# Detection

Go back to **thiefgame**

Sight

Light

Every light source has a light value which represents its brightness. At 1 away from the light source, the Light value is used. For every further inch away from the light source, deduct one (i.e. within 1" of a Candle the figure is at light level 2, but if more than 2" away, they are not illuminated at all)."

- **Moonlight**—At the beginning of a mission the Owner can declare one angle for moonlight to be entering from outside windows.
    - Light: 4 (from each appropriate window at the nominated angle only)

Figure coverage

The amount of light falling on a figure is also a factor - whether the figure is fully exposed, or partially hidden by walls and other objects can affect its detectability. The base a figure is mounted on should be divided up into sixteenths by quartering each side of the base. Have a look at how many full squares are covered by the light beam and compare it to the following chart-

Number of squares covered	Rating	Modifier
	0-2	Not lit
	3-10	Partially lit
	11+	Fully lit
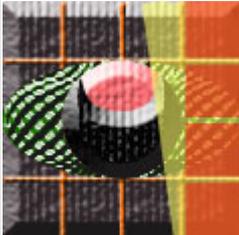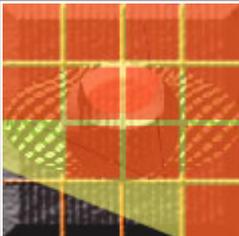
Light Sources

A light source is visible from any distance. Hence a thief about to use a fire arrow can be seen by

anyone.

Walls

Walls block light. In cases of contention, draw a straight line from the middle of a light source to the corner of the wall.

Alertness

If the figure to be detected is in the FOV of another, the watcher rolls their alertness dice. If a guard, add their Notice to each die roll. They must achieve at least one success with a target number of 7 minus the level of the light on the figure. If the figure is carrying a light source (holding a torch or about to shoot a fire arrow), the roll is automatically successful.

Snuffed Lights

- If a guard sees a light source put out, they automatically enter alert status (if able) and investigate.
- If a guard sees a light source that is normally lit is now snuffed out on the patrol route (ie it happened while they were elsewhere) the guard makes a Conscientious roll with a target of 5. If they succeed, they will act as above.

If an alert guard is near (within 1 inch of their figure) a snuffed light source, they will relight it.

- If a non-electric light, the guard relights it.
- If an electric light the guard will move to the generator by the most direct route in alert status. If there are other guards already investigating the generator, and the guard sees them, they return back to their patrol route.

Sound

Every action creates sound of some sort. Sound behaves in the same way as Light (see above) - however a figure can detect sound from any angle, it does not need to be in the figures FOV (field of view). Sounds cannot trigger a guard into pursuit status, only alert. To enter pursuit, a guard must see a thief.

- **Moving**
  - 1—Sound: 1"
  - 1.5—Sound: 2"
  - Climbing—Sound: 2
  - Jumping—Sound: 3
  - Lockpicking—Sound: 1
  - Door opening/closing—Sound: 1
- **Bow**
  - Shooting an arrow—Sound: 2
  - Arrow hitting wood—Sound: 2

- Arrow hitting marble or metal—<u>Sound</u>: 3
- Fire arrow hitting anything—<u>Sound</u>: 6
- Moss arrow hitting anything—<u>Sound</u>: 0
- **Blackjack**
    - Hitting anything—<u>Sound</u>: 2
- **Other weapons**
    - Hitting anything—<u>Sound</u>: 4
- **Guards**
    - Yelling—<u>Sound</u>: 10
    - Whistle—<u>Sound</u>: 20

Ignored Sounds

Guards ignore and do not react to any sound generated by fellow guards' footsteps or any equipment in the mansion - they are used to these sounds.

Blocking Sounds

A thief needs to exceed the sound of nearby objects and equipment in order to be detected. i.e. a thief generating only 1 Sound can move freely within 8 of a Generator without being heard, or within 5" of a drunk guard."

Walls

Walls block sound. However, sound may reach around walls. Measure the shortest distance around the wall to the detecting figure. i.e. a straight line from the source of the sound to the corner of the wall, and from there to the middle of the figure listening.

Hearing

The listener rolls their hearing dice. If a guard, add their Notice to each die roll. They must achieve at least one success with a target number of 7 minus the level of the sound.

Touch

A guard moving into a thief, or a thief moving into a guard automatically triggers the guard into **pursuit status**. The guard may immediately attack if they have not already had an action this turn.

Guards

A guard that makes their hearing or alertness roll changes their status to one higher (ie bored to

interested).

- If a guard enters **alert status** they will leave their Patrol Route and 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 enters **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 enters **pursuit status** and they have not yet had an action this turn, they will make a noise:— if the guard has a whistle, they will use it, otherwise they will yell.
  - Once in pursuit status, the Owner may move them how they like in the same manner as a thief - plotting the destination each turn. 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, or if they move to an off map location. A guard in pursuit status can only trigger other guards to alert status (Alert-Investigate).
  - After leaving pursuit status, the guard will enter alert status (Alert-Return) and return to their patrol route, where they will continue their patrol on interested status.

A guard **must** have made a successful alertness check (or have been touched) before they are able to target a thief with an attack, and vice versa. This alertness check must have been made prior to the attack and the target must not have moved more than an inch since the check. A guard cannot attack a thief that is only detected through sound.

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

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

Last update: **2015/11/27 13:07**