any time, and then select 1 Objective Marker. Friendly models may attack that Objective Marker, treating it as an enemy model for all purposes. This Objective is completed when the selected Objective Marker has been reduced to 0 HP (it is not removed from the battlefield).

OBJECTIVE MARKER STATS:
Defense: 10  |  Armor: 14  |  HP: 3
This Objective Marker is not affected by Special Abilities or Weapon Abilities.

DEAD DROP

OBJECTIVE
Reveal this Objective at any time. Friendly models may spend 1 AP while in contact with the closest Objective Marker to your Deployment Zone to gain 1 Bomb Counter. This Objective is completed when a model with a Bomb Counter spends 1 AP while in contact with the Objective Marker closest to the enemy Deployment Zone.

SPECIAL
Bomb Counters are discarded if the model carrying them is killed. This Objective awards 2 Victory Points when completed.

REVENGE

OBJECTIVE
You must reveal this Objective when your next friendly model is killed. Give the model that killed it 1 Revenge Counter. This counter cannot be removed. This Objective is completed when the model with the Revenge Counter is killed.

SPECIAL
This Objective awards 2 Victory Points when completed.

ADVANCE

OBJECTIVE
Have all remaining friendly models in No Man’s Land at the end of any round.

PATROL

OBJECTIVE
End the round with friendly models in contact with 3 different Objective Markers.

SPECIAL
This Objective awards 2 Victory Points when completed.
CALL TO GLORY

OBJECTIVE
1 friendly model, during its activation, kills 1 enemy with a higher Point Value.

CLAIM TERRITORY

OBJECTIVE
Reveal this Objective at any time. Friendly models may spend 1 AP to place 1 Claim Counter on an Objective Marker they are in contact with. This Objective is completed when 3 Objective Markers have your Claim Counters on them.

SCAVENGE SUPPLIES

OBJECTIVE
Reveal this Objective at any time. Once per model’s activation, friendly models may spend 1 AP while in contact with an Objective Marker to gain 1 Supply Counter. This Objective is completed when friendly models have a total of 4 or more Supply Counters at the end of any round.

SPECIAL
Supply Counters are discarded if the model carrying them is killed.

INFLICTRATE

OBJECTIVE
End the round with 1 or more friendly models in an enemy Deployment Zone.

ASSASSINATION

OBJECTIVE
Kill 1 (and only 1) enemy model this round with your model’s actions.

BOUNTY HUNTER

OBJECTIVE
Kill 1 enemy Character.

SPECIAL
If the enemy does not currently have a Character in their force, you may instead kill 1 enemy model with the highest Point Value.

CULL THE WEAK

OBJECTIVE
Kill the lowest Point Value enemy model in play.

SPECIAL
If there are multiple enemy models with the lowest Point Value in play, this Objective is completed if ANY of those models are killed.

SURPRISE ATTACK

OBJECTIVE
Kill 1 enemy model that has not yet activated this round.
OBJECTIVE
Kill 1 or more enemy models with the first model to activate of any game round.

OBJECTIVE
Kill 3 or more enemy models this round.

OBJECTIVE
Kill 1 or more enemy models currently prone or bearing a Dying Counter or Regeneration Counter.

OBJECTIVE
End the round with all remaining friendly models in contact Objective Markers and/or engaged with enemy models.

OBJECTIVE
1 friendly model kills 2 or more enemies with lower individual Point Values in 1 activation.

SPECIAL
This Objective awards 2 Victory Points when completed.

OBJECTIVE
Reveal this Objective at any time. Friendly models may attack the 3 Objective Markers closest to the enemy Deployment Zone, treating them as enemy models for all purposes. This Objective is completed when the selected Objective Markers each have suffered at least 1 HP in damage (since revealing this Objective; Objective Markers reduced to 0 HP are NOT removed from play).

OBJECTIVE MARKER STATS:
Defense: 10 | Armor: 14 | HP: 3
This Objective Marker is not affected by Special Abilities or Weapon Abilities.
Jaq was exhausted, and sore from head to toe. He had been marching through the wastes for what seemed like days, but had really been only hours, at a pace that was excruciating.

The training sergeant in command of his new squad, Hakkon, was as broad and strong as he was short. Of course, it was Jaq that was new to the squad – the squad was hardly new. They were still just recruits, but they were hard men and women who made fighting their lives’ work, and hoped to win their way into the ranks of the Banes, the proud foot soldiers of Ashkelon. Jaq had explained, calmly and reasonably, that he was not a soldier, and that he should not be there. He had no interest in becoming a Bane, and would be useless to the Forsaken army. This was all a big misunderstanding.

Sergeant Hakkon smiled in his cheerful and infuriatingly condescending way when Jaq explained the mistake. Jaq was a scholar – a clerk in the office of the Magistrates of New Ashkelon. He was no soldier.

“It is true enough,” said Sergeant Hakkon slowly, as if to a wayward toddler, “that you are no soldier. Not yet. But, the Saints willing, we will change that. Combat is the holy flail that separates the wheat from the chaff. If you are wheat, you will nourish Ashkelon with your blood, spilled in the destruction of our enemies. If you are chaff, the winds of Samaria will pick you up and carry you away.”

Jaq hated Sergeant Hakkon, but if he was truly honest with himself, he hated everything and everyone around him. He hated the other members of the squad, who seemed to resent the skinny, unblooded new-comer who had not even been given basic training yet, but had been thrown into Bane training one week ago without explanation as to exactly who he had offended, or some crime he had committed to warrant this “promotion.” He was weak, cowardly, and unfit for combat, and his squad saw him as a liability, even if Sergeant Hakkon did not. They hated Jaq, and the feeling was mutual.

Jaq even hated the heavy steel, leather and canvas armor he had been forced to wear, ill-fitting so that it chafed his neck and shoulders. He hated the reinforced backpack that carried food, sleeping bag, spare clothes, entrenching tool, and Creator knew what else – lead bricks if the crushing weight was any indication. He hated the steel pot helmet with its canvas strap forming a welt under his chin. Most of all, he hated the heavy steel and wood double-headed mace that he must carry. He had no more knowledge of its use than he would a coil launcher. Worst of all, he was not permitted to put the wretched thing down. Jaq was kicked and beaten if he permitted it to touch the ground, except for during meals or sleep, both of which were sparse and unsatisfying.

The harsh training that Bane recruits received was meant to produce skilled fighters, unwaveringly brave and confident, dealing death with strength and skill to any enemy who faced them with nothing more than the simplest of weapons. Most recruits washed out during training, and were transferred to support roles as cooks, clerks, or maybe Flock. The Banes were the backbone of the army, the most numerous of the trained troops and, some argued, the toughest.

Jaq had tried to wash out on his first day. He pleaded with Sergeant Hakkon, told him of his education and years of experience as a clerk – why not save the army, and his squad, the trouble of discovering what Jaq already knew: that he did not belong, and was only in the way.
“That is not for you and I to determine,” Sergeant Hakkon explained. “The Creator has endowed us each with strengths and hidden reserves, and the only way to discover them is through the devotion of training, the sublime ordeals, and finally the holy baptism of combat.”

“You’re mad!” Jaq of course did not say it aloud, but it was clear to him that every last one of them was stark raving mad, and there was no reasoning with them.

No escape.

So, he had been marched many miles away from the training depot, out into the gray and red wastes of Samaria. It was all as part of some ordeal, which Sergeant Hakkon called the Winnowing, that would test the trainees’ mettle and probably kill Jaq from exhaustion. The sun was close to setting, and Sergeant Hakkon was looking for a good place to camp for the night.

Amira, a big and fierce woman, was on point, acting as the vanguard of the squad. Jaq saw her crouch down suddenly, taking cover behind a small, rocky hillock up ahead. She held her hand toward the squad, palm out, and everyone took cover quickly.

“What is it?” Jaq asked. “What does she see?”

Sergeant Hakkon slipped ahead, moving easily despite the heavy armor, coming up alongside Amira and conversing quietly, discussing what lay ahead.

“Probably something that wants to kill us,” Jaq whispered.

One of his squad mated elbowed him in the ribs. “Be silent, fool. This is Samaria. Everything wants to kill us.”

Jaq moved slowly and carefully up to peek out over the top of the rocky hillock. Between a few hills and outcroppings he saw what looked at first like a house half-buried in the rock and sand of a shadowy little valley. As his eyes adjusted to the dying light, he saw that it was not a building at all, but a starship of some kind that had crashed long ago. It must have been recently uncovered by the last string of storms that wrecked the wastelands. There would be valuable salvage to be found here...

Jaq saw figures skulking in the ancient wreckage. They were pale figures, misshapen and disfigured, wearing masks that barely hid disease scars and ugly mutations. They were clothed in seemingly random scraps of salvaged leather and metal, and carried crude spiked clubs fashioned from broken machine parts. There was one figure that seemed to be watching over the others, and carried a finely-made single-edged sword.

Creator preserve us! Jaq thought. They had to be Skarrd! Jaq had never seen one before, but the tales he had heard about the Skarrd told of savagery, cannibalism, and worse. Jaq suddenly felt a desperate need to both vomit and relieve his bowels, and he very nearly dropped his mace to do one or both.

The Skarrd swordsman sniffed the air and looked around. Jaq ducked quickly behind the rocks, praying to the Creator and all the Saints that he had not been seen. He looked over at Sergeant Hakkon, who was silently signaling the others to advance and prepare for to engage the enemy. Hakkon was smiling grimly, as the squad obeyed, readying their double-headed weapons. Jaq felt nothing but pants-soiling terror.

He heard a shout of surprise from the Skarrd leader as the squad charged down into the debris-littered valley. Sergeant Hakkon was suddenly at Jaq’s side, ignoring
his protests and pleas as he was lifted bodily and all but thrown down into the battle. “Always forward, never retreat!” the mad sergeant shouted.

The novice Bane squad had been lucky, at least at first, as the Skarrd had been caught unawares, intent on their salvage. Amira smashed the closest enemy, who was too slow to bring his crude shield up, and the heavy mace crushed his skull, sending blood and brains flying in a loathsome fan.

Sergeant Hakkon caved in the ribs of a cannibal tribesman who lunged with his spiked club, sidestepping the blow and driving his mace into his enemy’s exposed side. The rest of the squad battered at the shields of their counterparts, driving them back, and killing any who stumbled into jutting wreckage or rocks.

Jaq fell headlong down the short slope, tumbling into a deformed beast of a man with long sharp claws for hands. As they smashed and tumbled together into the sprawled debris, Jaq heard a high-pitched shrieking cry. He realized that he was somehow still holding his mace in the chaos. At the same time that he recognized that he was one shrieking. He somehow had luckily landed on top of the tribesman, who was slicing furiously at him with his claws. Jaq’s hated armor deflected most of the blows, but he felt a hot rush of blood that ran down his face as one clawed hand cut through the chinstrap of his helmet, slicing into his face as well.

Jaq screamed again as he brought down the shaft of his mace on his enemy’s neck in desperation, putting all of his weight into it. The stout weapon crushed the pinned tribesman’s throat, and after what seemed an eternity of thrashing and gurgling, his foe was finally still. Jaq had killed him. Jaq had killed a Skarrd!

He rolled off the body of his enemy and took a quick account of how the rest of the squad was faring. Six of the squad were dead or dying, killed by the outnumbering Skarrd. There were ten mutant horrors dead, including Jaq’s kill, but there were still four tribesmen standing. Only Jaq, Amira, and Sergeant Hakkon remained of his squad.

The Skarrd had paired off against the remaining Banes, the swordsman and another clawed Skarrd circling Sergeant Hakkon, their weapons dripping gore. Amira was being forced back against the hull of the ancient wrecked craft by two tribesmen with spiked clubs. So far, none of the Skarrd seemed to have noticed that Jaq was still alive. He stood unsteadily, hoping that the wetness in his crotch was just blood but somehow knowing that it wasn’t.

Jaq stepped up behind one of the Skarrd cornering Amira and swung his mace at the tribesman’s tattooed back. There was a sickening crunch as the heavy bludgeon smashed the man’s spine, dropping him. The other tribesman turned vengefully toward Jaq, and his momentary bravery fled his fingers along with the color in his face. He dropped his mace and stumbled backwards, lifting his arms to shield his head. Amira took advantage of the distraction and broke the enemy’s neck with a savage swing. She swung again to finish the tribesman with the broken back, and then ran toward where Sergeant Hakkon was desperately parrying attacks from the Skarrd leader and the remaining cannibal warriors.

The Skarrd swordsman caught the sergeant off-balance, slicing through armor to hamstring him as the other enemy jumped on the stumbling sergeant’s back, raking at his eyes and face. The swordsman seemed about to lunge at the sergeant to finish him off, when Amira charged into him.

The swordsman barely slipped away from Amira’s assault, but Hakkon was down, grappling with the other Skarrd; rolling, pummeling and biting on the ground as his mace went flying.

The Skarrd leader taunted Amira, twirling his sword in a wide arc that threw her kinsman’s blood at her face. Amira cursed and charged again, swinging her mace over her head. The swordsman dropped down to one knee and drove his sword up into the charge, piercing Amira through the throat. He stood slowly, surveying the carnage.

The last clawed tribesman lay on top of Sergeant Hakkon on the blood-soaked ground. Both were utterly still, the sergeant’s face a mess of blood and torn flesh, his unmoving hands still clamped around the crushed neck of his foe.

The swordsman saw Jaq at last. Jaq scrambled away, his hand reaching for his fallen mace. He held it feebly in front of himself as the Skarrd leader stepped casually toward him.

“The Saints do not seem to be on your side this day, city-dweller,” the swordsman said mockingly.

“Wait,” Jaq pleaded. “Wait a second!” He realized he was still holding his mace, and tossed it away. Jaq clasped his hands together as he knelt in the bloody dirt. The swordsman saw Jaq at last. Jaq scrambled away, his hand reaching for his fallen mace. He held it feebly in front of himself as the Skarrd leader stepped casually toward him.

“The Saints do not seem to be on your side this day, city-dweller,” the swordsman said mockingly.

“Wait,” Jaq pleaded. “Wait a second!” He realized he was still holding his mace, and tossed it away. Jaq clasped his hands together as he knelt in the bloody dirt. The Skarrd swordsman laughed. He placed the chisel point of his sword at Jaq’s throat. “You are soft, sweetling. Not like the others here, not at all. By all rights I should kill you for what you have done here. I will need to gather up a whole new group of Buzzblades to fetch all of this salvage, all because of you and your friends.” The blade pressed into the soft underside of Jaq’s chin, lifting his
face and forcing him to look into his feral, catlike eyes, glinting with playful malice. “What should Father do with you?”

Jaq stammered as he tried to say something, anything that would save his life. “P-p-please...” was all he could manage.

There was a loud crack, and something was suddenly wrong with the swordsman’s face. Jaq saw the glint of steel on the swordsman’s head, as if he was wearing a little skullcap or helmet. As the swordsman’s blade fell from his twitching hand, Jaq saw that it was not a helmet, but the head of a mace, smashed into the back of the Skarrd leader’s skull, caving it in. Jaq wretched as the swordsman fell forward onto him.

Jaq heaved the corpse away, spitting blood and bits of greasy hair and leathery skin that had got in his mouth. Sergeant Hakkon was not dead after all, the ruin of his face no longer recognizable as human, and only one blue eye looked back at Jaq. Hakkon wavered on unsteady feet, but his mace was still gripped tightly in his hands. He was covered in blood and gore from head to toe.

The sergeant stared at Jaq for a moment, and loosely nodded, as if Jaq had spoken. “Now you are baptized. You will not blow away in the wind, but will nourish... nourish...”

Jaq stared helplessly as Hakkon collapsed, the veteran still holding his mace in a white-knuckled grip. Hakkon slumped there on the rocks and sand, looking around at the ruin that was his squad, and at the sole survivor, Jaq.

Hakkon chuckled one last time, and then died.

Jaq collected his weapon, and climbed up and out of the wrecked little valley. He breathed deeply of the cool night air of the wastes of Samaria. He felt different, somehow. Perhaps Sergeant Hakkon was right. Perhaps he had been baptized, born anew with the Creator’s blessings. Maybe he wasn’t just a clerk. He was alive. He had won.

He retrieved his double-headed mace, hefted it over his shoulder, and swaggered away from the carnal pit behind him. Somewhere in the distance, something howled balefully.

Jaq stood still for a moment, looking around at the darkness. He was alone. He had no idea where he was, no idea how to get back to New Ashkelon. His lip quivered for a moment as he remembered what his squad had said.

“This is Samaria. Everything is trying to kill you.”