

SHADOWS OF BRIMSTONE™

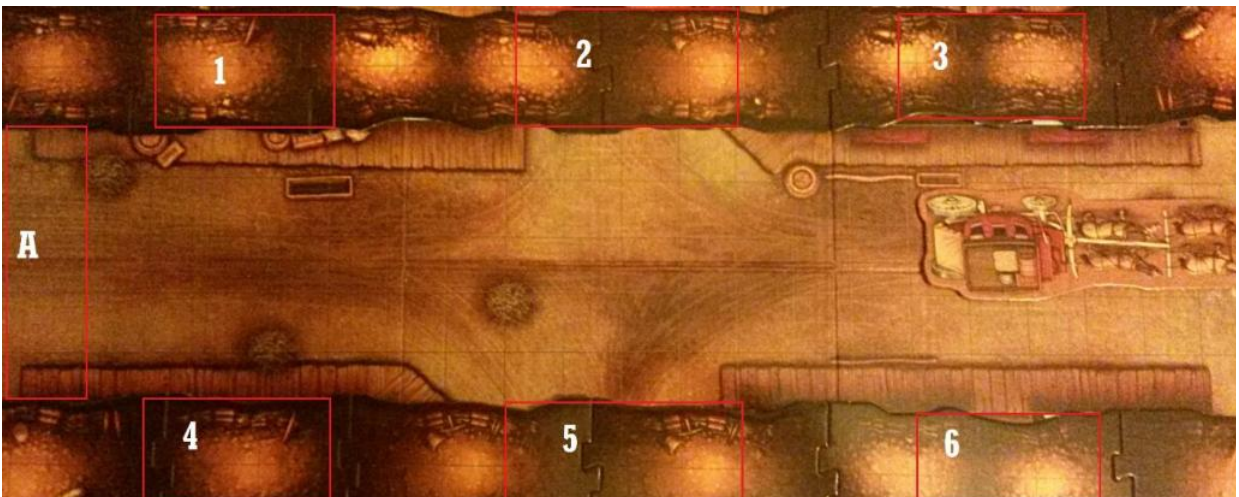
MISSIONS

PROTECT THE STAGE COACH

A large shipment of Darkstone is set to be transported by stage coach to a nearby city. You have been tasked with protecting the shipment as there are rumours of bandit activity along the nearby countryside. You take position on the stagecoach and set off onto the rugged roads.

Set Up

Set aside the horse tokens, exploration tokens and bandit minis and set up the town board and stage coach token as shown on the picture below. Use mine passages to represent the hills overlooking the road below.



Mission Goal

The Heroes goal is to get the stage coach to safety traversing the harsh roads and surviving the continuous bandit attacks along the roads.

Special Rules

The Stagecoach, Heroes and their Horses

At the start of this Mission place the Hero minis either on the Stagecoach token or on a Horse token in any space adjacent to the Stagecoach. One Hero must be the Lantern bearer and this Hero must be placed on the stagecoach token.

In this Mission the Stagecoach remains static and only Enemies and Heroes on horseback move. One Hero must be the Lantern bearer and this Hero drives the coach as well as rolling for Hold back the Darkness. Other Heroes may choose to either be on the Stagecoach or riding on Horseback. Heroes on Horseback can enter the Stagecoach by being adjacent and sacrificing all attacks for that turn. Heroes on the Stagecoach can't leave the coach once they are there and any Horses left behind and can't be used for the rest of this Mission.

Heroes on the coach still roll for movement but only to see if they regain any Grit. Heroes on horseback rolls for movement as normal, except that they roll 1d8 instead of 1d6. Players on the coach have cover against all enemies not adjacent to the coach and the entire coach counts as one model for purposes of targeting and measuring range meaning that any Enemy adjacent to the Stagecoach can target any Hero aboard. Fallen Heroes on the coach can be revived by any other Hero on the coach or an adjacent Hero as long as there aren't any enemies adjacent to the coach or the reviving Hero.

Dangerous roads

Don't place the Darkness marker on the Darkness track only the Hero Posse marker. This Mission doesn't use the regular rules for Holding back the Darkness. Instead each time the Players succeed in Holding back the Darkness draw an Exploration token. Ignore all text on the Exploration token apart from a Clue icon. If the exploration token has a Clue icon move the Heroes' posse marker 1d6 spaces ignoring Growing dread and Blood spatter spots. Otherwise move the Heroes Posse marker one space and if the heroes' posse marker lands on a Growing dread or Blood spatter spot roll on the Dangers of the road table below to see what happens.

Dangers of the road (roll 1d6)

1-2 Ambush attack!

1d6 Bandits emerge from their hiding place in the surrounding hills to Ambush the Heroes. These bandits are removed from the board once the Hero posse marker moves forward on the Darkness track. If removed in this way the Bandits don't count as defeated and award no experience points to the Heroes.

3-4 Pursuit

1d3 Bandits on Horses starts to pursue the Heroes. Bandits on Horses continue their pursuit until defeated.

5-6 Trap

The Bandits have placed explosives or other traps on the road. Each player must make a Luck 6+ test or suffer 1d6 damage ignoring defence and if all Heroes on the stagecoach fail this check the coach suffers damage as shown on the Damaged coach result on the road hazards table below.

Road Hazards

If the Heroes' fail to Hold back the darkness, roll on the table below to see what happens. On doubles don't move the Posse marker or roll on the Road Hazard table. Instead consult the Mission Specific Depth event table at the end of this Mission.

Road Hazards (roll 1d6)

1-2 Damaged coach

The coach suffers damage from hitting a hard rock or pothole in the road. Until repaired the Heroes' can't draw Exploration tokens or move on the darkness track. To repair the coach a Hero must give up their attacks for the round either be on the stage coach or adjacent to it, and succeed at a Lore or Strength 5+ check (Hero's choice). Heroes repairing the coach don't benefit from cover until the start of their next turn. Ignore any Road Hazard results while the coach is undergoing repairs. Instead if the Hold back the darkness roll is failed, roll on the dangers of the road table.

3-4 Coach shaken

Each Hero on the stagecoach must succeed in an Agility 5+ test or be at -1 to all to Hit rolls until the start of their next turn.

5-6 Difficult road

The Lantern bearer must roll an Agility 5+ test or the Heroes' must move their Posse marker 1d3 steps back on the Darkness track ignoring Blood spatter and Growing dread. If it wouldn't be possible to move the Posse marker back, the Heroes fail this mission.

Mounted Heroes

Heroes may choose to ride a horse alongside the coach. Mounted Heroes can be placed in any space adjacent to the coach at the start of the Mission. A Hero on horseback don't benefit from cover due to being in the coach, but rolls 1d8 for movement and can move freely on the road part of the Town tile.

A Hero on horseback don't have to roll for road hazards, but if he is wounded while on Horseback he must succeed in an Agility 5+ test or be at -1 to all to hit rolls until the start of his next turn.

A Hero with a special mount gain the following benefit depending upon what kind of horse he rides.

Specific horses:

Fast horse - +2 Agility when riding this horse, +2 Move.

Cavalry horse - +2 Strength and +1 Combat when riding this horse.

Indian horse – +2 Spirit, Gain Spirit armor 6+ when riding this horse.

Spitfire horse – Roll 2d6 for movement and may freely move through other models. The Hero regains 1 Grit if any of the dice rolls a 1, but only one Grit can be gained even if both dice rolls a 1.

Mustang - +1 Max Grit when riding this horse, +1 Move.

Mutant horse – At the start of the adventure roll for a mutation. While riding this horse you gain all the benefits of that Mutation, but none of the drawbacks. Your Corruption limit increases by +1 when riding this horse.

Wild horse – Agility tests to control this horse when wounded increases to 6+. The horse may make a single combat 1 as a free attack using D8 for hit and damage. On a 6+ the hit is a critical hit.

Trederran stallion – You don't have to roll agility tests when wounded while riding this horse, regains Grit on 1 and 2 on movement rolls, +1 Move.

Swamp slug – Gain Armor 6+ and +4 Health while riding this mount, -1 Move. Rolls 1d6 for movement.

Bandits!

Mounted bandits:

Mounted bandits are placed on the area of the map marked with **A** and are placed on alternating spaces from left to right, filling up empty spaces if possible.

Bandits on horseback will follow the stage coach. They move 2d6 squares each instead of their normal move and can move freely through other models and counts as large models, in addition if they get adjacent to the stagecoach they stop and the players can't draw Exploration tokens until they are all defeated. Bandits on horses remains on the board

Mounted bandits adjacent to the stagecoach don't move away from the stagecoach because of the shootout rules or other similar conditions.

Bandits on the roadside:

The road is flanked by steep Hills, rocks, bushes and trees perfect for ambushing any travellers on the road.

To see where each bandit is placed on the map roll 1d6 and consult the red squares on the map. The bandits are placed in a starting left to right starting closest to the edge of the hill in their corresponding square.

Bandits hiding in the hills are armed with rifles instead of pistols. These bandits don't move down from the hills and likewise Heroes and enemies on the road can't move up to the hills. Bandits on the hills benefit from cover.

Bandit rifles-

Range – 12 Shots - 2 Damage - 4

If a bandit is defeated roll 1d6, on a 1-3 the bandit falls off his horse or down from the hills and the Hero that defeated that bandit recovers a Grit.

Defeated bandits don't grant any loot cards and the Heroes only get to Catch their Breath if they manage to defeat every Enemy on the board in a single turn. After the Heroes have drawn an Exploration token all bandits not on horses are removed from the board simulating that the Stagecoach has rushed passed them.

Shake 'em off

On the start of the Lantern bearers turn he may give up his attacks to try to shake off any pursuers. To do so he must roll an Agility 6+ test. For every success he may remove one mounted bandit from the board starting with the bandits farthest away. These bandits grant experience points as if they were defeated. If he fails at this test he must immediately roll on the Road Hazards table.

Objectives

The Heroes must reach the end of the darkness track.

Reward

Each Hero gains Peril die x \$50, 25 XP and 1d3 Darkstone. In addition, the Heroes may ignore any travel Hazards for getting back to town after this mission.

Failure

If the Heroes fail this Mission, they are left to die in the Wilderness. Each Hero immediately suffers 1d3 travel Hazards.

Mission specific depth events

This mission uses its own table for depth events:

- 1- **Dangers of the road** – Immediately roll on the Dangers on the road table.
- 2- **Carrion birds**- one peril die number of Hellbats Ambushes the Heroes.
- 3- **Road Hazards**- Immediately roll on the road Hazards table.
- 4- **Voidstorm**- All heroes immediately suffer 1d3 corruption hits and all rolls are -1 until the end of the turn.
- 5- **Screaming in the distance**- Each Hero immediately suffers 1d6 Horror Hits.

6- We're not failing now- Each Hero may immediately heal D6 Wounds/Sanity (any mix), or recover 1 Grit. KO'd Heroes may immediately recover, rolling for their Injury/Madness and healing 2d6 Wounds/Sanity (any mix) as normal for recovering.

Scaling difficulty

To scale the difficulty of this mission depending on the Posses level consult the table below:

Level 1-2 – No modifications

Level 3 or higher – Infamous gang

Level 4 or higher – Infamous gang and roll peril die when determining how many normal bandits appear and 1d6 when determining how many mounted bandits appear.

Level 5 or higher – As above and bandits on horses move 1d6 additional spaces and get +1 Combat.

Level 6 or higher – Clue tokens only allow the Heroes to move 1d3 spaces on the Darkness track.