A Touch of Evil Cooperative Rules

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> Evils draw men together.
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> — Aristotle, in Rhetoric Book I, 1362.b39

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Introduction

I am a recent convert to *A Touch of Evil.* But I'm much more interested in the cooperative game than in the competitive one, and I think the advanced rules can reasonably be used even for a first play with reasonably experienced gamers. Therefore I'm putting together this document so that I don't have to flip back and forth between rules and exceptions.

Setup

Place the game boards.

Set the Shadow Track to its "Cooperative Game" side. Place the green Shadow Track marker on 20.

Shuffle each card deck (except Town Items); Location decks should be near their locations.

Place all the Town Elders in a row, Good side up. Place one face-down Secrets card by each Town Elder, and a second by each Tidebrook Elder (Mayor Carver, The Widow Jessica, The Harbormaster).

Select or randomise the Villain, setting up their card and Minion Chart (Advanced Game side up). Note that its Wounds value is multiplied by the number of Heroes (but later added/subtracted wounds are not).

Select or randomise one Hero character per player (or more if you like; the game nominally supports up to eight players). Each pawn starts at the Town Hall unless specified.

Give each player their Hero card and two Investigation points.

Determine a first player; give them the First Player marker.

Goals

If the players defeat the Villain (most probably in a Showdown), they win.

If the Shadow Track reaches 0 (Darkness), the players lose.

If all players are KOed at the same time, the players lose.

Gameplay

Game Round

A Game Round consists of one Hero Turn per player, starting with the holder of the First Player marker and proceeding clockwise round the table; this is followed by a single Mystery Phase.

Hero Turn

Roll d6 for movement. If you roll 1, take an Event Card.

Move up to your rolled movement.

If you chose not to move at all, you are Lingering. Roll d6; on a 1, roll on the Minion chart, and you must encounter that creature or event.

If at any moment, even outside your turn, you find yourself in a space with a square Minion counter, your movement ends and you must fight it. (Round counters do not end movement.)

Once you have finished moving, you may take other actions, as many as you like or can afford, in any order.

Other actions are:

- Encounter the space. You *must* do this exactly once per turn but you may choose to do other optional actions first. In a Corner Location, draw one of the cards from its deck and resolve it. In another named space, follow the text on the board. On a Road, nothing happens.

- Collect Investigation from the board. You may do this no more than once per turn. Make a Cunning or Spirit 5+ test; for each success, pick up one Investigation token from your space.

- Heal a Wound. Pay 3 Investigation to remove a Wound marker.

- Look at a Town Elder's secrets. Pay Investigation equal to the number of players to examine one Town Elder's secret card(s), resolving any that Resolve Immediately. Any that do not specify "without revealing" are also shown to other players.

- Buy a Lair: pay the Investigation cost noted on the current section of the Shadow Track to reveal a Lair card.

- Start a Showdown: pay the cost listed on a revealed Lair card matching your current space. See Showdowns below.

- Exchange Items and Allies with any other Hero in your space. Carrying limits must apply at all times.

Mystery Phase

Move any Minions that move "at the start of the Mystery Phase".

Resolve anything that happens "at the start of the Mystery Phase". First player chooses order.

Any hero KOed is revived, with no Wound markers.

If the Villain has any Wound markers, they heal d6 of them.

Roll 2d6 on the Advanced Cooperative Mystery Phase Chart. Anything that can prevent an Event or Mystery card "as it is played" can prevent this.

2: Surprise Showdown: immediately draw a random location, move all Heroes there, and initiate a Showdown. No Investigation cost to join, but also no choice of Elders, and character abilities may not be used during the first round.

3: Cursed Village: each Hero draws and resolves a Mystery Card. This replaces the single card of the next step.

4: Lies and Deceit: roll d6. Any Elder with Honor equal to the roll gains a Secret. If any has 3+ Secrets, reveal them.

5: Darkness Falls: The Shadow Track moves d3 steps closer to darkness, unless Heroes collectively take 5 Wounds.

6: March of Darkness: each Minion in the board immediately moves 2 spaces towards the Town Hall. If there are no Minions, roll on the Minion Chart until you get a non-Event result, and place that Minion in two random locations.

7: Surge of Evil: roll once on the Minion Chart, using a random location if needed.

8: "Murder… Murder!": draw a random location, and three Investigators must move there. Move the Shadow Track one step closer to Darkness,

This counts as the "Murder" card for villain abilities.

9: Unnatural Storm: discard any Mystery card with Keyword Weather. Roll on the Minion Chart until you get an Event result; if the Villain attacks, it has +3 Combat, and acts at a random locatipn.

10: Ambush in the Night: each Hero rolls d6 + Cunning. Lowest total is attacked by a Minion (roll on Minion Chart until you get something with Fight dice). During the first round, Minion fight dice are doubled, and Hero may not use any Items, Allies or Abilities.

11: Possessed by Madness: each Hero rolls d6 + Honor. Lowest total must fight a single round against highest total. You may choose not to use Fight bonuses from Items etc. but must still use your basic Combat. Each Hero gets one Investigation per hit inflicted.

12: Sign of the Dark Omen: If no Town Elder is dead, the First Player chooses one to receive a Resolve token. Otherwise, the First Player chooses a Dead (not Evil) Elder to return to play. Discard any Secrets they had, and draw two face down. Discard the top card of each Location deck, move the Shadow Track one step closer to darkness, and each Hero gains 1 Investigation.

Draw and resolve a Mystery Card.

Pass the First Player marker clockwise. (So the first player of round N takes their next turn as the last player of round N+1.)

TESTS

You have a characteristic (e.g. Honor) and a target (e.g. 5+). Roll a number of d6 equal to the characteristic, including all additions from training, items and allies unless otherwise stated; each one that equals or exceeds the target is a success.

FIGHTS

A fight consists of one or more Fight Rounds. Each Fight Round is thus:

- Hero makes a Combat 5+ test.

- Enemy rolls a Fight 5+ test.

- Each success does one Wound to the other combatant. Hits occur simultaneously unless a card or special ability states otherwise.

- If the Minion's Wounds equal or exceed its Wound value, it is defeated; give the Hero any applicable Victory bonus.

- If the Hero's Wounds equal or exceed their Wound boxes, they have been KOed. (A surviving Minion then removes any Wound markers.)

- If both of those things have happened in the same round, they both apply: the Hero gets the Victory bonus, and is then KOed.

- If neither of these things has happened, the Hero may choose to fight another Fight Round or to Escape: in the latter case, the Hero moves to any adjacent space without an enemy in it, and the Minion removes any Wound markers.

Many, many card effects can alter these standard procedures.

SHOWDOWNS

A Hero at the location of a revealed Lair Card may pay the Investigation cost printed on the card to start a Showdown. Any other Heroes on the board may also pay the cost to join the Showdown, jumping automatically to that location. Any Hero who chooses not to do this is not part of the Showdown.

Players may choose (the First Player having final choice) which Town Elders (alive, not revealed as Evil) to bring with them, maximum two; each Elder must be assigned to a specific Hero, no more than one per Hero. (Any available Militia counter is also allocated; a single Hero can't have both a Town Elder and Militia.)

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Reveal any unrevealed Secrets for each Elder; if they have keyword Evil they join the Villain instead (giving the Villain +1 Combat and +1 Wound, and perhaps other benefits). Otherwise any benefits of the Secrets, and the Elder's abilities, are available to the Hero.

Then proceed to a series of Fight Rounds: start with the Hero who began the Showdown, who fights one round against the Vilain. Then go on to the next Hero in the Showdown in clockwise order, and so on; once each Hero has fought one Fight Round, start again. (Items and Allies may be exchanged betwen heroes only at the start or between sets of Fight Rounds, not in the middle of a set.) The Hero may split their Fight dice)before rolling) between the Villain and any Evil Elders; one Wound will kill the latter, and a Villain about to take its last Wound will transfer it to an Evil Elder instead. The Villain makes their full attack against *each* Hero, during their Fight Round with that Hero — though if any parties are helping the Hero, such as an Elder or the Militia counter, it must assign one die to each of them. Heroes' powers, assigned Town Elders, etc., only benefit that Hero. Heroes may Escape normally, even before the first Fight Round, and may dismiss allied Elders back to Town at the start of their Fight Round; if the Showdown is abandoned by all Heroes Escaping or being KOed, the Villain does not heal immediately as a Minion would, but does heal normally during the subsequent Mystery Phase.

For a harder game, roll 2d6 on the Showdown Chart at the start of each round and apply the result.

KO

A hero who has no empty Wound slots (Wound markers equal or exceed their Wound total) is KOed.

- Lose d6 Investigation, Items and/or Ally cards (player's choice).

- Remove all Wound markers.

- Put the Hero on the Town Hall, lying down.[1]

- They cannot participate in the game other than by playing Event cards.

- They will return to play in the next Mystery Phase.

ELDERS

Town Elders have Secrets, and may turn out to be good or evil.

If a Town Elder is about to be killed, any player may play cards that prevent a Wound to keep them alive. If they are actually killed, move the Shadow Track 2 steps towards Darkness. Reveal their Secrets; any that have the keyword Evil take effect, making them an Evil Elder (they faked their death).

OTHER THINGS

You may hold any number of Event Cards, *one* Item or Ally from each Corner Location, and up to *three* Town Items. These limits apply at all times, unless a card specifically says otherwise.

A Random Location is generated by revealing and discarding the top card of the Lair deck.

When called on to Block a Road, place a face-down Militia marker there; nothing may enter that space.

Whenever the Shadow Track Marker crosses a division line, the Villain gains (towards zero) or loses (away from zero) the noted bonus. At the same time, all Blocked Roads are removed, except for any placed by the same card that moved the Shadow Track.

Some decks have no discard pile (Town Items, Coastal Town Items, Village Encounters, Hauntings). You may look through Items freely; for other decks, shuffle, draw a card at random, then return it to the deck once resolved.

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[1] Or Town Square if the event took place on the Tidebrook board. Some heroes have custom restart locations which take precedence..

Anything that refers to the Town Hall but takes place on the Tidebrook board (e.g. minion movement, recover after a KO, etc.) should be taken to refer to the Town Square on that board.

The random movement arrows on the *Shipwreck* and *Icy Waters* spaces are used to determine a Minion's movement, and when a Hero tries to escape from a fight.

There can only be one square Minion counter on each space. If a square Minion counter moves onto or appears in a space with an existing square Minion counter, move the existing minion one space nearer to the Town Hall / Town Square. Note that this may trigger additional Minion moves and additional fights with Heroes. If a Minion is already at the Town Hall and would be displaced/moved, remove that Minion from the board and move the Shadow Track 1 step closer to Darkness. If a Minion appears in or moves to a space with more than one Hero, the Minion will fight the Hero with the highest Honor first (the First Player chooses which Hero in the event of a tie). If it's on a space with equal-length paths to the Town Hall, e.g. the Fields, and has to move, First Player chooses the path.

When the Lost Ship is summoned, it is placed in the Icy Waters space.. When encountering it, roll on the Lost Ship card. If it is removed while a Hero is aboard, the Hero must pass an Honor 4+ test or be KOed.

Component Catalogue

Boxes

- core: *A Touch of Evil*
- dd: *The Delion Dryad*
- hp1: *Hero Pack 1*
- hp2: *Hero Pack 2*
- kr: *Krampus the Holiday Devil*
- sh: *The Shadow Witch*
- sw: *Something Wicked*
- tc: *The Coast*
- tn: *The Volgovian Nutcracker*

Heroes

roll d%	name	spirit	cunning	combat	honor	box
01-04	Isabella von Took, Noblewoman	3	3	3	2	core
05-08	Inspector Cooke	1	4	2	4	core
09-12	Katarina the Outlaw	2	3	2	5	core
13-16	Thomas the Courier	3	2	3	2	core
17-20	Heinrich Cartwright the Drifter	4	2	2	4	core
21-24	Karl the Soldier	2	2	4	5	core
25-28	Victor Danforth the Playwright	4	4	1	3	core
29-32	Anne Marie the School Teacher	4	3	2	3	core
33-36	Eliza the Witch Hunter	3	3	2	2	sw
37-40	Brother Marcus	4	1	1	3	sw
41-44	Captain Hawkins	2	3	3	4	sw
45-48	Valeria the Eternal	2	3	3	3	sw
49-52	Argot Blackwell the Master Hunter	2	3	4	2	tc
53-56	Liliana Lost Soul	3	2	1	4	tc
57-60	Doctor Edwards	2	3	2	5	tc
61-64	Maria De La Rosa the Smuggler.	2	3	3	3	tc
65-68	Adrianna, Foreign Traveler	3	3	3	4	hp1
69-72	Harlow Morgan the Inventor	1	4	1	3	hp1
73-76	Lucy Hanbrook	3	2	2	4	hp1
77-80	The Scarlet Shadow	2	3	4	6	hp1
81-84	Sara, the Bright Witch	4	2	3	4	hp2
85-88	Jack Fellows, Privateer	3	3	3	4	hp2
89-92	Frederic Leon the Foreign Diplomat	2	4	2	3	hp2
93-96	Abigail Sturn, Student of the Occult	2	3	2	2	hp2
97-00	*reroll*					

VILLAINS

roll d%	name	box
01-05	The Scarecrow	core
06-10	The Vampire	core
11-15	Spectral Horseman	core
16-20	The Werewolf	core
21-25	The Banshee	sw
26-30	Bog Fiend	sw
31-35	Gargoyle	sw
36-40	Unspeakable Horror	sw
41-45	Siren	tc
46-50	Ghost Ship	tc
51-55	Sunken Seven	tc
56-60	Dreamweaver	tc
61-65	The Necromancer	hp1
66-70	The Reaper	hp2
71-75	The Delion Dryad	dd
76-80	Krampus the Holiday Devil	kr
81-85	The Shadow Witch	sh
86-90	Volgovian Nutcracker	tn
91-00	*reroll*	