Moves and Actions

Go back to Thief

Movement

Normal speed			With speed halved	

1.5"		1"	1"	1.5"

5	8"	1"	1.5"	1"	1.5"	1.5"	1.5"	1"	1"	1"	1.5"

Thief Movement

The thief character plots their movement for each turn. Place a marker where the figure will be after their full move. The thief may only deviate from this course if they detect something while travelling down it (such as guards) during the 6 phases of the turn. If a guard is detected that the thief was previously unaware of, the thief is **Surprised**. The thief may choose to move at a slower speed than their maximum on a turn by turn basis only (they must move on each phase according to their speed unless surprised). The thief may never exceed their top speed for a turn.

Surprise

The player of the thief may ignore the rest of their plotted movement for that turn if they are surprised (i.e. if seeing a guard in phase 2 they hadn't seen before, then they may freely move for phases 3-6).

- Remove the destination marker for the thief.

The thief may choose to stop or move at a slower speed as well.

- Each phase for the remainder of the turn, the thief may move 0, 1" or 1.5" until their maximum distance for the turn for their speed is reached (i.e. if they have already moved 2" this turn, and are Speed 2, the thief has 3" remaining to move in the turn)."
  - If the thief has phases remaining, but they have reached their move limit for their speed, they must stay still.

Guard Movement

Guards move according to their Patrol Route unless they become Distracted or enter the alert or pursuit statuses. If in the **alert status** they will move towards the position that the alert came from unless it is a guard in pursuit status. Once they reach that spot they will look around (the Owner chooses 3 rotations over the next 3 phases, they must all be different directions) before resuming their patrol route. Once back on the patrol route they will return to interested status. If a guard is in the **alert status** because of a guard in pursuit status, they will move towards that guard for conscientious turns. Once they reach that spot they will look around (the Owner chooses 3 rotations

over the next 3 phases, they must all be different directions) before resuming their patrol route. Once back on the patrol route they will return to interested status. If a guard is in the **pursuit status** the Owner may move them how they like. The guard will stay in pursuit status as long as they have the thief in FOV (as long as the light level on the thief is greater than 0), or if not, for conscientious turns. A guard in pursuit status can only trigger other guards to alert status. After time runs out, the guard will enter alert status and return to their patrol route, where they will continue their patrol on interested status.

Actions

Actions generally cause sounds, but unless there is a chance of a guard overhearing a thief or vice versa, the sounds need not be calculated. Only one action may be made in a turn, so if you have an action in phase 1 of that turn, you will have to wait another 5 phases for the next turn for that figure to act again.

- **Thieves** may choose what action to perform and when to perform it for a turn on any phase within that turn. It isn't pre-plotted.
- **Guards** use automated actions when they are necessary (if bored, they will be distracted, if they see a thief they will make noise then pursue, etc). The only exception to this is when Guards are in pursuit status" - and they will then behave with as much free will as a thief."

Thief Actions

Automatic Actions

Actions that require no dice rolls

- **Pick up Guard**—Begin to carry a guard. Speed is reduced by half. Remove the guard figure from the board. Only one guard may be carried at a time.
- **Drop Guard**—Drop the guard. Speed is returned to normal. Place the guard figure face down in front of the thief.
- **Open Door**—Only works on unlocked doors. Door is now open.
- **Close Door**—Door is now closed.
- **Pick up Item**—Take any portable item next to the front of the base of the thief. To retrieve a re-usable arrow such as an rope arrow the thief must also be at the same level as the arrow itself, not just the rope extending from it.
- **Drop Item**—Drop any portable item next to the front of the base of the thief.
- **Knock Arrow**—The thief prepares an arrow of their choice.
- **Snuff Light**—If next to a light source that can be put out (Candles, Torches or Gas Light) the light source is put out without expending water arrows. to be next to the light source it must be within one inch of the figure.

Attacks

- **Blackjack**—Knocking out a guard. If successful, lay the guard figure face down. Unconscious guards never regain consciousness.
  - <u>Difficulty</u>: 4 for a bored guard, 5 for an interested guard

- ○ Skill used: Weapon Skill
- **Slash**—Hit someone with a shortsword. Each success causes one level of damage. If the target is a guard not in alert status, the guard is killed.
    - ○ Difficulty: Opponent's Weapon Skill or 4 whichever is higher.
    - ○ Skill used: Weapon Skill
- **Shoot**—The thief fires at their target.
    - ○ Difficulty: Distance to the target in inches divided by 2
    - ○ Skill used: Weapon Skill
    - ○ Effect:-
        - ▪ Standard Arrow - If the target is a guard not in alert status, the guard is killed. Otherwise each success causes one level of damage.
        - ▪ Rope Arrow - If the target is wood, a rope is formed that reaches the ground or two floors (whichever is less), no sound is generated. Otherwise the arrow breaks (generating sound).
        - ▪ Water Arrow - If the target is a candle, torch or gas light, it is snuffed out. The light going out will be noticed by guards of interested status or higher (if they detect it) and they will investigate it similar to entering alert status.—Sound: 2
        - ▪ Vine Arrow - Whatever it hits, a vine is formed that reaches the ground or two floors (whichever is less), no sound is generated.
        - ▪ Moss Arrow - Whatever it hits, a moss is formed on the ground, no sound is generated. The moss forms a 3 diameter covering on the floor and will be noticed by guards of interested status or higher (if they detect it) and they will investigate it similar to entering alert status. All sound of footsteps on moss is nullified."
        - ▪ Fire Arrow - Whatever it hits, the arrow explodes killing any guard within 3 of the target. The arrow also destroys wood doors and wooden furniture and will turn any flammable material into a torch-equivalent light source for the remainder of the game.—Sound: 6"
        - ▪ Gas Arrow - Whatever it hits, the arrow explodes knocking out any human (guard or thief) within 2 of the target.—Sound: 3"

Other

- **Pick Lock**—Begin picking the lock of a door. Some doors require multiple successes to open, this can be done in one action or over consecutive actions. If interrupted or the thief performs a different action they must start from the beginning.
    - ○ Difficulty: Based on the door lock difficulty
    - ○ Skill used: Sneak
- **Disable Device**—Begin disabling a security device or generator. Some objects require multiple successes to open, this can be done in one action or over consecutive actions. If interrupted or the thief performs a different action they must start from the beginning.
    - ○ Difficulty: Based on the object's difficulty
    - ○ Skill used: Sneak
- **Sneak**—Move quietly across a noisy surface. Halve the sound generated by the thief's footsteps. Distance travelled is equal to the number of successes divided by 2 in inches.
    - ○ Difficulty: 5
    - ○ Skill used: Sneak
- **Stand Still**—If the thief would move this phase, they may choose not to move at all, but hold still. Holding still reduces their chance of being visually detected by the amount of successes rolled.
    - ○ Difficulty: 5

- Skill used: Sneak
- **Climb**—Move up or down a climbable surface. Distance travelled is equal to the number of successes.
  - Difficulty: 4 for ropes and vines, 5 for brick or stone, 6 for smooth surfaces.
  - Skill used: Climb
- **Search Guard**—A guard may be carrying keys for locked doors on their route. If successful, the thief may now open those doors.
  - Difficulty: 4
  - Skill used: Sneak

Guard Actions

Automatic Actions

Actions that require no dice rolls

- **Open Door**—Only works on unlocked doors. Door is now open. If a guard's route goes through a locked door, they carry the key with them.
- **Close Door**—Door is now closed. If the door was previously a locked door, the guard has now locked it as well.
- **Pick up Item**—Take any portable item next to the front of the base of the guard.
- **Drop Item**—Drop any portable item next to the front of the base of the guard.
- **Knock Arrow**—The guard prepares a standard arrow.
- **Yell**—Warn guards nearby of a possible thief.
- **Bow Whistle**—Warn guards nearby of a possible thief if they have a whistle.
- **Relight**—If the guard has a torch, they may relight any light source that is out.

Attacks

- **Slash**—Hit someone with a sword. Each success causes one level of damage.
  - Difficulty: Opponent's Weapon Skill or 4 whichever is higher.
  - Skill used: Weapon Skill
- **Shoot**—The guard fires at their target. Each success causes one level of damage.
  - Difficulty: Distance to the target in inches divided by 2
  - Skill used: Weapon Skill

Other

work in progress