

When Darkness Comes

Combined Rule Set

**Original Rules & Copyright
Twilight Creations Inc**

**Complied by
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General Information

Introduction

This rule-set attempts to collect all written rules for the board game *When Darkness Comes* by Twilight Creations Inc. Every rule is described in detail, often with added examples taken from the game. All rules from the up to date expansions are included in this rule set, these include: *The Horror Within*, *Hell Unleashed*, and *The Darkness Before the Dawn*. I wrote these, primarily to teach myself the rules, and secondarily to have easy access to all rules in one place. Now I offer it to other players

History

V1.0 The first release. Probably filled with spelling errors, misinterpreted rules and things I must change for the next version. Contains the rules for the Core Rule-set (*The Awakening*) and the expansions *The Horror Within*, *The Darkness Before the Dawn*, and *Hell Unleashed*. It's also updated with all available FAQ's on Twilight Creation Inc. website, and filled out with some input from the WhenDarknessComes@yahogroups.com e-mail list.

V1.1 First edited version, correcting spelling and grammar. Minor rules corrections made.

Future Plans

To include "summary" tables for quicker searches, and a nice print-able character-sheet. Also, if Twilight Creations Inc doesn't mind, perhaps I would be able to scan parts of the game to use as artwork for this "set".

Legal Disclaimer

In order to use these rules you must own an original copy of **When Darkness Comes**, **The Horror Within**, **The Darkness Before the Dawn** and **Hell Unleashed**. These rules are meant as an accessory to the game *When Darkness Comes* © Twilight Creations Inc. They are not to be used as a replacement to the products made by Twilight Creations Inc.

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Table of Contents

General Information

Legal disclaimers, history etc.

Table of Contents

What you are reading right now.

The Dice System

Detailed information about the unique dice system used in WDC.

Player Characters

What a Player Character is, and what they can do.

Skills

Skills characters may buy to increase their chances of success on dangerous missions.

Using Attributes/Skills together with the Dice System

How Characters may use their Attributes/Skills to affect their actions.

The World & Moving Around (Location Tiles)

How the board works, and how to place tiles.

Interacting with the world

How to perform actions and interact with others and things around you.

Encounters (Disks)

More about the various Disks that play an important role in every WDC game.

Items & Inventory

More about Items that can be carried with you during the game.

Security

How to deal with Security Disks when encountered.

Reshuffle Disks & Failure

How “Reshuffling” works, and why Failure Disks are bad.

Co-Operation

How players may help each other solve the scenarios.

Combat & Health

How to deal with hostile situations.

Victory Points (VP)

What Victory Points mean, and how they are counted.

Fate

Using the Red Dice.

Willpower & Magic

How Willpower & Magic can affect your adventures.

Spells

All spells you can use in WDC

Glossary

A dictionary of words used in WDC

The Dice System

Before we begin, let's explore the Dice System.

When Darkness Comes (WDC) uses a new way to calculate dice rolls, one that is different from other board games, but if you have ever played Poker or Yahtzee™ you shouldn't have any problems learning this system. The basic idea is that the better combination of dice, the better the roll. For example, Four Straight will beat Three of a Kind. The entire game is based upon this system, so it will be necessary to learn how to quickly determine the combinations. The game will often present you with a Target Number (TN). This is a code that describes how much you need to successfully deal with an encounter.

- Only one combination is valid at a time. A pair and a three of a kind is still only a three of a kind. (or a full house if you possess the Gambling skill)

Code/TN	Value	Combination
6H	1	Six High
1P	2	One Pair
3S	3	Three Straight or Two Pair*
3K	4	Three of a kind
4S	5	Four Straight or Full House*
4K	6	Four of a kind
5S	7	Five Straight
5K	8	Five of a kind
6S	9	Six Straight
-	10	Six or more of a kind.

* Only counts if the character possesses the skill "Gamble". No further roll required.

Six High:

One 6 face up with no pairs.

Pair:

Two dice having the same number (i.e. 3/3 or 1/1). 2 pairs mean simply 2 pairs (i.e. 3/3&4/4)

Straight:

The dice follow in order (Three straight, i.e. 2/3/4 or four straight, i.e. 3/4/5/6)

Full House:

One pair and three of a kind in the same roll. (i.e. 4/4/6/6/6)

__Of a Kind:

The dice have the same number (Three of a kind, i.e. 2/2/2 or four of a kind, i.e. 5/5/5/5)

Player Characters

WDC is a pseudo role-playing game. All players will receive a character, or build one of their own. This will become their alter-ego when they play the game. All characters are equipped with 8 attributes, and a few sub-skills. Having a high attribute and/or a skill means that the characters are competent in tasks depending on those attributes/skills. Low attributes mean that those tasks are better left to someone else.

The 8 attributes

Speed (S)

Movement.

Attack (A)

Offensive combat and strength checks.

Dexterity/Initiative (Dex)

Opening locked doors, determine initiative in combat, etc.

Intelligence (Int)

Searching for items, perception, etc.

Persuasion (Pers)

Getting past security and influencing others.

Medical (Med)

Healing and other medical checks.

Defence/Health (D)

Defensive Combat checks. When defence/health reaches 0, the character is dead.

Willpower* (W)

The inner strength that makes you keep going.

* Willpower is equal to the characters health at the start of the game, but is treated separately.

The first time you play the game, it is recommended that you pick one of the six characters that were included with the base game.

Brian

Brian uses his muscle rather than his mind. He is the first guy to send towards a tough target, but the last guy to handle things that require thinking and social skills.

Kirk

Kirk is the guy that gets in where no-one wants you to go. He is very skilled with locks and throwing in a quick lie when he needs to. He is also quick and agile, and rather competent in close encounters.

Robert

While Brian and Kirk take the physical approach, Robert like to solve things by using his mind. He is very aware of his surroundings, and few things gets past his eye. He is the most perceptual of all the characters.

Sharon

This Femme Fatale does not excel at any specific skill. Instead, she is capable of taking on a wider variety of challenges by herself. She may use her wits to bypass problems, but is also known to use her feminine wiles when confronted with obstacles.

Steve

Just like Sharon, Steve is capable of taking care of himself, bypassing most things that stand in his way. He is a nice all around character with the best skills in medical aid. He is also one of the fastest characters.

Valerie

Valerie is the most alert character. She is the first to spot danger before it's too late, and she rarely misses an important item. If you give her a firearm she is also capable of taking on tougher opponents.

Creating your own character (For experienced players)

You may also create your own character. To create your own character, follow this procedure:

1. Name

Choose a name for the character

"Victor"

2. Description

Write a short description of the character.

"A full blown computer nerd"

3. Quote

Come up with a catchy quote for the character.

"This goes against all logic"

4. Occupation

Decide the job/occupation/concept of the character.

"Network Engineer"

5. Items

All characters start with a Cell Phone that cannot be lost by any means. The scenario may list additional items given to the characters when the game starts, and with the Game Master's allowance you may keep items from previous adventures.

6. Choose Attributes

Pick 20 points in attributes, distributed as you choose. Remember that Willpower will have the same value as Defence/Health.

Speed: 3 Attack: 2 Dexterity/Initiative: 2 Intelligence: 4

Persuasion: 2, Medical: 3 Defence/Health/Willpower: 4

7. Choose Skills

Now you need to distribute 10 points worth of skills to the character. The costs of all skills can be located on the back of the character sheets. Note that each skill has a cost listed next to the skill.

Intelligence/Search: 2 Dexterity/Lockpick: 3 Intelligence/Disarm: 4 (1pt saved).

Skills

Listed are all skills that are available when creating a new character, and details for each one of them. The “pts” describes the cost of buying the skill. Note that a skill of 1-3 offers +1 dice on a dice-roll, while a skill of 4-6 offers +2.

ATTACK

Strength

Cost: 3 or 5 pts

Ability to lift heavy objects, detain moving things, smash windows and kick in doors.

Ranged Mechanical Weapons (RMW)

Cost: 3 or 5 pts

Using guns, crossbows, flamethrowers, etc.

Ranged Hand Weapons (RHW)

Cost: 3 pts

Throwing spears, knives, baseballs, etc.

Hand-To-Hand (HtH)

Cost: 3 pts

Fist fighting or fighting with knives, hammers, night sticks, etc.

Martial Arts

Cost: 5 pts

Skilled, non-weapon fighting

Two Fisted

Cost: 5 pts

May make 2 attacks using two HtH weapons with -2d on second attack

DEXTERITY

Lockpick

Cost: 3 or 5 pts

Unlocking things

Pickpocket

Cost: 3 pts

Taking small things from other people

Sneak

Cost: 2 pts

Getting past things without being detected

Disarm (Mechanical)

Cost: 4 pts

Taking a weapon, etc. from others

Dodge

Cost: 2 or 4 pts

Getting out of the way of something. May be used instead of Defense in combat

You may use Dexterity + Dodge instead of Defense when defending against an adversary. If you meet the TN required, you avoid taking damage but may not make your next attack. If you beat the TN required, you may make an attack during the next round.

Climbing

Cost: 2 pts

Getting into windows or onto elevations

Driving

Cost: 2 pts

Operating Motorized Vehicles

Swimming

Cost: 2 pts

Crossing deep water without a boat

MEDICAL

First Aid

Cost: 2 or 4 pts

Healing

Pharmacology

Cost: 5 pts

Knowledge of antidotes and cures

INTELLIGENCE

Search

Cost: 2 pts

Looking for things

Gamble

Cost: 4 pts

Player may upgrade 2 Pair to 3S or Full house to 4S

Tracking

Cost: 3 pts

Following something

General Knowledge

Cost: 4 pts

Everyday type of information

Occult Knowledge

Cost: 5 pts

Informed about the supernatural

Disarm

Cost: 4 pts

Keeping alarms or bombs from going off

Scrounge

Cost: 4 pts

Locating needed items to make things

Perception

Cost: 3 or 5 pts

Ability to sense and interpret something out of the ordinary

PERSUASION

Threaten

Cost: 2 or 4 pts

Showing an intention to do harm if instructions are not followed

Bargain

Cost: 2 or 4 pts

Maximizing your benefit from a transaction.

Bribe

Cost: 2 or 4 pts

Promise to give money, etc. to influence others

Beg

Cost: 2 or 4 pts

Ability to get others to give you things

Bluff

Cost: 2 or 4 pts

Deceiving others for your benefit

Flirt

Cost: 2 or 4 pts

Using wiles to influence someone

Distraction

Cost: 2 or 4 pts

Redirecting attention elsewhere

Animal Handling

Cost: 4 pts

Influencing animals

Leadership

Cost: 4 pts

Getting others to do what you say

Using Attributes/Skills together with the Dice System

(Attribute plus +1 dice for a skill of 1-3 or +2 to one of 4-6)

So now that we know the basics of a character, and the dice system, let's combine them! There are three ways to roll the dice: against a difficulty, against an opponent, or a simple roll.

Normally a character rolls a number of dice according to his attribute and attempts to reach as good a combination as possible. Sometimes they will attempt to take on something they have extra knowledge with, that's when the skills are used.

For example, if the character has "Search" when searching for items, they may receive extra dice in the roll. A detailed list of specific skills and their usability can be found in the back of the character sheet.

The rule is:

A skill of: Gives extra Dice:

1-3 +1

4-6 +2

Simple Roll: A simple roll is rolled when you are only trying to get as high as possible. Commonly this is used for movement and perception. The higher score you get, the better.

On a dice roll for movement, Sharon rolls a 6 and a 4. The 6 is equal to 1 success.

Against a difficulty (Skill Check): A roll against an obstacle, like a security alarm or a lock. With this roll the character tries to get a higher combination than the obstacles difficulty.

On a dice roll against a lock with strength of 2, Kirk combines his Lock pick 3 with his Dexterity 4. A skill on 3 gives +1 Dice, so Kirk rolls a total of 5 dice in an attempt to beat the lock. This should be a piece of cake.

Against an opponent (Opposed Skill Check): A roll against the roll of an opponent (another character). The one with the highest result "wins". This is the only place where the number upon the pair/whatever counts. A triple four beats a triple two. If the result is tied, both involved players re-roll their dice.

Robert tries his Attack (2) + Martial Arts (5/+2) against Steve with 4 in defense. Robert rolls 4 dice and gets a three straight (3). Steve (Defense 4) rolls three of a kind (4) which is enough to defend him against Robert's attack.

The World & Moving Around (Location Tiles)

The WDC game board consists of tiles, with each tile representing an area, often a building. When a new game is started, at least one tile should be placed on the table, with all participating players' miniatures placed on the board.

Whenever a player starts his turn, the player will roll dice for movement, move the miniature, and do one action of his/her choice in any order.

Placing Tiles

Some Scenarios may contradict the following rules. In these cases the scenario will take precedence.

When playing a scenario, remove the following tiles from the game unless otherwise stated:

- * Cabin Tile
- * Cave Tile
- * High School
- * Hotel - Both floors
- * Mansion
- * Woods Tiles
- * Magic Shop Tile (Used if magic spells are used in the game)

When a player's movement takes his miniature outside one of the tiles, a new tile is added to the current game board, and thus the explored parts of the environment will grow until the mission is over. The currently active player is the one that draws the new tile and decides in which way it should be added to the existing board.

When placing a new tile, place one face down Disk on all squares with an "?", and a face down orange Disk (outside obstacle) upon all squares with an "!". The player who drew the tile decides how the Disks are distributed, but may not look at them.

Some tiles have other tiles that are associated with them, for example the school is composed of 2 tiles. When one of the tiles is drawn, the other one is immediately added to that tile, forging the complete school. The second floor of the hotel is placed off to the side of the game board. To reach the second floor a player needs to place his character above the stairwell or elevator square. After that their movement will continue upon the stairwell or elevator square on the second floor. Note that no players may enter the street directly from the upper floor.

Movement Dice roll

(Speed Roll + Remaining Health = Movement Points)

When a player rolls for movement, they roll a number of dice equal to their speed. The result is added to the characters remaining health. It's fully possible to roll '0', which still gives movement equal to the remaining health (See the **Combat & Health** section about health).

When rolling for movement, additional “Fate” affects the dice-roll. The red die is used for rolling fate. More about “Fate” can be found in the **Fate** section.

Use Movement Points to move around the game board. Normally one point is used to move one square, but there are some exceptions to this rule.

- Regardless the outcome, the movement can never be modified to less than one.
- Once you enter a building, your movement ends.
- You may never pass a face-down Disk. You must stay and encounter it.
- You may stop your movement whenever you like. You don't need to move at all!
- You may not move diagonally.
- **If you use an action before moving and you land on a disk, the disk is not flipped over until your next turn.**

Terrain

Streets/Open Areas
Buildings/Obstructed Terrain
Woods

Movement Effect

Halved cost
Normal
Doubled cost (rounded up)

Environment

Day Time
Light Rain/Dusk
Heavy Rain/Night Time

Movement Effect

-
1 lost point without flashlight*
2 lost points without flashlight*

* These minuses are applied before doubling/halving cost because of the Terrain.

It was a dark and stormy night when Steve ran down the main road towards the old mansion. He rolls his Speed (3) and adds his remaining Health (3) to the result. He scores a pair, which gives him 5 movement points in total this round. He loses two because of the unfriendly weather. Without obstacles he runs $3+2=5-2=3 \times 2=6$ squares closer to the mansion.

Line of Sight

(Terrain type -Environmental minuses)

Walls, distance, weather and vegetation decide how far a character can ‘see’. If a miniature ends its movement close to a face-down Disk, the Disk is flipped, revealing what it is if the character still has an action that turn. If the character does not have an action when their movement ends within the Line of Sight of a disk, the disk must be flipped over their next turn. Normally a character flips the closest Disk within 4 squares, but terrain and environment may reduce the line of sight.

- Characters must instantly encounter all disks that they flip during their turn.
- Characters can see through doorways and windows, but not through walls and other characters.
- If there are two Disks that are the exact same distance from the character, both Disks are encountered, but not at the same time. The player chooses which one to encounter first. Immediately after that encounter, they must encounter the second disk on the same turn.
- Inside buildings a character may search for a light. Finding a light source requires a roll of at least **1P**. This is considered an action.

Terrain

Streets/Open Areas
Buildings/Obstructed Terrain
Woods

Line of Sight

4 squares
2 squares
1 square

Environment

Day Time
Light Rain/Dusk
Heavy Rain/Night Time

Line of Sight

-
-1 square without light/flashlight
-2 squares without light/flashlight

Note that without a flashlight you cannot see past your current square inside a dark building. (LoS of 4, modified to 2 for being in building, then -2 for the dark)

Interacting with the world

A character may take 1 action either before or after their movement. There are 8 different actions a character may take each turn, but they may only do one per turn.

1. Heal another character
2. Heal yourself (takes entire turn)
3. Interact with an item
4. Interact with a Non Player Characters (NPC)
5. Enter a locked building
6. Make a Perception check
7. Finding and turning on a light source inside a building
8. Additional scenario-specific actions.

Heal another character

More about Health in the **Combat & Health** section.

Heal yourself

Healing yourself is unique in that you do not do anything except heal, forfeiting all other phases of your turn.

More about Health in the **Combat & Health** section.

Interact with an item

More about items in the **Items & Inventory** section.

Interact with a NPC

More about allies/enemies/encounters in the **Encounters** section.

Enter a locked building

Most doors in the city are locked, and all doors automatically lock themselves after the door is closed. To enter the building you need to picklock or force the door, or smash a window.

Regardless how you do it, once you enter a building, your movement ends.

- Opening a door from the inside is free, and does not require an action. You need to have your miniature placed on the square inside the door. If another character would like to enter the building they may do so if they are within 3 squares of the door.

Lock picking:

(Dexterity + Lockpick against the lock strength (number of locks))

If you are successful, you may move the character to the square inside the door.

You may invite other characters closer than 3 squares from the door to enter the building.

If you do, they are moved to the square inside the door for free, even if it is not their turn.

Sharon has been around. She knows how to get past a locked door, even with 2 locks. By adding her Lock pick (3/+1) to her Dexterity she may roll 4 dice for getting past the locked door. She scores a pair, which is enough to get past the lock, and invite her friends into the library. Her friends, Valerie and Steve are invited to enter the building. Valerie is nearby (less than 3 squares) so her miniature is placed in the square inside the building nearest the door. Steve is on the other side of the building, however, so he will

need to find his own way to enter, or ask someone to let him in.

Forcing a door:

(Roll Attack + Strength against the door strength (number of locks + ITN level))

If you are successful you instantly gain one failure Disk. Place a “No Door” Disk on the space with the broken door. You may then move the character to the square inside the door for free.

You may invite other characters closer than 3 squares from the door to enter the building.

If you do, they are moved to the square inside the door for free, even if it is not their turn.

Being less tactical than Sharon, Brian decides to force the door to the gun shop. He rolls his Attack (4) plus his Strength (5/+2), a whopping 6 dice against the door strength of 3. He rolls a triple four which breaks the door into pieces. Irritated stares are pointed at him, but he could care less as he enters the dark building, inviting the shocked Robert to come along.

Smashing a window:

(Attack + Strength against the locks on the nearest door to the window -1 TN level)

To smash a closed window, roll Attack + Strength against the number of locks on the door nearest to the window. If you are successful you instantly gain one failure Disk. Place a “No Window” Disk on the space with the broken window. This reduces the difficulty (TN) to enter the window one step.

Brian is at it again, this time he and Robert plan to enter the Hotel from the rear. The nearest door has two locks, so Brian needs to score at least a six high with his Attack (4) + Strength (5/+2). Piece of cake. He rolls three straight, places a “No Window” Disk upon the now broken window, and takes a failure Disk from the purple pile.

Entering a window:

(Dexterity + Climbing against the locks on the nearest door, -1 if the window is smashed)

To enter a window, roll the characters Dexterity + Climbing. The difficulty is the number of locks on the nearest door. When you enter a smashed window, the difficulty (TN) is reduced by one.

Now Robert tries to enter the window that Brian smashed. The nearest door has 2 locks, so Robert will need to roll Dexterity (3) + Climbing (2/+1) and score at least a six high to enter the window. Should be simple on four dice.

Perception check

You try to guess the location of noteworthy things inside a building. Roll Intelligence + Perception. The number of successes determines the number of Disks you may look at inside the building. You do not need to tell the other players what you’ve seen.

- You may ‘sense’ Disks through walls.
- You do not see the streets outside the building, only the interior.
- You may only roll perception once per building.

Valerie fears that the building contains at least one zombie beneath the 3 Disks inside the building. She rolls for Intelligence (3) and Perception (3/+1) and scores a 3 straight (3).

Valerie can now take a look at all the three Disks and determine where the zombie is.

She may even warn her friends about him.

Finding and turning on a light source inside a building

(Intelligence + Search, needs result of 1P)

If it's dark, players may wish to turn on a light source. They may search for a light source using Intelligence + Search. It requires at least a result of 1P to find one. If the roll is unsuccessful the building remains dark. If they are successful movement inside that room may be taken without counting the darkness into the movement roll.

Additional scenario-specific actions

Scenarios may contain extra actions not listed here.

Encounters (Disks)

The characters are likely to meet many obstacles during their adventures. Some people just want to help, some people need to be convinced to help, and sometimes unwanted help is given. Then of course there are the hostile adversaries that want to kill and probably eat the character. This section will list obstacles that the characters need to deal with during the course of their adventures.

Characters must instantly encounter all Disks that they flip during their turn.

- If two or more face-down disks exist within the same square within the Line of Sight, pick one randomly, and leave any others for future turns.

- **All disks must be encountered when flipped**, i.e. you must roll the appropriate skill check for the disk. The only exception for this is with items. You may choose not to search for an item.

Adversaries (Red Disks)

(Initiative, Attack, Defense, Speed | $VP = Defense + Attack$)

Adversaries are the evil that roam the cities. They are always hostile, and always attack on sight. Killing them awards the hero with Victory Points. When an adversary is flipped during the LOS check, the adversary will instantly run its speed (S) squares towards the nearest character. If they end up in the same square as a character miniature, combat will occur.

More about Combat in the **Combat & Health** section.

After Steve took a step into the living room he sensed the foul odour of a rotting corpse. A hissing sound was heard to his immediate left. Steve is two squares from the approaching zombie, enough for the zombie to catch up with him. Combat occurs.

Allies (Yellow Disks)

(TN, Skills | $VP = TN$)

Allies are friendly and useful NPCs that may assist player characters on their adventures. They do not always trust the character, however, so you will always need to convince them to come along. Roll your Persuasion together with a useful skill (Bluff, Bribe Bargain, Flirt or Threaten) and try to beat the Disk Target Number. If you succeed, you may pick the Disk up and place it in front of you. If you fail, you must reshuffle the Disk (see the **Reshuffle Disk & Failure** section) and take a Failure Disk. When using an ally,

they offer re-rolls to your dice-rolls. More about this in the **Co-Operation** section.

- There are no limits upon the amount of Allies you may have with you, but you may only use one at a time.

- Allies may be sacrificed to prevent one damage to the character. The ally is then discarded, and the character receives a failure disk.

Inside the Hotel Lobby Valerie meets a nice young man that seems interested that the city is being overrun by zombies. With her Persuade (3) she rolls against the 1P required to convince him to stick along. She rolls a six, not enough to impress the guy. He glares angrily at Valerie for disturbing his peace, and then he takes off into the dining room. Valerie takes a Failure Disk, but decides to not give up at the guy that easily. Next time she encounter him, she successfully rolls a pair, convincing the guy to come along. He is placed next to Valerie's character sheet, and from now on she may re-roll one die whenever she rolls for intelligence or persuade.

Conditions (Purple Disks)

(Type of Condition)

Unlike the other Disks, Purple Disks are not added to the Disk pile. Purple Disks are only meant to remember conditions of characters, doors and windows.

Items (Blue Disks)

(TN, Bonuses, Weight Limit | VP = TN)

When an item Disk is encountered, it is not yet found. You must search for it using your Intelligence + Search. If you succeed you may pick the Disk up and place it upon your character and use it whenever you like (see more about items in **Items & Inventory**). If you fail, you must reshuffle the Disks (see the **Reshuffle Disks & Failure** section).

Note that already revealed and found Disks do not need a dice-roll. They are automatically added to your inventory with an action (if you want it).

Robert 'senses' that there might be a shotgun in the café. He rolls his Intelligence (4) to find it, and must reach a total of 3 of a kind. Success! Robert puts the shotgun next to his character portrait. He may now use the shotgun in combat, and count it towards his victory points.

Magic Components (Brown Disks)

(TN, Type | VP = TN)

These should only be used when magic is used in the game. Like normal items you search for them using your Intelligence + Search. If you succeed you may pick the Disk and place it upon your character and use it whenever you like (see more about magic in the **Magic** section).

Note that already revealed and found Disks do not need a dice-roll. They are automatically added to your inventory with an action (assuming you want it).

Nuisances (Grey Disks)

(Negative Effect | VP = None)

While Allies are not always useful, these never are. As soon as one of these is within Line of Sight, they will instantly become your "ally," no roll required. Place them upon your character. As long as you have the Nuisance you must re-roll your best die

whenever a roll is made that matches the title of the Nuisance.

There are two ways to get rid of these Nuisances.

- 1) You may throw them in front of an enemy to absorb one damage that was meant for you. If you decide to do this, discard the nuisance, but take one Failure Disk.
 - 2) You may tape them up with a Duct Tape Disk, if you can find it. Discard the Nuisance and the duct tape if you decide to do this. This requires one action, and gives you 3 VP.
- Nuisance's do not affect rolls when assisting another character.

Valerie must deal with a particularly annoying kid that just refuses to go away. When she is attacked by a zombie, his annoyance becomes outright dangerous. She rolls a defense of three five's, but due to the kid's distraction (Defense Rolls), she must re-roll one of the fives to attempt to roll another five. She fails, and the zombie lands an ugly claw mark over her arm. Ouch!

Numbered Disk (Black Disks)

Like the Purple Disks, Black Disks are not normally added to the Disk pile. Black Disks are only used when they are specifically listed by the scenario.

Outside Obstacles (Orange Disks)

(Skill to Bypass, Negative Effect | VP = Skill to Bypass)

Not necessarily an individual, Outside Obstacles are things you walk by outdoors that cannot be bypassed without hassle. Orange discs are kept in a separate pool and are always placed on road spaces with an "!" (Unless the scenario states otherwise). When an orange disc is revealed (Line of Sight) it is not instantly encountered. Instead you encounter it if you need to move over the square occupied by the obstacle, or any adjacent square to the disk. You encounter the obstacle with a roll with your attribute listed on the Disk, against the TN listed next to it. If you fail, you must keep the Disk on your character until you attempt the skill that is noted on the disk, at which time you take a -1 die penalty. Once the penalty is taken, the disk is returned back to the outside obstacle disk pool.

If the obstacle is bypassed without failure, it's added to your Victory Points and reshuffled with the orange Disk pile. Note that an obstacle stays on its "!" square until it is encountered. It is never moved unless someone encounters it (never reshuffled with the other disks on the tile).

A team of particularly annoying journalists pester Kirk. Good thing is that he knows how to throw a quick lie (Bluff), but even with his skill it could be difficult to shrug them off. He rolls Persuade (2) + Bluff (2/+1) as told by the Disk, and scores a pair, not enough to make them go away. They are now placed next to his character portrait, far away from his pile of Victory Points. On his next turn, he encounters a zombie. He rolls his initiative and wins initiative. He then rolls his Attack (4) + Hand to Hand (3/+1) which would normally be 5 dice, but since he failed his outside obstacle which has thrown off his normally powerful attack, he has to roll one less die. He needs a 3S on a roll of 4 dice and fails. The Outside Obstacle Disk is now placed back into the disk pool, and he no longer takes a penalty from that Outside Obstacle encounter.

Security (Green Disks)

(TN/Persuade, Initiative, Attack, Defense | VP = TN/Pers)

When security is encountered, the characters may have gone too far, probably entering a building they should not have. A detailed procedure upon how to deal with security is described in the **Security** section.

Items & Inventory

Items are really useful when it comes to surviving an adventure. Weapons definitely increase the chances to survive hostile situations and first aid kits can be used to patch up characters afterwards. In the game, items are identified as Disks with a light blue background.

Interacting With Items (Light Blue Disks)

Taking, dropping, stealing or giving an item counts as an action (see **Interacting with the World**, above).

When you land upon a face up (previously found) item you may take it without a skill check. It still counts as Victory Points even if it is “previously used.”

A character is free to give one of his/her items to another character as long as they are standing in the same square. A character may also drop and leave an item on the ground to pick up later if needed, or for another character to pick up. The item is placed on the board, face up.

Stealing Items

To steal or bully an item from another character requires an opposed skill check. You can read more about Opposed Skill Check's in the **Using Attributes/Skills together with the Dice System** section. Normally an item is taken by using the character's Attack + Strength versus another character's Attack + Strength.

Kirk does not believe Sharon is worthy of her newly found shotgun, so he will attempt to take it from her. He rolls his Attack (3) while Sharon uses her Attack (2) to hold on to the item. Neither of the characters has strength to help them, so Sharon needs some luck if she want to keep her shotgun. Kirk rolls a double five, while Sharon rolls a double four. Sharon must give Kirk her shotgun and Kirk also inherits her Victory Points.

Carry Weight Limit (WT)

The Carry Weight of each item is noted on the item disk. A character may carry up to a carry weight of 5 without problems. Going past that number may result in accidentally dropping items on the floor. When a character attempts to pick up items past the allotted 5, they must roll their Attack + Strength. For each TN level, they may carry one extra point of carry weight. However, this roll must be made each time a new item is picked up (it is difficult for even strong characters to carry more than 8 carry weight, and attempting to do that may make them drop everything). If you miss the dice roll (get a score less than the weight of the items you try to carry), you must leave the excess weight on the square currently occupied by the miniature.

Brian already carries an arsenal of misc. weapons and equipment and he has now found an extra flashlight that he would like to carry. He currently has a carry weight of 5, and must roll his Attack + Strength and score at least a six high to carry the flashlight. With his 6 dice it's not a problem. He will likely be able to carry a lot more weight without worrying about dropping it all.

Using Items

All items can be used as many times as you'd like, except for the shotgun which may

only be used three times.

Security

Green Disks represent security. The characters aren't always welcome to walk around inside other people's property, and the security is there to make sure that they don't... Whenever Security is encountered, the characters have three options, either **sneak**, **run from it** or **deal with it**. Rules upon how to **sneak** or **retreat** from an opponent are listed in the **Combat & Health** section. If you decide to encounter the security disk you have the following options:

Dealing with Security

If you fail to sneak or run from security, you must encounter it.

Your options and the skill you must roll depend upon the type of security.

- 1 **Alarm**
Intelligence + Disarm to disarm the alarm. You may not retreat from an alarm.
- 2 **Security Guard**
Persuasion + Bluff/Bribe/Bargain/Flirt/Threaten or engage in combat*
- 3 **Owner**
Persuasion + Bluff/Bribe/Bargain/Flirt/Threaten or engage in combat*
- 4 **Dog**
Persuasion + Animal Handling or engage in combat*

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

If you successfully deal with the security, the Disk is added to your pile of Victory Points, and you may continue the mission in peace

If you engage in combat and win, you do not gain any victory points. Instead you receive a Failure Disk and discard the Security Disk.

Sharon is not as sneaky as Kirk. She is spotted by the owner of the building who runs up to her, asking her why she is walking around in his home. Sharon turns on her soft voice, telling him that she is lost. She rolls Persuasion (3) + Flirt (2/+1) against the owner's required 3 Straight. She rolls a 1/2/2/3 that forms a straight. The owner tells her that she may stay as long as she wishes. The security Disk is added to Sharon's pile of victory points and she may continue to explore in peace.

Failing to deal with the security

If you fail to get rid of the security, you are forced to leave the building. All characters in the building are immediately moved to the square outside the closest door. The character that encountered the security instantly gains one Failure Disk. The Security Disk is shuffled with the rest of the remaining Disks inside that building (see the **Reshuffle Disks & Failure** section).

When Steve follows Sharon, however, he encounters the nasty dog the owner keeps inside his kitchen. With his limited social skills (and animal skills for that matter), he fails to calm the dog that starts to bark at him. He practically flies past Sharon, dragging her

with him out through the front door where they can catch their breath. Due to his misfortune, he must pick one failure Disk and place it by his character sheet.

Reshuffle Disks & Failure

While it's great to find items and allies during the course of the game, players are not always successful in keeping them. Whenever a character fails to beat a Disk's **TN** the Disks are reshuffled. When reshuffling the Disks, all *face down* Disks within the building are collected and shuffled face down. After that they are distributed on the "?" on the tile (player's choice).

- Disks on street squares are not shuffled, just place them face down to be encountered again.

Failure

Even though the characters are attempting to help others, they are not always trusted. If characters behave strangely, they will cause the population to mistrust them even more. Failing to influence people, knocking down doors or windows, triggering alarm systems, or killing innocents are all ways to gain mistrust.

During the course of the game, players record this mistrust with Failure Disks (Purple).

When a character gains three of these Disks, they are discarded together and all the character's items and allies are put on the ground below the character miniature.

The character needs one action to pick up each item again, and must re-roll Persuasion to retrieve old allies. These items may also be picked up by others.

- Note that Victory Points are lost for these items/allies, until they are recollected/re-persuaded.

When Steve ran from the non-influenced dog he garners even more mistrust from the community, reaching 3 Failure Disks. His bad day becomes worse. Steve drops all the items he was carrying in a pile on the ground. "I didn't know you had one of these" Sharon said out loud and picked up his handgun. "I'd better hold onto it for you!"

Cooperation

While the player with the most Victory Points “wins” the game, WDC also focuses on co-operation amongst the characters. In exchange for helping others, characters may be offered items, help, even victory points.

A character may freely give another character one item as long as they stand upon the same square

If a character dies, all other characters receive one permanent damage that cannot be removed until the end of the game.

Characters may bargain with items, victory points, allies or information.

Characters that successfully open a door may invite all characters a maximum of 3 squares away from their own miniature.

Characters may cooperate against tougher problems by assisting each other.

Character Assistance

The most important rule about Cooperation is Character Assistance. Allies and characters may help to make a tough dice-roll successful.

Assistance cannot be given to Movement or Perception rolls.

To assist another character, the assisting character must be located on the same square as the acting character; however, characters within 3 squares from the acting character (if they are within their Line Of Sight) may instantly move to the square occupied by the acting character for free before the roll is made.

This also works during combat.

Re-Rolls

(Assistants Attribute + Skill tells the number of dice the acting character may re-roll one roll)

Assistance is offered through Re-Rolling dice to give a chance to fine-tune the dice-roll.

A character may re-roll as many dice as the attribute + skill of the helping character.

They may only re-roll each die once per assistant. A character with 4 dice that attempts to assist a character with 3 dice, may allow the acting character to re-roll 1, 2 or 3 dice in one attempt.

Valerie runs into a particularly unfriendly security guard. Her friend Sharon followed her into the building and offers to help get rid of him. Valerie gladly accepts, offering one of the victory points if they are successful. Sharon's miniature is moved next to the miniature of Valerie. Valerie rolls her persuasion (3) against the guard and get double twos and a three. This is not enough to impress the guard. However, Sharon's Persuasion (3) + Flirt (2/+1) allows Valerie to re-roll up to all 3 dice and have an extra chance to convince the guard that they belong there. She re-rolls one of the twos in hopes of getting a one or a four. She re-rolls the die and gets a one. She gains three victory points and gives the promised one to Sharon, leaving her with two victory points.

Combat & Health

Dealing with Hordes of Evil cannot be compared to a sunny trip to the Virgin Islands. When hostile situations occur, they are lethal and gory. Characters are best used by picking their fights according to their skill and weaponry. Whenever a monster is neutralized, the characters have freed the world of yet another evil being.

Sneaking past an opponent

(Dexterity + Sneak against opponent's Initiative (I))

Once a security/adversary disk is flipped in LOS, a character may try to sneak past it using Dexterity + Sneak to avoid it. If the roll successfully beats the Security's or Adversary's Initiative **TN**, the sneak is successful. On a successful roll, reshuffle the disks (see the **Reshuffle Disks & Failure** section).

On an unsuccessful roll, or if you do not wish to sneak at all, you must deal with the security or fight the adversary as normal.

Master Thief Kirk attempts to get past a guard undetected. He rolls his Dexterity (4) against the guard, attempting to get one pair listed on the guard disk. He rolls 2/3/4/4, which is enough to go past the guard unseen. The guard is flipped upside down, and shuffled with the rest of the disks inside the building.

Rolling Initiative

(Dexterity/Initiative against opponent's Initiative (I))

Initiative tells which combatant attacks first. Acting first is good, because if you are fast enough you can take out an opponent before they have a chance to hurt you. If a character wins the Initiative, they may also flee.

Initiative is rolled first for each new combat, before any attack.

To roll Initiative, roll Dexterity/Initiative against the opponent's Initiative (I). If you meet or beat their Initiative, you may act first. If not, they act first.

Fleeing/Retreating

(Win Initiative, roll Speed and try to beat opponent's Speed (adversary))

Characters aren't always eager to take on their worst nightmares, especially if the Adversary is stronger. To flee, a character must first win the initiative. If they do, they may roll for movement as normal (giving the character one extra movement in a single turn!). If the movement exceeds the Adversary's Speed (S), they may move away from the adversary as normal. If the character fails this roll, the character must fight.

After a character has retreated, Adversaries will move their Speed towards them until the character is out of their Line Of Sight. **During the character's next movement, a character that has moved 2 times must halve their movement points due to exhaustion.**

- You may not flee from an alarm.
- If there are more characters active in the current combat, the character may simply move without the need for a roll or beating initiative (except a roll for movement to see how far they can go).
- If you start your turn in the same square as an adversary, you do not need to win Initiative to be able to flee, although you still need to beat their speed.

Attacking & Defending

(Attack + Attack Skill + Used Weapon against opponents Defense or Dexterity + Dodge)*

When a character decides to attack after winning initiative, or if the Opponent wins initiative, a combat occurs. If the character is attacking they roll Attack + Attack Skill + Used Weapon and tries to beat the opponent's defense **TN**. If the character is defending, they roll Defense OR Dexterity + Dodge and try to beat the opponent's attack **TN**. The one who fails to defend receives one damage. Opponents often only have 1 health, so they go down after a successful attack, while characters list their damage by taking a damage disk (purple).

If both combatants are still alive at this stage, the one that did not attack the first round has the chance to fight back. Repeat the steps above but now the combatant with the lowest initiative will be the attacker and the one with the higher initiative will be the defender.

If you successfully dodge an attack but do not exceed the TN level required, you may not make an attack the next round of combat and the adversary will swing at you again (unless of course you dodged during the last round of combat). If you successfully dodge and exceed the TN level required, you attack as normal your next round of combat.

* -Damage, see the Health below.

Summary of a combat round

- Decide initiative to see who attacks and who defends first.

The character rolls Dexterity/Initiative against opponent's Initiative (I)

- When a player character attacks:

Roll Attack + Attack Skill + Used Weapon against opponents Defense (D) -Damage*

- When a player character defends:

Roll Defense OR Dexterity + Dodge against opponent's Attack (A)

- When a character fails to defend themselves, they take one damage disk. An adversary is beaten by successful attack and is added to the slayer's pile of Victory Points.

* See Health below

When combating Security (green disks), a struggle lasts only 1 round, against an Adversary (red disk) combat lasts 3 rounds, or when one side is dead. Once both combatants have attacked and defended the one with the highest initiative may attack again. After the attack, the one with the lower initiative attacks their second time. This continues until three rounds have passed.

- Note that you may assist another character on all their combat rolls, Initiative, Defense and Attack, and so may your ally!

Ranged Attacks

(Count the squares away from the opponent and match it to the table below)

When an Adversary or Living Security disk is flipped because of Line of Sight, a character with a ranged weapon may fire a shot at them before close combat occurs. This may only be done if you haven't yet performed your action. Once this is done, the character can no longer attempt to sneak past the opponent.

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:

Sniper R.	Crossbow	Shotgun	Pistol	Edged M.	Blunt M.	Dice
-	-	0	-	-	-	+3
2/3/4	-	1	0	-	-	+2
-	1	2	1	0	-	+1
-	2	3	2	1	1	None
-	3	4	3	2	-	-1
-	4	-	4	-	-	-2
-	5	-	5	-	-	-3

The weapons list the number of squares towards the opponent, and the rightmost column tells you how many dice the weapon adds/subtract to their Attribute + Combat Skill roll. (-) means that the opponent is too far away, too close or cannot get any closer).

- Note at 0 range (same square) the weapon gives the normal bonus to the dice-roll.
- The Edged/Blunt M. means that you have thrown a melee weapon at the opponent. If you do this the item is placed in the same square that the opponent is standing on when you throw the weapon, even if the attack was not successful. You do not lose your VP collected for that weapon, unless you make no attempt to pick it up again on your next turn.
- You may not assist someone else in a ranged attack.
- If you miss a ranged attack, and another character/ally/opponent stands on a tile next to the target, this person/animal/monster automatically takes the damage. You are given VP/Failure Disks as normal depending upon the target. If there are several people/animals/monsters nearby, decide which one is hit by random.
- 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.

Two Weapon Fighting

If you possess the skill "Two-Fisted" you may use two Hand to Hand (HtH) weapons in a single round. When doing this you roll the attack as normal, first with your first weapon, then with your second weapon, at a -2 dice penalty..

Bruce attempts to attack a Zombie using a knife in one hand and a wrench in his second hand. When it is his turn to attack, he sums up his Attack (4) + Hand to Hand (5/+2) + his primary weapon (the Knife +1). He rolls 7 dice. If the Zombie survives this attack Bruce may try again, this time with his wrench. He sums up his Attack (4) + Hand to Hand (5/+2) + his secondary weapon (the Wrench +1) -2. He rolls 5 dice in his second attack.

Health

Normally a character has 4 health, temporary lowered by damage disks. When a character has more damage disks than their amount of health, they are dead and removed from the game.

When a character dies, all remaining players must take one damage disk and place it on their own character. All the dead character's items and allies are placed on the square

where the character died. These can be picked up by whoever ends up in that square (and dares to face whoever killed their friend).

Damage Disks also reduce a character's effective Defense. When things start to get ugly, they tend to get worse quickly.

Also, as Health is added to the movement rolls, Damage Disks reduce the characters effective movement speed, even when they attempt to flee.

Healing

(Medical + First Aid equals Damage Disks removed and VP gained)

To heal another character you need to be on the same square as they are, and then spend an action. To heal yourself you forfeit your entire turn (including movement roll).

You roll Medical + First Aid. The number of successes determines the number of damage markers the healed character may remove from his/her character, and the number of VPs gained by you! You do not gain any VPs when healing yourself.

Robert took a severe beating against the vampire. His friend, Kirk, decides to treat his wounds. He rolls his Medical (2) + First Aid (2/+1) and rolls a 6. Robert can now remove one of his damage disks and Kirk adds another victory point to his collection.

Combat Example

Combat Specialist Brian decides to take on a Strong Zombie (Adversary 5), one of the tougher adversaries on the block.

Brian makes an attempt to sneak past the monster first (since he doesn't feel stupid today). He rolls Dexterity (3) + Sneak (0) and tries to beat the Zombies Initiative of 3s. He rolls 2/2/3 which is not enough to sneak past the zombie.

Having failed to sneak, Brian attempts a ranged attack with his handgun instead. One shot is fired towards the Zombie that stands 2 squares away. Attack (4) -1 (for the range) = 3. Yet again Brian overestimated his enemy. There is no way he can reach a 4 Straight with only 3 dice.

Now it is time to roll for initiative. Brian rolls his Initiative (3), 4/5/5, which fails to reach the Zombie's required 3S. The Zombie advances 3 squares and now he stands next to Brian.

Brian needs to defend himself with four dice against the Zombie's Attack, 3S. He does not have the skill "Dodge", and his Dexterity is not as good as his Defense anyway, so he chooses Defense (4). He rolls a pair. Ouch! The Zombie rips his chest open in a nasty wound. Brian's player takes a damage disk and places it on his character sheet.

Now it is Brian's turn.

He may use his Hand to Hand skill which gives him one extra die, or his handgun that gives him 2. Naturally he picks his handgun. He rolls his Attack + the 2 dice bonus he gets from his handgun. With 6 dice (yes, Brian is a tough guy) he needs to roll a Four Straight or higher to win. Unfortunately, it's not that easy. Brian rolls 2/3/3/4/4, and misses his shot.

Now the second round starts. Again the Zombie attacks first. Brian rolls his Defense, this time reduced by one because of the damage he took last turn. He rolls a 6, and the Zombie lands his next claw into his shoulder. Brian has started to take severe damage now.

Brian's player grabs the dice, hopes for a good roll, and rolls the six dice on the table. 2/3/3/4/5/6 That's a 5 Straight! Happily, Brian picks the Zombie from the table and adds him to his collection of victory points.

Next turn he asks Steve to help him with his wounds. Steve rolls his Medical (3) + First Aid (2/+1) and scores a pair. That's enough to remove all the damage disks from Brian. Steve receives two victory points for the trouble.

Victory Points (VP)

Victory Points are the most important part of the game. Most scenarios list the amount of Victory Points you need to “win”. Victory Points may also be spent to shrug off bad stuff and keep you going.

Ways to obtain victory points include getting rid of security without killing them, defeating adversaries, obtaining items and allies, healing other characters, trading with other characters and finally, solving parts of the scenario. Victory Points may also be given to exceptional role-playing as per the Game Master's opinion, or a majority vote.

When counting Victory Points, they equal to the **TN** of whatever you encountered. See **The Dice System** section to see how much a **TN** is worth. Use dice, counters or kept disks to keep track of your current amount of VP.

Items: VP equals the **TN** required to find the item

Allies: VP equals the **TN** required to convince the ally to follow the character

Security: VP equals the **TN** required to get rid of the security, no VP are awarded if you battle

Adversaries: VP equals the Defense + Attack* of the adversary

Obstacles: VP equals the **TN** required to avoid the obstacle

* If the Adversary is attacked by a ranged attack, the Attack score is not given as VP.

If you use up an item you do not lose Victory Points.

Spending Victory Points

Victory Points may be spent at the following manner:

1 VP = Re-roll one die*

2 VP = Add one dice to the roll*

3 VP = Cancel a roll of the Oh Crap table before you roll

5 VP = Get rid of a Failure Disk

10 VP = Buy 1 skill point. This can be used to upgrade or gain a new skill.

Victory Points can only be spent before a roll except when buying a re-roll.

* You may maximum spend 3 VP on one single dice-roll.

Negative Victory Points

If you lose an item or an ally you also lose Victory Points equal to their **TN**. This may result in actually having negative Victory Points. If the game ends while having negative Victory Points you must lose one skill (your choice).

Experience Points

If a character goes through a scenario and wins, they receive 1 experience point that can be used to permanently raise an attribute 1 point. No Attribute can ever pass 6 points however.

Fate

Fate puts extra spice to the game, and it is what the red die is for. Whenever you roll for movement, exchange one of your dice with the red die to keep track of your fate. The red die is treated as a normal die, except that if it ends up on a 1 or 6 something bad or good happens, respectively. The result is still counted in the movement roll.

“Oh Crap!”

(Result of one on the red die results in a 2d6 roll on the “Oh Crap!” table)

On a roll of one on the red die roll 2d6 on this table before your movement, and follow the result. If you cannot do what the result tells you (such as if you do not have an ally and rolled a 4) then nothing happens.

- 2 - All of your target numbers are increased by 1 until your next turn.
- 3 - Give 1 item to any other player
- 4 - Give 1 ally to any other player
- 5 - Your next door is locked no matter what you roll
- 6 - Give 2 victory points to any other character
- 7 - You can't move off present tile until next turn
- 8 - Your movement is halved for this turn
- 9 - Lose the rest of your turn
- 10 - Gain 1 failure disk
- 11 - Take 1 damage disk every time you move until healed by another character
- 12 - Your next skill check fails

“WooHoo!”

(Result of six of the red die results in a 2d6 roll on the “WooHoo!” table)

On a roll of six on the red die roll 2d6 on this table before your movement, and follow the result. If you cannot do what the result tells you (such as if you do not have any damage to lose on 11) then nothing happens.

- 2 - All of your target numbers are lowered by 1 until your next turn
- 3 - Steal 1 (random) item from any other player without an opposition roll
- 4 - Steal 1 (random) ally from any other player without an opposition roll
- 5 - Your next door is unlocked
- 6 - Steal 1 VP from all other characters
- 7 - Look at all disks on any one tile already in play
- 8 - Your movement is doubled for this turn
- 9 - Take another turn
- 10 - Lose 1 failure disk
- 11 - Lose 1 damage disk
- 12 - Your next skill check is an automatic success (excluding perception and movement).

Willpower & Magic

Willpower is what keeps you going. No matter how much muscle you have, if you do not have the will, you cannot continue.

At the beginning of a scenario Willpower equals your current health. From then on, willpower is kept separately from Health, and you need to keep track of your current value. Once willpower reaches 0 you may not take further actions (except movement).

Normally willpower is lost whenever you fail to cast a spell (see “Magic” below), but you also lose willpower whenever you flee from an adversary.

- You may recover one lost willpower point by taking no actions and not moving for one turn.
- The therapist recovers one of your lost willpower points per turn (for free).

Magic

Besides gruesome creatures, there are other secrets lost to man that the characters may uncover during their adventures. A noteworthy one is the art of magic.

Magic can be used by all characters, but usually requires mental power to not blatantly fail. Besides a high intelligence, Magic also needs components found laying around in the city.

These magical components are symbolized by brown disks, each one representing one unique component.

The available components are:

- * Animal Components
- * Candle/Flame
- * Crystal
- * Incense
- * Minerals
- * Orb
- * Plant Components
- * Precious Metal
- * Scroll

Casting a spell requires an action. When you cast the spell, you also discard the required components, and roll your Intelligence + Occult Knowledge. You do not lose VPs for the discarded components.

You may use a spell as an attack, counting as one attack roll. Replace your normal Attack + Attack Skill + Weapon roll against an opponent's Defense. Defend as normal.

- You gain Victory Points equal to the cost of the Spell whenever you successfully cast it.
- Only the active player may cast spells. Other players may assist in casting the spell, but may not cast spells themselves.
- When a spell fails, one willpower point is lost. See the **Willpower** section.
- When not using magic, there is no need to use the magic components.

Spells

Dispel Magic

Difficulty: 3S

Components: Crystal and precious metal

Counters another spell, or undo the effects of one that already been cast.

Locator Spell

Difficulty: -

Components: Orb

This allows you to find stuff anywhere on the board. If the spell is successful, you may look at the number of disks equal to the TN level rolled. This spell may also be used to find something specific as stated in a scenario, and the rules for that will be stated in the scenario.

Summon Spell

Difficulty: 3S to 4K

Components: Animal components and scroll

This spell summons “something” that can fight for you. They will fight for 1d6 rounds of combat. The adversary/security they are fighting will always have first attack and will attack the creature instead of the player. The strength of the creature is determined by the TN level rolled.

Score	Attack	Defence
3S	3	4
3K	4	4
4S	4	5
4K	5	5

These creatures will never retreat, but as they are fighting you may move your figure away from the adversary without having to outrun it. Additionally, these are treated as normal monsters. Once their defense is beaten, they are considered dead.

Instead of making a roll during combat, you may take an action to summon a creature. Only one creature may be summoned at one time.

Freeze

Difficulty: 3S

Components: Incense

Target cannot move for 1d6 turns (or rounds in combat). The target must be in line of sight of the spell caster when the spell is cast. This can be used on anything living. If you freeze a creature in combat, it will not attack you. You still have to defeat their defense in order to kill it. You will only gain victory points for their defense TN level.

Light Spell

Difficulty: 1P

Components: Crystal

Counteracts any darkness penalties and lasts for 1d6 turns.

Pass Through

Difficulty: 3K

Components: Minerals

Allows spell caster to pass through solid, nonliving objects such as walls or doors.

Fire Missile

Difficulty: 4S

Components: Flame, Minerals

Ranged attack which does an 8d6 Attack. The player must be in line of sight of the target in order to cast this spell.

Control

Difficulty: 3S

Components: Incense, flame

You can control a living being for one action, which is taken right after the spell succeeds. The target needs to be in line of sight of the spell caster. You may control a creature in combat and kill it. See "Freeze" above for details. Can be used on anything living. If you control a creature in combat, they will not attack you (unless asked to). You still have to defeat their defense in order to kill it though. You will only gain victory points for their defense TN level.

Translocate

Difficulty: 3K

Components: Orb

Move from one location to another legal location on the current board, determined by spell caster. You may not place new tiles when moving with this spell.

Protection

Difficulty: 4K

Components: Scroll

A player under this spell cannot be the target of another spell or take damage for 1d6 turns. Players may take actions as usual.

Vocabulary

- A (Attack)** How skilled the character is in the art of combat
- Adversary (Red Disk)** Represent a hostile enemy that you must fight
- Ally (Yellow Disk)** Represent an ally you may pick up and use
- Attack (A)** How skilled the character is in the art of combat
- Attributes** The characters physical/mental prowess
- Blue Disk (Item)** Represent an item you may pick up and use
- Brown Disk (Magic Component)** Magical components, used for spells
- Carry Weight Limit (WT)** Represents the amount of items a character may carry
- Character** The persona a player controls in the game
- Description (Character Sheet)** A short description of the character
- Defense/Health (D)** The character's ability to defend themselves and deal with punishment
- D (Defense/Health)** The character's ability to defend themselves and deal with punishment
- Dex (Dexterity/Initiative)** The grace/flexibility of the character
- Dexterity/Initiative (Dex)** The grace/flexibility of the character
- Difficulty (TN)** Tells you how difficult it is to succeed with an action
- Disk** Round token representing an Adversary (red), Ally (yellow), Item (blue), Nuisance (grey), Security (green), Obstacle (orange), Magic Item (brown) or a track record (purple).
- Experience** Earned Skill points
- Full House** One pair and three of a kind in the same roll.
- GM (Game Master)** The player that prepares and controls the scenario.
- Gray Disk (Nuisance)** Represents an ally that you do not want but who sticks with you anyway
- Green Disk (Security)** Represents security that you must deal with to continue
- Int (Intelligence)** The character's Wits & IQ
- Intelligence (Int)** The character's Wits & IQ
- Item (Blue Disk)** Represent an item you may pick up and use
- LOS (Line of Sight)** Represents how far a character can see
- Line of Sight (LOS)** Represents how far a character can see
- Magic** The art of using spells
- Magic Components (Brown Disks)** Magical components, used for spells.
- Med (Medical)** The character's skill with medicine
- Medical (Med)** The character's skill with medicine
- Movement** Represents how far a character/NPC can move
- Miniature** The miniature physically representing a character on the board
- Name (Character Sheet)** Represent the name of the character
- Non Player Character (NPC)** A character that is not player controlled
- NPC (Non Player Character)** A character that is not player controlled
- Nuisance (Grey Disk)** Represents an ally that you do not want, but who sticks with you anyway
- Numbered Disk (Black)** Keeps track of various things (mostly scenario specific)
- Occupation (Character Sheet)** What the character does for a living

Of a Kind Represents a dice roll where 3 or more numbers are the same

Opposed Skill Check A check against an opponent, the highest roller wins

Orange Disk (Obstacle) Represent an obstacle that you must deal with to continue

Outside Obstacle (Orange Disk) Represent an obstacle that you must deal with to continue

Pair Represents a dice roll where 2 numbers are the same

Pers (Persuasion) The characters social skill

Persuasion (Pers) The characters social skill

Player Someone that plays the game

Purple Disk (Condition) Keeps track of stuff that have happened during the game, such as damage, failures, broken doors or windows.

Spells Mind-powered tricks that can be used by a character and some adversaries.

Quote (Character Sheet) The favourite quote of the character

Red Disk (Adversary) Represents a hostile enemy that you must fight

S (Speed) How fast the character is for movement purposes

Security (Green Disk) Represents security that you must deal with to continue

Simple Roll A simple roll, the higher, the better

Skill Check A check against a difficulty using your Attributes/Skills

Speed (S) How fast the character is for movement purposes

Six High Represents a dice roll where at least one die rolled a 6

Skills The character's learned skills

Skill points Used to buy new skills

Square One of the lined squares upon a tile

Straight Represents a dice roll where at least 3 numbers follow each other in order

Target Number (TN) Represents the difficulty of a dice roll

Tile A part of the game board, often representing a building or an area

TN (Difficulty, Target Number) Represents the difficulty of a dice roll

Victory Point (VP) Collected to win the game, or spent to shrug off bad stuff

VP (Victory Point) Collected to win the game, or spent to shrug off bad stuff

W (Willpower) The inner strength that makes a character keep going

WDC When Darkness Comes, the game you are playing

Willpower (W) The inner strength that makes a character keep going

WT (Carry Weight Limit) Represent the amount of items a character may carry

Yellow Disk (Ally) Represent an ally you may pick up and use