

## When Darkness Comes... New Stuff

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Twilight Creations, Inc.

Complied by  
Staffan "JemyM" Bengtsson

Edited and Embellished by  
Stephen J. Rogers

### Introduction

This collects the published rules for the board game When Darkness Comes... (WDC) by Twilight Creations, Inc. along with my own interpretations and revisions.

As originally released When Darkness Comes... was released as an investigation adventure within a horror setting. Subsequent releases have expanded the available settings to include espionage (The Most Dangerous Game) and science fiction (This is Not Happening...). Where it seemed to make sense the material for both settings has been included. I welcome any questions or comments on the rules as I have presented them.

### Glossary

Encounter Disk Round tokens representing an Adversary (red), Security (green), Ally (yellow), Nuisance (gray), Civilian (white), Item (blue), Magic Item (brown), Trap (dark brown), Obstacle (orange), Condition (purple) or Scenario Variable (black)

Civilians (White) Representing an NPC that might know what's going on, but isn't about to risk their own skin

Traps (Dark Brown) Represents some dire threat designed to impede or kill the PC

### Initial Setup

#### 5. Start with Turn One

As an alternate method the players can agree to pre-select actions before the start of each turn by writing them down. All actions are revealed simultaneously, and then each player takes their turn. This allows for more surprise and uncertainty, but tends to require a sense of group strategy, as in-game cooperation is a key to success in WDC.

### Co-operation

What you should draw the limit on is allowing another player character to get killed. If a player character dies, all the other characters will lose heart and their own chances of survival are reduced considerably (see Willpower on page X).

### Skills

#### Dexterity

Driving (passive skill)

Cost: 2 points

Operating motorized vehicles

Disarm Opponent (2)

Cost: 4 points

Forcibly taking a weapon or item from another character

Swimming (passive skill)

Cost: 2 points

For those occasions when immersed in water

Intelligence

Gamble (passive skill)

Cost: 4 points

Player may upgrade 2 Pair to a 3 Straight or a Full House to a 4 Straight. This skill can be applied once each turn and is not considered an action.

Disarm Electronics (2)

Cost: 4 points

Keeping alarms or bombs from going off

Cost: 4 points

Persuasion\*

\*Most forms of persuasion will only work on a limited number of NPCs or player characters as noted later. Common sense and mutual agreement should resolve any odd situations.

### Skill Checks

Opposed Skill Check: A roll against the roll of another player character. The player with the highest result "wins". This is the only time when the value of the rolled combinations count. For example, a double five beats a double four. If the result is tied, both opponents re-roll their dice. Kirk does not believe Sharon is worthy of her newly found shotgun, so he will attempt to take it from her. He rolls his Dex (3) while Sharon uses her Attack (2) to hold on to the item. Kirk does not have Disarm Opponent and Sharon does not have Strength, so neither gets additional dice. Sharon needs some luck if she wants to keep her shotgun. Kirk rolls a double five, while Sharon rolls a double four. Sharon must give Kirk her shotgun; Kirk also inherits her Victory Points (covered later).

Note: as per this example, opposed skill checks can involve different attributes and skills. Refer to the action summary sheet for details on the types of opposed skill checks possible in WDC.

Assistance

- Assistance cannot be given to Opposed Skill Checks, Ranged Attacks or skill checks with a variable TN such as; Movement, Perception or Healing.

### The Variable Tile System

When playing the scripted scenarios provided by Twilight Creations, the following tiles are considered to be 'scenario specific locations' and are not supposed to be used unless stated in the scenario setup documentation. When playing scenarios with random tile assignments, these tiles are removed and set aside:

\* Agency HQ (From The Most Dangerous Game)

\* The Mastermind Lair (From The Most Dangerous Game)

## Encounter Disks

### Civilians (White Disks)

These NPC were introduced in the Most Dangerous Game expansion. Due to nervousness, apathy or a being of a general disposition not to help, they are not allies but they can divulge information about what is going on. Civilians are worth victory points equal to their Investigation Lead value.

### Traps (Dark Brown Disks)

Another encounter disk introduced in the Most Dangerous Game are Traps. These encounters take many forms from a simple pit to overly elaborate death traps. If the PC is unable to avoid the trap they can be slowed down or even killed. When using traps in the WDC horror setting you need to consider if the traps you are including seem logical or ludicrous.

## The Turn Sequence

The sequence of each player's turn is variable depending on the events of the previous turn and their immediate surroundings. Within these guidelines the player may be able to structure the turn as they see fit or they may be obliged to resolve the situation their character is in.

Whenever a player starts their turn, the player will perform the following steps.

1. Make a Speed attribute skill check to determine the player character's movement points (remember to check the Fate die)\*.
2. Apply the rules for Fate (if applicable).
3. Check The Line of Sight to all face down encounter disks. If any are in range the player character must use their action to encounter the disk and then move (if possible). If no face down disk is within the Line of Sight go to step 4.
4. - Choose to forfeit the turn and make a Medical attribute skill check that will heal one Health point per TN level (up to the starting value); or  
- Choose to forfeit the turn to regain 1 Willpower point (up to the starting value); or  
- Choose to move their miniature and then perform an action; or  
- Choose to perform an action and then move their miniature.
5. After completing all movement, check the Line of Sight to all face down encounter disks. If there is one within range and the player still has an available action they must encounter the disk.

\* When rolling for movement one die must be of a different color from all the others. This die, which is red in the core set, is referred to as the Fate die. Regardless if the TN result, if the Fate die result is a 1 or 6 the hand of fate has additional effects on the player character for that turn. Determine the effect of Fate using the appropriate table ("Oh Crap!" or "Woohoo!") before resolving the rest of the turn. Refer to the Fate section on Page 15.

## Fate

"Oh Crap!"

(Result of one on the Fate die results in a 2d6 roll on the "Oh Crap!" table)

- 3 - Give 1 item to any other player (within 3 squares), otherwise drop 1 item.
- 4 - Give 1 ally to any other player (within 3 squares), otherwise drop 1 ally.
- 5 - Any door or window this turn is locked no matter what you roll (automatic failure if you must attempt).
- 6 - Give 1 victory point to every other player.
- 7 - You can't move off the tile you are on until next turn.
- 8 - Your movement is halved for this turn (final calculation rounded up).
- 9 - Lose the rest of your turn (you cannot offer assistance either).

11 - Lose 1 Willpower point.

12 - Gain no victory point this turn (if the scenario ends this turn you cannot be declared the winner).

"WooHoo!"

(Result of six of the Fate die results in a 2d6 roll on the "WooHoo!" table)

- 3 - Gain 1 item from another player (within 3 squares, they choose the item).
- 4 - Gain 1 ally from another player (within 3 squares, they choose the ally).
- 5 - Any door or window this turn is unlocked (you must still attempt the break-in).

7 - Examine all of the face down disks on any one tile.

8 - Your movement is doubled for this turn (final calculation x2).

9 - Take another turn before passing to the next player.

11 - Regain 1 Willpower point (up to the starting value).

12 - Your next skill check is an automatic success (excluding perception, medical and movement).

## Actions

Curing Poison

(Medical + Pharmacology + med-kit vs. the TN of the poison)

To cure a character you need to be on the same square as they are, and then spend an action. If successful the poison is cured. This action can be performed by the active player on them self.

Creating the Maguyver Device

(Intelligence + Scrounge vs. TN of any item)

This action is available to each character once per scenario when they are inside a building. If successful it allows you to create any item existing in the game for one single use. This includes weapons and magical components. That item can be used in one action and is then discarded. You can give your own Maguyver device to any player if you so choose.

Following a NPC

(Intelligence + Tracking vs. Initiative TN)

Prior to your own turn, if a NPC is revealed on the tile you occupy you may "follow the clues". On your turn, forfeit your movement points and make the Tracking skill check. If successful you may place your character on the last known location of the NPC. Your turn is over.

## Encounter Actions

### Encountering an Ally

(Persuasion + Bargain, Beg, Bluff, Distraction, Flirt or Threaten + money vs. Ally TN)

In order to gain the trust of an ally you must convince them of your intentions. Depending on their disposition or their role in society they are more inclined to respond to certain types of influence as opposed to others.

Each ally can be persuaded to help and are more likely to respond positively to the PC as listed below:

Bargain (Ally 4, 7 and setting specific allies)

Beg (Ally 4, 7 and setting specific allies)

Bluff (Ally 3, 5 and 6)

Distraction (Ally 3, 5 and 6)

Flirt (Ally 1, 2 and 8)

Threaten (Ally 1, 2 and 8)

If you succeed, you may pick the ally up and place it in your inventory. If you fail, you must reshuffle the Disk (see Reshuffling page 13) and take a Failure disk.

The Foil introduced in the Most Dangerous Game may easily be incorporated into WDC's horror setting. Think of the foil as the sidekick character that is stuck to you like glue, but you feel like it's just a matter of time before they stick a knife in your back. If encountered the Foil automatically attaches to you like a nuisance. They have no effect on you until your next skill check (other than movement). Before the skill check roll a d6. If you roll a 1 the Foil becomes a nuisance till the end of the scenario. On a result of 2+ the Foil is an ally while you control them. If you lose control of the Foil or find the Foil face-up, the Foil automatically attaches to you as described above.

### Investigation Lead Encounters (Civilians and Floppy Disks)

(Intelligence + General Knowledge + money vs. IL TN)

These NPCs and items were introduced in the Most Dangerous Game expansion. Civilians are not allies but they can be questioned about what is going on. Since they are not affected by any of the PC persuasion skills you make a skill check on your Intelligence and General Knowledge. If successful, remove the Civilian from play and place them in your inventory, they are worth victory points equal to their Investigation Lead value. If you are unsuccessful, take a failure disk and reshuffle the civilian with the rest of the disks on the tile.

The floppy disks are found like any other item, but in order to gain any knowledge from them you must wait and hold them till the end of the scenario. They are worth victory points equal to their Investigation Lead value, but only at the end of the scenario.

## Security Encounters

If you decide to encounter a security disk you have the following options for each type:

Security Guard - Persuasion + Bribe or Leadership + money, or engage in combat

Owner - Persuasion + Bluff or Bribe + money, or engage in combat

Dog - Persuasion + Animal Handling or Distraction, or engage in combat

MIB (Undercover Security) - Persuasion (no skills allowed)

\* If combat occurs, you will only go one round of combat. Combat is described in detail in the Combat section.

\*\*If you fail to persuade an MIB you are escorted to the Agency HQ tile. Place your miniature on the Interrogation room square. Lose 1 turn in questioning. This only happens to the active player.

## Trap Encounters

(Normally Intelligence + Perception + talisman vs. Trap TN check disk to be certain!)

Traps are encounter elements from The Most Dangerous game and This Is Not

Happening..Incorporating traps into your horror setting games takes some careful consideration. A house of horrors dungeon crawl might work, but when you are zombie hunting a Shark Tank Death Trap seems unlikely. An open pit in a cemetery or a loose manhole cover on the street (flooding chamber) does have a usable element to it. If you fail to avoid the trap you are forced to encounter whatever the result. Discard the disk after resolving the trap.

Several the traps for The Most Dangerous game were generic encounters with a random encounter table. The traps from This Can't Be Happening... are more specific in nature but easy to incorporate in the horror setting.

Below are the suggested "generic" trap encounters for the horror setting and the effect rules governing them. If required roll a d6 and apply the result.

1. "Do you Smell Gas?" - Make a Dexterity + dodge skill check. TN result of 1P lose 3 Health, 3S -2 Health, 3K - 1 Health
2. Trap Door - Take 1 Damage, Automatic rescue by a player in the same square\* or Dexterity +Climbing TN of 4S
3. Sucker Punch - an unknown adversary cold-cocks you, you are unconscious for d3 turns
4. Flooding Chamber - Automatic rescue by a player in the same square\* or Dexterity +Climbing TN of 4S, If you do not have the Swimming skill you will drown in 1d6 turns
5. Motion Sensor - Sets off a silent alarm. Take a failure disk each turn you remain in the building
6. Something Sharp! - Make a Dexterity skill check. TN result of 3S or less lose 1 Health  
\* The player who helps you gets 2 Victory points for their assistance.

### Ranged Attacks

(Attack +RMW or RHW +weapon +range bonus -time of day/weather condition\* vs. target Defense TN)

When an Adversary or Security NPC is flipped within the Line of Sight, a PC with a ranged weapon may fire a shot at them before close combat occurs. The number of dice used depends upon the weapon used and the distance from the monster. To know what to use, use the following table:

Range	Distance Bonus for Ranged Weapons (X=range to target, in squares)					
	Sniper Rifle	Shotgun	Crossbow	Pistol	Edged RHW	Blunt RHW
0	unable to fire	+3d6	unable to fire	+2d6	+1d6	0
1	0	+2d6	+2d6	+1d6	0	-1d6
2	+2d6	+1d6	+1d6	0	-1d6	-2d6
3	+2d6	0	0	1d6	-2d6	out of range
4	+2d6	-1d6	-1d6	-2d6	out of range	
5	+1d6	out of range	-2d6	-3d6		
6	0		-3d6	out of range		
7	-1d6		out of range			
8	-2d6					
9	-3d6					
10	out of range					

\* -1d6 at dusk or heavy rain, -2d6 for nighttime or heavy rain.

- A flashlight will negate this range modifier for a pistol if the target is within 4 squares.
- A rifle, shotgun or crossbow with an attached flashlight (see Duct Tape actions page 22) only reduces the modifier by 1d6 (due to making the weapon off balance).
- You can shot through windows and open doors, but not walls or closed door
- You may not assist someone else in a ranged attack.
- Several ranges listed lie beyond the rules governing LOS. These ranges are available for targeting NPC's that are face-up or within the normal LOS or at least 1 player character.
- If the an adversary survives the attack it will move at it's Speed towards the shooter and attempts to attack. A PC may not move away until the adversary has completed this move.
- When you defeat an adversary with a ranged attack you do not gain victory points for the adversary's attack TN, just their defense TN.

### Actions that require an opposed skill check

#### Stealing Items

(Dexterity + Disarm Opponent vs. Attack + Strength), vice versa or  
(Attack + Strength vs. same)

Sometimes taking something from someone else is a matter of speed, other times pure brute force is all that is required. Whichever attribute you choose, your success is your fellow PC's loss. You gain the use of the item put it in your inventory and get use to the looks of animosity from across the table.

#### Pickpocketing

(Dexterity + Pickpocket vs. Intelligence + Perception + talisman)

Pickpocketing is limited to small items with a WT of 1 or less. If Successful you gain the item, and the PC you stole from cannot attempt to reclaim the item during the scenario.

If you fail, take a failure disk. Additionally if you attempt to steal from the same PC again you must subtract 1d6 from you skill check. This penalty is cumulative for multiple failures.

#### Self-preservation

(Persuasion + Beg vs. Health + Willpower)

This action is reserved for when you are near death and help seems unlikely. If Your Health=1 and you are successful with you skill check, the nearest PC is compelled to come to you and render First Aid.

#### Force Another Character's Action

(Persuasion + Leadership vs. Health + Willpower)

Call it moral authority or callous disregard. If successful, you may force a player within 3 squares to take any action (immediately if they have not taken their turn yet, or on their next turn). This action cannot be used to deliberately harm them self or another PC (but you can force them into any encounter, even if you know it is deadly).

#### Follow a Player

(Intelligence + Tracking vs. Intelligence + Perception + talisman)

This is similar to tracking a NPC, but the other PC is trying to outwit his fellow. Any PC that started the turn on the same tile as you is a valid target. Forfeit your movement points. If successful you may place your miniature on any square within 3 squares of the PC you are following.

### Action that do not require a skill check

#### Duct Tape

Duct tape can fix many things; if possible you should never be without it. In WDC there are two main uses for it. It takes an action to perform each purpose:

1. Primarily, you can use the duct tape to hog-tie a Nuisance and rid yourself of their company without incurring the negative opinion of the locals; this action gains you 3 victory points and discards the nuisance.

2. Secondly, you can tape a flashlight to the stock of a two-handed weapon (sniper rifle, shotgun or crossbow). This will allow you to cut down on the penalty for nighttime shooting, but due to the added heft of the flashlight it causes the weapon to be off balance and therefore the flashlight is of little use at other times.
- The penalty for nighttime is  $-2d6$ , with a taped flashlight the penalty within 4 squares is reduced to  $-1d6$ .
  - At dusk the penalty is  $-1d6$ . Due to heft the penalty cannot be offset.
  - While attached the two items form a single item with a carry weight of 4. It takes an action to remove the duct tape and separate the two items.

#### A Note about Passive Skills

Passive skill are always considered "active" and do not require actions. Since they are rarely used in standard WDC scenarios they are inexpensive skills and offer fewer benefits.

#### Gamble

During an Opposed Skill Check, Gamble allows a player who rolls Two Pair to upgrade the result to a 3S, or a Full House to a 4S.

#### Swimming

Swimming will negate any possibility of drowning that occurs during a scenario (pretty rare...)

#### Driving

Diving is covered in detail in the Most Dangerous Game and is not useful unless a special scenario is devised. As with Swimming it is offered for the sake of completeness.

#### Failure

The following events will earn the player character one failure token each time it happens:

- Failing to get information from a Civilian

#### Health

When a character dies during a game, all remaining players must immediately reduce their own character's willpower by one.

#### Willpower

1 point of Willpower is lost whenever:

- A player character is killed during a scenario.

#### Victory Points (VP)

Investigation Leads: VP equal to the IL

Curing a Poisoned Character: VP equal to the TN of the Poison

Rescuing another player from a trap: 2 VP

Adjusting the Difficulty Level of When Darkness Comes...

If you are concerned that the Player Character's are seemingly unstoppable after a series of adventures you can do several things to adjust the situation. First, you can retire characters that have become "too good" and play each scenario with only new characters. Secondly you can turn up your game to "11".

- If more than half of your group has finished 5 - 10 games raise the TN requirements +1.

- If more than half of your group has finished 10+ games raise the TN requirements +2.
- If your still finding the game too easy, please check your dice, they are probably loaded!