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Game: **SHADOWS OF BRIMSTONE**
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SHADOWS OF BRIMSTONE

SETUP

Decide on the number of **heroes**. This is usually 1 per player, but with fewer players you may have 2 heroes per player.

Determine the **Threat deck** to use and how many **Revive tokens** the heroes, as a group, have available:

# Heroes	Threat, Tokens	# Heroes	Threat, Tokens
1	Low, 2 tokens	4	Med
2	Low, 1 token	5	High, 1 token
3	Med, 1 token	6	High

Shuffle all of the card decks. Shuffle the 12 **Exploration tokens** into a facedown stack.

Prepare the heroes. If creating a new hero, choose a **hero class** and take the appropriate **character sheet**, the listed **Starting Gear** cards, 1 **Grit token**, and 1 random **Personal Item** card. Choose 1 of the 3 **Hero Starting Upgrades** available to your hero. Take a **Side Bag** card and 1 free token (either *Whiskey*, *Bandages*, or *Dynamite*). Finally, choose a name for your hero. **Players** choose 1 hero to take the *Old Lantern* card in addition to his other gear.

Select a **mission** from the **Adventure Book**. Follow any special set up instructions.

Place the **Darkness marker** on the **Depth track's** **Darkness Start** space and the **Hero Posse marker** on the **Mine Entrance** space.

Put the **Mine Entrance map tile** in the center of the table, and place each **hero model** in one of the 6 starting area spaces (the back row of 4 spaces and the 2 center spaces in the second row).

Notes

If you need to determine a **random hero** during the game, draw one of the hero tokens, or assign a number to each hero and roll an appropriate die.

Cards listed as **Remains in Play** stay in play and continue to affect the game until they are canceled.

Each deck of cards has a corresponding **faceup discard pile**. Players may look through any discard pile at any time. If a deck runs out of cards, shuffle the discards to form a new facedown deck. **Loot** and **Scavenge** decks do not have discard piles, and are instead shuffled every time cards are drawn from them.

You may not reroll the same die more than once.

GAME PHASES

1. HOLD BACK THE DARKNESS

The player whose hero has the *Old Lantern* must roll a **Hold Back the Darkness test** by rolling 2D6. This test is made at the start of every turn (even during a fight).

If the total is equal to or greater than the number at the bottom of the stage of the Depth track the Hero Posse marker is in, the Darkness marker does not move this turn. If the roll is less, the Darkness marker moves 1 step closer to the Mine Entrance space. Grit may *not* be used to reroll this test.

When the Darkness marker moves onto a **Blood Spatter space**, immediately draw a **Darkness card**.

When the Darkness marker moves onto a **Growing Dread space**, immediately draw a **Growing Dread card**.

If natural doubles are rolled, a **Depth Event** occurs. Even if the roll would normally have failed, instead of moving the Darkness marker, resolve the **Depth Event chart** entry for the double number that was rolled.

2. MODELS ACTIVATE

Models activate in order of **initiative**, from highest to lowest. Heroes tied for initiative may decide between them who will go first (this may be changed from turn to turn).

An **activated hero may move**, and then either **search or make 1 attack**. When heroes discover a new **room tile**, place an **Exploration token** on it.

After all models have been activated and any new rooms have been explored, resolve any **end of the turn** effects. If there are several, the heroes may decide the order they are triggered.

HERO MOVEMENT

Roll 1 die and move a number of spaces up to the result. Models have no facing and may move in any direction, even diagonally. Models may *not* move through other models or walls, and may only move into valid spaces (at least 50% of a space).

The 2 half-spaces of a tile's open-ended connector (not blocked off with an end cap) are **doors** and models *may* move into these half-spaces. A hero standing in a door between 2 map tiles counts as being on *both* those tiles.

A hero that rolls a 1 on his move roll may recover 1 grit. If you use grit to add an extra D6 to your movement, you do not recover another grit if you roll a 1 on that D6.

If a hero starts their activation on a tile that is not the same tile, or is not a tile adjacent to the tile, as the tile the *Old Lantern* is on, that hero immediately takes D6 **horror hits**.

SEARCHING

When searching, a hero may **scavenge** or **look through a door**. A hero may *not* search during a fight.

Scavenging

A hero that ends their move on a tile that has not yet been successfully scavenged may attempt to **search**. **Roll 3 D6: if any result is a 6, you have successfully scavenged.** Place a **Scavenged marker** on the tile to show that it may not be scavenged again, and draw 1 card from the **Scavenge deck** for each 6 rolled. Shuffle the entire deck before drawing cards.

You may scavenge any tile except one with an unrevealed **Exploration token** on it, and you may only scavenge 1 tile per turn. End caps and gates are not full tiles and may not be scavenged.

Looking Through a Door

A hero ending his move on a **door** may **search** by **looking through the door** to the next tile.

Draw a Map card and connect the tile shown to the door the hero is looking through. The green arrow on the card is the entrance to the new tile that should be connected to the door. If the new tile does not fit, discard it and draw a new Map card.

Whenever a room (not passage) tile is placed, draw an **Exploration token** without looking at it and place it facedown on the tile.

Whenever a new tile is placed, move the **Hero Posse marker 1 step forward on the Depth track**. The marker no longer moves if it ever reaches the Darkness Start space of the Depth track.

3. ROOM EXPLORATION

After all models have activated, reveal any facedown **Exploration tokens** by flipping them over.

For each **door icon**, roll a D6 and check the room's Map card to see where that door is (roll again if there is already a door there). Each exit that is not a door is closed off using an end cap.

When an **Exploration token** with **encounter** on it is revealed, draw an **Encounter card**. One of the **Exploration tokens** adds a **Growing Dread card** to the stack in addition to being an encounter.

When an **Exploration token** with **attack** on it is revealed, draw a **Threat card**.

Clue icons have different meanings based on the mission. When the final clue icon needed is found (or whatever the particular mission calls for is discovered), the heroes have found their **objective**. This usually means that the heroes ignore any door icons and encounters/attacks on the final Exploration token (though the Growing Dread Exploration token still adds a Growing Dread card) and the heroes must draw an Epic Threat card (if there are only 1 or 2 heroes, draw a High Threat card instead).

GRIT

You may:

- use 1 grit to reroll any number of dice you just rolled.
- use 1 grit to add an extra D6 to your movement.
- use grit to activate a special ability or item that requires it.

Max Grit on your character sheet is the max grit you can have at one time. If you are already at your Max Grit and you get to recover a grit, you may immediately spend that new grit instead of just losing it (usually to activate an ability that costs grit or to gain the extra D6 to your move for the turn).

HEALTH, SANITY, AND CORRUPTION

Wound markers are placed on your character sheet or on an enemy to represent health damage. Each unprevented hit inflicts 1 wound unless stated otherwise.

Sanity damage markers are placed on your character sheet to represent sanity damage. Each unprevented horror hit inflicts 1 sanity damage unless stated otherwise.

Corruption point markers are placed on your character sheet or on an enemy to track corruption. Each unprevented corruption hit inflicts 1 corruption point. Corruption is not considered 'damage' and is not prevented by things that prevent 'damage'.

Armor protects against wounds and **spirit armor** protects against sanity damage (neither protects against corruption). If equipped with armor, roll a D6 for each point of damage you are about to take. **Each roll that is equal to or better than the armor save prevents a point of damage.**

Being KO'd

A hero with wounds equal to his health or sanity damage equal to his sanity is immediately **KO'd**. No more wounds/sanity damage is applied. Replace the hero model with a **KO'd Hero marker**. Other models may freely move into and through a space with a KO'd hero.

At the end of any turn when there are no enemies on the board, a KO'd hero may **recover**. Replace the KO'd Hero marker with the hero model, pushing any model in the space to an adjacent space. Then roll once on the **Injury chart** if the hero's health was reduced to 0 or the **Madness chart** if his sanity was reduced to 0. Then **heal 2D6 wounds/sanity** (any mix), but health and sanity must be brought back to at least 1 each).

If reduced to 0 in both health and sanity at the same time, roll once on each chart, then heal 2D6 health and 2D6 sanity.

Revive tokens are usually held by the entire posse rather than by an individual hero. When a hero is KO'd, if the posse has 1 or more Revive tokens, 1 token is discarded and the hero is restored to full health, full sanity, and may recover 1 grit.

Healing

A hero that **heals** health or sanity removes that number of damage markers. If the hero **fully heals**, remove *all* damage markers of that type.

Any time a hero heals another hero's wounds or sanity damage (regardless of the method), the hero doing the healing gains 5 XP for each wound/sanity healed.

Tokens like *Whiskey* and *Bandages* may be used to heal other heroes that are adjacent to you during a fight, or even on the same tile while there are no enemies on the board.

ENCOUNTERS AND SKILL TESTS

Encounters affect all heroes in the mine unless otherwise specified. An icon denotes who must take the test:

-  The heroes pick one hero amongst themselves to take the test.
-  Every hero must make the test.
-  One randomly chosen hero makes the test.

To make a **skill test**, roll a number of dice equal to your value in that skill. If one of the dice is equal to or greater than the target number, the test is passed.

Skill tests that must be made outside of an encounter are made the same way, by someone described on the event or card text.

If an Exploration token calls for multiple encounters, draw all of the encounters and resolve them in any order. Any enemies that attack as a result of an encounter will not be placed or start the fight until all non-enemy aspects of the encounters have been completed. This can result in multiple enemy attacks at once.

GEAR AND ARTIFACTS

A hero has 2 **hand slots** they can assign items to: up to 2 different single-handed items or 1 double-handed item.

At the start of every turn, decide what items you want to assign to your hand slots. Unassigned items that require 1 or 2 hands to use do not give you any benefit from their card text.

It is assumed that heroes can swap different items into and out of their hands when there are no enemies on the board. You may still only ever use 2 hand slots at any given time though.

You may only carry 5 + your **strength in weight icons** at any time.

Items that have a red restriction bar require you to have a certain **keyword** to be able to use the item.

An item may have the keyword *Clothing* followed by another keyword with the clothing slot the item fills. You are limited to a single clothing item for each unique clothing slot.

Items with a **Dark Stone Icon** on them count as 1 Dark Stone when calculating how much Dark Stone you are carrying.

Heroes may give, trade, or sell items to other heroes; the **gold sell value** of most items is listed in their lower right corner. Personal Items may never be traded, lost, sold, or discarded in any way. You may transfer an item (or Side Bag token) to another adjacent hero (or on the same tile if there are no enemies on the board).

The text or ability of an item may not be used by 2 different heroes in the same turn.

Item Upgrades

Items that can be upgraded have up to 3 **upgrade slots** (empty circles) on the bottom left of their card. Each slot can be filled with an **upgrade item** found during an adventure, or a **forged Dark Stone Upgrade** added by the *Blacksmith* in town. Upgrades have 1 or more **slot requirements** (black circles) to show how many upgrade slots they occupy when attached to an item.

An Upgrade card lists what it can be attached to, as well as any **resources** it requires to be attached (usually Dark Stone). When attached to an item, it fills in a number of upgrade slots equal to its slot requirement and gives that item the listed bonus.

Attached Upgrade cards can be removed at any time, but the resources used to attach the upgrade originally are lost. Dark Stone forged directly onto an item in town is a permanent change and may not be removed.

Side Bag

Your **Side Bag card** may hold any mixture of up to 5 different **side bag tokens**. These are usually small 'discard to use' items (parchment background and green title bar).

GROWING DREAD CARDS

Growing Dread cards are placed facedown, unseen, in a stack near the Depth track (fan the cards out a bit so players can see the number of cards). When the mission objective is found, but before any Threat cards are drawn or enemies placed, resolve the cards in this stack one at a time, starting from the top.

A **Growing Dread card** (facedown or revealed) may be canceled if all of the heroes (not including KO'd heroes) collectively use 1 grit each.

FIGHTS

An **attack** may specify a particular enemy, or you may have to draw a Threat card of the appropriate level. If necessary, roll **Peril dice** to determine the number of enemies. The back side of each **Enemy Record sheet** has a **brutal** version of that type.

Enemies from an **Attack Exploration** token are placed on the tile where the token was revealed, in **reverse order of initiative** (lowest to highest). Place models in every other space (including puzzle connection halfspaces), in a checkerboard pattern starting at the back left of the row farthest from the tile entrance.

Once all of an enemy type has been placed, continue to the next lowest initiative enemy type, until all enemies have been placed. On a tie, roll randomly between them to determine which is placed first. Skip over any non-valid spaces (less than 50% of a space) as well as spaces that already have a model in them.

If you must place more enemies of a type than you have models available, place all the models you have, and *all* the enemies of that type become **elite** for this fight.

Elite Enemies

When a group of enemies is **elite**, roll once on the **Elite chart** at the bottom of its record sheet to determine its extra ability. This ability is applied to *all* enemies of that type for the duration of the fight. Place one of the numbered Elite markers on the record sheet to keep track of the ability.

If enemies have more than 1 elite ability, roll multiple times on the chart. If the same ability is rolled more than once, reroll.

Ambush Attacks

Ambushing enemies are placed adjacent to the heroes and gain +2 initiative during the first turn of the fight. Place enemies with the highest initiative first. Place 1 enemy model in any space adjacent to a random hero and targeting that hero. The next is placed in any space adjacent to a random hero with the least number of enemies of that type targeting it *and* at least 1 open space adjacent to it. Continue until all of the ambushing enemies are placed. Any that cannot be placed adjacent to a hero are placed as close to one as possible (not targeting a specific hero).

If a new group of enemies is placed by ambush while a fight is already on, the new enemies get the initiative bonus during the first turn of the fight, as do any other enemies already in the fight that are the same specific type as the ambushers.

If a new group of enemies ambushes mid-turn, the enemies are placed and the current turn immediately ends. Begin a new turn, starting the fight. This does not happen if enemies ambush during the Hold Back the Darkness phase, when the activating of models has not yet started.

Fight Turns

During a fight, all models **including enemies** activate in initiative order as normal. Enemies activate first if their initiative is tied with a hero. All enemies of a specific type activate at the same time, as a group. If multiple enemy types have the same initiative, roll to see who activates first.

Fear, Terror, and Unspeakable Terror

The enemy ability **Fear** does **horror hits** to adjacent heroes, **Terror** to heroes on the same tile, and **Unspeakable Terror** to heroes on the same or an adjacent tile. (X) is the number of horror hits inflicted every turn while the enemy is alive.

HERO MOVEMENT

During a fight, if a hero has an enemy in an adjacent space and wishes to start or continue a move, he must first try to **escape**. **To make an Escape test, roll a D6**. If the result is equal to or higher than the enemy's **Escape** value, the hero may move for the rest of this turn ignoring any adjacent enemies that have that Escape value or lower.

If the hero becomes adjacent to another enemy with a higher Escape value, they must stop their move and make a new Escape test with the higher difficulty to continue moving.

HERO ATTACKS

A hero may make 1 melee or ranged attack after moving. Some cards and abilities give you a **free attack** before or after your normal attack for the turn. **No more than 1 free attack may be made by a hero in a single turn.**

Every hero may make a **melee attack** (throw a punch). A melee attack may only target adjacent enemies. Your **Combat** value is the number of dice you roll when making a melee attack. You may use any number of items and abilities to add bonuses as long as all restrictions are observed.

You may make a **ranged attack** with a ranged weapon. The weapon's **Range** is the number of spaces distant an enemy can be and still be hit. **Shots** is the number of dice you roll when making a ranged attack with that weapon.

Use your Melee To Hit when making a melee attack and your Ranged To Hit when making a ranged attack. Each roll equal to or greater than the appropriate To Hit value counts as 1 hit. **Any dice that roll a 6 count as a critical hit.**

After rolling dice, assign hits one at a time or in groups to any enemies within range. Melee hits can only be assigned to adjacent enemies. Ranged hits can be assigned to any enemies within the weapon's range and in the hero's **line of sight** (LOS). However if there are adjacent enemies, ranged hits must be assigned to them first; once they are killed you may assign subsequent ranged hits to other enemies.

To have LOS to an enemy you must be able to draw a straight line between the centers of the hero's and target's spaces without crossing a wall. Only walls block LOS.

Duel Wielding

A hero with 2 one-handed ranged weapons may fire *both* as a single ranged attack. **The attack does not get critical hits for either of the weapons** (rolls of 6 count as normal hits). Roll 2 different colors of dice to track the hits each weapon scores.

Throwing Dynamite

A hero may use a **Dynamite token** as a ranged attack. The range is your Strength +3 and it may be thrown at any space in range as long as you have LOS to it (even if enemies are adjacent).

If the To Hit roll is successful, the dynamite lands in the targeted space and explodes. If the roll was missed, it instead **bounces** D3 times in random directions before exploding.

Exploding dynamite does D6 wounds, ignoring Defense, to each model in the same and adjacent spaces. Roll damage for each model separately.

Damage and XP

Each successful hit causes D6 damage. An enemy's Defense value is subtracted from *each* hit. **Critical hits ignore an enemy's Defense.**

An enemy is killed and immediately removed from the board as soon as it has a number of wounds equal to its Health.

The hero that caused the last wound gains the enemy's **XP value** in XP. For larger enemies, XP equal to the base **XP value**, **+5 XP for each wound**, is gained by individual heroes for each of their hits that inflicts 1 or more wounds.

Elite enemies are worth +5 XP per elite ability: this is only added to the base XP value for larger enemies.

ENEMY MOVEMENT

When the enemies of a type are activated, they choose their targets and move one at a time, starting with one closest to the heroes. If several are equally close, you may choose the order.

The first enemy **targets** a random hero within its Move that it can reach, and moves as far as it can to a space adjacent to that hero (usually to his far side). Turn enemies to face their targets. The next closest enemy then targets a different random hero within reach that has the least number of enemies of that type targeting it. This continues until all of the activating enemies have been moved. Any enemies that cannot reach a hero move as far as they can toward the nearest hero (not yet targeting a specific hero).

Once an enemy targets a hero, it continues to attack that hero until it is KO'd or until the hero is no longer adjacent. Enemies do *not* change target based on who is attacking them. If a targeted hero moves away or is KO'd, the enemy selects a new hero using the same process.

Large and Extra Large Enemies

An enemy of large or extra large size may move through any number of small or medium enemies blocking its path, displacing such an enemy into the space the large enemy just left. They may not displace other large or extra large enemies or heroes.

Extra large enemies take up 4 spaces (2x2 square). Use one of the spaces as the anchor space for placement, with the rest of the base on viable spaces free of other models. When moving, use one space as an anchor space for counting movement and range. An extra large enemy may hang off the board if at least half of its base is on the board at the end of its move.

Extra large enemies are only affected *once* by weapons and abilities that target an area.

ENEMY ATTACKS

Once all of the currently activating enemies have targeted a hero and moved, each of them attacks. Enemies roll to hit in the same way as heroes, but **do not inflict critical hits.**

An enemy's **Combat** value is the number of dice it rolls when attacking. Every die that successfully rolls equal to or greater than the enemy's To Hit value causes 1 hit. The player to your left should roll dice for the enemy attacks against you.

Enemy **ranged attacks** target a random hero based on the Range of their attack and LOS rather than their Move and a clear path. If there are heroes adjacent to the enemy, it will target those heroes first. Enemies with a ranged attack re-target each turn instead of persisting with a single target, and will generally not move unless there are no viable hero targets (if so, they will move toward the nearest hero until they are in range and LOS).

If an enemy has both a ranged attack and a Combat value, it will only make a melee attack if there is an adjacent hero; it will not move to make a melee attack. When choosing a target each turn, it will first select a random target from any adjacent heroes, and if there are none, it will then select a target at range.

For each hit you take, make a **Defense** roll. Roll all Defense rolls from the current enemy attacks together so, if necessary, you can use a grit to reroll all the dice that just failed. For each hit you fail to block, take wounds equal to the enemy's **Damage** value.

HELPING A KO'D HERO

A hero adjacent to a KO'd Hero marker may give up their attack to help that hero **recover** if there are no enemies on the same tile as the marker. The KO'd Hero immediately rolls on the Injury/Madness chart as appropriate and heals their 2D6 Wounds/Sanity (any mix) as normal. Place the figure back on the board, but they do not get an activation in the same turn they recover.

Any hero in the same or adjacent space to a KO'd Hero marker may **drag** that hero by using 2 movement points per space for movement. The marker is moved along with you and left in your space (if you started dragging them while in the same space), or the last space you moved from (if you were adjacent to it).

ENDING THE FIGHT

The fight immediately ends when all enemies have been defeated. You may then **catch your breath**: each hero heals D3 Wounds/Sanity (any mix). A hero who did not take any actions in the last fight round heals D6 Wounds/Sanity (any mix) or recovers 1 grit.

Any hero KO'd during the fight now **recovers**. Place the figure back on the board and heal 2D6 Wounds/Sanity (any mix). Then roll once on the Injury chart (if Health was reduced to 0) or Madness chart (if Sanity was reduced to 0). If both Health and Sanity were reduced to 0 at the same time, roll an Injury *and* a Madness, but heal 2D6 Health and 2D6 Sanity.

At the end of a fight, every hero may draw 1 **Loot card** for each Threat card that added enemies to the fight (max of 3 cards each); including each instance of enemies added by other means. Shuffle the Loot deck before drawing cards at the same time.

OTHER WORLDS

Gate icons on Exploration tokens work like door icons, but instead of leaving the connection open, attach a **gate end cap**.

While in the mines, place the Mines World card faceup near the Depth track. When a hero looks through a gate, draw a **World card** randomly from those not currently in play to see where the gate leads, and also display it faceup; there is 1 World card in play for each world that one or more heroes is currently in. When there are no heroes in a world, return its card to the World deck.

Once you have determined the other world through the gate, draw a Map card from that world's Map deck. If it is a room, place an Exploration token as normal; however the hero is not considered in the other world room so the token is not revealed until a hero is actually in the new room.

Then place a gate end cap for that world attached to the entrance of the newly placed other world tile. These 2 gate end caps are connected: the 2 sections of the board can be positioned anywhere on the table. The 2 spaces on one gate end cap are considered to be adjacent to the 2 spaces on the other.

Spaces on either side of a gate are adjacent for moving and attacks, but you cannot trace LOS through the gate unless you are on the end cap itself. The tiles are considered adjacent as normal.

Terror does affect heroes in the 2 spaces directly on the other side of a gate, even though they are not on the same tile.

Encounters only affect heroes in the same world as the encounter.

Ambushing enemies are only placed adjacent to and targeting heroes in the same world as the ambush. If the ambush was caused by something not located in a specific world, select a random hero in whose current world the ambush takes place.

Depth events always take place in the same world the *Old Lantern* is in, and only affect heroes in that world. Each other world has its own Depth Event chart to be used when the hero with the *Old Lantern* is in that world.

Each world has unique card decks for Map cards, encounters, artifacts, and other world threats (Threat cards list the results for the different threat levels; use normal epic threats for other worlds, but additional Threat cards they instruct you to draw are drawn from the other world Threat cards).

WINNING AND LOSING

To **win** a mission, the heroes must find the objective and defeat any enemies guarding it, as detailed in the mission being played.

The heroes immediately **fail** any mission if:

- they are all KO'd at the same time. The heroes escape, but must all still roll for injury/madness.
- the Darkness marker reaches the Mine Entrance space.

If all the non-KO'd heroes agree at the start of any turn, the posse may **flee the mine**. *All* of the heroes escape and the mission is failed. KO'd heroes must still roll for injury/madness.

SHADOWS OF BRIMSTONE

FIXED MAP MISSIONS

The entire board is set up in a fixed map mission. Map decks are generally not used. Once a hero has entered a tile with an Exploration token on it, that hero may not leave that tile until the end of the turn. During a fight, models may not move onto a tile that has an unrevealed Exploration token.

New gates and doors are ignored. Treat the side of the room the heroes entered as a tile's 'entrance' when setting up attacks (roll off if they enter from different directions).

HERO CLASSES AND LEVELING UP

You may spend the following amount of XP to level up (XP are removed from your total when you do so):

Hero Level	Required XP	Hero Level	Required XP
1	Start	5	3,000
2	500	6	4,500
3	1,000	7	6,000
4	2,000	8	8,000

You may level up mid-game at the start of a game turn, immediately fully healing Health and Sanity and recovering 1 grit, then gaining the benefits of leveling up.

Whenever you level up, roll 2D6 on your class's **Upgrade Bonus chart**. You also choose 1 new ability from your **Upgrade chart**. You may pick from any of the 4 vertical tracks, but you must take the first ability in a track that you do not already have.

HERO POSSE LEVEL

The adventuring group has a **hero posse level** equal to the highest level hero in the group. The hero posse level is set at the start of each adventure and does not change mid-game.

Enemies during an adventure get the following bonus:

Hero Posse Level	Enemy Bonus
1	No bonus
2	No bonus
3	1 elite ability
4	2 elite abilities
5	Brutal enemies
6	Brutal enemies
7	Brutal + 1 elite ability
8	Brutal + 2 elite abilities

INJURY, MADNESS, AND MUTATION

INJURIES AND MADNESS

A hero KO'd during an adventure must roll on the **Injury** (if KO'd by Health) or **Madness** (if KO'd by Sanity) **chart**.

Visiting the *Doc's Office* (for injuries) or the *Church* (for madness) in town can heal these effects.

When a hero is killed, it is assumed the rest of the posse brings their body back to the town (for possible **resurrection**). A dead hero cannot be looted.

Any or all heroes may contribute to the cost of a resurrection at the *Church* (including the dead hero). You may start a new hero to build up gold to pay for a dead hero's resurrection at a later time.

MUTATION

A hero may only have 4 **Corruption points** at a time without ill effect. As soon as a hero reaches 5 points, the corruption is discarded and the hero rolls D36 on the **Mutation chart**.

A hero that ever has the same mutation twice is dead (but may still be resurrected).

At the end of an adventure, each hero must roll D6 for each Dark Stone they are carrying and for each Dark Stone icon on items they are carrying. For every roll of 1, 2, or 3, that hero takes 1 Corruption hit (Willpower saves may be made).

TOWN

After an adventure, every hero is reset to full Health, full Sanity, and 1 grit. Note whether the adventure was a success or failure.

Every hero rolls a D6: a hero that rolls a 1 or a 2 adds a **travel hazard** to the journey back to town and must roll 3D6 on the **Travel Hazard chart**. Each hazard must be completed before the next is rolled.

Each hero is considered to have a basic horse (this does not give any bonuses and cannot be upgraded). The *Stage Coach* item is limited to 1 per hero posse and heroes may pool their gold to buy one.

The heroes then arrive at a **frontier town**. Place the **town board** on the table with the **Darkness marker** on the 1 space on the **Town Event track**. Place hero figures on the appropriate locations as necessary.

At the start of each day in town, each hero must decide to stay in the **hotel** for \$10, or the **camp site** for free. Heroes staying at the camp site must roll 2D6 on the **Camp Site Hazard chart**.

Each hero may visit 1 town location per day. Once all are placed, each hero rolls 2D6 on the **Event chart** for their location. The heroes may purchase items and pay for services at their locations. Items may be sold at any time for the cost shown on the item card (or 50% of the purchase price for items purchased in town). Dark Stone may only be sold at the *Frontier Bank* at the **frontier outpost**.

At the end of each day in town, the heroes must roll D6 on the **Town Event chart** (see the chart for instructions). A hero may then elect to leave town; that hero may not return until the end of the next adventure.

FORGING DARK STONE

Upgrades forged at the *Blacksmith* are just like normal Upgrade cards, but they are **permanently attached** to an item and cannot be removed or sold separately.

The amount of upgrade slots the forged item requires is listed in its entry, as well as if it adds Dark Stone icons to the item.

SHADOWS OF BRIMSTONE

FIXED MAP MISSIONS

The entire board is set up in a fixed map mission. Map decks are generally not used. Once a hero has entered a tile with an Exploration token on it, that hero may not leave that tile until the end of the turn. During a fight, models may not move onto a tile that has an unrevealed Exploration token.

New gates and doors are ignored. Treat the side of the room the heroes entered as a tile's 'entrance' when setting up attacks (roll off if they enter from different directions).

HERO CLASSES AND LEVELING UP

You may spend the following amount of XP to level up (XP are removed from your total when you do so):

Hero Level	Required XP	Hero Level	Required XP
1	Start	5	3,000
2	500	6	4,500
3	1,000	7	6,000
4	2,000	8	8,000

You may level up mid-game at the start of a game turn, immediately fully healing Health and Sanity and recovering 1 grit, then gaining the benefits of leveling up.

Whenever you level up, roll 2D6 on your class's **Upgrade Bonus chart**. You also choose 1 new ability from your **Upgrade chart**. You may pick from any of the 4 vertical tracks, but you must take the first ability in a track that you do not already have.

HERO POSSE LEVEL

The adventuring group has a **hero posse level** equal to the highest level hero in the group. The hero posse level is set at the start of each adventure and does not change mid-game.

Enemies during an adventure get the following bonus:

Hero Posse Level	Enemy Bonus
1	No bonus
2	No bonus
3	1 elite ability
4	2 elite abilities
5	Brutal enemies
6	Brutal enemies
7	Brutal + 1 elite ability
8	Brutal + 2 elite abilities

INJURY, MADNESS, AND MUTATION

INJURIES AND MADNESS

A hero KO'd during an adventure must roll on the **Injury** (if KO'd by Health) or **Madness** (if KO'd by Sanity) **chart**.

Visiting the *Doc's Office* (for injuries) or the *Church* (for madness) in town can heal these effects.

When a hero is killed, it is assumed the rest of the posse brings their body back to the town (for possible **resurrection**). A dead hero cannot be looted.

Any or all heroes may contribute to the cost of a resurrection at the *Church* (including the dead hero). You may start a new hero to build up gold to pay for a dead hero's resurrection at a later time.

MUTATION

A hero may only have 4 **Corruption points** at a time without ill effect. As soon as a hero reaches 5 points, the corruption is discarded and the hero rolls D36 on the **Mutation chart**.

A hero that ever has the same mutation twice is dead (but may still be resurrected).

At the end of an adventure, each hero must roll D6 for each Dark Stone they are carrying and for each Dark Stone icon on items they are carrying. For every roll of 1, 2, or 3, that hero takes 1 Corruption hit (Willpower saves may be made).

TOWN

After an adventure, every hero is reset to full Health, full Sanity, and 1 grit. Note whether the adventure was a success or failure.

Every hero rolls a D6: a hero that rolls a 1 or a 2 adds a **travel hazard** to the journey back to town and must roll 3D6 on the **Travel Hazard chart**. Each hazard must be completed before the next is rolled.

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SHADOWS OF BRIMSTONE

CITY OF THE ANCIENTS

THE GUNSLINGER

The gunslinger starts the game with the **six-shooter template** and loads 6 *Dead Eye* special shot counters on the 6 numbered circles. Each shot is discarded after use. Shots from the template are *Ammo*, may only be used with *Pistol* Gun items, and cannot be used in combination with other *Ammo*.

Dead Eye: Add +2 damage to a hit (may be used after damage is rolled).

Richochet: Choose a target without regard to range, LOS, or adjacency.

Cerberus: Pay 1 grit to use. The shot immediately inflicts 1 free normal hit (D6 damage) to every enemy adjacent to the target.

Hellfire: Pay 1 grit to use. Doubles the amount of damage just rolled on one of your hits.

TARGA PLATEAU SPECIAL RULES

Frigid Snow is a *Weather* effect; some *Clothing* items may offer protection against this effect.

Heroes that recover grit on a move roll of 1 or 2 recover 2 grit instead.

Targa Pylons are treated as enemies in every way, but are immobile and never ambush.

SWAMPS OF DEATH

THE PREACHER

The preacher has a pool of Faith tokens which may be used to:

- pay the faith cost to perform a **sermon**
- add +1 to a **casting roll** just rolled.

When drawing a sermon, draw 2 cards and choose which one to keep (discard the other).

A preacher may perform any number of sermons per turn, but each sermon may only be performed once per turn. They can be performed at any time unless the card specifies otherwise. The listed XP is earned when a sermon is successfully performed (and the sermon has an actual game effect).

Pay the **faith cost** then make a 2D6 **casting roll**. If the total result is equal to or higher than the casting number, the sermon takes effect. Otherwise the sermon fails (the faith cost is still spent).

When a **dangerous sermon** is cast and the preacher rolls doubles on the casting roll, he also takes **corruption hits** equal to the double number that was rolled.

SWAMPS OF DEATH SPECIAL RULES

The **ambush attack** roll is made once for each card or event that adds enemies to a fight.

The +2 on **catch your breath** rolls includes rolls when a hero recovers from being KO'd.

Corpse Piles are placed on the board like normal enemies but are immobile and never ambush. At the end of every turn during a fight, they will attempt to place a new Hungry Dead in an adjacent space.

Poison Markers Each turn a hero has 1 or more Poison markers at the start of their activation, roll a D6 for each marker. On a 1 or 2, the hero takes 1 wound, ignoring Defense. On a 6, the marker is discarded. If a hero is KO'd, all Poison markers on him are immediately removed.

OPTIONAL RULES

OF PLAYERS

With a second core set or additional hero classes, a 5 or 6 player game can be played.

The game can also be played solo: 1 hero makes use of the Revive tokens to keep going.

You may also play a hero posse with more than one of the same hero class, or where all the heroes are the same hero class.

ADVANCED ENCOUNTERS

Every unique map tile has a specific theme with a matching Encounter card (listed in the red band at the bottom of the card). Any time a unique room is explored, search the Encounter cards to find the matching encounter, then shuffle the deck.

An advanced encounter is in addition to any other encounters or attacks on the Exploration token, and they cannot be canceled or redrawn.

BELOW THE DARKNESS

Whenever the Darkness marker passes the Hero Posse marker on the Depth track, from that point forward, **all enemies get a free elite ability**.

DANGEROUS DYNAMITE

Any time a hero takes 10 or more wounds from a single source, they must roll a D6 for each *Dynamite* token they have in their side bag (and only those in their side bag). For each roll of 1 or 2, that token immediately explodes, centered on the hero's space.

FIXED HERO MOVE

All heroes move 4 spaces each turn (plus any bonuses or negatives for items, abilities, or injuries/mutations). Continue to roll a D6 for grit at the start of each hero's activation; anything that refers to a hero's move roll uses this roll instead.

HARD-CORE MODE

Any time a hero would be KO'd they are instead killed unless they **recover** before the start of the next turn.

For a softer version of hard-core mode, you can allow heroes to still be resurrected at the *Church* in town.

THEMED THREAT DECKS

You may tailor-make your Threat decks to only include cards with certain enemy types, preferably using extra core sets.

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