

To the Rescue

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A group of settlers was holed up in an old abandoned Mine, fending off attacks from the Black Fang

PREREQUISITES

- Core box set with Mine Entrance and Tiles
- Black Fang Tribe Mission Pack
- Blasted Waste Expansion (The Canyons)

SET UP

Set up and all Heroes on the **Canyons Entrance Map Tile** as normal.

MISSION GOAL

Fight off the Black Fang tribe and make it to the old mine where the settlers are held up.

Once you've made it to the mine finish off any remaining Black Fang and save the locals. You must find each settler before it's too late

SPECIAL RULES

THEMED THREAT DECK

- Does not contain Otherworld Keyword (i.e. Targa, Blasted Wastes, etc.)

ENEMY THEME- BLACK FANG ADVENTURE

Use the Enemy Theme Adventure card for a Black Fang Adventure.

ALL GATES LEAD TO MINE

All Gates in this Adventure lead to the Mine where the folks are held up. When a gate is discovered, place the mine gate map tile on the map.

MINE EXPLORATION

Once the Posse has entered the mine, reshuffle the Exploration Tokens and place them Face down as a new draw pile.

IMMEDIATE DREAD

For this Mission, **Growing Dread** cards are revealed immediately when drawn rather than being placed on the stack.

OBJECTIVES

INSIDE THE MINE

After entering the mine, each time the posse discovers a clue roll 2D6. If the roll would have been a successful Holding Back the Darkness roll, the settler is alive. Otherwise the settler has already been killed.

When the 4th clue is discovered, the Heroes have found the last settler, but they face one last all out attack by the Black Fang. Draw Epic Encounter: **Black Fang War Party.**

Once all enemies have been defeated, the Heroes have successfully completed the Mission!

REWARD

To receive reward the settlers, alive and dead, must be returned to the town where the Mission was obtained.

- For each Settler that is successfully rescued alive, each Hero gains \$100.
- For each settler that was rescued but was already dead, each Hero gains \$25 and takes 1 Corruption Hit as the loss weighs heavily on their souls.

Success: Remove related Rumors card from play.

FAILURE

For each Settler that was not rescued, each Hero takes D3 Corruption hits, as the loss weighs heavily on their souls.

Fail: Discard related Rumors card.

*Credit: This Mission is based on HexCrawl Jobs Board: Last Stand by paddrin.