FREQUENTLY ASKED QUESTIONS:
BASIC RULES & CAMPAIGNS, V 10

Q: Range 0 means the source of ability and the target both have to be within the same Space...

Q: My model is in Base-to-Base contact with an enemy model, but we’re in different spaces. Is a Shoot action valid, and if so, is it Range 0 or 1?

A: The Darkness faction is NOT a tournament-viable player faction. When used in PvP, it is best to treat the Darkness as a special challenge, or as an opponent in 2v1 battles. That being said, beating them in 1v1 is still possible, though very difficult.

A: As explained on page 10 of the Rulebook, all distances are ALWAYS determined in full Spaces. This means that despite the contact, a model in the adjacent Space always requires Range 1 to be affected, while a model in the same space only requires Range 0, even if it’s not in contact. And yes, you may Shoot models that are in contact with the shooter.

A: No. You can NEVER place a model in a position where its base covers any part of the thick white line separating the Spaces.

A: No. You can never go negative! They can only go down to 0. Please keep in mind that an Attribute equal to 0 is technically different from an Attribute that does not exist (**`). A non-existent attribute means that all tests and comparisons using it are automatic failures.

A: Three is enough, believe us – as illustrated by the question above :) When playing a generic skirmish against the Darkness (or playing the Darkness against another player), you always deploy only 3 models (step 13 of the Darkness setup) out of the Squads you’ve chosen for this battle (step 7). You deploy them with Shadow Gate. They may come from different Squads or from a single Squad. And please keep in mind most campaign scenarios have their own setup rules that differ from this one.

A: You can. You just can’t Reroll again – not even if you have a separate ability that grants a Reroll (see Page 9 of the Rulebook).

A: No. The Darkness setup. Step 9 on Page 3 of the Stretch Goals Rulebook first mentions 5 difficulty cards and then instructs me to create a Darkness Deck that only contains four of them. What happens to the fifth card?

A: No. You may only be able to strike back with a Counterattack if his attack is unsuccessful. Choosing your targets wisely is really important here!

A: Yes. Simply convert these bonus Crystals to Dark Points.

A: No. During setup, I’m not sure how to understand “If the Squad had more than 1 model, the subsequent models have to be placed in Base to Base contact with at least ONE model from the same Squad”. Can I set up my 4-model squad in two 2-man parts?

A: Yes. Treat this model as killed by the Darkness.
Q: Can't defeat the Darkness in solo mode!
A: We didn't want Darkness to get boring and toothless after a short while, so it was designed & playtested to be challenging. Some advice:
- Please make sure you know your faction and its specific combats very well.
- Build a deck specifically for fighting Darkness and for avoiding their attacks.
- Remember about some often forgotten rules, such as the fact that Darkness Squads that are in the stronger Dark Mode revert back to their weaker Basic Mode at the start of your every Passive turn.

CAMPAIGNS

GENERAL ISSUES
Q: I have six larger maps and two smaller. Which map & side should I use for each of the campaigns?
A: The large overworld map is used for three PvP campaigns: “Chapter vs Demons” (sticker slots starting with A), “Faceless vs Reborn” (sticker slots starting with B) and “Rha-Zack vs Dvergar” (sticker slots starting with C). On its back, you can find the native world of the Darkness used for Dark Solo Campaign (sticker slots starting with D). One of its corners is also used for the “Father of the Sun” Solo & Co-op campaign (sticker slots starting with E). Finally, the sketch-like city map was designed for the “Last City” Solo & Co-op campaign (sticker slots starting with F).

Q: So... what should I start with, provided I have all the campaigns?
A: If you have a human opponent, try to start with “Chapter vs Demons”. If you’re a Solo player, you may attempt to tackle the “Darkness” campaign first, and then move on to other mini-campaigns. Finally, if you want some Co-op action, you may consider taking your friend on a trip to the “Last City”.

Q: I was instructed to put a sticker in the “Forces” / “Powers” / “Losses” / “Effects” section of the map. Where is it?
A: The overworld campaign map (see the first question of this section) contains three distinct rows with five stickers slots each, identified by different icons. Starting from the top they are:
- Forces (an army)
- Powers (a magic circle)
- Losses (a grave)

The Darkness side of the same map contains a single, unified sticker section. It’s called the “Effects”.

Q: What’s with the “Campaign Secrets Envelope”? When can I open it?
A: SPoiler ALERT! It contains a secret, hidden ending of the large storyline that goes on in the background of four major campaigns (three PvP stories and the Darkness story). We do not want to spoil how to reach it, but it requires gaining some specific sticker states in all three PvP campaigns and then wrapping your story up with a successful Darkness campaign.

Q: How to use the “campaign tokens” mentioned in scenarios? The large campaign token is not hex-shaped, so how can I tell if I’m in Base-to-Base contact with it?
A: A small campaign token always occupies one hex, just like any small model. The large campaign token always occupies the entire Space. A model DOESN’T need to physically touch a part of the large campaign token to be considered in contact with it. It only needs to be in contact with the border of the Space containing the large token.

Q: One scenario instructed me to flip a small campaign token to indicate something, but both of its sides are the same!
A: Sorry! Mark the “flipped” campaign token by putting an Endurance token on top instead. Long story: because of the very large number of components, we found that having two different arts on each side of them made finding the right one very troublesome. That’s why campaign tokens, among others, were printed with the same art on both sides. A couple of scenarios were not updated to represent this.

Q: Can I earn or spend Victory Points in Scenario Z? Alternatively: I went through Victory Points in Scenario Z, but neither side achieved an objective – what now?
A: In Scenario Z, a large campaign token always occupies the entire Space. A model doesn't need to physically touch a part of the large campaign token to be considered in contact with it. It only needs to be in contact with the border of the Space containing the large token.

Q: Scenario Z doesn’t tell me how to set up my models / Shrine / Crystal Sources!
A: In general, always use the standard setup rules for everything that’s not specifically covered by the scenario. As the Campaign Book puts it: “If a scenario does not mention a certain aspect of the battle (such as player order, unit deployment, or starting Crystal Pool), it always means this aspect remains unchanged and plays out according to the standard rules found in the Rulebook.”

CHAPTER VS DEMONS CAMPAIGN
Q: The Setup for Scenario 5 (“Crossing the Dry River”) does not make sense! If we play like that, the Demons always win!
A: Unfortunately, a part of Setup in “Crossing the Dry River” was not worded clearly. This part: “The Demons player has to deploy his units at least 2 Spaces away from the edge of the map directly opposite the Top of the Cliff” should have been worded as: “The Demons player has to deploy his units NO FURTHER than 2 Spaces away from the edge of the map directly opposite the Top of the Cliff!”

In other words, all Demon models need to be placed within first 2 Spaces of the map, opposite to the Top of The Cliff (the Demons are at the foot of the slope and will move up to capture the Chapter-occupied hill as the fight progresses).

Q: In Scenario 9, can Son of Khyber occupy the entire space with the Mountainbiter (preventing the Chapter from using it)?
A: Yes. In this case, the Chapter player would need to kill Son of Khyber in order to use the machine again.

FACELESS VS REBORN CAMPAIGN
Q: Scenario 3 mentions two Treemaid Squads – I have only one in the box!
A: Use one 4-model Squad here. It was always supposed to be 4 Treemaid models.

Q: In Scenario 6, an achievement reads: “Whenever Iris has no Endurance tokens left, read Script 67.” Does it trigger automatically at the start of the battle, seeing how Treemaid have no Endurance tokens?
A: In Scenario 6, Iris should have +1 Endurance token, compared to the standard Treemaid. Just like she had in Scenario 4.

Q: What exactly counts as a part of the “neutral faction” in Scenario Z??
A: The Wanderer token (or model, if you choose to use it) and all Verreden Infantry tokens that arrive during the battle.

Q: Scenario 10B asks me to attach the “Elusive” enhancement to one of the Squads – I can’t find it!
A: This card was published under a different name (“Vanishing”).

RHA-ZACK VS DVERGAR CAMPAIGN
Q: The starting deck for Rha-Zack mentions a “Pure Energy” card – I can’t find it!
A: This card was published under a different name (“Self-repair”). Sorry for confusion!

Q: The starting deck for Dvergar mentions a “Sacrifice” card – I can’t find it!
A: This card was published under a different name (“Meltdown”). Sorry for confusion!

Q: Are Source Guards and Stream Guards the same?
A: Yes. Source Guards were an old name that was updated to Stream Guards to make more lore sense. There are, however, some rare occurrences of the old name left.

Q: What’s a War Crawler?
A: It’s basically a Gyrobot who wanted a more menacing name. Use a Gyrobot instead.

Q: What is the penalty for the “Risky Tactics” card when playing scenarios where Victory Points are disabled (and the VP penalty cannot be applied)?
A: There is none. This card is slightly stronger in these scenarios.

STRETCH GOAL CAMPAIGNS
Q: Some scenario setups reference the “Dark Crystal Sources” what is it?
A: The Dark Crystal Source was simply an alternative-art version of a regular Crystal Source token. In the final version of the game, we have decided to use one, universal art for the Crystal Sources. Whenever you see a Dark Crystal Source, simply use a regular Crystal Source instead.

Q: In the Darkness campaign, I was asked to use sticker D18, “Ancient Vessel”, but it doesn’t seem to exist!
A: The Ancient Vessel is present in the Rha-Zack vs Dvergar campaign and can be found there under number C12. You may also simply use one of the provided blank tokens to represent it.

Q: Where is a paper save sheet for the mini-campaigns?
A: It will be provided as an additional downloadable. In the meantime, a player can use any piece of paper to write down his choices – there are only a couple of them in each mini-campaign!

Q: The Darkness campaign mentions a unit called Nightcrawlers in Scenario 1. I don’t have their squad or models!
A: Nightcrawlers were an old name for Void Specters. Use a Void Specter Squad instead.

Q: The possible “ Retreat” destinations in some locations of Scenario 2 in the “Last City” campaign mention numbers that can’t be found anywhere on the map (1, 2, etc.).
A: Ignore them. Instead, you may retreat to any previously explored location that connects to the one you’re in on the map.

Q: When playing the Darkness campaign as Faceless, I was asked to use sticker D18 to represent my “Shadowgorger Caterpillar” buff. This sticker does not exist!
A: Yes, this sticker is not available. Please use one of the blank stickers we’ve provided instead - and sorry for your trouble!