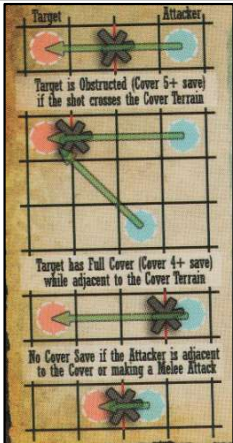# Shadows of Brimstone
Unofficial Reference Cards Compendium

Version: 1.7
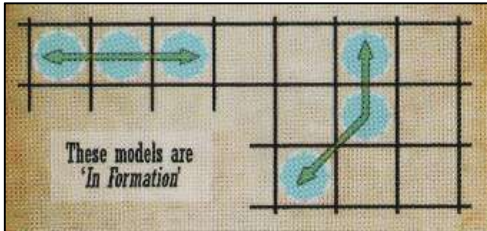
By Andrea Tonello
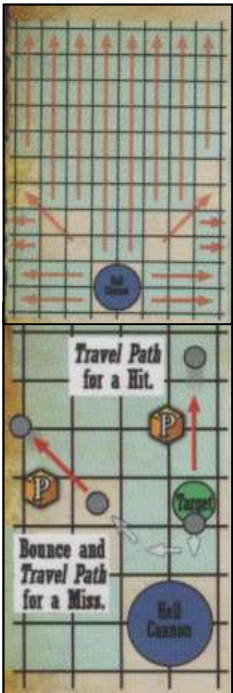
Reference card list

Adventures	**Only one Adventure at once may be played.**
	The Heroes may choose to make any Mission that starts at the **Mine Entrance Map** take place in the *Adventure* with the following modifications:
	• **Badlands:**
	    o If one or more Encounters (even in an *OtherWorld*) would be drawn, roll a D6. On the roll of 1, 2 or 3, the Heroes must also draw one <u>additional</u> **Badland Encounter** from the separate **Badlands Mine Encounter deck**.
	    o All Enemies gain **+2 Health**.
	    o They also get **+1 Damage** to their Attacks for every <u>full set of 3 Dark Stone</u> their target is carrying (max +3).
	    o Enemies select targets in order of most *Dark Stone carried* (highest to lowest), instead of simply Random selection.
	    o Any time a Hero draws one or more **Loot cards**, they may also roll a D6:
	        1-2 = **+1 Dark Stone**, 3 = **+2 Dark Stone**, 4-5 = Draw a **Gear**, 6 = Draw an **Artifact**
	    o **All these modifiers still apply in an Otherworld.**
	• **Enemy packs:**
	    o If one or more Encounters (even in an *OtherWorld*) would be drawn, roll a D6. On the roll of 1, 2 or 3, the Heroes must also draw one <u>additional</u> **Enemy pack Encounter** from the separate **Enemy pack Mine Encounter deck**.
	    o Whenever a Threat card would be drawn, roll a D6. On the roll of 1, 2, or 3, instead the Heroes are attacked by **Enemy pack** *Enemy* (on the roll of 1 this also includes a *Leader/Special Monster/Shaman*):
	        1-2 Heroes = **D3+1 Enemy pack** *Enemies*, 3-4 Heroes = 🅿️ **Enemy pack** *Enemies*, 5-6 Heroes = **6 Enemy pack** *Enemies*
	    o Whenever **Enemy pack** *Enemies* are encountered, roll a D6. On the roll of 1, 2, or 3 also draw a **Enemy pack** Trait card for them.

Allies – Acquiring	• Between Adventures, at any time, even if not Traveling To Town or Town Visit, you can hire an Ally. • Choose and pay a **Basic**, **Advanced** or **Veteran** (past Hero Level 5) Ally (choose an *Ally Speciality* card, if wanted). • If a Town Event uses the term 'for the rest of this Town Stay' and has an effect on Allies, this is valid till the start of the next Adventure. • If Allies with a '**per Adventure**' cost are choosen, you have to pay for it <u>before</u> the Adventure the Ally is needed for.
Allies – Advanced	*Advanced* Allies are models on the board that move, Attack, and can be Attacked, just like Heroes. A Hero Posse may not have more than **8 models** on the board during an Adventure. This total includes all Heroes and *Advanced* Allies. *Advanced* Allies acs as 'Heroes' on the board, but with the following limitations (unless allowed by an ability): • May not get **Critical Hits** on Attacks and may not **Dual Wield** Ranged Weapons. • May not gain or use **Grit**. • May not draw **Loot** or **Scavenge** cards. • May not **Explore** (Look through Doors or Scavenge). • Do not gain **XP** (they use *Ally XP*, gained by surviving Successful Missions). • Targeted by Enemies normally, but not included when determining a Random Hero for Encounter Skill tests (if the effect says the words "**all Heroes**" or "**every Hero**" rather than icon itself, then Allies **WILL** take part). • Every <u>full set of 3</u> Allies counts as 1 Hero for 'number of Heroes in the Posse'. • **Animal** Allies may not use Items or side Bag Tokens, and may not drag KO'd Heroes or Recover them. • May not use Revive Tokens of he Hero Posse. A defeated Ally is dead and not KO'd. • May not have each Ally Upgrade more than once. • All Allies may *Catch Their Breath* after a Fight (like a Hero). • Can be healed by any Hero with the normal Token / Abilities, etc. • May be Revived by paying its Cost to hire again **plus** an additional **$200** for <u>each</u> Upgrade it has (Allies killed by a **Gruesome Fate** may **never** be revived). • The revived Ally gain all **Mutations**, **Upgrades**, **Items** and **Tokens** it was carrying, but loses any unspent **Ally XP**. • One Ally **Mutation / Injury / Madness** may be removed between Adventures paying $500. **Roll a D6 (no Grit)**: on the roll of 3+ the **Mutation / Injury / Madness** is removed, on 1-2 the Ally is dead (may be Revived normally). • Items and Abilities that remove Mutations MAY be used, but the D6 roll is mandatory.
Allies – Basic	The *Basic* version on an Ally functions just like an Item carried by the Hero. *Basic* Allies cannot be targeted or killed, and grant their listed abilities for the duration of the Adventure (or until discarded in some way). While a Hero is KO'd, any *Basic* Allies they have may not be used.
Allies – Veteran	• Has **Double Base Health** and **Double Base Sanity**.

	• Can be hired at **Hero Level** 5 or higher (instead of Advanced Allies).
Anti-Rad Token	Discard to remove **D6 Corruption Points**
Arc	Sometimes an XXL Enemy's Attacks or abilities will require to know what 'Arc' a target is in relative to the XXL Enemy.
Arcane Powder Token	When casting Elemental Magik Spells, **Arcane Powder** tokens may be used to add +1 to the final *Casting Roll* for each spent.
Assault	Enemies with **Assault** target and move to engage their opponents in Melee as normal, but they also have a Ranged Attack that they fire **for free** at the end of their move. **Placement, Targeting, and Movement:** Enemies with the **Assault** ability are placed, Target, and Move just like normal Enemies. **Ranged Attack:** At the end of its movement (even if the Enemy did not move at all this turn), it makes a free Ranged Attack described in its Abilities list. If the Enemy does not have a Target currently (could not reach a Hero to Melee Attack), it will Move as normal and then make its free Ranged Attack at a Random Hero within Line of Sight and Range (prioritizing Heroes that are not already targeted or being fired on by other Enemies of the same specific type first). All of the Enemies in the group should Target and Move before any of them make their free Ranged Attacks.
Bandage Token	Discard to Heal **D6 Wounds**
Barriers	A **Barrier** is a space edge marked with a thick, white line. Models may not move across a **Barrier** space edge (or diagonally across a **Barrier** corner) unless they have the ability to <u>move through other models</u>. **Barriers** have no effect on Attacks, Line of Sight, or Bounces, and models on opposite sides of the same **Barrier** space edge are still considered adjacent.
Battlefield Orders	*Trederran Lieutenants* are powerful leaders that issue orders to their troops using the *Battlefield Orders* deck. When a Trederran Lieutenant decides to issue an Order (as noted on its Enemy Record Sheet), shuffle the deck and draw one Random Order card to play. If the *Type Icon* on the *Lieutenant* giving the order is not represented in the upper corner of the card, discard it and draw again until a matching Order is draw.
Bitten	While *Bitten*, the next time you would need to roll on the Mutation Chart, remove Corruption Points as normal, but instead you become a *Vampire Hero*. Until you become a *Vampire Hero*, Bitten may be removed as though it were an **Injury** or **Madness** (otherwise, it must be removed as a Curse). Limit 1 *Trasformation Curse* (if you would gain another *Bitten* marker or other *Transformation Curse*, instead take **3 Corruption Hits**). This Curse may be removed by certain Events, Town Locations, or Items, or by playing the ***Once Bitten*** Mission.
Black Fang War Chants	The *Black Fang Tribe* consume Dark Stone to gain supernatural strength and abilities. *Black Fang War Shamans* use this power to perform terrifying *War Chants*. When a War Chant is cast, shuffle the *War Chant* deck and draw one Random card to be cast this turn. Some War Chants require the consumption of Dark Stone from the Pool. If there are not enough Dark Stone in the Pool, re-Draw a new War Chant instead.
Black Fang Tribe – War Shaman	The *War Shaman* is a normal *Black Fang Tribe* Enemy, with the following extras: • <u>Double</u> base **Health** and **Combat** • <u>**Tough**</u> – Immune to Critical Hits. • Adds an extra Dark Stone to the Pool at the start of the Fight. • At the start of his Activation each turn, casts a Random *War Chant*. • His XP changes to: **XP = 10 + 5 EACH**
Bleeding Markers	A model is **-3 Health** for <u>each</u> *Bleeding Marker* it currently has. (Note that this is -3 to your Health, NOT 3 Wounds) A Hero reduced to **0 Health** is KO'd. An Enemy reduced to **0 Health** is killed. The Hero may use **1 Grit** at any time to remove <u>one</u> *Bleeding Marker*. Remove all *Bleeding Markers* from a Hero at the end of an Adventure, or if they are KO'd.
Bomb Token	See *Dynamite*.
Broken Grates	**Placement:** Broken Grates are placed like an Enemy with Initiative 0 (even in Ambush). The Fight is not complete until all *Broken Grates* are sealed. *Broken Grates* are always associated with a single Enemy Type (as listed on the Threat card). **Spawning Enemies:** At Initiative 0 each turn, roll a D6 for each *Broken Grate*. On the roll of 5+ (or 4+ if there are no associated Enemies on the board right now), place 1 new Enemy model, from the associated Enemy Type, in any

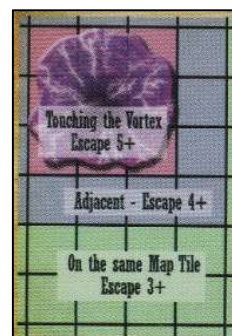|	
	empty space adjacent to the *Broken Grate* (if you cannot, move the Darkness 1 space forward on the Depth Track Instead). **Sealing the Grate:** Any Hero in the same or adjacent space to a Broken Grate may give up an Attack to make a **Skill 6+** test (choosing any Skill to use). Each 6+ rolled places a marker on the Grate (gain **10 XP** each). When there are 3 markers, the Grate is sealed (removed). If an Explosive (like Dynamite) goes off in the same space with a Broken Grate (not adjacent), the Broken Grate is sealed on the D6 roll of 3+ (gain **25 XP**).
Burning Markers	When a model has one or more Burning Markers on it at the start of its Activation, remove one of those Burning Markers and the model takes 2 Wounds, ignoring Defense. **Only <u>one</u> Burning Marker is removed each Activation, so a model may continue to burn for several turns.**
Cover Terrain	 • Some Map Cards indicate that a number of pieces of *Cover Terrain* should be placed on that Map Tile. Roll a D6 and place a piece of *Cover Terrain* <u>on the line between spaces</u> with the Cover Icon and the number rolled (Re-rolling any doubles). • A model may move across a piece of *Cover Terrain* by spending an extra movement point. • Cover saves are made as D6 rolls, before Defense is applied, and each Hit is prevented if the roll is equal to or higher than the save value. No cover saves vs. adjacent, Melee, or *Explosives*. • Obstructed Shot: Cover 5+ • Full Cover: Cover 4+ • No cover
Crimson Hand - Inquisitor	The *Inquisitor* is a normal *Crimson Hand* Enemy, with the following extras: • Gains <u>Double</u> the bonus **Health** from the *Sacred Artifact* ability, as well as +1 **Combat** for every $100 value of that Artifact. • **Tough** – Immune to Critical Hits. • His XP changes to: **XP = 10 + 5 EACH**
Curse of the Werewolf	While you have *Curse of the Werewolf*, (even if KO'd) any time doubles are rolled to *Hold Back the Darkness*, <u>you</u> must roll 2D6 to hold back the darkness within! If you roll <u>less than</u> the target number on the Hero Posse's current stage of the Depth Track, you transform into a **Werewolf Hero**. If there are Enemies on the board, you may spend **2 Grit** at the start of a turn to voluntary Transform (even if KO'd). While you have *Curse of the Werewolf*, any time you would roll on the **Mutation** Chart, instead lose **D3 Sanity** permanently. Limit 1 *Trasformation Curse* (if you would gain another *Transformation Curse*, instead take **3 Corruption Hits**). When KO'd by a *Werewolf Feral Kin*, you must roll to see if you take on the Curse (as noted on their Enemy Record Sheet). This Curse may be removed by certain Events, Town Locations, or Items, or by playing the *Cleansing Ritual* Mission.
Dark Stone Shaman – Spirit Magik	**Magik Tokens** Magik Tokens are used to cast *Spirit Magik* Spells. All Magik Tokens spent are recovered at the start of <u>each</u> turn. **Casting Spirit Magik** To cast a Spirit Magik Spell, choose how many Magik tokens you want to use and roll that many dice for the Casting roll. Each Spirit Magik Spell may only be Cast once per turn.
Dark Stone Shiv	**Free Attack –** Discard to do **D6 Wounds** to an adjacent Enemy, ignoring **Defence**. Saloon Girl Heroes Only
Death Mark	While a Hero has a *Death Mark* token, all Enemies do **+2 Damage** on their Attacks against that Hero. Discard this token at the end of the Adventure, or if KO'd. Limit 1 *Death Mark* token per Hero.
Dynamite Token	 Discard to trow as a Ranged Attack. **Range: Strength +3** If the To Hit roll misses, Dynamite will bounce D3 times. For each bounce, roll a D8 for direction and move the Dynamite 1 space. If Dynamite would move into a wall, instead cancel that bounce.
Ensnared Marker	Any model with an *Ensnared* marker is **-1 Defense** and cannot move. At the start of the model's Activation, it may make a **Strength 5+** test to remove the marker (or on the D6 roll of 5 or 6 if the model does not have a Strength value).

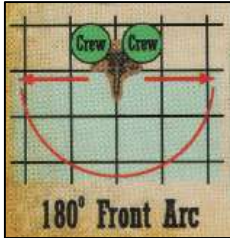|	
	Limit 1 *Ensnared* marker at a time. Remove the marker at the end of a Fight or if KO'd.
Exotic Herbs Token	Discard to remove **D3 Corruption Points**
Feral Vampires – Vampire Lord	The **Vampire Lord** is a normal *Feral Vampire* Enemy, with the following extras: • <u>Double</u> base **Health** and **Combat** • **Tough** – Immune to Critical Hits. • **Fear (2)** is replaced with **Terror (2)** (Any Hero starting their Activation on the same Map Tile takes **2 Horror Hits** that do **2 Sanity Damage** each).
Fiendish Goals	During the Flesh Stalker Confrontation, draw a Fiendish Goals card to see what the Flesh Stalker's objective is, as well as what the Heroes need to do to stop him. **Withdraws**: Means that the *Flesh Stalker* has accomplished his Goal and is removed from play, causing the effect listed on the card. **Retreats**: Means that the *Flesh Stalker* has failed in his Goal and has been driven off, removed from play with no further effect. When the *Flesh Stalker* **Retreats**, each Hero may draw a Loot card.
Fine Cigar Token	Discard to gain **Armor 3+** until the end of the turn
Fire Sake	Discard to immediately gain **D3 Fury Tokens**. Samurai Only May be Purchased at the Blacksmith or Street Market in Town for $150 each.
Flesh Stalker Confrontation	A **Flesh Stalker** *Confrontation* is a short battle with a *Flesh Stalker* while he attemps to complete a **Fiendish Goal**. Any time a **Confrontation** occurs, it will also indicate what Enemies take part in the Fight, and what the Heroes need to do thwart his plans.
Formation	**Placement:** Enemies with Formation are always placed in <u>every space</u>, rather than skipping over spaces to form the normal checkboard pattern (even when Ambushing using Shootout Rules). **Moving:** Models with Formation will move and target as normal, but will always try to end their move adjacent to as many other models from the same Enemy Group as possible, if there is an option to do so. <u>Staying 'In Formation':</u> Models are considered to be **'In Formation'** while they are connected by an unbroken chain of <u>at least 3 adjacent models</u> from their Enemy Group. These models are 'In Formation'
Gambler – Fortune	Fortune Tokens are used to activate *Gambling Tricks*. **A Gambler starts each Adventure with max Fortune and only regains them through *Catching Your Breath* after a Fight, of from abilities.**
Gambler – Gambling Tricks	All Gambler Heroes start with the *Fortune's Favor* **Gambling Trick**, as well as one extra Random **Gambling Trick**. To use a **Gambling Trick**, spend Fortune Tokens as listed on the card, and make any Skill test needed to successfully trigger the cards game text. **Each Gambling Trick may only be used once per turn.**
Hatchet Token	Discard to throw as a **Free Attack**. **Range: Strength +3** **Shots – 1** **+2 Damage** Although this is a Ranged Attack, use your **Melee To Hit** for the roll.
Hellfire Succubi – Hellfire Witch	The *Hellfire Witch* is a normal *Hellfire Succubi* Enemy, with the following extras: • <u>Double</u> base **Health** and **Combat** • **Tough** – Immune to Critical Hits. • **Male** Heroes on the same Map Tile as the *Hellfire Witch* may not use **Grit**. • At the start of her Activation each turn, casts a Random Spell from the **Shadow Magik** deck. • Her XP changes to: **XP = 10 + 5 EACH**
Herbs Token	Discard to Heal **2D6 Wounds**
Hit Types	• **Hit**: Health Damage. Use **Defense** to Save. • **Horror Hit**: Sanity Damage. Use **Willpower** to Save. • **Corruption Hit**: Adds a Corruption Point. Use **Willpower** to Save. • **Hex Hit**: Health Damage. Use **Willpower** to Save. • **Toxin Hit**: Use **Defense** to Save. No Damage, but gain a **Poison** Marker.

Holy Water	Discard to use as:
	      Free Attack – Range: 5
	      Does D8 Wounds, ignoring Defense and **Armor**, to a single *Undead* or *Demon* Enemy hit.
	      or to Heal 2D6 Wounds if **Holy**
	May be Purchased at the Church (or Church Tent) in Town, for $100 each.

Junk Bomb		**(Free Attack)** – Discard to throw and Bounce, just like Dynamite. All models in the same and adjacent spaces take **2D6-5 Wounds**, ignoring Defense.
Land Mines		• When a Hero <u>enters</u> a space with a *Land Mine* Marker, they must immediately make a **Luck 5+** test. After rolling, the Hero may spend unused movement points to add 1 extra die to the test for each movement point spent. • Enemies do not trigger *Land Mines*. • If the test is passed, No Effect • If failed, reveal the marker: **All Clear:** No Effect. Remove the marker. **Skull and Bones:** The *Land Mine* explodes! Remove the marker. This counts just like *Dynamite* going off in the Hero's space, doing D6 Wounds, ignoring Defense, to the Hero and every adjacent model. Also, roll a D6 for every adjacent *Land Mine*. On the roll of 1 or 2, it i salso immediately revealed and resolved.
Lantern Oil Token		Discard to Re-roll <u>one</u> of the dice for a *Hold Back the Darkness* roll
Lava Spaces		Lava Spaces have a yellow glow. When a Hero enters a Lava Space on a Map Tile, he must immediately roll a D6 (or two D6 and choose if Agility 4 or higher). If the roll is <u>equal to or greater</u> than the number printed in the space, the Hero is safe. If not, the Hero takes D3 *Burning Markers*. **No test for Heroes starting in a Lava Space. Enemies do not test for Lava Spaces.**
Lost Army Banner Bearer		The ***Lost Army Banner Bearer*** is a normal *Lost Army* Enemy, with the following extras: • <u>Double</u> base **Health** • <u>Tough</u> – Immune to Critical Hits. • *Banner of the Legion* – All *Lost Army* models are **+1 Combat,** and are **Armor 4+** while in Formation (or 3+ instead, if already Armor 4+). • His XP changes to: **XP = 15 + 5 EACH**
Lost Army – Generalissimo		The ***Generalissimo*** is a normal *Lost Army* Enemy, with the following extras: • <u>Double</u> base **Health** and **Combat** • <u>Tough</u> – Immune to Critical Hits. • *Leadership* – While the ***Generalissimo*** is on the board, all *Lost Army* models are **+1 Damage** on all of their Attacks. • His XP changes to: **XP = 15 + 5 EACH**
Lost Army Hell Cannon – Cannon Ball		When the *Hell Cannon* fires a **Cannon Ball**, select a Target within Line of Sight and roll once *To Hit*. • If **Hit**, place a Cannon Ball marker in the target's space, then roll the 🅿 to see how far the Cannon Ball travels. • Place a second Cannon Ball marker a number of spaces past the Target, equal to the 🅿 roll, in a Travel Path directly away from the *Hell Cannon*. • <u>All Models</u> in a space crossed by the Cannon Ball's *Travel Path* take the *Range Attack's* listed Damage, ignoring **Defence** and **Armor**. • If the shot **Missed**, the Cannon Ball marker is Bounced, <u>3</u> times from the Target's space, just like Dynamite. • Once you find its final position, place the Cannon Ball marker in that space and continue with determining its *Travel Path* and Damage as normal for a **Hit**. • Note that the direction of the *Travel Path* is determined based on the final Bounced location of the Cannon Ball marker, rather than the location of the original target.
Nectar		Discard to Recover **D3 Grit**.
Ninja Master Deadly Missions		When a *Kosugi Ninja Master* enters play witha ***Deadly Mission***, draw a *Deadly Mission* Card to see what the *Ninja Master*'s objective is, and any special Set Up or Ruls that apply to the Fight. **Withdraws** – Means that the *Ninja Master* has accomplished his Deadly Mission and is removed from play.

Ninja Shadow Clans	Ninja **Shadow Clans** modify the *Clan Ninja* and *Kosugi Ninja Master* Enemies, as listed on the card. Only 1 *Shadow Clan* card is drawn per Fight, and it effects all Ninja Enemies. Discard the *Shadow Clans* card at the end of the Fight.
Noise Markers	When in a Fight with an Enemy that uses Noise Markers, Heroes gain 1 **Noise** marker when they do each of the following: • Moving 3 or more spaces (unless **Stealth**) • Making an Attack or Casting a Spell • Making a Free Attack • 1 extra if Attacking with a **Gun** • Using a Side Bag Token • Making a Skill test or Scavenge roll Every Hero may remove D6 **Noise** markers at the start of their Activation (and an extra D6 any time an *Explosive* goes off).
Patrol Markers	*Patrol Markers* are placed by the Depth Track to show the growing danger of being attacked. **Rolling for Discovery:** To roll for **Discovery**, roll 2D6 and add them together. If the roll <u>is equal or higher</u> than the **number of *Patrol Markers* + the number of Heroes in the Posse**, the test is passed and there is no effect. If the roll is <u>less</u>, remove all *Patrol Markers* from the Depth Track and draw an Otherworld Threat card to begin an **Ambush Attack**! Choose wich Hero will take this test. Grit <u>may</u> be used to Re-roll. If the Hero has Keyword **Scout**, they may roll 3 dice and discard the lowest.
Poison	At the start of a Hero's Activation roll a D6 for <u>each</u> *Poison Marker* they currently have on them: • On the roll of 1 or 2, the Hero takes 1 Wound, ignoring Defense. • On the roll of 6, discard that Marker as its Poison effect has worn off. Remove all *Poison Markers* from a Hero at the end of an Adventure, or if they are KO'd.
Potent Poison	At the start of a Hero's Activation roll a D6 for <u>each</u> *Poison Marker* they currently have on them: • On the roll of 1, 2 or 3, the Hero takes Wounds <u>equal to</u> the number rolled, ignoring Defense. • On the roll of 6, discard that Marker as its Poison effect has worn off. Remove all *Poison Markers* from a Hero at the end of an Adventure, or if they are KO'd.
Potion Token	Discard to add +2 to <u>one</u> of your Skills (*Agility, Lore*, etc) until the end of the turn
Radiation Spaces	• When a Hero enters a Radiation Space, or starts their Activation in a Radiation Space, they immediately take 1 **Corruption** Hit for <u>each</u> Radiation icon in that space. • Enemies are not affected by Radiation Spaces.
Revive Token	Whenever a Hero is KO'd, if the Posse has one or more Revive Tokens, one Token is discarded and that Hero is restored to Full Health and Full Sanity, and they may Recover 1 Grit.
Sake Token	Discard to Heal **D6 Sanity**
Scrap Token	Sell for **$25** each, or use as resources in a **Barter Town**. 12 Scrap = 1 Anvil
Serpent Magik	The *Serpentmen Shaman* is a powerful spellcaster and has the ability to cast spells from the *Serpent Magik* deck. When the *Shaman* decides to casts a spell (as noted on its Enemy Record Sheet), shuffle the deck and draw one Random Spell card to be cast by him this turn. The **Mastery** bonus at the bottom of the card is only used if called for by a special ability.
Serpentmen - Grand Shaman	The *Serpentmen Grand Shaman* is a normal *Serpentmen Shaman* Enemy, with the following extras: • All of its Serpent Magik Spells are cast with **Mastery** (as listed on each Spell card). • **+12 Health**
Shadow Clan Leaders	*Shadow Clan Leader* cards represent powerful leaders from each of the different *Shadow Clans*. These cards modify the *Kosugi Ninja Master* Enemy, giving them extra abilities and bonuses. Each **Shadow Clan Leader** card also lists the specific **Shadow Clan** that the leader is part of. When a *Shadow Clan Leader* is drawn, the *Shadow Clan* listed should automatically be used for all Ninja Enemies during that Fight.
Shadow Magik	The *Hellfire Witch* is a powerful spellcaster and has the ability to cast spells from the **Shadow Magik** deck. When she casts a spell, shuffle the deck and draw one Random Spell card to be cast by her this turn.
Shatter Token	Discard to throw and Bounce, just like Dynamite. All models in the same and adjacent spaces take D3 Wounds, ignoring Defense, and gain a **Stunned** marker.
Shootout	Enemies with **Shootout** prefer Ranged Attacks over Melee. They move and target using *Shootout* markers with the following procedure: <u>Ambush:</u> When Ambushing, select a Random Hero and place all of the *Shootout* Enemies on that Hero's Map Tile, as far from any Heroes as possible. <u>Retreat:</u> If adjacent to a Hero at the start of it's Activation, roll a D6. On 4+, makes a Free Move along the shortest distance to no longer be adjacent. Otherwise make a Melee Attack against a Random adjacent Hero this turn.

	Target: Target a Random Hero without a *Shootout* marker yet, and Move the shortest distance to be within Range and LOS (while not ending adjacent to any Heroes). May move through other Enemy models on the same Type. If reached, place a *Shootout* marker on the Target. Otherwise, at the end of it's Move, Target a new Random Hero that is within Range and LOS and place a *Shootout* marker on them. **Make Ranged Attacks:** Once all of the Enemy group has movedand placed *Shootout* markers, roll the Ranged Attacks against the Heroes for each *Shootout* marker on them. Then, remove all *Shootout* markers.
Sinister Esperiments	For each *Sinister Experiment* an **Enemy Group** has, draw a LOW Threat card and find the first **Enemy Type** listed on that card (*Void Spiders, Hellbats*, etc). Roll once on that **Enemy Type's** Elite Chart to see what the experiment has done. The Elite result rolled is the bonus granted by for the *Sinister Experiment*. If the Elite result rolled modifies one of the basig Abilities of that **Enemy Type**, the *Sinister Experiment* also grants that basic Ability. If a Ranged Attack is granted, it also, includes the **Enemy Type's** *Ranged To Hit* stat, as well as any Assault/Shootout Standard Ability that **Enemy Type** might have.
Skill Test Icons	**Choose One Hero** **All Heroes** **Select a Random Hero**
Snap Fire	Enemies with **Snap Fire** will target, move, and Attack in Melee as normal, but also may take shots of opportunity with their Ranged Weapons througout the Fight. • **Ambush**: When Ambushing, select a Random Hero and place all of the *Snap Fire* Enemies on that Hero's Map Tile, as far from any Heroes as possible. • **Free Ranged Attack**: At the start of the Enemy's Activation, **if there are no Heroes adjacent to it**, it makes a 'Free' Ranged Attack (using the Ranged Attack described in its Abilities list) at a Hero within Range and Line of Sight. Use Snap Fire markers to show wich Heroes are targeted with these 'Free' Ranged Attacks. Target selection should be based on Heroes with the fewest Snap Fire markers already on them. • **Charge**: After completing any 'Free' Ranged Attacks, these Enemies will select a Target, move, and make a Melee Attack, as normal. • **Hit and Run**: Roll a D6 for each Enemy adjacent to a Hero at the end of this Activation. On the roll of 3+, it makes a 'Free' Move along the shortest distance to no longer be adjacent to any Heroes.
Spice Token	Discard to add D3 Damage to a single hit. You also take 1 Wound, ignoring Defense
Strong Sake Token	Discard to Heal **2D6 Sanity Damage**
Stunned	Any model with <u>one or more</u> *Stunned Markers* on them is **-1 Defense**. (For Enemies, this is -1 to their Defense value, while for Heroes, this is -1 to their Defense rolls) At the start of a model's Activation, roll a D6. On the roll of 4+, the model may remove <u>one</u> *Stunned Marker*. Remove all *Stunned Markers* from a hero at the end of an Adventure, or if they are KO'd.
Sun track	When the Heroes place the first *Blasted Wastes* Map Tile during an Adventure, roll a D8 to determine where the Sun Track begins (*Day, Dusk, Night, or Dawn*). Events during the game may *Advance* the Sun Track. When Advancing the Sun Track, it always move to the next space clockwise. Some Enemies and Encounters will be affected by the current placement of the Sun Track. Note that *Dawn* also counts as **Day**, and *Dusk* also counts as **Night**. **Night Mist**: While the Sun Track is currently on **Night** (or *Dusk*), the following effect applies: At the <u>start</u> of a Hero's Activation each turn, if on a Map Tile that contains a blue **Acid Pool**, they immediately take **2 Hits** that are Keyword *Poison*, from the caustic mist (or only **1 Hit** if *Dusk*).
Swamp Fungus	Discard to Heal **D6 Wounds** <u>and</u> **D6 Sanity Damage.**
Tech Token	Sell for **D6x$50** each, or use as resources in a **Barter Town**.
Template Weapons	Some new Weapons have a Range <u>and</u> use a Template when firing. Select a target as normal and then place the Template so that the circular hole is directly over the attacker and the other end of the Template is centered over the target. Models in a space touched by the Template will be affected, as detailed for the Weapon being sent.
Tequila Token	Discard to Heal **2D6 Sanity Damage**
The Undead Gunslinger Challenge	**Set Up:** When the Heroes find themselves in an *Undead Gunslinger Challenge*, the lights go dim and all other action pauses until the Challenge is complete. Place the *Undead Gunslinger* model anywhere on the board near the Heroes (his exact placement will not matter for this Challenge). Also, get out his special deck of **Deadman's Shot** cards.
Tonic Token	Discard to Recover **1 Grit**
Toxic Cloud	• When a Hero starts their Activation or enters a space with one or mode Toxic Cloud markers, or when a Toxic Cloud marker enters their space, they must make a Willpower roll for each of these markers. For every roll failed, gain 1 Poison Marker. • Enemies are not affected by Toxic Clouds. • Limit 3 Toxic Cloud markers per space. • If multiple markers in a space, only 1 will move from that space each time they Drift. • While there are any *Toxic Clouds* on the board, roll a single D6 at the start of each turn:

D6	Result
1	All *Toxic Clouds* Drift 1 space along the shortest path to the Map Tile's entrance
2	All *Toxic Clouds* Drift (as above) and then Drift (as above) a second time
3	Roll a **Random** direction, then <u>all</u> *Toxic Clouds* Drift 1 space in that direction. If the space is Blocked, that marker doesn't Move
4-5	No Effect
6	The Heroes may choose D3 *Toxic Clouds* to remove from the board as they dissipate

Trederran Field Marshal	The *Field Marshal* is a normal *Trederran Lieutenant* Enemy (draw for Lieutenant Type as normal), with the following extras: • Comes into play with a **Master Forged Wargear** card. • Automatically plays a **Battlefield Orders** card each turn (no roll), and may use Orders for any *Lieutenant Type*. • **+10 Health** (or **+20** if **Brutal**)
Undead Gunslinger	<u>Face Off:</u> Choose one Hero to Face Off the *Undead Gunslinger*. That Hero rolls dice equal to their **Initiative**. The *Undead Gunslinger* rolls dice equal to his **Quickdraw** value (printed on the card that caused the challenge). For <u>each</u> 6 rolled by the *Gunslinger*, the Hero must draw and resolve one **Deadman's Shot** card. For <u>each</u> 6 rolled by the Hero, they may either do 1 Hit to the *Gunslinger*, or cancel one of the *Gunslinger's* 6's. <u>Next Hero:</u> The Heroes must take turns Facing Off against the *Gunslinger* until he takes enough Hits to Banish him (listed on the card that caused the Challenge). No Hero may Face Off again until all Heroes have had a Face Off.
Vampire Hero	**Transformation Curse – Vampire** **A *Vampire Hero* gains:** <u>Slipping into Madness:</u> Your base **Sanity** is reduced to Half (rounding up). <u>Altered Form:</u> Your base **Health** is Doubled. You are also **+1 Combat, +1 Agility, +1 Strength**, and gain the Keyword *Undead*. <u>Life Drain:</u> When you kill an Enemy with a Melee Attack, Heal D3 Wounds. Also, any time the *Hold Back the Darkness* roll is failed, all other non-*Vampire* Heroes on your Map Tile take **1 Sanity Damage**, ignoring Willpower, and you Heal **Sanity Damage** <u>equal to</u> the total that they lost. <u>Burns to the Touch:</u> You may not use *Holy* Items and, while in Town, you may not visit the **Church** (or **Church Tent**) Location.
Void Magik	*Void Sorcerers* are powerful spellcaster with the ability to cast spells from the ***Void Magik*** deck. When a *Void Sorcerer* decides to casts a spell (as noted on its Enemy Record Sheet), shuffle the deck and draw one Random Spell card to be cast this turn. Each Spell has 4 **Spell Levels** listed on the card. Spells are cast at **Spell Level 1** unless increased by an ability.
Void Sorcerer – Void Magus	The ***Void Magus*** is a normal *Void Sorcerer* Enemy, with the following extras: • All of its Void Magik Spells are cast starting at **Spell Level 3**. • **+2 Initiative** • **+1 Combat** • **+10 Health**

Void Vortex	**Vortex Marker:** The *Void Vortex* covers an area that is 3x3 spaces. It does Not block Line of Sight or movement (though moving onto it can be deadly).
	Touching the Vortex: Any Enemy whose entire base is moved onto the *Void Vortex* is instally pulled into the Void and destroyed (removed), Enemies will never choose to move onto the *Void Vortex*.
	Any time a Hero enters a space (or ends their Move on a space), of the *Void Vortex* they immediately take 2D6 Wounds, ignoring Defense. This also applies to Extra Large or bigger Enemies that only have part of their base on the *Void Vortex*.
	Pull of the Void: At the <u>start of each turn</u>, every model on the same and adjacent Map Tiles of the *Void Vortex* is pulled D3 spaces along the shortest path to the center space of the *Vortex* (start with the closest models to the *Vortex* first).
	XXL Size, Immobile, and **Void** Enemies are immune to being moved by the *Void Vortex*. Affected Heroes may make a **Strength 5+** test each turn to avoid being moved by the *Void Vortex*.
	Escape: Heroes touching or near the *Void Vortex* must pass an Escape test to move away as though they were next to an Enemy. This test is harder the closer you are to the *Vortex*:
	    Touching – Escape 5+
	    Adjacent – Escape 4+
	    Same Map Tile - Escape 3+

Wasteland Scavenger Heavy	The ***Scavenger Heavy*** is a *Wasteland Scavenger*, but with the following changes:
	• Are always placed first, as well as moving and attacking first in their Enemy Group.
	• The *Wasteland Scrap Rifle* is replaced with a *Scrap Fire Cannon*.
	    Scrap Fire Cannon – Ranged Attack:
	    RANGE – 14 Shots – 5 Damage 3
	    Target every Hero within Range and Line of Sight
	• Has <u>Double</u> **Health** and <u>Double</u> Combat **Damage**.

	• **Tough** (*Immune to Critical Hits*). • **XP** value changes to: **XP = 10+5 EACH**
Wasteland Warbands	Only 1 *Wasteland Warband* may be in play at a time, and all *Scavengers*, *Heavies*, and *Warlords* are part of that **Warband**. A new **Warband** card is drawn for each Fight in wich these Enemies are encountered.
Wasteland Warmasters	A *Warmaster* is a **Wasteland Warlord** Enemy, but also draws a *Wasteland Warmaster* cart to modify his stats and abilities. Each **Wasteland Warmaster** is from a particular tribe, and always leads that **Wasteland Warband** (instead of drawing randomly).
Weapons of War	Some *Weapons of War* cards are assigned to 2 Models as a **Weapon Crew**. These use all of the normal *Weapons of War* rules, as well as the following: • **Immobile** (*cannot move*) and loses Shootout. • The first model is placed as normal. The second is placed directly adjacent, with the Weapon counter placed between them. • Once either of the Crew model is killed, the Weapon gains **Cooldown** (weapons with Cooldown gain a marker when fired. The model with the Weapon must give up an Attack to remove the Cooldown marker before the Weapon can be used again). A *Weapons of War* card replaces the model's *Trederran Carbine* and *Shatter Grenades*. Also, models with a *Weapons of War* card are always placed first, as well as moving and attaching first, in their Enemy group. They also gain the following: • Has **Double the Health** printed on the Enemy Record Sheet. • **Tough** (*Immune di Critical Hits*) • **XP** value changes to: **XP = 10+5 EACH**
Webbed Marker	For each *Webbed* marker a model has, they are -1 Move (min. 0) and takes +1 Damage from every Enemy Hit they take. At the start of the model's Activation, it may make a **Strength 5+** test. For each 5+ rolled, remove 1 *Webbed* marker. Adjacent friendly models may give up an Attack to make a **Strength 5+** test like this to help remove markers from this model.
Werewolf Feral Kin – Pack Master	The **Pack Master** is a normal *Werewolf Feral Kin* Enemy, with the following extras: • Double base **Health** and **+2 Defense** • **Tough** – Immune to Critical Hits. • **Savage Creature** – Moves through other models and changes targets each turn. Also, after moving, Attacks all adjacent Heroes.
Werewolf Hero	**Transformation Curse – Animal - Werewolf** **While a *Werewolf Hero*, you gain:** **Rampaging:** Your **Defense** becomes 5+ and you may not use Items or Side Bag Tokens. **Altered Form:** Your base **Health** is Doubled (if transforming from KO'd, stand back up with current Wounds, but no roll for injury). You are also **+3 Initiative, +2 Combat, +2 Damage with Combat Hits**, and you gain the Keyword **Beast**. **Savage Rage:** At the end of each turn, every other Hero adjacent to you immediatelytakes 1 Hit that does D6+2 Damage. **Calming Down:** Wenever you *Catch your Breath*, you may revert back to a normal Hero (Note, you will be KO'ed if you have too many Wounds for your normal Health).
Whiskey Token	Discard to Heal **D6 Sanity**

Wooden Stake	Discard for **Free Attack**:
	    Combat 1
	    Critical Hits on 5 or 6.
	    +1 Damage VS *Undead* and *Beast* (or +2 vs Vampire)
	May be Purchased at the Church (or Church Tent) in Town, for $50 each.

XL/XXL Enemy Template Attacks	Some XL/XXL Size Enemies have an Attack that uses the Template to hit multiple Heroes. Select a target as normal, within the listed Range, and then place the Template so that the circular hole is directly over one of the grid cross points at the front of the Enemy's base (use the grid cross point closest to the targeted Hero), and the other end of the Template is centered over the target. Models in a space touched by the Template will be affected, as detailed for the Weapon being sent.
Zombie Bite	While you have a *Zombie Bite*, the next time you would need to roll on the Mutation Chart, remove Corruption Points as normal, but instead you become a *Zombie Hero*. Until you become a *Zombie Hero*, *Zombie Bite* may be removed as though it were an **Injury** or **Madness** (after that, it must be removed by anything that specifically removes a Curse). **Limit 1** *Trasformation Curse* (if you would gain another *Zombie Bite* marker or other *Transformation Curse*, instead take **3 Corruption Hits**).
Zombie Hero	**Transformation Curse – Zombie**

A *Zombie Hero*, gains:

Shambling Dead: Both your **Cunning** and **Initiative** are reduced to Half (rounding up) and you are -2 Move (minimum of 1).

Altered Form: Your base **Health** is Doubled. You are also **Endurance (3)** (does not take more than 3 Wounds from any single Hit)**, +2 Strength**, and you gain the Keyword *Undead*.

Rotting Body: At the start of each Adventure, roll a D6 (no Grit). On the roll of 1 or 2, you lose 1 Sanity permanently. On the roll of 3, you lose 1 Health permanently.

Zombie Hunger: You must make an **Escape 3+** test to move away from other Heroes (roll once per turn for each Hero moved away from). If failed, your move ends and that Hero takes 1 Hit that does a **Bleeding** marker instead of normal Damage.