

SHADOWS OF BRIMSTONE™



Official FAQ

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Version 2.01

SHADOWS OF BRIMSTONE™

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Version 2.01

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This Document has 4 sections - Game Concepts, Errata, Revised Rules, and FAQ/Clarifications. Each time there is a new update to this document, the changes will be made in Red text to make it easier to identify what is new.

GAME CONCEPTS

When Combining Two Core Sets, What Do I Mix Together and What Do I Leave Out?

The intent is that virtually all of the components from multiple different Core Sets can simply be combined together.

The only three elements that we recommend you NOT mix together are the Loot deck, Scavenge deck, and the Exploration Tokens.

These CAN be mixed together if you like, to give you a double-sized deck/stack of each, but all that really does is give you a lot more potential for swings of luck (for better or worse) when drawing from those decks/stacks.

Combining Loot and Scavenge Decks from Core Sets and Adventure Sets

Most Shadows of Brimstone Core Sets, such as *City of the Ancients* or *Forbidden Fortress*, come with a 12 card Loot Deck and a 12 card Scavenge Deck. The Adventure Sets, such as *Gates of Valhalla* or *Valley of the Serpent Kings*, come with a different set of Loot and Scavenge cards that are only 8 cards each.

The intent is that players can either choose to use the 12 card version of the Loot/Scavenge Deck, the 8 card version of the Deck, or combine them to create a 20 card Deck. All three of these are valid choices and just depend on the experience you want to achieve based on getting more Gear/Artifacts (12 card), slightly fewer Gear/Artifacts but other rewards like Side Bag Tokens or Grit (8 card), or wider swings by combining the two (20 card).

When Do I Re-set my Hero's Health, Sanity, Grit, etc?

At the End of each Adventure, every Hero fully Heals their Health and Sanity. In this way, any damage taken during the Adventure is removed before Traveling to Town, but any Damage gained from Traveling or while in Town remains for the start of the next Adventure (note that Items and Tokens like Bandages may be used to Heal while in Town or Traveling).

At the Beginning AND End of each Adventure a Hero's Grit and other resources are re-set (such as a Gambler's Fortune Tokens, or re-setting a Wandering Samurai's Fury back to 0). So a Hero will have fresh Grit/Resources at the start of each Adventure, as well as at the start of each Travel/Town Stay.

What can't Grit be used to Re-roll?

A Hero may use a Grit to Re-roll any number of dice that the Hero just rolled.

This has raised some questions about what all this includes. This is fairly open-ended, but it is probably simpler to make a list of things that Grit cannot be used to Re-roll.

Grit May not be used to Re-roll any of the Following:

<Dice not rolled by a Hero>

- Enemy To Hit rolls
- Enemy Armor rolls
- Enemy Variable Damage rolls
- Enemy Elite Ability rolls
- Enemy Target Selection
- Any roll to pick a Random Hero/Item/Etc.
- Rolls made by other Heroes

<Grit Restricted Hero Rolls>

- Hold Back the Darkness
- Any roll on a Chart (some exceptions - see *Revised Rules* Section)
- Roll to determine Corruption Hits at the end of an Adventure from Dark Stone Carried
- Variable Mission Rewards
- Rolls for adding Travel Hazards

Order of Operations for Damage Prevention

There are many ways for a model to prevent incoming Damage (Defense, Armor, Cover, etc). Sometimes it can be important exactly what order these methods trigger. Damage prevention steps trigger in the following order:

- Cover
- Defense
- Shield
- Armor
- Endurance

Town Items Purchased from a Restricted Selection

Items purchased in Town from a Location or section of a Location that are restricted by a Keyword or Hero Class (Outlaw Only, Tribal Only, Saloon Girl/Piano Player Only, etc) are assumed to have that same Restriction built in as part of the Item itself.

For example, every Item in a section marked as **Outlaw Only** is assumed to have the **Outlaw Only** Restriction on that Item as well.

Keyword Exclusivity

There are some Keywords that a Hero may never have at the same time. If a Hero with one of these Keywords has the opportunity to gain the other (generally it's opposite), they lose the previous Keyword as long as they have the new one.

For example, if a Keyword **Law** Hero gains the Keyword **Outlaw**, they immediately lose the Keyword **Law**.

If a Keyword is granted by an Item, it is only in effect while that Item is Equipped. A Hero may NOT equip two different Items that grant contradictory Keywords at the same time.

Keywords that are granted by a character's Hero Class or Abilities always go back into effect as soon as any contradictory Keyword is removed.

For instance, if a US Marshal Hero with Keyword **Law** becomes **Wanted** in Town, gaining the Keyword **Outlaw**, they lose the Keyword **Law**. As soon as that Hero is able to remove their **Wanted** status, getting rid of the Keyword **Outlaw**, they immediately regain their built in Keyword **Law**.

The following is a list of contradictory Keywords that are exclusive from one another:

- Law and Outlaw
- Holy and Demon

Permanent Changes to Health and Sanity

Any time an effect allows a Hero to 'Gain Health' or 'Gain Sanity', this is considered a permanent change to the Hero, increasing their Health/Sanity value by the amount listed.

When an effect is intended to permanently reduce a Hero's Health or Sanity, it will always use the word 'Permanently' to emphasize the reduction as being a permanent change.

Any other wording for increasing or decreasing Health/Sanity is intended to Heal or Damage the Hero within the confines of their existing Health and Sanity values.

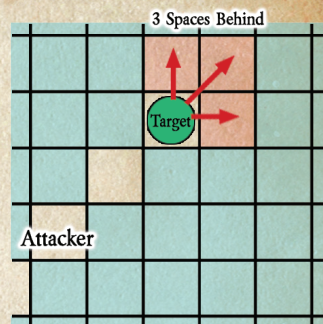
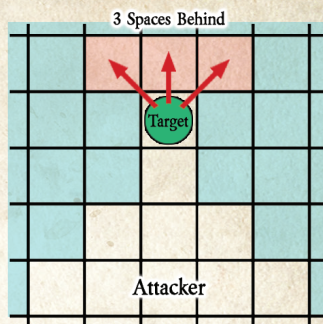
(Note the corrections to card wordings listed in the **Errata** section below for issues with the phrase 'losing Sanity' being replaced by 'taking Sanity Damage' on some early cards).

Immune to Critical Hits

Some Enemies have an ability that makes them 'Immune to Critical Hits' (such as **Tough**). This just means that a Critical Hit assigned to that Enemy is counted as a regular Hit against them (does not ignore their Defense). Any other bonuses triggered for the Hero by rolling a Critical Hit DO still take effect.

The Three Spaces Behind a Model

Some things reference the three spaces behind a model. Usually this is related to an Attack and so the three spaces in question are relative to where the Attacker is located.



Armor and Spirit Armor

Armor and **Spirit Armor** offer extra protection against Wounds and Sanity Damage respectively. A model may never gain the benefit of more than one **Armor** save and/or one **Spirit Armor** save at a time. You should always use the best save of each currently available to the model.

Armor saves do NOT stack in any way.

For example, if a Hero has an Item that gives them **Armor 5+** and then discards a *Fine Cigar* Side Bag Token granting them **Armor 3+** until the end of the turn, they would use the **Armor 3+** save to prevent Wounds until the end of the turn, as 3+ is better than 5+.

Note that a model MAY have both **Armor** and **Spirit Armor** active at the same time, as they each prevent a different type of Damage.

Special Ammo Types

There are several special types of Ammo that can be used to boost the effectiveness of a Hero's Gun. Most of them must be discarded to use, giving the Hero a bonus until the end of the current Adventure. As a general rule, a Hero may not have more than one special type of Ammo in effect at a time (unless specifically noted otherwise).

If a Hero has one Type of Ammo in effect, and then switches to a different Type of Ammo, the benefits of the previous Ammo are lost.

One exception to this is the *Gunslinger* Hero's Six-Shooter Template Special Shots. These may not be combined with the benefits of another Ammo Type (as the Hero is still limited to one Ammo at a time), but using one of these Special Shots does not cancel any other Type of Ammo that is currently in effect. (Note later that the *Gunslinger's Ricochet Shots* have been revised so that they MAY be used in conjunction with another Ammo Type for a combined effect).



Tomb Chest and 'Hidden' Dark Stone

Some Containers allow you to place Items or Dark Stone in them to keep them 'Hidden' (as noted on the Item). Things that are 'Hidden' like this do not count as though they are being carried by your Hero in any way (they can't be stolen or lost, etc).

Once Per... Turn/Fight/Adventure/Travel/ Town Stay/Day in Town/Location Visit

Items and Abilities that are limited in use by the phrase 'Once per...' may only be used during the listed time frame.

For example, an Item that is listed as 'Once per Fight' may only be used during a Fight.

To this end, the following list defines these time frames:

Turn - Each game turn during an Adventure.

Fight - From the time that Enemies are placed on the board until there are no more Enemies on the board (or until the Adventure ends, whichever comes first).

Adventure - From when the Heroes are placed on the starting Map Tile until the Mission is complete (through success or failure) and Heroes have completed any End of the Adventure elements such as Corruption Hits from Dark Stone carried, etc.

Travel - From when the Heroes decide what Town they are Traveling to until the last Travel Hazard has been resolved and the Heroes arrive in Town (or are forced to go directly to the start of the next Adventure).

Town Stay - From when a Hero arrives in Town until that Hero leaves Town.

Day in Town - A single Day in Town; from the start of the Day until any Town Event is rolled for/resolved.

Location Visit - During a Day in Town; from when a Hero rolls on the Location Event Chart for the chosen Location until the Hero decides they are done at that Location.

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.

Occasionally a Hero will have an ability that allows them to Ready an Item outside of the normal timeframe. This gives that Hero a potential extra use of the Item.

For example, an *Assassin* with the *Running Assault* Starting Upgrade may, 'Once per Fight', **Ready** their *Shuriken*. Normally the *Shuriken* is a 'Once per Fight' Item. With this ability, the *Assassin* can now use their *Shuriken* twice during every Fight.

Heroes 'Cannot Heal' Effects

Some effects in the game prevent Heroes from Healing while that effect is in play, or while the Hero meets some requirement. These can be very dangerous effects, usually found on Darkness cards. It is important to note that this **DOES NOT** include Healing that occurs when Recovering from being KO'd or when using a Revive Token.



'At the Start of ...' Turn/Activation/etc.

There are many effects that are listed as happening 'at the start of a particular phase of the game. When there are multiple things that need to happen at the same time, the Player(s) may decide in what order to resolve each effect (unless stated otherwise in a particular effect's game text). This is intended to keep the game flowing smoothly and to be more 'player friendly'.

The only exception to this is refreshing any resources (such as Faith Tokens for the *Preacher* or Magik for the *Dark Stone Shaman*). Resources are always refreshed before anything else happens during that phase of the game.

At the Start of Each Adventure

At the start of each Adventure (after Traveling and completing any Town Stay), the Heroes must do the following steps, in order:

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

At the End of Each Adventure

At the end of each Adventure, every Hero must do the following, in order:

- Recover if KO'd (rolling on the Injury/Madness Chart)
- Fully Heal your Health and Sanity
- Remove any Status Effect markers
- Resolve any Reward/Failure results of the Mission
- Roll for Corruption from Dark Stone
- Re-set your Heroes Ability Tokens (if any)
- Re-set your Hero to 1 Grit for Traveling/Town Stay
- Note that a Hero's Grit is not Re-set until after they roll for Corruption from Dark Stone.

Heroes that want to Travel Separately

At the end of an Adventure, sometimes Hero will want to Travel to Town separately, for one reason or another (maybe some players need to leave early, or don't want to risk Traveling to a Large Town, etc).

When this is the case, before Travel begins, any Heroes that wish to Travel separately can, with the intent of meeting back up at the start of the next Adventure.

Any Heroes that Travel together always end up at the same Town, while Heroes that decide to Travel on their own or in a separate group, will end up at a different Town.

If a Hero wants to Travel with the other Heroes, they cannot prevent him or her from doing so.

Changing Members of the Hero Party Between Adventures

Shadows of Brimstone is designed to be very open-ended in how your game group plays out a campaign. It is meant to be very easy to swap Players and Heroes in and out of the Posse between each Adventure as desired, with little impact on the game. There are some cases, however, where this can raise questions about how bonuses and negatives that affect the entire Hero Posse 'during the next Adventure' should be handled.

It is recommended that whenever a game effect targets the entire Hero Posse during the next Adventure, each Hero player makes note of this on their character. Then, the next time that Hero takes part in an Adventure, any bonuses or negatives that they have noted on their character will affect the entire Hero Posse that they have joined up with for that Adventure.

It should be noted that each bonus or negative should only be applied once, regardless of how many different Heroes have it noted on their characters.

This makes it easy to keep track of bonuses and negatives that should apply whenever you start a new Adventure, regardless of which Heroes are taking part.

Items During Travel/Town Stay

A Hero may Equip and un-Equip Items as they see fit during Travel and/or during a Town Stay, but may not gain the benefits of more Items that require Hand Slots than they have Hand Slots available at any given time (as normal).

Note that some Items with timing restrictions (Once per Turn, etc), are only usable at the listed time - see the section on 'Once per...' above.

'Any' Die

When an Item or Ability makes reference to selecting 'any' die, this means any die (relative to any other restrictions mentioned in the text of the specific Item or Ability). This includes an Enemy's die, a die on a chart roll, or even one of the *Hold Back the Darkness* dice, etc.

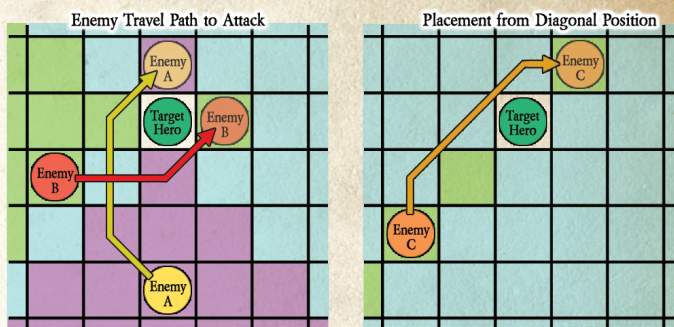
Resurrecting a Dead Hero

When a Hero is Resurrected in Town from being Dead (such as at the Church), that Hero may automatically remove every Injury, Madness, and Curse they had when killed, as well as all Corruption Points. All other things effecting them, such as Mutations and permanent changes to their stats, remain.

Enemy Targeting and Movement

When an Enemy model targets a Hero and moves to attack them, it is intended to move as far as it can to reach the opposite side of that Hero from where the Enemy started, thus leaving the way open for other Enemies to move in to attack the same or other Heroes as well.

The final position of the moving Enemy model is based on where the Enemy started its move in relation to the Target Hero.



As shown in the diagram above, unless the Enemy model starts its move on a pure diagonal line from the Target Hero, it will end its move directly on the opposite side of the Target Hero from where it began. If the Enemy was on a pure diagonal line from the Hero, it will move around to be on the opposite diagonal side of that Target Hero instead.

In the case where the Enemy model's ideal ending space is already occupied, it will move as close to that space as possible while still being close enough to the Target Hero to attack from its final position. If there are two or more possible ending spaces that would achieve this, the Heroes may choose which final space the Enemy model ends its move in.

Bonuses Based on Specific To Hit Rolls

Some Items or abilities have a bonus based on a specific *To Hit* roll Range, such as a Weapon that gets Critical Hits on rolls of 4, 5, or 6, instead of the normal 6+. The *To Hit* roll must still be a valid Hit to get the listed bonus.

So in this example, even though the Weapon might count as a Critical Hit on the roll of 4, if the Hero only Hits on rolls of 5+, a roll of 4 will still be a miss.

The exception to this is a Weapon that has a special effect on a *To Hit* roll of 1, which would normally always be a miss.

To Hit Value Max and Minimum

Hero and Enemy *To Hit* values may never be modified to fall below 2+ or go above 6+. In this way, you can never have a *To Hit* roll that will automatically succeed (1+) or automatically fail (7+ or worse).

Note that some Attacks are noted as Hitting automatically, with no *To Hit* roll needed, and some characters may have a base level of needing 7+ or worse *To Hit*, but use a D8 when rolling, etc. The Min/Max limitation only applies on modified *To Hit* rolls.

Hero Ability and Spell Timing

Hero Abilities and Spells that can be used outside of a Hero's Activation may not be used before the *Hold Back the Darkness* roll is made at the start of a turn, or after Enemies are placed at the end of a turn (unless specifically noted otherwise).

ERRATA/CORRECTIONS

Heroes

Gambler

High Roller Starting Upgrade

The Gambler's *High Roller* Starting Upgrade has been revised to avoid potential exploits. The lower portion of the card should now read:

Once per turn, when you Recover a **Grit**, you may also Recover 1 **Fortune** Token.

Wandering Samurai

Weeping Blade Battle Tactic

The Level 3 Upgrade for this Battle Tactic should read:

At Level 3 - This Battle Tactic may now be used multiple times per Turn (Limit once per Critical Hit).

Samurai Warrior (Forbidden Fortress)

Shoulder to Shoulder Battle Tactic

The Warrior Level Battle Tactic *Shoulder to Shoulder* should be marked as 'Use at any time.'

Cards

Void Lantern (Mine Artifact Card) (Optional)

The *Void Lantern* Mine Artifact card is often considered to be overpowered as it makes *Holding Back the Darkness* much easier and avoids the Depth Events 1 and 2. To give players an alternate option for the *Void Lantern*, you may use the following game text instead:

-1 Corruption Resistance

You may use a  in place of one of the D6 for *Hold Back the Darkness* rolls, but any time doubles are rolled, trigger a Random Depth Event instead, due to the instability of the Void Energy.

Outlaw's Gun Belt (Gear Card) (Optional)

The Outlaw's Gun Belt is far more powerful since the Revised Edition changes to Dual Wielding. Players may change the text of this card to the following:

+2 Health

You may ignore the -1 To Hit penalty for your Off Hand weapon when Dual Wielding.

Outlaw Armor (Gear Card) (Optional)

The Outlaw Armor has a lot of drawbacks but can potentially make a Hero very hard to damage (maybe too hard). Players may modify this card to remove Armor 3+ and replace it with Armor 4+ and Endurance 4. This scales back the effect while still getting a solid benefit for all of its drawbacks that slow you down.

Rusty Badge (Gear Card)

The *Rusty Badge* Gear card should remove the words 'for each'. So a Hero may remove up to 3 Corruption, and if they do, they gain +1 Shot or +1 Combat.

Sword of Destiny (Fortress Artifact Card)

For this card, the value of X should be changed to 'half your Hero Level, rounding up.'

Orb of Ro'kal (Mine Artifact Card)

The *Orb of Ro'kal* Mine Artifact card should include '(Limit +3)' for its Damage modifier.

Vampire Fang (Mine Artifact Card)

The first sentence of this item should be revised to read:

Once per turn, when you kill an Enemy, you may Heal 2 Wounds.

Gates of Valhalla Adventure Book

Mission 3 - Men of Steel (Page 14)

In the *Metal Soldiers* Mission Special Rule, the *Hunter Protocol* ability mistakenly refers to *Centurion* Enemies having the *Formation* ability. This should instead read as follows:

Hunter Protocol - *Centurions* lose the *Relentless Advance* ability, but gain +2 Move.

Mission 7 - Odin's Vengeance (Page 20)

In the *Rampaging Warlord* Mission Special Rule, there is a contradictory Note in italics that should be removed. It reads:

Note that this rampaging continues, even after the Warlord has been found.

This is NOT the case, as is later mentioned in the Objectives section under 'Fighting the Frost Giant Warlord'.



REVISED RULES

The revised rules in this section are meant to be official changes to the game and are recommended for use in all of your games of Shadows of Brimstone.

Some rules presented here are listed as being **Optional**, and are offset in a light colored box. Any **Optional** Rule MAY be used, if all Players agree, and are generally there to adjust the challenge level of the game.

Alternatively, most of the specific **Optional** Rules in this section could be used on an individual Player basis, only affecting Players that want to use them (if all the Players agree). These **Optional** Rules do not really impact the group as a whole.

Items

Badge Limit per Fight

A Hero may only carry 1 'Badge' Item at a time, and may only gain the bonus from one 'Badge' per Fight. This includes the *Sheriff Badge*, *U.S. Marshal Badge*, and any other Item that has the word 'Badge' in its Item Name.



Note that multiple Badges may be used by different Heroes during a Fight, but any individual Hero may only gain the Bonus of one of those Badges.

Starting Gear

As Starting Gear cards are a fundamental part of every Hero Class, there are some new rules governing Starting Items, including the ability to recover Starting Items lost during your Adventures.

Heroes may NOT trade or give their Starting Items to other Heroes, and may NOT choose to sell their Starting Items in Town.

When called on to discard an Item (by an event or Travel Hazard, for instance), a Hero may NOT choose to discard a Starting Item (though a Starting Item MAY be lost when discarding a 'Random Item').

A Starting Item MAY be discarded voluntarily, to make room for carrying other Items.

If a Hero's Starting Item has been lost/discarded, they MAY purchase a replacement of it in Town, at any time (no specific Location is required), for the Gold Value listed on that Item. If there is no Gold Value listed, the Hero may acquire a replacement for free.

Discarding Items

When a Hero must discard a Random Item, only include 1 copy of any Items that the Hero has multiple of (so if the Hero has 2 *Bandanas*, only 1 of them is included when randomly determining which Item is lost).

When a Hero must CHOOSE one of their Items to be discarded by a game effect (this does not include Tokens), if they choose an Item that has no weight (Anvils), ALL copies of that specific Item are lost, not just 1 of them.

Explosives

Any Item, Weapon, or Token that is Keyword *Explosive* (including Side Bag Tokens such as *Dynamite* and *Bombs*) may target a space on the board rather than any specific model, but you must choose the Target Model or Space BEFORE rolling *To Hit*. That way you do not know if the Attack will Bounce before deciding where the Target is.



Limiting Gear/Artifact Cards by Hero Level (Optional)

This optional rule allows players a way of limiting the power level of Heroes early on in a campaign, by giving Gear and Artifact cards a minimum Hero Level requirement to Equip/Use. A Hero MAY carry and sell any Gear/Artifact cards they find, but may NOT equip or use a Gear/Artifact card unless they meet the Hero Level requirement, based on the printed Gold Value on the Gear/Artifact card, as follows:

Hero Level	Gear/Artifact Card Value Limit
1	\$500 or less
2	\$600 or less
3	\$700 or less
4	\$800 or less
5+	Any

A card with no printed Gold Value counts as having a Gold Value of \$0.

Note that this restriction ONLY applies to Gear cards and Artifact cards (from any World). It does NOT apply to Town Items, Starting Gear, or anything else.

Draw 2 Choose 1 Personal Items (Optional)

When starting a new Hero, players may draw 2 Personal Item cards and choose which 1 to keep, discarding the other. This allows for players to have some choice in the long-term bonus their Hero gains for their 'signature item'.

Charts

No Permanent Bonuses from Modified Chart Rolls

If a roll on a chart is modified by any Item, Ability, or Re-roll (turning dice to a specific face, counting a die roll as a specific value, etc), that chart result may not grant the Hero a Permanent bonus (new Keyword, extra Health/Sanity, +1 Max Grit, Skill Increase, etc). Any other benefits of the roll are still in effect as normal (such as Healing an Injury, drawing an Artifact, etc), but no permanent bonuses may be gained from that result.

Note that this does NOT effect modifiers or Re-rolls that reference a certain Chart specifically, such as a Location Event that gives you +1 to a specific Chart roll at that Location (*Surgery at the Doc's Office* for instance) or a Horse that gives a bonus/Re-roll on the *Travel Hazard Chart*, etc. These may result in a permanent bonus.

Grit

Grit May Not be Used on Chart Rolls

A Hero may NOT use Grit to Re-roll any roll made on a Chart (Travel Hazard, Town Location Event, Injury, Mutation, Level Up Bonus, Charts on Encounter Cards, etc). This is a major restriction and can make the game far more challenging for the Heroes.

There are 2 exceptions to this rule:

- A Hero MAY use Grit to Re-roll any Chart roll that would kill the Hero outright (doubles of a Mutation, death on the Injury or Madness table, death from Surgery at the Doc's Office, etc).
- A Hero MAY use Grit to Re-roll any Chart roll for an attempt to remove an Injury/Madness/Mutation/Curse/Parasite.

Cover

Cover and Terrain Cover

The idea of a model having Cover has evolved as new Heroes, Enemies, and Worlds have come out for the game, and it has become necessary to draw a distinction between 'hiding behind crates' vs. an ability to become invisible or have the protection of a magical aura, etc. To account for this, while keeping things straight forward, Cover is now split into 2 types - *Cover* and *Terrain Cover*.

The main mechanical distinction between these two is that *Cover* is always in effect, while *Terrain Cover* is ignored if the Attacker is adjacent to the target. At this point, most instances of Cover in the game are this first type - always in effect.

Cover is like an additional save that is rolled before the model's normal Defense. Cover is quite a powerful ability to have as there are far fewer things that ignore Cover than ignore Defense.

Terrain Cover is reserved for model's hiding behind terrain pieces or the corners of buildings, etc.

For all currently released rules, if the set mentions that the Cover save is ignored while adjacent, it should be considered *Terrain Cover*. All other forms of Cover are considered 'always in effect'. Future releases will call out *Terrain Cover* when it applies, and list the extra rules it has for close quarters fighting.

Unwanted Attention (Town)

More Dangerous Unwanted Attention (Optional)

Some players find that the Unwanted Attention rule, for having too many Mutations or gaining too much Gold from gambling in Town, is not dangerous enough. If players like, they can use the following modified version of Unwanted Attention to increase the danger level.

The following section replaces the normal 'When Trouble Comes a Callin' section of the Unwanted Attention rules:

When Trouble Comes a Callin'

While a Hero has 1 or more Unwanted Attention markers, any time they roll a 7 on a Location Event Chart or at the end of ANY Location Visit where the Hero won at least \$500 from Gambling, they must roll to see if they are attacked!

Roll a D6 for each Unwanted Attention marker you currently have. If ANY of the dice roll a 1, you are attacked from behind by a cowardly but dangerous individual, with murder on the mind!

Roll 2D6 on the following chart, adding +1 to the total if your Luck is 4 or higher, or +2 to the total instead if your Luck is 6 :

2D6	Result
4 or less	You are shot in the back and Killed!
5	Lose 1 Health permanently
6	Lose 1 Sanity permanently
7	Robbed! Lose 2D6 x \$100
8-9	You avoid the attack, but are shaken by the experience. Your Town Stay ends immediately.
10+	You slip down a side alley to avoid the would-be assassin! For the rest of this Town Stay, you are an extra -2 to rolls on this chart (this may stack).



Mutation Chart

Result 11 - Chest Portal

The *Chest Portal* Mutation occasionally allows a Hero to draw an Artifact card, pulled from the portal in their chest. This was always listed as being from a specific world. This last line of the *Chest Portal* entry on all Mutation Charts should now instead read:

'Draw an Artifact card from a Random World.'

Starting Upgrades

Random Starting Upgrade (Optional)

To encourage players starting a new Hero to expand out and try things they might not normally choose for their Starting Upgrade - When generating any Hero, the player may draw a Random Starting Upgrade from those available to their Hero Class, instead of choosing one. If they do, the Hero gains a one time bonus of 50 XP and  x \$100 Gold.

Damage Modifiers

What can Damage Modifiers be Applied to?

There are many things in the game that give a model bonus Damage. Sometimes these modifiers are based on rolling a certain number on a To Hit roll, attacking a Target that has a particular Keyword, modifying a Critical Hit, etc.

Damage modifiers may only be applied on Damage to a model from a successful To Hit roll assigned to that model.

Any other Damage caused does not gain the benefits of Damage modifiers unless specifically noted as such in the Damage modifier's text.

Items and Abilities that are '+X Damage against <Keyword> Enemies' are also limited by this same restriction (may only modify Damage on a To Hit roll assigned to a model with that Keyword).

There is one exception to this restriction which is that any Damage modifiers that are granted to 'an Attack' or 'all of your Attacks' may be applied to any Damage you cause from a Ranged Attack or Melee Attack (including Dynamite, a *Dark Stone Shiv*, etc.; but not **Splash Damage** - see below).

Splash Damage

Splash Damage is a type of extra Damage done as a by-product to other models nearby the original Target model of an Attack.

For example, the *Sawed-Off Shotgun* says, "Critical Hits also do 1 Wound to every Enemy adjacent to the Target, ignoring Defense." This extra Damage to other models adjacent to the original Target is considered **Splash Damage**.

Splash Damage may NOT gain Damage modifiers, unless specifically noted as such in the Damage modifier's text.

Splash Damage DOES gain XP for the Hero that caused the Damage (unless noted otherwise).

Note that Attacks with an area of effect (such as Dynamite) do NOT count as **Splash Damage**, as the entire blast is part of the primary Attack.

Free Attacks

Using a Free Attack

A Free Attack is a special type of Attack that a Hero may use on their turn (usually granted by an Item or Ability), in addition to their normal Attack. A Hero may only ever perform 1 Free Attack per turn.



A Free Attack is a Melee Attack or Ranged Attack, as noted on the Item or Ability that grants the Free 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 normal Melee Attacks, such as those granted by other Hand Weapons that are equipped.

A Free Attack may not benefit from modifiers (extra Damage, number of Shots or Combat dice, etc) from anything outside of the Item or Ability that grants the Free Attack itself, and any Upgrades on the Item that grants the Free Attack. A Free Attack may be affected by negative modifiers (-1 To Hit, reduced Damage, etc), such as those caused by Darkness cards, Encounters, Enemy Abilities, and the like.

The only exception to this restriction on modifiers is the same one noted above in the section on Damage Modifiers - any Damage modifiers that are granted to 'an Attack' or 'all of your Attacks' may be applied to a Free Attack.

Enemies

Enemies with the Artillery Ability

Enemies that have the **Artillery** ability (such as the *Lost Army Hell Cannon* or *Venom Strike Ballista*) are placed just like Immobile Enemies during an **Ambush Attack** - roll a Random Hero's Map Tile and place the Artillery Enemy 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 Enemies with **Artillery** should be placed before any other Enemies (except those that are Immobile).





The Gambler Hero Class

Fortune's Favor Gambling Trick



The Gambler's *Fortune's Favor* Starting Gambling Trick allows the Hero to force a single die to be Re-rolled that might not normally be allowed. In the rules for the Gambler it states that you can use this ability on any Chart roll that is not called out as being prohibited from using Grit on. With the revision that Grit may not be used on Chart rolls (as noted earlier in this FAQ), this restriction needs to be revised for clarity.

The Gambler may use *Fortune's Favor* to force any single die on a Chart roll to be Re-rolled, except on the following Charts:

- A Hero's Random Level Up Bonus Chart
- Another Hero's Chart Roll, against their wishes

High Roller Starting Upgrade

See the *Heroes* section of the Errata above.

XP Bonus Achievements

Bonus XP for Thematic and Team Play (Optional)

This Optional Rule allows Heroes to gain some bonus XP for doing thematic or team-oriented things during an Adventure. This can help to give an XP boost to Heroes that are lagging behind, and encourages stronger team play.

When this Optional Rule is used, any Hero that accomplishes one or more of the following gains the listed XP bonus at the end of the Adventure:

Lantern Bearer +20 XP

A Hero that carried the *Lantern* and rolled for *Hold Back the Darkness* for the entire length of the Adventure (even if KO'd at some point).

Recovering a KO'd Hero During a Fight +25 XP

A Hero that gives up their Attack during a Fight to help a KO'd Hero Recover (as detailed in the Advanced Rules section of the Rulebook). (Limit 1)

Mission Requirements

Canceling Fights and Encounters

The Heroes may NOT cancel a Fight or Encounter (using an Item or Ability, etc) if that Fight or Encounter is specifically caused as part of the Mission's game text or is an Advanced Encounter triggered by a Map Card.

For instance, the Heroes could not cancel the final Epic Threat Fight in the *For a Few Dark Stone More* Mission, as that Fight is specifically caused by the game text of the Mission itself.

Guiding the Path +10 XP

For each instance that a Hero used an Ability or Item to cancel/discard and Re-draw an Exploration Token or Map Card. (Limit 3).

Standing Against Darkness +10 XP

For each instance that a Hero used an Ability or Item to cancel a Depth Event, Darkness, or Growing Dread Card. (Limit 3)

Healing Corruption +10 XP

For each instance that a Hero removed a Corruption Point from another Hero. (Limit 3)

Heroic Moment +15 XP

A Hero that rolls 3 or more 6's on any single roll of their dice. (Limit 1)

Sharing the Wealth +15 XP

A Hero that gives a Gear or Artifact card they just drew to another Hero, without any compensation. This XP is negated if that Gear or Artifact is subsequently returned or passed on to another Hero. (Limit 2)

FAQ & CLARIFICATIONS

General

Q) What is the order of operations for modifiers to dice rolls or *To Hit* values?

A) Start with the base value and cumulatively add all bonuses and negatives (keeping in mind the max and min on any *To Hit* roll for the final value). Multiplying or dividing should be done before any other bonuses or negatives are applied.

Q) When doubling a value, such as Health, Damage, etc, is this done before or after other modifiers?

A) Anytime a value of any kind would be multiplied or divided (such as doubling), it is always done before any other modifiers.

Q) Can Abilities/Upgrades/Items be used to modify the result of a Chart roll to go beyond the boundaries of the Chart? For example: Can I add +1 to a 66 roll on the Mutation Chart to make it 67?

A) No. Chart rolls are limited to not go above or below the number-listed results.

Grit

Q) I understand that Grit cannot be used to Re-roll a roll on a Chart, but what about rolls that are part of the Chart result (such as number of Hits taken, etc)?

A) The 'No Grit Re-rolls on Charts' restriction only applies to the actual roll to determine which Chart result affects you. All other rolls that are part of that specific result (unless rolling on a sub-chart) may or may not use Grit as normal for the type of roll being made.

Q) If an effect allows my Hero to 'gain 1 Grit', is this a permanent change?

A) No. Heroes have a 'Max Grit' value. If something increases or decreases a Hero's Max Grit, it will refer to it by name. Gaining a Grit refers to gaining a Grit token.

Q) What happens if a Hero must start the next Adventure with no Grit, but then gets a bonus in Town that allows them to start the next Adventure with an extra Grit.

A) They would still start the Adventure with no Grit. The order of operations for determining starting Grit happens in the following order: +X Grit, Max Grit, -X Grit, No Grit.

Q) Can Grit be used to Re-roll when moving the Hero Posse marker or Darkness marker a Random number of spaces forward or back on the Depth Track (for certain Missions)?

A) No.



Melee Attacks

Q) Is there a *Dual Wielding* penalty for using two Hand Weapons for a Melee Attack?

A) No. The *Dual Wielding* penalty is only for using more than one Ranged Weapon in the same turn for a Ranged Attack. A Hero may use a number of Hand Weapons up to the number of Hand Icons they have available during the turn, with each of these Items adding its benefit to the Hero's base Combat Attack.

Q) If I have a Hand Weapon that gives me +1 Combat and use the D8 for Damage rolls, is this just on that Weapons 1 Combat die, or for all of my Combat dice?

A) It would let you use the D8 for Damage on all of your Combat Dice. The only exception to this would be an Item that gives you a Free Attack, as Free Attacks are completely separate from your normal Attack and will always say exactly what that Free Attack lets you do.

Q) If a Hero has the ability to assign Combat Hits to Enemies that are a number of spaces away/not adjacent (such as using a spear, etc), do they have to have Line of Sight? Do they have to assign Combat Hits to adjacent Enemies first like for Ranged Hits?

A) Yes, you must still have Line of Sight to the target. No, you do not have to assign Hits to adjacent Enemies first.

Ranged Attacks

Q) Can I use the extra Hand Icon from a *Prehensile Tail* Mutation to fire three Single-Handed Guns as one Attack? What about a Single-Handed Gun and a Double-Handed Gun?

A) Yes and Yes. Both of these situations count as *Dual Wielding* however, meaning no Critical Hits and you must choose which two are -1 *To Hit* with your 'off-hand'.

Status Effects and Curses

Q) Do Poison markers count as being Keyword Poison?

A) Yes.

Q) Do Burning markers count as being Keyword Fire?

A) Yes.

Q) Do abilities that let a Hero ignore Poison also ignore Potent Poison (such as from Dark Stone Scorpions)?

A) Yes. Potent Poison counts as Poison.

Q) Can a Dead Vampire Hero be Resurrected in the Church?

A) Normally a Vampire Hero may not enter the Church, but if the Player wishes, they may give up being a Vampire Hero (discarding the Curse) to be Resurrected.

Items and Tokens

Q) Does the *Authority of O'Tar* Targa Artifact count as a 'Badge' (for limits and restrictions)? What if you are Keyword Outlaw and you equip the *Authority of O'Tar* while in an OtherWorld?

A) The *Authority of O'Tar* does NOT count as a 'Badge' (as it does not have the word Badge in the Item title). If an Outlaw Hero with the *Authority of O'Tar* equips it while in an OtherWorld, they immediately gain the word Law, losing the Keyword Outlaw, while it is equipped.

Q) If a Hero decides to target their own space with Dynamite, do they still need to roll To Hit?

A) Yes. This represents the fact that the Hero would still be dropping or rolling the Explosive a short distance away from themselves (giving it the opportunity to Bounce) so as not to be outright blown to bits by it.

Q) When drawing a straight line for the Dark Stone Prism, is the process similar to that for Line of Sight?

A) Yes. When drawing a straight line from one model to another, it should always be from the center to center of the two spaces (unless specifically stated otherwise).

Q) Are Side Bag Tokens considered Items?

A) No.

Q) Can Tonic be used to gain a Grit and then use that Grit instantly?

A) Yes. Tonic is considered to be a Grit in a bottle. Unless you are prevented from using Side Bag Tokens for some reason, you may use a Tonic to instantly Recover a Grit, and then immediately use that Grit as a fast effect.

Q) Does Swamp Fungus count as Keyword Fungus?

A) Yes. As a general rule, if an Item or Token has a Keyword in its name, it counts as having that Keyword.

Q) Do *Parasites* count as Items? What if I would need to discard or Un-Equip all Items and I have a *Parasite*?

A) Yes. Any Item that specifically prevents you from removing it by Selling/Trading/Discarding/etc. ignores anything that would Un-Equip it or discard it unless specifically listed as such (like 'discard a *Parasite*' or 'remove a *Curse*').



Heroes

Q) When creating a new character that draws cards from a special deck (such as Spells for the Dark Stone Shaman or Gambling Tricks for the Gambler), should these be drawn before or after other character creation things like choosing a Starting Upgrade?

A) When creating a new character, the Player may choose what order to select/draw their initial Upgrades/Spells/etc. The system is meant to be very player friendly and easy.

Gunslinger -

Q) Normally if a Hero is using a type of Ammo and then switches to a different type of Ammo, the first Ammo type is lost. How does this work with the Gunslinger's Six-Shooter Template Special Ammo Shots?

A) Using a Special Ammo Shot from the Six-Shooter Template IS in place of the bonus for any other Ammo you have in effect, but it does not make you lose the other Ammo. For example, you may have Dark Stone Bullets in effect during an Adventure, use a Dead Eye Shot for one of your Hits, gaining the Dead Eye Shot bonus instead of the Dark Stone Bullets bonus for that Hit, and then go back to using the Dark Stone Bullets.

US Marshal -

Q) If a US Marshal has the *No Nonsense* ability and a way to roll twice on the Mutation Chart and choose, are they allowed to choose a Mutation they already have to nullify the result?

A) Yes.

Drifter -

Q) Can a Drifter that likes a particular Mutation, etc choose not to roll for removing it at the start of an Adventure?

A) No. These rolls are not voluntary, they happen automatically.

Wandering Samurai -

Q) Can the Battle Tactic *Dancing Dragon* be used in the middle of an Attack?

A) No. *Dancing Dragon* may not interrupt another action. The Hero must use *Dancing Dragon* before or after an Attack, before or after movement, etc., not in the middle of an action.

Q) Does the Battle Tactic *Dancing Dragon* require Escape Tests during the Move?

A) No.

Q) Does the *Quiet Traveler* Starting Upgrade affect '3 Handed Items', like those found in the *Mutant Quarter*?

A) No.

Q) It says that the *Wandering Samurai* may never choose to Flee a Mission. What happens if all other Heroes want to Flee? Does the *Wandering Samurai* really have to finish the Mission by himself?

A) He has two choices at that point - finish the Mission alone, or voluntarily become KO'd at the start of a turn to end the Mission. If you choose the KO'd option, you may choose to become KO'd by Wounds or Sanity, rolling on the Injury or Madness Chart respectively.

Dark Stone Shaman -

Q) Can the Dark Stone Shaman cast a Spell with 0 Magik and add Dark Stone to gain extra casting?

A) No. The Dark Stone Shaman must spend at least 1 Magik to initiate a Spell.

Q) What happens if the Dark Stone Shaman casts her *Call Down the Storm* Spell while in Targa? Normally it cancels other Weather effects in play, but Targa's Weather is built into the World card as a permanent effect.



A) While the *Call Down the Storm* Spell is in effect, all other Weather is canceled. Once the Spell has ended, any permanent Weather effects like this come back into effect.

Q) When transforming into an Animal Form, all Items become un-Equipped. What about bonuses already used that have lasting effects? What about Items that can't be discarded or un-equipped, like Parasites?

A) Bonuses already used (such as those that last until the end of the turn) continue to stay in effect. Items like Parasites remain in effect, even while in other forms.

Q) Can a Shaman that transforms into Mouse form move into an Enemy's space and then transform back as a Growth Attack in the same turn?

A) Not unless they have some way to transform outside of the normal 'start of their Activation' restriction.

Assassin -

Q) Can the Shuriken be used during a non-standard movement, such as teleporting with the *Smoke Bomb*?

A) No.

Samurai Warrior -

Q) Can the *Stalwart Advance* Battle Tactic be used to move into a space that is normally impassible to the Hero, such as through a Barrier or into a Pit?

A) No.

Trederran Veteran -

Q) Both the *Tainted by War* Starting Upgrade and the *Dark Stone Buckle* Item from the Frontier Town *Blacksmith* Location say that you get to roll twice on the Mutation Chart and choose which result to keep. What if you have both of these?

A) There is no added benefit for having both. You still roll twice and choose which one to keep.

Worlds

Q) In the *Forest of the Dead*, the *Decayed Trees* offer a Cover save for any model adjacent to it. This seems like it should fall under the Terrain Cover of the revised rules in this FAQ, as this is Cover provided by a terrain piece on the board. However, it specifically lists in the *Decayed Trees* rules that the Cover provided is in effect even if the Attacker is adjacent. Is this changed or is it still Rules As Written?

A) *Decayed Trees* still use the rules as written in the *Forest of the Dead* Expansion. The reason that this Cover is in effect, even if the Attacker is adjacent is that there are vines hanging down from the trees and the models can duck and hide behind branches and the trunk to avoid attacks from any direction.

Q) In the *Swamps of Jargono*, is the bonus +2 on *Catch Your Breath* rolls meant to be added to the actual die roll, or to the total?

A) The +2 is meant to be added to the total amount that the Hero can Heal when rolling to *Catch Your Breath*.

Q) Do Old Mine Entrance and Mine Exit End Caps (leading to and from *The Canyons World*) count as Gates during Missions that don't allow Gates?

A) Yes. Though not technically a Gate, they do transition the Hero to another Map Tile set which could end up breaking some Missions that normally have the *No Gates* Special Rule.

Q) When visiting the *Blasted Wastes Barter Town Temple* Location with the #6 Idol - *Gateway to the Void*, what happens if all of the Heroes at that Location are KO'd by the 'Something's Coming Through' Event mini-Fight?

A) As listed in the Event, after the Fight is resolved (with any Loot and/or Injury and Madness rolls for being KO'd), the Heroes return to their Location Visit. It is assumed that any remaining Enemies that got loose are dealt with by the local Temple guard.

Town Missions/Town Boards

Q) In Missions like *A Town Overrun*, do Heroes on Rooftops count towards the "Enemies are less likely to spawn at an Entry point if a Hero is within 3 spaces of it" rule?

A) No. While Heroes on Rooftops could technically be 3 spaces away from an Entry Point via the rules for counting spaces from the roof, their presence doesn't count for this effect while they remain on the roof. If you want to scare off the Enemies coming to Town you need to stand your ground, not hide on the roof.

Q) In the Frontier Town Mission *Hangin' High* the corrupt Marshals only become active after a Hero makes an Attack. What happens if I damage them with something other than an Attack?

A) If the Marshals become Wounded for any reason, they become active.

Dark Stone

Q) Can I hand all of my Dark Stone to another Hero at the end of the Adventure, before rolling for Corruption for it?

A) No. A Hero must roll for Corruption Hits from any Dark Stone they are carrying at the end of the Adventure. This represents the corrupting influence the black rock has had on you throughout the Adventure, not just at the end.

The one exception to this is that a Hero may voluntarily discard any number of Dark Stone they were carrying before rolling for Corruption Hits at the end of the Adventure. This can be a necessity if you don't want to mutate but have found more Dark Stone than you bargained for.

Q) If I discard to use an Item like Dark Stone Bullets that has a Dark Stone Icon on it, do I still need to roll for a Corruption Hit from it at the end of the Adventure?

A) No. A Hero only rolls for Dark Stone Icons on Items they are still carrying at the end of the Adventure.

Q) Are Items like the *Dark Stone Horseshoes*, that have a Dark Stone Icon but are not used during an Adventure, rolled for for Corruption Hits at the end of the Adventure?

A) Yes.

Q) Can Grit be used to Re-roll the value of Dark Stone shards when selling Dark Stone in Town?

A) No. This is not considered a roll that the Hero is making, but rather the fixed value of the Dark Stone shards based on their size and quality.

Q) Can Dark Stone that is Hidden (such as in a *Tomb Chest*) be used at any time?

A) Yes.

Holding Back the Darkness and Depth Events

Q) Do Depth Events (doubles) that are less than the needed roll to *Hold Back the Darkness* count as a failed *Hold Back the Darkness* roll?

A) No. Not unless specifically called out as such.

Q) Can a Hero cast spells or use Items or Abilities at the start of a Turn, before the *Hold Back the Darkness* roll is made?

A) No. Not unless specifically called out as such. The *Hold Back the Darkness* roll is always the first thing that happens each Turn (with the only exception being that Heroes do recover or re-set Ability Tokens first, such as Faith, etc).



Enemies and Abilities

Q) If a Hero has an Item or ability that lets them ignore an Enemy's *Tough* ability, does that also work on Enemy abilities that make the Enemy Immune to Critical Hits, but are not called 'Tough'?

A) No. If an Item or ability allows you to ignore a particular Enemy ability, that only includes the specifically named ability. Some Enemy abilities will also say '(Tough)' in parentheses after the ability name to indicate that the ability counts as *Tough*.

Q) Does the Enemy ability *Endurance* limit Damage from sources that are not Hits (such as Dynamite)?

A) Yes. *Endurance* is intended to limit the number of Damage the model may take from any single instance.

Q) If an Enemy has an ability that reduces the effectiveness of Critical Hits (like the *Slasher*), and another source reduces that Enemy's Defense (such as the *Preacher Sermon Weaken*), which is applied first?

A) Other sources of Defense reduction should always be applied first, followed by an ability that is triggered by a Critical Hit on that model.

Q) If a Hero is allowed to make a Defense/Willpower save, even against something that normally ignores Defense/Willpower, how many saves do they roll?

A) The Hero would roll one Defense/Willpower save to prevent all the Damage from each instance.

For example, if a Hero with a *Void Hood* was caught in the blast area of Dynamite, the Hero would make a single Defense roll to prevent the Damage from that Dynamite. Alternatively, if that same Hero was hit 3 times by a *Tentacle's* Combat Hits using the *Smash* ability, the Hero would make a Defense roll against each of the 3 Hits.

Q) Are the Shadow Magik cards from *Bel'al* and the Shadow Magik cards from the *Hellfire Succubi* Mission Pack meant to be mixed together into one Shadow Magik deck?

A) Yes.

Q) If an Enemy like a *HellBat* does Horror Hits to you for each Hit they do, do you still take those Horror Hits if the normal Hits are successfully defended against?

A) Yes. The Horror Hits are assigned immediately as soon as the normal Combat Hits are applied. If a Hero has some way to make the Enemy Re-roll their Combat Hit, this would negate any Horror Hits as well, as the Combat Hit was never successfully applied.

Q) The Lost Army *Banner Bearer* and *Generalissimo* give bonuses to other Lost Army. Is this the Enemy Group *The Lost Army* or models with the Keyword *Lost Army*?

A) It is intended to be the Enemy Group called *The Lost Army*.

Q) What happens if a model gains Initiative during a turn, after that Initiative Level has already passed?

A) If they haven't already Activated, that Hero or Enemy group Activates as soon as the currently Activating Hero/Enemy Group is finished.

Q) If an Enemy has an ability that triggers at the end of each Turn, does this include the Turn that the Enemy is placed on the board?

A) No.

Q) Do Enemies that can make Melee Attacks against non-adjacent targets (like *Takobake Spearmen*) take that range into account when they choose targets?

A) Yes. Effectively those Enemies will choose Targets based on their Move + their extra Melee range.

Q) If an Enemy does not have a *To Hit* value (say for *Ranged To Hit*), but they gain an Attack that requires it, what value do they use?

A) If an Enemy's *To Hit* value is listed as '- ', but they need to roll a *To Hit* using that value, a stand-in *To Hit* value of 4+ is used as the default.

Q) How do spaces entirely enclosed in Barriers effect Enemy placement?

A) If an Enemy Type can move through Barriers, their Group is placed without regard to them. If they cannot, those spaces are ignored during placement for that Enemy Group.



Terminology

Q) What is the difference between Damage and Wounds?

A) 'Damage' is a general term that includes Wounds and Sanity Damage. The term 'Wounds' is specific to decrementing a model's Health value. Because of this, 'Damage' and 'Wounds' are both occasionally used interchangeably when discussing things that decrement a model's Health.

Q) What is the difference between a Mission and an Adventure?

A) For the most part, these terms can be used interchangeably.

Technically, an Adventure is the broad term for a trip down into the Mines or an OtherWorld, that lasts from the time that the Heroes are placed on the board until the Heroes have completed or failed to complete their objectives, and resolved any 'End of the Adventure' elements.

A Mission is the specific Adventure being played. It has a name, Objectives, Rewards and Failures, as well as any special rules for use during that Adventure.

Keywords

Q) Do Poison Markers have Keyword **Poison**?

A) Yes. The intent is that an Item or Ability implicitly gets assigned any Keywords that exactly match words within its title.

Q) Do Burning Markers have Keyword **Fire**?

A) Yes.

Armor

Q) Can Armor be used to prevent Wounds from the Heat in Cynder? Etc?

A) Yes. Armor is a flat benefit that any time you would place a Wound on the model, you roll for any Armor save they might have. If successful, that individual Wound is prevented. This can occasionally create situations that seem a little strange, like your Armor preventing Damage from the excessive Heat in the Caverns of Cynder, but it remains a global protection against all Wounds to keep things streamlined.

Things that Ignore Defense do NOT generally Ignore Armor (unless noted as such).

Q) What about Armor stopping Wounds from Poison?

A) No. Damage from Poison may not be prevented with Armor.

Loot

Q) Do the Heroes get to draw Loot at the end of the final Fight of an Adventure, in addition to the Rewards for that Adventure?

A) Yes. As long as there is a Fight, the Heroes get to draw Loot cards as normal. The Reward listed in the Mission is gained for successfully completing the Adventure, whether or not there is a final Fight.

Allies

Q) It says that Allies do not take part in Travel or a Town Stay. Are Items on an Ally like the Pack Mule accessible during a Travel/Town Stay?

A) This rule is in place to make it clear that Allies are not intended to gain the benefits or suffer the consequences of Travel and the dangers of Town.

For the sake of Items etc. that are carried by an Ally, a Hero may exchange Items with any number of Allies once before Travel begins, and then once at the start of each Day in Town.

This should allow you access to all of your supplies, but avoid most abuses of playing 'hot potato' with Items and Allies.

Q) If an Ally joins the Heroes mid Adventure, does this potentially change the Threat Level and other factors?

A) No. The Threat Level, Revives, etc are all set at the start of the Adventure.

Q) If all Heroes have to draw one or more Scavenge cards, do Allies as well?

A) No. Similar to Loot cards, Allies do not need to interact with Scavenge cards unless they are specifically instructed to.

Q) When an Ally is found during an Adventure, is it possible for them to be a Veteran Ally if the Heroes are high enough Level?

A) The default is no. As an optional rule, you may allow Veteran Allies to be found, but this will make the game easier.

Q) How do you calculate an Ally's 'Hero Level'?

A) An Ally's Hero Level is 1 + the number of Upgrades they have, with an additional +1 if they are a Veteran Ally.

Q) When the Hero Party is spending 1 Grit per Hero to cancel a Growing Dread card, do Allies count?

A) No.

Q) What happens if an Ally is forced to roll on the Injury or Madness table?

A) They are automatically considered KO'd.

Q) Can Allies Use/Equip Items that do not have an Anvil?

A) Yes. Unless specifically restricted from doing so.

Q) Do Allies have a native-world? For example: can I get a Monkey in the Old West, or a Henchmen in Feudal Japan.

A) No. Unless specifically restricted from doing so, the availability of Allies is not limited to a Hero's 'home' world. Yes you can have an Old West Monkey.

Town Stay

Q) Do you pay for staying at the Hotel at the start of a Day in Town, or at the end?

A) You must decide at the start of each Day in Town (after the Daily Event is drawn and resolved) whether your Hero is staying in the Hotel (and paying the fee immediately), or staying in the Camp Site for free.

Q) Can my Saloon Girl or Preacher Hero Heal other Heroes using Sermons, Comforting Presence, etc during a Town Stay?

A) No. It is assumed that these abilities are not as effective while you are not in the immediate danger of being on an Adventure. (Mostly this is a design conceit so that free Healing abilities of certain Heroes don't simply negate the risks of Traveling and lingering in Town).

Q) If I have an effect that covers 'the next Adventure' and my Hero engages in a *Shootout at High Noon* Town Adventure, how does this work?

A) Because the *Shootout at High Noon* is a Solo-Hero Adventure in Town, any 'On the Next Adventure' effects targeting you (or the Hero Posse as a whole) will be in effect for the *Shootout* Town Adventure as well as the next normal Adventure.

Q) Can a Hero trade Items with other Heroes/Pack Mules before engaging in a *Shootout at High Noon* Town Adventure?

A) No. There's no time for that... the *Shootout* must be completed with the Items you currently have on you.

Q) Are the Frontier Outpost *Bounty* and the Sheriff's Office *Sheriff's Bounty* intended to work different from one another? Can you get both?

A) Yes. And Yes.

Q) Can a Hero have multiple *Vision Quest* bonuses from the *Indian Trading Post* at the same time?

A) No. The *Vision Quest* bonus does not stack. Either a Hero has it for the next Adventure, or they do not.

Q) If a Hero with the *Snake - Animal Spirit* bonus from the *Indian Trading Post* uses it to choose a Starting Upgrade that gives them a long lasting effect (such as a *Revive Token* for the Adventure), does this last after the *Animal Spirit* wears off at the end of the Turn?

A) No. The bonuses of the extra Starting Upgrade only persist while you have that Upgrade to use.

Q) If a Hero goes *Down a Dark Road* at the *Smuggler's Den*, gaining +1 Luck and the Keyword *Outlaw*, and then later gains the Keyword *Outlaw* through other means, does he lose the +1 Luck?

A) No. The *Down a Dark Road* bonus is only potentially lost by visiting the *Church* (as noted in its game text).

Q) Can a *Vampire* Hero visit the *Shrine* in a Feudal Village?

A) Yes. They are only prevented from visiting the *Church* or *Church Tent* (as noted in the game text).

Q) Does a Hero lose Keyword *Holy* obtained from the *Church* for visiting 'Gambling establishments' other than the *Saloon*?

A) No.

