

Town Special Rules - Building Abilities and Events

Blacksmith

Treacherous Smoke - Any Hero present, may give up their Move Action and Search instead. Roll a D6

On a 6 = Gain 1 Random Pistol Shots. On a 1 = D6 Damage.

Health = 20. Townfolk = 0. Cattle = 10.

Building Event (Roll a D6)

1: Raging Fire - All Heroes and Monsters take D3 Damage. Heroes are -1 Initiative during the next round.

2: The Fire still burns - Choose a Random Hero to make an Agility Check 5+. If failed, D3 Cattle Dies. If succeeded the Hero gains 20 XP.

3: Melted Darkstone - Each Hero takes D3 Corruption Hit.

4: Structural Failure - The Building takes D3 Damage.

5: Fiery Protection - 1 Hero may cancel a Monster to Hit Roll this turn.

6: Fractured Breastplate - 1 Hero gains +6 Armor until end of this Wave.

Church

Back from the Brink - Any unconscious Hero may recover from being KO'd by Sanity Hits. (No Hero must spend his action to do this).

Roll on the Madness Chart as normal and Heal 2D6 Wounds/Sanity (any mix). Draw 1 Normal Threat Card as the time spent have attracted the Darkness.

Health = 25. Townfolk = 5. Cattle = 5.

Building Event (Roll a D6)

1: Dreaded Visions - Draw and play a Growing Dread Card.

2: The Demons grow faster!!! - Each Monster Group are +1 Initiative.

3: Devilish Signs - Each Hero must succeed at a 5+ Spirit Check or take D6 Horror Hits.

4: Blessed - A Hero may re-roll 1 failed To Hit roll this turn.

5: Prayer - Each Hero may Heal D3 Sanity.

6: Begone Evil Creature! - Choose D3 Small Enemies or 1 Medium Enemy. Remove it from the Town. (No XP is awarded for doing this).

Doc's Office

Medical Wonder - Any unconscious Hero may recover from being KO'd by Damage. The recovered Hero may immediately activate.

The Hero still rolls on the Injury Chart as normal but can only Heal D8 Health.

Health = 20. Townfolk = 5. Cattle = 5.

Building Event (Roll a D6)

1: Experimental Outbreak - Add an Otherworld Threat to the Town.

2: Don't breathe this! - Each Hero must pass a Luck 5+ or take D6 Wounds.

3: The Smell of Death - All Heroes are -1 to Hit this turn. (A natural 6 still counts as Critical).

4: Quick and Dangerous! - Choose a Hero to gain 1 Bandage Token. All Monsters will Target that Hero this turn.

5: Adrenaline Boost - All Heroes are +2 Initiative this turn.

6: Rage Boost - All Heroes are +2 Shots/Combat but -1 Defence and Willpower this turn.

Frontier Outpost

Hold off the Intruders! - A Hero may give up his current Activation to cancel a Normal Threat Card, drawn next turn.

Health = 15. Townfolk = 10. Cattle = 0.

1: Darkstone Fever - Each Hero takes 1 Hit for each Darkstone they are carrying (including upgrades).

2: Eruption! - Add a Peril Die Tentacles to the Frontier Outpost.

3: Volley - Each Monster takes D3 Wounds. Each Hero must pass an Agility Check 5+ or take D6 Wounds.

4: Devour - Choose a Hero to make a Strength 5+ check. If failed, D3 Townfolk are killed. If succeeded the Hero gains 20 XP.

5: Darkstone Deposit - Each Hero gains a Darkstone.

6: Foxhole - No Townfolk can be killed in the Outpost this turn.

General Store

Well Provisioned - Once during the Adventure, a Hero may gain 1 Tonic and 1 Herbs Token.

Health = 10. Townfolk = 5. Cattle = 5.

1: Wrong place, Wrong time - Draw a Threat Card.

2: Well Shit... - During this turn, Heroes cannot get Critical Hits.

3: Void Hound Growling - Each Hero must succeed at a Lore Check 5+ or take D3 Sanity Damage.

4: Quick Repair - The General Store Heals D3 Wounds.

5: Duck and Cover - Any Hero can choose to be +1 Defense but -1 to Hit (Natural 6 still counts as Critical).

6: Lucky Find - A Hero can choose to give up their movement and draw a Gear Card instead.

Saloon

Comforting Presence - Each Hero Heals 1 Wound and 1 Sanity.

Health = 10. Townfolk = 5. Cattle = 5.

1: Wrong Lass - A Hero loses 1 Grit.

2: Arousing Perfume - All Monsters gain +1 Combat this turn.

3: Reflex Boost - A Hero can choose to be +1 Defence but -1 Willpower.

4: Fist of Fury - All Heroes are -1 Shot but +1 Combat this turn.

5: Lucky Chaos - Choose a Hero to make a Luck Check 5+. For each success, gain \$25.

6: Darkstone Shiv - A Hero can choose to do D6 Damage to 1 Enemy (except XL). The Hero then takes D3 Corruption Hits.

Town Special Rules - Heroes and Monsters

Game Turn

Hold Back the Darkness

Hold Back the Darkness is done each turn by the Lantern Carrier as normal. See Scenario 6 for special rules during Hold Back the Darkness Phase.

Voices in the Darkness have no effect throughout this mission.

Models Activate in Initiative Order

All Models Activate in Initiative Order according to standard rules. When a Hero Activates, roll a D6 for the Building Event.

A Building Event will occur only once per turn. The first Hero to activate within a Building must roll a D6. This is done for each separate Building, but only if at least 1 Hero is present.

All Heroes and Monsters are affected, when a Hero rolls for the Building Event.

Exploration

No Exploration Tokens are used during this Mission. Additionally Heroes cannot Scavenge Buildings, there are special Events that trigger a Scavenge reaction instead.

Heroes must spend 2 movement points each time they Move between Buildings. A Hero can always Move to an adjacent Building.

Heroes must always Move from Building to Building and can never Move directly from Building 1 to 6. They must Move through Building 2, 3, 4 and 5 in order to reach Building 6 and vice versa.

KO'd and Recovering

The Heroes fail the Mission if all are ever knocked out. When a Hero is KO'd, place a KO'd Hero Marker on the Building where that Hero fell.

In order to recover, the fallen Hero must be dragged to the Church or Doc's Office. A Hero must spend 3 movement points to drag the fallen Hero to an adjacent Building.

The Church and Doc's Office Building Ability describe how to recover a Hero. If the Church and Doc's Office are both destroyed, no Hero can recover for the remainder of this adventure! (Except for Hero Abilities).

Hero Skills

No Encounter are found during this Adventure. However, specific Events will call for the Heroes to make Skill Checks. The Heroes will also have to use their Skills in order to defend the Town.

Combat

Monster Spawn

During the Mission, Monsters will Spawn in Waves. A Wave can consist of multiple Enemies - Tentacles, Void Spiders, Slashers etc. Each time the Darkness moves on the Town Track, a Monster Spawn triggers, regardless of the position the Darkness Marker moves to on the Track.

Should Enemies spawn during a Wave (i.e through Building Events), they will become part of the ongoing Wave. A Wave only ends once all Enemy Models are cleared off the Town Board.

When placing Enemies, once a Threat Card is drawn, roll a D6 to determine the Building they will Spawn. This is done for each Threat Card that enters play.

When a new Wave triggers (either by starting the Mission or clearing the Town Board of Enemies), a new Wave takes place. The Heroes must clear a total of 3 Waves in order to vanquish the Darkness.

Wave 1: Once the first Hold Back the Darkness Roll is made, add 2 Normal Threat Cards to the Town Board.

Wave 2: Once Wave 1 has been cleared and all Heroes have activated, add 2 Otherworld Threat Cards to the Town Board.

Wave 3: Once Wave 2 has been cleared and all Heroes have activated, add 1 Epic Threat and 1 Otherworld Threat to the Town Board.

Fighting in Buildings

Close Combat and Shooting can only be made, when a Hero is in the same Building as the Enemy. The only exception is a Hero with a Two Handed Gun with a Range of 8+ can shoot through the windows of an Adjacent Building.

Items can only be shared within the same Building.

Otherwise Fighting is done according to standard rules.

Preparing for next Wave

Heroes cannot use Catch your Breath during this Mission, as there is no room to do so with all the fighting. Instead, Heroes will recover between Waves.

When a Wave ends, all Heroes immediately heal D6 Health and Sanity.

Loot

Each Hero gain 3 Loot Cards between each Wave.

Town Special Rules - Monsters and Buildings

Monsters

Monster Activation

Monster will always Target Heroes, if they are present in the same Building. When Targeting 1 or more Heroes, Monsters will always divide evenly.

When Monsters Spawn in a Building where no Heroes are present, upon Activating a specific Group (Tentacles, Hellbats, Void Spiders etc.) they will either Target the Building itself, Cattle or Townfolk.

Monster Groups attacks differently, depending on their Size.

Enemies will attack in following pattern:

Small Enemies will Target Townfolk or Cattle. Roll a D6 to determine which will be the Target. Roll a D3 for Damage.

Medium Enemies will Target Townfolk or Cattle. Roll a D6 to determine which will be the Target. Roll a D3 for Damage.

Large Enemies will always Target Buildings. Roll a D6 for Building Damage.

XL Enemies will Target Buildings, Townfolk and Cattle! Roll a D3 for damage to Townfolk and Cattle and a D6 for Building Damage.

After a Monster Group have activated, they will Move to an adjacent Building, closest to the nearest Hero. They will repeat this process until they reach a Building containing at least one Hero.

Should a Small/Medium Monster Group Spawn in a Building where no Cattle or Townfolk are present, the Monsters will Move to an adjacent Building instead. After Moving, they will attack any Cattle or Townfolk if present.

Monster Groups will also attack Townfolk/Cattle or even the Building itself, even when Heroes are present in the Building!

They will do this after Attacking any adjacent Heroes.

However, when a Monster Group do Attack Cattle/Townfolk or the Building itself, a Hero may spend 1 Grit to cancel the Damage.

Monsters preying on Sanity

Heroes will have their Sanity tested in the following ways:

Terror - Affects all Heroes in the same Building.

Horror - Affects Heroes in the same and adjacent Building

Unspeakable Horror - Affects the entire Town.

Buildings

Bloody Town Events

Whenever the Darkness Marker reach a Bloodsplatter Spot on the Town Track, a Bloody Town Events occurs. Roll a D6.

On a 1-2: Each Building takes D3 Damage.

On a 3-4: Choose a Random Building where a Hero is present. Roll a D3. The Hero must make a Strength 6+ Check. For each success, the Hero gains 20 XP. For each Failure a Cattle Dies.

On a 5-6: Choose a Random Building where a Hero is present. Roll a D3. The Hero must make a Lore 6+ Check. For each success, the Hero gains 20 XP. For each Failure a Townsman goes Insane (Dies).

Demolish

Dynamite is not thrown as per standard rules. A Hero may instead place Dynamite in a Building, giving up their Attack this turn. During next turn, when the Hero who placed the Dynamite Activates, the Building is Demolished.

Anyone present in the Demolished Building takes damage. Small Enemies are immediately killed. Heroes, Medium and Large Enemies take D8 Damage. Only XL Enemies take D6 Damage.

All Townfolk and Cattle are also killed however. The Hero who placed the Dynamite takes 1 corruption hit from each killed Townfolk/Cattle.

Destroyed Buildings.

Destroyed Buildings are simply flipped over and no longer play any part in the Adventure. Heroes and Monsters can still enter the rubble. However if a Hero ends their activation on a destroyed Building, they take D8 Horror Hits, as they are exposed to the Darkness.

Building Events and Abilities

Activating a Building Special Ability can only be done once per turn so choose wisely which Building Ability a Hero wish to activate.

Any Hero can choose to Activate a Special Ability upon activation.

Refer to the Town Special Rules - Heroes and Monsters for description of Building Events. Grit may not be used to re-roll Events.

Refer to the Town Special Rules - Building Events and Abilities for insight into specific Building Events.