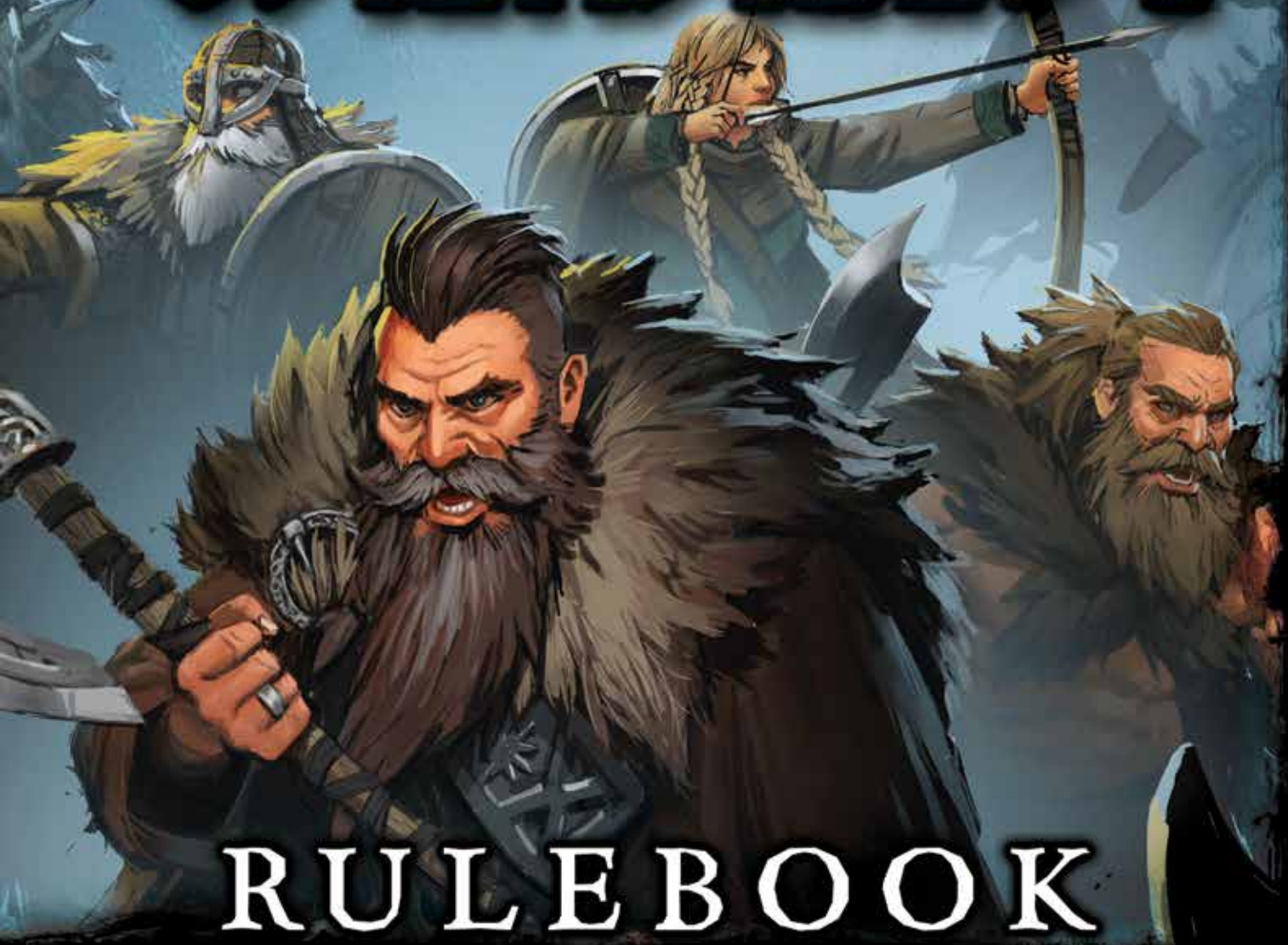


SHADOWS OF BRIMSTONE

GATES OF VALHALLA



RULEBOOK

An Adventure Board Game
for 1-4 Players

SHADOWS OF BRIMSTONE GATES OF VALHALLA™

By Jason C. Hill

It is the Age of Vikings; raiding, pillaging, and sailing the seas to explore untamed regions of the wilderness. For a hundred years an Endless Winter of supernatural storms has ravaged the Norse Lands, driving out the men of the North. Now as the storms recede, they leave in their wake a frozen land, overrun with mythic creatures and terrifying demons, and a black rock exposed by the cracked stone and shifting ice... Dark Stone. Collected by explorers and raiders, the rock glows with magical energy and can be forged into powerful weapons. But with it comes a slithering Darkness that spreads through the snowy forests and icy crags. Hideous Trolls raid the local villages and towering Frost Giants stomp through the hills, feeding on livestock and unlucky travelers.

The sky grows ever darker as Odin and the gods of Asgard seem to have all but forsaken this place. While most flee in terror, some heroic Viking Clans come forward to stand against the Darkness, setting out on expeditions into the unknown.

GAME CONTENTS

- 1 Rulebook (44 pages)
- 1 Adventure Book (56 pages)
- 8 Small White Dice
- 8 Small Red Dice
- 1 Eight-Sided Die
- 1 Peril Die
- 1 Entrance Map Tile
- 5 Unique Room Map Tiles
- 2 Standard Room Map Tiles
- 3 Passage Map Tiles
- 12 End Cap Map Tiles
- 4 Gate End Cap Map Tiles
- 4 Plastic Hero Figures
- 3 Plastic Viking Warrior Allies
- 6 Plastic Targa Centurions
- 12 Plastic Gremians
- 3 Large Plastic Trolls
- 3 Large Plastic Targa Librarians
- 1 XL Plastic Frost Giant
- 4 Hero Character Sheets
- 7 Enemy Record Sheets
- 2 Ally Reference Sheets
- 8 Extra Large Reference Cards
- 10 Norse Lands Map Cards
- 20 Gear Cards
- 15 Norse Lands Artifact Cards
- 20 Norse Lands Encounter Cards
- 22 Threat Cards
- 5 Troll Enemy Trait Cards
- 3 Librarian Codex Cards
- 8 Growing Dread Cards
- 10 Darkness Cards
- 10 Norse Personal Item Cards
- 8 Loot Cards
- 8 Scavenge Cards
- 15 Targa Plateau Encounters
- 12 Targa Plateau Artifact Cards
- 10 Targa Plateau Map Cards
- 8 Targa Plateau Threat Cards
- 10 Viking Team Abilities Cards
- 13 Starting Gear Cards
- 8 Hero Starting Upgrade Cards
- 2 World Cards
- 6 Reference Cards
- 1 Depth Track
- An assortment of Die-cut Counters

Game Overview

Shadows of Brimstone: *Gates of Valhalla™* is a fast-paced, Cooperative, dungeon-crawl boardgame set in the Age of Vikings and mixed with Unspeakable Horror! Each player creates a character, taking on the role of a classic Viking Hero Archetype, such as a Jarl chieftain, Huscarl honor guard, Berserker, or Raider. Forming a party of Heroes, the players take their characters into the dark forests of the Norse Lands, overrun with creatures of myth and legend. This Adventure Set includes an 8 part *Gates of Valhalla* narrative story campaign, but that is only the beginning of your Heroes' Saga. Missions are designed for maximum replayability as everything you encounter, including the board layout, is dynamically generated as the story unfolds. Explore the Norse Lands, overcoming dangerous encounters and fighting savage creatures, while collecting useful Gear and ancient Artifacts to aid in your adventures. Heroes can even find portals to other worlds, stepping through to continue their expedition on the other side.

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

So grab up your axe, strap on your furs, and gather the war party; the Darkness is coming, and the Vikings are ready to earn their honored place... at the *Gates of Valhalla!*

Players

Shadows of Brimstone: *Gates of Valhalla™* is a fully cooperative game for 1-4 players. If combining this Adventure Set with another Core Set or additional Hero Packs, 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 each 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, as often players will want to roll a group of dice together with some of them being special (ex. - "the Red dice are for Critical Hits"). 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 using the following results:

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  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.



Rage Tokens

Viking Heroes build up special Ability Tokens called Rage as they take damage, then unleash that Rage to add extra damage to their own Combat Hits.



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.



Pelt Markers


Pelts are gained by hunting and defeating Beast Enemies. They can then be used in Camp for trade. There are two sizes of Pelt markers for singles and 5 pieces.



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 Bags and Side Bag Tokens

Each Hero has a Side Bag that can carry helpful Tokens for them such as Bandages, Ale, or Throwing Axes.



Archive Markers

These markers are used in the Targa Plateau World and represent the data that the alien Library has collected on the Heroes during an Adventure.



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.



Archive Towers

Archive Towers are a type of Enemy, usually found in the Targa Plateau, that is immobile but attacks the Heroes with arcing lightning.



Tentacles

Tentacle markers are provided to represent the writhing Enemies from the Void that attack the Heroes.



Hero and KO'd Hero Markers

Hero markers can be used for determining a Random Hero from the group. KO'd Hero markers are placed in the space where a Hero was KO'd.

Depth Track

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



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 map.



Additional Counters

Several additional counters have been provided. Most of these are used for specific Missions, or for Upgrading aspects of the Expedition Camp (unlocking or Leveling Up Camp Locations).



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

Gates of Valhalla 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.

CARDS

There are many different decks of cards in the game that are used for everything from dynamically generating the board 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. 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 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 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 board layout as the Heroes explore. This allows every board set up 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. They include everything from massive monoliths or broken barricades to having a run-in with a dying man 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.

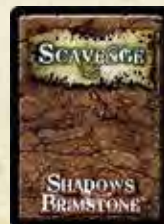


Growing Dread

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 objective is reached.

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.



Team Ability Cards

This deck of cards includes the special abilities and effects that a group of Team Heroes has access to, representing their ability to fight together as a well-trained and organized team.

OtherWorld Decks

The *Gates of Valhalla* set has all of the cards needed for venturing into the *Targa Plateau* OtherWorld. There are OtherWorld specific decks for Artifacts, Encounters, Map Cards, and Threats only found while exploring the ancient alien city.



Enemy Traits and Librarian Codex Cards

These special decks are only used with particular Enemies, and are more fully described in the rules and on the record sheets for those Enemies (specifically the *Trolls* and *Targa Librarians*).

LARGE CARDS

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

Hero Character Sheets

There are four large Hero Character Sheets, each detailing the stats and abilities of a Hero 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 the Heroes' Expedition Camp set up between adventures, including the various Camp Locations you can visit, as well as an overhead Camp Map, and charts for Depth Events, Injuries, and Madness.



MAP TILES

The 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 Norse Lands on one side and an OtherWorld on the other side.

A Grid of square spaces 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 Hero they want to play. These different Hero 'types' are called Classes. In this Adventure Set, all of the Heroes included are from a single Hero Class - Viking. However, the Viking Hero Class is a 'Team Hero' Class meaning that it is a group of Heroes that all share a common background and basic abilities, but are further defined by having several different Sub-Classes (*Jarl*, *Huscarl*, *Berserker*, and *Raider*). Each of these Sub-Classes is still considered a Viking Hero, but has a unique Character Sheet with all of its basic Skills, Abilities, and Starting Gear listed on it. Each specific Viking Hero is covered in greater detail on page 9. Below is a list of the different elements of a Hero Character Sheet.



A) Hero Class and Sub-Class

A character's Hero Class is the main thematic defining factor for their Skills and Abilities. The Sub-Class for a Team Hero further defines the theme that sets them apart from other Heroes of that Class.

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/Sub-Class 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.

N) Max Rage

Rage is a special Ability Token used by Viking Heroes to add extra Damage to their Combat Hits. Max Rage is how many Rage a Hero may ever have at one time.

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.

In the *Gates of Valhalla* Adventure Set, the Vikings use *Rage* Ability Tokens. Rage is gained when the Hero takes Wounds, and can be spent to add extra Damage to the Hero's Combat Hits. Rage is covered in greater detail on page 8.



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 (and Sub-Class)

The most important choice for a new Hero is what Hero Class you want to play, and for a Team Hero like the Vikings, what Sub-Class you want to play. Each Hero Class/Sub-Class has its own unique stats and Abilities, and a fairly different play style. In this Adventure Set, all of the Heroes are the *Viking* Hero Class, but there are 4 different Sub-Classes of Viking to choose from - Jarl, Huscarl, Berserker, and Raider.

Get Starting Items

Every Hero Class/Sub-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

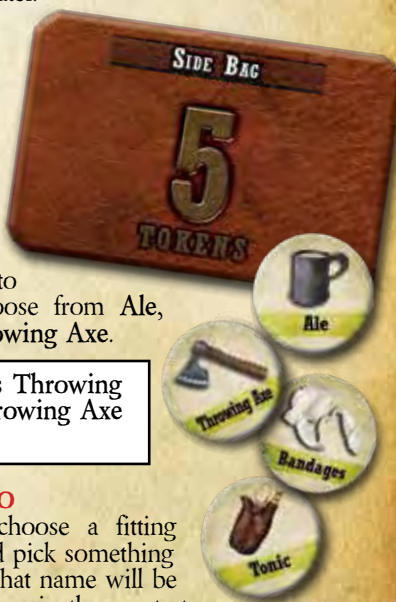
Every Hero starts their adventuring career with one *Personal Item* that not only gives them a powerful bonus, but can help to define the backstory of that Hero. Draw one *Personal Item* card for your Hero.

Choose Your Starting Upgrade

When creating a brand new Hero you get to choose one of the *Hero Starting Upgrades* available to your Hero Class. Each Sub-Class of Viking has 2 unique Starting Upgrades to choose from that help to define your Hero right from the beginning. Choose wisely though as the Upgrade you don't pick will not be available later.

Get a Side Bag and Free Token

Take a *Side Bag* marker 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 Side Bag Token to start with for free. Choose from Ale, Bandages, Tonic, or Throwing Axe.



A Hero that chooses Throwing Axe may start with 2 Throwing Axe Tokens instead of only 1.

Name Your Hero

Lastly, you should choose a fitting name for your Hero. And pick something good, you never know if that name will be spoken of around camp fires in the greatest Sagas for generations to come!

VIKING HEROES

The *Viking* Hero Class introduced in this Adventure Set is a **Team Hero** Class with 4 distinct versions or Sub-Classes for Players to choose from - the **Jarl**, **Huscarl**, **Berserker**, and **Raider**. All of these Sub-Classes of Viking have a similar theme and share the same basic Abilities, but each has its own unique stats, equipment, and Starting Upgrades, making them play very differently. This section provides an overview of the different Viking Sub-Classes, as well as the rules and Abilities common to all Viking Heroes.

Team Hero Class - Viking

As a Team Hero Class, all of the Viking Heroes share the same basic Abilities, including the use of **Rage** tokens. They also have access to the use of **Viking Team Ability** cards, representing their history of training, living, and fighting alongside one another for years.

Norse Personal Items

This set also includes a deck of **Norse Personal Items** that are meant to be used when creating a new character and drawing the Personal Item for any Keyword **Norse** Hero.



Rage (Ability Token)

Rage is a new Ability Token used by Viking Heroes to represent their berserk fury in combat, converting the damage they take into bonus damage they can unleash with their own attacks.

When a Hero takes damage, for every 2 Wounds the Hero takes, they gain 1 Rage token (up to their Max Rage). This Rage may be spent to add +1 Damage each on any of the Hero's Combat Hits (to max of 3 Rage per Hit).

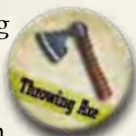
At the end of every Fight, each Hero loses D3 Rage tokens as their frenzy begins to dissipate.

Battle Fury

All *Viking* Heroes also have the **Battle Fury** ability, meaning that once per turn when they kill an Enemy, they may Heal 2 Wounds.

Throwing Axes

Throwing Axes are a great tool for getting that extra Attack needed to take out an Enemy at a distance. As a **Free Attack**, using a Throwing Axe can be done in addition to a Hero's normal Attack, and uses the Hero's *Melee To Hit* value even though it is a Ranged Attack (see pages 26-27 for details on Attacking and Free Attacks).



TEAM ABILITY CARDS

Team Ability cards are unique to the Team Hero Class and represent the fighting tactics and thematic skills of a group of well-trained warriors who depend on one another in battle.



Drawing Team Ability Cards

As noted in their Abilities box, at the start of each Adventure, every Viking Hero adds 1 Viking Team Ability card to the Hero Party's Team Ability Card Pool. These cards are intended to encourage team play with Players discussing how and when would be best to use the various cards in the Pool throughout the Adventure.

Playing Team Ability Cards

Team Ability cards are generally one-use bonuses for the Adventure that are discarded after they are used. Each card says on it when it can be played, who is affected by it, and what the bonus is for playing the card.

Although all of the Team Ability cards are held in a single Pool for the Hero Party, whichever Hero added a particular card to the Pool gets final say on how and when that card is played.

It is important to note that Team Ability cards are drawn new at the start of each Adventure, and any unused Team Ability cards still in the Pool at the end of the Adventure are discarded.

Team Ability cards do NOT affect **Allies** such as the *Viking Warrior* Allies that come with this set.

SHIELDS AND ARMOR

Some Viking Heroes use a **Shield** in one hand to defend themselves against incoming damage, while others rely on **Armor** to protect them from wounds. Both Shields and Armor are covered in greater detail on page 17.



PELTS

Pelt Markers are a resource that may be collected by *Viking* Heroes and used in Camp to fashion Items and Upgrades, or to exchange with traveling traders for exotic goods from far off lands. There are two sizes of Pelt marker to represent single Pelts and 5 Pelts.

Collecting Pelts

Any Hero that is Keyword **Norse** or Keyword **Hunter** may collect Pelt Markers during an Adventure. When a Hero kills an Enemy that is Keyword **Beast**, that Hero may collect 1 Pelt (D3 Pelts instead if the Enemy was Large Size, or D3 Pelts for each Hero if the Enemy was XL Size or bigger).



Using, Selling, and Trading Pelts in Camp

While in Camp, any number of Pelt Markers may be sold for \$10 each at the **Trade Cart** Location, or used as a currency when *Visiting with Traveling Traders* there. Alternatively, Pelts may be used in Camp Locations like the *Expedition Supplies* or *Viking Forge* to craft Items or Item Upgrades as listed on the large reference charts for those Locations.

Viking Jarl

Leading war parties for the Viking Clan, the Jarl is a chieftain on the expedition and a stalwart warrior. Cloaked in a coat of heavy mail chain and armed with a powerful two-handed war axe, he strides into battle, chopping down his foes while inspiring his raiding party to unleash the fury of their rage.

Armor and Axe

The Jarl's *Mail Armor* grants him a built in extra **Armor 5+** save against each individual Wound he might take, while his mighty *War Axe* uses the D8 To Hit, instead of the standard D6. This gives him staying power in a Fight, shrugging off damage, but also allows him much better odds of scoring Critical Hits with his Combat Dice to cut through an Enemy's Defense.

War Chief

The Jarl is a natural leader of the group. Selecting the *Chieftain* Starting Upgrade lets him lead from the front with a massive initiative boost and generates Rage just for making Armor saves and rolling Critical Hits. It also lets him boost the effectiveness of *Viking Warrior Allies* that you may bring along in later Adventures. The *War Party* Upgrade lets him inspire Rage in nearby Heroes, while using his own Rage to unleash explosive power attacks.



Viking Berserker

The Berserker is a wild man, forgoing all thought of safety to unleash a frenzied attack. Carried through by adrenaline and unbridled rage, he relies on quantity over quality when it comes to swinging his axes and high health to simply absorb damage.

Swinging Axes

The Berserker's senses are dulled from constant Rage, giving him poor values for both his *To Hit* and Defense. This is offset though by having a very high Health and the ability to regenerate damage with his *Wolf Pelt*, while wielding two *Berserker Axes* lets him channel his Rage into rolling lots of dice for each Attack.

Frenzied Rage

Choosing the *Frenzy* Starting Upgrade ensures that you will always be generating Rage by wading into hordes of Enemies, ignoring Escape Tests and moving through other models to get into position. The *Axeman* Upgrade instead allows you to carry and use far more effectively, giving you an extra Ranged Attack on most turns in addition to tearing apart foes in Melee.



Viking Huscarl

The Huscarl is an honor guard to the Clan, trained with sword and shield, but also an expert marksman with the bow.

Hunter & Defender

The *Huscarl's Bow* gives her a powerful ranged attack, picking off Enemies at a distance, while also granting a deadly first strike at the start of each Fight. Equipped with a *Norse Sword* and *Shield* as well, the Huscarl can rush in to unleash her Rage at close quarters, deflecting damage each turn, while getting a bonus to damage **Beast** and **Demon** foes.

Defending the Clan

Using the *Honor Guard* Starting Upgrade, the Huscarl gains a free Re-roll *To Hit* each turn with her Ranged Attack, and, can heal Sanity Damage from other nearby Heroes each turn. Alternatively, using the *Clan Defender* Upgrade lets you get extra use out of your Shield, protecting others nearby and, once per Fight, getting to use it twice in the same turn. You are also Emboldened by killing Enemies, allowing you to Heal Sanity Damage from all Heroes on your Map Tile.



Viking Raider

An expert at the Vikings' true calling, pillage and plunder, the Raider is heavily armed and armored for battle! He may be a little slower than the rest, but he is a tough nut to crack, and knows where to find all the best loot!

A Classic Viking

Decked out with a *Raider's Helmet*, *Heavy Furs*, and a *Shield*, the Viking Raider can deflect or absorb horrific amounts of damage, while swinging his *Viking Axe* to hack at anything foolish enough to stand between him and his well-earned loot! And if he misses his swing, that just makes him more angry.

Cry Havoc!

With the *Battle Roar* Starting Upgrade, the Raider rushes into the fray with a cry, using Grit to re-fill his Rage and giving his initial Hit each turn a built in Damage boost. Or if you would rather focus on pillaging, the *Plunder* Upgrade gives you Rage for successfully Scavenging Map Tiles for anything of value, and lets you Scavenge even during a Fight!



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 *'Scouting Party'*, and includes preparing the card decks, shuffling up the Exploration Tokens, placing the 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 or more 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 8 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 *Expedition Torch* card as the Light Source, in addition to their other Gear. The players may choose who will take it at the start of each Adventure.

Draw Team Ability cards and add them to the pool.

5) Select Mission

Select a Mission to play. For your first game, this should be the *'Scouting Party'* Mission described on page 11. 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 *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 to the right). Each Hero starts the Adventure with 1 Grit.



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.

WORLD CARD

Most Adventures start in the **Norse Lands**. This is an Earth-based World and has a World card that should be placed face up near the Depth Track. The World card has a couple of Global special rules that are always in effect for Heroes in this World.



During your Adventures, you may pass through Gates that allow you to visit strange alien OtherWorlds. These Worlds each have their own World card, and are discussed in greater detail in the Advanced Rules section. Some Missions actually begin in an OtherWorld, as listed in the Mission Set Up.



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.*

'Scouting Party'

The introductory Mission is called 'Scouting Party'. The Heroes' expedition has landed on unknown shores and has sent out a scouting party to investigate the area.

Mission Goals

To scout the area the Heroes must explore to find 2 Exploration Tokens with  Clue Icons on them. The first Clue is the half-way point, while the second Clue marks enough area scouted to safely set up camp.



The Objective Room

When the second Clue Icon is revealed, the Heroes have found the Objective Room. Ignore any Encounter or Attack on the token, as well as any Door Icons, as the Objective Room has no exits. Instead, the Heroes must draw a Threat card that is one Threat Level higher than normal to fight (for example, if you would normally draw a yellow MED threat, instead draw a red HIGH Threat). This represents the creatures that must be cleared out to secure the area.

Reward

If all of the Enemies in the final room are defeated, the Heroes have successfully completed the Mission, collecting a sample of the valuable resources from the area. Each Hero gains 25 XP and may draw an extra Loot card (in addition to the Loot for defeating the Enemies).

THE DEPTH TRACK



Depth Track

The Depth Track represents the general path of the Heroes and tracks how deep the Hero Party has journeyed into the wild, and how close the Darkness is to escaping 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 **Entrance** space on the far left of the track, while the Darkness marker is placed on the **Darkness Start** space on the far right.

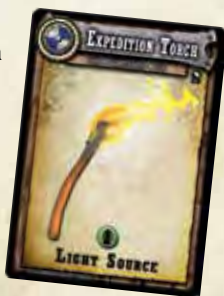
During the course of the game, the Hero Party marker moves down the track every time a new Map Tile is placed, as the Heroes travel deeper and deeper into the dark. The Darkness marker moves the opposite direction, up the track, as the Heroes fail to hold the Darkness at bay.

Stages of the Track

The Depth Track is broken into 3 Stages, and each Stage has a value printed at the bottom (the Top Stage 7+, Middle Stage 8+, and Bottom Stage 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.

Holding Back the Darkness

At the start of each turn, the Hero with the **Light Source** must roll a **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 Entrance). The Hero Party may only have one **Light Source** active at a time.



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 **Light Source** 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.

Occasionally something else will require a Depth Event to be triggered (such as an Exploration Token). When this happens, simply roll a D6 to see which Depth Event is triggered.

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 **Light Source** 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 map. 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).

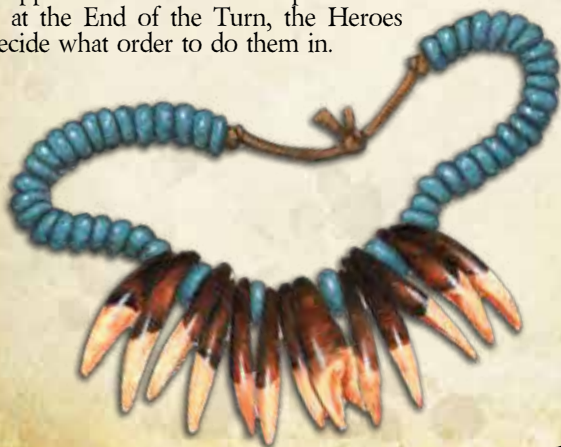
Heroes that are tied for Initiative may decide between them who will go first, and this may be changed from turn to turn.

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 (note that Passage Map Tiles do not have an Exploration Token as indicated on each Passage Map Card).

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 D6 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 40).

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 its Activation and rolls a 4 for movement. They 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 requiring Escape tests to move away from Enemies that are diagonally across the Wall.

The Light Source and Voices in the Dark

The light from the *Light Source* 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. (Note that this includes every individual space on each of these Map Tiles, regardless of Walls, Line of Sight, etc).

Any Hero starting their Activation on a Map Tile that is not within this light (on the same or adjacent Map Tile as the Light Source) 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 each 6 that was rolled. **Note - only 1 Scavenged marker is placed, regardless of how many 6s were 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 unexplored area.

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 unexplored area.

Rooms and Exploration Tokens

There are two types of Map Tiles, **Passages** and **Rooms**. Passages are short pathways that simply connect different areas together. 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 (after all Heroes have Activated), 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 are also Exploration Tokens that draw a **Darkness** card (more on *Darkness* later) or have the Heroes roll a Depth Event.

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.

Darkness and Depth Event Exploration Tokens

The Exploration Token with **Darkness** on it requires the Heroes to draw a **Darkness** card, while the Token with a **Depth Event** has the Heroes roll a D6 and trigger the Depth Event that corresponds to the number rolled.



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 Darkness and Depth Event Exploration Tokens still trigger the Darkness/Depth Event). 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, *'Scouting Party'*, it means fighting a higher level Threat card of Enemies than normal.

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 *'Scouting Party'* Mission, the Heroes simply need to find the Objective room at the second Clue Icon and defeat the Enemies there.

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.

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 Entrance space on the Depth Track, the Darkness escapes 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 Adventure! This must be done before anything else in the turn happens. All of the Heroes (including those that are KO'd) escape 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, jagged ice to fall from above, 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. For the remainder of this Objective, if any new Growing Dread cards would be added to the stack, instead resolve them immediately.

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 an Adventure (or even just while walking through the demon-infested wilderness). 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.

Cover

Sometimes a model will have a special **Cover** save allowing them to try and block each incoming Hit they are about to take. Cover saves work similar to a Defense roll (stopping an entire Hit when successfully rolled), but are made before Defense rolls. In addition, a model with a Cover save may still roll for it, even if the Hit ignores its Defense.

Shields

A **Shield** is an Item that a Hero may carry allowing them to block some amount of incoming Damage (as listed on the Item). A Shield must be equipped to be used and usually takes one of the Hero's Hand Slots.

A **Shield** may be used to prevent Damage after any **Cover** and **Defense** rolls are made, but must be used before any **Armor** rolls are made.

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

If a Hero has an Item or ability that gives them , whenever they are about to take a number of Wounds (after Defense rolls and any use of a Shield), roll a D6 for each individual Wound they are about to take. For each die roll that is equal to or better than their Armor save, that Wound 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, one of the incoming Wounds is prevented.

works the same way, but allows the Hero to roll of each point of incoming Sanity Damage instead.

A Hero may not apply more than one Armor save at a time (from different Items/abilities), but only uses the best Armor save they currently have equipped.

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

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.



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 would be KO'd, if there are one or more Revive Tokens available, that Hero may discard a Revive Token to instead be immediately restored to Full Health and Full Sanity, and Recover 1 Grit. The Hero does NOT need to roll for Injury or Madness when using a Revive Token, and ignores any remaining incoming Hits or Damage from the source that would have KO'd them.



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 *Ale* 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 Adventure Book.

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 in Camp 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 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 interact with occult elements.

Luck

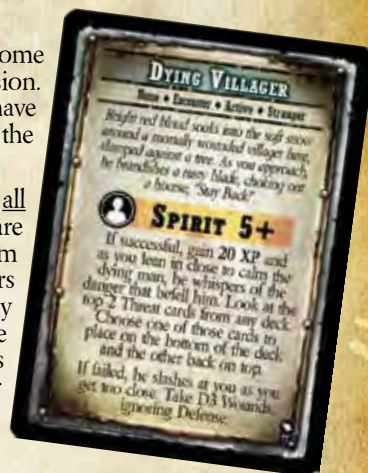
One cannot underestimate the power of being lucky. Of course, this has just as much to do with a Hero's ability to minimize the effects of bad luck while capitalizing on any good fortune that comes their way.

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 all Heroes, 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). Heroes that are currently in another World do NOT participate.



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 because of special Enemy abilities or between Adventures while in Camp. 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 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 **Strange Only**, the Hero must have the Keyword **Strange** to use the Item.

Clothing Items

Occasionally an Item will have the Keyword **Clothing** followed by one or more other Keywords that tell 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 terminology 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 Huscarl gets the *Fur of the White Bear*, perhaps she is a master hunter, tracking and slaying many beasts! Or perhaps it is the pelt of a Hell Bear that slew her brother and she embarked on an honor quest for revenge.

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 restrictions are that the text or ability of an Item may not be used by two different Heroes in the same turn, and Heroes may not trade or sell their Starting Gear Items.

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

Items often 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 a blacksmith in Camp. 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 Camp is a permanent change and may not be removed. It is now part of the Item. This is covered in more detail in the Adventure Book.



SIDE BAG

Each Hero has a Side Bag that is used to carry helpful Side Bag Tokens like Ale, Bandages, Throwing Axes, 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 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.

Generally, Side Bag Tokens may be used at any time (unless used as an Attack/Free Attack, which must be during your Activation).



Bandages

Discard to Heal D6 Wounds.



Ale

Discard to Heal D6 Sanity Damage.



Tonic

Discard to Recover a Grit.



Throwing Axe

Discard to throw as a Ranged Free Attack. Roll once To Hit using Melee To Hit value. Does 1 Hit with +2 Damage. A Throwing Axe does NOT need to target adjacent models first (like normal Ranged Attacks do).

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*, *Trolls*, or *Gremians*.

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 during their Activation. 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 area 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 a D6, D3, or 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, *Tentacles* often show up with up to 12 Enemies at a time, and will frequently be listed on a Threat card as:



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 Trolls and 6 Gremians, the Trolls (Initiative 4) would be placed first on spaces 1 and 2, while the Gremians (Initiative 5) would be placed on spaces 3, 4, 5, 6, 7, and 8.

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 2 Trolls, but you only have 1 model 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). You may place a marker or die 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 (unless noted otherwise in the text of that Ability).

There is a bonus to fighting Elite Enemies, however, in that Elite Enemies are worth +5 XP for each 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, Gremians, 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.

URNS 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 *Trolls*) 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.

Note that Horror Hits only do 1 Sanity Damage each unless specifically noted as doing more on the card or ability.

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 value, or a Ranged Attack using a Ranged Weapon like a *Bow* or *Gun*.

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 any number of **Items** and **Abilities** they have to add bonuses to their **Melee Attack** as long as they observe all relevant restrictions (such as having no more than 2  worth of **Items** equipped, etc).

Ranged Attacks

Ranged Attacks are provided by a Ranged Weapon the Hero has, such as a *Bow* or *Gun*. 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 and 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 Adventure*.

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.

Using a Throwing Axe

Viking Heroes also have access to **Throwing Axe** Side Bag Tokens that can be discarded to Throw as a Ranged **Free Attack**. The **Range** of the throw is up to the Hero's **Strength +3** and it may be thrown at ANY Enemy in **Range** as long as the Hero has **Line of Sight** to that space (even if other Enemies are adjacent to the Hero).

Although **Throwing Axes** are a Ranged Attack, they use the Hero's **Melee To Hit** value. This gives Vikings that are normally not very good with Ranged Attacks a powerful but limited method for attacking at a distance. **Throwing Axes** are 1 Shot, so roll once *To Hit*, and are +2 to the Damage roll.



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, at the start of the Enemy's next Activation it 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").

As a general rule, all of the Attacks on a Hero from models in the current Enemy Group should be rolled at the same time (as one big group of dice).

Hero Defense Rolls

For each Hit a Hero takes, they must make a Defense roll to attempt to block it.

If Attacked by multiple models from the same Enemy Group, it is recommended that the Hero rolls all of their Defense dice at the same time (to speed up game play and allowing you to Re-roll all of your missed Defense rolls for those Attacks with a single Grit).

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.

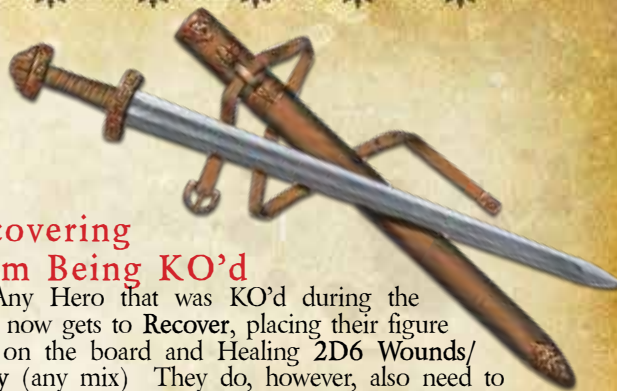
This immediately ends the current turn, as well as the Fight itself.

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 **before** a Hero got to Activate, or take any Actions, that Hero instead gets to **Heal D6 Wounds/Sanity** (any mix) or **Recover 1 Grit**. This is an extra bonus for each Hero that didn't get an Activation in the last Fight round.

Note also that Viking Heroes lose **D3 Rage Tokens** each at the end of a Fight, as their rage begins to calm.



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** and a **Madness**, but they are allowed to **Heal 2D6 Health** and **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. If there are not enough Loot cards to cover all of those that need to be drawn by the 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 main 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 raw ore that can be found on an Adventure. 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 Camp between Adventures. Dark Stone is mainly used for the Campaign game as well, for forging Items and Upgrades in Camp, though several Items and abilities are fueled by Dark Stone even during an Adventure.



GATES OF VALHALLA - ENEMIES

The Enemies in the Gates of Valhalla set have a variety of different stats and abilities that make each of them unique to fight. This section covers any special notes or rules for the Abilities listed on the Enemy Record Sheets for each Enemy Type.

Trolls

Mythic Beasts with hearty Regeneration, Trolls are fearsome and dangerous foes.

Trait Cards

Because Trolls are a common Enemy to face while exploring the dark forests of the Norse Lands, these Enemies have a special deck of Enemy Trait cards that modify them in some way to add variety in how they fight and the abilities they possess. These Trait cards are usually called on to be drawn for the Trolls based on the Threat cards that spawn them.

Each Enemy Trait card includes all of the modifiers, abilities, and any extra XP granted for defeating the Enemies. Only one of these Trait cards may be in play on the Trolls at a time (if another would be drawn, ignore it).

Throw Rocks - Ranged Attack

In addition to its normal Melee Attack, Trolls get to Throw Rocks at a Random Hero at the start of its Activation. Though they are not very accurate, a Hit scored from a Thrown Rock can be dangerous, as it ignores Defense (Armor may still be rolled and a Shield may still be used to block the Damage).



Gremians

These tiny and mischievous goblins lurk in the shadows, waiting to cause the most chaos possible, when the Heroes least expect it!

High Defense

With an incredibly high Defense of 6, Gremians require a Hero to score a Critical Hit, or have some form of Damage bonus on their Attacks, to catch and hurt them (Viking Rage can do wonders for this).

Sneaky Spawning

Gremians are also well known for traveling in sneaky swarms, tumbling, rolling, and leaping from hiding to overwhelm their targets.

Whenever a Hero that is adjacent to one or more Gremians rolls a *To Hit* roll of 1, after any modifiers or Re-rolls, at the end of the Attack a new Gremian model spawns into an empty space adjacent to that Hero.

If there are no empty adjacent spaces or Gremian models available, no Gremian spawns and there is no further effect.



Tentacles

Erupting from the Void, these writhing tentacles are a common but dangerous foe, flailing and smashing the Heroes.

Enemy Tokens

In this set, the Tentacle Enemies are represented by die cut tokens in the shape of a Tentacle. 12 of these tokens are included allowing you to face a massive and deadly horde of these Tentacles all at once.

OtherWorld Variant - Frost Tentacles

This set also includes a new OtherWorld Threat variant for the Tentacles, unique to the Targa Plateau - the Frost Tentacles. Threat cards for these can be found in the Targa OtherWorld Threat Deck, and the back side of the die cut counters for the Tentacles has art for this frozen variant.

Frost Giant

Frost Giants are terrifying warriors from the frozen realm of Jotunheim. These massive brutes are most often encountered as an Epic boss Enemy, and have substantial stats and abilities to prove it. Their Health is based on the number of Heroes in the Hero Party, and the Frost Giant's Move is randomized at the start of its Activation using a D8.

This represent the unpredictable nature of the lumbering giant, with slow prodding strides punctuated by enraged charges to catch the Heroes off guard.

Bellowing Roar

To further this idea, the Frost Giant's Bellowing Roar ability means that any time it has a Move roll of 6 or higher, it lets out a hideous cry and goes into a frenzy, getting double its normal Combat value (this is doubled before any other modifiers).

Massive Club

In addition, whenever the Frost Giant rolls a 6+ *To Hit* for its Combat, that Hit is -1 to the target Hero's Defense roll (so a Hero with a Defense value of 4+ would need to roll a 5 or higher to successfully Defend that Hit), and every other Hero adjacent to the target also takes 1 Combat Hit from the Frost Giant. Note that these Hits on adjacent Heroes are not -1 Defense.

Extra Elite Danger

You may notice that in the Frost Giant's Elite Abilities box, it notes at the top that for each Elite Ability the Frost Giant has, it also gains +10 Health and +1 Combat. This is in addition to the effect of the Elite Ability rolled on the chart.





Centurions

The Centurions are robotic foot soldiers deployed to defend the Library against intruders. Armed with energized swords and electrified Blast Shields, these cold warriors often fight in ranks, marching to war in lockstep. Their Relentless Advance ability places them on the board in every space, rather than the standard checkerboard pattern, and gives them bonuses for moving and fighting as an organized group.

Hunters

Though usually found in the Targa Plateau, some small groups of Centurions are sent out as Hunters into other worlds to gather information for the Archive. Normal Threat cards (Low, Med, and High) that include Centurions like this have a Hunter Protocol special rule listed on the card, that removes their Relentless Advance ability in favor of extra move. This makes them play and feel quite differently as they spread out and move quickly to attack in a skirmish formation.

Blast Shields

One of the main defining features of the Centurions are their Blast Shields. These powerful electrified shields give the Centurion **Armor 5+**, allowing them to block incoming damage, and for each individual Wound prevented, sends an electrical charge back to the Hero if they are adjacent, doing 1 Wound, ignoring Defense, and throwing the Hero back a space.

This damage and throwback only applies to a Hero that is attacking the Centurion from an adjacent space, and happens at the end of the Hero's Attack.

In the ability description, it notes that the Hero is thrown back from a **Random** adjacent Centurion. This accounts thematically for the nearby Blast Shields feeding power to one another, and allows for the Hero to only be thrown back in a single direction, even if they assign Hits to multiple adjacent Centurions during their Attack.

When rolling for a Random adjacent Centurion to be Thrown Back from, you should include any Centurions that were killed by the Attack.

The explosive force of the Blast Shield still works even if the Centurion was killed by the Attack (this also means that if a Hero decides to pour extra Damage on a Hit to make sure the Centurion is killed, it increases the potential to get a bigger shock and be thrown back even further).

During this 'throw back', the Hero moves through other models, passing over them. If the Hero would end in another model's space or hit a Wall, the thrown Hero instead stops in the last empty space before the model/Wall.



Blast Shield Example - A Hero makes a Melee Attack, spreading their Combat Hits to do 4 Wounds to adjacent Centurion A, and 2 Wounds to adjacent Centurion B (beyond the Enemies' Defense). Centurion A rolls its Armor 5+ for the 4 Wounds and gets 2, 3, 5, 6, preventing 2 of the Wounds. Centurion B rolls for its Armor 5+ and gets 1 and 5, preventing 1 Wound. This kills Centurion B. At the end of the Attack, the Hero takes a total of 3 Wounds, ignoring Defense, and is Thrown Back 3 spaces directly away from a Random adjacent Centurion - in this case Centurion B (even though it was killed).

Archive Towers are Immobile relays that double as a defense system, shooting arcs of lightning energy between each tower before electrifying intruders. This gives them a powerful Ranged Attack that they use instead of making any sort of Melee Attack.

As noted in their abilities, while any Heroes are on the same Map Tile as one or more Archive Towers, the roll to **Hold Back the Darkness** needs to be 1 higher than normal. It does not matter how many Heroes or how many Archive Towers are in play.



Targa Librarians

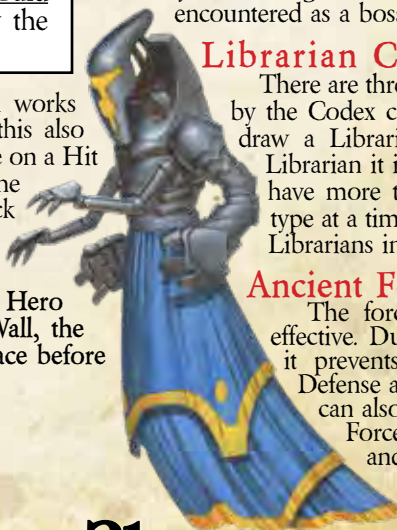
The Librarians of Targa are menacing foes that tower over the smaller robots of the Archive. Directly controlled by the Intelligence of the Library, these Enemies are usually encountered as a boss style Enemy.

Librarian Codex

There are three variations of the Librarian represented by the Codex cards. Whenever a Librarian enters play, draw a Librarian Codex for it to see what type of Librarian it is. Note the intent is that you would not have more than one Librarian of the same Codex type at a time unless you somehow had more than 3 Librarians in play at once.

Ancient Forcefield

The forcefield used by the Librarians is very effective. During each individual Hero's Activation, it prevents damage. This is after the Enemy's Defense as well as any Armor or other abilities. It can also be Damage from several Hits, so if the Forcefield would prevent the first 3 Damage, and the Hero does 2 Hits that would do 2 Wounds each, only 1 Wound goes through to the Librarian's Health.



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!



STATUS EFFECT MARKERS

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

There are not many Status Effect markers represented in this set, but Bleeding markers are a common Status Effect that can appear in the game.

Bleeding



Bleeding markers represent deep wounds or particularly nasty burns by acid or steam. For each Bleeding marker a model has, it is -3 Health. Note that because this is a negative modifier to the model's actual Health value, it cannot be Healed like Wounds.

A Hero may spend a Grit at any time to remove a Bleeding marker.

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 do not ignore the Enemy's 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.



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.

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 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 played Solo or 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/Adventure 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/Sub-Class, or even a Party where all of the Heroes are the same Hero Class. Having a Party of Berserkers battle their way through the Norse Lands on a quest of vengeance or a group of Huscarls 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 *Gates of Valhalla* Set comes with the Norse Lands and one OtherWorld. While in the Norse Lands, the *Norse Lands* 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 Set only includes one OtherWorld, the *Targa Plateau - The Library*, 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 Norse Lands 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 *Norse Lands* 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 (the Hero is standing on their 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 **Light Source** is standing on a Map Tile with a Gate End Cap, the light 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*, 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 **Light Source** 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 **Light Source** 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 Norse Lands) 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 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. 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 it is more likely for a Hero to find Gear in an Earth-based world, while it is more likely to find an Artifact in a strange alien environment.

TARGA PLATEAU - THE LIBRARY

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 *Gates of Valhalla* Set, the Other World featured is the frozen ancient alien city of the *Targa Plateau*. First introduced in the *City of the Ancients* Core Set, this Adventure Set allows Heroes to explore a new region of the city - *The Library*.



The Library is a new and wondrous area of this ancient alien city, long abandoned by its civilization. Now the frozen halls and data stacks of the Library are watched over by a sinister Artificial Intelligence that manages the Archive, fielding an army of robotic caretakers and soldiers to ward off intruders and gather information to add to its vast alien archive of knowledge.

Global Rules

The World card for the *Targa Plateau - The Library* has two global special rules that affect the Heroes while in that world.

Data Collection adds an Archive marker to the Depth Track whenever a Depth Event is rolled (more on this below). Note that for this to trigger on a *Hold Back the Darkness* roll, the Hero with the Light Source must currently be in the Targa Plateau World.

Knowledge Unbound makes all of the Loot and Scavenge cards drawn in the Targa Plateau worth an extra +5XP.

Archive Markers and Library Knowledge



As the Heroes explore the frozen alien Library in search of powerful artifacts and information, the sinister Intelligence of the Archive itself will also be learning about them. This is represented by Archive markers that are placed on the Depth Track over the course of an Adventure (not on any particular space of the Depth Track, but just on the Depth Track as a whole). These Archive markers do not have any direct effect on the Heroes, but the number of Archive markers will be referenced by various Encounters and Enemy abilities as you explore deeper into the ancient Library.

In addition, at the end of the Adventure, for every 5 **Archive markers** on the Depth Track, the Heroes must mark 1 permanent **Library Knowledge** on their Campaign Log, as the Library has learned enough about the Heroes to start altering its behavior and adapting its tactics against them during all future missions, as detailed on the Library Knowledge Chart.

Library Knowledge Chart

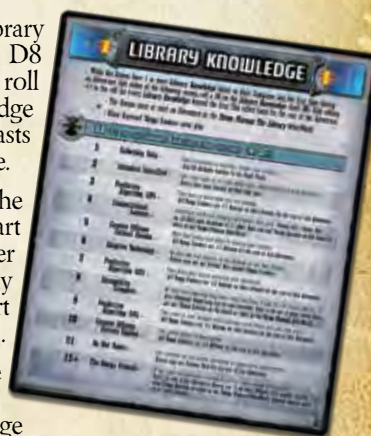
While the Heroes have 1 or more Library Knowledge listed on their Campaign Log, they must roll on the Library Knowledge Chart the first time during an Adventure that either of the following occurs:

- The Heroes enter or start an Adventure in the *Targa Plateau: The Library* OtherWorld.
- or
- When a group of Keyword *Targa* Enemies enters play.

To roll on the Library Knowledge chart roll a D8 (No Grit) adding +1 to the roll for every Library Knowledge beyond the first. This effect lasts for the rest of the Adventure.

Note that rolling on the Library Knowledge Chart should only happen once per Adventure (unless specifically called on to roll on the chart outside of the normal rules).

If on an Adventure where some Heroes have previous Library Knowledge and others do not, always use the highest Library Knowledge value from among all the Heroes.



BOUNCE

Sometimes a model or game element will be moved in a Random direction. When this happens, it is usually called a Bounce. Roll a D8 to determine the Random direction of movement based on the following diagram.

This movement may be multiple spaces in a single direction rolled, or it may involve multiple Bounces in succession, only moving 1 space for each Random direction rolled. This will be noted in whatever is causing the Random movement to occur.



VIKING WARRIOR ALLIES

Viking Warrior Allies are extra fighters that you can bring along with you on Adventures. These Allies can help battle Enemies and have special abilities to aid in warding off the Darkness. Because they are not full-fledged Heroes though, their abilities and actions are a bit more limited than what a Player Hero could do. They also are not nearly as tough as Heroes and are far more likely to succumb to the horrors encountered along the way. No one ever said the life of a Viking Warrior would be easy.

Viking Warrior Allies may be hired to join the Hero Party between Adventures during the Camp Stay. The Gold cost to hire an Ally is listed in the lower right corner of the medium sized Ally reference sheet. As noted on the card, Viking Warriors may only be hired by a Hero that is Keyword Norse or Traveler. All of the Viking Heroes in this set are Keyword Norse, but when adding other Expansion Heroes, this becomes more important.

Allies come in two varieties - Basic or Advanced.

Basic Allies

The Basic version of an Ally is represented by a token and is more akin to a 'one use' item that can be discarded for a unique bonus during the Adventure. The various uses of a Basic Viking Warrior Ally are listed on the Basic side of the medium Ally reference sheet. As listed on the sheet, any individual Hero may only have up to 2 Basic Viking Warrior Allies at a time.



Advanced Allies

An Advanced Ally is closer to an actual Hero (though not nearly as strong). They have a model that moves around the board and fights just like a Hero, with their own special abilities and gear. This also means that they can be killed in a Fight, or by the various dangers of an expedition.

The stats, abilities, and gear of an Advanced Viking Warrior Ally can be found on the Advanced side of the medium Ally reference sheet.

It is important to note that the Hero Party may never have more than 8 models total on the board, including Heroes and Allies.

Advanced Viking Warrior Allies are Activated just like Heroes and should be moved, rolled for, etc by the Hero Players (most likely by the specific Hero that hired them to come along on the Adventure).

An Advanced Viking Warrior Ally is treated as a Hero for all purposes, except for the following limitations:

- May not get Critical Hits on Attacks
- May not carry or equip Items
- May not gain or use Grit or Rage
- May not draw Loot cards

- May not Explore (Look through Doors or Scavenge)
- Do not gain normal XP (they use Ally XP instead)
- Are Targeted by Enemies normally, but are never included for Skill tests

Once you have hired a Viking Warrior Ally, they stay with the Hero Party until killed, or you decide not to bring them on an Adventure.

Ally Upgrades and Mutations

Advanced Viking Warrior Allies do not gain normal XP during an Adventure. Instead, they gain 1 Ally XP at the end of each successful Adventure that they survive through. For a Viking Warrior, each Ally XP earned may be spent to gain an Upgrade - roll a D6 and consult the medium size Viking Warrior Upgrade Sheet for details on this. In this way, Viking Warrior Allies can gain new abilities and stat boosts if you can keep them alive long enough from game to game.



Similarly, an Advanced Viking Warrior Ally has a Corruption Resistance of 2 listed on their sheet. When they have collected 2 Corruption Points, remove them and roll once on the Viking Warrior Mutation Chart found on the back of the Upgrade Sheet.

Death of an Ally and Camp

When an Advanced Ally is reduced to 0 Health or 0 Sanity, he is not KO'd, but rather killed and removed from the board. Allies that are killed may NOT use Revive Tokens.

An Ally that is killed may instead be 'Revived' between Adventures by paying its Cost to Hire again, plus an additional \$200 for each Upgrade it has. This Ally retains all Upgrades and Mutations.

Between Adventures, Allies do NOT participate in a Camp Stay with the Heroes (it is assumed that they have gone off to tend to their own affairs or are quietly following along without taking part).

Veteran Advanced Allies

As the Heroes advance in Level and begin facing Brutal Enemies, normal Advanced Allies may be too fragile to be viable. To account for this, once the Heroes reach Hero Party Level 5, they now have the option to Hire Veteran Viking Warriors which are double the Gold cost to Hire, but have double their basic Health and Sanity values.

If you are familiar with other Allies in *Shadows of Brimstone*, you should note that these *Viking Warrior* Allies work a little bit differently in that they are very focused combat fighters. They do not have any Ally Specialties and do NOT count toward the Hero Party Size for determining Threat Level, etc. They also operate under somewhat streamlined Ally Rules to make them easier to use, as detailed above.

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 build and grow your Expedition Camp between Adventures, 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
- Discard any unused Team Ability Cards
- Re-set your Hero Ability Tokens (Remove all **Rage**)
- Re-set your Hero to 1 Grit for the Camp 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.

Setting Up Your Camp Stay

One exciting element of Campaign play is having the ability for your Heroes to build their Expedition Camp. The Camp can be visited between each Adventure to re-stock and re-supply, as well as to spend your resources on powerful new gear and bonuses by upgrading the Camp over time. Visiting your Expedition Camp and Upgrading the Camp are covered in detail in the Adventure Book starting on page 30. The Camp Daily Event Chart can be found at the end of the Adventure Book on page 46.

At the Start of Each Adventure

After completing your Camp Stay, 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. If playing through the *Gates of Valhalla* Campaign this will usually be the next Mission in the narrative.
- Re-set your Hero Ability Tokens (Vikings generally start each Adventure with no **Rage**).
- Re-set your Hero to 1 Grit for the new Adventure
- Note that any Wounds and Sanity Damage taken during the Camp Stay remain with the Hero for the start of the next Adventure.
- Draw Team Ability Cards



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 Camp

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 returning to your Expedition Camp between Adventures and visiting the *Viking Healer* or the *Camp Fire*.

At the *Viking Healer* 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 the deadly forests of the Norse Lands with a Broken Leg or a Void Infection, that's up to you.

Much like the *Viking Healer*, visiting the *Camp Fire* 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 of being an explorer, 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 Camp 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 in Camp

One of the options available to a party that has lost one of their own is to visit the *Viking Healer* in Camp 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 afterwards). 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** between Adventures in Camp.

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 an area that is overrun with nothing but *Myth* creatures or perhaps have a theme of only *Void* Enemies that have spilled out of a portal and are pouring out of the forests.

This can be done with just a single Adventure 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.

Frost Giant Mythic Abilities

(Makes the game More Difficult)

If you would like more variety and extra difficulty in your Frost Giant Enemies, you may use the *Frost Giant Mythic Abilities* chart found in *Mission 5: Cold Front* on page 16 of the *Gates of Valhalla* Adventure Book. Just roll a D6 on the chart whenever a Frost Giant enters play to see what extra ability it has.

If you want to face off against a legendary Frost Giant, you can even roll multiple times on the chart for it (re-rolling any duplicates). The Frost Giants have a proud and brutal culture in Jotunheim, and they would love to add your bones to their trophy belt.

SHADOWS OF BRIMSTONE GAME SYSTEM

Shadows of Brimstone is an expansive game system, offering players a wide world to explore. There are many different ways to expand your collection and add variety to your Adventures.

Combining Sets

When combining this Adventure Set with other Adventure Sets (such as the *Valley of the Serpent Kings*), all of the components can be seamlessly added together, shuffling card decks that have the same card back together and allowing for a mixed Hero Party from different genres, having crossed through portals to team up against the Darkness.

The only components not recommended to be mixed together when combining Adventure Sets are the Loot Deck, Scavenge Deck, and the stack of Exploration Tokens.

You will also note that several of the card decks, such as Gear, Darkness, and Growing Dread, have a unique icon in the upper left corner of the card face that denotes the genre it is from (Viking, Conquistador, Feudal Japanese, etc). These cards do share the same card back across sets, and can be fully mixed together, but they can also be kept separate to be drawn only while in the corresponding environments to maintain the theme, if desired.

When combining this Adventure Set with one of the larger Core Sets (such as *City of the Ancients*), you will find that the Loot Deck, Scavenge Deck, and Exploration Tokens are different. These are designed so that you can choose to use just the Loot Deck from the Adventure Set (8 cards), just the Loot Deck from the Core Set (12 cards), or combine them into a single larger Loot Deck (20 cards). The same applies for the Scavenge Deck and the Exploration Token stack.

Core Sets

The Core Sets for *Shadows of Brimstone* are intended as an entry point to the game, including everything you need to play. Each Core Set focuses on a different genre (such as the Old West or Feudal Japan), and is packed with a different set of content including 4 Heroes, a host of ruthless Enemies, a full Map Tile Set featuring a different alien World, 12 Missions, and all of the rules, cards, and counters to start your Adventures.



Adventure Sets

Slightly smaller than a Core Set, Adventure Sets feature a group of Team Heroes (such as Vikings or Conquistadors) that are a trained fighting force of warriors and explorers. These sets can be used as an entry point to the game, and include everything needed to play. Featuring a host of deadly Enemies, cards, and counters, each Adventure Set is based around an 8 Mission narrative campaign and allows the Heroes to build and grow their Expedition Camp throughout the campaign.



OtherWorld Expansions

These large boxed expansions add new alien Worlds for the Heroes to adventure in. With a full new set of Map Tiles, new Enemies themed for the new World, 6 new Missions, and a Host of new cards and counters, each OtherWorld Expansion is literally a whole new World to explore.



Town Expansions

Greatly expanding on the Town Stay between Adventures from the Core Sets, these large boxed Expansions (such as *Frontier Town* and *Feudal Village*) offer new Town Locations to visit, different types of Towns that can be encountered, and even add 6 new Missions and a large game board for playing Adventures in the Town itself. Also included are a new group of Enemies that are themed for the Town.



Enemy Packs

There are many different Enemy Packs for *Shadows of Brimstone*, each adding new hordes of foes to your game, or even larger Enemies as Epic boss encounters. These Enemy Packs include all of the miniatures, cards, counters, and rules needed to add the new Enemies to your games. Many of the larger Enemy Packs even include Missions as well.



Hero Packs

Hero Packs introduce new Hero Classes to the game that can be added to your Hero Party, and are a good way to increase the Player Count of the game up to 5-6 Players.



There are two types of Hero Packs - New Heroes and Alt Gender Hero Packs. New Heroes have all of the cards, rules, and Upgrade information for playing as that new type of Hero, as well as both the Male and Female Miniatures for them. Alt Gender Hero Packs are a pack of 4 Heroes originally introduced in one of the Core Sets or Adventure Sets, but include the alternate gender miniatures for the Heroes that came with the associated Core/Adventure Set. These Alt Gender Hero Packs also contain all of the cards, rules, and Upgrade information needed to play as those Heroes, allowing you to have a second player use the same Hero Class, or to add these Heroes to your games, even if you don't yet have the Core Set/Adventure Set it is associated with.

Mission Packs

Each Mission Pack is a deep dive into a new type of Enemy, including new Artifacts, Gear, Encounters, Darkness, and Enemy Trait cards themed for those Enemies, as well as the miniatures and counters for them. A special Adventure Card is also included, allowing you to change existing Missions to be themed for the new Enemy type. One of the main features of each Mission Pack is a story-driven 4 Mission mini-campaign heavily focused on the theme of these new Enemies.



Card Supplements

On the official Flying Frog website (www.flyingfrog.net) you can find additional content not available in stores. This includes Dark Stone Forge resin terrain pieces with exciting and thematic new Missions, miniatures for specific characters of unique Enemies or Allies, and additional themed Card Supplement packs that add new game mechanics and variety to your Adventures.

INDEX

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and

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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.



Ale - Discard to Heal D6 Sanity Damage.



Throwing Axe - Discard to throw as a Ranged Free Attack.
Range: Strength+3 Shots 1
Does D6+2 Wounds.
Uses *Melee To Hit*.



Tonic - Discard to Recover 1 Grit.



Meat (Raw/Cooked) -

Raw - Discard to Heal D3+1 but also take 1 Corruption Hit

Cooked - Discard to Heal Wounds.



Healing Herbs - Discard to Heal 2D6 Wounds.



Exotic Herbs - Discard to remove D3 Corruption Points.



Potion - Discard to add +2 to one of your Skills (*Agility, Lore, etc*) until the end of the turn.

Bounce Chart

