

Shadows of Brimstone

Quick Reference v. 1.1

GRIT

Hero resets to one Grit before going into the mine and at the end of an Adventure. Also, rolling a 1 during movement acquires a Grit. Heroes can use Grit for the following⁷:

- Use 1 Grit to Re-roll any number of dice that was just rolled.
- Use 1 Grit to add an extra D6 to Movement.
- Use Grit to activate Special Abilities or Items that require it.

A single die may never be Re-rolled more than once.

DIFFICULTY SCALING

Heroes	Scaling ⁹
1	Low Threats, 2 Revive Tokens
2	Low Threats, 1 Revive Token
3	Med Threats, 1 Revive Token
4	Med Threats
5	High Threats, 1 Revive Token
6	High Threats



Remember:

1 or 2 Heroes should draw a **High Threat** card instead of an **Epic Threat**, usually drawn for the Final Objective Room Fights.²⁸

THE GAME TURN

HOLD BACK THE DARKNESS

Hero that has the *Old Lantern* rolls 2D6 which must be equal to or greater than the value on the **Depth Track**¹⁰ of where the **Hero Posse Marker** is located in order to **Hold Back the Darkness**. If failed, move Darkness marker one step.

- **Blood Spatter spaces** - draw a **Darkness** card and resolve.
- **Growing Dread spaces** - draw a **Growing Dread** card and stack, face down to be resolved when the Objective is found.¹⁴
- **Rolling Doubles** - instead of moving the Darkness marker, consult the **Depth Event Chart** on the back of the Town Card.¹⁰
- Grit cannot be used to re-roll **Hold Back the Darkness** tests.

HEROES ACTIVATION

Heroes can switch Items at the beginning of each Turn while in a Fight.¹⁸ Heroes activate from highest initiative to lowest. Tied initiative can choose who will go first.

Voices in the Dark - If a Hero starts their Activation more than 2 Map Tiles away from the Lantern, that hero takes D6 **Horror Hits** before Activating.¹² Make Willpower save or take 1 Sanity Damage for each Hit.

MOVEMENT

Roll 1D6 to determine spaces for movement. If 1 is rolled, they recover 1 Grit which can be immediately used if they are already at max Grit.¹¹

- Other figures block movement.
- Hero standing on a puzzle connection space is considered to be on *both* Map Tiles.¹¹
- If adjacent to an Enemy, must roll a D6 for an **Escape Test** in order to be able to move past Enemies with the same Escape value or lower.²³

SEARCHING

A hero may either **Scavenge** or **Look Through a Door** as long as they are not in a Fight.¹²

SCAVENGING: Roll 3D6 with at least one 6 result to successfully Scavenge a Map Tile. Place a **Scavenged** marker on the Map Tile to show it may not be *Scavenged* again and draw one card from the **Scavenge Deck** for each 6 rolled. Shuffle drawn cards back into the deck after resolving.

- Scavenging cannot be done if there is an unrevealed **Exploration Token** on the Map Tile.

LOOKING THROUGH A DOOR: When a Hero ends their movement on a puzzle connection half square, the Hero may Search into the next Map Tile. Draw a Map Card and place the corresponding Map Tile.

- Move the **Hero Posse Marker** one space on the **Depth Track**.
- If it is a *Room* Map Tile, place an **Exploration Token** face down.

ATTACK

After rolling for movement (even if the Hero doesn't move), a Hero gets one attack, either a Melee (only adjacent) or Ranged Attack.²⁴

MELEE ATTACK: Roll the number of dice equal to the Hero's **Combat** value. For every result equal to or greater than the *Melee To Hit* value, counts as one Hit. 6's count as **Critical Hits** and bypass any *Defense*.

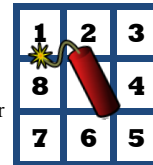
RANGED ATTACK: Roll the number of dice equal to the Shots value on the Ranged Weapon card. Every result equal to or greater than the *Ranged To Hit* value counts as one Hit. 6's count as **Critical Hits** and bypass any *Defense*.

ASSIGN HITS: After the number of Hits are determined, the Hero is allowed to assign those Hits to any enemies within Range. For each Hit, roll a D6 to determine Damage, subtracting the Enemy's *Defense* value. For Ranged Attacks:

- Make sure the enemy is within Range and there is Line of Sight (center to center not blocked by a Wall—models **DO NOT** block LOS)
- Adjacent Enemies must be killed first before Hits can be assigned to other enemies.

FREE ATTACK: Free Attacks are in addition to normal attacks and can be used either before or after a normal Attack. A Hero may make only one Free Attack per turn.

DYNAMITE: Throwing Dynamite is a Ranged Attack. The Range is the Hero's **Strength +3** and can be thrown even if there are adjacent enemies. Roll a D6 using *Ranged To Hit* value to see if you Hit. On a miss, roll a D3 to see how many times it bounces. For each bounce, roll a D8 to see the direction it goes and move it one space. Walls cancel a bounce.



COLLECTING XP: Hero that kills the enemy gains listed XP. Larger Enemies grant XP for each Hit that does one or more wounds. Each Hit gains the base XP value and an additional +value for each wound.²⁵



Remember: Elite Enemies are worth +5 XP base value for each Elite ability.

EXPLORATION

After all Heroes have activated, any face down **Exploration Tokens** are revealed.¹³

- **Doors/Gates** - Roll a D6 for each Door or Gate Icon and consult the Map Card to determine placing. Put End Caps on any remaining exit.
- **Clue Icon** - Indicates you have found a clue. Once the final Clue is discovered, the Objective is reached. Ignore any Door Icon and any Encounters/Attacks. After placing End Caps, turn over **Growing**

Dread cards one at a time and resolve before any Threat cards are drawn or any Enemies placed. A Growing Dread card can be canceled if every conscious Hero uses 1 Grit.¹⁴ Then fight the final battle!

- **Encounter** - draw an **Encounter** card and resolve. All Heroes are affected regardless of which Map Tile they are on. First determine by the Hero Icon which Hero(es) need to take the Skill Test. Then roll the number of dice equal to the Hero's Skill value. Any single die that is equal to or greater than the target number succeeds. In multiple Encounters, draw all cards and resolve in any order. Enemies will not Attack until all non-Enemy aspects are resolved.¹⁷
- **Attack** - draw a Threat card using the Difficulty Scaling and resolve.

FIGHTS

ENEMY PLACEMENT: Starting with the lowest Initiative Enemy, place the models on the Map Tile in checkerboard fashion.²² When there are not enough models to place due to the fact that they are already on the board, place remaining models and that Type gains an Elite ability. Roll D6 to determine the ability and it applies to every monster of that Type.

In an **Ambush**, start with the highest Initiative Enemy and place adjacent to Heroes. Enemies gain +2 **Initiative** for the first turn of the fight.



Remember: Enemies that appear mid-turn are placed and the current turn immediately ends. A brand new turn begins.

INITIATIVE ORDER: Models Activate in Initiative order, from highest to lowest. Enemies Activate first if their Initiative is tied with a Hero.

ENEMY ACTIVATION

TARGETING & MOVEMENT

Enemies of one Type are Activated one at a time starting with the model closest to the Heroes.²⁶

- The first enemy model targets a **Random Hero** that they can reach, moving as far as it can to create space for others to reach Heroes.
- The next closest enemy model targets a different **Random Hero** with the least number of Enemies of that Type and is within reach.
- Enemies will stay on target until KO'd or the Hero Escapes away.
- **Large Size** Enemies will push past **Medium** or **Small Size** enemies by swapping places as it moves past. Heroes still block movement.
- **Extra Large** Enemies: Refer to page 28 in the Rulebook.

ADVANCED RULE: Enemies with **Ranged Attack** will target using their Range rather than their Move value. Adjacent Heroes will be targeted first. Also, Enemies will **re-target** each turn instead of staying on the same target. Enemies with Range only move if they do not have LOS or Range. An Enemy with both Range and Melee Attack will choose Melee with any adjacent Heroes and then Range if none are adjacent.²⁹

ENEMY ATTACK

After all Enemies of the current Type have Targeted and Moved, they Attack!²⁷

TO HIT: Each Enemy rolls the number of dice equal to their **Combat** value. For every result equal to or greater than the Enemy's **To Hit** value counts as one Hit. 6's **DO NOT** count as Critical Hits for Enemies.

FEAR & TERROR: Some enemies have Abilities that cause Horror Hits. **Fear** Hits adjacent Heroes. **Terror** Hits Heroes on the same Map Tile. **Unspeakable Terror** Hits Heroes on the same or adjacent Map Tile.²³

POISON: Some Events or Enemies will Poison a Hero (e.g. Bogbats). At the start of their Activation, a Hero who is Poisoned rolls a D6 for each Poison marker. Roll of 1 or 2 equals 1 Wound, ignoring Defense. Roll of 3-5, no effect. Roll of 6, Poison is discarded. If the Hero is KO'd, all Poison markers are removed.^{SoD A7}

HERO DEFENSE ROLL: For each Hit a Hero takes, roll a D6 using the **Defense** value to determine success. For each Defense roll that failed, the Hero takes the number of Damage indicated on the Enemy card. **Willpower** works the same way but is used for incoming **Horror** or **Corruption** Hits.¹⁵

ARMOR/SPIRIT ARMOR: After the Defense roll is made, a Hero with Armor can roll a D6 to try to prevent each point of Damage they are about to take using the Armor save value. Armor protects against Wounds and Spirit Armor protects against Sanity Damage. Neither block Corruption.¹⁵

BEING KO'D: If a Hero loses all Health or Sanity, they are KO'd (additional damage is ignored). Replace the Hero figure with a KO'd Hero marker. Other models may Move onto or through KO'd Heroes.

RECOVERING¹⁵: At the end of any turn where no Enemies are present on the board, a KO'd Hero may Recover.

- Replace the KO'd Hero marker with the figure.
- Roll for the Injury and/or Madness Chart.
- Heal 2D6 Wounds (any mix with minimum 1 Health/1 Sanity). A Hero that lost all Health and Sanity can heal 2D6 Health and 2D6 Sanity.

ADVANCED RULE: An adjacent Hero may give up their Attack to help a KO'd Hero Recover as long as there are no Enemies on the same Map Tile as the KO'd Hero. Heroes can drag a KO'd hero by doubling the Movement cost for each space. KO'd Heroes follow the normal Recovery steps but they do not get an Activation in the same turn that they Recover.²⁹

REVIVE TOKENS¹⁵: When a Hero is KO'd, use a Revive Token to immediately restore the Hero to full Health and Sanity and may recover 1 Grit. They do not roll on the Injury nor Madness Chart.

COMPLETING THE FIGHT

CATCH YOUR BREATH: Each Hero heals **D3 Wounds/Sanity** (any mix). If a Hero was unable to Activate during the last turn, they instead heal **D6 Wounds/Sanity** or **Recover 1 Grit**. Also any KO'd Heroes can Recover.

DRAWING LOOT: Every Hero draws one Loot Card for every Threat, Darkness, Encounter or Depth Event that added Enemies to the Fight.²⁷

LOSING

ALL HEROES KO'D: The Mission immediately ends in failure. The Heroes escape but must all still roll for Injury/Madness.


DARKNESS ESCAPES: If the Darkness marker reaches the Mine Entrance on the Depth Track the Mission ends in failure.

RUNNING AWAY: Heroes can choose to Flee at the beginning of a new turn before any Effects or Activations happen. All Heroes Escape but any KO'd Heroes must still roll for Injury/Madness.¹³

ENDING AN ADVENTURE

RESET: Every Hero is reset to full Health/Sanity and 1 Grit.^{A36}

DARK STONE CORRUPTION: Each Hero must roll a D6 for every Dark Stone or Dark Stone Icon on an Item that they are carrying. Each roll of 1-3 results in a Corruption Hit if they fail their Willpower save.²⁹ When a Hero has 5 Corruption Points, those are removed and they must roll on the Mutation Chart found on page A58-59. Rolling the same Mutation twice results in Death.^{A8}

 **Remember:** Dead Heroes can be Resurrected at the Church and cannot be looted for their items and equipment.^{A8}

TRAVELING TO TOWN

TRAVEL HAZARDS: Every Hero rolls a D6 and each result of 1 or 2 adds a Travel Hazard to the journey. Roll 3D6 and add the results for each Travel Hazard and consult the chart on A56-57.^{A36}

VISITING TOWN

A DAY IN TOWN

TOWN EVENT TRACK

At the start of the Town stay, place the Hero Posse marker from the **Depth Track** onto the **Day 1** spot on the Town Event Track located on the Town Board.^{A37}

LODGING

Each Hero decides whether to stay at the **Hotel** for \$10 or at the **Camp Site**. Those at the Camp Site roll 2D6 and consult the **Camp Site Hazard Chart** and resolve effects. The Chart is located on the Frontier Town reference sheet.^{A38}

TOWN LOCATIONS

Each Hero is allowed to visit one Town Location a Day. Have each Hero move their figure to the Town Location they want to visit.

LOCATION EVENTS: Each Hero rolls 2D6 on the Location Event Chart to see what effects are in play for that day (affecting all Heroes in that Location).

BUYING & SELLING: Services and goods can be purchased at each location. When selling items, some have the Gold price on the bottom right corner of the card. Items bought in Town can be sold back for half of the purchase price.^{A39} Darkstone can be sold to the Bank at the Frontier Outpost for D6x\$25 each. Roll for each shard individually.

FORGING DARKSTONE: Blacksmith forged upgrades are permanently attached to an Item unlike Upgrade Cards found on an Adventure that can be detached.^{A39}

END OF THE DAY

After all Heroes are finished with their Location visits, the Day ends. A Hero rolls a D6 to see if a Town Event occurs.

- If the roll is higher than the current position of the Hero Posse marker there is no incident and can move to the next day. Move the marker up one spot.
- If the roll is equal to or less than the current position of the marker, a bad event occurs. Roll a 2D6 (cannot Grit to Re-roll) and consult the Town Event Chart (on the back of the Frontier Town card) and resolve. Set the Hero Posse marker back to Day 1.


LEAVING TOWN

Any Hero can choose to **Leave Town** at the end of a Day, after the Town Event is rolled and resolved. Once leaving, a Hero may not return but are not affected by any further Town Events.^{A39}

EQUIPMENT

TRADING ITEMS

If there are Enemies on the board, a Hero can Trade an Item (including a Side Bag Token) to another Hero that is adjacent. If there are no Enemies, Items may be traded as long as they are on the same Map Tile. An Item may not be used by two different Heroes on the same turn.¹⁹

 **Remember:** **Personal Items** can never be traded, lost, sold or discarded in any way.¹⁸

LIMITS

WEIGHT: A Hero can carry their Strength +5 in Weight Icons (Anvils) at any time.¹⁸

HANDS: Each Hero has 2 Hand slots that they can assign Items to each turn. This can be up to two different Single-Handed Items or one Double-Handed Item.

CLOTHING ITEMS: A Hero may equip only one Item per Clothing Slot (e.g. Torso, Shoulder, Gloves, etc.). As usual, may switch items at the beginning of the turn during a Fight or at any time outside of a Fight.


ITEM UPGRADES

UPGRADE SLOTS: An Item with Upgrade Slots can be filled with Upgrade Items or Forged Dark Stone by the Blacksmith. Upgrades will have Slot Requirements (filled black circles) to indicate how many Upgrade Slots are required.

ATTACHING AN UPGRADE: As long as resources are fulfilled an Upgrade can be attached to the corresponding Item. Upgrade cards can be removed so that they can be reattached to other items, traded or sold. The original resources to attach the Upgrade are lost. Dark Stone that is Forged cannot be removed from an Item.¹⁹

LEVELING UP

Hero Level	Required XP	Hero Level	Required XP
1	Start	5	3,000
2	500	6	4,500
3	1,000	7	6,000
4	2,000	8	8,000

 **Remember:** XP is spent to Level Up, removing the amount from the Hero's total.

MID-GAME LEVEL UP: As soon as a Hero gains enough XP, they may Level Up even during an Adventure at the start of a Game Turn. The Hero immediately resets to full Health and Sanity and Recovers 1 Grit.^{A9} This does not change the Hero Posse Level

ROLL FOR UPGRADE BONUS: Roll 2D6 on the free **Upgrade Bonus** Chart found on each Hero Class page in the Adventure Book to determine your random bonus.


UPGRADE CHART ABILITY: You may choose one new Ability from the Hero Class Upgrade Chart. You must have the prerequisite tier Ability before choosing one below it.

HERO POSSE LEVEL

The Hero Posse Level is equal to the highest Level Hero in the group. The Hero Posse Level does not change mid-game even if Heroes Level Up.

TOUGHER MONSTERS: All Enemies get more difficult the higher the Hero Posse Level by gaining the following bonuses:

Posse Level	Enemy Bonus
1	No Bonus
2	No Bonus
3	1 Elite Ability
4	2 Elite Abilities
5	Brutal Side of Enemies
6	Brutal Side of Enemies
7	Brutal + 1 Elite Ability
8	Brutal + 2 Elite Abilities

 **Remember:** Elite Enemies are worth +5 XP base value for each Elite ability.