Shadows of Brimstone™

City of the Ancients

RULEBOOK

Revised Edition

Shadows of Brimstone™
City of the Ancients

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It is the mid-1880s in the Southwest United States, and the small mining town of Brimstone has found Dark Stone up in the hills; a new precious mineral with magical properties, rarer than gold… and more dangerous! Digging for it greedily, prospectors came from all around, not knowing the consequences of their actions until it was too late! In a flash, the town of Brimstone was consumed, the epicenter of a cataclysmic magical explosion, ripping open portals to other worlds down in the mines and unleashing a great Darkness to spread across the land!

Now hordes of demons pour from the mines to ravage the countryside, and the sky grows black with swarms of nightmarish creatures descending on unwary travelers in the night! While most flee in terror, some heroic individuals come forward to help hold back the Darkness, fighting their way into the mines to seal these gateways, and maybe find a fortune of their own along the way!

GAME CONTENTS

- 1 Rulebook (40 pages)
- 1 Adventure Book (64 pages)
- 8 Small White Dice
- 8 Small Red Dice
- 1 Eight-Sided Die
- 1 Peril Die
- 1 Entrance Map Tile
- 8 Unique Room Map Tiles
- 4 Standard Room Map Tiles
- 6 Passage Map Tiles
- 18 End Cap Map Tiles
- 6 Gate End Cap Map Tiles
- 4 Plastic Hero Figures
- 6 Plastic Tentacles
- 6 Plastic Stranglers
- 12 Plastic Void Spiders
- 3 Large Plastic Night Terrors
- 1 XL Plastic Goliath
- 4 Hero Character Sheets
- 6 Enemy Record Sheets
- 9 Extra Large Reference Cards
- 18 Mine Map Cards
- 32 Gear Cards
- 15 Mine Artifact Cards
- 20 Mine Encounter Cards
- 10 Low Threat Cards
- 10 Med Threat Cards
- 10 High Threat Cards
- 5 Epic Threat Cards
- 7 Growing Dread Cards
- 15 Darkness Cards
- 10 Personal Item Cards
- 12 Loot Cards
- 12 Scavenge Cards
- 15 Targa Plateau Encounters
- 12 Targa Plateau Artifact Cards
- 18 Targa Plateau Map Cards
- 6 Targa Plateau Threat Cards
- 8 Starting Gear Cards
- 12 Hero Starting Upgrade Cards
- 2 World Cards
- 4 Side Bag Cards
- 7 Reference Cards
- 1 Depth Track
- An assortment of Die-cut Counters
- 1 CD Soundtrack of Original Music

Game Overview

Shadows of Brimstone: *City of the Ancients*™ is a fast-paced, Cooperative, dungeon-crawl boardgame set in the Old West, and mixed with Unspeakable Horror! Each player creates a character, taking on the role of a classic Western Hero Archetype, such as a US Marshal, Bandido, Gunslinger, or Saloon Girl. Forming a posse of Heroes, the players take their characters down into the mines in the foothills surrounding the demonically overrun town of Brimstone. The Heroes can embark on a variety of different missions, from finding and sealing a gateway to another world, to rescuing a farmer's son who was hauled off in the night by a horrible creature. The Heroes explore a dynamically generated mine, overcoming dangerous encounters and fighting savage creatures, while collecting up useful Gear and ancient Artifacts to help them during their adventures. Heroes can even find portals to other worlds, stepping through to continue their adventure on the other side.

Hero characters can be kept from game to game in a campaign system, earning experience and going up in levels to increase their skills and gain new abilities. The Heroes can also visit local Frontier Towns between adventures, spending their hard-earned loot and re-supplying for the next mission.

So load up yer' six shooter, throw on yer' hat and poncho, and gather the posse, the Darkness is coming, and all hell's about to break loose... in the *Shadows of Brimstone*!

Players

Shadows of Brimstone: *City of the Ancients*™ is a fully cooperative game for 1-4 players. If combining this Core Set with another Core Set, this can be increased to 5-6 players. All of the players work together against the game itself and the difficulty is scaled based on the number of Heroes taking part in an adventure.

GAME COMPONENTS

Dice

The game comes with 16 standard six-sided dice (8 White and 8 Red) that should be divided amongst the players. There are two colors of dice included with the intent that the Red dice can be used for Enemy attacks and the White dice for the Heroes' rolls. Often cards will refer to the terms D6 and D3. D6 is just another name for a six-sided die. D3 means to roll a six-sided die and consult the following chart:

D6 Roll	Result
1 – 2	1
3 – 4	2
5 – 6	3

Re-rolls

There are many things in the game that let you Re-roll one or more dice. It is important to note though that:

> You may not Re-roll the same die more than once.

8-Sided Die

The game also comes with an 8-sided die which is used for some special rolls. This die is often referred to as a D8.

The Peril Die

There is also a larger, special six-sided die included called the Peril Die. This die is marked with the numbers 3, 3, 4, 4, 5, 6. It is most often used for determining the quantity of Enemies during an attack, and is represented on cards as a P symbol.

Wounds and Sanity Damage

Red Wound Markers are placed on Heroes and Enemies to keep track of how much damage they have taken during the game, while blue Sanity markers are placed on Heroes to show how much Sanity Damage they have taken. There are individual Wound/Sanity Markers as well as larger markers representing 5 Wounds/Sanity each.

Ability Tokens

Some Heroes use special Ability Tokens to trigger their more powerful abilities, such as the special Ammo types for the Gunslinger.

Dark Stone

These markers are used to keep track of Dark Stone shards that Heroes find on their adventures.

Grit

Grit is a resource that Heroes have that can be used for Re-rolling dice, activating special abilities, or adding a burst of speed to your movement.

Corruption

During the game, Heroes can gain Corruption Points, slowly pushing them down the path of evil and mutation.

Elite Markers

These markers are used to show which Elite Abilities an Enemy Group has when the difficulty increases as the Heroes go up in Level.

Exploration Tokens

These markers are placed face down in new rooms discovered as the Heroes explore and, when revealed, tell the number of exits a room has as well as if there are any Encounters or Enemies to be overcome there. Some also have a ! Clue Icon.

Side Bag Tokens

Each Hero has a Side Bag that can carry helpful Tokens for them such as Bandages, Sake, or Bombs.

Scavenged Markers

These markers are used to show when a Map Tile has been successfully Scavenged by the Heroes for anything of value.

Revive Tokens

These tokens are occasionally used to give Heroes an extra chance at survival, allowing a Hero that was just KO'd to get back up without long-lasting effects.

Targa Pylons

Targa Pylons are a type of Enemy that can be found within the Targa Plateau OtherWorld.

Depth Track

The Depth Track is used to show how far into the Mine the Heroes have ventured as well as showing the progression of the Darkness as it grows in power and gets closer to escaping the Mine, causing defeat for the Heroes.

Darkness Marker

This marks the current position of the Darkness on the Depth Track and moves up the track over the course of the game, as the Darkness tries to escape the Mine!

Hero Party Marker

This marks the current position of the Heroes on the Depth Track and moves down the track as the Heroes explore the Mine.

Additional Counters

Several additional counters have been provided. Most of these are not needed for the main game but can be used for house rules or future official content.

XP and Gold

XP and Gold are only needed when keeping Heroes from one Adventure to the next, and are gathered in large quantities, so no counters are included for them. Instead, it is recommended that players track their XP and Gold by keeping a running total of each on a piece of paper.

Figures and Bases

City of the Ancients comes with a variety of miniatures to represent the Heroes and Enemies for the game, as well as plastic bases to mount them on. A full listing of the figures, which size base they should be on, and how to assemble them can be found on the large assembly sheet in the box.

Shadows of Brimstone CD Soundtrack

Shadows of Brimstone™ comes with its own CD Soundtrack of original music to listen to while you play the game. It does not affect gameplay, but enhances the experience by setting the mood and immersing the players in the game.

CARDS

There are many different decks of cards in the game that are used for everything from dynamically generating the Mine as you explore it, to the Enemies you encounter, to the cool Gear and Artifacts you find along the way.

Keywords

Most cards have Keywords associated with them, listed just below the title of the card. The Keywords usually do not have any inherent meaning, but are occasionally referenced by other cards and rules.

Icons

Many cards contain icons that represent various aspects of the card. A full list of these icons can be found on the Reference Summary at the back of this Rulebook.

Remains in Play

Some cards are listed as **Remains in Play**. As it sounds, these cards stay in play and continue to affect the game until the end of the Adventure or they are canceled in some way.

Discard Piles

For each deck of cards in the game there will also be a discard pile. The discard pile should be formed face up next to the deck and is where cards from that deck go when they have been used and are no longer in play. Any player may look through any discard pile at any time. If any deck ever runs out of cards, shuffle the discard pile thoroughly and reform the deck face down.

Some of the card decks (such as ***Loot*** and ***Scavenge*** cards) do not have discard piles, but rather are fully shuffled every time one or more cards need to be drawn.

CARD TYPES

Gear and Artifacts

Gear and Artifact cards are special equipment and relics that the Heroes can find while exploring a Mine. They represent everything from common items like hats or bandages to ancient alien artifacts and occult books of lore! When found, these cards stay with the Hero and give them the bonuses listed on the card.

Starting Gear and Personal Items

Every Hero Class starts with specific Starting Gear cards listed on their Hero Character Sheet. They also draw a single Personal Item to give them an extra bonus and help define their personality and backstory a bit more.

Hero Starting Upgrades

Each Hero Class also has a set of three unique Starting Upgrades that they get to choose from. This helps players to start customizing their Hero character right from the beginning.

Map Cards

The Map Deck is used to randomly generate the Mine as the Heroes explore. This allows every Mine layout to be different. There is one Map card to represent each Map Tile in the game.

Darkness Cards

Powerful bonuses for the Darkness, these cards cause surprise Attacks and boost the power level of the Enemies over the course of the game. Many Darkness cards are marked as *Remains in Play,* staying on the table and having a long-lasting effect.

Encounters

These cards represent all manner of situations that the Heroes can find themselves in while exploring a Mine. They include everything from massive statues or broken barricades to having a run-in with a dying guard or ghostly apparition.

Threat Cards

When the Heroes are attacked, drawing a Threat card tells you what types of Enemies and how many are involved. There are 3 different Threat Decks that are scaled for the number of Heroes playing, as well as Epic Threats for major Fights.

Loot

Loot cards are used to generate the rewards that Heroes get for winning a Fight or overcoming certain Encounters. Unlike most decks, the Loot Deck has no discard pile and is fully shuffled before each draw.

Growing Dread

These cards are a representation of the unspeakable horrors that await the Heroes as the Darkness grows in power. They are usually collected over the course of the game, but not revealed until the final Fight.

World Cards

These cards are used as reference for the global effects of the world the Heroes are currently in as well as to draw a random World when the Heroes find a Gate.

Scavenge

Scavenge cards are used to determine what a Hero finds when they Scavenge a Map Tile for anything useful. Much like the Loot Deck, the Scavenge Deck has no discard pile and is fully shuffled before each draw.

OtherWorld Decks

The *City of the Ancients* Core Set has all of the cards needed for venturing into the **Targa Plateau** OtherWorld. There are Other World specific decks for Artifacts, Encounters, Map Cards, and Threats only found while exploring the frozen alien city.

LARGE CARDS

In addition to the regular-sized card decks, there are several large Charts and Record Sheets, displaying the Hero Classes players can choose from, Enemies that you will face, and various charts for use on your adventures and while visiting Towns between missions.

Hero Character Sheets

There are four large Hero Character Sheets, each detailing the stats and abilities of a Hero Class that a player can choose to play. These Character Sheets have a Male portrait on one side and a Female portrait on the other, so players can choose the gender of their Hero.

Enemy Record Sheets

There are also several double-sided Enemy Record Sheets showing the stats and abilities of the various Enemies that the Heroes might run into on their Adventures. These Record Sheets have the normal version of the Enemy on one side (green) and the higher level, *Brutal* version of that Enemy on the back (red).

Reference Charts

These large Charts show the information for Frontier Towns you can travel to between adventures, including the various Town Locations you can visit, as well as an overhead Town Map, and charts for Depth Events, Injuries, and Madness.

MAP TILES

The game board is made up of a collection of Map Tiles that hook together with puzzle style connections. There are two main types of Map Tiles, **Rooms** and **Passages** (corridors that connect the Rooms). There are also small **End Cap** pieces for blocking off Room exits that are not Doors and **Gate End Caps** for when the Heroes find a portal to another world! End Caps and Gates are not considered full Map Tiles, they simply cap off the Map Tile they are attached to.

All Map Tiles are double-sided and have the Mine on one side and an OtherWorld on the other side.

A Grid of squares is printed on the Map Tiles and this is used for the placement and moving of models during gameplay. Note that at every puzzle connection on a Map Tile, there are two half spaces. When another Map Tile (or End Cap) is connected, this adds the other half of the two spaces, creating complete grid spaces, with half on each of the two Map Tiles.

> For game purposes, a model that occupies one of these half-and-half grid spaces on a puzzle connection counts as being on BOTH Map Tiles.

HERO CHARACTERS

Each player must choose what type of classic Old West Hero they want to play. These different Hero 'types' are called **Classes**. There are four different Hero Classes to choose from included in this Core Set, and each Hero Class has a unique Character Sheet with all of its basic Skills, Abilities, and Starting Gear listed on it. Each specific Hero Class is covered in greater detail on pages 8 and 9. Below is a list of the different elements of a Hero Character Sheet.

A) Hero Class

A character's Hero Class is the Old West archetype that the character falls into and is the main thematic defining factor for their Skills and Abilities.

B) Keywords

A Hero's Keywords are traits of that character. They do not have any inherent meaning, but are referenced by other cards and Abilities (often as restrictions for certain Items).

C) 'To Hit' Values

What the Hero needs to roll on their dice to hit Enemies when making an Attack. There are two different *To Hit* values, one for Ranged Attacks and one for Melee Attacks.

D) Combat

The base number of dice that the Hero gets to roll when making a Melee Attack, even if they have no weapons.

E) Max Grit

The max number of Grit the Hero can have at one time.

F) Skill Attributes

There are 6 different Skills that every Hero has, Agility, Cunning, Spirit, Strength, Lore, and Luck. These Skills are used for making tests during the game.

G) Initiative

Initiative determines how quick a character is and how early in the turn they get to Activate. Each turn models are Activated in Initiative order, from highest to lowest.

H) Abilities

Every Hero Class has one or more special Abilities that are an important part of being that Hero Class. These Abilities are not always beneficial, but fundamentally effect how the Hero plays.

I) Starting Items

Gear that any character of that Hero Class always starts their adventuring career with.

J) Health

A representation of the Hero's physical well being. Health is reduced by taking Wounds. If your Health is ever reduced to 0, you are KO'd.

K) Defense

Any time the Hero takes one or more Hits, they may use their Defense as a saving roll against each Hit to prevent taking Wounds.

L) Sanity

Sanity is just like Health, but for the Hero's mental well being. Sanity is reduced by taking Sanity Damage. Just like Health, if your Sanity ever reaches 0, you are KO'd.

M) Willpower

Just like Defense is to Health, Willpower is a saving roll for Sanity to prevent taking Sanity Damage or Corruption.

GRIT

Grit is a resource that represents a Hero's ability to tough out difficult situations and pull off amazing feats; dodging a fatal blow at the last minute, scoring a particularly difficult hit, or activating a powerful special ability to save the day. In short, it allows Heroes to be heroic! Every Hero has Grit (they wouldn't be much of a Hero without it).

Using Grit

A Hero may use a Grit to do one of three things:

- Use 1 Grit to Re-roll any number of dice that your Hero just rolled.
- Use 1 Grit to add an extra D6 to your Hero's Movement.
- Use Grit to activate a Special Ability or Item that requires it.

Re-roll Limits

Grit can be very useful for Re-rolling dice when you need to, but it is important to remember that no single die may ever be Re-rolled more than once. So, for example, you CANNOT Re-roll all of your misses with a Grit, and then use an ability or spend another Grit to Re-roll the ones that still missed.

Grit may only be used to Re-roll dice that have been rolled for your Hero (not other Heroes, Enemies, etc).

In Addition, Grit may not be used on any roll on a Chart or the roll to *Hold Back the Darkness* (more on that later).

Recovering Grit

Grit is a very powerful resource, but is limited. Each Hero starts every Mission with 1 Grit, but more can be gained throughout the Adventure. The most common way to Recover a Grit is by rolling a 1 for your Move roll. This is covered in greater detail later in the section on *Hero Activation.*

Max Grit

Every Hero Class has a Max Grit listed on their Character Sheet. This is generally Max Grit 2 for most new Heroes. Max Grit is simply the most Grit your Hero can have at one time.

If you are already at your Max Grit and you would get to Recover a Grit, though you can't hold onto it, you are allowed to immediately spend that new Grit instead of just losing it. This is most often used to activate an ability that costs Grit or to gain the extra D6 to your Move for the turn.

ABILITY TOKENS

The term Ability Token is used to refer to any of the various special tokens used by Hero Classes to trigger their unique abilities. This includes Tokens such as Faith for a Preacher or Dead Eye Shot special ammo for a Gunslinger. The specific use of each type of Ability Token is covered in the special rules for the individual Hero Class that uses them.

CREATING A NEW HERO

Creating a new Hero is fast and easy. It is often just as fun to start a fresh new Hero as it is to keep one Hero from game to game, over a series of Adventures. To create a new Hero, just follow these simple steps:

Choose Hero Class

The most important choice for a new Hero is what Hero Class you want to play. Each Hero Class has its own unique stats and Abilities, and a fairly different play style. Choose which Hero Class your new Hero will be. If you are new to the game, each different Hero Class in this Core Set is described below on pages 8 and 9.

Get Starting Items

Every Hero Class has a small list of Starting Items printed on their Character Sheet that they get for free. Find these Items for your Hero amongst the **Starting Gear** cards. It is important to note that, in many ways, the Starting Gear of a Hero is just as important a factor as their Abilities and stats. Note that Heroes may NOT trade or give their Starting Items to other Heroes.

Draw a Personal Item

Every Hero starts their adventuring career with one **Personal Item** that not only gives them a powerful bonus, but can help to define the backstory of that Hero. Draw one **Personal Item** card for your Hero.

Choose Your Starting Upgrade

When creating a brand new Hero you get to choose one of the three ***Hero Starting Upgrades*** available to your Hero Class. This is one of three unique abilities that helps to define your Hero right from the beginning. Choose wisely though as the two Upgrades you don't pick will not be available later.

Select Any Class Specific Cards

Some Hero Classes allow you to draw special cards that are unique to that Class, as noted on the Hero Character Sheet (such as a Preacher's Sermons). The Core Set Hero Classes are covered in greater detail below.

Get a Side Bag and Free Token

Take a **Side Bag** card for your Hero. Every Hero has a Side Bag that can hold up to 5 Tokens in it. A New Hero also gets to choose one Token to start with for free. Choose from **Whiskey**, **Bandages**, **Dynamite**, or **Tonic**.

Name Your Hero

Lastly, you should choose a fitting name for your Hero. And pick something good, you never know if that name will become legendary throughout the West!

OLD WEST HERO CLASSES

There are 4 unique Hero Classes to play in the *City of the Ancients* Core Set - the **US Marshal**, **Saloon Girl**, **Bandido**, and **Gunslinger**. Each Class of Hero has their own set of abilities and equipment, as well as their own strengths and weaknesses. This section provides an overview of each of these Hero Classes as well as the rules needed to use any special Class-specific bonuses, such as the Marshal's Badge or Gunslinger's Six-Shooter Template!

U.S. Marshal

The US Marshal is the embodiment of law and order across the new frontier. With a swagger and a shotgun, these traveling law men bring justice to the wild lands, hunting down outlaws and leading posses into territory overrun with corruption and darkness.

Tough as Nails

The US Marshal is one of the toughest Heroes around. With a 3+ Defense, as well as a solid Health and Sanity, they can act as a tank, wading into danger and blasting away at anything unlucky enough to get within range of his Shotgun.

Shotgun and Double Shot

The Shotgun that the US Marshal wields is a powerful weapon that uses the 8-sided die for both rolling *To Hit* and for the amount of Damage done. This makes it a deadly tool for blowing apart creatures and demons that get in your way, especially considering that *To Hit* rolls of 6 or higher (in this case, 6, 7, or 8) count as Critical Hits, ignoring an Enemy's Defense (more on this later). The drawback to the Shotgun is its limited Range and the fact that, by default, it only gets 1 Shot each time you fire it. This can make the US Marshal a little 'feast or famine' when he attacks.

The US Marshal also has a built in ***Double Shot*** ability with his Shotgun, allowing him to get an extra shot with it, once per turn, when you kill an Enemy with the first Shot. This allows him to get on a roll, taking out multiple tough Enemies a turn.

Marshal Badge

One of the most powerful tools of the US Marshal is his ***Marshal Badge***. In addition to being the symbol of his authority, it allows him to give a special bonus to all Heroes, once per Adventure, granting each Hero +2 Shots with a **Gun** or +2 Combat for a Melee Attack, during their next activation. If used at just the right time, this bonus for the whole posse can mean the difference between surviving a Fight, or succumbing to the Darkness.

Saloon Girl

A common sight in every town across the new frontier, Saloon Girls are expert dancers and entertainers. What they lack in the sophistication of the big city, they more than make up for in ruthless cunning and effortless charm.

Often underestimated as fragile or lightweight, Saloon Girls hide a rough and rowdy attitude with a wink and a smile, throwing punches and fighting dirty with the best of them. Not to mention able to drink most folk under the table without breaking a sweat.

Fast Fisticuffs

The Saloon Girl is ***Fast***, adding +1 to her move each turn. She is also a nimble hand-to-hand fighter, punching and kicking her foes as she ducks and weaves around the board. Though able to dodge most incoming hits with her high Defense of 3+, she must avoid getting cornered as she doesn't have the health to sustain a lot of damage for hits that get through. Having lived a hard life, she has seen many terrors on the frontier and is well equipped to handle the horrors encountered on an Adventure.

Hold-Out Pistol

Though her primary mode of fighting is using her built in Combat for Melee Attacks, the Saloon Girl is also equipped with a small ***Hold-Out Pistol*** that can be used to make a Ranged **Free Attack** (in addition to her normal Melee Attack) once per Fight.

This ***Hold-Out Pistol*** only gets one shot per Fight, but it has a higher chance of getting a Critical Hit (on a *To Hit* roll of 5 or 6, as noted on the card), and gives the Saloon Girl a Ranged Attack, even if it is only one use per Fight.

Comforting Presence

One of the most important abilities of the Saloon Girl is her potential to Heal the other Heroes along the way. At the end of each turn (after all Heroes have activated), the Saloon Girl may use her ***Comforting Presence*** ability to Heal 1 Wound or 1 Sanity Damage from each Hero currently adjacent to her.

This ability can be used every turn, whether you are in or out of a Fight, and can be critical for keeping the Heroes going. It is also a great source of XP for the Saloon Girl, as Heroes gain **5 XP** for each Wound or Sanity Damage they Heal from another Hero (more on Healing and on XP later).

Gunslinger

The Gunslinger is a hard-hitting gunfighter and gambler that is both suave and sophisticated. Though light on defense, he has the potential to deal out the most damage and is often the first to get to attack.

The Gunslinger has access to a special **Six-Shooter Template** as well as specialty Ammo for it called ***Dead Eye Shots***. This gives him a leg up in being the most deadly pistol fighter in the game...and in the West.

Six-Shooter Template

The **Six-Shooter Template** represents the Gunslinger's trusty six shooter pistol (whatever ***Pistol*** he happens to be using) and starts each game fully loaded with 6 special Shots. Initially the Gunslinger only has access to ***Dead Eye Shots***, but as they go up in Hero Level, it is possible for them to get additional types of Shots. At the start of an Adventure, the Player should load all 6 Shots into his Six-Shooter Template (one in each of the six numbered circles).

Each Shot is one use only, and must be discarded from the Template when used.

Shots from the Six-Shooter Template may only be used with **Gun** Items that are Keyword ***Pistol***.

Each specialty Shot from the Six-Shooter Template is considered to be ***Ammo*** and may not be used in combination on the same shot with any other ***Ammo*** (like ***Dark Stone Bullets***, etc).

> Six-Shooter Template Shots are limited to one per Hit.

Dead Eye Shots (Ability Tokens)

A ***Dead Eye Shot*** marker may be discarded from the Gunslinger's Six-Shooter Template to add **+2 Damage** to a Hit.

A ***Dead Eye Shot*** may be used <u>after</u> the roll for Damage is made on a Hit, so that you can see if it is worth adding the +2 Damage or not. They are great for finishing off an Enemy that would otherwise only be wounded.

Other Types of Shots (Ability Tokens)

The Gunslinger has a few other types of specialty Shots that can be loaded into the Six-Shooter Template. These are gained as new Abilities by going up in Hero Level over time, and are found on the Gunslinger's Upgrade Chart on page 41 of the Adventure Book.

Shots from the Six-Shooter Template may be used in any order.

> The following Shot Types are only available once they are unlocked by getting an Ability that lets you use them.

Ricochet Shots

You may use a *Ricochet Shot* to choose a target without regard to Range, Line of Sight, or being adjacent to it.

Also, a *Ricochet Shot* **may be used in addition to up to one other type of Ammo when fired**. This may be another Special Ammo Shot from the Six-Shooter Template (like a ***Hellfire Shot***, or ***Dead Eye Shot***), or another type of **Ammo** like ***Dark Stone Bullets*** from the *Blacksmith* in Town.

Cerberus Shots

You must pay **1 Grit** to use a ***Cerberus Shot***. A *Cerberus Shot* immediately does a free normal Hit (doing D6 damage) to every Enemy adjacent to the target.

Hellfire Shots

You must pay **1 Grit** to use a ***Hellfire Shot***. A *Hellfire Shot* **doubles** the amount of damage just rolled on one of your Hits.

Bandido

Hailing from just south of the border, the Bandido is an outlaw and a lovable scoundrel. With a hearty laugh and bushy mustache, the Bandido may not be the best shot with a pistol, but he always seems to have a cunning plan and a bundle of Dynamite to see it through.

Tough but Crazy

Boasting the highest Health of any of the Heroes, the Bandido is not afraid to charge into a fight, guns blazing! His Sanity, however, is the lowest of any of the Heroes, making him always on the edge of potential madness.

Wild Card

As unpredictable as he is crazy, the Bandido's Wild Card ability allows him to Recover Grit on move rolls of 1 or 2 (instead of only on 1). This means he can generate Grit twice as fast as every other Hero, activating special abilities and Re-rolling dice left and right!

GAME SET UP

To Set Up for an Adventure, complete the following steps in the order listed. This covers everything needed to start the basic Mission '*A Fistful of Dark Stone*', and includes preparing the card decks, shuffling up the Exploration Tokens, placing the Mine Entrance, and getting the Heroes ready to go. Some later Missions have a slightly different Set Up as noted in their entry in the **Adventure Book**.

1) Number of Players/Heroes

Decide on the number of Heroes that will be taking part in the Adventure. Usually this is one Hero per player, but sometimes it is fun to play a game controlling two Heroes each, for a fewer number of players.

2) Shuffle Card Decks

Thoroughly shuffle all of the card decks and place them around the table as shown above.

3) Prepare Exploration Tokens

Shuffle up all 12 Exploration Tokens and create a stack of them face down that players can draw from when they find a new room.

4) Ready Heroes

Prepare each Hero that will be taking part. If these are new Heroes, make sure each of them is ready to go using the steps of Creating a New Hero, as detailed on page 7.

One Hero gets the ***Old Lantern*** card in addition to his other Gear. The players may choose who will take it at the start of each Adventure.

5) Select Mission

Select a Mission to play. For your first game, this will be the '*A Fistful of Dark Stone*' Mission described below. For future games, you can choose a Mission from those listed in the **Adventure Book**. Note that some Missions have special Set Up instructions.

6) Prepare Depth Track

Place the Depth Track where all players can see it, and position the **Darkness** marker on the *Darkness Start* space and the **Hero Party** marker on the *Mine Entrance* space.

7) Place Entrance Map Tile

Set the **Entrance** Map Tile in the center of the table, where all players can reach it.

8) Place Heroes

Lastly, each Hero model is placed on the Entrance Map Tile in one of the 8 Starting Area spaces (as shown below).

The **Starting Area** on the *Entrance* Map Tile includes all 8 spaces in the back two rows (marked here in blue). The Heroes can be positioned in any of these eight spaces, and should be placed on the board in Initiative order, from highest to lowest.

NUMBER OF HEROES

The number of Heroes taking part in an Adventure determines the difficulty and quantity of Enemies you will be facing. This is scaled in two ways - with Low, Med, and High Threat Decks for Enemies as well as with Revive Tokens to help fewer Heroes survive a little longer.

Difficulty Scaling

The chart below shows the Threat Deck that will be used as well as how many Revive Tokens the Heroes have available to them, based on the number of Heroes playing.

Heroes	Scaling
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

Both Threat Decks and Revive Tokens are covered in greater detail a little later.

YOUR FIRST GAME

Basic Game

For your first game, a couple of the slightly more advanced elements will be left out to make it easier to get the hang of the things. Epic Threat boss Fights and Gates to Other Worlds will not be used. *Note, it may be tempting to just use everything right away, but there is enough to wrap your mind around with getting the basics down that it really is worth playing a game or two before diving into the deep end.*

'A Fistful of Dark Stone'

The introductory Mission is called '*A Fistful of Dark Stone*'. The Heroes have heard rumor of a vast deposit of Dark Stone buried down in one of the local mines and have come to find their fortune.

Mission Goals

To find the Dark Stone deposit, the Heroes must explore the mine and find 2 Exploration Tokens with ! Clue Icons on them. The first Clue lets them know they are on the right track, while the second Clue is the actual deposit itself!

The Objective Room

When the second Clue Icon is revealed, ignore any Encounter or Attack on the token, as well as any Door Icons. The Objective Room has no exits. Instead, the Heroes must draw a High Threat card (Red) to fight, as a large group of creatures has been attracted by the Dark Stone.

Reward

If all of the Enemies in the final room are defeated, the Heroes have completed the Mission and may collect as much of the Dark Stone as they can find. Each Hero gains 25 XP and D3 Dark Stone.

THE DEPTH TRACK

Depth Track

The Depth Track represents the general path of the Mine and tracks how deep the Hero Party has journeyed and how close the Darkness is to escaping the Mine and wreaking havoc on the countryside (resulting in failure for the Heroes). At the start of the game, the Hero Party marker is placed at the **Mine Entrance** space on the far left of the track, while the Darkness marker is placed on the **Darkness Start** space on the far right.

During the course of the game, the Hero Party marker moves down the track every time a new Map Tile is placed, as the Heroes travel deeper and deeper into the tunnels. The Darkness marker moves the opposite direction, up the track, as the Heroes fail to hold the Darkness at bay.

Stages of the Track

The Depth Track is broken into **3 Stages**, and each Stage has a value printed at the bottom (7+, 8+, 9+). As the Hero Party marker moves down the track, it passes through these different Stages, making it progressively harder for the Heroes to **Hold Back the Darkness**. Generally these Stages only matter for the current position of the Hero Party marker, not the Darkness marker.

Holding Back the Darkness

At the start of each turn, the Hero with the *Old Lantern* must roll the **Hold Back the Darkness** test. The Hero rolls 2D6 and adds them together. If the number is equal to or greater than the value needed (listed at the bottom of the Stage that the Hero Party marker is currently in), the Darkness has been held and the marker does not move this turn. If the roll is less than the value needed, the Darkness moves one step forward on the track (closer to the Mine Entrance).

Grit may NOT be used to Re-roll a **Hold Back the Darkness** test.

Blood Spatter and Growing Dread Spaces on the Track

There are two special types of spaces on the Depth Track, **Blood Spatter** spaces and **Growing Dread** spaces.

Blood Spatter spaces - When the Darkness marker moves onto a **Blood Spatter** space, the Heroes must immediately draw a ***Darkness*** card as the Darkness has grown stronger.

Growing Dread spaces - When the Darkness marker moves onto a **Growing Dread** space, the Heroes must draw a ***Growing Dread*** card as the deadly nature of the Hero's mission sinks in (see *Growing Dread* cards on page 16 for more on this later).

> These special types of spaces on the Depth Track only matter for the Darkness marker, NOT the Hero Party marker.

Depth Events

Any time the Hero with the *Old Lantern* rolls natural **doubles** for the ***Hold Back the Darkness*** test, a **Depth Event** has occurred! Even if the roll would normally have failed, instead of moving the Darkness marker, consult the **Depth Event Chart** to see what has happened (the *Depth Event Chart* can be found on one of the large reference cards).

There are 6 possible results on the chart, and the Event that has occurred is the one listed for the double number that was rolled (double 1s = 1 on the chart, double 2s = 2 on the chart, etc). This is usually something bad that has happened.

THE GAME TURN

Each Game Turn has four steps that are completed in the following order:

1) Hold Back the Darkness
2) Models Activate in Initiative Order
3) Room Exploration
4) End of the Turn

Once all four steps are complete, a new Game Turn begins.

Hold Back the Darkness

As noted above, at the start of each turn, the Hero that has the *Old Lantern* must roll the **Hold Back the Darkness** test to prevent the Darkness marker from moving forward on the Depth Track. This test occurs at the start of every turn (even during a Fight), and the longer the Adventure goes, the harder it is to hold the Darkness back.

Models Activate in Initiative Order

After the **Hold Back the Darkness** test is complete, each model is Activated in order of Initiative, from highest to lowest. A model's **Initiative** can be found in the upper right corner of their Hero Character Sheet or Enemy Record Sheet.

During most turns of the game, only Heroes will be on the board as they explore the Mine. During a Fight however, Activations will often be intermixed between Heroes and Enemies, based on their relative Initiative scores (more on *Enemies* and *Fights* later).

> Heroes that are tied for Initiative may decide between them who will go first, and this may be changed from turn to turn.

Room Exploration

When the Heroes discover a new Room Map Tile, it has an Exploration Token placed on it. Exploration Tokens like this are revealed and resolved during the Room Exploration step.

End of the Turn

After all models have been Activated and any new Rooms have been explored, anything that occurs at the End of the Turn happens. If there are multiple effects that trigger at the End of the Turn, the Heroes may decide what order to do them in.

HERO ACTIVATION

When a Hero is Activated, they may **Move** and then either **Search** or make an **Attack**. Searching may NOT be done during a Fight (as the Hero is a little busy).

Hero Movement

At the start of a Hero's Activation, the first thing they should do is to roll a single die for **Movement**. The Hero may Move a number of spaces up to the amount rolled on the die.

Models have no facing and may move forward, back, side to side, and even diagonally. Models may NOT move through other models or through Walls, and may only move into valid spaces on the board (it must be at least 50% of a full space, to be considered a valid space).

The two half-spaces of an open-ended puzzle connection on a Map Tile are considered to be Doorways and models MAY move into these half-spaces. (*For players that do not like Roll for Movement style games, an optional rule for Fixed Hero Movement can be found on page 38).*

> If a Hero rolls a 1 on their Move roll, they are allowed to Recover one Grit. This is the main method for Heroes getting Grit during the game. If a Hero is already at their Max Grit, they may immediately use the new Grit on the spot, usually to add an extra D6 to their Movement.

Note that using Grit to add an extra D6 to your movement does not let you Recover another Grit if you roll a 1 on that D6, as it is simply extra movement, not a Move roll.

Map Tile Puzzle Connections

It is important to note that a Hero standing in a puzzle connection space (between two Map Tiles) counts as being on both of those Map Tiles. This can be important for Abilities or effects that target every model on a specific Map Tile.

Hero Movement Example *- Hero A starts his Activation and rolls a 4 for movement. He can move up to 4 spaces in any direction, but may not move through a space with another model.*

Walls Blocking Diagonal Movement

As noted above, models may not move or see through Walls (the thick black border around every Map Tile). Sometimes a Wall will extend into a Map Tile, covering over the grid cross point between spaces (as shown below).

Walls like this prevent models from moving diagonally across that Wall. In addition, because the Wall extends between these diagonal spaces (covering the cross point of the spaces), the two spaces are NOT considered to be adjacent to one another. Walls like this block Line of Sight for Ranged Attacks, prevent diagonal Melee Attacks across them, and prevent other things like *Fear* or Dynamite explosions affecting models diagonally across the Wall.

The Old Lantern and Voices in the Dark

The light from the ***Old Lantern*** is the only safety from the shadows. **It illuminates the entire Map Tile that the Hero carrying it is currently on, as well as every adjacent Map Tile.**

Any Hero starting their Activation on a Map Tile that is not within the *Old Lantern's* light (on the same or adjacent Map Tile as the Lantern) begins hearing **'Voices in the Dark'**, slowly driving them mad. That Hero immediately takes **D6 Horror Hits** (see *Horror Hits* and *Sanity* on page 17).

Searching

There are two different types of Searching a Hero can do at the end of their Movement, when not in a Fight - **Scavenging** or **Looking through a Door**. Note that you may do either of these things, not both.

A Hero may not Search on a Map Tile (Scavenge or Look Through a Door) while there is an unrevealed Exploration Token on that Tile (more on Exploration Tokens later).

Scavenging

Any Hero that ends their Move on a Map Tile (Room, Passage, or the Entrance) that has not yet been fully *Scavenged* may attempt to search the area for anything of value.

To *Scavenge* a Map Tile, roll 3 dice. If any of the dice roll a 6, you have successfully *Scavenged* the area and found something! Place a **Scavenged marker** on the Map Tile. Then draw one card from the **Scavenge Deck** for <u>each</u> 6 rolled.

As noted before, there is no discard pile for the **Scavenge Deck**. Each time a Hero needs to draw one or more Scavenge cards, shuffle the entire Scavenge Deck to draw the number of cards needed. Note that the Scavenge Deck is approximately 1/3 good, 1/3 bad, and 1/3 nothing, so Scavenging may not always end up being a benefit to your Hero (but it's usually fun to try).

Each Map Tile may be *Scavenged* a number of times, based on how many Heroes are in the Hero Party, before it is considered fully Scavenged (and may not be Scavenged again).

1-2 Heroes	1 Scavenge
3-4 Heroes	2 Scavenge
5-6 Heroes	3 Scavenge

Looking Through a Door

Open-ended puzzle connections on a Map Tile (not blocked off with an End Cap) are considered to be **Doors**. A Hero that ends their Move on one of these open-ended puzzle connection half-spaces may Search by **Looking Through the Door**, seeing into the next Map Tile.

Draw a **Map Card** and place the Map Tile shown as the next piece of the board, connected to the **Door** that the Hero is looking through. The green arrow on the card shows the 'Entrance' to the new Map Tile that should be connected to the Door.

If the new Map Tile cannot be placed because it would overlap an existing Map Tile, rotate the tile to use one of the other exits as the Entrance. If the tile still does not fit, discard it and draw a new Map Card to repeat the same process. If the second Map Tile also does not fit, this exit is not a valid Door and should be blocked with an End Cap. Any exit that clearly cannot fit a Map Tile should not be counted when determining which exits from the Room are Doors (as described in the section on Exploration below).

> Whenever a new Map Tile is placed, move the **Hero Party marker** one step forward on the Depth Track, showing their progression deeper into the Mine.

Any time a Hero **Looks Through a Door** and places a new Map Tile, that Hero gains **5 XP for exploring.**

The Hero Party marker will no longer move if it ever reaches the *Darkness Start* space of the Depth Track.

Note that Heroes may not look through Doors while there are Enemies on the board as Searching cannot be performed during a Fight.

Hero Attacks

During their Activation, after moving, a Hero is allowed to make one Attack. This is covered later in the section on *Fights.*

EXPLORATION

Exploration is a big part of *Shadows of Brimstone*, and allows the Heroes an element of discovery as they pick their way through the dark halls and rooms of the dark Mine.

Rooms and Exploration Tokens

There are two types of Map Tiles, **Passages** and **Rooms.** Passages are short pathways that simply connect different areas of the Mine. Rooms, on the other hand, often hold Encounters or Enemies that the Heroes must face.

> Whenever a Room Map Tile is placed, draw an **Exploration Token** without looking at it and place it face down on that Map Tile. Passages do not contain Exploration Tokens and are labeled as such on their individual Map Cards.

Once the Map Tile is placed, the Hero that looked through the Door will be standing in a puzzle connection space that is half on each Map Tile. As noted above, a Hero on a puzzle connection space like this is considered to be on BOTH Map Tiles. This means that during the ***Room Exploration*** step of the turn (after all Heroes have Activated), this Exploration Token will be revealed as there will be at least one Hero on the Map Tile with it.

Revealing Exploration Tokens

When an Exploration Token is revealed, flip it over so that all players can see what has been discovered! An Exploration Token has three important pieces of information – **Door / Gate Icons** (showing the Number of exits the Room has), **Encounters** or **Attacks!**, and if there are any **Clues** for the Heroes' current Mission. There is also one particularly evil Exploration Token that adds a **Growing Dread** card to the stack (more on *Growing Dread* later).

Door/Gate Icons

At the top of the Exploration Token you will find one or more **Door Icons**. Each Icon represents an exit from the Room. So if there are 2 Door Icons on the Token, there will be 2 Random puzzle connection 'Doors' left open on the Room. On the Map Card for the Room, each potential exit is marked with a set of numbers to help randomly determine where the Doors are to be left open. For each Door Icon, roll a die and consult the Map Card to determine where that Door will be (roll again if there is already a Door there). Each puzzle connection exit that is not a Door should be closed off using an **End Cap** piece.

Note that some Exploration Tokens have a Gate Icon amongst the Door Icons. In the Basic Game, treat these as normal Doors in every way. In the Advanced Game, these Gate Icons represent a portal to an Other World that has opened and the Heroes can step through and continue to explore on the other side!

Encounters and Attack!

Exploration Tokens will always lead to Encounters or an Attack, both of which are covered a little later on.

Growing Dread Exploration Token

As noted above, one of the Exploration Tokens adds a Growing Dread card to the stack, in addition to being an Encounter.

Clue Icons

Many of the Exploration Tokens have Clue Icons on them, representing important bits of information that help the Heroes on their Mission. Clue Icons have different meanings based on the particular Mission being played, as described in the Mission entry of the **Adventure Book** (some Missions do not use Clue Icons at all).

Finding the Objective

When the final Clue Icon needed is found (or whatever the particular Mission calls for is discovered), the Heroes have found their Objective!

This usually means that the Heroes ignore any Door Icons and Encounters/Attacks on the final Exploration Token (Note that the Growing Dread Exploration Token still adds a Growing Dread card). Instead, the Heroes have reached their goal and must face a final fight with a larger or meaner group of Enemies. In the Advanced Game, this comes in the form of an Epic Threat boss fight. In the introductory Mission, *'A Fistful of Dark Stone'*, it means fighting a High Threat card (Red) of Enemies.

WINNING AND LOSING

To Win a Mission, the Heroes must find the Objective and defeat any Enemies guarding it, as detailed in the particular Mission being played. For the basic *'A Fistful of Dark Stone'* Mission, the Heroes simply need to find the Objective room at the second Clue Icon and defeat a High Threat card of Enemies.

There are two main ways for the Heroes to Fail any Mission - if all of the Heroes are KO'd or if the Darkness Escapes the Mine.

All Heroes KO'd

If all of the Heroes are ever KO'd at the same time, the Mission immediately ends in failure. The Heroes are considered to escape, but must all still roll for Injury/Madness.

Darkness Escapes

If the Darkness marker ever reaches the Mine Entrance space on the Depth Track, the Darkness escapes the Mine and lays waste to the countryside. The Mission is failed and the Heroes must head home in defeat.

Running Away

Sometimes things look pretty grim. If all of the Heroes agree (at least all those that are not yet KO'd), at the start of any turn, the Hero Party may elect to Flee from the Mine! This must be done before anything else in the turn happens. All of the Heroes (including those that are KO'd) escape the Mine and the Mission is considered to have been failed. Any Heroes that were KO'd still need to roll for Injury/Madness.

DARKNESS AND THE GROWING DREAD

Darkness Cards

Darkness cards are evil events that can cause Enemies to leap from the shadows, ceilings to collapse, supernatural events to occur, or allow the Darkness to steadily grow in power with cards that Remain in Play. Darkness cards are pretty much always bad for the Heroes.

There are two main ways for Darkness cards to be drawn during the game, whenever the Darkness marker reaches a Blood Spatter space on the Depth Track, and whenever a card's game text instructs the players to do so (this is usually caused by Scavenge or Encounter cards).

When a Darkness card is drawn, it is read aloud to all players, starting with the card title, and then its game effect is resolved. Once complete, the card is discarded (unless it is marked as Remains in Play at the bottom of the card).

Growing Dread Cards

Growing Dread cards are dark and powerful events that can spell doom for the Heroes. Unlike Darkness cards, they are usually not played immediately when drawn. Instead, whenever a Growing Dread card is drawn, it is placed **face down, without looking at it,** in a stack near the Depth Track. Growing Dread cards are always added to the top of the stack, and can be fanned out a little so that players can see how many cards are in the stack. In this way, it creates an impending feeling of doom over the course of the game as more cards get added to the stack, with each being potentially deadly!

Resolving Growing Dread

When the Objective is found for the current Mission, but before any Threat cards are drawn or Enemies placed, the cards in the Growing Dread stack are revealed and resolved, one at a time, starting from the top of the stack.

Canceling Growing Dread

The Heroes are not helpless though. A Growing Dread card may be canceled if all of the Heroes in the Party collectively **use 1 Grit each** (not including Heroes that are KO'd). This may be done while a Growing Dread card is still face down (cancel the top card of the stack), or once it has been revealed (before it takes effect).

HEALTH, SANITY, AND CORRUPTION

There are many ways that a Hero can get hurt while fighting their way through a dark Mine (or even just while walking through the demon-infested deserts). Every Hero has **Health**, that measures their ability to take physical damage before being knocked out, and **Sanity**, that covers their ability to take mental strain before going mad. It is also possible to be corrupted by dark influences and even start to mutate from it.

TYPES OF HITS

There are 3 types of Hits that a Hero can take - **Hits**, **Horror Hits**, and **Corruption Hits**.

Hits

Hits represent physical damage and cause Wounds if not prevented.

Horror Hits

Horror Hits represent mental strain and cause Sanity Damage if not prevented.

Corruption Hits

Corruption Hits represent dark influence and cause Corruption Points if not prevented.

Defense and Willpower

Each Hero has **Defense** and **Willpower** marked on their character sheets. Both of these are saving rolls that allow the Hero to try and prevent incoming Hits from doing damage. **Defense** is used to prevent Hits while **Willpower** is used to prevent both Horror Hits and Corruption Hits.

Anytime a Hero takes one or more Hits, they may make a Defense roll against each, needing to roll equal to or higher than their Defense value to prevent the Hit. For example, if a Hero has a Defense of 4+ and takes 3 Hits, they would roll 3 Defense dice with each roll of 4, 5, or 6 preventing one of the incoming Hits. For each Defense roll that failed, the Hero would take damage from that Hit.

Willpower works exactly the same way, but is used for incoming Horror Hits and Corruption Hits instead.

TYPES OF DAMAGE

Wounds

Wound markers are placed on a Hero's Character Sheet (or Enemy) to show that they have taken damage against their Health. Each **Hit** that is not prevented does 1 Wound unless stated otherwise.

Sanity Damage

Sanity Damage markers are placed on a Hero's Character Sheet to show that they have taken damage against their Sanity. Each **Horror Hit** that is not prevented does 1 Sanity Damage unless stated otherwise.

Corruption Points

Corruption Point markers are placed on a Hero's Character Sheet to track how much Corruption they have gained. Each **Corruption Hit** that is not prevented does 1 Corruption Point.

Armor and Spirit Armor

Armor helps to protect a Hero, even after their Defense or Willpower has failed them. **Armor** protects against Wounds while **Spirit Armor** protects against Sanity Damage. Neither one helps against Corruption though.

If a Hero has Armor/Spirit Armor, whenever they are about to take a number of Wounds/Sanity Damage, roll a D6 for each point of Damage they are about to take. For each die roll that is equal to or better than their Armor/Spirit Armor save, that point of damage is prevented. For example, if a Hero has Armor 5+ and takes two Hits past their Defense that do 3 Wounds each, the Hero rolls 6 dice. For every 5 or 6 rolled, a single one of the individual Wounds is prevented.

Some Enemies can also have **Armor** as an ability. This works just like a Hero's Armor.

Being KO'd

If a Hero ever has Wounds equal to their Health or Sanity Damage equal to their Sanity, they are immediately KO'd (Knocked Out), and no more Wounds/Sanity Damage will be applied (you cannot fall below 0). Remove the Hero model from the board and place a KO'd Hero marker in their space. **Other models may freely move into and through a space with a KO'd Hero.**

Recovering

At the end of any turn when there are no Enemies anywhere on the board, a KO'd Hero may Recover. That Hero places their model back on the board, removing the KO'd Hero marker and pushing any model that was in their space to an adjacent space. They then roll once on the Injury Chart if their Health was reduced to 0 or the Madness Chart if their Sanity was reduced to 0. They also get to Heal 2D6 Wounds/Sanity (any mix). This Healing must bring their Health and Sanity back to at least 1 each.

If a Hero was reduced to 0 in both Health and Sanity at the same time, they must roll once on each Chart, but then get to Heal 2D6 Health and 2D6 Sanity.

Revive Tokens

Revive Tokens are a special bonus that allow the Heroes to overcome otherwise dire situations. Usually Revive Tokens are held by the entire Party as a whole rather than by an individual Hero. Whenever a Hero is KO'd, if the Party 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. The Hero does NOT need to roll for Injury or Madness when using a Revive Token.

HEALING

Healing Health and Sanity

Whenever a Hero is allowed to **Heal** Health or Sanity Damage, they simply remove that number of damage markers from their character. When a Hero is allowed to **Fully Heal** Wounds or Sanity Damage, they get to remove all damage markers of that type from their character.

Healing Other Heroes

Any time a Hero Heals Wounds or Sanity Damage from another Hero (regardless of the method), they gain **5 XP** for each Wound/Sanity healed.

Tokens like ***Whiskey*** and ***Bandages*** may be used to Heal other Heroes that are adjacent to you during a Fight, or even just on the same Map Tile while there are no Enemies on the board.

CORRUPTION & MUTATION

Fighting nightmarish creatures and working around Dark Stone can be hazardous, not just to your health and sanity, but to your soul! As Heroes gain Corruption Points, they will begin to mutate and change over time. A Hero's ability to withstand these effects is called their **Corruption Resistance**.

Corruption Resistance Value

Every Hero starts with a default **Corruption Resistance value of 5**. This means that a Hero may only 'hold' up to **4** Corruption Points at a time without any ill effect. As soon as the Hero has **5 Corruption Points** (Corruption equal to their Corruption Resistance value), those Corruption are removed and the Hero must immediately roll once on the Mutation chart.

A Hero's **Corruption Resistance** value may be modified by Items they acquire, events they encounter on their Adventures, and any number of other things in the game, causing that Hero to be able to 'hold' more or fewer Corruption Points before they mutate.

Rolling for Mutation

The Mutation Chart can be found at the back of the *City of the Ancients* Adventure Book, on page 58.

To roll on the Mutation chart, a Hero must roll a **'D36'**. To roll a **D36**, roll two dice of different colors, where one of them is the '10's digit and the other is the '1's digit. For Example, if your rolled 3 and 5 the result on the chart would be 35.

Mutation Death

If a Hero ever rolls a Mutation on the chart that they already currently have, they have instead mutated beyond recognition and have become little more than a writhing mass of tentacles and goo. That Hero is considered to be Dead (though they may still be Resurrected at the *Church* in Town, between Adventures).

A RANDOM HERO

There are many things in the game that require you to determine a Random Hero. There are two simple ways to do this - use the Hero Tokens provided to draw one randomly, or simply roll a die.

A ***Hero Token*** for each Hero in this Core Set has been provided and these can be used to draw from without looking to determine a **Random Hero**.

Alternatively, it is often faster and easier to simply point to the different Heroes or Players and assign each a number set, then roll a die to see which is selected. For instance, if there are 3 Heroes you could say Hero A is 1-2, Hero B is 3-4, and Hero C is 5-6, then roll a D6. Keep in mind that the **D8** also works great for this if there are 4 Heroes (1-2, 3-4, 5-6, 7-8).

ENCOUNTERS AND SKILL TESTS

Often times Heroes will come across aspects of the environment or situations that they need to try to overcome or deal with using their Skills. These are called Encounters and are most often found as part of an Exploration Token while investigating a room. Encounters can range from a blazing fire to a ghostly apparition, or anything in between.

A HERO'S SKILLS

Every Hero has a set of six Skills that they use to interact with Encounters, overcome dangerous challenges, and that define the Hero's mental and physical prowess.

A Hero's Skill values range from 1 to 6. **Each of these values may never be modified to go below 1 or above 6.**

Agility

Used for running, jumping, diving, and rolling, Agility is tested for challenges that require physical dexterity and stealth.

Cunning

The ability to understand technology, to outwit opponents, and to solve puzzles, Cunning is used for challenges that require the Hero to think their way past a problem.

Spirit

Used for interacting with the supernatural and the Void, Spirit determines how good the Hero is at overcoming demonic and ghostly Encounters as well as mental fortitude.

Strength

Physical brawn and brute force, Strength determines how good the Hero is at overpowering things and influences how far they can throw an item or how much weight they can carry.

Lore

Knowledge of myth and legend, Lore determines a Hero's ability to decipher ancient languages and riddles as well as to tell stories and read occult tomes.

Luck

One cannot underestimate the power of being lucky. Of course, this has just as much to do with a Hero's ability to minimize the effects of bad luck while capitalizing on any good fortune that comes their way.

ENCOUNTERS

When the Heroes find an Exploration Token that says **Encounter** on it, they must draw a card from the Encounter Deck to see what they have found. Encounters are situations that the Heroes must overcome to continue on their Mission. Usually Encounters will have one or more Skill tests that the Heroes need to perform.

Encounters affect <u>all Heroes in the Mine</u>, not just those that are currently in the same room (though some Encounters are listed specifically as only affecting Heroes that are on the Map Tile).

Who Takes the Test

Skill tests on an Encounter are marked with an icon to show who must take the test.

One Hero - One Hero is chosen to make the Skill test. The Heroes must decide amongst themselves who will take it.

All Heroes - Every Hero must make the Skill test.

One Random - One Hero, chosen randomly, must make the Skill test.

Making a Skill Test

To make a Skill test, the Hero rolls a number of dice equal to their value in that Skill. As long as any one of those dice is equal to or greater than the target number, the test is successfully passed.

For example, if a Hero needs to make a Lore 5+ test, they roll a number of dice equal to their Lore Skill. As long as one of those dice rolls a 5 or higher, the test is passed. If not, the test is failed.

Skill Tests Outside of an Encounter

Sometimes Heroes will be called on to make a Skill test outside of an Encounter. This most often occurs between Missions, while Traveling, or while in a Town. These Skill tests work the same way, and it should be clear by the Event or card text who needs to make the test (usually the Hero that rolled the Event).

Multiple Encounters

Sometimes an Exploration Token will call for multiple Encounters (*For Example - Encounters x2*). When this occurs, draw all of the needed Encounters and resolve them in any order you like. The only important thing to note is that any Enemies that Attack as a result of an Encounter will not be placed or start the Fight until all of the other non-Enemy aspects of the Encounters have been completed (so all Skill tests, etc. must be taken before Enemies are placed on the board). This can result in multiple Enemy Attacks at once.

GEAR AND ARTIFACTS

Gear and Artifact cards represent different items and pieces of equipment that a Hero can collect and use to help them on their adventures. Gear are more common items that can be found in a Mine and are often a bit more disposable. Artifacts are more rare and powerful items that usually have occult or magical origins, or come from another world altogether.

ITEMS

There are a few limiting factors that restrict how many Items that a Hero may carry and use at any given time.

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.

Single-Handed

This Item requires one of the Hero's two Hand slots to have equipped during the turn.

Double-Handed

This Item requires both of the Hero's Hand slots to have equipped during the turn.

At the start of a Hero's Activation each turn, the Hero may decide what Items they want to assign to their two Hand slots. Any of the Hero's other unassigned Items that require one or two Hands to use, do not give the Hero any benefit from their card text.

Note that assigning Items to your Hand slots 'at the start of your Activation' is usually only important during a Fight and it is assumed that the Hero can swap different Items into and out of their Hands when there are no Enemies on the board. You may still only ever use two Hand slots at any given time though.

Weight and Carrying Limit

Many Items have one or more small **Weight** icons on them to show that they are limited.

> A Hero may only carry **5 + their Strength** in Weight icons at any time.

Keyword Restrictions

Some Items have a red restriction bar that requires a Hero to have a certain Keyword to be able to use the Item. For example, if an Item says **Outlaw Only**, the Hero must have the Keyword **Outlaw** to use the Item.

Clothing Items

Occasionally an Item will have the Keyword **Clothing** followed by another Keyword that tells the *Clothing Slot* that the Item fills (Torso, Shoulders, Gloves, Coat, etc). These Items can be very powerful, but a Hero is limited to only a single **Clothing** Item for each unique *Clothing Slot*. So a Hero may only have one **Clothing - Gloves** equipped at any given time, as well as one **Clothing - Coat** and one **Clothing - Hat**, etc.

Items with Limited Use

Some Items are limited in how often they can be used. These Items are marked as 'Once Per Turn', 'Once Per Fight', 'Once Per Adventure', etc. When a Limited Use Item like this is used, rotate the card or flip the card over to **Exhaust** it (show that it has been used). You may **Ready** that card (un-rotate or flip it back over to show that it may be used again) when the time frame of its limitation is complete.

So for instance, a 'Once Per Turn' Item should be **Exhausted** when used, and then be **Readied** at the end of the current Turn, while a 'Once Per Fight' Item would be **Readied** at the end of the current Fight.

This teminology is also used for some Abilities.

PERSONAL ITEMS

Personal Items are very powerful and characterful cards that are unique. Every new Hero character gets to draw one Personal Item to give them a special bonus as well as to thematically help fill in the backstory of the character. If a Gunslinger gets the *Pocket Watch*, perhaps he is obsessed with time, never knowing when 'his time' might run out! Or perhaps he engages in so many high noon duels that he always has his trusty watch to know when it's time for a showdown.

Personal Items may never be traded, lost, sold, or discarded in any way. They help to define who the Hero is and the Hero will carry it till the day they die.

DARK STONE ICONS

Some Items have a Dark Stone Icon on them, usually in the upper left corner. This means that the Item is charged with Dark Stone energy in some way and counts as one Dark Stone when considering how much Dark Stone a Hero is carrying.

TRADING ITEMS

Sometimes a Hero will find an Item that they either don't want or can't use because of restrictions or the carrying limit. Heroes may give, trade, or even sell Items to other Heroes in the Party (the Gold sell value of most Items is listed in the lower right corner). A Hero may transfer an Item (or Side Bag Token) to another Hero adjacent to them (or on the same Map Tile if there are no Enemies on the board). The only restriction is that the text or ability of an Item may not be used by two different Heroes in the same turn.

ITEM UPGRADES

Many Items have the capacity to be upgraded to give them extra benefits or abilities. These Items have one or more Upgrade Slots on them, shown at the bottom left of the card.

Upgrade Slots

An Item can have up to 3 Upgrade Slots on it, with each Slot represented as an empty circle. Upgrade Slots can be filled with an *Upgrade* Item or with a Forged Dark Stone Upgrade added to the Item by the *Blacksmith* in Town. These *Upgrades* will have one or more Slot Requirements (filled in black circles) to show how many Upgrade Slots they occupy when attached to an Item.

Attaching an Upgrade

As noted above, *Upgrades* come in two forms, either as a card that the Hero finds during an Adventure, or as Dark Stone that is forged directly onto the Item in Town.

An *Upgrade* card lists on it what it can be attached to as well as if it takes any resources to attach it to an Item (usually Dark Stone).

When an Upgrade card is attached to an Item, it fills in a number of Upgrade Slots equal to its Slot Requirement and gives that Item the listed Bonus.

Upgrade cards attached to an Item can be removed at any time so that they can be attached to a different Item, sold, etc. The resources used to attach the Upgrade originally are lost.

Dark Stone that is Forged directly onto an Item in Town is a permanent change and may not be removed. It is now part of the Item. This is covered in more detail in the *Visiting a Frontier Town* section of the **Adventure Book**.

SIDE BAG

Each Hero has a Side Bag that is used to carry helpful Side Bag Tokens like *Whiskey*, *Bandages*, *Dynamite*, *Tonic*, etc. A Side Bag may hold up to 5 Tokens on it at a time and these can be any mixture of different Side Bag Tokens.

Side Bag Tokens

Side Bag Tokens are generally small 'discard to use' objects that a Hero may have more than one of. A Side Bag Token can be identified by its parchment background and green title bar for the name of the Token.

Bandages

Discard to Heal D6 Wounds.

Whiskey

Discard to Heal D6 Sanity Damage.

Tonic

Discard to Recover a Grit.

Dynamite

Discard to throw as a Ranged Attack. Explodes with an area of effect to Damage all models in the same and adjacent spaces to its final position. When thrown, if the To Hit roll is failed, the Dynamite will Bounce one or more times in Random directions (for details on throwing Dynamite, see page 27, as well as the Bounce diagram on the back of this Rule Book).

ENEMIES

Every Enemy Type is represented by a large Enemy Record Sheet that lists its stats and abilities. The Record Sheets are double-sided and have the normal (green) stats on one side, and the Brutal (red) stats on the other. The Brutal Enemy side is generally only used for groups of Heroes that are quite experienced and have been through many Adventures.

A) Enemy Type

This tells the name of the specific Enemy Type, such as *Tentacles*, *Night Terrors*, or *HellBats*.

B) Keyword

All Enemies have one or more Keywords that define the category they fall into (Demon, Myth, Void, etc). Generally these Keywords don't have any built-in meaning, but are often referenced by other cards or abilities.

C) Size

The Size of the Enemy - Small, Medium, Large, Extra Large, or even XXL.

D) Initiative

Just like Heroes, every Enemy has an Initiative that tells when they get to Activate in the turn order.

E) Abilities

Most Enemies have one or more Special Abilities that affect how they fight the Heroes.

F) Move

This is the number of spaces that the Enemy can move in a single Fight Round. Unlike Heroes, Enemies have a fixed move which makes them predictable and easier to move in large groups.

G) Escape

When a Hero is adjacent to the Enemy and wants to move away, they must first pass an Escape test using this Escape value (more on this a bit later).

H) 'To Hit' Values

Just like Heroes, Enemies have a To Hit value for Ranged Attacks and Melee Attacks.

I) Combat

The number of Combat dice the Enemy gets to roll against a Hero when making a Melee Attack.

J) Damage

The amount of Damage a Hero takes for each Enemy Combat Hit they fail to block with their Defense.

K) Defense

Unlike a Hero's Defense (which is a roll to block Damage), an Enemy's Defense is a fixed amount of Damage that is prevented from each Hit the Enemy would take.

L) Health

The number of Wounds that it takes to kill the Enemy.

M) XP Value

Every Enemy is worth XP to the Hero that kills it. Many larger or tougher Enemies give XP to a Hero just for Wounding it.

N) Elite Chart

Every Enemy Type has an Elite Chart of six extra Abilities that make it harder to defeat or more deadly in a Fight. When a group of Enemies is Elite, they get to roll on the Chart to see what extra Ability or Abilities that group of Enemies has.

Brutal Enemy Side

The back side of each Enemy Record Sheet has the Brutal version of that Enemy Type, displayed with a red background. These Brutal Enemies are generally only encountered by higher level Heroes that have played many Adventures. This is a way of scaling the Enemies that the Heroes have to fight over the course of a campaign.

FIGHTS

When the Heroes come across a group of Enemies, their exploration of the Mine takes a back seat to fighting for their lives. These engagements are called *Fights* and cover the time from when Enemies appear until the last Enemy is defeated and the Fight is over. Fights make up the bulk of the action in the game and are an exciting way for the Heroes to get XP and Loot, though they can also be quite dangerous.

Attack!

The most common way for a Fight to begin is by finding an ***Attack*** Exploration Token while Exploring a Room. When an Attack occurs, the Heroes must draw a Threat card to see what has attacked them. Attacks can also be caused by other things as well, such as Darkness cards, Encounters, a Depth Event, etc.

Drawing Threat Cards

When a Fight begins, the first thing that the players need to do is find out what Enemies are actually attacking them. Usually, this means drawing a Threat card (though sometimes the Attack will call for a specific Type of Enemy as listed on the card or Event that caused the Attack in the first place).

To draw a Threat card, you simply take the top card from the Threat Deck of the appropriate Threat Level. This is based on the number of Heroes in the Party. 1-2 Heroes use the Low Threats (green), 3-4 Heroes use the Med Threats (yellow), and 5-6 Heroes use the High Threats (red).

Attacks by Specific Enemies

When a card or event calls for an Attack by a specific Enemy Type, there is no need to draw a Threat card. Instead, the Type and number of Enemies is pre-set and listed in the text for that card/event.

Number of Enemy Models

Sometimes the number of Enemy models that will be taking part in the Fight is simply listed on the card. Many times, however, it will be a variable number of Enemies that the players must roll for, using the **Peril Die**.

The **Peril Die** is a special 6-sided die that has faces marked 3, 3, 4, 4, 5, and 6. This allows for a variable number of Enemies to show up, but never less than 3 at a time.

The **Peril die** is represented on cards and text as the symbol:

Sometimes multiple Peril Dice will be used to find the number of Enemies for an Enemy Type that favors larger groups. For instance, ***Void Spiders*** often show up with up to 12 models at a time, and will frequently be listed on a Threat card as:

Void Spiders

In these cases, the Peril Die should be rolled twice and the two numbers added together to find the total.

Placing Enemies on the Board

Once you have determined what Types of Enemies are taking part in the Fight, and how many there are of each Type, it is time to place them on the board. Enemies from an **Attack** Exploration Token are placed on the Map Tile where the Token was revealed.

> Enemies are placed on the board in reverse order of Initiative, from lowest to highest. So the slowest Enemies are always at the back of the group.

Starting with the lowest Initiative Enemy Type, models are placed on the Map Tile in every other space, forming a checkerboard pattern starting in the row farthest from the Map Tile Entrance, all the way to the back left (as shown in the diagram below). This includes any puzzle connection half-spaces.

Once all of an Enemy Type has been placed, continue on to the next lowest Initiative Enemy Type, until all Enemies have been placed on the board. If more than one Enemy Type shares the same Initiative, roll randomly between them for which is placed first.

Skip over any spaces that are not valid map spaces (less than 50% of a space) as well as any spaces that already have a model in it.

So for example, if you needed to place 2 Night Terrors and 4 Void Spiders, the Night Terrors (Initiative 3) would be placed first on spaces 1 and 2, while the Void Spiders (Initiative 6) would be placed on spaces 3, 4, 5, and 6.

If there are more Enemy models to place than will fit in the checkerboard pattern on the Map Tile, return to the back row and begin placing models to fill in the spaces between.

If there are more models than will fit on the Map Tile, even with every space filled (which is rather rare), overflow models should be placed onto the Map Tile connected to the Entrance of the Room (most likely filling in around the Heroes) until they have all been placed.

Not Enough Models

If you are called on to place more Enemies of a particular Enemy Type than you have models available (for instance, you must place 4 *Tentacles*, but you only have 2 models as the rest are already on the board), place all of the models that you do have available, and ALL Enemies of that Type gain a free Elite ability for the duration of this Fight.

Elite Enemies

Sometimes the Heroes will encounter a particularly nasty group of Enemies that are stronger, tougher, or more dangerous than normal. This is represented by Enemies having one or more **Elite** abilities.

When a group of Enemies is **Elite**, you must roll once on the Elite Chart at the bottom of the Enemy's Record Sheet to see what extra ability they have. This Elite ability is applied to ALL Enemies of that Type for the duration of the Fight (so if you have 4 *Tentacles* on the board and 2 more show up that are Elite, all *Tentacles* on the board will get the Elite ability rolled). Place one of the numbered Elite markers on the Enemy Record Sheet to keep track of which Ability they have gained (1-6).

It is possible, especially as Heroes gain experience and go up in Hero Level, that a group of Enemies may have more than one Elite ability (double Elite or even triple Elite, etc). This just means that you must roll multiple times on the Elite Chart to see what abilities those Enemies have. If the same Elite ability is rolled more than once, Re-roll.

There is a bonus to fighting Elite Enemies, however, in that Elite Enemies are worth +5 XP for <u>each</u> Elite Ability they have.

AMBUSH ATTACKS

Sometimes an Enemy Attack will be listed as an **Ambush Attack**. This means that the Enemies have surprised the Heroes and are able to spring from the shadows to attack.

In an **Ambush Attack**, instead of being placed in the standard checkerboard pattern at the back of a room, Enemies are placed directly adjacent to the Heroes! If there are different Initiatives with the Enemies being placed in an Ambush Attack, the Enemies with the highest Initiative are placed first (so that the faster Enemies have priority on selecting targets).

> Ambushing Enemies are placed adjacent to the Heroes and gain **+2 Initiative** during the first turn of the Fight.

If a new group of Enemies is placed by Ambush while a Fight is already going on, the new Enemies get the +2 Initiative during the first turn of the Fight they are involved in, as do any other Enemies already in the Fight that are the same specific Type as the Ambushers (*Tentacles*, *Stranglers*, etc).

Enemy Placement

To determine exactly where the Ambushing Enemies are placed, start with the highest Initiative group of Enemies and place one model in any space adjacent to a Random Hero. That Enemy is said to be *targeting* that Hero to attack.

The next Enemy model is placed in any space adjacent to a Random Hero with the least number of Enemies of that Type targeting it and has at least one open space adjacent to it. In this way, the Enemies are placed to be evenly spread, targeting all of the different Heroes (though some Heroes will likely have more Enemies placed adjacent to them than others, due to limited open spaces). This process continues until all of the Ambushing Enemies are placed targeting Heroes.

Any Enemies that cannot be placed adjacent to a Hero, due to lack of open spaces, are placed as close to the Heroes as possible. These Enemies are not considered to be targeting any specific Hero, yet.

Ambush Enemy Placement Example - There are 3 Heroes that stumble across an Enemy Ambush. The first 3 Enemies get placed adjacent to and targeting a different Hero each. The next 2 Enemies are placed next to Random Heroes to continue spreading them evenly. At this point, there are no more adjacent spaces to the Heroes and the last 2 Enemies are placed as close to the Heroes as possible.

Enemies Appearing Mid-Turn

On rare occasion, a new group of Enemies will **Ambush Attack** during the *Models Activate in Initiative Order* portion of the turn, usually by way of a Hero Scavenging and finding a Darkness card. When this happens, the Enemies are placed and the current turn immediately ends! A brand new turn begins, starting the Fight. Note that this is not the case if Enemies Ambush during the *Hold Back the Darkness* phase, as the Activating of models has not yet started.

TURNS DURING A FIGHT

Turns work much the same during a Fight as they do when Enemies are not on the board, the main difference is that the Enemies get to Activate as well as the Heroes. Also, the Heroes will actually be attacking during their Activation, instead of just moving and exploring.

Initiative Order

Models still Activate in Initiative order, from highest to lowest, but this now includes the Enemies as well as the Heroes.

> Enemies get to Activate first if their Initiative is tied with a Hero.

All Enemies of a specific Type (such as *Tentacles* or *Night Terrors*) are Activated at the same time, as a group. If more than one Enemy Type have the same Initiative, roll randomly between them each turn to see which gets to Activate first.

When a Type of Enemies is Activated, they will get to Move and Attack just like a Hero would; they just get to do so as a group. This is covered in detail below.

FEAR, TERROR, AND UNSPEAKABLE TERROR

Some especially scary creatures will cause Horror Hits on Heroes just for being near them! These Enemies have an Ability called **Fear (x)**, **Terror (x)**, or **Unspeakable Terror (x)**, and are defined on the Enemy's Record Sheet.

Fear does Horror Hits to adjacent Heroes, ***Terror*** does Horror Hits to Heroes that are on the same Map Tile as it, and ***Unspeakable Terror*** does Horror Hits if the Hero is on the same or even adjacent Map Tile to the creature. The (x) is the number of Horror Hits done.

These abilities can be very effective at reducing a Hero's Sanity, as they stack up for each Enemy that causes them, and they do the Horror Hits every turn as long as the Enemy is alive.

HERO MOVEMENT DURING A FIGHT

Heroes move normally during a Fight, with one exception. If a Hero ever has an Enemy in an adjacent space to them, the Hero must first try to Escape before starting or continuing to move.

Escape Tests

Every Enemy has an **Escape** value listed on their Record Sheet. When a Hero is adjacent to that Enemy and wants to move, they must first roll an **Escape Test.**

To make an Escape Test, roll a D6. If the result is equal to or higher than the Enemy's **Escape** value, the test is passed and the Hero may move for the rest of this turn ignoring any adjacent Enemies that have that Escape value or lower.

For example, if a Hero is adjacent to an Enemy with a 4+ Escape value, they must roll a 4, 5, or 6 on a D6 to be able to move. Once they do, however, for the rest of the turn, that Hero may move past any adjacent Enemy with an Escape value of 4+, 3+, or 2+.

If the Hero becomes adjacent to another Enemy with a higher Escape value (ie - 5+ or 6+ in the previous example), they must stop their move and make a new Escape Test with the higher difficulty to keep going.

No Searching or Room Exploration

As noted in the section on Hero Movement, Searching and Room Exploration may not be done during a Fight (this includes Scavenging as the Heroes are a little busy).

HERO ATTACKS

After a Hero has moved, they are allowed to make one Attack. This can be a Melee Attack using their basic Combat or a Ranged Attack using a Ranged Weapon like a *Pistol* or *Shotgun.*

Melee Attacks

Every Hero has a built-in **Melee Attack** available to them in the form of their **Combat** value. This represents the Hero punching, kicking, or using simple improvised weapons. A **Melee Attack** uses the Hero's basic **Combat** value, which is usually 2, as well as any bonuses they may have from Items or Abilities. A **Melee Attack** may only target adjacent Enemies, so you will need to get up close to use it.

> A Hero's **Combat** value is the number of dice they get to roll when making a Melee Attack.

A Hero can use <u>any number</u> of Items and Abilities they have to add bonuses to their **Melee Attack** as long as they observe all restrictions (such as using no more than 2 worth of Items, etc).

Ranged Attacks

Ranged Attacks are provided by a Ranged Weapon the Hero has, such as a *Pistol* or *Shotgun.* These Items are listed as having a **Range** as well as a number of **Shots**.

Range **is the number of spaces away that an Enemy can be and still be hit by the Attack.**

Shots **is the number of dice the Hero gets to roll for a Ranged Attack made with that Weapon.**

Roll 'To Hit'

Every Hero has two different 'To Hit' values listed on their Character Sheet - *Melee To Hit* and *Ranged To Hit.* Melee To Hit is used when making a Melee Attack and Ranged To Hit is used when making a Ranged Attack.

The Hero rolls their dice and each roll that is equal to or greater than their appropriate 'To Hit' value counts as one **Hit.** Any dice that rolled a 6+ counts as a **Critical Hit** and gets a special bonus when rolling for Damage.

Assigning Hits

After all of the Hero's dice have been rolled and the number of Hits determined, the Hero is allowed to assign those Hits, one at a time, to any Enemies within Range.

> Hits may always be assigned and resolved one at a time, or in groups. It is your choice.

For Melee Attacks, Hits may only be assigned to adjacent Enemies.

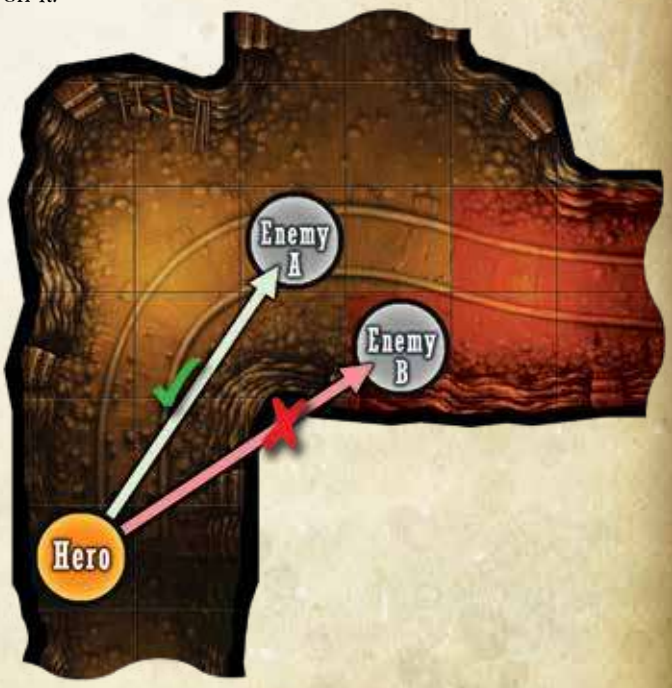
For Ranged Attacks, Hits may be assigned to any Enemies within the **Range** of the Weapon <u>and</u> within the Hero's *Line of Sight.* However...

> If there are Enemies adjacent to you, you must always assign and resolve Ranged Hits against them first.

If your initial Hits kill all Enemies adjacent to you, you may then begin assigning subsequent Ranged Hits to other Enemies.

Line of Sight

To be able to see an Enemy and assign Hits to them, you must be able to draw a straight line from the center of the Hero's space to the center of the target's space without it crossing a **Wall** (the thick black border of the Map Tiles). Only **Walls** block Line of Sight; other models have no effect on it.



Line of Sight Example *- To see an Enemy, the Hero must be able to draw a straight line to it, from the center of his space to the center of the target's space, without that line crossing a black Wall.*

Rolling for Damage

Each successful Hit that the Hero scored on an Enemy does **D6 Damage** to that Enemy. These Damage rolls are made separately for each Hit (though all Damage rolls for Hits assigned to a single target may be rolled together so that the Hero may use 1 Grit to Re-roll any number of them).

Enemy Defense

Enemy Defense works a little bit differently than Hero Defense. Instead of being a saving roll that the Enemy gets (which would be a little cumbersome), an Enemy's Defense value is simply subtracted from the Damage that each incoming Hero Hit would do. The remaining Damage after Defense is the number of Wounds actually done to that Enemy.

So, for example, if a Hero scores 2 Hits and rolls a 3 and a 5 for Damage, an Enemy with Defense 3 would take a total of 2 Wounds (Damage 3 - Defense 3 =0 and Damage 5 - Defense 3 =2).

Critical Hits

As noted above, any Hero *To Hit* rolls of 6+ count as **Critical Hits**! These special Hits allow you to ignore an Enemy's Defense and apply all of the Damage that Hit does directly to the Enemy's Health. This can be very powerful, allowing you to wound or kill an Enemy, even if it has a fairly high Defense value.

Wounding and Killing an Enemy

When a Hero does one or more Wounds to an Enemy, Wound markers should be placed by that Enemy model to track how much damage it has taken. These Wounds stay on that Enemy until it is killed.

An Enemy is killed as soon as it has a number of Wounds equal to its **Health**. When an Enemy is killed, it is immediately removed from the board and the Hero that caused the last Wound gains XP.

Enemies With Armor

Some Enemies have an ability that gives them **Armor** (Note that the 'Armor' ability is different from normal 'Defense'). Applying damage to an Enemy with **Armor** requires an extra step. After you have determined how much Damage a Hit has done to the Enemy, and subtracted the Enemy's Defense value, you must then roll an extra D6 for each individual Wound you are about to cause. For each roll that is equal to or higher than the Enemy's **Armor** value, that Wound is prevented.

For example, a Hero does 2 Hits to an Enemy model that has Defense 4 and Armor 5+. The Damage rolls for those 2 Hits are 5 and 6. This would normally cause 3 Wounds total to the Enemy (5 - Defense 4 = 1 Damage, and 6 - Defense 4 = 2 Damage, for a total of 3 Damage). But before the Damage is applied, the player must roll 3 dice for the Enemy's Armor (one for each individual point of Damage). For each roll of 5 or 6 (Armor 5+), that individual Wound is prevented by the Armor.

Collecting XP

Every Enemy has an **XP** value listed on its Record Sheet, just below its Health. For smaller Enemies, this XP value is the amount of XP gained by a Hero that kills it (causes the last Wound which removes it from the board).

For larger Enemies, this XP value works a bit differently and is marked as a **Base** number of **XP '+5 Each'**. For these larger Enemies, Heroes gain XP just for Wounding them. This allows all of the Heroes to get XP for doing their part in helping to take down a larger creature.

During a Hero's Attack, the **Base** XP is gained once if the Hero does any Wounds at all to the Enemy model, and the '+5 Each' is gained for each Wound done to that Enemy model across all of the Hero's Hits during the Attack.

For example, if a Hero scores 2 Hits on a large Enemy with '10XP +5 Each' as its XP value, and those Hits do 2 Wounds and 4 Wounds after the Enemy's Defense, the Hero would gain a total of 40 XP (10 XP for Wounding the target as well as +5 XP for each of the six Wounds actually caused: 10+30 = 40 XP).

As noted earlier, Elite Enemies are worth +5 XP per Elite ability they have. This is only added to the base XP value for larger Enemies that give XP per Wound.

Free Attacks

Some cards and abilities give a Hero a **Free Attack**. A Free Attack is a special type of Attack that a Hero may use during their Activation, and is in addition to their normal Attack. It can be made either before or after making a normal Attack.

> No more than 1 Free Attack may be made by a Hero in a single turn.

A Free Attack is Exhausted when used (unless discarded) and lists in ( ) how often it may be used (that is, when the player may Ready the Item or Ability that grants the Free Attack). This is usually *Once per Fight* or *Once per Aventure.*

Free Attacks are always listed as either a Ranged Attack or Melee Attack.

Ranged Free Attacks have a **Range** as well as number of **Shots** used for the Attack.

Melee Free Attacks have a listed Combat value that is used instead of the Hero's Combat value. They do NOT gain any Combat bonuses or modifiers that would normally affect the Hero's Melee Attacks, such as those granted by other Hand Weapons that are equipped.

Throwing Dynamite

A Hero may throw a **Dynamite** Token as a Ranged Attack. The **Range** of the throw is up to the Hero's **Strength +3** and it may be thrown at ANY space in **Range** as long as the Hero has Line of Sight to that space (even if Enemies are adjacent to the Hero).

Roll once To Hit. If successful, the **Dynamite** lands in the targeted space and explodes. If the To Hit roll was missed, the **Dynamite** will instead **Bounce** D3 times in Random Directions before exploding. The chart for direction of **Bounce** can be found on the **Dynamite Reference** card and in the Reference Summary on the back of this Rule Book.

When the **Dynamite** explodes, it does D6 Wounds, ignoring Defense, to each model in the same and adjacent spaces to it. Roll the Damage for each model separately.

ENEMY MOVEMENT

When a Type of Enemy is Activated, they get to Move and then Attack as a group.

Activating an Enemy Type

As discussed above, all of the Enemies of a specific Type are Activated together when their Initiative comes up in the turn order. When Activated, the first thing that the Enemies do is to *Target* Heroes and move towards them to Attack.

Targeting Heroes and Movement

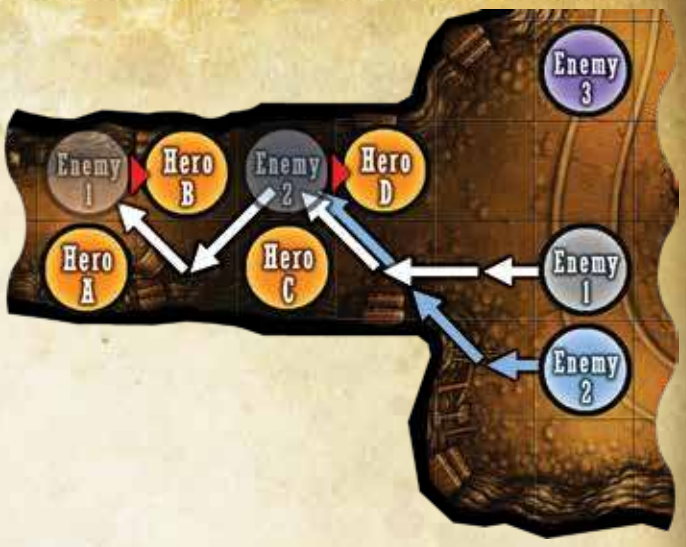
Though all of the Enemies of a specific Type are Activated together, they choose their targets and move one at a time, starting with the Enemy model that is closest to the Heroes. If more than one are at equal distance to the nearest Hero, you may choose the order that they are moved in.

The first Enemy model targets a **Random Hero** that they can reach - within their **Move** distance (printed on the Enemy Record Sheet) and with a clear path to get there. That Enemy is said to be *targeting* the selected Hero to Attack and is moved as far as it can be to a space adjacent to that Hero. This will usually have the Enemy move to the far side of the Hero, getting in behind them and making way for other Enemies.

It is often a good idea to have the Enemy models physically turned to face the Hero they are targeting so that it is very clear where each Enemy is placing its Attacks.

Then, the next closest Enemy model will target a different **Random Hero** with the least number of Enemies of that Type targeting it and is within reach. In this way, the Enemies are moved to be evenly spread, targeting all of the different Heroes (though some Heroes will likely have more Enemies reach them than others, due to paths being blocked or not enough movement). This process continues until all of the Activating Enemies have been moved.

Any Enemies that cannot reach a Hero will move as far as they can toward the nearest Hero. These Enemies are not considered to be targeting any specific Hero yet.



***Enemy Movement Example** - All three Enemies are equal distance to the Heroes, so they may decide what order to move the Enemies in. Moving Enemy 1 first, it randomly selects Hero B to target as all four Heroes are within its Move distance and have a clear path to reach them. Enemy 1 moves as far as it can to reach its target. Next, Enemy 2 randomly selects Hero D to target (ignoring Hero B that already has an Enemy of that Type) and moves as far as it can to reach him. When it is time for Enemy 3 to select a target, there is only one choice, Hero C. (the path is blocked to Hero B and A by Enemy 2, and Hero D already has an Enemy of that Type targeting it, whereas Hero C does not). Once Enemy 3 moves up to the space in front of Hero C to target him, any other Enemies in that room will only be able to reach Hero D.*

Staying on Target

Once an Enemy targets a Hero, it will continue to target and attack that Hero until they are KO'd or until the Hero is no longer adjacent. Enemies do NOT change target based on who is attacking them.

Choosing a new Target

If the Hero being targeted by an Enemy moves away or is KO'd, the Enemy will select a new Hero using the same process described above.

In this way, if a Hero is feeling overwhelmed, they can always try to Escape and run away in the hopes that the Enemies targeting them will choose a new and different target during their next Activation.

Large Enemies

Large Size Enemies have a special built-in ability to brush aside and push past smaller Enemies to reach the Heroes. Whenever a **Large Size Enemy** (or bigger) is selecting a target Hero, they may move through other Enemies that are **Medium or Small Size** that would normally block their path. As the Large Enemy moves, it may enter a Medium/Small Enemy's space, displacing that smaller Enemy into the space that the Large Enemy just left. In this way, the Large Enemy swaps places with the smaller one to push past it and get closer to the Hero.

Large Enemies may displace any number of Small/Medium Enemies like this during their move to reach their target Hero. They may not, however, displace other Large Size Enemies or Heroes to reach their target.

ENEMY ATTACKS

Once all of the currently Activating Enemies have targeted a Hero and been moved, it is time for each of them to Attack!

Rolling 'To Hit'

Rolling *To Hit* for Enemy Attacks works just like it does for a Hero Attack. The only difference is that Enemies DO NOT get Critical Hits on rolls of 6+. Some Enemies do, however, have special Abilities which might be triggered by *To Hit* rolls of 6+ (such as *Tentacles* with their *Smash* Ability).

Each Enemy rolls a number of dice equal to their **Combat** value against the Hero it is targeting. Every die that successfully rolls equal to or greater than the Enemy's **'To Hit'** value causes one **Hit** on the Hero.

Note that as the game itself is playing the Enemies, it is up to other players to actually roll the dice for the Enemies' Attacks. A player should not roll the Enemy Attacks on their own Hero (that would be bad form). Instead, one of the other players should roll the dice for the Enemy Attacks against you. It is usually good to simply always roll the Enemy Attacks against the player to your left, or to just exchange ("I'll roll the Enemy Attacks on you and you roll the Attacks against me").

Hero Defense Rolls

For each Hit a Hero takes, they must make a Defense roll to attempt to block it. Generally a Hero wants to roll all of their Defense rolls from the current Enemy Attacks together so that if they need to, they can use a Grit to Re-roll all of the dice that just failed.

Taking Damage

For each Hit that the Hero failed to block with their Defense, they take a number of Wounds equal to the Enemy's **Damage** value.

COMPLETING A FIGHT

Once all of the Enemies on the board have been defeated, the Fight immediately ends and it is time for the Heroes to *Catch Your Breath*, Recover from being KO'd, and collect Loot for the Fight.

> This immediately ends the current turn, as well as the Fight itself.

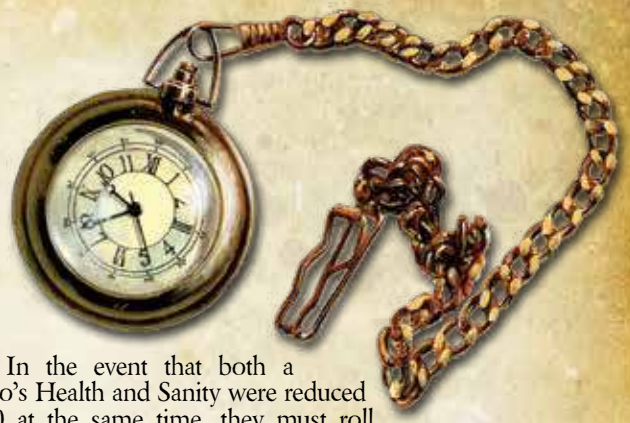
Catch Your Breath

Each Hero is allowed to *Catch Your Breath* at the end of every Fight, Healing **D3 Wounds/Sanity** (any mix).

If the Fight ended <u>before</u> the Hero got to Activate, or take any Actions (such as casting a Spell), they instead get to **Heal D6 Wounds/Sanity** (any mix) <u>or</u> **Recover 1 Grit**. This is an extra bonus for each Hero that didn't get an Activation in the last Fight round.

Recovering From Being KO'd

Any Hero that was KO'd during the Fight now gets to **Recover**, placing their figure back on the board and Healing **2D6 Wounds/Sanity** (any mix) They do, however, also need to roll once on the **Injury Chart** or **Madness Chart** (Injury if their Health was reduced to 0, Madness if their Sanity was reduced to 0). This represents any long-lasting effects of being KO'd.



In the event that both a Hero's Health and Sanity were reduced to 0 at the same time, they must roll an Injury <u>and</u> a Madness, but they are allowed to Heal **2D6 Health** <u>and</u> **2D6 Sanity**.

Drawing Loot Cards

After a Fight, the Heroes get Loot for their hard work.

> At the end of a Fight, every Hero is allowed to draw one Loot card for each Threat card that added Enemies to the Fight (to a max of 3 Loot Cards each).

This also includes each instance of Enemies that were added to the Fight by other means, such as a Darkness or Encounter card, or the Depth Event chart.

The Loot Deck has no discard pile and should be fully shuffled before the Heroes draw one or more cards from it. All of the Heroes draw from the Loot Deck at the same time so if a group of 4 Heroes get the max of 3 Loot cards each, that would use all 12 cards in the Loot Deck. If you had more than 4 Heroes, the Loot Deck would need to be shuffled before the remaining Heroes could finish drawing.

Dark Stone and Gold

Dark Stone and Gold are the two currencies of the game and are the most common reward that can be found in the Loot Deck.

Gold represents a mixture of coins and paper money as well as nuggets of gold (hence the gold coin and dollar sign as the icon). The Gold prices listed on Items are meant to reflect the abstract nature of having a generalized 'money' currency and the over-inflated economy of a region engulfed in chaos, where equipment is in short supply.

Gold is really only used when keeping Heroes from game to game and can be spent when visiting Towns between Adventures. Dark Stone is mainly used for the Campaign game as well, for forging at the *Blacksmith*, though several Items and abilities are fueled by Dark Stone even during an Adventure.

STATUS EFFECT MARKERS

Sometimes an Encounter or Enemy Attack will continue to affect a Hero for some time after the intial event. These effects are represented by **Status Effect** markers which are placed on a Hero and have on ongoing effect.

Status Effect markers are always removed at the end of the Adventure or if the Hero is KO'd (unless noted otherwise in the Status Effect description).

Poison

Poison is a deadly and long lasting effect that can wear a Hero down over time. A Hero may gain 1 or more Poison markers from Encounters, Enemy attacks, or even environmental effects; such as moving through a cloud of toxic gas.

Every turn in which a Hero has one or more **Poison** markers on them at the start of their Activation, they must roll a D6 for each Poison marker they currently have. On the roll of 1 or 2, the Hero takes 1 Wound, ignoring Defense. On the roll of 3, 4, or 5, there is no effect for that marker. On the roll of 6, the Poison has worn off and the marker is discarded. If a Hero is KO'd (or at the end of the Adventure), all Poison markers on them are automatically removed.

Void Venom

Void Spiders are nasty creatures that are known for hatching in swarms and overwhelming their prey with sheer numbers to feed. They also frequently employ a powerful toxin known as **Void Venom** to slow and confuse their targets long enough for them to get the upper hand in combat.

A Hero with a **Void Venom** marker on them is -1 on all of their *To Hit* rolls during their next Activation.

Natural *To Hit* rolls of 6+ may still count as Critical Hits (and activate abilities, etc).

At the end of the Hero's Activation, all **Void Venom** markers are removed from the Hero. It is possible, but unusual for a Hero to ever have more than one **Void Venom** marker at a time.

ADVANCED RULES

The following are Advanced Rules that are meant to be integrated into the game after you are comfortable with the basics and want to add in the rest of the game features. These mainly include the Epic Threat boss enemies, the Campaign system of keeping Heroes from game to game, and stepping through gateways to OtherWorlds!

EPIC THREATS

Epic Threat cards represent much larger and deadlier boss Enemies that are rare to come across and hard to defeat. These are most often used only for final Objective Room fights as noted in the details of each individual Mission.

1 or 2 Heroes

With Hero Parties of only 1 or 2 Heroes, anytime an Epic Threat would be needed, draw a High Threat card instead. Fighting the massive boss Enemies often found on Epic Threats can be overly difficult for only 1 or 2 characters to handle. Of course, if you are ambitious, you can use Epic Threats anyway, but you have been warned!

IMMOBILE ENEMIES

Though not very common, some Enemies have an Ability that makes them Immobile, meaning that they cannot move. Immobile Enemies usually will either have a Ranged Attack to use against the Heroes, or be a Spawner, generating new Enemies for the Heroes to fight until the Spawner can be destroyed.

Ambush with Immobile Enemies

When placing Immobile Enemies during an Ambush Attack, roll a Random Hero's Map Tile and place the Immobile Enemies on that Map Tile in spaces that are as far from any Heroes as possible (not in the standard Checkerboard fashion). It is assumed that they were already there and that the Heroes did not see them until it's too late.

Ambushing Immobile Enemies should be placed before any other Enemies.

Escaping From Immobile Enemies

While Immobile Enemies are the only Enemies on the board, Heroes may Explore (Look Through Doors and Scavenge) during the Fight. At the start of any turn, remove any Immobile Enemies from the board that are not within 18 spaces of a Hero. These Enemies do not count as having been defeated and no XP or Loot card is gained from them.

In this way, the Heroes may decide to escape from Immobile Enemies rather than stay to fight them.

Note that, because many Immobile Enemies are Spawners, as soon as an Enemy model is Spawned onto the board that is not Immobile, the Heroes lose the option to Explore and escape like this until that new Enemy model is defeated.

IMMUNE TO...

Sometimes a model will be Immune to a certain type of Damage, Critical Hits, or even particular types of Status Effect markers.

Immune to <Keyword>

If a model is Immune to a certain Keyword (such as **Fire** or **Weather**), that means that the model may ignore all of the effects and Damage from any Source that is using an ability or Item with that Keyword.

Immune to Critical Hits

Some Enemies have the **Tough** ability, making them Immune to Critical Hits. For these models, Critical Hits from a Hero count as normal Hits (they do not ignore Defense, though any other special bonuses triggered for rolling a Critical Hit may still take effect).

Immunity and Status Effect Markers

If a model is Immune to a certain type of Status Effect marker, that means that markers of that type are never placed on that model.

EXTRA LARGE ENEMIES

Some Enemies are so large and menacing that they take up multiple spaces on the game board! These are usually boss creatures and are part of an Epic Threat Fight.

Extra Large Base Size

Extra Large Size Enemies actually take up four spaces on the board in a 2x2 square. When one of these Enemies is being placed on the board, it uses a single one of its four spaces as the anchor space for placement and should be positioned so that the rest of the base is placed into spaces that are viable and have no other models in them.

Movement

When moving, once again the Enemy uses a single one of its four spaces as an anchor space for counting movement and distance to a Hero.

Just like **Large Size** Enemies, an **Extra Large** Enemy may brush aside and push past any **Small** or **Medium** Size Enemies in its way, swapping spaces with them as it goes (it just usually moves them two spaces back, instead of one, to account for its larger base size).

Overflowing the Board

In some cases, the only way for an **Extra Large** Enemy to reach a Hero is to smash through the walls to get to them. This is called *Overflowing the Board* and allows the Enemy to hang off the edge of the Map Tiles to fit into a smaller space than their base would normally allow. The Enemy must keep at least half of its base on the board at the end of its move.

Area Effect and Extra Large Bases

Even though an **Extra Large** Enemy takes up multiple spaces on the board, they are only ever affected once by weapons and abilities that target an area (like a ***Bomb*** for instance). Even if the explosion would cover two or more spaces that the Enemy base is in, the Enemy is still only affected by it once.

ENEMY RANGED ATTACKS

Some Enemies have Abilities that give them a Ranged Attack to battle the Heroes with.

Targeting Heroes and Movement

Enemies with a Ranged Attack will target a Hero as normal, however they will use the **Range** of their Ranged Attack, rather than their Move value, to choose their targets. This means that they will target a Random Hero based on the Range of their Attack and Line of Sight rather than on their Move and a clear Path, like a normal Enemy would. If there are one or more Heroes adjacent to the Enemy, it will attempt to target those Heroes first.

Another aspect of this is that Enemies with a Ranged Attack will re-target each turn instead of staying with a single target that they keep attacking.

These Enemies will generally not Move unless there are no viable Hero targets for them to Attack. When this is the case, the Enemy will move toward the nearest Hero until they are in Range and Line of Sight, then select a target.

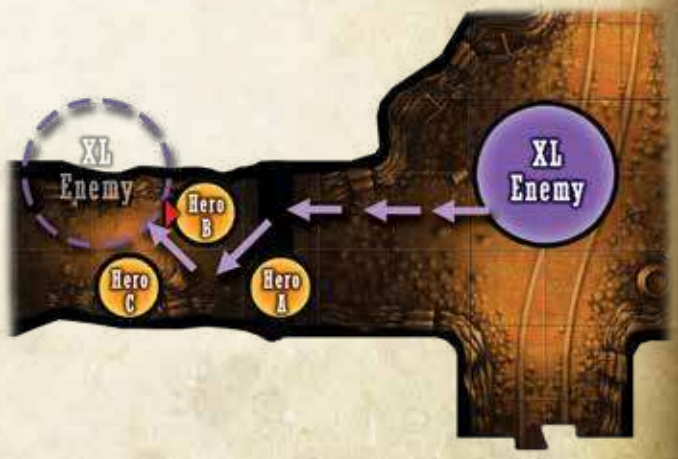
Ranged or Melee

If an Enemy has both a Ranged Attack and a Combat value, it will only make a Melee Attack if there is an adjacent Hero to it (the Enemy will not move to make a Melee Attack). When choosing a target each turn, the Enemy will first select a Random target from any adjacent Heroes, and if there are none, it will then select a target at Range.

Extra Ranged Attacks

Some Enemies have a Ranged Attack as part of a special ability that they perform in addition to their normal Melee Attack (usually at the beginning of their Activation or at the end of their move). These extra Ranged Attacks do not change the Enemy's normal behavior and do not effect how the Enemy Targets and moves to make its normal Melee Attack.

Extra Large Enemy Movement Example *- This Extra Large Enemy could randomly select to target either of the two Heroes shown. If targeting Hero B, the Enemy moves as far as it can, while keeping its full base on the board at the end of its move. If targeting Hero A, it will stop in front of him so as to keep its full base on the board.*



Extra Large Enemy Overflow Example *- In this example, the Extra Large Enemy randomly selects Hero B to target. The only way to reach him is to Overflow the board and smash through the wall leaving half of its base off the board. It moves as far as it can to reach him and ends in the spaces on the far side of the Hero.*

HELPING A KO'D HERO

When a Hero gets KO'd during a Fight, it can often be a slippery slope to defeat for the rest of the party. There are some ways though that the other Heroes can try to help the fallen get back into the fight!

Recovering a KO'd Hero mid-Fight

A Hero that is adjacent to a KO'd Hero marker may give up their Attack to help that Hero Recover. This may only be done as long as there are no Enemies on the same Map Tile as the KO'd Hero marker. The KO'd Hero immediately rolls on the Injury/Madness chart as appropriate and Heals their 2D6 Wounds/Sanity (any mix) as normal. Their figure is placed back onto the board, but they do not get an Activation in the same turn that they Recover (they are still a bit dazed).

Dragging a KO'd Hero

Any Hero in the same or adjacent space to a KO'd Hero marker may drag that Hero with them while they move. To do so, simply use 1 extra movement point for each space you want to move while dragging the KO'd Hero (so 2 move per space).

The KO'd Hero marker will be moved along with you as you go and left in your space (if you started dragging them while in the space with the marker), or the last space you moved from if you were adjacent to them. This can be useful for getting a KO'd Hero to the safety of a Map Tile with no Enemies so that you can try to help them Recover.

PLAYERS

Shadows of Brimstone can be used for Solo Adventures or can even be expanded to support up to 5 or 6 Heroes.

A 5 or 6 Hero Game

A 5 or 6 player game can be achieved by getting a second Core Set or additional Hero Classes to play as. This works the same as all of the rules detailed so far, and the difficulty scaling is already listed for the higher player count on page 11. It is not recommended that you try playing with more than 6 Heroes as the difficulty scaling does not work very well with that many Heroes, and the game will start to drag with so many players.

Solo Game

The game can easily be played Solo and is fun whether controlling a single Hero or a full party of your own! One Hero makes for an exciting, albeit deadly, game. This method makes use of the Revive Tokens to keep you going and can be looked at almost as extra lives. Does your Hero have what it takes to go it alone?

Multiple Heroes of the Same Class

One thing that can be very fun is to play a Hero Party with more than one of the same Hero Class, or even a Party where all of the Heroes are the same Hero Class. Having a Party of Gunslingers battle their way through a Mine on a quest of vengeance or a group of Marshals setting out on a mission to eliminate a difficult target can create a lot of cool gameplay and story moments!

HERO ATTACK DICE LIMIT

There is a limit on the number of dice a Hero may roll for a single Attack. This is called a Hero's **Attack Dice Limit**. Heroes have an **Attack Dice Limit** of 8, which means:

> A Hero may not roll more than 8 Combat or 8 Shots for a single Attack.

This includes extra Combat or Shots gained during the Attack, through Abilities and Items.

Abilities that let a Hero do a number of Combat/Shots to specific Enemies (such as 'all Enemies adjacent', etc) do not count against the Hero's **Attack Dice Limit**.

DUAL WIELDING RANGED WEAPONS

Normally a Hero is only allowed to make a Ranged Attack with a single Ranged Weapon. However, a Hero that has two **Single-Handed** Ranged Weapons may fire both as a single Ranged Attack! This is called ***Dual Wielding***. (Note that the term ***Dual Wielding*** only applies to using two **Ranged Weapons**, NOT for a Melee Attack with 2 Hand Weapons).

There is a penalty to ***Dual Wielding*** though:

> The Attack may NOT get **Critical Hits** for either of the two weapons.

Rolls of 6+ count as normal Hits, though they may still trigger special abilities or effects.

In addition, the Hero must choose one of the Ranged Weapons as being fired with their primary hand. The other Ranged Weapon is considered to be in the Hero's ***Off-Hand***.

> Dice rolled for *Off-Hand* Ranged Weapons need to roll 1 higher than normal on *To Hit* rolls.

So shots that would normally need a 4+ *To Hit* would need to roll 5+ with an *Off-Hand* Weapon. Natural *To Hit* rolls of 6+ may still trigger special effects.

It is a good idea to roll two different colors of dice for a ***Dual Wielding*** Ranged Attack, where different colors of dice are used for the Shots from each weapon.

GATES TO ANOTHER WORLD

Finding a Gateway to another World can be a very exciting and dangerous event. This usually happens through an Exploration Token with a Gate Icon or an Encounter that adds a Gate to a Room.

Gate Icons

Gate Icons on Exploration Tokens work just like Door Icons, but instead of leaving the puzzle connection open, a **Gate End Cap** is placed there.

Gate End Caps

Gate End Caps work very similar to Doors. Rather than standing in one of the puzzle connection half-spaces to look through the Doorway though, the Hero stands in the half-and-half connection space adjacent to the blue swirling Gate (half on the Map Tile and Half on the Gate End Cap) to look through the Gate.

Looking Through a Gate

When a Hero looks through a Gate, they are seeing through the portal and into another World, across space and time...maybe even into another dimension! The Hero must draw a **World Card** to see where the Gate leads.

Drawing a World Card

Each World Card represents a different World that is available to the Heroes to explore. The City of the Ancients Core Set comes with the Mines and one OtherWorld. While in a Mine, the *Mines* World Card should be face up near the Depth Track to show that it is a World that Heroes are currently in. When a Hero looks through an unexplored Gate, they must draw a World Card randomly from those not currently in play. Because this Core Set only includes one OtherWorld, the *Targa Plateau*, this will always be the World that you find on the other side of a Gate.

The newly drawn World Card should be placed face up on the table near the Depth Track as well. There should be one World Card in play for each World that one or more Heroes is currently in. When there are no Heroes in that World any longer, the card should be returned to the World Cards Deck.

OtherWorld Map Tiles

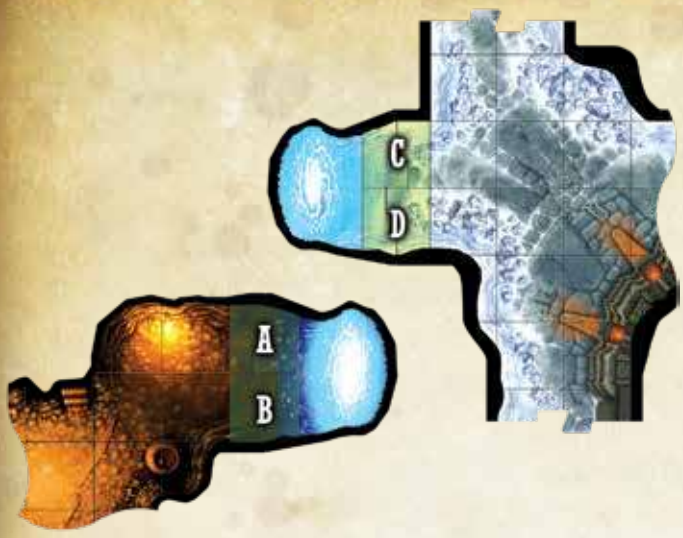
The OtherWorld Map Tiles are printed on the reverse side of the Mine Map Tiles. There is also a full Map Deck for the OtherWorld that represents each of the Map Tiles for that World (just like the **Mine** Map Deck).

Once you have determined the OtherWorld that is through the Gate, you should draw a Map Card for that World and put it into play. Then place a Gate End Cap for that World attached to the Entrance of the newly placed OtherWorld Map Tile. These two Gate End Caps are connected.

Break in the Map

To represent the distance through time and space that the Gate spans, there is a break in the map whenever the Heroes find a Gate. One side of the map ends in a Gate End Cap and the other side begins with a connected Gate End Cap. These two sections of the board do not need to touch and can be positioned anywhere on the table relative to one another.

> The two spaces on one Gate End Cap are considered to be adjacent to the two spaces on the other Gate End Cap.



Gate Placement Example - When a Gate is found, a Gate End Cap is attached to the Map Tile and an OtherWorld Gate End Cap is placed to represent the other side of the Gate.. This creates a visual break in the board, but remains connected by way of the Gate itself. In this example, spaces A and B are considered to be fully adjacent to spaces C and D.

Exploration Tokens on the Other Side

If the Other World Map Tile placed on the far side of the Gate is a Room, it will get an Exploration Token placed on it as normal. Unlike finding a Room in the World you are already in though, the Hero is simply looking through the Gate, not actually standing on the new Map Tile (he is standing on his own side of the Map Tile/Gate End Cap, not on the new Map Tile/Gate End Cap).

Because of this, the Exploration Token will not be revealed until a ***Room Exploration*** phase in which a Hero is actually on the Map Tile with it. So a Hero will actually have to step through the Gate to Explore the Room on the other side.

Movement Through a Gate

Because the two spaces on each side of the Gate are considered to be adjacent to each other, models may move through the Gate just as though the spaces on either side were directly next to one another.

Seeing/Attacking Through a Gate

This works the same way for Attacking. Because the spaces on either side are considered adjacent, a model may Attack through the Gate. So if you are standing on one side of the Gate, you may target Enemies on the other side.

Line of Sight for Ranged Attacks, however, may not be traced through the Gate unless you are standing on the Gate End Cap itself looking directly through. This means that you cannot stand back and just shoot across the room into another World, but you can move up to the Gate and look through to start taking shots.

Adjacent Map Tiles

If the Hero with the ***Old Lantern*** is standing on a Map Tile with a Gate End Cap, the light from the Lantern will cover the Map Tile on the other side of the Gate, as it is considered to be an adjacent Map Tile. This works the same for other effects that reach to adjacent Map Tiles such as ***Unspeakable Terror***, *Belly of the Beast* ***Passage Encounters*** effects, etc.

An Enemy with ***Terror*** will affect Heroes in the two spaces directly on the other side of that Gate, even though they are not technically on the same Map Tile.

Encounters, Depth Events, and Ambush Attacks with Two Worlds

When an **Encounter** is drawn, only the Heroes that are currently in the same World as that Encounter are affected by its game text and involved with taking the tests on that card.

Similarly, when an **Ambush Attack** occurs, the Enemies will only be placed adjacent to and target Heroes that are in the same World as the Ambush. If the Ambush was caused by something that is not located in one World or another (such as a Darkness card), select a Random Hero and the Ambush takes place in the same World as that Hero.

Depth Events are always assumed to take place in the same World that the ***Old Lantern*** is in and will only affect Heroes that are in that World with it. Note that each Other World has its own unique Depth Event Chart to be used when the Hero with the ***Old Lantern*** is in that World.

OTHERWORLDS

Each OtherWorld is intended to have a distinct look and feel to it as the Heroes explore and find new, wondrous, and sometimes deadly things there. This is achieved through having a unique set of Map Tiles as well as Global Effects for anyone in that World. There is also a small set of card decks that are unique to that World. Each Core Set focuses on all of the details of one of these OtherWorlds (as described in the **Adventure Book**). More OtherWorlds can be found in other **Shadows of Brimstone** Core Sets and Expansions.

World Cards and Global Effects

Every World (including the Mine) is represented by a World Card. This World Card lists the Name of the World as well as any Global Effects that apply to any Heroes currently in that World.

Map Cards, Encounters, Artifacts, and OtherWorld Threats

Each OtherWorld has unique card decks for **Map Cards**, **Encounters**, **Artifacts**, and **OtherWorld Threats**. While in that OtherWorld, these card decks should be used in place of the normal Mine versions of these decks. When a card would be drawn from one of these decks, simply use the OtherWorld version of that deck instead. This is a relatively obvious switch for each of these decks, with the exception of the **OtherWorld Threats**.

OtherWorld Threat cards represent Enemies that are unique to the alien world you are in (though the *Wandering Enemy* card represents other creatures finding their way through a portal into that world). Unlike the normal Threat Decks that are split into Low, Med, and High Threats, there is only one **OtherWorld Threat** Deck and each card in it lists the result for Low (Green), Med (Yellow), and High (Red) Threats. Normal **Epic Threats** are used for Other Worlds as well, but any additional Threat cards they have you draw should be from the **OtherWorld Threat** cards.

Loot Cards for Gear and Artifacts

You will likely have noticed that the **Loot** cards that allow a Hero to draw a Gear card or an Artifact card have a special note on them. While in an OtherWorld, these card effects are actually reversed, so the Loot card that normally lets you draw a Gear will give you an Artifact and vice versa. This is because there are twice as many cards that let the Hero draw Gear as there are for drawing an Artifact and is meant to represent that Artifacts are more common in a strange alien environment than finding a piece of Gear would be.

THE TARGA PLATEAU

Every OtherWorld has a set of unique Encounters, Artifacts, Map Cards, and OtherWorld Threat cards, as well as one or more Global Rules that make adventuring in that world more distinct. The Global Rules are listed on the World Card for each OtherWorld.

In the *City of the Ancients* Core Set, the OtherWorld featured is the frozen over *Targa Plateau.* There you will find a dead world that has slipped into an ice age, covering over the crumbling alien architecture with ice and snow. Though the city is long abandoned, its technology and systems are still running and it is still being watched over and maintained by robotic custodians and massive Guardians that awaken to defend sections of the city against invasion. The icy corridors have also become infested with hordes of Ancient Void Spiders, Ice Scarabs, and lumbering Snow Terrors.

Global Rules

Frigid Snow (Weather)

On the *Targa Plateau*, the frigid wind and blustering snow will chill even the heartiest of Heroes to the bone! To represent this, any time a Hero rolls a 1 on their Move roll, they take 1 automatic Wound, ignoring Defense. It is important to note that this is a **Weather Effect** and some *Clothing* Items, like *Ponchos*, offer protection against Weather Effects.

While in the *Targa Plateau*, Heroes also get the extra bonus of Recovering a Grit on Move rolls of 1 or 2. If a Hero would normally Recover a Grit on a Move roll of 1 or 2 (such as the **Bandido** with his ***Wild Card*** ability), they are allowed to Recover 2 Grit instead.

Targa Pylons

One of the more potent defensive features of the city are the massive **Targa Pylons** that stand ominous watch over the many rooms, passages, and courtyards of the *Targa Plateau.* These large stone columns are constructed with refined Dark Stone and use those energies to power a defensive 'Eye' at the top.

Targa Pylons are an Enemy that can be encountered in the ***Targa Plateau*** and are represented by a circular marker that is placed on the board. There are two Pylon markers included in this set that can be found on the die-cut counter sheets. These Pylon markers are treated as **Enemies** in every way. As noted on their Enemy Record Sheet, **Targa Pylons** are Immobile and cannot be moved in any way.

Though they do not have a Melee Attack, Pylons do have a Ranged Attack with which to battle the Heroes.

CAMPAIGN PLAY

Creating new Heroes and playing a single Adventure can be a lot of fun, but keeping your Hero from game to game and watching them grow over several missions in a Campaign is an extremely rewarding process that allows the story and game world to really shine. This also allows you to Travel between Adventures and visit Frontier Towns, as well as go up in Hero Levels and get new Abilities and gear as you go!

At the End of Each Adventure

When playing a Campaign with your Heroes, at the end of each Adventure, every Hero must do the following, in order:

- Recover if KO'd (rolling on the Injury/Madness Chart)
- Fully Heal your Health and Sanity
- Remove any Status Effect markers
- Resolve any Reward/Failure results of the Mission
- Roll for Corruption from Dark Stone
- Re-set your Hero Ability Tokens (if any)
- Re-set your Hero to 1 Grit for Traveling/Town Stay

Rolling for Dark Stone Corruption

At the end of an Adventure, each Hero must roll a D6 for every Dark Stone they are currently carrying (including Items with a Dark Stone Icon). For every roll of 1, 2, or 3, that Hero takes **1 Corruption Hit** from the dark influence of the Dark Stone. Willpower saves may be used to prevent these Corruption Hits as normal.

Traveling and Town Stay

One exciting element of Campaign play is having the ability for your Heroes to Travel to a Frontier Town to re-stock and re-supply between each Adventure. Traveling and Town Stays are covered in detail in the Adventure Book on page 28. The Travel Chart can be found at the end of the Adventure Book on page 56.

At the Start of Each Adventure

After Traveling and completeing any Town Stay in a Frontier Town, the Heroes will be ready to start their next Adventure. To do so, the Heroes must do the following steps, in order:

- Select the next Mission to be played
- Re-set your Hero Ability Tokens (if any)
- Re-set your Hero to 1 Grit for the new Adventure
- Note that any Wounds and Sanity Damage taken during Traveling and Town Stay remain with the Hero for the start of the next Adventure.

INJURIES/MADNESS/DEATH

As noted previously, any time a Hero is KO'd during an Adventure, they must roll on the Injury or Madness chart to determine how bad off they really are (depending if they were KO'd by loss of Health or Sanity). The results on these charts range from getting the wind knocked out of you to being torn to pieces and killed.

Healing Injuries and Madness in Town

Injuries and Madness can have significant effects on a Hero's ability to keep Adventuring. Good news though, there is a way to try to Heal or remove most of these long-lasting effects by traveling to a Frontier Town between Adventures and visiting the ***Doc's Office*** or the ***Church*** in Town (see *Traveling to Town* on page 28 of the Adventure Book for more details on getting to a Frontier Town after an Adventure).

At the *Doc's Office* you can get Surgery to attempt to repair an Injury or have an unwanted Mutation removed. This can be somewhat expensive and there is no guarantee that it will work, but hey, if you want to keep adventuring into demonically overrun Mines with a Broken Leg or a Void Infection, that's up to you.

Much like the *Doc's Office*, visiting the *Church* in Town allows you to try to Exorcise Madness that plagues your mind. Both Locations also offer ways to remove Corruption before it turns into a full blown Mutation.

Death of a Hero

On rare occasions, a Hero will actually be killed. This is a harsh reality in the Old West, especially when you are fighting off demons and madness at every turn. When a Hero is killed, it is assumed that the rest of the party brings their body back to Town to try to get them resurrected (or at least for a proper burial). A Dead Hero may not be looted for their Items and equipment.

Resurrection at the Church in Town

One of the options available to a party that has lost one of their own is to go to the ***Church*** in Town and pay to have that Hero ***Resurrected***. It can be quite expensive though!

Any or all of the other Heroes in the party may contribute Gold toward the cost for the Resurrection, including the Dead Hero himself (selling his Items if need be to pay for the cost).

Resurrecting a Dead Hero is not time-sensitive (though they may start to smell a bit), and if need be, you can even start a new Hero and try to build up enough Gold to pay for your other Dead Hero's Resurrection after some time.

OPTIONAL RULES

This section covers Optional Rules that can be added to the game as long as all of the players agree before the game begins. These Optional Rules are all independent of one another and should each be considered on an individual basis. The rules for ***Fixed Hero Move*** and ***Hard-Core Mode*** are not recommended, but are made available for players that want them.

Fixed Hero Move

(Makes the game Less Difficult)

As an option for players that do not like the idea of rolling for movement each turn, they may use the ***Fixed Hero Movement*** Optional Rule. With this rule, all Heroes are allowed to move 4 spaces each turn (plus any bonuses or negatives for Items, Abilities, or Injuries/Mutations they may have).

As many aspects of the game are based on your Movement roll each turn, it is still necessary to roll a die at the start of each of your Hero's Activations. This roll becomes the **Roll For Grit** (as that is the most frequent use of the move roll other than actual movement). Any rule or game element that refers to a Heroes move roll now uses the **Roll For Grit** instead. The **Roll For Grit** each turn is mandatory, even if your Hero is already at Max Grit.

Advanced Encounters

(Makes the game More Difficult)

Every *Unique Room* Map Tile has a specific theme to it, and there is a matching Encounter card in the Encounter Deck that shares that theme. At the bottom of each Map Card that represents a *Unique Room* is a red band that lists the specific Encounter associated with that room.

When using the ***Advanced Encounters*** Optional Rule, any time a Unique Room is Explored, the listed **Advanced Encounter** is added to that Exploration. Search the Encounter Deck (and discard Pile if needed) to find the listed Encounter card (shuffle the deck afterwords). This is in addition to any other Encounters or Attacks listed on the Exploration Token. Also, Advanced Encounters like this cannot be canceled or re-drawn.

Below the Darkness

(Makes the game More Difficult)

One way to make the game more deadly is to use the ***Below the Darkness*** Optional Rule. Whenever the Darkness marker passes the Hero Party marker on the Depth Track (positioned on a higher numbered step than the Hero Party marker), from that point forward, all Enemies get a free Elite Ability as the Darkness has grown ever stronger!

Hard-Core Mode

(Makes the game Much More Difficult)

For players that want a truly Hard Core experience, you may play **Hard-Core Mode**. In Hard-Core Mode, any time a Hero would be KO'd they are instead killed unless they Recover before the start of the next turn.

This is a very unforgiving play style and will likely lead to one or more players having to sit out the remainder of the game while the rest of the group keeps adventuring (not generally very fun). It is also especially dangerous for higher level Heroes, as one bad situation can kill the character you have been playing for months. Ouch!

For a slightly softer version of Hard-Core Mode, you can use the above, but allow Heroes to still be **Resurrected** at the ***Church*** in Town.

Themed Threat Decks

(Can make the game More or Less Difficult)

As more Enemy Types become available and players start making their own Missions, one fun way to create a Themed Adventure is to tailor-make your Threat Decks to only include cards with certain Enemy Types. In this way, you could make a Mine that is overrun with nothing but ***Night Terror*** Demons or perhaps have a theme of only ***Void*** creatures that have spilled out of a portal and are pouring out of the Mine.

This can be done with just a single Core Set, but really opens up once you have more Enemy Types available to you. It is also very simple to do as the Threat Decks are all card based and can easily be Themed or shuffled back together at the start of each Adventure.

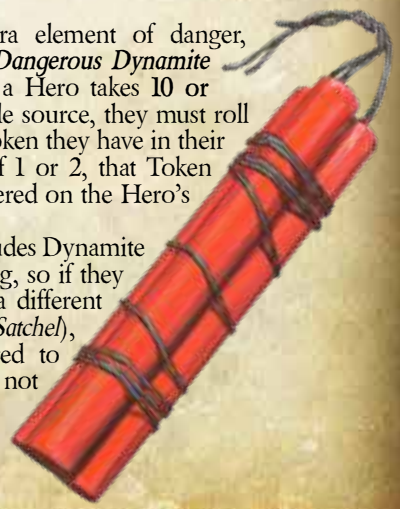
Dangerous Dynamite

(Makes the game More Difficult)

Dynamite can be a very powerful tool to take out groups of Enemies or do some damage against high Defense targets. Thematically though, Dynamite is a dangerous thing to just be carrying around in your Side Bag with you, as it is notoriously unstable.

To represent this extra element of danger, you may elect to use the ***Dangerous Dynamite*** Optional Rule. Any time a Hero takes **10 or more Wounds** from a single source, they must roll a D6 for each Dynamite Token they have in their Side Bag. For each roll of 1 or 2, that Token immediately explodes, centered on the Hero's space.

Note that this only includes Dynamite Tokens in a Hero's Side Bag, so if they are carrying Dynamite in a different way (such as a *Dynamite Satchel*), that Dynamite is considered to be safely stored and does not need to be rolled for.



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Digital Soundtrack Available online:
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Reference Summary

Difficulty Scaling

Heroes	Scaling
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

Using Grit

A Hero may use a Grit to do one of three things:

- Use 1 Grit to Re-roll any number of dice that you just rolled (not including *Hold Back the Darkness* or any Chart roll).
- Use 1 Grit to add an extra D6 to your Movement.
- Use Grit to activate a Special Ability or Item that requires it.

The Game Turn

1) Hold Back the Darkness
2) Models Activate in Initiative Order
3) Room Exploration
4) End of the Turn

Icons

- Peril Die
- Weight
- Dark Stone Item
- Single-Handed
- Double-Handed
- Clue Icon
- Door Icon
- Gate Icon
- Upgrade Slots
- Upgrade Slot Requirement
- Skill Test - All Heroes
- Skill Test - Choose One Hero
- Skill Test - One Random Hero

SIDE BAG TOKENS

Bandages - Discard to Heal D6 Wounds.

Whiskey - Discard to Heal D6 Sanity Damage.

Dynamite - Discard to throw as a Ranged Attack. **Range:** Strength+3, Does D6 Wounds, ignoring Defense, to each model in the same and adjacent spaces.

Tonic - Discard to Recover 1 **Grit**.

Flash - Discard to make all Enemies -2 Initiative until end of the turn.

Herbs - Discard to Heal 2D6 Wounds.

Swamp Fungus - Discard to Heal D6 Wounds and D6 Sanity

Brimstone Ash -
Free Attack: (At Any Time) Discard to do 1 Wound to every adjacent Enemy, ignoring Defense.

Dark Stone Shiv - (*Performer* Only)
Free Attack: Discard to do D6 Wounds to an adjacent Enemy, ignoring Defense.

Dynamite Bounce

If the To Hit roll misses, the Dynamite will bounce D3 times.

For each bounce, roll a D8 for direction and move the Dynamite 1 space.

If the Dynamite would move into a wall, instead cancel that bounce.

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