
Subject: Welcome to the Shadows of Brimstone Area!
Posted by [like_a_god](#) on Sat, 31 Jan 2015 19:27:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here you go!!!

Subject: Rules and Rules Summary Documents
Posted by [Tangaroa](#) on Tue, 03 Feb 2015 19:47:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Official rules (Free for download, I believe freely distributable).

File Attachments

1) [sobs_rulebook_web_publish.pdf](#), downloaded 547 times

Subject: Re: Rules and Rules Summary Documents
Posted by [Tangaroa](#) on Tue, 03 Feb 2015 19:48:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Beautifully concise rules summary.

File Attachments

1) [ShadowsofBrimstone_v1.1.pdf](#), downloaded 118 times

Subject: Re: Rules and Rules Summary Documents
Posted by [Tangaroa](#) on Tue, 03 Feb 2015 19:57:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Flowcharts for events

File Attachments

1) [SoB_FlowChart_v_0.86.pdf](#), downloaded 387 times

Subject: Re: Rules and Rules Summary Documents
Posted by [like_a_god](#) on Wed, 04 Feb 2015 01:15:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for all the documents!

Anything specific you wanna point out?

Subject: Re: Rules and Rules Summary Documents
Posted by [Tangaroa](#) on Wed, 04 Feb 2015 04:16:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

- use 1 grit to add an extra D6 to your movement.
 - Any time a hero heals another hero's wounds or sanity damage (regardless of the method), the hero doing the healing gains 5 XP for each wound/sanity healed.
 - Tokens like Whiskey and Bandages may be used to heal other heroes that are adjacent to you during a fight, or even on the same tile while there are no enemies on the board.
 - Ambushing enemies are placed adjacent to the heroes and gain +2 initiative during the first turn of the fight.
 - No more than 1 free attack may be made by a hero in a single turn.
 - A hero may use a Dynamite token as a ranged attack. The range is your Strength +3 and it may be thrown at any space in range as long as you have LOS to it (even if enemies are adjacent).
 - An enemy of large or extra large size may move through any number of small or medium enemies blocking its path, displacing such an enemy into the space the large enemy just left. They may not displace other large or extra large enemies or heroes.
 - Depth events always take place in the same world the Old Lantern is in, and only affect heroes in that world. Each other world has its own Depth Event chart to be used when the hero with the Old Lantern is in that world.
 - The Stage Coach item is limited to 1 per hero posse and heroes may pool their gold to buy one.
-

Subject: Re: Rules and Rules Summary Documents
Posted by [like_a_god](#) on Wed, 04 Feb 2015 10:29:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Awesome notes! Keep em coming! I'll have printouts of the files for Saturday's game
