

-No Fight- Ia Hold Back The Darkness

- 1) Hero with lantern Rolls 2D6 - *No Grit Allowed*
 - 2) Choose one (a) or (b):
 - (a) Doubles were rolled,
 - Resolve Depth Event (see Depth Event Chart)
 - (b) Doubles were not rolled,
 - If Sum Less than value needed then Move Darkness Marker and check for the following:
Blood Spat: resolve Darkness Card
Growing Dread: Draw Growing Dread Card
 - 3) If new enemies appear choose (a) or (b):
 - (a) Normal Attack: Place in checker pattern.
 - (b) Ambush: Place adjacent to random heroes.
 :: goto **Ib** ::
- Otherwise, :: goto **Ila** ::

Ia

-No Fight- Ila Activate by Initiative

- 1) Roll for Movement/Grit
 - 2) Move/Heat a Hero/Trade Items
 - 3) Choose (a) or (b):
 - (a) Scavenge:
 - Roll 3D6 (6's = success)
 - Draw 1 Scavenge Card for each 6 rolled and Place Scavenge Token on tile.
 - If an Ambush occurred, End Turn.
 Place Enemies Adjacent to random Heroes.
 Enemy has +2 Initiative 1st turn.
 :: goto **Ib** ::
 - (b) Look through Door/Gate:
 - Draw room card from Map Deck.
 - Place new Room.
 - Move Hero Posse Marker on Depth Track.
 - Place Exploration token on new Room tile.
 :: goto **Ila** ::
- Ila**

Ila

-No Fight- IIla Room Exploration

- 1) Reveal Exploration Token
 - 2) Clue (!):
 - If Final Clue, ignore everything on token except growing dread.
 - Then usually, Draw Epic (High for solo) Threat.
 :: goto **Final Battle** (see scenario) ::
 - 3) Roll and Place Door/Gates
 - 4) Encounter:
 - Draw & Resolve in any order.
 - 5) Attack:
 - (a) Normal Attack:
 - Place enemies in checker pattern.
 - (b) Ambush:
 - Place enemies adjacent to random heroes.
 :: End Turn goto **Ib** ::
 - 7) Else, :: goto **Ia** ::
- IIla**

IIla

-Fight- Ib Hold Back The Darkness

- 1) Hero with lantern Rolls 2D6
(No Grit Allowed)
 - 2) Check if you rolled Doubles:
 - (a) Doubles were rolled,
 - Resolve Depth Event (see Depth Event Chart)
 - (b) Doubles were not rolled,
 - If Sum Less than value needed then Move Darkness Marker and check for the following:
Blood Spat: resolve Darkness Card
Growing Dread: Draw Growing Dread Card
 - 3) If new enemies appear,
 - (a) Normal Attack: Place in checker pattern.
 - (b) Ambush: Place adjacent to random heroes.
 :: goto **Ib** ::
- Ib**

Ib

-Fight- IIb Enemies & Heroes Activate by Initiative

- 1) Monster Effects (Horror/Fear/etc.)
 - 2) Roll for Movement/Grit
 - To move past Enemies roll Escape Roll 1D6.
 - Drag a KO'd Hero (-1 Move).
 - 3) Choose (a) or (b):
 - (a) Fight:
 - Roll To Hit.
 - Assign Hits (adjacent first)
 - Roll To Wound
 - Assign Damage
 - Collect XP
 - (b) Help Recover a KO'd Hero:
 - (only if no monsters on tile)
 :: see **KO'd Heroes Recover** on **IIIb** ::
 - 4) When all enemies are dead :: goto **IIIb** ::
 Else :: goto **Ib** ::
- IIb**

IIb

-Fight- IIIb End Fight

- 1) Choose one (a) or (b) or (c):
 - (a) Non-KO'd Heroes Catch Your breath:
 - Roll 1D3.
 - Recover any mix of Wounds & Sanity.
 - (b) KO'd Heroes Recover:
 - Roll on Injury and/or Madness Chart.
 - Heal 2D6 for each zero in Health and Sanity.
 - (c) Heroes that did Not Act last turn:
 - Heal 1D6 Wounds/Sanity any mix or recover 1 Grit.
 - 2) If you won, each player Collects 1 Loot per card that placed a monster to a Max of 3 loot.
 - 3) If Final Fight :: goto **IV** ::
 Else, :: goto **Ia** ::
- IIIb**

IIIb

IV Travel to Town

~ Frontier Town Expansion ~

- 1) Each Hero must
Roll 1D6 per Darkstone (and Icon)
On a 1, 2, or 3 take a Corruption Hit.
- 2) Each Hero is restored to
full Health & Sanity and
their Grit is reset to 1.
- 3) Choose which size town to visit (a), (b), or (c):
(a) Small Town: Each hero rolls D6
on a 1, 2, or 3, add a Hazard.
(b) Medium Town: Add 1 Hazard per Hero.
(c) Large Town: Add 1 Hazard per Hero
and Each hero rolls d6
on a 1, 2, or 3, add a Hazard.
- 4) Roll and Resolve Expanded Travel Hazards Chart
one at a time.

:: goto **V** ::

IV

Va In Town

~ Frontier Town Expansion ~

- 1) Determine Town Type: Roll 2D6
2 = Town Ruins
3 = Haunted Town
4 = Plague Town
5 = Rait Town
6, 7, 8 = Standard Frontier Town
9 = Mining Town
10 = River Town
11 = Mutant Town
12 = Outlaw Town
- 2) Construct Town, placing must include building
first, then randomly chosen buildings.
- 3) Determine if any buildings are
destroyed (if failed last mission).
- 4) Place Darkness Marker on Day 1
on Town Event Track.

:: goto **Vb** ::

V

Vb In Town

~ Frontier Town Expansion ~

- 1) Draw a Daily Event Card and resolve it.
- 2) Choose where to stay (a) or (b):
(a) Hotel: Pay \$10
(b) Camp Site: Roll 2D6 on Camp Site Hazard Chart
- 4) Interact with 1 location.
- Resolve Location Event then Interact.
- 5) End of Day: Roll 1D6
- If result is **equal to or lower** than Darkness
number then roll and resolve Town Event Chart.
- 6) Choose (a) or (b):
(a) Stay : move Darkness Marker to next day
:: goto **step 1 above** ::
(b) Leave :: goto **Next Adventure** (reset Grit to 1)::

V

IV Travel to Town

- 1) Each Hero must
Roll 1D6 per Darkstone (and Icon)
On a 1, 2, or 3 take a Corruption Hit.
- 2) Each Hero is restored to
full Health & Sanity and
their Grit is reset to 1.
- 3) Each Hero Rolls 1D6,
on a 1 or 2 add Travel Hazard to journey.
- 4) Roll and Resolve Travel Hazards
one at a time.

:: goto **V** ::

IV

V In Town

- 1) Place Darkness Marker on Day 1
of Town Event Track.
- 2) Determine if any buildings are
destroyed (if failed last mission).
- 3) Choose where to stay (a) or (b):
(a) Hotel: Pay \$10
(b) Camp Site: Roll 2D6 on Camp Site Hazard Chart
- 4) Interact with 1 location.
- Resolve Location Event then Interact.
- 5) End of Day: Roll 1D6
- If result is **equal to or lower** than Darkness
number then roll and resolve Town Event Chart.
- 6) Choose (a) or (b):
(a) Stay : move Darkness Marker to next day
:: goto **step 3 above** ::
(b) Leave :: goto **Next Adventure** (reset Grit to 1)::

V