SHADOWS OF BRIMSTONE™

• HEXCRAWL •

ADVENTURE BOOK

Welcome back again to this update and expansion to the HexCrawl Shadows of Brimstone™ homebrew variant. I want to thank all the members of the BoardGameGeek Brimstone community that have contacted me since the first set of HexCrawl material went out with words of support and encouragement. This took quite a bit longer than I intended, but was spurred on by the release of the fantastic Frontier Town expansion. It was impossible to not see the potential for HexCrawl there along with some other ideas for an expansion and update.

Much Thanks to Flying Frog Productions for their work in producing Shadows of Brimstone and all the great expansions that have been following. Here's looking forward to what Adventures await.

-Graeme Henson

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SHADOWS OF BRIMSTONE™

HEXCRAWL ADVENTURE BOOK
By Graeme Henson

HexCrawl is an expansion to Shadows of Brimstone™ that takes your Adventures out from the Mines and Other Worlds that the Heroes are used to exploring and out into the wild, untamed region around the ruins of Brimstone. Heroes will be able to travel around these lands and visit new Towns in search of lucrative Jobs and dangerous Missions.

Overland Map

The HexCrawl Overland Map is based off of the original map contained within the Core Game Adventure Books. This map details many unique locations and potential areas to explore, but the game itself never really explores these areas, leaving that all up to the player's imagination. What HexCrawl attempts to do is to add mechanics for defining these places and then gives the Heroes a reason to go exploring (apart from simply leveling up and acquiring Loot).

Persistent Towns

In HexCrawl, Towns exist in the dangerous region around Brimstone, where settlements are damaged and destroyed on a regular basis. Normally in Shadows of Brimstone, it's assumed that the Heroes are visiting new Towns all the time or that at some point the people of these Towns rebuild that which was lost. Not so in HexCrawl, where Locations and Towns are permanently destroyed, forcing the Heroes to live with their failures.

Towns are not always welcoming to all and sometimes have hostile inhabitants that may force your Posse to look elsewhere for supplies. Over time the Posse may become desperate and have to visit places they would normally avoid. Playing HexCrawl is meant to be a process of reduction, of greater and greater limitations that force the Posse to have to make hard decisions. This isn't meant to be like High Fantasy Dungeon Crawlers where the Heroes save the day and everyone lives happily ever after, this is Lovecraftian Horror. This is Brimstone.

GAME CONTENTS

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required: one twenty-sided (D20) die and two ten-sided (2D10) dice. If you don't have these dice. Put down this manual, go over to a corner, and promise yourself you won't cry. Then cry.

Set Up

Due to the nature of HexCrawl, this game is geared towards players wanting a more long-term campaign experience, possibly with some RPG character building added in. Depending on the campaign style the group decides to go with, the Posse may want to begin in a Town, rather than starting right off on a Mine Adventure. You can either roll up randomly on the *Town Chart* or just pick a Town to start in.

When the starting Town is decided upon, the group will also want to go through the Town Setup process (see the 'Frontier Towns' section later on for more info). However, you may want to give the group some starting gold if beginning a campaign in a Town, otherwise just begin a Mission as normal.

Wilderness & Terrain Encounters

Although you're welcome to use the original *Travel Hazard Chart* or *Expanded Travel Hazard Chart* from the Core Game or the *Frontier Town* expansion, there is a D100 *Wilderness Encounters Chart* found in the *HexCrawl Encounters Book* that provides a new set of encounters for the Posse to run into while exploring the region around Brimstone. These encounters are often gritty and tough, sometimes with no right way to handle them. In addition to facing off against the nightmarish creatures that spew forth from the Gates, the Posse will also have to contend with Native Americans, mutants, religious zealots and a host of other earthly challenges. Terrain Encounters are new special encounters that are sometimes triggered when performing the Search action while on the Overland map and change depending on what type of terrain the Posse is traveling over.

Jobs Board

The *Jobs Board* is a D100 chart also found in the *HexCrawl Encounters Book* that provides loads of both mundane and epic side quests for the Posse to undertake. These can be as simple as delivering goods across the map or may develop into Missions in their own right. These Jobs provide the impetus for the Posse to travel across the landscape and find Adventures, in addition to the important things in life: Gear, Gold, and Artifacts!

New Campaign Options

In addition to the brutally tough *Mine Blast* campaign style (formerly known as the "HexCrawl Campaign"), there are also some additional campaign styles and options that the Posse can try their hand at. The *Short Story* campaign won't last nearly as long, but provides a more structured narrative experience for the Posse based around the Missions provided in the *Adventure Book* from the *City of the Ancients* Core Set.

New Overland Actions

As the Heroes travel across the map, they'll be able to perform new, Common actions, as well as other, unique actions based on their class keywords. These actions can either boost the Posse in different ways or provide additional travel options to aid them in getting across the map quicker.

New Combat Options

With the Heroes no longer restricted to adventuring down in the dark, cramped Mines, they've now to contend with Threats on the surface world. New rules have been written to handle regular and mounted combat on the Overland map, in addition to new combat actions and new Terrain cards for adding objects to the Map Tiles that can affect your tactics. Some generic terrain map tiles have been created, based off of artwork created by the talented Madcowchef from DeviantArt, but players are free to use any other Battlemaps or Terrain tiles they have.

New Enemies - Human Villains

Not only do the Heroes face off against Lovecraftian nightmares from other dimensions, but also their fellow man! Each of the original classes have been converted into Enemies that can be fought against during your adventures in the Mines. These can be rival Posses, Epic gang leaders, bounty hunters, possessed humans, or even just random battles with some nasty individuals lookin' to fight.
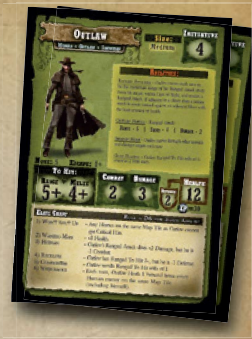
New Missions

A set of 6 new Missions have been written for HexCrawl for the Heroes to test their mettle against.

New Items

A plethora of new items have been written up that are available in the regular parts of Town, but some are only available under certain conditions when a Town allows you to purchase Advanced Gear & Services. In addition, all the Horses have been given combat stats to allow for mounted combat while fighting on the Overland terrain battlemaps or the Frontier Town battlemap.

New Class - Occultist

A new class can be played, the **Occultist**. The Occultist consults ancient tomes and delves into the darkest parts of his mind in his quest for power. His fellow adventurers won't be sure which is worse, the monsters they face or this traveling companion who taps into his own insane mind for abilities that man was not meant to know.

Expanded Injury & Madness Charts

The original Injury and Madness Charts have been updated and expanded to include even more horrific physical and mental ailments that can befall the Heroes.
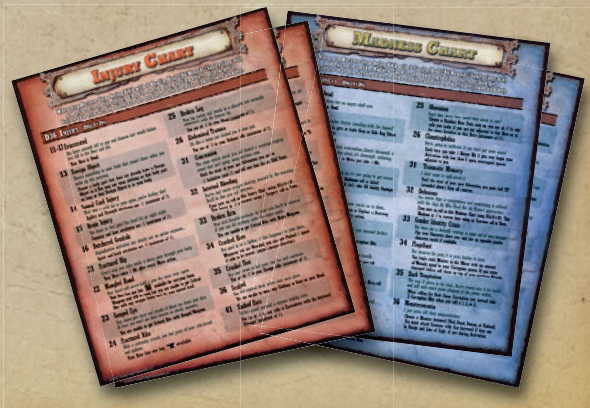
Although many of the same rules from the Core Game apply in HexCrawl, some rules will require revising and/or clarification in order to mesh with the rest of the HexCrawl rules. Some are needed for gameplay balance or else the game becomes too hard or too easy, though you're free to modify or ignore these as you see fit.

Ending an Adventure / Healing

In the basic game, the Posse is reset to full Health and Sanity and 1 Grit at the end of every Adventure, no matter if the Heroes fail or succeed. Not so in HexCrawl. The Posse gets one *Catch Your Breath* roll, regardless of whether or not the Posse had a Fight at the end of the Mission, and gains back 1 Grit. These are in addition to the standard *Catch Your Breath* rolls at the ends of Fights as normal, no matter where those Fights occur (in the Mines or Overland). Damage is meant to be persistent for the Heroes as they travel.

> At the End of <u>Missions</u>, each Hero gets one standard *Catch Your Breath* roll, gains 1 Grit and checks for Dark Stone Corruption as normal, but does NOT reset to full Health and Sanity.

Additional Keywords

Some new keywords have been added to Hexcrawl for use in Encounters and in Towns. In some cases these new keywords may be added or removed from a Hero multiple times throughout their career.

Mutant

Heroes with any mutations now automatically carry the keyword 'Mutant'. This does not change anything else about how mutations work, but comes into play in some situations within HexCrawl.

Kemosabe / Paleface

'Kemosabe' and 'Paleface' are two mutually exclusive keywords that can be picked up in certain Encounters. These are opposing keywords meant to suggest racial/cultural tensions between Euro-American Settlers and Native American Indians. In some cases they become friends with each other and earn the respect of the Indians (Kemosabe), while in other cases they are enemies of the Tribe and cursed (Paleface). The 'Kemosabe' keyword is considered equal to 'Tribal' and Heroes with the 'Kemosabe' keyword may use any items only meant for 'Tribal' Heroes as long as they hold the 'Kemosabe' keyword. The same is NOT true for 'Paleface' and 'Frontier' (though some situations will affect Heroes with both of those keywords).

Occult / Science

'Occult' has been added as part of the Occultist class and 'Science' is intended for future classes. 'Science' and 'Mutant' will sometimes occur together, though they are not equivalent to each other.

Definitions

In order to play HexCrawl, we need to redefine some key terms so that we're on the same page when it comes to explaining some concepts in the future:

Adventure

The period of time from when a Job or Mission is picked up until the time it is completed (whether or not it is actually successful).

Items/Abilities whose effects list a limitation such as "Once Per Adventure" or "One Adventure" are effective up until the group finishes out their current Adventure, including any Town Visits, travel time, and time on a Mission. If the Posse is not on a Job or Mission, then that Item/Ability may be used once until their next Adventure starts. Yes, this makes no sense if the group spends a month just traveling around before their next Adventure... Just don't do that.

Job

A type of Adventure that can take place in Towns, on the Overland map, in Mines, in Other Worlds, while on Missions, or in any combination of those places. Some Jobs may lead into Missions, in which case the Posse is on both a Job and a Mission. Jobs are only picked up through the Jobs Board, located in each Town.

Mission

A type of Adventure that usually requires the Posse to enter into a Mine to begin, though some Missions may happen as a result of failing other Missions or may be forced onto the Posse as a result of a Job or Encounter.

Town Visit or Town Stay

Both terms are interchangeable. Only counts as a Town Visit if the Heroes enter the Town, just Searching a Town hex does not count as entering a Town. After the Posse ends their Town Visit, they must wait one full day before entering the Town again.

The Drifter

The Drifter class has a Special Ability called **Danger Magnet** that affects the number of *Traveling Hazards* that the group encounters when traveling to Town. This ability should be revised to read the following when playing HexCrawl:

~~All Drifters gain bonus ability...~~

When traveling on the Overland map, roll an additional D8 for each Drifter in the Posse and take the lowest result when determining *Wilderness Encounters*.

Note that in the Mine Blast campaign style, these extra Wilderness Encounters that you roll up do NOT require additional *Overland Hold Back the Darkness* rolls. You only roll for that if your regular daily roll at the start of the day comes back with a Wilderness Encounter.

Random Directions

Frequently you will be told to do something in a random direction when in the Mines and on the Overland map. Use the following diagrams if you need to roll a random direction.

| 1	2	3
8		4
7	6	5

D8
Random
Space
Diagram

```
   1   2
 6       3
   5   4
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D6
Random
Hex
Diagram

While most of the Missions that the Heroes engage in will happen in the Mines and visits will always occur inside of Frontier Towns, a look over the HexCrawl map will reveal that sometimes there's quite a bit of distance between the two. Getting from point A to Point B will require a bit more than just rolling on the *Travel Hazard Chart* in HexCrawl.
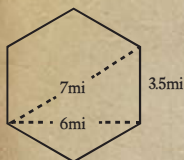
Each hex on the HexCrawl Overland Map is considered to be 6 miles wide from flat side to flat side. Each edge of the hex is 3.5 miles long and the hex itself is roughly 7 miles tall from opposite points. Players can use the Hero marker to track the posse's position on the Overland map.

Traveling

Heroes will travel on the Overland map one hex at a time, spending Move points (MP) each hex, these Move points are used by the Posse as a whole to move across the Overland map and are not the same as those used in combat. It will become important for the Posse to keep an eye on the terrain itself that they move over. Terrain will be key in determining how far the posse can move in a single day's worth of travel. Depending on the type of campaign you with to play, the group may want to track how much in-game time has passed to get a sense of how long their campaign has gone on for. In some cases, timing will be necessary for Encounters or Jobs that have established time limits to follow.

While traveling Overland, the Heroes will find that some routes are easier to travel than others and take less time, while others will require more time and open the Posse to a higher chance of *Wilderness Encounters*. Terrain type has a direct impact on how far Heroes can travel across the map each day, with each type of terrain having a different cost in Move points to move into that hex.

The Heroes may also take certain actions to modify their Overland movement. There are both common and unique keyword abilities and also some Encounters that will provide boosts (or hindrances) to Overland Movement for the Posse.

Easy terrain (1 MP)
Hexes with roads, railroad tracks, or undestroyed Settlements.

Medium terrain (2 MP)
By default all terrain is considered Medium terrain unless some other feature on the map modifies it to be Tough or Easy. Essentially all blank hexes are Medium terrain.

Tough terrain (3 MP)
Any hexes where more than half of any kind of special terrain feature is present in the hex (Mines, mountains, hills, rivers, forests, swamps, desert, Destroyed Settlements/Town Ruins, etc) is considered Tough terrain.

Determining terrain can be tricky at times and in those cases it is left up to the player's judgment as to what type of terrain a certain hex is. Note that in cases where Easy terrain features overlay other terrain, the Easy terrain takes precedence. So when roads or railroads overlay things like rivers or mountain ranges, those hexes are considered Easy terrain.

BASIC OVERLAND ACTIONS

Heroes may now perform various actions while traveling on the Overland Map. These Overland actions each have an associated Move Point (MP) cost and may slow the Posse down, but can help in certain situations. Unless otherwise stated, these abilities (including Camp abilities) can be used multiple times per day/camp.

Move

All Heroes start off with a *Basic Horse* as a mount, however in some situations, one or more Heroes may lose their mount and will have to make their way on foot. If this happens, the entire Posse slows down to match the pace of any horseless Heroes. In some cases the Posse may even want to split the group, in which case movement will need to be tracked separately, along with any *Wilderness Encounter* rolls.

Move Points per Day:	
Horseback	6 MP/day
On Foot	5 MP/day*
	(*Wilderness Encounters on 1 or 2)

At the beginning of each day, the Posse rolls to see if it has a *Wilderness Encounter* that day, then refreshes any Move points that were spent from the previous day and may travel up to its maximum Move points for the day. The group may stop early if they would like or even take some additional actions. Unused Move points do not carry over from one day to the next, they are lost if not used.

Search

While on the Overland map, the Posse may stop to explore their current area and just try to see what they can find. In some cases the Posse may find something of use, while in others they may come up empty-handed and just wasted part of their day. Some Jobs will require that the Posse Search the Overland map to complete their requirements.

To Search a hex, spend **1 MP and reveal an Exploration Token for the current hex you are on**. Each hex may only be Searched once per day, however you may return to hexes that were Searched on previous days and Search them again later on. Encounters and Growing Dread Encounters are rolled for on the relevant *Terrain Encounters Chart*. Attack and Ambush results take place on a Terrain battlemap. Clue Icons revealed only apply to active Jobs. Door/Gate icons may be used for some Jobs, but otherwise carry no meaning when Searching.

Note that there are a few situations in which you would shuffle the Exploration Tokens: 1) you start a new game session, 2) you start a new Job, 3) whenever you transition between using the Overland map & any Map Tiles, and 4) whenever you run out of unrevealed Exploration Tokens.

Rest

In the Mines the Posse has increased abilities to heal due to the terrifying stress that their mind and bodies are under. Adrenaline allows them to recover from seemingly life-threatening injuries. On the surface world however, when not faced with existential threats to their survival, the Heroes must actually take time to rest in order to heal themselves of their injuries and regain some sense of sanity. Resting costs **1 MP** and **each Hero in the Posse may Heal any mix of D6 Wounds or Sanity**. Automatic healing abilities like those from the Saloon Girl don't automatically heal the Posse while traveling.

Press On

The Posse may push themselves to travel further by Pressing On. If each Hero in the Posse spends 1 Grit, the Posse gains an additional +2 Move points that can only be used that day and may only be used for the basic Move action. You may not perform a Horsemeat March and Press On in the same day.

Camp

The Posse may camp down for the day and each Hero may **Heal 2D6 Wounds or Sanity** (any mix). To Camp, the Posse spends **2 MP** and ends all Movement for the day. The Posse may not take any more Move actions, though they still have access to their remaining Move points to spend on other actions. Some classes may also perform special Keyword Actions while Camping.

Basic Overland Actions:

Move (1/2/3 MP)
Move one hex per use.

Search (1 MP)
Reveal one Exploration Token for the current hex the Posse is on.

Rest (1 MP)
Each Hero Heals D6 Wounds/Sanity (any mix).

Press On (1 Grit/Hero)
The Posse gains +2 MP to spend on the basic Move action for the rest of the day.

Camp (2 MP)
End all Moves for the day, each Hero Heals 2D6 Wounds/Sanity (any mix) and may take keyword actions.

Revealing Exploration Tokens

When moving on the Overland map, make sure the pile of Exploration Tokens is kept shuffled. When a Search action is performed (1 MP), take note of the terrain that the Heroes are currently on and take the top Exploration Token off the pile to determine the results of that Search. The Heroes can only Search each individual hex once per day, but may Search multiple hexes while moving throughout a single day. The Exploration token results are similar to what happens while out on a Mission with some key differences.

Door/Gate Icons

Door and Gate Icons are used for some Jobs and may be used to determine whether an Attack is against Monster or Human Enemies, but are otherwise ignored while Searching on the Overland map.

Encounters

If an Exploration Token with the 'Encounter' result is revealed, roll one Encounter from the matching *Terrain Encounter Chart*. If the 'Encounter x2' result is revealed, roll up two Encounters from the matching *Terrain Encounter Chart* instead.

Attacks and Ambush Attacks

If an Exploration Token with the 'Attack' result is revealed, the Posse gets into a Fight! If an Exploration Token with the 'Ambush Attack' result is revealed, the Heroes have been ambushed! All Enemies gain +2 Initiative during the first turn of the Fight. Consult the section on 'Overland Combat' for more information on how to set up these Fights.

Growing Dread Encounter

If the Growing Dread Exploration Token is revealed, roll on the 'Growing Dread' section of the *Terrain Encounter Chart*, regardless of what type of terrain the Posse is actually currently on. In some campaign styles, additional results may occur as a consequence of a 'Growing Dread Encounter' result being revealed.

Clue Icons

Clue icons are used when the Heroes are on a Job. Frequently these will require the Heroes to find X Clue icons in order to progress or finish the Job. Consult the Job description for more information.

Keyword actions are only available to the Posse if a Hero with that keyword is traveling with the Posse, though MP for the whole Posse is used to perform these actions. Some actions require that the Heroes have made Camp for the day. To avoid being overwhelmed, you may want to restrict these to 'Once per Adventure' or each Player/Hero only gets one Camp action.

Frontier

Animal Trapping (1 MP; Camp):
[not available to Heroes with just the 'Paleface' keyword] Once per day while Camped, each Hero gains 1 Grit, though they still may not go above their Max Grit.

Holy

Prayer Ritual (1 MP; Camp):
While Camped, a Holy Hero and one or more other Heroes must all make a **Spirit 6+** test. If at least one Hero is successful, all Heroes that participated gain Spirit Armor 6+ until the end of the next day.

Law

True Grit (1 MP; Camp):
While Camped, each Hero may make a **Strength 5+** test. If successful, that Hero gains +1 Max Grit until the end of the next day. May only be attempted once per day.

Mutant

Mutate (1 MP; Camp):
[Not available to Heroes with just the 'Science' keyword] While Camped, a Hero with a Mutation may attempt to ingest ⓟ Dark Stone to force their body to mutate. Roll once on the *Mutation Chart* and replace one Mutation you already have with the new one rolled. If a mutation that the Hero already has is the result, that mutation is removed instead of killing the Hero as normal.

Occult

Cleansing Ritual (2 MP; Camp):
While Camped, each Hero may spend D3 Dark Stone to remove 1 Corruption from themselves. This action may only be taken once per day and each Hero may only remove 1 Corruption per Ritual.

Outlaw

Highway Robbery (1 MP; Camp):
While Camped on a Road hex, make an **Agility 5+** or **Strength 4+** test to rob an unsuspecting traveler on the road. If successful, you gain $25. Any other Hero in the Posse may attempt to block your attempt by rolling at or above your skill test using the same skill. If they match or beat your number of successes, they block your attempt. They gain **25 XP** if successful and you get nothing.

Performer

Traveling Act (2 MP; Camp):
The Posse takes time out from adventuring to play as a performance group and entertain travelers. May only be attempted once per day. While Camped on a Road hex, each Hero in the group may attempt any Skill test at any difficulty from 4+ up to 6+. For each success, that Hero gains **$5 X the difficulty of the Skill test** (ex. Agility 6+ = $30 per success [$5x6]). If any Hero rolls a 1 on their test, that Hero bungles something and after their performance the Heroes are booed away. They may not perform this action for the next week as word of their terrible performance spreads far and wide.

Science

Field Surgery (1 MP; Camp):
[Limit one attempt per Injury; not available to Heroes with just the 'Mutant' keyword]
While Camped, a Science Hero may attempt to remove one Injury gained within the last day from another Hero. The Science Hero must make a **Cunning 6+** test and if successful, the Injury is healed. If any 1's are rolled however, the Surgery fails and the Hero who was being operated on rolls once on the *Injury Chart*.

Scout

Scout Ahead (1 MP):
Once per day on the Overland map, the Posse may discard and re-draw an Exploration Token just revealed. Does <u>not</u> require the Posse to be in Camp.

Showman

Extreme Caution (1 MP):
You may downgrade an Ambush Attack to a regular Attack while on the Overland map. Does <u>not</u> require the Posse to be in Camp.

Strange

Find Trouble (2 MP; Camp):
You may only take this action while Camped. At the beginning of the next day, you will be Ambushed by a Threat one level higher than the Posse's level (may not be downgraded to regular Attack). The next Exploration token that you reveal after that will have a Clue Icon attached to it, in addition to any other results on the Exploration token itself (Clue Icons are not cumulative). This may only be done once per Job or Mission.

Traveler

Horsemeat March (0 MP):
Once per day and only if all Heroes own Horses, the Posse gains ⓟ Move points for the day. At the end of the day, roll a D8. On a 1, a Random Hero in the Posse loses their Horse from exhaustion. The extra Move points can only be used that day and may only be used for the basic Move action. You may not perform a Horsemeat March and Press On in the same day. Does <u>not</u> require the Posse to be in Camp.

River Rafting (2 MP; Camp):
While Camped, the Posse may try to build a crude raft to take them down the river during the next day's travel. All Heroes in the Posse must make a **Strength 4+** test. If successful, the next day the Posse may spend 1 MP to travel to any hex along that river until the end of the day. The raft breaks apart after that.

Train Hopping (2 MP):
[Heroes with the keyword 'Law' may not use this ability]
While on a rail line, each Hero in the Posse may give up their horse to attempt to hitch a ride on a passing train for free. Each Hero that does this makes an **Agility 4+** test. If successful, those Heroes that catch the train may travel to any Town along the rail line.

Those that fail the attempt take **D6 Wounds** (ignores Defense) in the attempt and must roll an additional D6. On a 1, they also roll on the *Injury Chart*. Those Heroes that don't travel with the others may travel as normal and the Posse moves separately until it joins back up. If any Heroes remain, they may Move with any horses that are left behind, otherwise if no Heroes are left, all Horses/Transport items are lost. Does <u>not</u> require the Posse to be in Camp.

Tribal

Spirit Guide (1 MP; Encounter):
[not available to Heroes with just the 'Kemosabe' keyword]
Once per day after rolling up a Wilderness or Terrain Encounter, the Posse may re-roll for a different Encounter while on the Overland map. Does <u>not</u> require the Posse to be in Camp.

Youth

Horseplay (1 MP; Camp):
While Camped, at least one Youth Hero and any other Heroes may make opposed Agility rolls. The Hero or Heroes with the highest number of successes gains **10 XP**, while the Hero or Heroes with the lowest number of successes gets **D3 Wounds** (ignoring Defense). The Posse only has enough time for Horseplay once per day... now get to bed.

Wilderness Encounters

At the beginning of each day, a single player in the Posse rolls a **D8** to determine if they have a *Wilderness Encounter*. On a result of 1 (or if anyone in the Posse is on foot, on a 1 or 2), the Heroes have a *Wilderness Encounter* and roll on the *Wilderness Encounter Chart* to see what they find. Players may want to assign a single person to this duty or can pass it around for longer journeys. If using *Wilderness Encounters*, any mention in the regular rules of the *Travel Hazard Chart* also refers to the *Wilderness Encounters Chart*. The group may use the *Wilderness Encounters Chart*, the *Travel Hazards Chart*, and the *Expanded Travel Hazards Chart* interchangeably as they wish throughout their travels, but should probably stick to one of those Charts for consistency. The *Wilderness Encounters Chart* specifically references movement on the Overland map.

If *Wilderness Encounters* don't happen often enough for your group, feel free to adjust the dice type to a **D6** or even raise the trigger number. Keep in mind though that the more *Wilderness Encounters* that you have, the more time you'll spend on the Overland map vs having Adventures in Mines or Towns.

Terrain Encounters

If an 'Encounter' or 'Encounter x2' result is revealed while the Posse is Searching hexes on the Overland map, the Posse rolls for each result on the relevant *Terrain Encounter Chart*, with each type of terrain dictating a different table to roll on. The Posse only rolls once on the *Terrain Encounter Chart* for the entire Posse. When dealing with multiple Terrain types or features, the order that an Encounter should be selected is: Towns/Ruins/Mines > Railroads > Roads > Rivers > Mountains > All Other Terrain types.

Growing Dread Encounters

If a 'Growing Dread Encounter' result is revealed while the Posse is Searching a hex, ignore the type of terrain the Posse is currently on and instead roll on the 'Growing Dread Encounter' section of the *Terrain Encounter Charts*.

Horses

Note that the terms 'Horses' and 'Mounts' are used interchangeably and either refers to any Transport animals, whether Horses or not. Specialty Horses that give additional benefits still behave as normal and provide the same overland speed as a *Basic Horse* (6 MP) unless otherwise noted, but any extra XP is not gained until the completion of an Adventure. Heroes do not gain XP for simply traveling around the map. See the individual Horse's stats with the rest of the HexCrawl items for more information on how these behave in HexCrawl.

Carts

Some items allow the entire posse to travel together on a single "mount", such as the *Stage Coach* or the *Covered Wagon*. In those cases, as long as there is room on the special mount, everyone in the group is considered to be traveling on horseback and *Wilderness Encounters* only occur on a roll of 1. That benefit is lost if the party decides to travel separately on the Overland map. Also note that those special mounts are lost if an effect would kill, destroy, or otherwise remove any Heroes' mount in the traveling group, regardless if it affects the Hero who actually owns the mount or not. As long as the Heroes still possess their Basic or Specialty Horses, they will still be considered to be traveling on horseback, even if their Cart item is lost.

For purposes of benefits and abilities, the *Stage Coach* behaves as normal and travels at the same speed as *Basic Horses* (6 Move points), though the bonus XP is not gained until the end of an Adventure.

Trains & Steamboats

When traveling by train or steamboats, players do not roll for a *Wilderness Encounter* and simply travel to their destination. However, when players are riding horseback over train tracks as Easy terrain, players would still roll for a *Wilderness Encounter* each day. Note that only certain Towns on the map will give access to riding trains on the rail line (🚂 on the *Town tracker*) or steamboats on a river (🔵 on the *Town tracker*).

Heroes may travel by train to and from any other Towns on the rail line. When traveling by train, Heroes may only travel to Towns on the rail line and cannot stop midway on the tracks. Although the Ruins of Brimstone have train tracks leading up to them, players cannot travel there by rail, though the rails that are there still count as roads.

When traveling by steamboat, the Heroes can travel to any hex on or adjacent to a river that is adjacent to the Town.

Just as in the basic game, the Posse will want to stop off at Towns in between Jobs or Missions to rest, recharge, and visit Town Locations to Buy/Sell Purchase Items or Services. For the most part, the Town Visit phase is left largely untouched, though there are some notable differences.

With the release of the *Frontier Town* expansion, Heroes have some additional Town Types and Town Locations to visit which requires some slight adjustments to the Town Setup step when moving around the HexCrawl Overland map. In addition, some players may not own the *Frontier Town* expansion, so some of the steps here will vary depending on whether or not you own the expansion. In previous versions of HexCrawl, the Hotel & Campsite Locations were sometimes not present in a Town, these should now be included in all Towns at the outset, though in some cases they can still be Destroyed. Towns are **Destroyed** if there are no Town Locations left (excluding the Hotel & Campsite Locations).

Visiting a Frontier Town

To begin the Town Visit phase, the Posse simply moves onto a hex containing a Settlement or Town. No additional Move points need be spent to visit a Town once the Posse has entered that hex, entering a Town is considered a 0 MP action. However, once a Posse ends their Town Stay, they must wait one full day before they can re-enter that same Town (making an additional roll for a *Wilderness Encounter* at the beginning of the day as well).

Town Set Up

The Town Set Up phase is slightly different depending on whether or not your group is including the *Frontier Town* expansion in your game.

Town Set Up (*with* Frontier Town expansion)
1) Town Size   (D8)
2) Town Type   (2D6)
3) Town Trait [roll for 1]   (D36)
4) Town Locations [tokens/roll]   (D12)

Town Set Up (*without* Frontier Town expansion)
1) Town Size   (D6)
2) Town Keyword   (D8)
3) Town Traits [roll for 2]   (D36)
4) Town Locations   (D6)

Town Size

A Town's Size rating determines how many Locations can exist in that Town and also influences how much of an investment the Heroes must make if they want to help build Locations at that Town (see 'Town Construction' for more information on building Locations). Note that a Town's Size may change over time through the destruction of Locations or the building of new ones. Size 8 is the maximum size a Town can be. A Town's Size rating decreases if the number of Locations in that Town is at or below the next Size rating down. The Town's Size rating increases if it has a number of Locations above its current Size rating.

To determine a Town's initial Size, players with the Frontier Town expansion should roll a D8, while players without the expansion should roll a D6:

D8/D6	Town Size
1-4	Size 4 Town (1–4 Locations)
5-6	Size 6 Town (5–6 Locations)
7-8	Size 8 Town (7–8 Locations)

Town Type

[Required when Using the Frontier Town expansion]
Town Types were introduced with the *Frontier Town* expansion and include a number of new rules to follow and activities for Heroes to engage in. Each Town Type has its own keywords, so rolling for a Town Keyword is not necessary with the *Frontier Town* expansion.

To determine a Town's Type, roll 2D6 on the *Specialty Town Types Chart* to determine what type of Town they are dealing with. Reroll a Town Type if the Type doesn't make sense with where the Town exists on the map:

- Towns not near a river should not be River Towns
- Towns not on the Rail line cannot be Rail Towns
- Towns not near mountains may not make sense as Mining Towns
- As an option, you may want to avoid using the Town Ruins type for the initial Town Setup, though Towns may become this Town Type at a later time (see 'Town Destruction' section for more info).

2D6	Town Type
2	Town Ruins
3	Haunted Town
4	Plague Town
5	Rail Town
6, 7, 8	Standard Frontier Town
9	Mining Town
10	River Town
11	Mutant Town
12	Outlaw Town

Town Keyword

[Required when **NOT** Using the Frontier Town expansion]
A Town's Keyword gives a sense of the most influential group within this Town and tells the Posse what that Town's priorities are.

To determine a Town's keyword, roll D8 on the following table. A Town's keyword also determines a default Location in that Town. Add this Location to the Town before adding in any other Locations. In previous versions of HexCrawl, a Town's keyword had matching and opposed keyword effects, these can be dropped in order to simplify the Town Visit phase.

D8	Town Keyword	(Location)
1	Traveler	(General Store)
2	Showman/Performer	(Saloon)
3	Holy	(Church)
4	Science/Mutant	(Doc's Office)
5	Law	(Frontier Outpost)
6	Outlaw	(Saloon)
7	Tribal/Kemosabe	---
8	Frontier/Paleface	(Frontier Outpost)

Town Traits

Town Traits are additional unique, sometimes bizarre features about the Town that you might not find anywhere else. These might be general traits about the people themselves or something peculiar about the local area that affect the Posse's Town Visits and/or what Locations are possible in the Town.

Roll D36 (D6+D6) to determine the Town's Trait using the *Town Traits Chart* (see next section). If you are using the *Frontier Town* expansion, only roll for <u>one</u> Town Trait. If you aren't using the expansion, roll for <u>two</u> Town Traits instead.

Town Locations

After all the Traits/Types/Keywords and such are out of the way, you can now start populating the Town with Locations. This can be done by either rolling on one of the following tables or choosing Town Location Tokens at random. Remember that certain Towns automatically start with some Locations (depending on Keyword or Type) while other Locations may be restricted from ever existing in a Town, either at the start or in the future.

D12	Location *(with Frontier Town expansion)*
1	General Store
2	Frontier Outpost
3	Church
4	Doc's Office
5	Saloon
6	Blacksmith
7	Sheriff's Office
8	Gambling Hall
9	Street Market
10	Smuggler's Den
11	Mutant Quarter
12	Indian Trading Post

D6	Location *(without Frontier Town expansion)*
1	General Store
2	Frontier Outpost
3	Church
4	Doc's Office
5	Saloon
6	Blacksmith

Town Build Chart (roll 2D6)

(# Locations)	Initial Investment				Target #
	Size 4 (1-4)	Size 6 (5-6)	Size 8 (7-8)		
	$1000	$1500	$2000	=	12+
	$2000	$3000	$4000	=	10+
	$3000	$4500	$6000	=	8+
	$4000	$6000	$8000	=	6+
	$5000	$7500	$10000	=	4+
	$6000	$9000	$12000	=	3+

Town Construction

For a cost, the Heroes may opt to build new Locations in Town. Newly built Locations must not conflict with a Town's Keyword, Type, or Trait(s) (i.e. no Sheriff's Office in an Outlaw Town, etc). Each Town has a Size rating (4, 6, or 8) and each has different modifiers and prices that affect the permanency of new Locations (see *Town Build Chart*).

The maximum amount of Locations a Town can ever have is 8. If building a new Town Location would increase the size of the Town to a Size rating above it's current one, then the higher Size rating modifiers and prices are used. Duplicate Town Locations may not be built. If Locations are ever Destroyed in a Town, the Size rating of that Town will decrease to match (prices/modifiers will adjust as well).

1. The Posse decides it wants to build a new Location in Town. All Heroes that are attempting to get the Location built must spend a full day trying to setup the deal and must make a Group **Cunning 6+** or Group **Luck 6+** test to see if they are able to arrange the deal. As long as one Hero is successful (each successful Hero gains **10XP**), the Heroes may proceed to build the new Location. Only one attempt may be made per Town Visit.

2. The Posse pays out its Initial Investment into the Location, with the amount invested affecting the chances of that Location staying open permanently. However, there's always a chance that something happens and the Heroes lose out on their money.

3. For that Town Visit and for the next 7 days afterwards, the Posse may visit the new Location in that Town. All Heroes in the Posse get a $25 or 10% discount (whichever is greater; min price $25) from that specific Town Location as long as it exists.

4. After 7 days, the Posse makes a 2D6 roll on the *Town Build Chart* to determine if the Location stays open permanently. If you roll the Target # for that Town's Size and the amount of your Initial Investment, the new Location is permanent, otherwise it closes up shop and is **Destroyed**.

Town Destruction

Whenever all the Locations in a Town are Destroyed, the Town itself is also **Destroyed**. As Locations are Destroyed, a Town's Size rating should change along with the number of Locations in that Town. So if a Size 6 Town with only 5 Locations loses one more Location, that Town then becomes a Size 4 Town.

When Towns are Destroyed in HexCrawl it is meant to usually be a permanent affair and for the base game it is, either a Town is Destroyed or it is not. For the *Frontier Town* expansion however, you have two options for how you want to handle Destroyed Towns:

- A Town is Destroyed permanently

- A Town that is "Destroyed" instead becomes the Town Ruins type. Towns are not truly Destroyed until all Town Locations are Destroyed. This would be a bit more of a forgiving play style (especially with the *Mine Blast* or *Hell on Earth* Campaigns) and allows you to incorporate the Town Ruins type into a game over time, rather than at the onset.

Town Traits Chart

D36 (D6x10+D6) **Town Traits Chart**

11 Dry
This Town has declared alcohol to be a vile sin and forbids the purchase of or the imbibing of any alcoholic demon drink. Heroes may not purchase any alcoholic Side Bag Tokens here but may attempt to sell them at the Camp Site for twice the price. When attempting to sell, roll a D6. On a 1 or 2, the sale is discovered and the Heroes must end their Town Stay and cannot enter Town for a week.

12 Dark Secret
This Town has a secret so horrible the Town itself would be torn apart were it to ever come to light. Every time the Posse enters for a Town Stay, a Random Hero makes a **Cunning 6+** test. If three successes are made on a single roll, this vile secret is discovered and this Town is **Destroyed**.

13 No Stones Allowed!
[Reroll if the Town is the Mining Town type]
The people here are fed up with Dark Stone and don't allow any Dark Stone into the city. You may not buy or sell any Dark Stone, Gear with the Dark Stone symbol, or any Dark Stone Upgrades while in this Town.

14 Dark Stone Infused
Everything here is coated with a fine Dark Stone dust. Each Hero takes **1 Corruption Hit** for each day that they stay here during a Town Visit.

15 Shortages
[Reroll if the Town is the Mining Town or Rail Town type]
This Town is having trouble getting ahold of the basic necessities and there are shortages on most items here. Side Bag Tokens may not be bought here, but may be sold for twice the listed price. Also, whenever a Hero wants to buy a Purchase Item, roll a D6. On a 1, 2, or 3, that Item is not in stock.

16 Obligation
A Random Hero has some sort of financial obligation in this Town (family, lover, property, etc) and must pay **D3x$50** whenever visiting this Town or else gain **1 Corruption point** with no Willpower save.

21 Degenerate
[Reroll if the Town has the keyword 'Law' or the trait 'Law-Abiding']
The womenfolk here aren't safe to walk the streets alone. Any Female Hero that visits a Town Location without a Male Hero is at risk of being assaulted. If unaccompanied, make a **Strength 4+** test. If failed, that Female Hero takes Ⓟ **Hits** (1 Damage each) and rolls on the *Injury Chart* if she suffers more than 3 Wounds.

22 Bad Water
Folks here tell you not to touch the water, whether to bathe in or drink, it's got things crawlin' around that ain't healthy. Oddly enough, the townsfolk don't seem much affected by it. At the beginning of each day, every Hero makes a **Strength 4+** test. If failed they are at **-1 Health** until the end of the next Mission.

23 Inbred
Everyone in this Town is related to everyone else here and it's makin' the people not right in the head. You may only Purchase Items in this Town. All other Services, Rituals, or other actions are unavailable on account of being too complicated for folks here to figure out.

24 Xenophobic
[Reroll if the Town has the keyword 'Mutant' or is the Mutant Town type]
Heroes with any Mutations roll twice for Location Events and always take the lesser of the two results. This Town should never include the Mutant Quarter Location.

25   **Unstable Gate**
[Reroll if the Town has the trait 'Peaceful']
Sometimes Gates open up in Town. Whenever the Posse enters this Town, All Heroes make a **Luck 4+** roll. If failed, **Attack! - Draw a Threat card** at the Posse's Threat level. If this fight is failed or escaped, **Destroy** one Town Location.

26   **Foreigners**
A colony of some foreign folk live here and it's hard to figure out where anything is because none of them speaks proper 'Merican. Whenever a Hero would visit a Town Location, go to a Random Town Location instead.

31   **Heathens**
[Reroll this trait if the Town already has the 'Religious Cult' trait or keyword 'Holy' or is the Plague Town type]
Heroes with the keyword 'Holy' or 'Occult' roll twice for Location Events and always take the lesser of the two results. Replace the Church with another Location if it is setup in this Town.

32   **Cannibals!**
The people of this Town have taken to questionable practices. Whenever the Posse enters this Town, **Attack! - Roll a Human Threat** at the Hero Posse's level. If all Heroes are KO'd during this fight, all Heroes roll on the *Injury Chart* 3 times. The Heroes may not stay at this Town (*not even at the Camp Site*).

33   **Religious Cult**
[Reroll this trait if the Town already has the 'Heathens' trait]
The townsfolk here are overzealous and won't abide unbelievers. Heroes that do not have the keyword 'Holy' roll twice for Location Events and always take the lesser of the two results. There must always be a Church in this Town. Replace another Location with the Church if it is ever Destroyed for any reason.

34   **Boring**
Folks here are boring as hell. Remove any other Town Traits/Types/Keywords from this Town and do not roll for any other Traits.

35   **Bartering**
The people here don't care much for Gold and it may not be used to Purchase Items here. All Items that are traded directly for Items or Services are worth their listed sell value, however, no change is given.

36   **Corrupt**
[Reroll this trait if the Town has the keyword 'Law']
Corruption is widespread in this Town. Each Hero must pay a $25 bribe for each day they stay in Town or else they must end their Town Visit immediately.

41   **Thieving**
[Reroll if the Town has the 'Law-Abiding' Trait or the keyword 'Law']
Whenever the Posse enters this Town, they are immediately targeted by a gang of pickpockets & thieves. Each Hero makes an **Agility 4+** roll. If failed, that Hero has lost D3X$50 worth of Gold, Gear or Side Bag Tokens (*your choice*).

42   **Slavers**
The people in this Town have turned to slavery to deal with their hardships. Whenever you visit Town Locations, take **D6 Corruption Hits**. A Hero may attempt to free slaves from a Town Location by making a **Strength 6+** test. **Destroy** that Location, gain **50XP**, and end the Posse's Town Stay. You may not visit again for a week.

43   **Amazonian**
Women have banded together here and don't care much for men. Male Heroes roll twice for Location Events and always take the lesser of the two results.

44   **Peaceful**
[Reroll if the Town has the keyword 'Outlaw' or has the 'Unstable Gate' trait or is the Outlaw Town type]
No weapons of any sorts are permitted in this Town. While in Town the Heroes do not have access to their weapons and may only use their fists in Combat. The Heroes may not purchase or sell any Weapons, Ammunition, or Weapon Upgrades while in Town.

45 Addicted
The people of this Town are in the throes of a terrible addiction and will go to any lengths to get it. Each Hero makes an **Agility 4+** roll for each day they stay in Town. If failed, that Hero loses an Alcohol or Herb Side Bag Token (*their choice*).

46 Nightmares
Every night you stay in this Town your sleep is troubled with horrifying nightmares. Each Hero takes **3 Horror Hits** every day they stay in Town. Sanity Damage gained from this cannot be Healed until after you confront your fears and finish another Mission.

51 Artifact Decay
Something about this Town don't react well with them artifacts people been pulling up from the Mines. Each Hero that carries any Artifacts rolls a D8 whenever they enter this Town. On a 1, 2, or 3, add a Corruption token to an Artifact (*your choice*). With 3 Corruption tokens, that Artifact is **Destroyed**.

52 Bad Luck
There's something not quite right about this place and it seems to be contagious. At the beginning of each day in Town, All Heroes make a **Luck 5+** roll. If failed, move the Darkness marker two spaces on the Town Event Track instead of the normal one per day.

53 Black Market
The Heroes may visit any Town Location they want to, whether or not it "officially" exists in this Town. Prices are $50 more expensive for any Purchase Items or Services at Black Market Locations (*regular Town Locations have normal prices*). If a Town Location is ever Destroyed, a Black Market Location will spring up to replace it. If all Town Locations are Destroyed in this Town, the Town itself is **Destroyed**.

54 Jovial
Despite the circumstances, the people here seem downright happy and unphased, which is just somehow wrong. When rolling on the *Town Event Chart*, roll twice and take the higher of the two rolls.

55 Constructive
Whenever the Heroes enter this Town, if any Town Locations have been Destroyed, the Posse rolls a D8. If an 8 is rolled, add a new Town Location. This roll is not made again until another Mission is completed.

56 Cattle Yard
Heroes here can make some extra cash on the side by helping out herding or slaughtering cattle. Instead of visiting a Town Location, a Hero may make an Agility or Strength Skill test for the day to earn some money. For each roll of 2-5, gain $25. For every roll of 6, that Hero gains $100. If a 1 is rolled, that Hero earns nothing and has suffered an accident, roll on the *Injury Chart* instead.

61 Law-Abiding
[Reroll this trait if the Town type is an Outlaw Town or if the Town already has either the 'Degenerate' or 'Thieving' Trait or the keyword 'Outlaw']
Folks here are proper and don't much tolerate disreputable persons. Heroes with the keyword 'Outlaw' roll twice for Location Events and always take the lesser of the two results. This Town should never include the Smuggler's Den Location.

62 Fancy House
Every night you stay in this Town, each Hero rolls a D8. On a 1 or 2, a Male Hero loses $50 and gains the keyword 'Rash'. While you have 'Rash', your Hero is -25% Health (*rounded up*). This may be removed at the Doc's Office with a Surgery attempt. On a roll of 8, that Hero instead loses $100 and may remove one Madness. Female Heroes who roll a 7 or 8 may gain $100 if they choose to.

63 Unstable Economy
This Town is in a constant state of flux and you can never tell who's set up shop and it's always something different every time you come here. Choose different Town Locations each time you come here for a Town Stay (*Keyword Locations or Town Type Locations are the only constants, must still follow any restrictions*).

64 Dimensional Paradox
This Town is caught in a weird vortex at the junction of two realities. Pick a second, different Keyword or Town Type, depending on if you own the *Frontier Town* expansion. Whenever you enter Town, roll a D6. On an <u>even</u> roll, it is the 1st Town Keyword/Type, on an <u>odd</u> roll it is the 2nd Town Keyword/Type. Locations stay the same though and may conflict with the rules… it's a paradox.

65 Well-Defended
This Town has **Armor 5+**. Whenever a Town Location or the Town itself would be Destroyed, roll a D6. On a 5 or better, that Location or the Town is not Destroyed.

66 Unique Location
There's an expert or artisan in Town that is renowned throughout the region and beyond. Choose one of the Town's Locations at Random. You may purchase Advanced Gear & Services from this Location in this Town.

Some additional Attack actions and tokens may be used while the Heroes are engaged in Fights out in the world or in the Mines. The Stranglehold and Capture actions are only available against Human Enemies and cannot be used against Enemies with the keywords Beast, Void, Demon, or Undead, while the other actions are restricted to Medium or smaller Enemies.

New Attacks

Push

In place of a Melee Attack, you may try to Push an Enemy backwards. To Push, make a normal Combat Melee Attack roll and if successful, do no damage and instead Push the Enemy back 1 space. If your Push is a Critical Hit, the Enemy also loses their next Activation. The Enemy is not moved if there is no open space for them to move into, though they may still lose their next Activation if it is a Critical Hit. Only possible on Medium or smaller Enemies. Uses up 1 Combat action.

Pull

In place of a Melee Attack, you may attempt to Pull an Enemy forward and move them to a different space. To Pull, make a normal Combat Melee Attack roll and if successful, do no damage and instead Pull the Enemy into any other space that is open and adjacent to your Hero. Only possible on Medium or smaller Enemies. Uses up 1 Combat action.

Stranglehold

As your only action for your Activation, you may grapple with a Human Enemy and try to get them in a stranglehold. While adjacent to an Enemy, roll for an **Agility 4+** or **Strength 4+** test. If successful, that Enemy takes either **1** or **D3 damage** (your choice) and they are unable to Move or Activate during their turn. To maintain the Stranglehold you need to successfully perform the Stranglehold action each turn and cannot Move or perform any other actions, otherwise the Stranglehold is broken. Any Stranglehold attempt consumes your entire Activation and you can perform no other actions, no matter how high your Combat.

Capture

Human Enemies can sometimes be Captured during combat by a Hero to fulfill a Job or Mission objective. To capture a Human Enemy alive, you'll need to get them down to 1 Health and try to immobilize them. Any Hero can try this by making either an **Agility 6+** or **Strength 6+** test while adjacent to the Human Enemy. If the Enemy is immobilized in this manner, they are out of the Fight for good and the Fight is over when all other Enemies are defeated. That Enemy is captured and may be brought in to complete a Job or Mission objective. Capturing an Enemy without a specific Job or Mission in place is possible. The Capturing Hero gains **+5 XP** in addition to the regular XP for defeating an Enemy. Any Capture attempt consumes your entire Activation and you can perform no other actions, no matter how high your Combat.

Lasso

Requires Rope Gear. Make a Ranged Attack (Shots 1, Range 3) against a Medium or smaller Enemy. If successful, does no Damage, but Enemy loses their next Activation. To maintain a Lasso on an Enemy, a Hero must have one free hand open and uses up 1 Combat to maintain the Lasso. At the start of that Enemy's following Activation, they must make an Escape 4+ test or else they lose their Activation again. If they escape, you must make another Lasso attack if you wish to immobilize them. If a mounted Hero moves while an Enemy is Lasso'd, that Enemy takes D3 Hits at the end of the Move and is moved space-for-space with the Hero.

Terrain Cards

With this release of HexCrawl comes a new card type, Terrain cards, to use as an option while Adventuring down in the Mines. These provide variant rules for playing with additional bits of terrain/objects that can change up your tactics in a fight. The suggestion is that you maintain a small facedown deck of these cards and only draw and place terrain tokens on Map Tiles when you draw a Clue icon. Some Tokens come standard with the Core game, while others are found with the HexCrawl Tokens.

Placing Terrain Tokens

Each Terrain card will specify how many Terrain Tokens will get placed on a Map Tile. Determining placement is up to the Posse, though there are suggested spreads on the cards themselves. To use the spreads, locate the approximate center of the Map Tile and place the Tokens accordingly, or for some randomization you can roll via the Random Space Diagram and another die and place Tokens that way. Otherwise, you could just take turns placing Tokens by player choice or just leave it up to the GM player if playing with that option. You could also probably just drop them onto the Map Tile and play them where they fall.

OVERLAND COMBAT

In certain situations, the Posse can now enter into battle while on the Overland map. In those cases you'll need to make use of a terrain battlemap or even the town battlemap provided with the *Frontier Town* expansion if you have it. Some generic battlemap options are provided if you don't have any on hand (courtesy of Madcowchef from DeviantArt). Battle largely occurs as normal except that each turn the *Hold Back the Darkness* roll is skipped, unless specifically called for from an effect, Mission or Job.

Battlemap Terrain Features

The included generic battlemap tiles use markings based off of Fantasy Flight Games' Star Wars Imperial Assault system, along with some other map features unique to Madcowchef's map tiles. Note that extra Move costs do not stack with each other.

Difficult
Indicated by a solid blue border surrounding a space. A Model must spend **one additional Move point** to enter or Move through a space of Difficult terrain. Moving out of Difficult terrain does not cost extra. Enemies with Flight are not affected by Difficult terrain.

Impassable
Indicated by a dotted red border between spaces on the map. Models cannot Move through dotted red lines. Two spaces separated by a single dotted line of Impassible terrain are adjacent, while spaces separated by more than one dotted line are not adjacent. Line of Sight can be traced through Impassible terrain. Enemies with Flight may move through Impassable spaces unaffected, but may not end their Movement on an Impassable space.

Blocked
Indicated by a solid red border surrounding a space. Models cannot Move into or trace Line of Sight through spaces of Blocked terrain. Enemies with Flight may move through Blocked spaces unaffected and have Line of Sight, but may not end their Movement on a Blocked space.

Walls
Indicated by a black line that appears between spaces. Two spaces separated by a Wall are not adjacent. Figures cannot Move through or trace Line of Sight through Walls. Enemies with Flight may move through Walls unaffected and have Line of Sight.

Water
Water is Difficult terrain. Moving through Water costs **1 extra Move** and if a '1' is ever rolled for Grit while starting your Activation on a Water space, you lose your Activation for the Turn. Enemies with Flight are unaffected by Water.

Bushes
Moving through Bushes costs **1 extra Move point**. Adjacent Models roll Cover 6+ if a Bush is between them and a Ranged Attacker. Enemies with Flight may move through unaffected and cannot use Bushes for Cover. Smaller Bushes have no effects (use player discretion).

Waterfall/Rapids
Moving into or through a Waterfall/Rapids space costs 1 extra Move. Whenever a Model starts their Turn on or enters into a Waterfall/Rapids space, immediately make an **Agility 6+** check or else get Pushed D3 spaces downstream and take **D6 Hits** (1 Damage each). You also lose your Activation for the Turn. Enemies with Flight are unaffected by Waterfalls/Rapids.
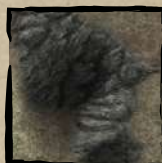
Cliffs
Moving into or through a Cliff space costs 1 extra Move. Upon entering a Cliff space, immediately make an **Agility 4+** test or else fall down and take **D6 Hits** (1 Damage each). You also lose your Activation for the Turn. Smaller Cliffs have no effect. Enemies with Flight are unaffected by Cliffs.

Log Bridge
While moving onto or through any spaces with the Log Bridge, make an **Agility 4+** roll. If Failed, stop all Movement and you lose your Activation for the Turn. Enemies with Flight are unaffected by Log Bridges.

Battlemap Set Up

When constructing a terrain battlemap from the provided 7x7 gridded Map Tiles, place two together to form a 7x14 grid for Low and Medium Threats. For High and Epic Threats, place 4 together in a 14x14 grid. If your battles are getting too big, you may even want to add more Map Tiles to allow movement past the normal boundaries. The Heroes are outside, there are no walls.

Overland Attacks & Ambush Attacks

When placing Heroes for a normal Fight that are triggered on the Overland map, place them roughly at the center on one edge of the battlemap and the Enemies on the opposite side of the battlemap, following the same placement rules as you normally would.

When setting up for an Ambush Attack triggered on the Overland map, place the Heroes in the center of the battlemap at least two spaces away from every other Hero. Then place the Enemies around the Heroes similar to how you would an Ambush Attack in the Mines (same bonus to Initiative).

Escaping from Overland Combat

In some situations Heroes or Enemies may need to make a tactical retreat or risk getting knocked out and/or killed. To Escape from an Overland battle, a figure needs to make it to a space along the edge of the battlemap. Make an Escape 3+ test (if no Enemy is adjacent, otherwise go based off the Enemy's Escape rating). If successful, that figure is removed from the rest of that battle and has gotten away.

Adding Map Tiles

Sometimes during combat, models may reach the edge of a terrain Map Tile and don't necessarily want to Escape from combat. It doesn't make sense that they suddenly hit a wall in the middle of a grass field. If you want you can just add on terrain Map Tiles to the edge of the battlemap to expand the fight in a different direction. In this way, the battlemap itself may grow organically with the fight. This may be especially useful for Fights involving Mounted combat where you have Heroes on horseback rushing around the map at high speeds.

Area Effects

Note that Enemy abilities like Terror which normally only affect Heroes on the same or adjacent Map Tiles, instead affect ALL Heroes involved in Combat, regardless of range.

With Combat occurring on the Overland map, Heroes can engage in Combat while on horseback since they aren't restricted to the cramped Mines anymore. If you decide to allow mounted combat in your games, you'll need to track your Horse's stats, as well as pay attention to facing. Heroes only go into Combat with their Horse if they opt to, otherwise it's assumed that those Heroes have tied their Horse somewhere before engaging in a Fight.

A mounted Hero takes up two spaces and is considered adjacent to all spaces surrounding them and the Horse (though their facing determines movement and some combat options). Stats are provided for all the Horse "items" along with other HexCrawl items. Note that in the following sections, the terms 'Mounts' and 'Horses' will be used interchangeably. Whether a Transport item is an actual Horse or some other alien animal, the rules will still be the same. Note that Carts cannot be brought into Combat.

Riding A Horse

A mounted Hero may get on and off their Horse for 1 Move. If a Horse is Spooked or moved within the last turn when they try to get on, it will cost 2 Move and the Hero will need to make an **Agility 5+** test to see if they are successful. If unsuccessful, the Hero will need to try again.

A mounted Hero moves at a basic pace of 6+D6 Move per turn (if rolling to move) or with a set Move 10 if playing Fixed Hero Movement. Horses may also move diagonally forward, but cannot sidestep. Moving forward costs 1 Move as normal, but turning with a Horse costs 3 Move to make 90° turns in either direction and the Horse must maintain facing as it turns. A mounted Hero may either turn forward or back into a turn.

Horses may move through spaces occupied by Small or Medium figures, but will Trample them, those figures take **D6 Hits** (whether friendly or not, 1 Damage each Hit). When a Hero is riding a Mount, the Mount's Move is used and the Hero no longer uses their Movement. If a Hero gets onto a Horse and then wants to move after that, roll what the Horse's movement would have been and then subtract whatever amount the Hero has moved from the Horse's Move.

So for example, if a Hero moves 3 spaces, then jumps onto a stationary Horse for another 1 Move, that Mounted Hero would then have -4 Movement left while on top of the Horse.

While on horseback, a Hero cannot shoot directly backwards unless using a pistol and your Range To Hit rolls are -1. A Hero can only make Melee attacks against adjacent figures on either side of the Horse's model, but cannot make Melee attacks to the front or rear spaces of the Horse. Melee Hits do +1 Damage while on horseback.

Targeting

While a Hero is mounted, Enemies will target differently depending on their size. Large Enemies or bigger will still target mounted Heroes as normal, the only time they might target Horses would be if any Horses were running around on their own without riders. Medium Enemies will target Horses alongside Heroes, so Horses should be added into the mix when randomly choosing who an Enemy would target. Small Enemies will not target Heroes that are on horseback, they would instead target the Horses that they ride, alongside any unmounted Heroes. Note that area effects will still affect Horses if they are within the target zone (such as a Dynamite blast or a Terror ability that affects an entire Map Tile).

Cover While Mounted

When mounted, a Hero may opt to use their Horse as Cover. Horses used as Cover in this way act as **Armor 4+** and anything that Hits the "Armor" does damage to the Horse (ignores the Horses Defense) instead. Horses are not KO'd as Heroes are. If they reach 0 Health, they are **Dead**. If a Horse is killed with a rider still on it, the rider falls off and takes **D6 Hits**. Horses may not be healed during Fights using Side Bag Tokens, but instead recover Health from *Catch Your Breath* rolls or if the Posse Camps.

Spooked Mounts

<u>Any</u> Critical Hits or Sanity damage done to a Mount will Spook it and cause the Hero to lose control. When a Horse is out of control, it will run at full speed in the direction it is facing each turn. When it reaches the edge of the Map tile, it is removed from the Fight, though it is not Dead. If a Hero is riding a Horse when it loses control, the Hero can make either a **Strength 5+** or **Spirit 5+** test to see if they can bring it back under control. If failed, then the rider is immediately thrown off the Mount (suffering **D6 Hits, 1 Damage each**) and the Mount runs off at a full Move without the Hero.
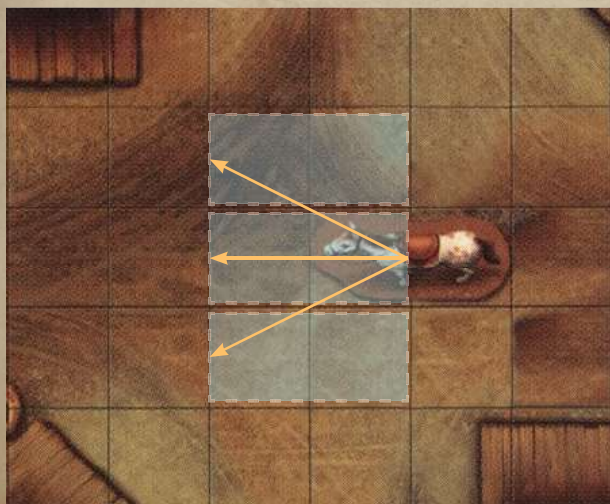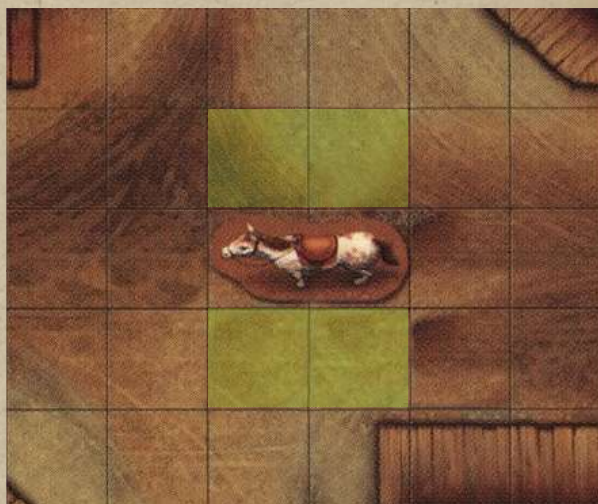

Examples of forward movement on a Mount.

Example of turning forward to the right.

Example of backing into a turn to the right.

Melee attacks only possible against adjacent models on either side.

HUMAN ENEMIES / VILLAINS

'Heroes' vs 'Villains'

In the context of HexCrawl, 'Heroes' refers to the player characters and their associated classes, while 'Villains' will refer to non-player Human Enemies that share these same classes. The stats are similar between Heroes & Villains, special abilities have been reworked for the Villains to make them follow standard Enemy attack logic. Note that the terms 'Human Enemies' & 'Villains' are used interchangeably, but both essentially refer to the same thing, though you may want to include Bandits from the *Frontier Town* expansion in that group as well.

Shootout & Assault

Many of the Villains included with HexCrawl have abilities that mimic the Enemy abilities that were introduced in later expansions. 'Ranged Attacker' is similar to 'Shootout', while 'Ranged Brawler' is similar to 'Assault'. If you're more familiar with the official versions of these rules (Shootout & Assault), feel free to use those in place of what is listed on the Enemy card. The other terms are meant for players who don't have any expansions on hand that use those abilities or if you want a quick & dirty approximation of what those abilities do and how they affect the Enemy's AI. Feel free to use those rules in place of the following rules with regards to Enemy placement and Ambushes.

Human Enemy Attacks

Set Up rules for regular Attacks that are initiated by pulling an Attack result from an Exploration Token or however else are relatively unchanged and Enemies are placed as normal in the standard grid pattern. As a special rule however, Human Enemies with Range Attacks should be placed to the back of the group, while Melee-only Enemies should be placed towards the front. This is regardless of whatever their Initiative order actually is, to prevent clusters of Enemies from blocking Melee-only fighters from advancing to the front lines.

Human Enemy Ambush Attacks

When the Heroes are Ambushed, in most cases Human Enemies are not placed adjacent to the Heroes as normal. Instead, Enemies with Ranged attacks are placed in a random direction from the targeted Hero a number of spaces equal to the maximum Range of that Enemy's Range attack and in Line of Sight (using a D8 and the Random Direction diagram). If unable to go that number of spaces in the direction rolled, the Enemy is placed as far as they are able to while still meeting all the requirements (similar to how Dynamite stops bouncing when it hits a wall). If the direction rolled on the diagram is an unavailable space (ie a wall), then move counterclockwise from that point until a viable space is found and then count out range as normal. Human enemies with no Range attacks are simply placed adjacent to their targeted Hero as normal. All Human Enemies still gain +2 Initiative when Ambushing.

OPTIONAL HUMAN ENEMY RULES

Dropped Weapons

For those Villains that have Range Attacks, as an option you may decide to allow your Heroes to pick up <u>one</u> of those same weapons at the end of a Fight in lieu of drawing a **Loot Card**. Although Villains typically have slightly modified stats with these weapons, Heroes that pick up these weapons should use the same stats as shown on their Gear card or Purchase Item description section of the Town pages.

Enemies Reveal Map Tiles

Most Villains with Range attacks will back up to their maximum range in order to shoot their weapon. In cases where these Enemies back into an exposed puzzle section that would lead to another room or passage or the edge of an terrain map tile, you should normally have them stop at the edge of the Map Tile and treat it as a wall. However, for added unpredictability you may want to have these Enemies reveal new Map Tiles and lay down Exploration Tokens, however leave those Exploration Tokens unrevealed until a Hero actually enters the room.

Mixed Enemies

    If you want to play with a mixture of Human and Monster Enemies, you may want to let the Exploration Tokens determine what types of Enemies you come across, though this will change up the difficulty of Missions and may not work as well with the theme of the Mission. Whenever an Attack result is drawn with a Gate icon, then draw a Threat card as normal, however, if an Attack or Ambush result is drawn with any Door icons, roll on one of the following Human Threat Tables. This will decrease the occurrence of supernatural monsters on a Mission, but makes those Fights that much more out of the ordinary when they do occur, so it makes the Mission a bit more grounded in reality and doesn't have fantastical otherworldly creatures at every turn.

Human Threat Tables

D8	Low Threat (1-2 Heroes)
1	2 Villains
2	1 Villain + ⑫ Lackeys
3	1 Villain + ⑫ Thugs
4	1 Villain + ⑫ Henchmen
5	6 Lackeys
6	⑫ Lackeys + ⑫ Thugs
7	⑫ Thugs
8	⑫ Henchmen

D8	Medium Threat (3-4 Heroes)
1-2	D3 Villains
3	1 Villain + 1 Low Threat roll
4	12 Lackeys
5	⑫⑫ Lackeys + ⑫ Thugs
6	⑫⑫ Lackeys + ⑫ Henchmen
7-8	2 Low Threats

D8	High Threat (5-6 Heroes)
1	1 Villain + 1 Med Threat roll
2	1 Villain + 2 Low Threat rolls
3	D3 Villains + 1 Low Threat roll
4	D3 Villains + 6 Thugs
5	3 Villains
6	⑫⑫ Lackeys + ⑫ Thugs + ⑫ Henchmen
7	12 Lackeys + 6 Thugs
8	2 Med Threat rolls

D8	Epic Threat
1-2	1 Brutal Villain + 1 Threat roll (at level)
3-4	1 Brutal Villain + 2 Low Threat rolls
5-6	D3 Villains + 2 Threat rolls (at level)
7-8	2 Elite Threat rolls (at level)

D8	Random Villain Table*
1	Roll D8: 1-4 Bandido / 5-8 Outlaw
2	Gunslinger
3	Rancher
4	Saloon Girl
5	Indian Scout
6	Preacher
7	Corrupt Marshal
8	Corrupt Lawman

* Alternatively, you can just randomly draw a Hero Token to decide Villain's class.

Missions may be gained a few different ways, depending on your campaign style. In the Mine Blast campaign, you simply gain Missions in Towns, while in the Short Story campaign there are pre-determined Story Missions and some Missions gained through Jobs. The Sandbox campaign style lets you gain Missions from Towns or you may gain Missions while picking up Jobs. Regardless of how Missions are gained, if you ever need to choose a random Mission, you can either just draw a random World card and select a Mission from that set, or if you have some of the other expansions you can roll on the Random Mission Chart below. If you don't have an expansion that you rolled for, reroll until you find one you do have, but realize that you must BUY MORE STUFF.

D8(+D6)	Random Mission Chart
1	*XXL Enemy* Mission
2–3	*Enemy Pack* Mission
4	*Frontier Town* Mission
5	*HexCrawl* Mission
6-8	*Adventure Book* Mission (draw a World Card)

Choosing Missions

If selecting Missions in Town, each Town may only provide one Mission at a time, though Heroes may visit other Towns to pick up multiple Missions at a time. Players will want to track which Missions were given in which Towns for collecting rewards. This can be marked up on the *HexCrawl Town Tracker* in the 'Job/Mission:' section for each Town.

When Heroes are in Town picking a Mission, players also need to decide which Mine the Mission will be occurring in, unless picking a *Frontier Town* Mission, in which case that Mission happens in a Random Town instead. Otherwise, players should roll on the D20 *Mine Chart* to determine a Random Mine for the Mission to take place in, but you may also decide which Mine the Mission occurs in if you'd like. Note that if rolling randomly and the same Mine gets picked in multiple Towns, you may simply roll again or choose another Mine for the Mission to occur in, you can't double-up on the rewards and it doesn't really make sense to do multiple back-to-back Missions in the same Mine.

If you enter a Mine without having previously picked up a Mission from a Town, you may only perform an *Exploration* Mission [Basic:2], but ignore the fluff text and the Posse only gains the XP reward and does not receive any Gold reward from the expedition.

Completing Missions

To complete a Mission picked up in a Town, the Heroes travel to the Mine, finish out the Objective and then return to the Town where they originally picked up the Mission to get any rewards specified by the Adventure (XP, Gold, or otherwise, unless specifically stated that they retrieve the rewards from the Mine). Each Mission in a Mine is assumed to take 1 full day to complete from the time the Posse enters the Mine (does not include travel time to actually get to the Mine itself). Also note that Health, Sanity, and Grit is not fully restored when finishing a Mission down in the Mines or from Other Worlds. In HexCrawl, Heroes only get one last *Catch Your Breath* roll when an Adventure or Job is completed and any damage they suffered is persistent until they get healed. They also only regain 1 Grit at the end of an Adventure.

Bounties

Bounties that are picked up from the *Frontier Outpost* are regional and pay out from ANY other Town that you visit, while Bounties from the *Sheriff's Office* only pay out when you return to that specific Town. To determine a *Frontier Outpost* Bounty, you can roll on the chart as normal, or you can instead draw a **Low Threat** card. If you choose to draw the card, the new Bounty covers every Enemy listed on that Threat card and the Gold value is equal to **$10 x the Health of that Enemy**. If the Enemy has a normal XP value, the Hero that kills that Enemy gains the Bounty. If the Enemy has a variable XP value (XP '+5 per Wound'), then ALL Heroes gain the Bounty when that Enemy is defeated. *Frontier Outpost* Bounties are persistent and last the rest of the campaign unless you decide to select another Bounty.

Rewards

While Heroes need to travel back to the original Town for their rewards, any effects from the Darkness escaping in the event of failure still affect nearby Towns. In most cases, the Town nearest to the Mine is impacted, but in the case of multiple Towns being the same distance, all of those Towns are affected by the Darkness escaping. If a Town that has not been visited loses any Town Locations, you still need to subtract those Locations whenever you go through the Town Set Up process with those Towns.

Failure

Due to how travel is altered in HexCrawl, some of the Failure results for certain Missions need to be adjusted to account for a multi-Town game:

Exploration (Basic Mission 2):
1 **Random Town Location** in the nearest Town is **Destroyed**. Roll a **D8** twice for *Wilderness Encounters* each day until you visit another Town. You may end up having multiple encounters on the same day.

Seal the Void Gate (Basic Mission 3):
The nearest Town is **Destroyed**. Proceed directly to *Escape* (Basic Mission 5), this is assumed to happen at the same Mine.

City of the Ancients (City of the Ancients Mission 4):
The Heroes each take **D6 Wounds**. Proceed directly to *Escape* (Basic Mission 5), this is assumed to happen at the same Mine.

Frozen Expedition (City of the Ancients Mission 6):
The nearest Town is **Destroyed**. Proceed directly to *Escape* (Basic Mission 5), this is assumed to happen at the same Mine.

Night of the Dead (Swamps of Death Mission 1):
The nearest Town is **Destroyed** by the Zombie epidemic AND you must roll a **D8** twice each day for *Wilderness Encounters* until you visit another Town.

Swamps of Death (Swamps of Death Mission 4):
You may want to have the Posse stranded on the Jargono Overland map as punishment for failing the Mission. I would also suggest using Klutz's amazing Jargono Swamp Village instead of normal Town visits. More information on Klutz' Swamp Village can be found at: http://boardgamegeek.com/filepage/111612/klutzs-jargono-swamp-village

Cursed Idol (Swamps of Death Mission 5):
The nearest Town is **Destroyed**. Proceed directly to an *Escape* Mission (Basic Mission 5), this is assumed to happen at the same Mine.

Cracks in Reality (Caverns of Cynder Mission 1):
The nearest 3 Towns each have 1 Random Building and their Hotels **Destroyed**.

Defend the Bridge (Caverns of Cynder Mission 2):
Until the Posse gets back into a Town, Travel Hazards or Wilderness Events happen automatically at the start of each day. At the next Town the Posse visits, roll two dice to see if there is a Town Event and take the lower of those two numbers that are rolled.

Dark Deal (Caverns of Cynder Mission 3):
Each Hero gains 1 Corruption Point, ignoring Willpower. Also, the nearest Town is **Destroyed**. Proceed directly to an *Escape* Mission (Basic Mission 5), this is assumed to happen at the same Mine.

Shootout in the Streets (Frontier Town Mission 1):
Each Hero loses D6x$50. Also, the Heroes must leave this Town and may not come back to this Town until they have completed an Adventure.

Hanging High (Frontier Town Mission 2): Each Hero gains D3 Corruption Points. Also, the Heroes must leave this Town and may not come back to this Town until they have completed an Adventure.

Bank Robbery (Frontier Town Mission 3):
Each Hero is at -1 Max Grit until the End of their next Adventure. Also, the Heroes must leave this Town and may not come back to this Town until they have completed an Adventure.

Jail Break (Frontier Town Mission 4):
Automatically add 1 *Growing Dread* card to the stack on your next Adventure. Also, the Heroes must leave this Town and may not come back to this Town until they have completed an Adventure.