Book Keeping

Go back to thiefgame

Owner Player

Guards

- 1. Boredom—If a guard has reached the end of their Patrol Route, check to see if they become bored.
- 2. New Rooms—Place any rooms that are within the LOS and FOV of any thief.
- 3. Old Rooms—Remove any rooms that are at least 3 rooms away from any thief and not within LOS or FOV.
- 4. Distractions—Resolve any off map distractions. Distracted guard off map return to their duties.
- 5. Pursuit—Any guards that are off map and in pursuit status change to alert status (Alert-Return) and begin returning to their patrol route.
- 6. Off Map Movement—Mark the movement of all off map/undetected guards and civilians.
- 7. Visibility—Check to see if any guards or civilians have moved onto the visible map, if so place an unknown marker on the visible map for them.
- 8. On Map Movement—Place a destination marker for each guard, civilian and unknown marker on the map.

Thief Player(s)

- 1. On Map Movement—Place a destination marker for your thief.
- 2. Healing—If you used a healing potion last turn, restore your thief back to full health.

From: https://curufea.com/ - **Curufea's Homepage**

Last update: 2015/11/27 13:13

Permanent link: https://curufea.com/doku.php?id=games:board:thiefgamebook

