

# Rumor Cards: Instructions

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## INCORPORATING RUMOR CARDS

Rumor Cards are used as a way for a hero to obtain a stand alone side mission while visiting a town or Other World. Rumor cards are designed to replace the random rolling for missions and allow for easy expansion by simply adding additional cards to the deck.

All Rumor cards are stored [here](#). They will need to be printed out and assembled with the appropriate backs, based on where they are from.

A list of all included missions and where they are located can be found in the [Rumor Mission Cheat Sheet](#) on the Missions Included tab.

## WORLDS WITH TOWNS

When visiting a World (ex: Frontier (including Mine and Canyon), Blasted Waste, or Feudal Japan) with towns, each day a hero is in town, instead of visiting a specific town location, a hero may spend time interact with the locals. To do this the hero automatically takes **D3 Unwanted Attention** tokens then rolls for **Frontier Town Rumors Location Event**.

Rumor Location Event Chart is available on Page 2. It's also stored as a separate file [here](#).

## FRONTIER TOWNS/FEUDAL VILLAGES

Rumor cards for the Frontier Towns/Feudal Villages include a Standard set of Rumor cards labeled as 'Frontier Town Rumors' and 'Feudal Village Rumors' respectively. When drawing Rumor Cards in a Standard town/village, only draw from the applicable Rumor card deck.

## OTHER WORLD TOWNS

There are also Rumor cards for Other World towns, such as Blasted Waste Barter Towns. When visiting these Other World Towns only draw cards from the related Rumors deck.

## WORLDS WITHOUT TOWNS/VILLAGES

Once heroes have found stable gate to an Other World, they may travel to that world without being on a mission. As they pass through the portal Roll **D6**. On the roll of 1-4 Immediately begin the custom Exploration mission designed for that world (Explore-Caverns of Cynder, Explore-Derelict Ship, etc.). On the roll of 5-6 draw an Rumor Card for that World and begin the mission. *Note: If there are no cards for the Other World remaining in play, you always run the Exploration mission for that World.*

## TIME FRAME

Many missions have specific time frame when they must be started otherwise they will fail automatically. Possible time frames:

- Begin immediately (ex. **Terror in the Night**)
- Begin at the end of the day (ex. **Cattle Rustlers**)
- Begin at the end of the town visit (ex. **Hive of Scum and Villainy**),

If a mission fails for this reason, the consequences of failure are the same as if the posse had accepted the mission and failed. Follow the instructions as specified on the Mission for Failure, even though it wasn't started. There may also be some additional instructions on the Rumor card if the posse succeed or failed that are also applicable.

Missions that do not contain a time frame may be held until the posse decides to start the mission.

## CAMPAIGNS

Campaigns such as '[One Way Ticket](#)' or '[Form and Void](#)' are not included in the Rumor cards. These should be started independently by following their narrative.

If the posse is taking part in a Campaign, they may still use the Rumor cards for stand alone side missions and town encounters.

## REMOVE FROM PLAY VS. DISCARD

Once the instructions on the card have been completed you will either be instructed to '**Discard the card**' or '**Remove the card from play**'.

Cards that are **removed from play** are taken out of the game and **will not** be drawn again for this posse. (*Note, Rumor Cards with 'Remove from play' may be discarded if they were drawn as part of the Location Event of Draw 3 cards and pick 1. In this case the Mission was not selected so it is discarded and will eventually be shuffled back into the deck again*). Remove from play mission cards will be removed after playing the mission to show that the mission has been completed and will not be encountered again.

Cards that are **discarded** will be reshuffled into their respective Rumor Card decks once the draw pile has been depleted.

If a card does not have specific instructions to **discard** or **remove from play** use your best judgement. If you think it would likely be encountered again place it in the discard pile. If it's a one time only, then remove from play.

## OPTIONAL RULES

To increase the difficulty draw Rumor cards at the end of the day, so the town shopping is done without knowing what the mission will be.

Alternative each day you could randomly draw heroes for their turn order or follow imitative order.

If you can't complete a mission because you don't have the necessary game components remove the card from the stack before game play, or if drawn discard when encountered and treat as an uneventful day, just gossip. The Hero may collect **10XP**.

## OMITTED MISSIONS

Some missions have been purposely omitted from the Rumor deck. These missions and the recommendations on how to obtain are listed can be found in the [Rumor Mission Cheat Sheet](#) on the Missions Left Out tab.

Special Thanks to Rob Judy (Bassfisher44) for his feedback and coming up with the Location Event chart.



# Rumor Cards: Location Event

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## FRONTIER TOWN RUMORS

GAIN D3 UNWANTED ATTENTION THEN ROLL 2D6 LOCATION EVENT

- 2 RUN OUT OF TOWN** - "WE DON'T LIKE STRANGERS MEDDLING IN OUR TOWN BUSINESS, YOU AND YOUR FRIENDS NEED TO LEAVE!"  
YOUR TOWN VISIT IS OVER, YOU AND YOUR ENTIRE POSSE MUST END YOUR TOWN VISIT NOW AND IMMEDIATELY START YOUR NEXT MISSION OR TRAVEL TO ANOTHER TOWN (ROLL TRAVEL HAZARDS AS NORMAL).
- 3 ROBBED** - YOU WAKE UP FACE DOWN IN THE DIRT WITH A LARGE LUMP ON THE BACK OF YOUR HEAD.  
TAKE D6 WOUNDS, LOSE ALL YOUR GOLD, ALL YOUR DARK STONE, AND YOUR MOST VALUABLE NON-STARTING GEAR / ARTIFACT (WHICHEVER IS MOST VALUABLE).
- 4 DESPAIR** - THE LOCALS TALK ONLY OF DEATH AND DESTRUCTION. THEY SEEM TO HAVE LOST ALL HOPE AND IT WEIGHS HEAVY ON YOU. TEST SPIRIT 6+ SUCCESS: GAIN 10 XP FAIL: TAKE D6 SANITY DAMAGE, IGNORING WILLPOWER, THAT CARRY OVER TO THE NEXT MISSION.
- 5 INFORMATION AT A PRICE** - IF YOU WANT INFORMATION, YOU'LL HAVE TO PAY FOR IT. DRAW A RUMOR CARD. IF IT IS A MISSION YOU MUST PAY D3 x \$100.
- 6-8 A RUMOR FOUND** - YOU MEET A FRIENDLY PERSON IN TOWN FULL OF USEFUL INFORMATION AND RUMORS. DRAW 1 RUMOR CARD.  
A ROLL OF 7 STILL CHECKS 'WHEN TROUBLE COMES A CALLIN' AS PER FRONTIER TOWN ADVENTURE BOOK (PAGE 5).
- 9 HAVE A DRINK** - YOU GET ALONG WELL WITH ONE OF THE LOCALS AND SIT DOWN FOR A DRINK AND SWAP STORIES. DRAW 1 RUMOR. GAIN 10XP AND 1 GRIT. AT THE END OF THE DAY, THE BAR TAB COMES DUE. TEST CUNNING 5+ SUCCESS: HE BUYS DRINKS AND ONE FOR THE ROAD, GAIN A WHISKEY TOKEN.  
FAIL: YOU BUY. LOSE D6x\$10. IF YOU CAN'T PAY, YOU ARE RUN OUT OF TOWN. YOUR TOWN STAY ENDS.
- 10 VERY WILLING TO TALK** - SEVERAL PEOPLE ARE VERY WILLING TO TELL YOU WHAT STORIES THEY HAVE HEARD.  
DRAW 2 RUMOR CARDS KEEP 1 AND GAIN D3 UNWANTED ATTENTION.
- 11 "PLEASE, HELP US!"** - DRAW 2 RUMOR CARDS AND CHOOSE 1. IF YOU CHOOSE A MISSION THAT MUST BE COMPLETED IMMEDIATELY, THE TOWNSFOLK OFFER YOUR POSSE D6 BASIC SIDEBAG TOKENS (BANDAGES, DYNAMITE OR WHISKEY), YOUR CHOICE.
- 12 "WE'RE BEHIND YOU!"** - THE TOWNSFOLK ARE BEHIND YOUR EFFORTS TO RID THE COUNTRYSIDE OF EVIL. DRAW 3 RUMOR CARDS DISCARD 2. IF YOU CHOOSE A MISSION THAT MUST BE COMPLETED IMMEDIATELY, THEN DRAW 2 LOOT CARDS. ALSO, DISCARD D3 UNWANTED ATTENTION TOKENS.