

Dark Age Community Tournament Rules

2019 Edition, v1.0

Samaria Lives: The Dark Age Players' Coalition

1 Introduction

This document provides rules for playing community-run Dark Age tournaments. Tournament organizers should feel free to modify these rules in any way they see fit, so long as any deviations from these rules are clearly described to participants in the tournament.

2 Tournament Setup

2.1 Tournament Size

1. Tournament organizers should choose a *Point Level* for their event. This determines how big each game will be, and by extension, the length of each *Tournament Round*. A *Point Level* has two values: the *Primary Level* and the *Reinforcement Level*. Typically, these are 750 and 150 points, respectively, though tournament organizers can choose any values they wish.

The *Time Limit* for each *Tournament Round* should be based on the size of the *Primary Level*. If a game is still in progress when the *Time Limit* is reached, the players should finish their current game round and then move to scoring the game. The following *Time Limits* can be used as examples to determine an appropriate *Time Limit* for each round of your tournament:

- 500 points: 60 minutes
- 750 points: 75 minutes
- 1000 points: 90 minutes

The *Reinforcement Level* is usually set to 150 points no matter the size of the *Primary Level*. However, another way to set the *Reinforcement Level* is to use $\frac{1}{5}$ the *Primary Level* (e.g. 100 points of reinforcements for a 500 point primary list).

2. Tournament organizers should also choose how many *Tournament Rounds* to play in the event. This, of course, depends on the time available for the tournament, but if possible, tournaments with a larger number of players should have more rounds. The following are some examples:
 - 2–8 players: 3 rounds
 - 9–16 players: 4 rounds
 - 17–32 players: 5 rounds

2.2 Required Materials

2.2.1 Army Lists

1. Each player must provide all the necessary information describing their army: an *Army List*, stat cards, and rules contained any faction documents not reproduced on stat cards.
2. *Army Lists* must be provided to the tournament organizers prior to the event for verification, and may not be modified after submission. When creating an *Army List*, players must choose a faction and subfaction; like the rest of the list, this may not be modified after the list is submitted.
3. Stat cards and faction documents may be provided digitally; however, players are responsible for ensuring that this information is accessible during games. If the player cannot provide this information in a timely manner (subject to the tournament organizer's discretion) during a game, that player forfeits the game.

Army Lists may also be provided in digital form if the tournament organizer chooses to allow this. If so, the army list must be sent in *non-editable* form (e.g. as a `.txt` or `.doc` attachment) to the tournament organizer prior to the event's start. Otherwise, the army list must be provided as a typed or legibly hand-written sheet of paper.

4. All units in a player's army must use official rules that have been published at least 30 days prior to the start of the tournament.
5. *Army Lists* must be clearly divided into two sections: the *Primary List* and the *Reinforcements List*. Each unit in the force *and their quantity* must be listed in one of these sections. The *Reinforcements List* gives players a pool of models to substitute from before each game in the tournament.

6. The total point value of units in the *Primary List* and *Reinforcements List* must not exceed the *Primary Level* and *Reinforcements Level*, respectively, as set by the tournament organizer.

2.2.2 Miniatures

1. Each player must supply their own models for each unit in their *Army List*, being sure to bring as many copies as they intend to field at one time.
2. Models must clearly represent their corresponding unit, either using official figures or easily-recognizable proxies. In the event of a dispute, tournament organizers should decide on the legality of the model; any dispute should be resolved prior to the start of a game. If the model is determined to be illegal, it should be removed from the game. If this renders other units illegal as well, their models will also be removed. However, the player may substitute model(s) from their Reinforcements list to make up for the removed figure(s).
3. Painted models are encouraged. However, it's up to tournament organizers whether painted models are *required*.

2.2.3 Secondary Objective Decks

1. Prior to the event, each player must create their own *Secondary Objective Deck*. This deck must consist of at least 16 officially-recognized Secondary Objective cards (as available on www.dark-age.com). No duplicate cards in the deck are permitted.
2. All cards in the *Secondary Objective Deck* must be indistinguishable on one side to prevent deck stacking. Card sleeves with an opaque back may be used to comply with this rule.
3. The contents of a player's *Secondary Objective Deck* must remain the same for the duration of the tournament.
4. Each player's *Secondary Objective Deck* must be approved by tournament organizers prior to the start of the event. If any duplicate cards exist in the deck, they will be removed. If this results in fewer than 16 cards in the deck, additional cards will be randomly chosen to bring the deck up to 16 cards.
5. In all other ways, the *Secondary Objectives* behave as normal per the *Dark Age 2017 Master Rules*.

2.2.4 Other Materials

1. Unless otherwise arranged, tournament organizers should provide sufficient playmats, terrain, and—if

any scenarios require non-standard *Objective Markers*—enough such markers for as many simultaneous games as will be played during the event. Tournament organizers should also provide any materials they need for bookkeeping during event.

2. Each player must bring three standard, circular 50mm *Objective Markers*. These may be represented by bases, tokens, terrain pieces, or other similar items.
3. Each player must provide their own dice, measuring tools, tokens, and any other items they need to play the game.

3 Sportsmanship

1. All players are expected to be respectful to and cooperative with their opponents, tournament staff, and any audience at the event. Tournament organizers are encouraged to provide their own codes of conduct to more-thoroughly explain their expectations of players' behavior.
2. If any player behaves inappropriately during the event (e.g. cheating, stalling, bullying, and/or violations of any codes of conduct), tournament organizers may immediately *Disqualify* them from the tournament and require them to leave the event venue.
3. If a dispute between players occurs at any point during the event, the players should immediately call over an event official to resolve the dispute. In such cases, the official's answer is final.

4 Running the Tournament

4.1 Pairings

1. For each *Tournament Round*, event organizers should determine which players are matched against each other. In the first round, these pairings should be chosen randomly in a manner as determined by the tournament organizers (e.g. by drawing names from a hat).
2. In subsequent rounds, players should be paired according to their current *Ranking* in the tournament (i.e. by total *Tournament Points* with cumulative *Victory Points* as a tiebreaker). Pairings should consist of the first- and second-place players, the third- and fourth-place players, and so on.
3. When possible, players should not be paired against the same opponent more than once per event. If a pairing as described above would violate this, move to the next-ranked player (e.g. the first- and third-place players).

- If there are an odd number of players in the tournament, the lowest-ranked player (or on the first round, a random player) receives a *Bye* for that round. When possible, a player may not receive more than one *Bye* per event.
- If a player receives a *Bye*, they count as getting a *Win* (worth 5 *Tournament Points* as usual) and a number of *Victory Points* equal to the lowest number of *Victory Points* received by a player that round.

4.2 Scenario Selection

- Each *Tournament Round*, event organizers should choose or randomly determine one of the available scenarios. All games played during this round will use this scenario.
- Each scenario should be played at most once per event. If tournament organizers have chosen to randomly select scenarios, they can choose to roll a die, rerolling if they get a duplicate scenario; or construct a deck of *Scenario Cards* to draw from. If using a die, consult the following table to determine the chosen scenario:

D20	Result
1–2	Burying the Dead
3–4	Duel of Champions
5–6	Ancient & Bloody Wasteland
7–8	Slaughtering Fields
9–10	Caravan Control
11–12	Reassemble the Tower
13–14	Trenches & Foxholes
15–16	Killing Floor
17–18	Open the Void Road
19–20	The Captive

- After choosing a scenario for the *Tournament Round*, organizers should prepare battlefields for each game to be played that round. Tournament organizers should place terrain on each battlefield according to the *Dark Age 2017 Master Rules*. Each terrain piece should clearly indicate the *Terrain Keywords* that apply, using whatever method tournament organizers see fit. Typically, each battlefield in a particular *Tournament Round* uses the same terrain configuration, though this is up to the tournament organizers.
- Many scenarios use *Objective Markers*. Unless otherwise specified by the scenario, all *Objective Markers* are represented by 50mm bases (or another object of the same size) with the following keywords: **Does Not Block Line of Sight, Heavy Cover, Rough.**

- Regardless of scenario, players may not interact with *Objective Markers* for *Primary* or *Secondary Objectives* until the beginning of Round 2 in a game. Interaction with *Objective Markers* for other purposes (e.g. special abilities) is still allowed.

4.3 Pre-Game

- Before each game begins, each player should provide their opponent with a copy of their *Primary List* for inspection (note: it's not necessary to provide your *Reinforcements List*).
- After checking their opponent's *Primary List*, each player may substitute models from their *Reinforcements List* into their force for this game. Any substitution may be made, provided the player's force remains legal in all ways (e.g. remaining under the *Primary Level* of points and within the maximum *Availability* of the unit).
- Once substitutions have been made, each player should share their final army lists with their opponent. Note: At any point during the game, a player may request their opponent's army list for inspection again.
- After army lists have been prepared, each player should roll 1D20, with both players rerolling in the event of a tie. The player who rolls the lowest number is designated *Player A* and the other player *Player B*.
- Finally, players may continue setup of the game as described by the scenario's rules. Typically, this begins with Player A placing their first *Objective Marker*. Once the scenario's setup is complete, Player A should choose which deployment zone they would like to deploy in, and then deployment begins with Player A as per the *Dark Age 2017 Master Rules*. Once deployment finishes, round one of the game begins.

4.4 Scoring

- Each game ends after 8 game rounds, by the predetermined *Time Limit*, when a player has been *Tabled*, or by the rules of the chosen scenario, whichever occurs first.
- A player is *Tabled* if all of their deployed models are killed before the *Victory Conditions* of the scenario are met. If this occurs, the game concludes at the end of the round and the player with models remaining on the battlefield scores additional *Victory Points* before determining the victor:
 - The player with models remaining finishes all of their models' activations in the current game round, but does not play any additional rounds.

- The player with models remaining scores an additional Victory Point for each full Game Round left in the game to play.
3. After a game ends, players receive a number of *Tournament Points* (TP) based on the results: 5 TP for a *Win*, 3 TP for a *Draw*, 1 TP for a *Loss*, and 0 TP for a *Forfeit*.
 4. In addition to Tournament Points, each player should record the total number of Victory Points (VP) earned during the game. If this number exceeds 20 VP, any excess points should be discarded, with only 20 VP recorded for that game.
 5. Players' current *Ranking* in the tournament can be determined from their Tournament Points and Victory Points. Whoever has the greatest number of Tournament Points is in the lead; if any players have the same number of Tournament Points, ties can be broken by comparing the number of Victory Points the tied players have.

4.5 Forfeiting and Disqualification

1. If a player is unable to complete a game for any reason, they must *Forfeit* that game. A *Forfeit* awards 0 Tournament Points. However, the forfeiting player retains any Victory Points they had prior to forfeiting (this is used for tie breaking when determining players' *Ranking*).
2. The forfeiting player's opponent counts as receiving a *Win* (worth 5 TP). They also receive as many VP as they earned during the game *plus* one additional VP for every *Lingering Effects Phase* remaining in the game.
3. If a player is *Disqualified* from the event for any reason, they automatically lose all their Tournament Points and Victory Points and lose any access to prizes available from the tournament. At the discretion of the tournament organizers, they may also be asked to leave the event entirely.

4.6 Tournament Results

1. After the last *Tournament Round*, event organizers should determine the overall winner. The winner of the tournament is the player who ends the tournament with the highest *Ranking* (greatest number of Tournament Points, or greatest number of Victory Points if tied with another player).
2. If multiple players have identical *Rankings*, ties can be broken by summing the total number of Tournament Points and Victory Points earned by each of the player's opponents. The player whose opponents earned the most total points is the winner.
3. Once a victor has been chosen, any prizes for the participants should be awarded by tournament organizers.

This work has been produced by the community at Samaria Lives (www.samarialives.com), a fan collective dedicated to the game Dark Age. Published February 27, 2019. *Writing*: Jim Porter; *Diagrams*: Jim Porter, Michael Stevens; *Scenario Design*: CMON Ltd

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Scenario 1: Burying the Dead

First published in Dark Age 2017 Master Rules

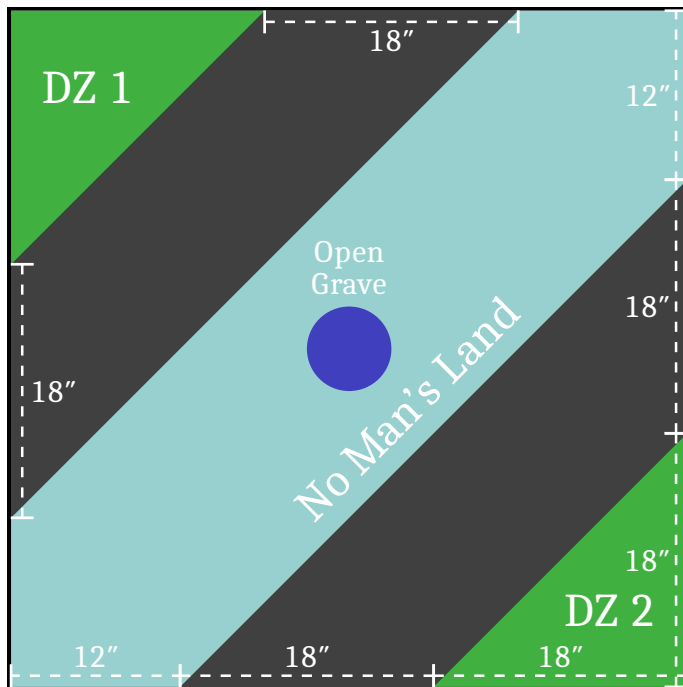
Life on Samaria can be ruthless, especially when conflicts arise. Battles take their toll and forces must eventually remove the remains of all they lost—or what is left of them. The forces have come to a well-known depository for the dead and destroyed; one force to protect their fallen brethren from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

Setup

- During battlefield setup, 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 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.
- A player achieves *Primary Victory* if they have accumulated 10 Victory Points and their opponent has



not. If both players have 10 or more VP at this time, the player with more VP is declared the winner. If both players have at least 10 VP and are tied, the game is a draw.

- Otherwise, the player with the most Victory Points at the end of 8 game rounds achieves *Primary Victory*. If both players have the same number of VP, the game is a draw.

Special Scenario Rules

- Models cannot interact with the *Open Grave* until after the start of Round 2.

Scenario 2: Duel of Champions

First published in Dark Age 2017 Master Rules

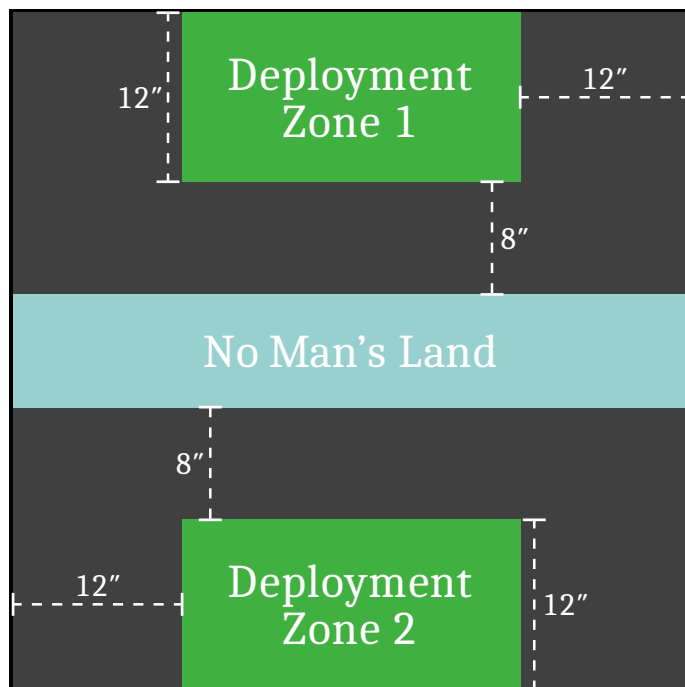
The constant battle and hardship that the factions of Samaria are subjected to result in death and destruction, it's true... but those who survive rise to the top of their forces and become their leaders' champions. After weeks of mudslinging and challenges, two of these titans are meeting on the battlefield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

Setup

- 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.
- Models with the **Infiltrate** special ability may not deploy within *No Man's Land*.
- 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).
- If one *Champion's* action, ability, or effect kills an opponent's *Champion*, the first *Champion's* player scores 5 Victory Points.
- A player achieves *Primary Victory* if they have accumulated 10 Victory Points and their opponent has not. If both players have 10 or more VP at this time, the player with more VP is declared the winner. If both players have at least 10 VP and are tied, the game is a draw.



- Otherwise, the player with the most Victory Points at the end of 8 game rounds achieves *Primary Victory*. If both players have the same number of VP, the game is a draw.

Special Scenario Rules

- If a *Champion* is killed, the closest friendly model to where the model was removed becomes that player's new *Champion* at the start of the following *Preparation Phase*.

Scenario 3: Ancient & Bloody Wasteland

First published in Dark Age 2017 Master Rules

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!

Setup

- 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

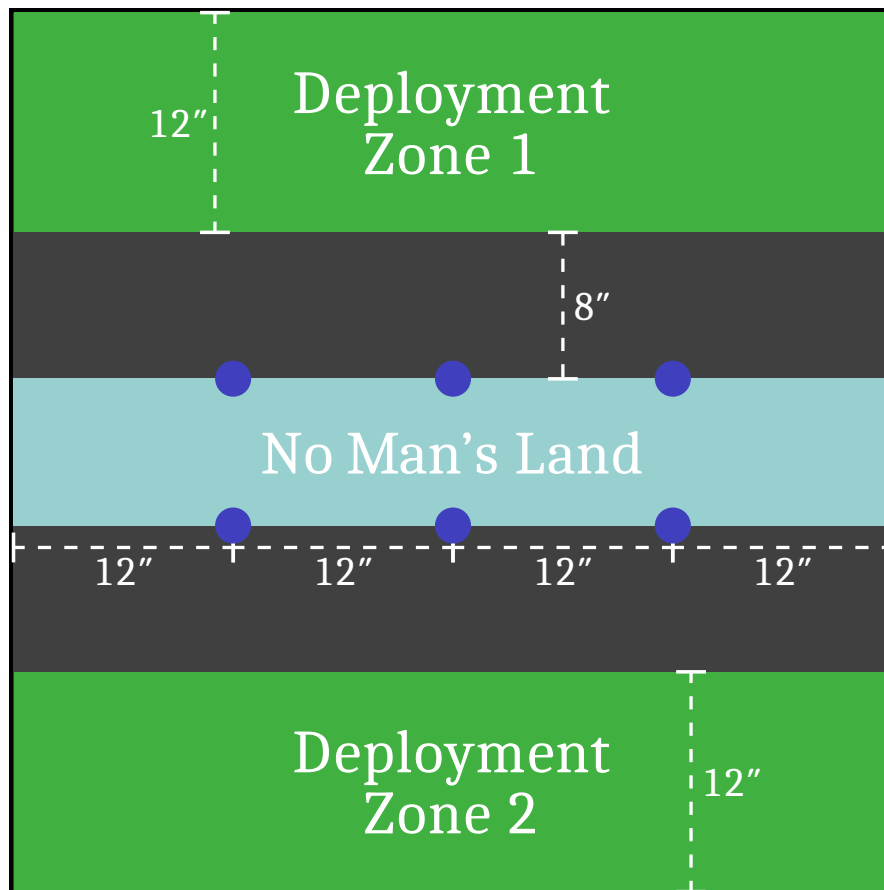
- At the end of the game, players earn 1 Victory Point for every 100 points (rounding "half down" to nearest 100) of enemy models that were killed or are cur-

rently waiting to be deployed. (Example: 475 total points would yield 5 *Victory Points*, while 450 total points would only yield 4.)

- The player with the most *Victory Points* at the end of 8 game rounds achieves *Primary Victory*. If both players have the same number of VP, the game is a draw.

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.



Scenario 4: Slaughtering Fields

First published in March to Immortality 2017-2018

Two opposing forces have met in neutral territory and things are about to get violent and bloody awfully quick!

Setup

- 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.

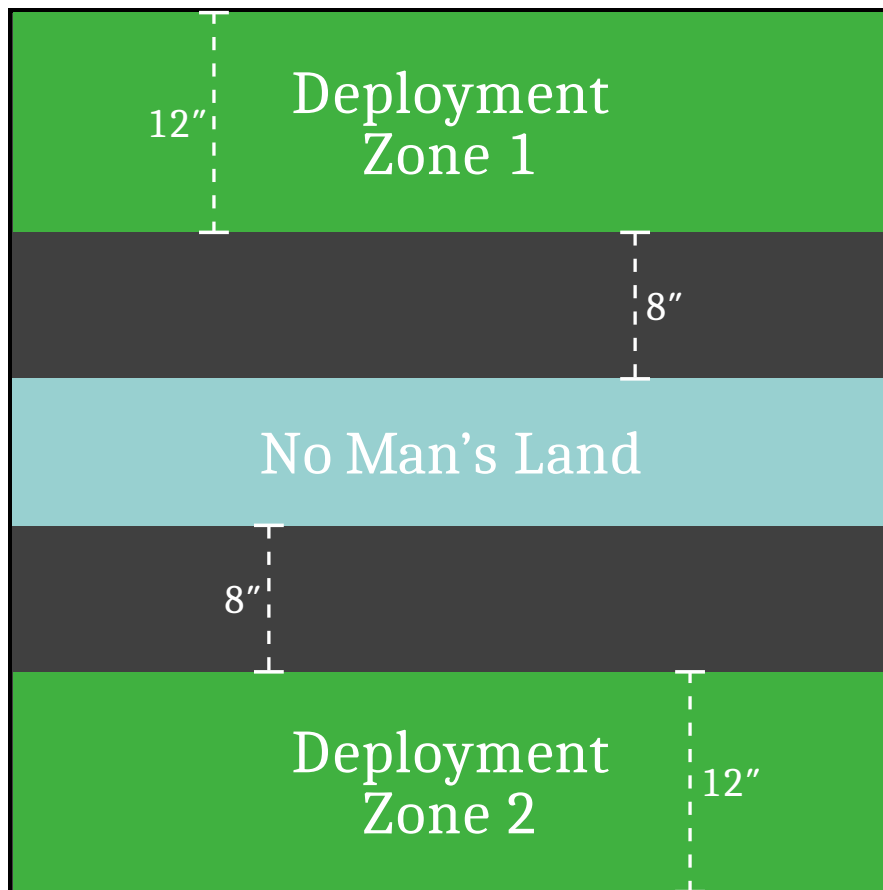
Primary Victory Condition

- At the end of the game, players earn 1 Victory Point for every 100 points (rounding "half down" to nearest 100) of enemy models that were killed or are currently waiting to be deployed. (*Example: 475 total points would yield 5 Victory Points, while 450 total points would only yield 4.*)

- The player with the most Victory Points at the end of 8 game rounds achieves *Primary Victory*. If both players have the same number of VP, the game is a draw.

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.
- Players may discard *both* of their *Secondary Objectives* instead of the normally allowed one during the *Lingering Effects Phase*.



Scenario 5: Caravan Control

First published in *March to Immortality 2017-2018*

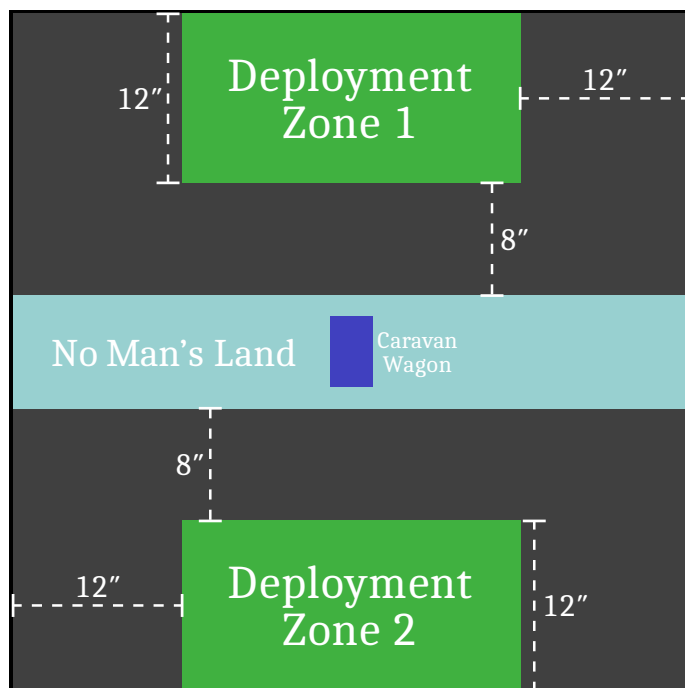
A caravan wagon full of necessary spare parts and other resources is on the move between opposing territories. Two forces have laid claim to it, but neither will give it up without a fight!

Setup

- During battlefield setup, a $3 \times 5''$ rectangular *Objective Marker* representing the *Caravan Wagon* is placed at the center of the battlefield so that there is $1\frac{1}{2}''$ between its shorter sides and the edges of *No Man's Land*. This *Objective Marker* has the **Blocks Line of Sight**, **Impassable**, and **Heavy Cover** terrain keywords. Note: in tournament settings, the event organizers should provide each table with a suitable *Objective Marker* for players to use.
- 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 $4''$ of the *Caravan Wagon*, another *Objective Marker*, or table edge.

Primary Victory Condition

- During the *Lingering Effects Phase*, a player scores 1 Victory Point if they are *In Control* of the *Caravan Wagon*. A player scores 2 Victory Points if they are *In Control* of the *Caravan Wagon* and it currently is even partially within the opponent's *Deployment Zone*.
- After scoring, a player achieves *Primary Victory* if they have accumulated 10 Victory Points and their opponent has not. If both players have 10 or more VP at this time, the player with more VP is declared the winner. If both players have at least 10 VP and are tied, the game is a draw.
- Otherwise, the player with the most Victory Points at the end of 8 game rounds achieves *Primary Victory*. If both players have the same number of VP, the game is a draw.



Special Scenario Rules

- The player with more points' worth of models currently in base contact with the *Caravan Wagon* is considered to be *In Control* of it.
- Beginning in game round 2, at the start of the *Preparation Phase*, the player *In Control* of the *Caravan Wagon* may move it in any direction up to $4''$. The *Caravan Wagon* may not move through or end this movement on models or terrain of any kind.

There are many ways that you could choose to represent your *Caravan Wagon*. The Dark Age team and the Samaria Lives community recommend the Caravan Wagon model from Warsenal, found in the Dark Age section on their website: warsenal.al

Scenario 6: Reassemble the Tower

First published in March to Immortality 2017-2018

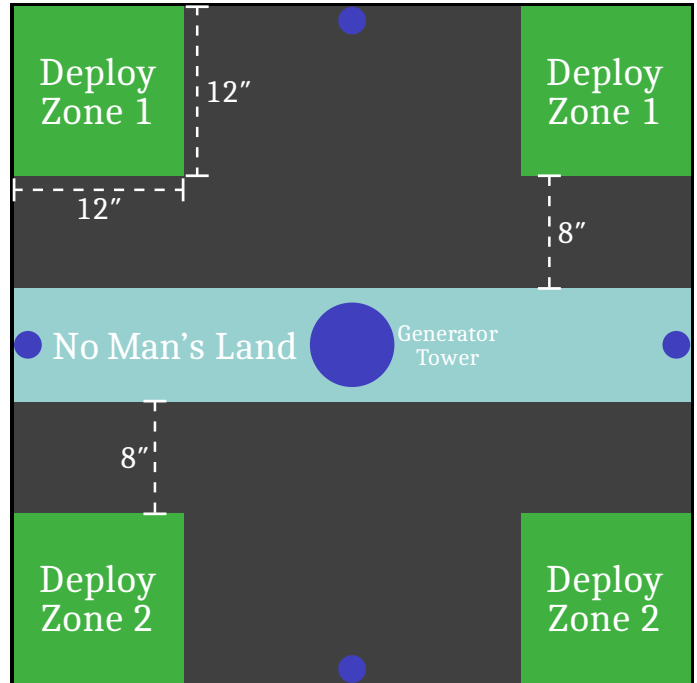
Electricity is important to a lot of Samaritan communities, so anything that generates that kind of power is important to keep functioning. One such generator tower has gone offline and needs new power cells, meaning the force that installs them first will get the boost!

Setup

- During battlefield setup, a *Blast (3) Template* (or marker of the same shape and size) is placed at the center of the battlefield to represent the *Generator Tower*. The *Generator Tower* is an *Objective Marker* and terrain feature with the **Dangerous**, **Heavy Cover**, **Obscuring**, and **Rough** keywords.
- Before deployment, one *Objective Marker* is placed on the center point of each table edge (as shown on the map diagram below). A single 30mm *Power Cell Counter* is placed on each of these *Objective Markers*.
- *Objective Markers* in this scenario have the **Dangerous** keyword in addition to their normal keywords.
- Models using the **Infiltrate** special ability may not deploy within 2" of an *Objective Marker*.

Primary Victory Condition

- Beginning on game round 2, models touching or within the smaller *Objective Markers* can spend 1 AP to attempt a PS Check. Success in this PS Check allows the model to take the *Power Cell Counter* (if the *Objective Marker* still has one). A model may only carry one *Power Cell Counter* at a time. If the model with a *Power Cell Counter* is killed, the owning player places the 30mm circular token somewhere in base contact with the model before it is removed. Other models may pick up a dropped *Power Cell Counter* by spending 1 AP (no PS Check needed) while in contact with it.
- Any model may spend 1 AP when in contact with the *Generator Tower* and discard a *Power Cell Counter* they are carrying to gain 3 Victory Points.



- After scoring, a player achieves *Primary Victory* if they have accumulated 10 Victory Points and their opponent has not. If both players have 10 or more VP at this time, the player with more VP is declared the winner. If both players have at least 10 VP and are tied, the game is a draw.
- Otherwise, the player with the most Victory Points at the end of 8 game rounds achieves *Primary Victory*. If both players have the same number of VP, the game is a draw.

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 7: Trenches & Foxholes

First published in March to Immortality 2017-2018

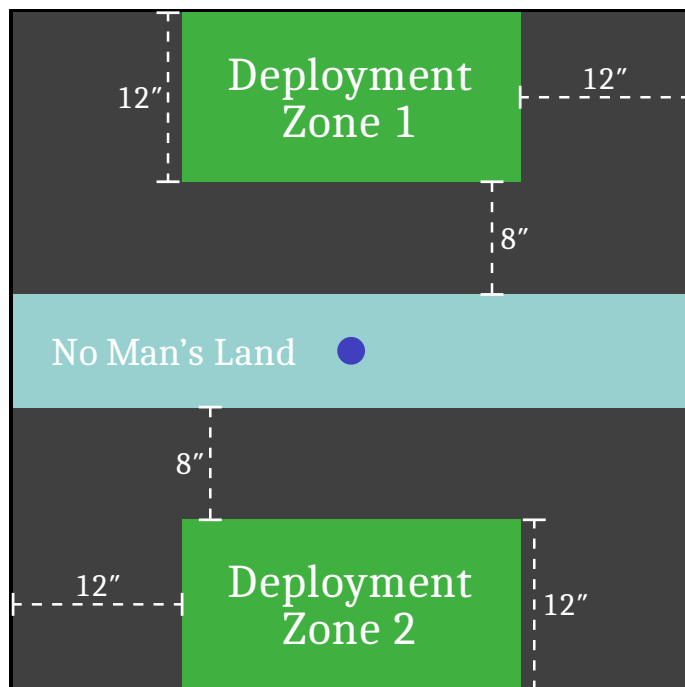
Old battlefields find ways of popping back into relevance on certain borders and territory boundaries, especially when forces begin to ebb and flow in that area again. When that occurs, old abandoned battlements and fortifications are terribly important once more.

Setup

- During battlefield setup, one *Objective Marker* is placed in the very center of the battlefield.
- Before deployment, each player takes turns, beginning with Player A, placing two *Objective Markers* each (for a total of five, including the central Objective) 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 **Sunken** keyword in addition to their normal keywords.

Primary Victory Condition

- Beginning on game round 2, each player's models may spend 1 AP while in contact with an *Objective Marker* to make a PS Check. If that check is successful, that player claims that Objective (and places something on the *Objective Marker* to denote possession).
- Models on 40mm or smaller bases that ends its activation completely within the area of an *Objective Marker* automatically claims it (no AP spent or PS Check necessary).
- A new claim removes any previous one on an *Objective Marker*.
- At the end of each *Lingering Effects Phase*, if a player has three claimed Objectives, they will receive 2 Victory Points. If they have four claimed Objectives, they will receive 3 VP. If they have claimed all five Objectives, they will receive 5 VP.



- After scoring, a player achieves *Primary Victory* if they have accumulated 10 Victory Points and their opponent has not. If both players have 10 or more VP at this time, the player with more VP is declared the winner. If both players have at least 10 VP and are tied, the game is a draw.
- Otherwise, the player with the most Victory Points at the end of 8 game rounds achieves *Primary Victory*. If both players have the same number of VP, the game is a draw.

Scenario 8: Killing Floor

First published in *Dark Age 2013 Core Rules*

The Kukulani are brutal and bloody in their training, often pitting their most capable fighters against each other in ritual combat. The forces of two factions have come across such a field and now their bravest and most deadly are compelled to show their might!

Setup

- During battlefield setup, a *Blast (3) Template* (or marker of the same shape and size) is placed at the center of the battlefield to represent the *Killing Floor*. The *Killing Floor* is an *Objective Marker* and terrain feature with the **Does Not Block Line of Sight** and **Light Cover** keywords.
- 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

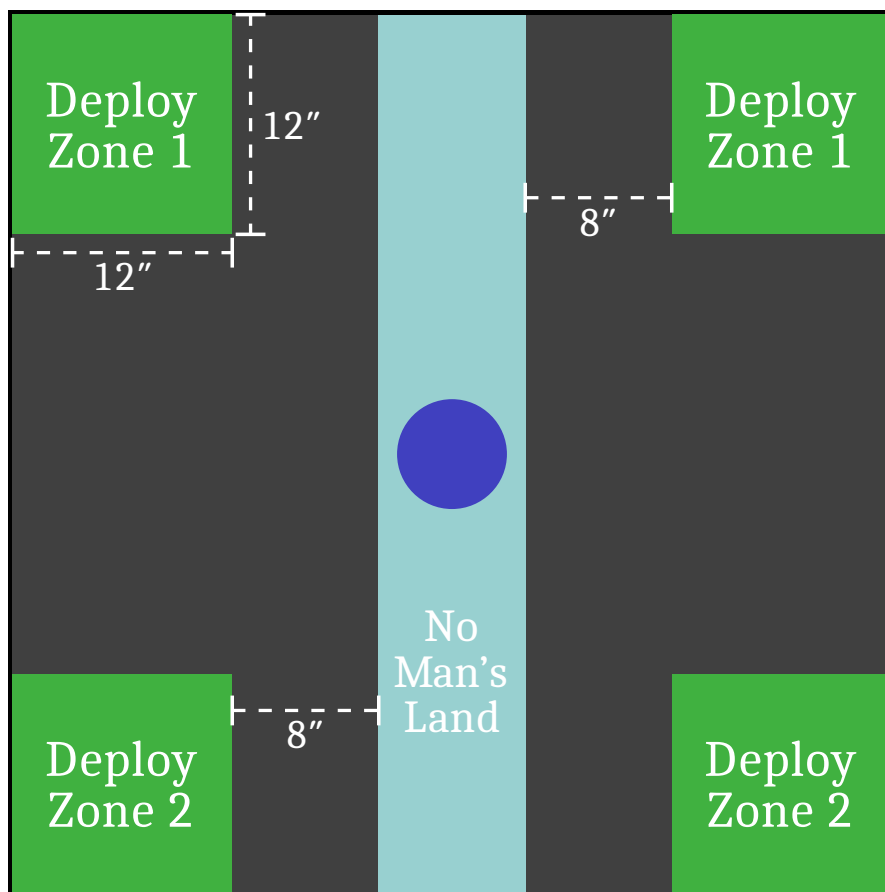
- At the end of each *Lingering Effects Phase* after the first, the player who owns a model fully or partially

within the *Killing Floor* while their opponent does not receives 2 Victory Points.

- After scoring, a player achieves *Primary Victory* if they have accumulated 10 Victory Points and their opponent has not. If both players have 10 or more VP at this time, the player with more VP is declared the winner. If both players have at least 10 VP and are tied, the game is a draw.
- Otherwise, the player with the most Victory Points at the end of 8 game rounds achieves *Primary Victory*. If both players have the same number of VP, the game is a draw.

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 9: Open the Void Road

First published in *Dark Age 2013 Core Rules*

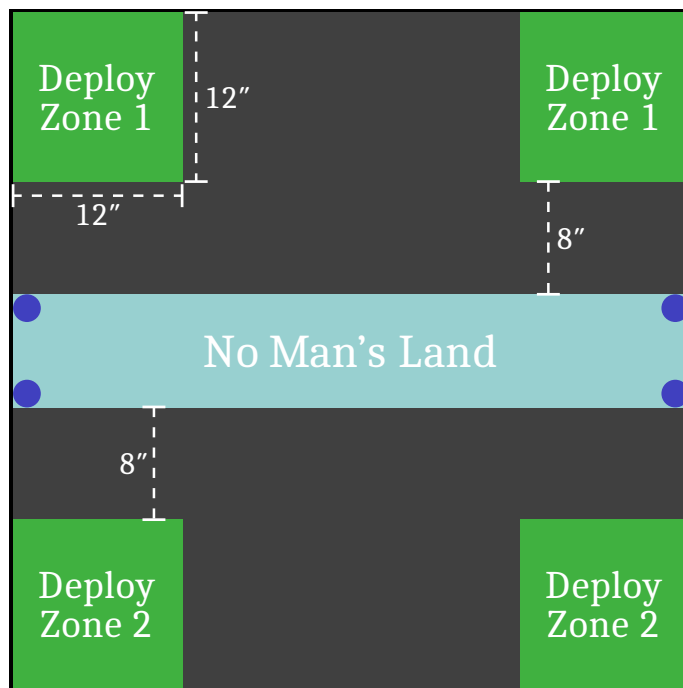
The Kukulكاني technologies remain a terrifying mystery to the inhabitants of Samaria. Fortunately, it seems your force has come across some form of relay belonging to these alien invaders. Now it is a race between you and the enemy to see who can secure these artifacts first!

Setup

- During battlefield setup, one *Objective Marker* is placed in each corner of *No Man's Land*, representing the *Kukulكاني Relay Markers*. The *Kukulكاني Relay Markers* are *Objective Markers* and **Large** terrain features with the **Blocks Line of Sight** and **Impassable** keywords.
- Before deployment, each player takes turns, beginning with Player A, placing one *Objective Marker* each (for a total of six, including the Relays) 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

- At the end of each *Lingering Effects Phase*, if a player has models in base-to-base contact with two of the *Kukulكاني Relay Markers*, they will receive 1 Victory Point. If they have models in base-to-base contact with three of the relays, they receive 2 VP. If they have models in base-to-base contact with all four relays, they receive 4 VP.
- After scoring, a player achieves *Primary Victory* if they have accumulated 10 Victory Points and their opponent has not. If both players have 10 or more VP at this time, the player with more VP is declared the winner. If both players have at least 10 VP and are tied, the game is a draw.



- Otherwise, the player with the most Victory Points at the end of 8 game rounds achieves *Primary Victory*. If both players have the same number of VP, the game is a draw.

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 10: The Captive

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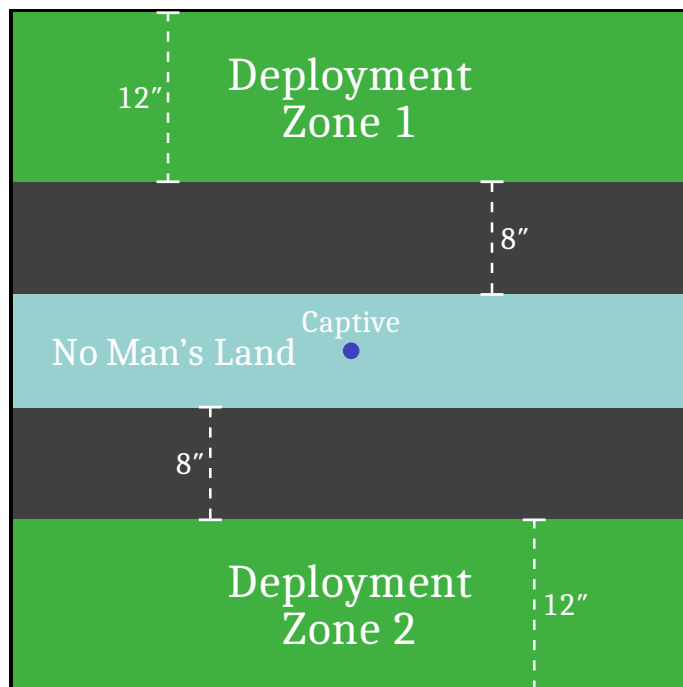
A high-value captive has managed to escape from the prisons of one faction. The captors have mobilized their forces to apprehend their target once more, but another faction has caught wind of this and is attempting to take the captive for their own purposes!

Setup

- During battlefield setup, a 30mm base (or a model on a base of the same shape and size) is placed at the center of the battlefield to represent the *Captive*.
- 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 the *Captive*, another *Objective Marker*, or table edge.

Primary Victory Condition

- Beginning on game round 2, a model may spend 1 AP while in contact with the *Captive* to claim it. Once claimed, anytime that model moves, place the *Captive* in base-to-base contact with that model after the move is complete.
- A model that has claimed the *Captive* may only spend 1 AP per round on movement (or abilities that allow movement), suffers -2 AS to all attacks, and suffers one automatic PW 1 hit at the end of its activation.
- The *Captive* remains claimed by that model until that model is killed or is **Dying**.
- Beginning on Game Round 2, if the *Captive* is not claimed by any model at the end of the *Activation Phase*, the *Captive* moves on their own by making a scatter roll and moving the *Captive* 3" in that direction.
- During the *Lingering Effects Phase*, if the *Captive* is claimed by a model, the player owning that model gains 2 Victory Points.



- After scoring, a player achieves *Primary Victory* if they have accumulated 10 Victory Points and their opponent has not. If both players have 10 or more VP at this time, the player with more VP is declared the winner. If both players have at least 10 VP and are tied, the game is a draw.
- Otherwise, the player with the most Victory Points at the end of 8 game rounds achieves *Primary Victory*. If both players have the same number of VP, the game is a draw.