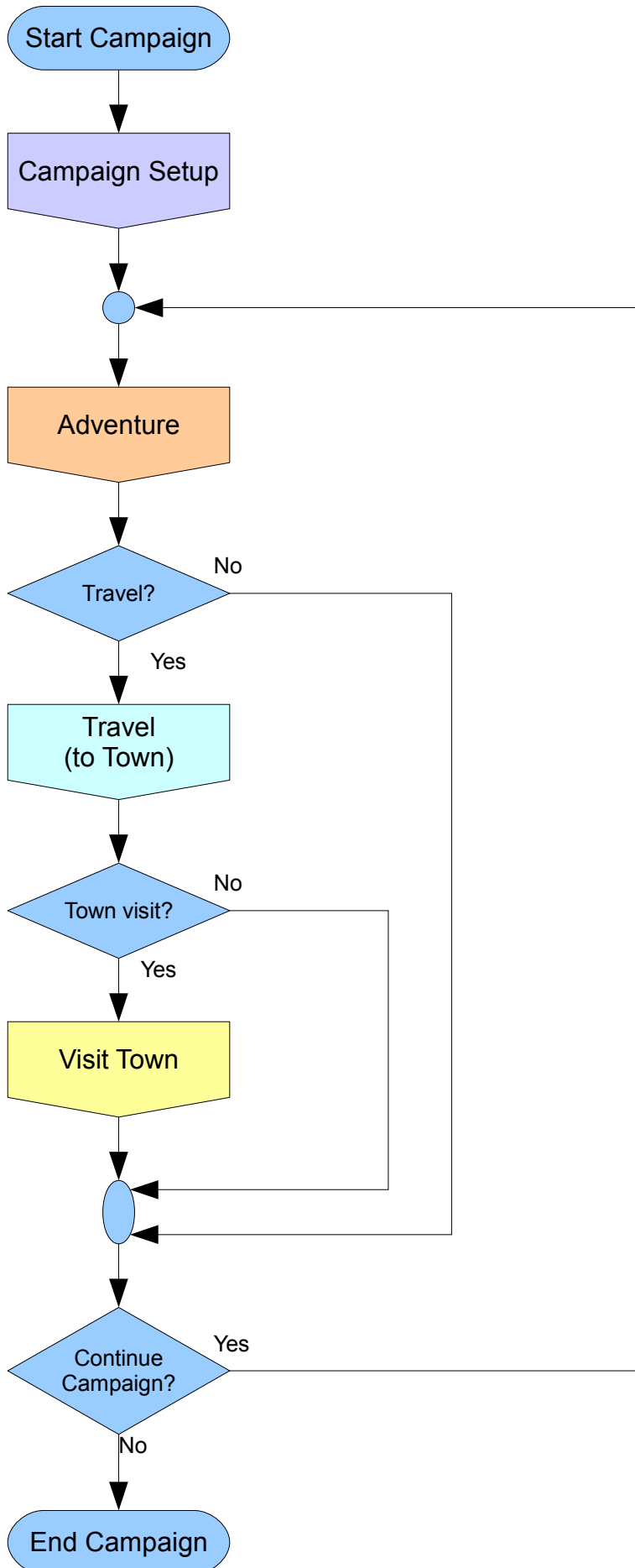


Shadows of Brimstone -- Flowchart

Campaign



Version

#: 0.86

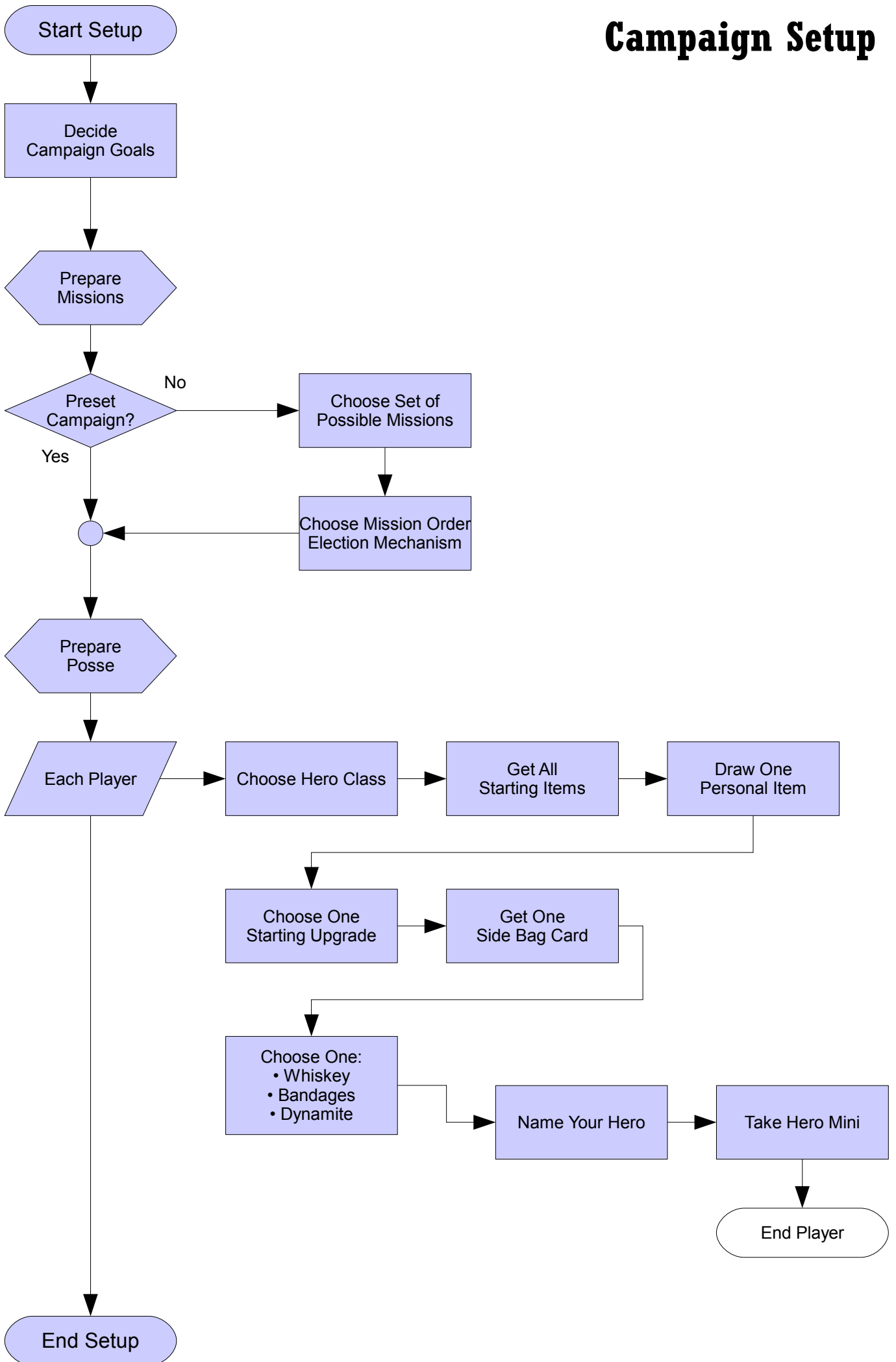
Date: 2015-01-08

Compilation

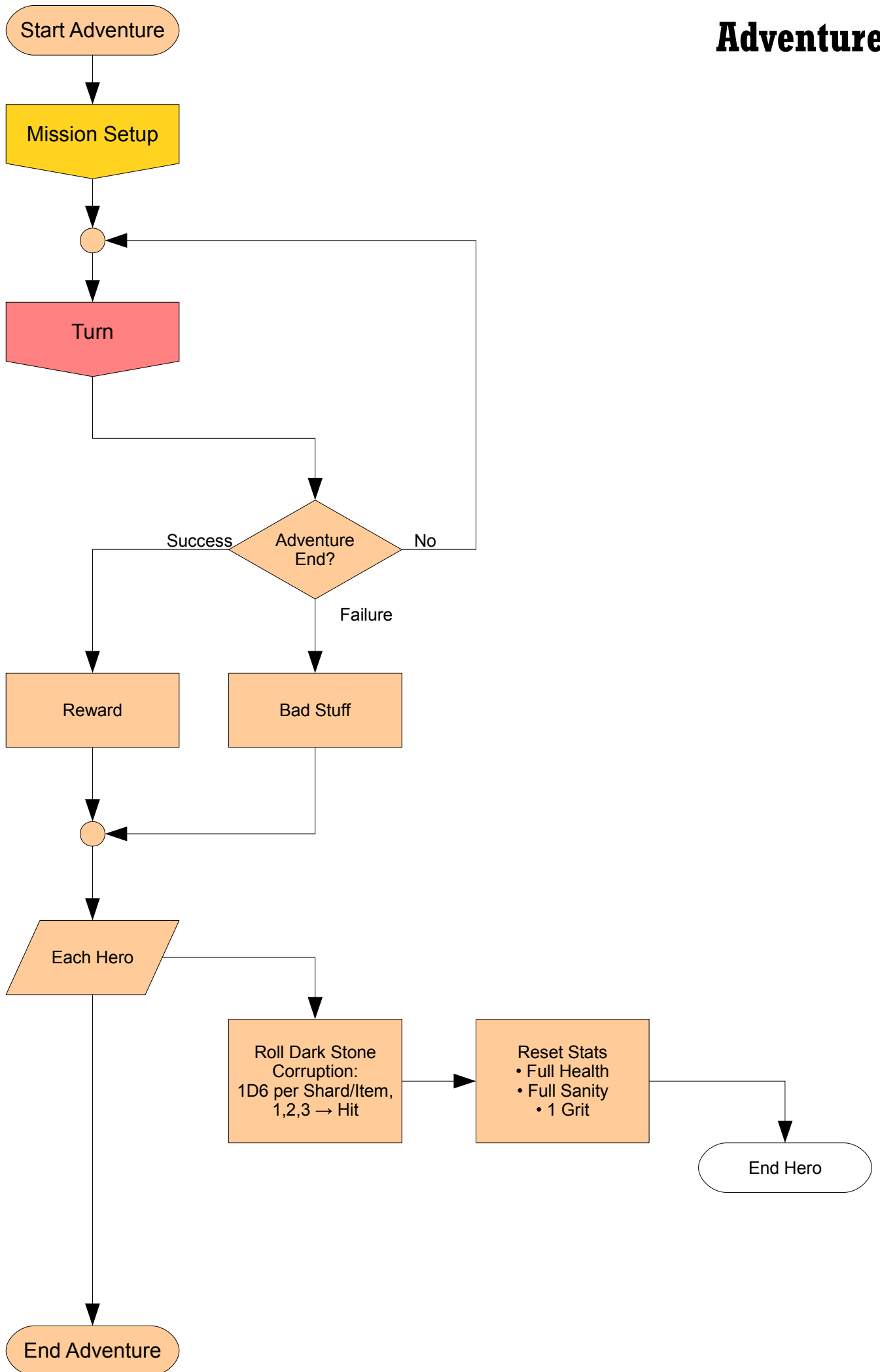
Rob Keetlaer

To avoid IP issues, this document is published on BGG without the pages dedicated to Travel and Town Visits.

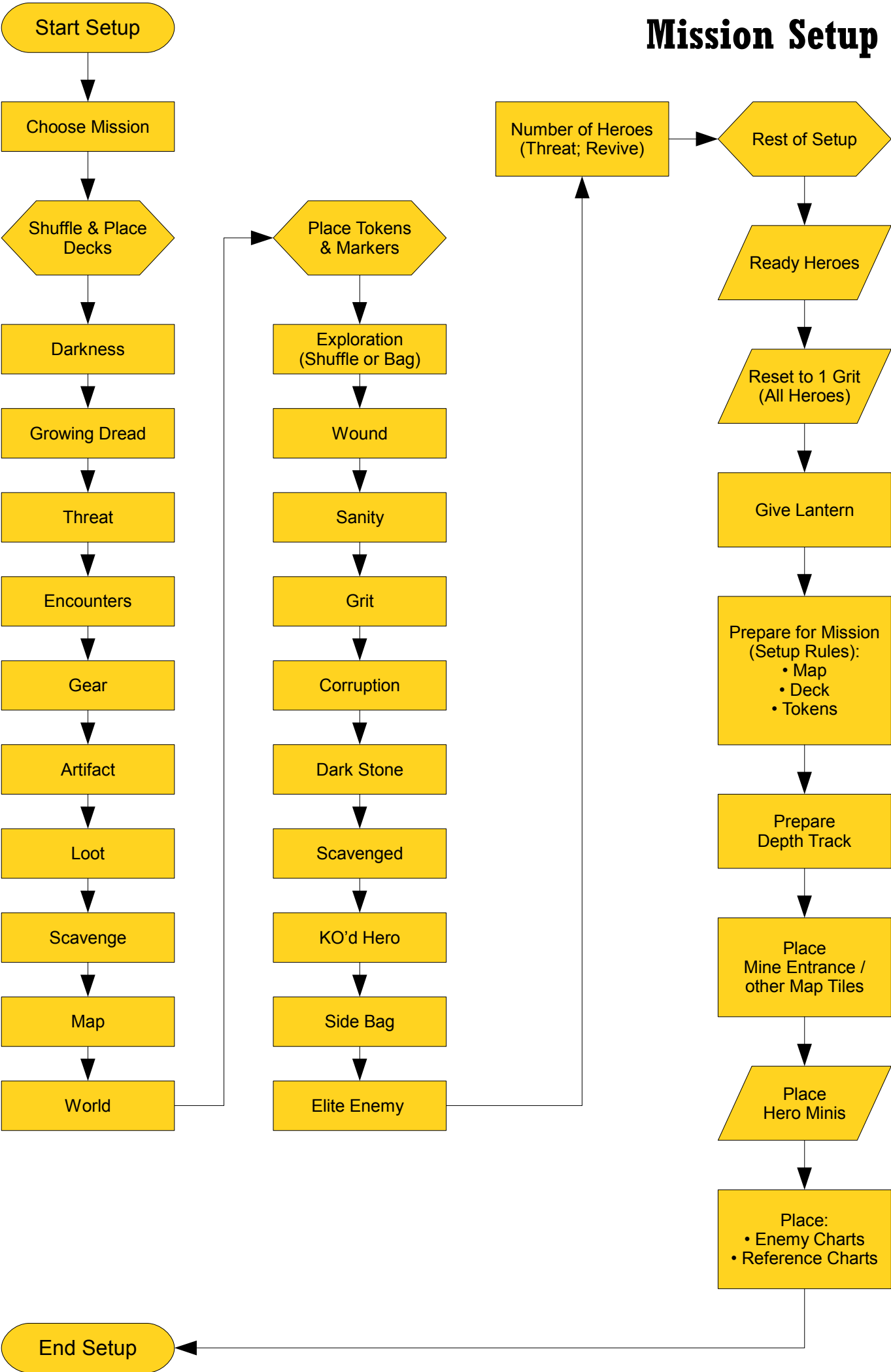
Campaign Setup



Adventure

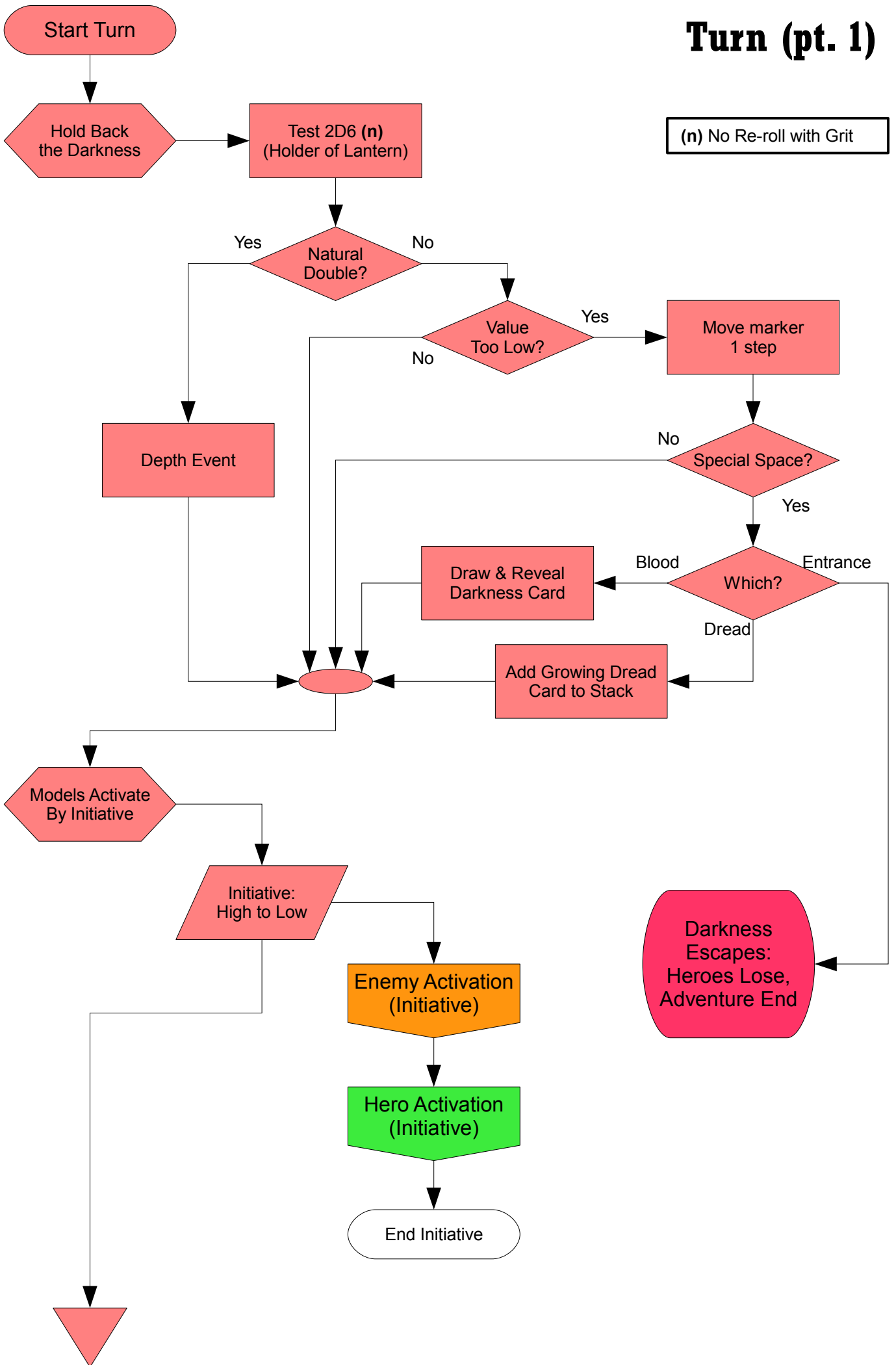


Mission Setup

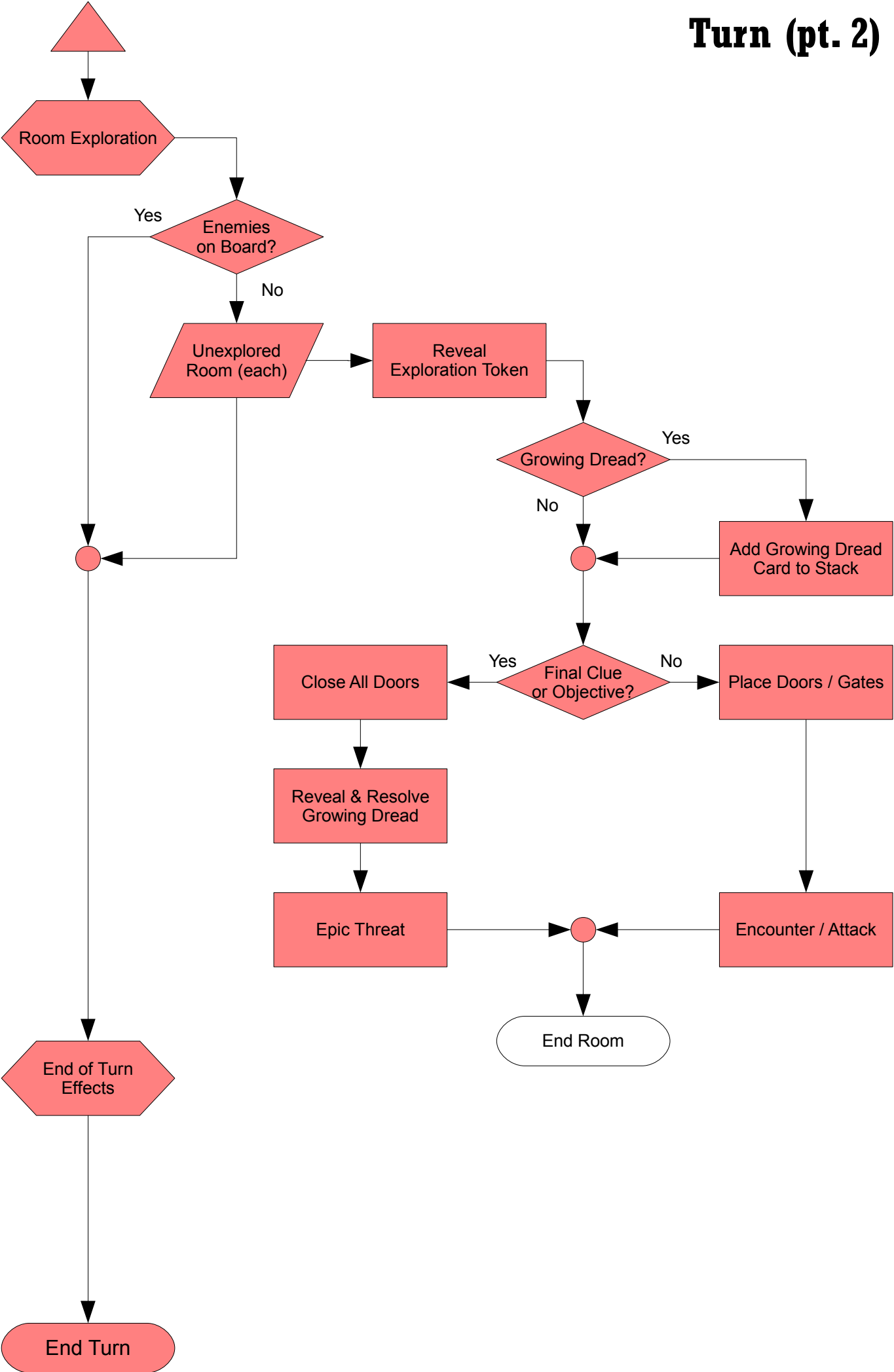


Turn (pt. 1)

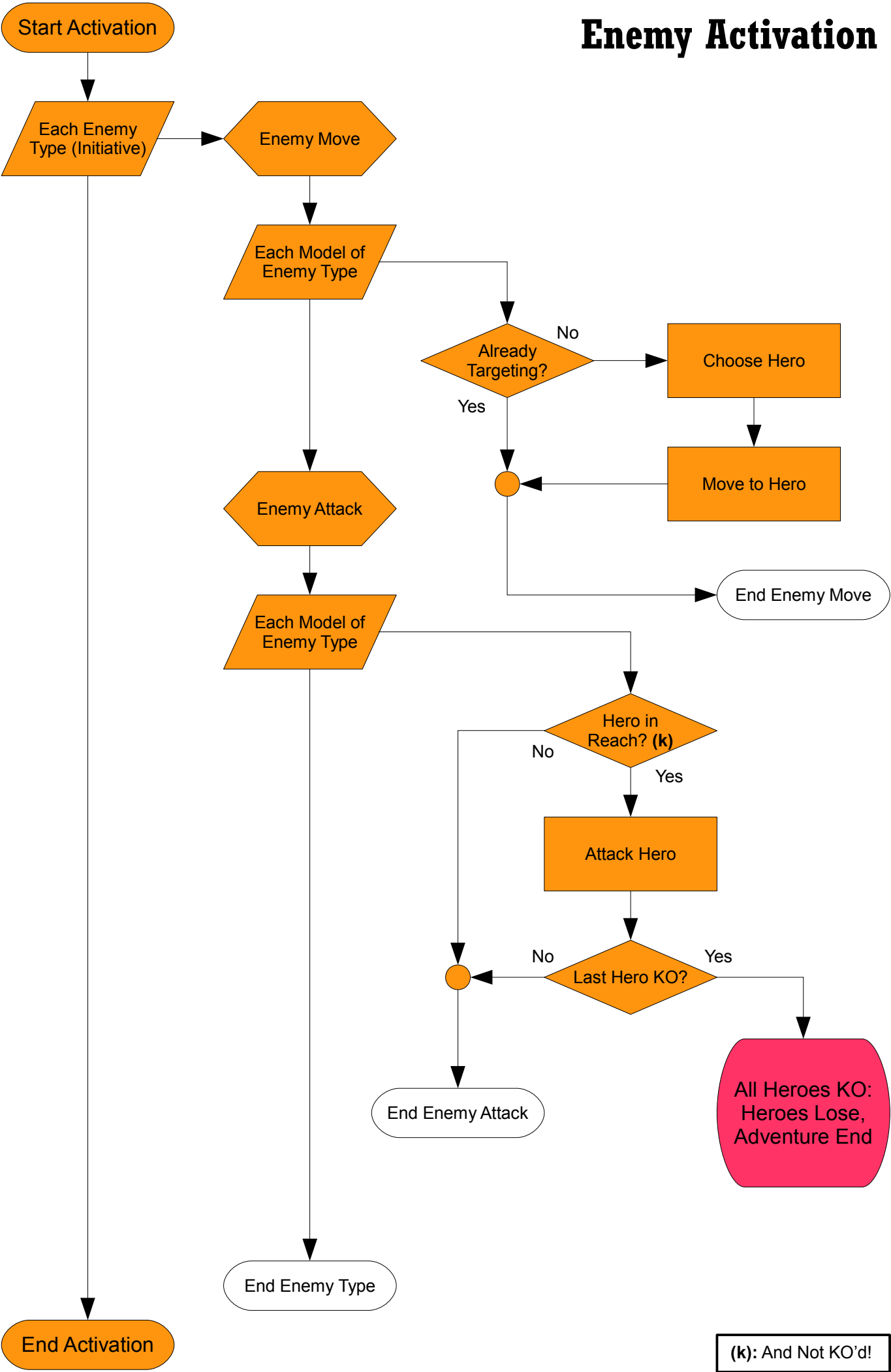
(n) No Re-roll with Grit



Turn (pt. 2)

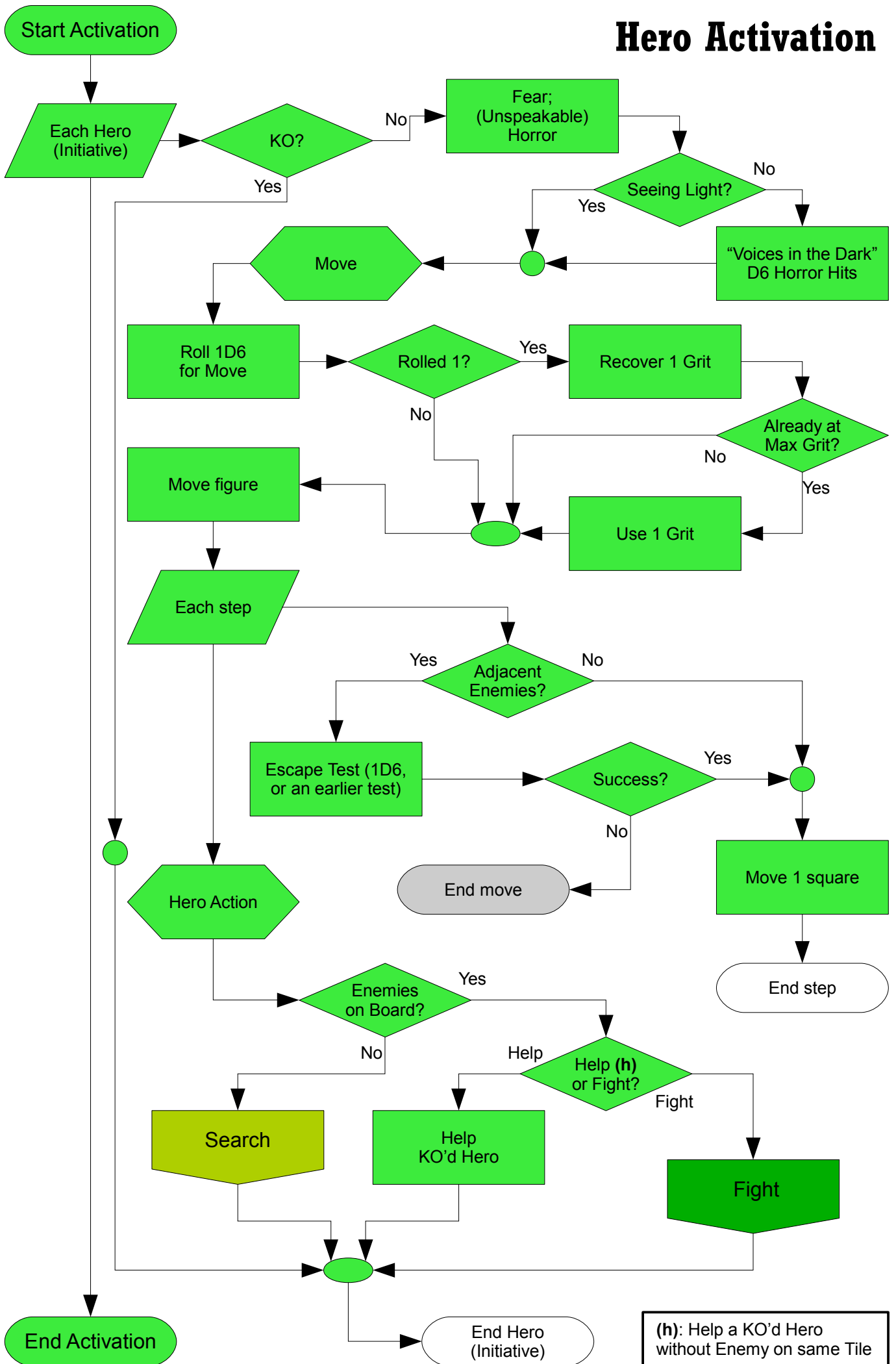


Enemy Activation



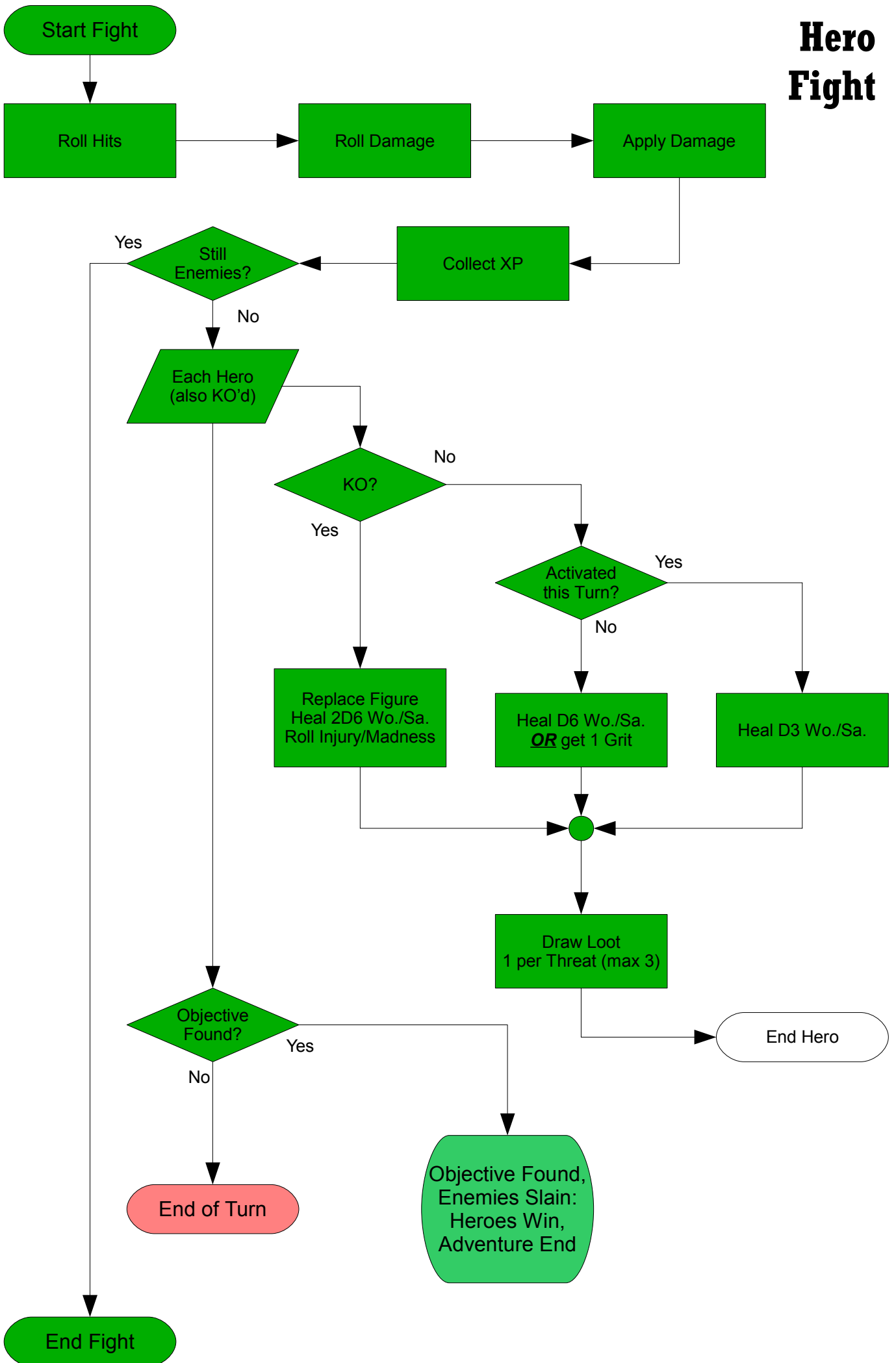
(k): And Not KO'd!

Hero Activation

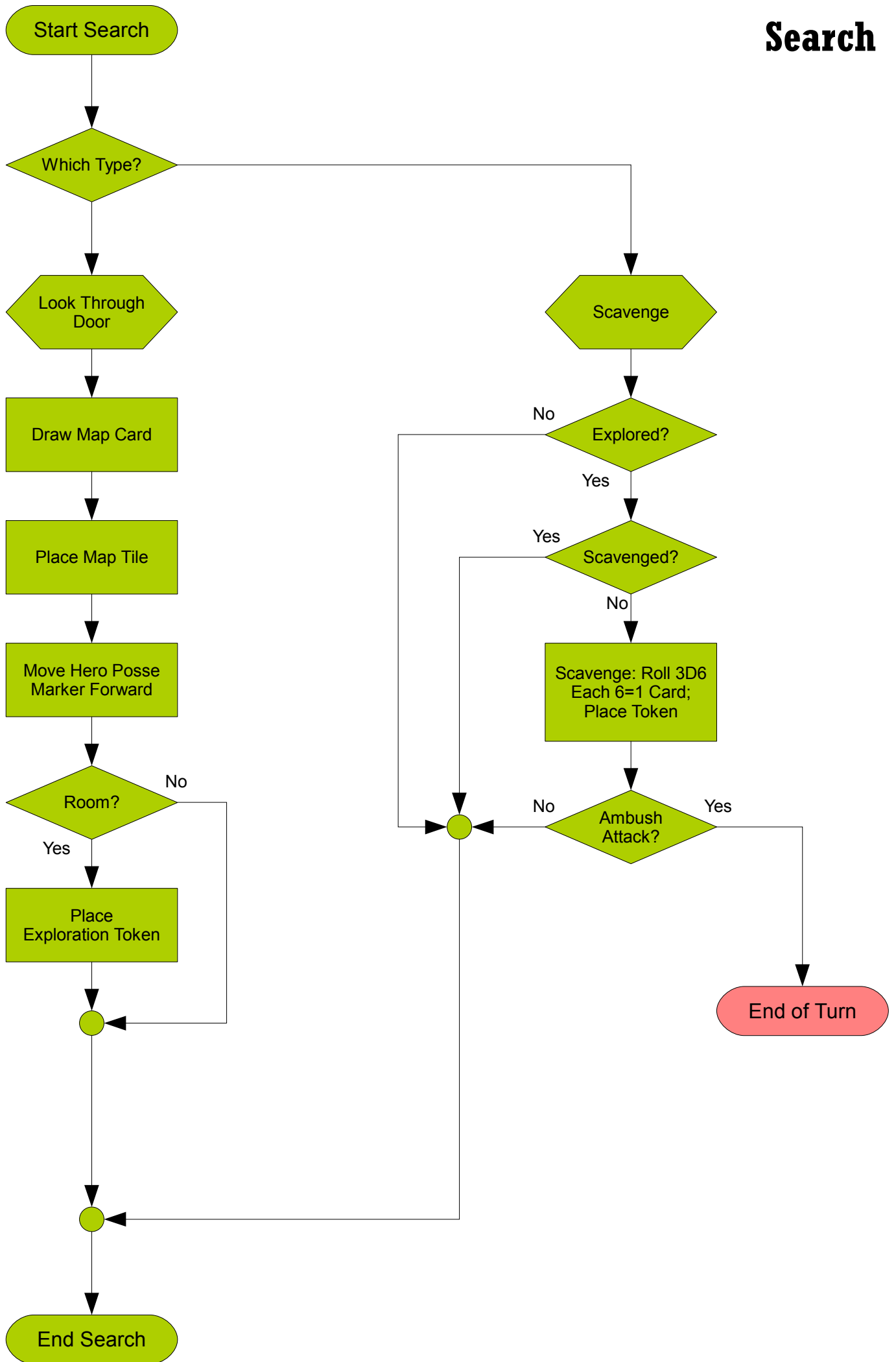


(h): Help a KO'd Hero without Enemy on same Tile

Hero Fight



Search



Legend

Start / End

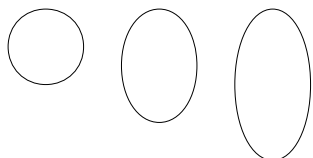
Simple Step

Cluster
(Title)

Sub-Process
(on Other Page)

Decision

Repeated
(For Each)



Node



Continue on Next /
From Previous Page

Entries & Exits

Items have **1 entry**, except:

- **Start:** has no entry.
- **Node:** *usually* has 2 or more entries.

Items have **1 exit**, except:

- **End:** has no exit.
- **For Each:** *usually* has a second exit (branch!).
- **Decision:** has 2 (sometimes 3) exits.