

Shadows of Brimstone Turn Sequence and Player Aid v 1.6

Setup

Give the Old Lantern to one Hero.

Turn Sequence

- Start of Turn
- Hold Back the Darkness
- Models Activate in Initiative Order
- Room Exploration
- End of Turn

Start of Turn

Heroes assign items to their hands (if required) and can also re-arrange item upgrade cards (spending resources if required). Heroes can even buy a level, gaining a Grit and healing fully.

Hold Back the Darkness

The Hero with the Old Lantern rolls 2D6 (no re-roll allowed). **If doubles**, there is a Depth Event in that world. Otherwise, if the number for the stage the Posse marker is in is *not* matched or bested, the Darkness advances. **If it reaches a Blood Spatter**, draw a Darkness card. **If it reaches a Growing Dread**, draw one face down (it can be canceled if *each Hero* spends 1 Grit). If it escapes the mine, the mission is failed.

Models Activate in Initiative Order

Enemy types win ties against Heroes and break ties among themselves randomly (Enemies within a group activate starting with those closest to Heroes); Heroes choose how to break ties between themselves. A Hero can defer his initiative.

Movement is followed by either Attack or Search (Heroes only). Search can be either Scavenge or Look Through.

Hero Activation: Voices in the Dark – If the Hero is outside the Old Lantern's light (which fills its tile and all adjacent tiles), he must defend against d6 Horror (roll Willpower), losing 1 Sanity per unresisted hit. Resolve **Fear** (adjacent), **Terror** (same tile) and **Unspeakable Terror** (adjacent tile) at the same time.

Hero Activation: Poison – Roll a die for each Poison token. 1–2, lose a Health; 3–4, no effect; 5–6, lose the Poison token.

Hero Activation: Movement – Roll a die. If a 1, gain a Grit. If already at maximum Grit, the new Grit may be spent immediately. If starting or ending up adjacent to an Enemy, roll an Escape test to continue moving. Test again if a harder Escape occurs. An adjacent KO'd Hero may be dragged along by spending extra moves (move off first).

Hero Activation: Scavenge – If the tile is Explored, has not been Scavenged yet, and there is no Fight, you may Scavenge. Roll 3d6; draw one Scavenge card per six rolled and place a Scavenged marker unless no sixes. If this begins a Fight, place the Enemies and **immediately end the turn.**

Hero Activation: Look Through – If there is no Fight, you may Look Through a Door or Gate if on a join square. Place the new room map tile (draw another if it can't fit) with an Exploration marker face-down (unless it is a passage). If the room has an Advanced Encounter, find the Encounter card and add it to the token (this cannot be canceled or re-drawn). **Advance the Posse marker.**

Hero Activation: Attack – If there is a Fight, the Hero has one attack. This can be either Mêlée (bare-handed or with a mêlée weapon, against an adjacent Enemy) or Range (using a ranged weapon, against an Enemy within Range you have line-of-sight to). If the Hero also has a Free Attack, it can be made before or after the normal attack. A Hero can never make more than 1 Free Attack per turn. Note that targets are picked *after* determining what hits.

If adjacent to a KO'd Hero who is on a map tile without any Enemies, a Hero can give up his attack to have the KO'd Hero recover (see End of Turn for the details).

To resolve a **mêlée** attack, roll Combat dice. Dice that match or best Mêlée To Hit are hits. Rolls of 6 are Critical Hits.

To resolve a **range** attack, roll Shots dice. Dice that match or best Range To Hit are hits. Rolls of 6 are Critical Hits. Line of sight is between square centres, and is blocked by Walls. If Enemies are adjacent, you must attack them first. If Dual Wielding, attack with both single-handed range weapons, but forfeit any Critical Hits.

Dynamite is a little different: the Range is Strength+3 and any space in Range and line of sight can be targeted (adjacent Enemies are ignored). If missed, it bounces d3 times in random (d8) directions before exploding. Dynamite does d6 *wounds* to Heroes and Enemies in its space and the adjacent ones, ignoring defence (roll for each victim; Extra-Large Enemies roll just once even if affected multiple times).

Hits are resolved one at a time (you may assign a hit, resolve it, then assign the next hit, etc.) or can be grouped against a particular target. The latter option may decrease the XP yield of smaller Enemies, but affords better Grit use against larger ones. Each hit does d6 wounds, minus the Enemy's defence. Critical Hits void defence.

Smaller Enemies yield **XP** to the Hero that deals the death blow. Larger Enemies yield XP every time they are *wounded* (base value plus XP per wound, for each *separate* hit). Elite Enemies have their base XP value increased by +5 XP per Elite ability.

Once the last Enemy on the entire board is eliminated, the Fight ends: **go to End of Turn.**

Hero Activation: Miscellaneous – During his activation (before or after moving and/or attacking) a Hero may use one or more tokens (Bandages, Whiskey, etc.) to heal himself or an adjacent Hero (if there is no Fight, the beneficiary need only be on the same tile). Healing someone else gains 5 XP per damage healed. Items may also be traded under the same restrictions—however, an item can affect only one Hero per turn.

Room Exploration

For each tile that has a Hero and an unrevealed Exploration marker on it, reveal the Exploration. The token indicates how many doors or gates lead out (assigned randomly), whether there is a Clue or not, and whether there is an Encounter or an Attack. **Encounters and Attacks affect only one world.**

If an **Encounter**, it specifies whether one chosen Hero makes the test, all Heroes, or a random Hero. The test is resolved by rolling as many dice as the skill involved and counting how many match or best the target number. Multiple encounters are resolved in the order chosen by the Heroes. Any Attacks triggered by Encounters start the Fight only once the Encounters have been fully resolved.

If an **Attack**, draw Threat cards as required and determine what the Heroes will face (with 2 or less Heroes, Epic Threats downgrade to High) (*Optional*: If the Posse marker is below the Darkness, all Enemies get a free Elite ability). Place slowest Enemies first, starting at the back of the room, on every other space. Do a second pass if required. Overflow goes into the room the Heroes came from (if in the same world). If there is a shortage of models, the Enemies of that type gain an Elite ability.

If an **Ambush Attack**, place the fastest Enemies first. Place the first model against a random Hero, the next against a random accessible Hero among those facing the least of that Enemy type, and so on. Ambushing Enemies have +2 initiative on the first Fight turn.

If the **Objective** is found, the mission instructions supersede the token's. Also resolve each Growing Dread card, one at a time. A Growing Dread can be canceled (before or after its reveal) if *each Hero* spends 1 Grit.

Enemy Activation: Move – (Mêlée) If not already targeting a Hero, pick a random Hero from among those that can be reached (distance and clear path) and that are facing the least of that Enemy type, moving as far as possible. If no target is reachable, move as close as possible to the closest Hero. Enemies stay on target until the target is KO'd or moves away. Larger Enemies displace smaller Enemies on their way to their target (Heroes may not be displaced). The larger model swaps places with the displaced ones. An Extra-Large Enemy is allowed to Overflow the Board but must keep at least half its base on the map.

Range Enemies move only if there is no viable target for them, based on Range and line-of-sight. They move until one or more viable targets appear.

Enemy Activation: Attack – Rolls of 6 are *not* Critical Hits. Roll Combat dice. Dice that match or best To Hit are hits. **Range** Enemies do not stay on target: instead they target an adjacent Hero if there is one (using their mêlée attack if any), otherwise they pick a random target each turn, based on Range and line-of-sight.

Attacks by an Enemy type should be grouped by target Hero so that the latter can make a single defence throw (affording better Grit use). Each unresisted hit does Damage wounds. Armor/Spirit Armor allows a second defence roll against *each damage pip*.

If a Hero loses all health and/or sanity, he is KO'd (A **Revive** token may be used to instead restore the Hero to full health and sanity, *and* give him a Grit). He is no longer an obstacle. If all Heroes are KO'd, the mission is failed.

If a Hero takes 10 or more wounds from a single source, roll a d6 for each Dynamite in his Side Bag. On a 1–2, it explodes.

End of Turn

End-of-Turn effects trigger, ordered in the Heroes' choice. This is when the Heroes may choose to Run Away, failing the mission.

Hero Level	XP Expenditure
2	500
3	1000
4	2000
5	3000
6	4500
7	6000
8	8000

If a Fight was concluded, time to **Catch Your Breath**. Heroes who *did not* activate (or take actions) this turn recover either 1 Grit or d6 Health and/or Sanity. Heroes who *did* activate (or take actions) recover d3 Health and/or Sanity. KO'd Heroes **recover**: push any model standing on their space aside, recover 2d6 health and/or sanity (roll separately if both), and roll once on the Injury and/or Madness chart. Each Hero then draws a **Loot** card for each addition of Enemies to the Fight (Threat and Darkness cards, Depth Events, Encounters; *maximum of 3 Loot*).

Miscellaneous

Corruption and Mutation – At the end of an adventure, each Hero must roll a d6 for each Dark Stone carried (including items with Dark Stone icons). Each roll of 1–3 must be resisted by Willpower in order to avoid a Corruption hit. Every time a Hero reaches 5 Corruption, remove those and roll on the Mutation table (p. 58).

Dice – Any one die can only be re-rolled once at most (by Grit, abilities, items, etc.).

Fixed Map Missions – Heroes may not enter a room with an Exploration token during a Fight. Heroes may not leave a room with an Exploration token.

Gates – Line of sight crosses Gates only if the observer is on one of the four Gate squares (Optionally, allow range fire across gates but only criticals do normal hits). Similarly, the Old Lantern's light spills across the Gate only from those squares. So does Unspeakable Terror. Exceptionally, Terror affects all four Gate squares.

Gear – Each specifies how many hands are needed, which clothing slot is used, how much it weighs (Heroes are limited to Strength + 5 anvils), and whether it counts as Dark Stone.

Grit – Used to a) reroll any number of dice in a single throw; b) add d6 to the Hero's move; or c) activate certain abilities and items.

Loot and Scavenge – No discard piles. Shuffle before dealing all the required cards.

Town – Injuries, Madness, Corruption and even Death may be alleviated by the Doc's Office and the Church.

Highest Level in Posse	Enemy Bonus
1–2	None
3	1 Elite ability
4	2 Elite abilities
5–6	Brutal
7	Brutal + 1 Elite
8+	Brutal + 2+ Elite

Number of Heroes	Scaling
1	Low Threats, 2 Revive
2	Low Threats, 1 Revive
3	Medium Threats, 1 Revive
4	Medium Threats
5	High Threats, 1 Revive
6+	High Threats

End of Mission: Traveling to Town

(Standard Rules) All Heroes fully heal and gain 1 Grit. Each Hero rolls a die; on a 1–2, a Travel Hazard occurs. Roll (p. 56) and resolve each in turn.

(Hexcrawl Rules) All Heroes Catch Their Breath unless the adventure ended with a Fight (which it usually does), and gain a Grit. Further healing costs 1 move point per d6.

If a failure, see p. h15 for consequences. Note that a failed mission still needs to be played out.

Town Board

Put the Posse marker on the '1' space of the Town Event Track. **At the start of each day**, each Hero takes the Train (25 \$ per Hero, Horse or Cart), or pays 10 \$ for the Hotel, or pitches his tent at the Camp Site (roll on the Camp Site Hazard Chart).

Each Hero may visit **one location per day**, rolling on the Location Event Chart (one roll per Hero). Once this is done, services and items can be bought. Items can also be sold; items just bought in town sell at 50% of their price. Dark Stone can be sold only at the Frontier Outpost.

At the end of each day, see if there is a Town Event (*Hexcrawl*: use a D3 if the nearest mine is overrun). Then decide if you leave or stay another day.

Hexcrawl Overland Movement

The Posse gets 6 Moves by horse, 5 on foot. Easy terrain costs 1 (following roads and train tracks, undestroyed towns), medium 2 (default), tough 3 (mountain, hill, forest, swamp, destroyed towns, crossing a river). Moving by Train takes a day but reaches any station on the map.

Each Move point sacrificed allows the posse members to heal d6 Wounds/Sanity.

Check for Wilderness Encounter after 2 move points (or at the end of the day): on a d8 roll of '1' ('1–2' on foot). If moving by Train, there is no Wilderness Encounter. The Wilderness Encounter threshold increases if the Overland Darkness rises.

On the Overland Darkness Tracker, Darkness starts at + 1 per Overrun Mine (including Brimstone); the Hero marker starts at + 1 per Sealed or Destroyed mine. Darkness advances 2 per day once it passes the Heroes. If Darkness laps, apply Overland Darkness Results chart (p. h21) to a random mine.

Hexcrawl Adventures/Missions

If entering a mine without a mission, the adventure will be *Exploration* (Basic 2, but no Gold reward). Otherwise each town provides one mission at a time (d6: 1–4 Basic, 5 City of the Ancients, 6 Swamps of Death); reroll any result of *Escape* (Basic 5). The mine to reach is determined by a d20 on the Mine Chart. See Hexcrawl rules p. h14 for further details.

At the end of any Mine mission, roll d36: on a roll of 51–54, immediately begin an *Escape* mission.

Sealing a mine requires a successful mission and an Occult Scroll (two if Overrun), or either the *Seal the Void Gate* (Basic 3), *Stop the Ritual* (City of the Ancients 2) or *Seal the Hell Pit* (Swamps of Death 2) missions.

Destroying a mine requires a successful mission and two Explosives: one on a Gate, another on a Clue elsewhere. Or the *Blow the Mine* (Basic 6) mission.

Overrun mines are +2 difficulty and begin with a Growing Dread.

Optional Rules

- You can set off Dynamite placed on the ground by firing at it. Dynamite is also set off by Dynamite damage.

- During their movement activation, each Hero has two additional options (that *replace* his move):

He may **aim** if there are no adjacent enemies. This allows the first ranged To Hit roll by the Hero to be rerolled.

He may also **place or pick up** an "Agility" item from his space or an adjacent one.

- During their attack activation, each Hero has three additional options (that *replace* his attack):

He may **run**, moving Agility spaces.

He may **throw** an object as if it were Dynamite. A Hero in the target space can **catch** the item by passing an Agility or Luck 3+ test.

He may also **place or pick up** an "Agility" item from his space or an adjacent one.

- A Hero who did not move during either of his activations (and who passes his Escape test) may **step** one square in any direction.

- A further attack activation option may be to **seek cover**.

To determine if there is cover, count the obstacles on the mine map tile (crates, barrels, trolleys, etc.; in Other Worlds, the Lantern holder rolls d20 to determine #obstacles). The Hero rolls d20; if he rolls #obstacles or less, he finds cover. Place a cover marker in an adjacent free space (and decrease the tile's obstacle count by one). Cover markers have no effect on movement or line of sight, and are removed if damaged by dynamite.

Every time a ranged attack on the Hero crosses a cover marker, the Hero gets a reroll of his defense.

Revised Bounty Table (Frontier Outpost)

1 No Bounty	4 Demon
2 Beast	5 Void
3 Mutant	6 Undead
Small Enemies D6×5 \$	
Medium Enemies D6×10 \$	
Large Enemies D6×50×Posse Size \$	
Extra-Large D6×100×Posse Size \$	

Town: Camp Site

Consumables

Occult Scroll 200 \$

Town: Church

Consumables

Rosary Beads 200 \$

Faith in Scripture

Holy Book required – Limit once per Town Stay per Posse

Make three **Lore 5+** tests.

If any 1 is rolled: the Holy Book is destroyed.

If all are successful: draw a *face-down*

Exploration Token to be substituted during the Adventure. Clues count double unless the Mission causes different Encounters per Clue. If no Clue, you are **-1 Faith** for the rest of the Adventure.

Banish Corruption 100 \$

Ritual

Roll D6-2:

0- Take D6 Sanity Damage, ignoring Willpower

1+ Remove that many Corruption Points

Exorcism of Madness D6×50 \$

Ritual – Limit one attempt per Madness

Choose a Madness and roll D6:

0 **Dead!**

1 **Too Far Gone** – Madness is permanent

2-3 **Failed** – Half-fee refund

4-5 **Success**

6+ **Mental Resolve** – +2 Sanity

Resurrection Hero Level×500 \$

Ritual

Bring the Hero back to life with **Max Grit -1** (min 1).

Town: Doc's Office

Consumables

Bandages 50 \$ Healing Herbs 125 \$ Tonic 200 \$

Treat Corruption 100 \$ per Point

Roll D6 (once) afterwards:

1-3 Take D6 Wounds, ignoring Defense

4+ All is fine

Surgery D6×50 \$

Limit one attempt per Injury/Mutation

Choose an Injury/Mutation and roll D6:

0 **Dead!**

1 **Botched** – Injury/Mutation is permanent

2-3 **Failed** – Half-fee refund

4-5 **Success**

6+ **Impressive Scar** – +2 Health

Prometheus Procedure Hero Level×300 \$

Experiment – Science

Bring the Hero back to life with **Move or Initiative -1** (min 1) and the keyword **Undead**.

Town: Frontier Outpost

Consumables

Dynamite 200 \$ Explosives (2) 600 \$

Bounties

See above

Sell Dark Stone

D6×25 \$ for each shard

Hold Up the Outpost Bank

Outlaw only – Limit once per Town Stay

Make an **Agility 5+** test.

If any 1 is rolled: take D6 Hits for each 1 rolled.

If successful: gain D6×50 \$ for each 5+ rolled.

If failed: you are arrested. Make a **Cunning 3+** test (gain 20 XP) to escape and flee; if failed, you are **hanged!**

Prisoner Transport

Law only – Limit once per Town Stay per Posse

Roll for destination. Payoff is 25 \$ per hex of distance. Roll D8 on each day of Travel: the prisoner escapes on a 1 (take D6 Corruption Hits).

Enemy Training 300 \$

Limit once per Town Stay

Choose a keyword. For the next Adventure, you have **+1 To Hit or +1 Damage** (choose) against Enemies with that keyword.

Train with Soldiers 500 \$

Limit once per Town Stay

Gain D6×25 XP.

Town: General Store

Consumables

Bandages 50 \$ Dynamite, Tonic 200 \$ Whiskey 50 \$

Shipment

Limit once per Town Stay per Posse

Roll for destination, draw a Gear face down. You have 7 days to deliver it. Payoff is the Gear's cost or a half-price coupon for one Town location, good for the entire stay.

If unsuccessful: take D6 Corruption Points (keep the Gear on a D6 of 5+) and all Town prices are doubled until you succeed at a Mission.

Hold Up

Outlaw only – Limit once per Town Stay

Make three tests, **Agility/Strength/Luck 3/4/5+**.

If any 1 is rolled: you are caught. Make a **Cunning 3+** test or pay a 2D6×100 \$ bribe (gain 20 XP) to escape and flee. Otherwise you are in a labor camp for 20 years.

If all are successful (and no 1s): gain items worth up to D6×100 \$ total.

If some are successful (and no 1s): gain D3×50 \$ per success.

Town: Saloon

Consumables

Whiskey 50 \$

Entertain

Saloon Girl only – Limit once per Visit

Make an **Agility or Lore 4+** test: gain 25 \$ per 4–5, 100\$ per 6.

Pickpocket

D3 Corruption Hits

Saloon Girl only – Limit once per Visit

Make an **Agility 4+** test: gain 10 \$ per 4–5, a Gear card per 6.

Saloon Girl Performance

50 \$

Limit once per Visit

Gain 10 XP and gain a Grit on a D6 roll of 4+.

Casual Poker

50 \$

Gambling – Limit once per Visit

Make a **Cunning 5+** test: gain 50 \$ per success.

Brimstone Craps

100 \$

Gambling – Limit once per Visit

Make a **Luck 5+** test: gain 100 \$ per success.

Rumors

Whiskey + 50 \$

Limit once per Town Stay per Posse

Make three tests, **Cunning/Lore/Luck 4/5/6+**.

If all are successful: gain an Exploration Token. If it has a Clue, it may be substituted during the Adventure. Otherwise discard it.

Betting Pool

choose \$

Gambling – Limit once per Town Stay per Hero

Place a bet on the ending position of the Darkness on the Depth Track for the next Adventure. Payoff is twice the bet.