

QUICK START RULES FOR WDC

COMPONENTS:

Tiles - Buildings with roads.

Disks - Items: Add dice to skill checks. May only have a carry weight of 5.

Allies: Add re-rolls to skill checks.

Nuisances: Forces re-rolls of a die that you would not want re-rolled.

Security: Persuasion to avoid or may enter 1 round of combat (see "Combat").

Adversaries: See "Combat."

Outside obstacles: Must be turned over when entering an adjacent square to the disk. Skill check and penalties are noted on the disk.

Failure Disks - Gained for failing to persuade security, killing an ally, busting a window/door.

Other disks - Used as needed.

CHARACTER CREATION:

Number of dice for attributes (as noted in sets). Skill points as noted in sets.

Attributes: Speed (S) - Movement

Attack (A) - Offensive combat and strength

Dexterity/Initiative (Dex) - Opening doors and determining initiative in combat

Intelligence (Int) - Searching for items, perception checks.

Persuasion (Pers) - Getting past security and gaining allies.

Medical (Med) - Healing damage.

Defense/Health (D) - Defense in combat. Added to speed TN to determine movement.

Skills: Noted on the Skill Sheet. A skill with a cost of 1-3 will add 1 die to the skill check, a cost of 4-6 will add 2 dice to the skill check. Any skill can be attempted if you have the skill or not. Having the skill

adds dice to the attribute number. If you do not have the skill, no dice are added for the skill check.

TURN SEQUENCE:

1. **Communication** - Everybody has a cell phone, so you can talk to other players anytime.
2. **Movement** - One movement per turn, in any order. Fate die used. If 1 - roll on "Oh Crap table." If 6, roll on "Woohoo" table. Movement is doubled outside and normal inside building. Once you enter a building, your movement ends.
3. **Take 1 Action** - One action per turn.
 - A: **Enter a locked building** - Roll Dex (lockpick) for a TN level as noted by the number of locks.
 - B: **Perception check** - Roll Int (perception) to determine how many disks you can look at in a building.
 - C: **Heal another player** - Roll Med (first aid) to heal another player and gain VPs # of damage healed.
 - D: **Give or drop an item** - Give an item to another player or drop an item on your present square.
 - E: **Pick up an item that is face up**
 - F: **Attempt to obtain an ally or item from another player** - Both players roll Pers, and the higher TN gets the ally. Both players roll A (strength), and the higher TN gets the item.
 - G: **Open a door for another player.**
 - H: **Turn over an encounter disk**- If you land on a disk or are within the LOS of a disk, you must turn it over if you have an action left.

Even if you are not directly on the disk, you are considered to encounter it if in the LOS.

SKILL CHECKS:

To make a skill check, roll the number of dice next to the appropriate Attribute, adding dice for the appropriate skill (if present). Modifications to the skill checks are made as follows:

1. Items add dice.

2. Allies add re-rolls of your choice.
3. Nuisances add re-rolls that you would rather not.
4. Other players may assist by adding re-rolls according to the number of dice they have for that skill check.

If your skill check succeeds:

1. Gain victory points according to the TN level on the item, ally, security and outside obstacle. The disk is then removed from play. You avoid security and outside obstacles but gain the use of the items and allies.
2. For adversary disks - See "Combat" below.

If your skill check fails:

1. For allies: You gain a failure token and the disk is placed back into play (See "Shuffling disks")
2. For items: The disk is placed back into play (See "Shuffling disks")
3. For outside obstacles: You place the disk in front of you and suffer the penalty for the skill check as noted on the disk.
4. For security: You and any other players in the building are placed on the outside square adjacent to the closest door., you gain a failure token and the disk is placed back into play (see "Shuffling disks").

COMBAT:

When an adversary disk is encountered or you prefer to fight security instead of persuade them:

NOT ON THE SAME SQUARE AS THE DISK: If you are not on the same square as the adversary - You may make one ranged attack if you have the appropriate weapon. After the ranged attack, the disk is moved to your square, and combat takes place as noted below.

ON THE SAME SQUARE AS THE DISK: Roll Dex (Initiative)

Winning initiative, you may either:

1. You may retreat by rolling your movement and moving that many squares away from the adversary/security. If you are not able to move more squares away than the Speed noted on the disk, they will attack.
2. You may attack. Roll your Attack against the adversary/security's Defense. If you meet or beat it, the adversary is defeated. If you don't, they attack you.

Losing initiative: The adversary will attack, and you must roll your Defense against their Attack TN level. If you do not meet or beat their Attack TN level, you take one damage.

Continuing combat:

With Security: Combat only lasts for one round. If they are not defeated, the disk is placed back into play (See "Shuffling Disks") and you gain a failure token. If you are defeated, the disk is removed from play, and you gain a failure token.

With an adversary: Combat continues on for 3 rounds or until the adversary is defeated or you are down to 0 health. After 3 rounds of combat, your turn is over, and you remain on the same square as the face-up adversary disk. On your next turn, if the disk is still face-up, you may attempt to retreat or initiative is determined as usual and combat continues.

SHUFFLING DISKS:

When a disk is placed back into play, it is shuffled with the other disks in that building on the same tile and placed back on the "?" squares.

VICTORY POINTS:

Gaining: Victory points are gained for successful skill checks for the encounter disks according to the TN level on the disk. Victory points are gained for adversaries when they are defeated according to their A and D TN levels. If the adversary was killed by a ranged attack, you gain victory points only for their D TN

level.

Using: Victory points may be used in the game to buy re-rolls and dice for a skill check for a max of 3 VPs per any one skill check. Victory points may be spent to gain skills, get rid of failure or cancel a roll on the “Oh Crap” table.

SKILLS ADDED IN THE EXPANSIONS:

There are some skills that were added in the expansion that are not included in the core set. These include:

1. Dexterity (**dodge**) - When being attacked, you may roll your Dex (dodge) instead of defense to avoid taking damage. If you meet or beat the TN level, you don't take any damage. You may only attack after a dodge roll only if you **beat** the TN level.
2. Dexterity (**sneak**) -

TARGET NUMBER LEVELS

1. 6H - six high for 1 VP
2. 1P - one pair for 2 VPs squares
3. 3S - three straight for 3 VPs
4. 3K - three of a kind for 4 VPs
5. 4S - four straight for 5 VPs
6. 4K - four of a kind for 6 VPs.
7. 5S - five straight for 7 VPs.
8. 5K - five of a kind for 8 VPs
9. 6K - six of a kind for 9 VPs

LOCKS ON DOORS

- 1 lock - 6H to get in
- 2 locks - 2P to get in
- 3 locks - 3S to get in

LINE OF SIGHT

- Streets/open areas 4 squares
- Buildings: 2
- Woods: 1 square

SPENDING VICTORY POINTS

- 1 die re-roll 1 VP
- 1 additional die 2 VPs
- 1 Failure token 3 VPs
- 1 roll on the “Oh Crap” table 5 VPs
- Additional skill point 10 VPs