

# SHADOWS OF BRIMSTONE

## TURN SEQUENCE

FIRST

### Hold Back the Darkness

The lantern bearer rolls 2D6.

**On Failure** (rolls lower than the current *Depth Track Stage* value), move the *Darkness Marker* one step toward the *Mine Entrance*.

**On Doubles**, do not move the *Darkness Marker*. Instead, roll on the *Depth Event Chart*.

THEN

### Activate Models in Initiative Order

THEN

### Reveal Fresh Exploration Tokens

THEN

### End the Turn

## THE DEPTH TRACK

### Blood Splat

If a *Depth Track Marker* lands on a **blood splat**, draw a *Darkness Card* and resolve it immediately.

### Growing Dread

If a *Depth Track Marker* lands on **Growing Dread**, draw a *Growing Dread Card* and leave it face-down in a stack until the final objective is found.

### Mine Entrance

If the green *Darkness Marker* lands on the **Mine Entrance**, the heroes fail the mission, and the adventure ends.

## ON A NORMAL ACTIVATION YOU CAN

### Move D6 Spaces

(On a roll of 1, gain 1 Grit)

AND

### Use Healing Tokens...

...like whiskey and bandages.

AND

### Take Free Actions

Only if a special ability/item grants them.

AND

### Spend Grit to...

...Re-roll any roll or... Activate a special ability/item or... Move D6 more spaces

AND EITHER

### Scavenge a Room

Only if there is less than the max # of *Scavenge Tokens*\* on the Map Tile.

Roll 3D6. For each 6 rolled, draw a *Scavenge Card* then the hero places **one Scavenge Token** on the *Map Tile*. (*Scavenge Cards* are replaced and reshuffled after each draw)

OR

### Look Through a Door

The hero model must end its move on an open map edge (a 1/2 space).

Draw a *Map Card*, place the *Map Tile*, place a face-down *Exploration Token* on the new map tile and, move the *Depth Marker* one step forward.

## DYNAMITE BOUNCE CHART

On misses, the Dynamite will bounce D3 times.

Roll a D8 for each bounce and move the dynamite 1 space accordingly. Cancel bounces into walls.

1	2	3
8	Dynamite	4
7	6	5

\* Max # of Scavenge Tokens is set by Difficulty Scaling

## ON A FIGHT ACTIVATION YOU CAN

### Attempt to Escape an Adjacent Enemy

Roll a D6 higher than enemy's *Escape*.

AND

### Move D6 Spaces

Only if not adjacent to a enemy or already successfully escaped.

Drag KO'd heroes along at 1/2 speed. (ALWAYS roll to move - a 1 gains 1 Grit)

AND

### Use Healing Tokens...

...like whiskey and bandages.

AND

### Take Free Actions

Only if a special ability or item grants them. Free attacks are limited to 1.

AND

### Spend Grit to...

... Re-roll any roll or... Activate a special ability/item or... Move D6 more spaces.

AND

### Level up

Only if the hero has the experience.

AND EITHER

### Make a Melee Attack

Roll your *Combat* number of D6.

OR

### Make a Ranged Attack

Roll your weapon's *Shots* number of D6. Hit enemies up to weapon's *Range* away.

OR

### Throw Dynamite

Roll 1D6. Hit grid squares up to hero's Strength+3 spaces away. Use the *Dynamite Bounce Chart* for misses.

OR

### Recover a KO'd Hero

There must be no enemies on the same map tile.

## AT THE END OF A FIGHT

KO'd heroes heal 2D6 and roll on the

### Injury or Madness Chart

Heal any mix of *Wounds* and *Sanity*. (If both Health & Sanity were reduced to zero, heal 2D6 and chart roll for each.)

THEN

**Heroes that did not activate in the last round** heal D6 or restore 1 Grit

AND

**All other heroes** heal D3

THEN

**Each hero** draws 1 *Loot card* for each *Threat card* that added enemies to the fight... ...to a max of 3 loot cards each.

THEN

**Heroes tally the experience they earned**

Heroes with enough experience level up and fully heal Health & Sanity and 1 Grit.

## OTHER WAYS TO RECOVER FROM A KO

**A non-KO'd hero can recover a KO'd hero during a fight**

There must be no enemies on the same map tile as the two heroes.

Heroes that recover this way heal the same as at the end of a fight (see above).

OR

### Use a Revive Token...

...to instantly restore a hero's full Health and Sanity, plus recover 1 Grit. (Do not roll on *Injury or Madness Chart*).

# SHADOWS OF BRIMSTONE

## DEATH & RESURRECTION

### HEROES DIE WHEN

They roll a 1 or 2 on the *Injury Chart* or the *Mutation Chart*

### OR WHEN

They roll the same mutation twice on the *Mutation Chart*

### BUT

Any dead hero can be resurrected at a church

The cost is \$500 x Hero Level.  
There is no time limit on resurrections.

### AND

A dead hero cannot be looted for items & equipment

## DEPTH EVENT CHART

Use this chart when in *The Mines* and the *Hold Back the Darkens* roll comes up doubles.

### 1 Ambush Attack

Draw a Threat Card - Ambush attack

### 2 Dark Dread

Draw a Growing Dread Card

### 3 Creeping Darkness

Move Darkness 2 forward on Track

### 4 Falling Rubble

Each hero in Mines take D6 Hits

### 5 Terrifying Shriek

Each hero in Mines takes D6 Horror Hits

### 6 Stubborn Resolve

Each hero heals D6 Wounds/Sanity or recovers 1 Grit. KO'd heroes recover.

## AT THE END OF AN ADVENTURE

### FIRST EITHER

**Tally the rewards of a successful mission**

Heroes with enough experience level up.

### OR

**Resolve the consequences of mission failure**

### THEN

**Each hero rolls D6 for each Dark Stone carried**

For every roll of 1, 2, or 3, the hero takes one corruption hit. (*Willpower* saves can prevent Corruption Hits).

### THEN

**Heroes with 5 Corruption Points roll on the Mutation Chart...**

...then remove the 5 Corruption Points.

### THEN

**Heal Health & Sanity to full and restore 1 Grit**

### THEN

**Each hero rolls D6 for Travel Hazards**

Each roll of 1 or 2 adds a *Travel Hazard*.

### THEN

**Roll on the Travel Hazard Chart...**

...for each added Hazard. Resolve each Hazard fully before rolling the next.

### THEN

**Arrive in Town**

Lay down the town map and place the *Darkness Marker* on "1" on the *Town Event Track*.

If town locations were destroyed during the adventure, roll D6 to determine which ones.

## A DAY IN TOWN

### FIRST

**Each hero decides where to stay for the night**

If Hotel, pay \$10.

If Camp, roll 2D6 on the *Camp Site Hazard Chart*.

### THEN

**Each hero chooses a location to visit...**

...and the hero models are placed there.

### THEN

**Each hero rolls 2D6 on the Location Event Chart**

Many events affect all models at the same location.

### THEN

**Heroes can buy & sell equipment & services at their chosen location**

(Visit only one location per day)

### THEN

**One hero rolls D6 for Town Events**

If the roll is equal to or less than the current location of the *Darkness Marker* on the *Town Track*, roll 2D6 on the *Town Event Chart* and resolve the event.

### THEN

**Move the Darkness Marker one step forward on the Town Event Track**

### THEN

**Each hero can choose to leave town**

If leaving, take no actions until the other heroes have also left town.

If staying, start a new day in town.

## AT THE START OF AN ADVENTURE

### FIRST

**Select a mission**

### THEN

**Set the Difficulty Scaling**

The is is set by the number of heroes:

Heroes	Difficulty Modifications
1	Low Threats, 2 Revive Tokens, and instead of Epic, use High Threats *Max: 1 Scavenge Token/Map Tile
2	Low Threats, 1 Revive Token, and instead of Epic, use High Threats *Max: 1 Scavenge Token/Map Tile
3	Med Threats, 1 Revive Token *Max: 2 Scavenge Tokens/Map Tile
4	Med Threats *Max: 2 Scavenge Tokens/Map Tile
5	High Threats, 1 Revive Token *Max: 3 Scavenge Tokens/Map Tile
6	High Threats *Max: 3 Scavenge Tokens/Map Tile

### THEN

**Determine the Posse Level**

It is determined by the group's highest level hero:

Level	Enemy Bonuses
1	No Enemy Bonuses
2	No Enemy Bonuses
3	Enemies get 1 Elite Ability
4	Enemies get 2 Elite Abilities
5	Use Brutal Enemy Versions
6	Use Brutal Enemy Versions
7	Use Brutal + 1 Elite Ability
8	Use Brutal + 2 Elite Abilities

### THEN

**Reset all heroes' Grit and class resources**

### THEN

**Place the heroes on the starting map tile...**

...Assign a hero as lantern bearder, and **Start the First Turn!**