

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.

*except *Hold Back the Darkness* rolls and chart rolls.
Note: a die can't be re-rolled more than once.

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)

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

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 Track 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		4
7	6	5

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 YOU MAY

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

OTHERWISE

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 may 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 Darkness* 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

Place the *Town Map* on the table and put the *Darkness Marker* on space 1 of 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 Event 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*

This 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 bearer and Start the First Turn!