

# The Dark Continent

*Rise above and conquer the Dark enemy, either  
by diplomacy or by force*

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### **1. Introduction**

The universe is at rest. The strength of the Federation, unknown to some, is growing rapidly. The time is set at a place where Earth is to be invited into this conglomerate of destiny as a moderately developed world, a title which it will share with quite a few worlds. It is the hopes of the Federation that humankind will set aside it's foul indifference to each other and unite under one banner.

However, on Earth things are getting out of hand. The European Union formalized itself as a nation, the Russians have reverted to Communism, and the Americans have discovered that they (The Russians) have begun work on a new Superweapon, one that threatens global sovereignty. They have launched a secret strike on the Russians, disabling their nuclear arsenal, as they mobilize their forces on the Western Seaboard. The Russians, discovering this, decide to keep it secret and launch their own strike in the same way, successfully disabling the nuclear arsenal of the Americans. They too build up in the East to prevent incursion from the Pacific.

Meanwhile, a new union has formed. The Marginalized Factions of Earth, representing the entire continent of Africa, some of the Middle East, all of South America and Central America (Except for Mexico and Venezuela), Polynesia and North Korea, have declared their independence from the entire world, and want to create a new trade union and base currency that will guide them into the future. All things considered, a world war could start at any moment there.

In another place, deep in the heart of the blackness of space, there appeared a planet, not meaning much to anyone really. On this planet, nothing existed, not vegetation, not animal or biological life, nothing. Then, all of a sudden, a heavy wind began to prevail over the planet. It spawned creatures, which would later be called the Yudu'uah, and between them there were differences. Then there was a system of life spawned all around them, and they were given places to live and food to eat. Knowledge began to flow into them, telling them of the deeds of the living.

Then weapons appeared to them, and the first test was when they discovered that they could do warfare as well. They wished for more weapons, and they appeared. Not all of them got what they wanted, however, so they soon learned reverence for whatever was guiding them.

Our game begins in a time where they have all issued a challenge to each other: Become the strongest among the races of Yudu'uah, and be the one responsible for the invasion of the universe!

### **2. Board 1: The Dark Continent**

#### **1. Description**

The board consists of the map of The Dark Continent, featuring premade subdivisions and elevation parameters. There is no outer space warfare with this map. On it, there will be fortifications and weapons deployed already, as well as some units to get the players going. The objective to complete on this map is to collect as many Trade Points as possible by establishing trade routes through territories to feed into your own. The winner at the end of this maps playing will be the Dark Continent player for the remainder of the game.

During this game, tiles will be flipped into play to represent story components. These effects will be

lasting on the Dark Continent player as they build up and deduct from their faction sheet, when established. Often, weapons will appear, and they will disappear over time, so they must be used before they are lost forever.

## **2. Players**

The map consists of areas for all 8 players. Each player in the game is represented by a Yudu'uah faction, from the list below:

### **1. The Shenzan**

- This group of Yudu'uah decided to establish a Queen in their midst to rule them, so they will draw a Queens Ruling card of their choice at the beginning of each turn.
- They have the most brute strength, but are average with weapons of design. Their use of spears and swords, however, is nearly unmatched, and the incantations they have discovered on the map make their trade worthwhile, and their combat feared.
- They also consider themselves to be the first to recognize themselves for what all Yudu'ah are as an entity, and this is a matter of politics they all resolve equally, so this will place them first in Turn Order for this map.

### **2. Akusimaba**

- The warrior breed was found in this batch of Yudu'ah, and they have always preferred to wrestle over matters, even before they knew of weapons as a people.
- They swear to be the second and have even slaughtered babies over their concern, swearing that they saw Shenzan recognize themselves first through a single witness who is now dead. They swear to have copied them then, making them the official second race. This will place them second in Turn Order.
- They also have the most Shimarra because of their plundering, and have the largest starting lands.

### **3. Ba'Kri**

- The Ba'Kri are a fierce race, but do not subject themselves to war all the time over their concerns. In fact, they do seem to profess judgments in a clearer manner than the rest, and after assessment by all races of Yudu'uah, they were assigned the third position.
- They also hold power over their infernal court system, which they developed from watching other races in their minds and coming up with their own system. This causes the Ba'Kri to draw a card of their choice from the Judgments deck.

#### 4. Shaaku

- This race of Yudu'uah was referred to as the third to self-discover before it was assessed that they were indeed the fourth, by all accounts given at the time and up to this day. They hold a resentment towards the other races for demoting them in such a way, and sometimes fight over petty squabbles to make a point in rebellion.
- This race also discovered that they could represent the actions of others through dance. This player will draw a Dance card of choice and play out its instructions instead of carry out a proper turn, if desired, or hold it for later.
- One day a while before this map playing takes place, one of them sees a cache of weapons deployed in his mind, and reports it to the authorities, who confirm it. Shaaku were promptly assigned a Seer position in their ranks, and so therefore, until the Seer position is no more, the Seer deck will be looked at and a card selected by this player at the beginning of the round of turns. The Shaaku player will be responsible for playing out its instructions, unless it requires the help of the board.

#### 5. Katanja Simre

- A more loving type of soul, the Katanja Simre seem to have an ability to shape the Karra with their minds and their hands, or their feet if they so chose to do it.
- They were the firth to discover themselves, as per all assessment requirements, and don't really mind about the tier system in particular but adhere to it, being a part of the Yudu'uah.
- They also select from the Love deck on their turn.

#### 6. Beluseh

- The smartest of them, they hold in secret among themselves as a caste that they were the sixth on purpose, that they did not evidence their discovery in order to see the marvel that other races prevailed to show about their own discoveries. They just didn't see the need to wait past what they could tell was the fifth interpretation to announce their own knowledge. This is not really accepted by the other Yudu'uah but so long as they tolerate the requirements of assessment then the rest is just minutia.
- They happen to be a part of the deep state of things, meaning they incur heavily on the politics of the area and make sure to be there in key positions to accomplish their work while the rest of the race reaps their benefits. This causes them to draw selectively from the Political Influence deck on their player turn.

#### 7. Umrao

- This particular race is clearly Yudu'uah in many ways, but they have a furry, barbed tail and a snout that extend well past their forehead. They were the seventh race to discover themselves, only with some help from the Beluseh.
- They seemingly also possess more animal like instincts than the rest, and so consequently they will be drawing from the Instincts deck and playing out its instructions on their turn.

## 8. Innulisime

- These creatures are unique, in that they prefer isolation. They have no need of anyone else, as the fauna comes to them and submits plainly before their knives, and the vegetation does not grow thorns or thistles or poisonous leaves in their region, and it is relatively easy to cultivate.
- They also have alot of Shimarra as their wandering merchants trade a good they mine known to the Yudu'uah as Karra, which seems to give energy to the weapons that appear time to time. The Innulisime use it not for that purpose, but for others, as strange devices that seem to help them have appeared since civilization.
- They also draw from the Unique deck, as per 8<sup>th</sup> player rules. They swore to meet with an Akusimaba later on, and recognized themselves as 8<sup>th</sup> as per the official record.

## 3. Tiles and Tokens

On this map, as is Yudu'uah custom, they do as provided, so when there are weapons around they will war, and when there are tools of diplomacy around, they will trade and do things with them, all as per their black mischief on each other. This will be represented by certain tokens on the board and on various Faction sheets. The tokens being used in this game, and their associated tracker/pool, will be listed below:

### 1. Squadron Tokens (Numbered 1 through 50)

- These tokens represent the Squadrons on the Faction Sheet provided to each Yudu'uah faction. Pools, and units in these pools, comprise what is represented by a token on the map board.
- There are only 50 spots for squadrons available.

### 2. Karra Tokens (Value 5)

- Used to represent a place where Karra can be mined. Reduce to a lower quantity when drained and increase it when grown.
- Place one on each territory at the start of the game.

### 3. Karra Tokens (Value 3)

- Used to represent a place where Karra can be mined. Reduce to a lower quantity when drained and increase it when grown.

#### 4. Karra Tokens (Value 1)

- Used to represent a place where Karra can be mined. This is the lowest quantity, after which you remove this token and do not replace it when mined. Karra will still grow in this territory when depleted.

#### 5. Trade Security Tokens

- Indicates the peace between all adjacent races of Yudu'uah.
- Removed when one or more adjacent Yudu'uah factions are at war with you.
- When placed, you can trade with other adjacent Yudu'uah players who also have a Trade Security Token in that territory.
- All players receive a Trade Point for ensuring that all territories have a Trade Security Token, and as a result their Production Point count is doubled for the remainder of that turn. This cannot be done on the first turn, but as of the second turn that will happen if there are no absences of this token.

#### 6. Devastation Markers

- Placed on the board to represent that the effects of the Kyuga are to be rendered for the rest of the game when it fires on a territory.
- A Wreckage Token will be placed on any Local Board that have been struck by a Kyuga.

#### 7. Armaments Cache Tokens

- Every round on this map, there will be an Armaments Cache Token given to each player to place on one of their territories.
- Players will spend an action moving to the token, and then deploy the appropriate Local Board. All units of a selected squadron will approach and interact with the cache, and redeem the armaments upgrade they select from the pool on the Armaments Cache sheet. When all units in a squadron have been equipped properly, they will leave the Local Board by exiting on it's edge, and then put away the Local Board for now.
- Token is removed from the board when the Cache is depleted, and the Local Board cannot be accessed anymore unless there are units or fortifications on it.

#### 8. Kauma Tokens

- When deployed on the map, this formation of long range weapon can be controlled by the player in whose territory it is deployed. It becomes a point for a local board to be drawn, as the Kauma formation is too heavy to move far.
- Players will choose between this token or one of either the Apocanumbra or the Kyuga every 3 turns, and place the token on one of their territories.

#### 9. Apocanumbra Tokens

- This pre-assembled squadron of tanks can be deployed on the map, and will operate as per the players instructions.
- Take an Apocanumbra sheet and place the required units in the pool (4 Apocanumbra tank units). Deploy these units when they are moved into position to attack or defend.
- Choose between this token or either the Kauma or the Kyuga token every 3 turns, and place the token on one of the players territories.

#### 10. Kyuga Tokens

- Deployed on a selected territory when chosen every 3 turns, between either this token, the Kauma, or the Apocanumbra tokens.
- Will not move period, and must remain in the same place on the Local Board created by it's deployment.
- Must be defended with at least 1 Fortification and 1 Unit of choice, or else it will be removed from the board after 1 turn.
- Destroys all units within a squadron in an enemy territory, or lays a devastation marker on a Local Board with Fortifications or Stationed Units in a place of the attackers choice. Defender may also choose to create a Local Board from the point of impact if none was available at the time.

#### 11. Travelling Merchants Tokens

- Travels between Innudaku lands and other worlds, at the behest of the Innudaku player unless the Travelling Merchants are involved in combat, at which point there will be instances where the enemy controls the Units.
- Take a Travelling Merchants sheet and place 3 Innudaku Merchant Units on it. These will be deployed when a Local Board is to be used in their actions.

#### 12. Entrance Tokens

- Marks a spot on The Dark Continent that is an entrance to the rest of the land.

Squadrons must enter into this spot, and then travel across the land to another spot, if allowed, and then exit from another token into the map that it connects to. Territory below the incursion must be friendly or empty, with no chance of Militia being spawned.

- Cannot be moved once deployed. At the end of the preliminary game, one of these tokens will be given to each player and placed on a territory they control. Then The Dark Continent will fragment, and the continents are locked in.

### 13. Weighty Judgment Tokens

- These are placed by the Ba'Kri when a Judgment has been passed on any of the players. This can mean one of a few things, given what the card in play says, but all territories with a token will be subject to the current rule for their misbehaviour.
- Can only be removed after successful petition to the rest of the board, awaiting a majority vote (Excluding the petitioning player).

## 4. Units and Fortifications

There are a few different types of Units and Fortifications that have come about on The Dark Continent since civilization, and this is where our game commences, sometime after that. The Fortifications and Units are as follows:

- Fortifications

1. Jahak

- Cost: 3 Shimarra, 14 Production Points
- Health: 25 Points
- Max Elevation: 2
- Description: This Fortification produces new armaments. Bring depleted weapons here and Karra to restore or convert them. This building can also construct Umha tanks and Ryuva helicopters, as well as resupply them if they come to the building. Armaments built in this factory are stored in the appropriate Armaments section on your Faction Sheet, as per the numbered Jahak. Supplies can be moved from place to place if there is a connecting Local Board.

2. Semi'Kri

- Cost: 5 Shimarra, 16 Production Points
- Health: 18 Points
- Max Elevation: 3
- Description: Allows the trading of goods via Shimarra in that particular territory. Only works if there are Trade Security Tokens in both territories. Goods purchased will go into the Trade Holdings pool, and can be spent or traded for Shimarra at any time.

### 3. Melukshi Turrets

- Cost: 10 Shimarra, 14 Production Points, 4 Karra-based weapons
- Health: 12 Health
- Max Elevation: 3
- Description: A basic turret used for defending the homeland. Deploy in spots on the Map Board and create a Local Board for each different spot. Can be deployed alongside available Units. Requires a recharge of Karra in order to keep firing, which will expire every 2 turns.

### 4. Goush Station

- Cost: 2 Shimarra, 5 Production Points, 2 Karra-based weapons
- Health: 35 Health
- Max Elevation: 2
- Description: This defensive station can be deployed, and a Local Board will have to be produced for its placement. It requires some weapons to make its gatling gun come to life, however, and cannot move or be moved.

### 5. Moruha

- Cost: 8 Shimarra, 14 Production Points
- Health: 18 Health
- Max Elevation: 1
- Description: A factory for harvesting Karra. Mined Karra goes into your Trade Holdings pool until otherwise placed. Deplete the Karra on the board nearest the Moruha Fortification one point each turn when present. Multiple Moruha Fortifications will be needed to mine other deposits on the same territory.

### 6. Lobuta Haba

### 7. Lobuta Stur

### 8. Lemnobuta

- Units

### 5. Local Boards

### 6. Combat

### 7. Diplomacy

### 8. Special Conditions

### 9. Turn Order

### 10. Victory

## 3. Board 2: Earth

### 1. Description

### 2. Players

- 3. Tiles and Tokens**
- 4. Units and Fortifications**
- 5. Local Boards**
- 6. Combat**
- 7. Diplomacy**
- 8. Special Conditions**
- 9. Turn Order**
- 10. Victory**

**4. Board 3: Vispash**

- 1. Description**
- 2. Players**
- 3. Tiles and Tokens**
- 4. Units and Fortifications**
- 5. Local Boards**
- 6. Combat**
- 7. Diplomacy**
- 8. Special Conditions**
- 9. Turn Order**
- 10. Victory**

**5. Board 4: Rensh**

- 1. Description**
- 2. Players**
- 3. Tiles and Tokens**
- 4. Units and Fortifications**
- 5. Local Boards**
- 6. Combat**
- 7. Diplomacy**
- 8. Special Conditions**
- 9. Turn Order**
- 10. Victory**

**6. Board 5: Halhutok**

- 1. Description**
- 2. Players**
- 3. Tiles and Tokens**
- 4. Units and Fortifications**
- 5. Local Boards**
- 6. Combat**
- 7. Diplomacy**
- 8. Special Conditions**
- 9. Turn Order**
- 10. Victory**

**7. Board 6: Coum**

1. Description
2. Players
3. Tiles and Tokens
4. Units and Fortifications
5. Local Boards
6. Combat
7. Diplomacy
8. Special Conditions
9. Turn Order
10. Victory

#### **8. Board 7: Denseti**

1. Description
2. Players
3. Tiles and Tokens
4. Units and Fortifications
5. Local Boards
6. Combat
7. Diplomacy
8. Special Conditions
9. Turn Order
10. Victory

#### **9. Board 8: Teminsheb**

1. Description
2. Players
3. Tiles and Tokens
4. Units and Fortifications
5. Local Boards
6. Combat
7. Diplomacy
8. Special Conditions
9. Turn Order
10. Victory

#### **10. Board 9: Giljeet**

1. Description
2. Players
3. Tiles and Tokens
4. Units and Fortifications
5. Local Boards
6. Combat
7. Diplomacy
8. Special Conditions
9. Turn Order
10. Victory

## **11. Board 10: Ysetsia**

- 1. Description**
- 2. Players**
- 3. Tiles and Tokens**
- 4. Units and Fortifications**
- 5. Local Boards**
- 6. Combat**
- 7. Diplomacy**
- 8. Special Conditions**
- 9. Turn Order**
- 10. Victory**

## **12. Board 11: Dagyar**

- 1. Description**
- 2. Players**
- 3. Tiles and Tokens**
- 4. Units and Fortifications**
- 5. Local Boards**
- 6. Combat**
- 7. Diplomacy**
- 8. Special Conditions**
- 9. Turn Order**
- 10. Victory**

## **13. Board 12: Pittock**

- 1. Description**
- 2. Players**
- 3. Tiles and Tokens**
- 4. Units and Fortifications**
- 5. Local Boards**
- 6. Combat**
- 7. Diplomacy**
- 8. Special Conditions**
- 9. Victory**

## **14. Board 13: Fauros**

- 1. Description**
- 2. Players**
- 3. Tiles and Tokens**
- 4. Units and Fortifications**
- 5. Local Boards**
- 6. Combat**
- 7. Diplomacy**
- 8. Special Conditions**

**9. Turn Order**

**10. Victory**

**15. Board 14: Space Station X**

**1. Description**

**2. Players**

**3. Tiles and Tokens**

**4. Units and Fortifications**

**5. Local Boards**

**6. Combat**

**7. Diplomacy**

**8. Special Conditions**

**9. Turn Order**

**10. Victory**