DARKNESS TACTICAL GUIDE

- Nearly all Darkness cards cost 2 instead of 3.
- Shadows and Slaughter Crows are great units for controlling and blocking Crystal Sources.
- Don’t forget to Spawns tokens before you start collecting them.
- Slaughter Crows are your main damage dealers. Try to kill the weaker enemy Squads early during the game.
- Keep in mind that you don’t pay for your Action cards with Crystals, but with 2. To get them, you must wound enemy models!
- Don’t use all your buffs and debuffs at once! Most of them will be discarded at the start your Opponent’s Passive turn.

PRECONSTRUCTED STARTING DECK

- SQUAD CARDS: Bell Crow, Impostor, Shadows, Slaughter Crows, Void Specter.
- ACTION CARDS: Anger [x3], Bellower [x2], Black Mark [x2], Chaos Wisdom [x6], Emptiness [x4], Hunger, Living Death [x2], Metamorphosis [x2], Ominous Peal [x2], Poison Kiss [x2], Shadowy Tendrils.

If you spend 8 from your Active Pool, you may flip the Banner card: Place Abyssal Empress model on the Darkness Shrine. During the Darkness Active turn, you can pay 2 then choose 1 model on the board and Check for Hit against it again. Effect: 1 Wound. When Abyssal Empress is killed or Sacrificed, flip the Banner card.
- The Banner card is not flipped back during the Darkness Passive turn.
- When the Abyssal Empress is summoned, the Darkness Shrine still functions normally. All models with the Darkness Shrine are also with the Abyssal Empress.
- Once summoned, the Abyssal Empress is treated like a normal Squad (it can be killed, Sacrificed, give VPs to your opponent, etc.).
- The Abyssal Empress may be summoned multiple times during the game.

DARKNESS SHRINE: SHADOW GATE

At the start of the game, place the Additional Darkness Shrine on the Darkness Shrine. All Spaces with the Darkness Shrine and the Additional Darkness Shrine token are treated as adjacent Spaces. Every Darkness model can move or target other models through the Shadow Gate or the Additional Darkness Shrine token.
**DetaiLed Rules**

**Black Mark Token**

When an enemy model with a BLACK MARK token receives a Wound, it suffers 1 additional Wound. When an allied Squad with a BLACK MARK token receives a Wound, you may remove the Endurance tokens from any model in the Squad instead. At the start of your opponent’s next Passive turn, remove all BLACK MARK tokens from play.

**Blocked**

This model may not be moved in ANY way (it cannot Move or be Moved, Pushed, Teleported, removed from board, exchange positions and be repositioned in ANY way). It may still perform other Actions, initiate Combat, defend etc. If it dies, remove it normally from the map.

**Dark Surge**

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

**Gathering**

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

**Poison Token**

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

**Portal**

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

**Reposition**

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

**Sacrifice a Model**

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

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

**Wisdom Token**

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