

PLAYER AID CARD (A)

WCS - Sep 2016

SEQUENCE OF PLAY		Map Key
GAME-TURN SEQUENCE	COMBAT SEQUENCE	
A. Movement	A. Initiative Determination Segment	
B. Exploration	B. First Being Segment	
C. Interaction	1. Movement	
D. Reorganization	2. Equipment	
	C. Subsequent Being Segments	

MOVEMENT		
Map	Combat Movement	
Map 1 Space Tube ↔ Tube (7.51) Entry Box ↔ Entry Box (With Suit) (7.52)	Uncontrolled Beings Protocol (11.3)	Darkness (14.2)
	1. Not Facing Inward: Turns Inward 2. Has Fire Combat Value: Does Nothing 3. In Box w/ Enemy: Does Nothing 4. Otherwise: Moves Inward (If Possible)	Roll 1D6: 1,2= Turn Left 3,4= Move Ahead 5,6= Turn Right

EXPLORATION		
Entry Checks (Roll 2D6)		
Opening Doors (7.3): ## = ¶ (Door)	Access Way/ Tube Expl (8.15): 1 Check (Total)	
Breaching B-head/ Flr/ Imp. Dr (7.4): # + # = ¶ (Cutting Lsr)	Room Previously Expl (8.21): Previous Result	
Room Exploration: ## = ¶ (Room)	Door Previously Checked (8.21): Previous Result	
	"Bugging-Out" (7.6): Permanently Impassible	
	Alertness Check (8.3) (2D6): ≤ Alertness Rating	

COMBAT	
Hand to Hand Combat (12.14)	Equipment Transfer/ Restrictions (12.5)
Attacker– Use Weapon To Hand Rating Defender– Use Personal Rating* *Jim/ Angelina Defending from Front Attack– Use Weapon To Hand Rating.	Capacity= Jim/ Angelina: ≤9 Pieces (5 SDish Pts, each add'l) Beings: 1 + Suit Robots: None Transfer (1 Per Equip Phase/ May Not Initiate Combat)= Jim/ Angelina: To Hand↔Body↔Leg Sheath/ Back Being: To Hand↔Body Being↔Being (Near Only): To Hand↔To Hand
[12.16] HAND-TO-HAND COMBAT EFFECTS TABLE 	Combat Results (12.4) - = NE * = Out of Ammo S= Stunned: Until End of Next Eqpt Phase. May not initiate combat/ exchange eqpt. Jim/ Angelina= Permanent (-)1 Alertness. May avoid by expending 2 Susp Dish Pts. D= Destroyed: Target Removed. Jim/ Angelina wounded instead: Roll on Wound Table/ (-)2 Alertness/ Suit Malfunctions. May avoid by expending 5 Susp Dish Pts.

Fire Combat (12.2)	
Uncontrolled Being Target Priority (12.25): Main Character	Ammo: Robots Unlimited (7.35) Exc– Bartender (12.33)
Field of Fire (12.23&24): Inward / Outward Facing : 1st Occupied Box Counter / Clock-Wise Facing : 3 Adjacent Boxes	[12.28] WEAPONS TABLE
Fire Modifiers (12.27/ Map)	
Wound (1 Arm)= -1 (2 Arms)= -3 Laser / LR v Cigar= -1 v Reflective Armor= -3 Slug/ SMG/ Exp Grenade (13.4) v Body Armor= -3	
Grenades (12.31)	
Effects: All in Box Main Character + Near Boxes Gas (12.32): NE v Robots/ Suits/ Breath Masks	

PLAYER AID CARD (B)

[12.64] Enemy Equipment Flowchart

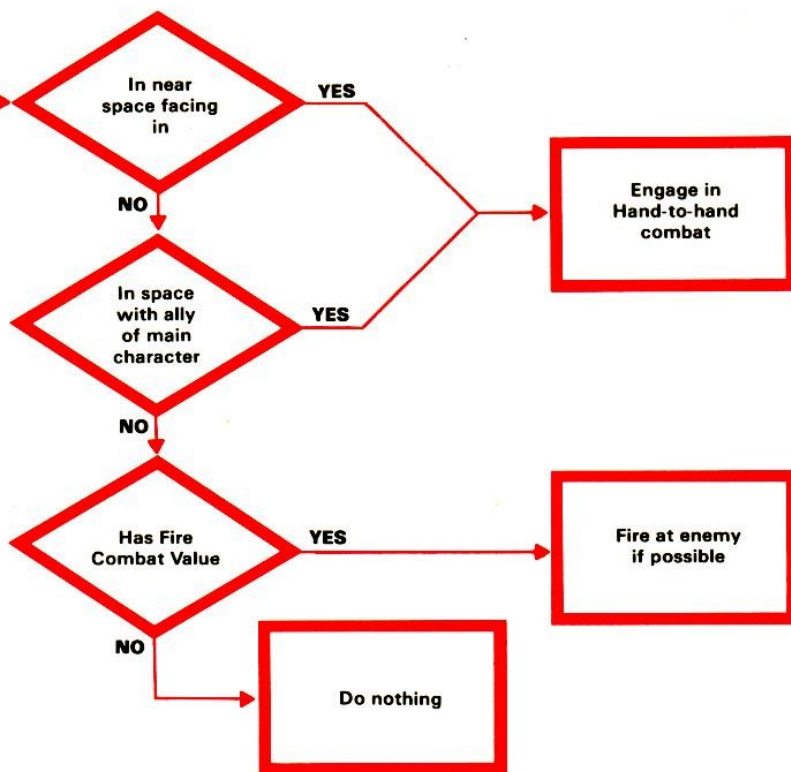


Perform the indicated action.

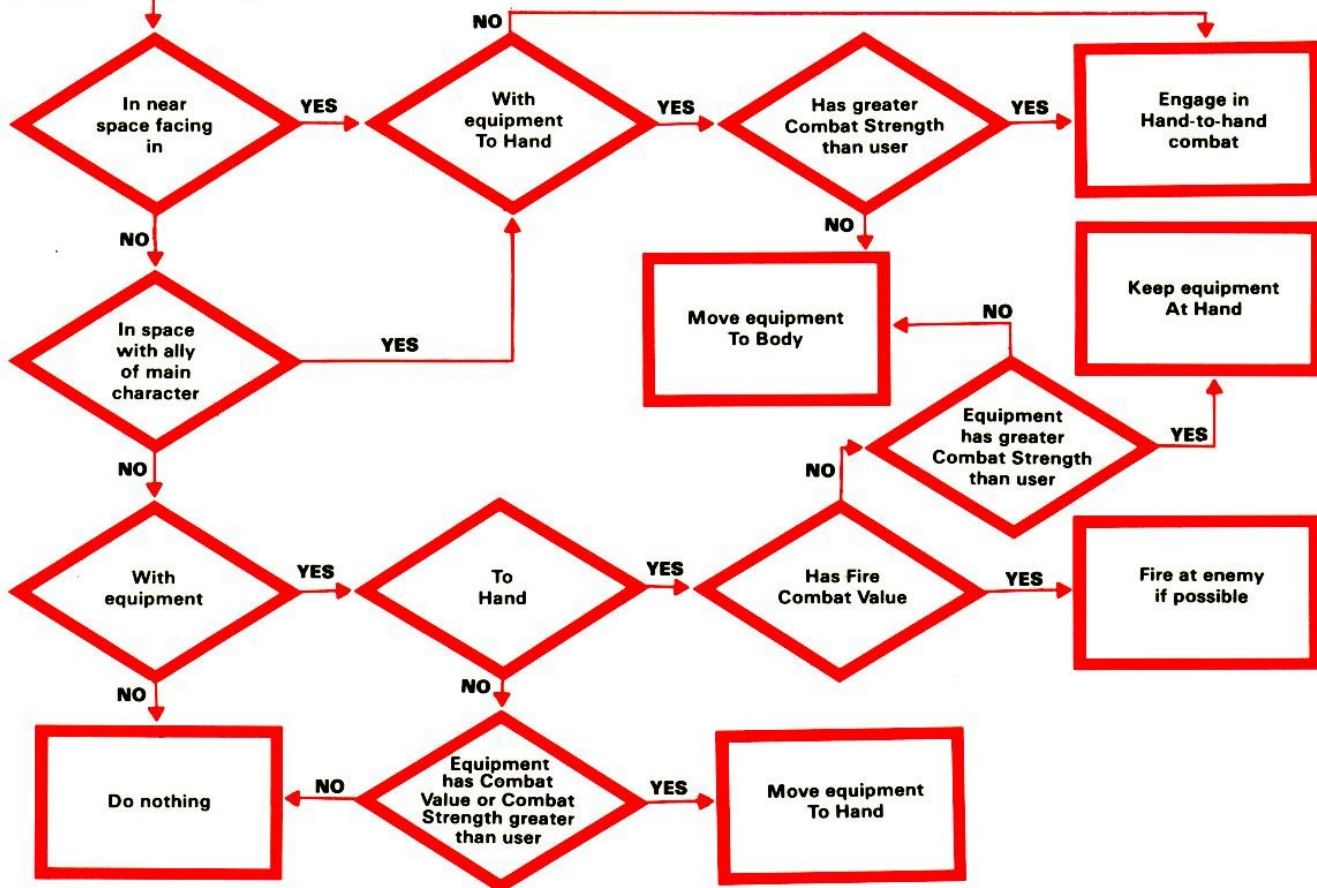


Decide whether the condition applies (YES) or not (NO) and follow the arrow to the next decision or action.

If the enemy being is a robot...



If the enemy being is a character...



EQUIPMENT DATA

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INFORMATION

Type	Susp Disb Cost	Combat HtoH	Fire	Fire Combat Result % / Notes:			
Gas Gun	2	6	G	*= 16.66	(-)= 44.44	S= 27.78	D= 27.77
Gas Canister	1	3					
Slug Thrower	3	7	S	*= 16.67	(-)= 27.77	S= 30.56	D= 41.66
Slug Ammo	1	3					
SMG	5	7	S	*= 50	(-)= 0	S= 44.44	D= 55.55
SMG Ammo	2	3					
Laser Pistol	3	6	L	*= 33.33	(-)= 41.66	S= 16.67	D= 41.66
Laser Power	1	3					
Laser Rifle	5	9	LR	*= 33.33	(-)= 16.67	S= 22.22	D= 61.11
Laser Rifle Power	2	3					
Grenade (Explosive)	2	4		*= 0	(-)= 30.56	S= 13.89	D= 55.55
Grenade (Gas)	1	4		*= 0	(-)= 0	S= 69.44	D= 30.56
Mono Sword	4	10					
Golf Club	1	7					
Electric Prod	3	-	E	*= 0	(-)= 16.67	S= 55.56	D= 27.77
Bot Slaver	3	4/10*		*character/ robot			
Type	Susp Disb Cost	Combat HtoH	Fire	Type	Susp Disb Cost	Combat HtoH	Fire
Cut Laser	4	6		Gloves (Insulated)	1	4	
Mono Solvent	1	3		Humidor	1	5	
Lock Pick	1	4		Suit (Vacuum)	5	-	
Grenade (Smoke)	2	4		Suit (Reflective)	7	-	
Grenade (Illumination)	1	4		Suit (Body Armor)	7	-	
Flashlight	2	6		Suit (Reflective/ Body Armor)	10	-	
1st Aid Kit	2	3					
Pain Pills	2	1					
Pep Pills	2	1					
Scotch	1	6					

AVAILABILITY

Type	#	Type	#
Gas Gun	1	Bot Slaver/ Scotch	3
Slug Thrower	2	Pain/ Pep Pills	2
SMG	2	1st Aid Kit/ Flashlight	2
Laser Pistol	2		
Laser Rifle	1	Lock Pick/ Golf Club	1
		Golf Club/ Cut Laser	1
<u>Ammo:</u>		Breath Mask/ Cut Laser	1
S/ SMG	4	Electric Prod/ Breath Mask	1
L/ LR	4	Mono Solvent/ Mono Sword	2
Gas Cannister/ S	1	Humidor/ Insulated Gloves	2
Gas Cannister/ L	1		
Gas Cannister/ LR	1	<u>Suits:</u>	
		Vacuum	3
<u>Grenades:</u>		Reflective	1
Explosive/ Smoke	3	Body Armor	1
Gas/ Illumination	3	Reflective/ Body Armor	1

BEING DATA

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CHARACTER INFORMATION				
<u>Name</u>	<u>Alertness</u>	Combat		<u>Notes:</u>
		<u>HtoH</u>	<u>Fire</u>	
Jim diGriz	9	4		Player Character. Is never Stunned.
Angelina diGriz	9	5		Player Character. Is never Stunned.
Trina	6	4		Minor Character: Deputy Commander Trina is Acting Cmdr of Station.
Stark	7	3		Minor Character: Cmdr Stark is Assistant Chief of Security.
Putz	5	3		Minor Character: Dr. Putz is Assistant Science Officer.
Corona	7	4		Minor Character: Technician Corona handles the Station's maintenance.
Rita	6	2		Minor Character: Rita Marz is a waitress at 1 of the Station's restaurants.
Woloski	6	2		Minor Character: Joe Woloski, MBA is a businessman trapped on the Station.

ROBOT INFORMATION					
<u>TYPE</u>	<u>#</u>	<u>Alertness</u>	Combat		<u>Fire Combat Result % / Notes:</u>
			<u>HtoH</u>	<u>Fire</u>	
Securibot	7	8	8	L	*= 0 (-)= 41.66 S= 16.67 D= 41.66
Guardian	3	6	0	L	*= 0 (-)= 41.66 S= 16.67 D= 41.66 / May not move.
Hired Gun	5	8	9	LR	*= 0 (-)= 16.67 S= 22.22 D= 61.11
Garcon	5	8	3		
Bartender	3	6	5	S	*= 16.67 (-)= 27.77 S= 30.56 D= 41.66
Bouncer	2	7	9		
Croupier	2	8	5		
Maid	2	2	2		
Handyman	1	5	7	L	*= 0 (-)= 41.66 S= 16.67 D= 41.66
Cargo Master	1	4	6		
Stevedore	3	3	7		
Gantry	1	3	5		
Farmer	1	1	8		

ROBOT AVAILABILITY				
<u>Type</u>	<u>#</u>		<u>Type</u>	<u>#</u>
Bouncer/ Securibot	2		Bartender/ Guardian	3
Croupier/ Securibot	2			
Handyman/ Securibot	1		Garcon/ Stevedore	3
Hired Gun/ Securibot	2		Garcon/ Cargo Master	1
Hired Gun/ Maid	2		Garcon/ Farmer	1
Hired Gun/ Gantry	1			