77 Worlds Basic Set : Lunar Resort Setting
April 5th 2016 – Draft – For 2014 Play Tester and 2015 "First Release" AS1: Core Rules

Errata and optional rules: *We have had two slightly different versions of the AS1 Core Rules book. Here in are updates to bring both versions current. Changes are based on errors in editing, play tester and convention games feedback, as well as some changes to balance the game a bit more.*

Optional Rules: Creation Cards

GM's choice. One can set a method for the campaign or leave it open to players.

Character Generation Option 3:

I am adding a third method as well. In my own games I set a standard way for everyone to use.
A third method is to draw two sets of 4 (8 cards) then select the four you want and discard the remaining ones. Creation cards are exciting and bring some dramatic decisions to the story.

Recreation: If you draw all black cards discard them all and redraw ALL cards. Ie: start Over
I have only seen this happen once and it was to me during a convention game. Every player character should have at least one red card for a fun experience.

Core Rules Errata:

Fighter Example Combat in Character section subtracts 4 hit points and not 6. This is page 20 in the B&W 2014 play tester book or page 22 in most boxed set books color and black and white editions.

Medic: If a medic fails 3 times to figure out an antidote or medical machine he can not use it. The Medic can try again once per rank achieved.

Who Goes First?
Select your best creation card. Clubs are highest for turn order followed by Hearts, Diamonds, and finally Spades. In the event of a tie each of the players in the tie draw a card again to determine who goes first. That card is then discarded.

The character with the highest ♣ goes first. The second highest ♣ goes second, and so on.
Then the character with the highest ♥ goes, followed by the second-highest ♥, and so on in descending order.
Then the character with the highest ♦ goes, followed by the second-highest ♦, and so on in descending order.
Then the character with the highest ♠ goes, followed by the second-highest ♠, and so on in descending order.
Ties are resolved by each player in a tie drawing a card until one is higher than the other. This does not change
    their order in relation to the rest of the players but decides which of those in the tie go before the others.

A game master may simply decide that order of turn will take place clock wise around the table.

Weapons/range: What effect does range have? Targets at medium and long range are harder to hit with missiles than are targets at short range. Attacks at short range are resolved normally. To hit a target at medium

range, the attacker needs to draw a 5 ♥ or higher. Hitting a target at maximum range takes an 8 ♥ or higher.

*The Egyptian bow, Arthurian longbow, crossbow, and Tommy Guns can shoot multiple times per turn. Only one card is drawn for each **additional** shot (attack), no matter what the attacker's rank is.*

Multiple Attacks: Weapons like a Tommy Gun or Hue Bows can attack additional times. The number of times any weapon can "fire" was left off the weapons table. See the table below. The Shot per round column should be added to the Weapons Table's page 14 or 16 depending on which book you have.

Multiple Attack Weapons	Short	Solid Strike	Glancing Hit	Shot Per
	Range	♥ Damage	♦ Damage	Turn
Bow[1]	20 yd.[3]	7	2	3 (4)*
Hue Bow	30 yd.3	9	3	3
Crossbow[1]	40 yd.[3]	12	3	1
Longbow[1]	40 yd.[3]	11	5	2
.35 Police Revolver	40 yd.[3]	13	8	3
.45 Semi-automatic Pistol	50 yd.[3]	20	12	3
Tommy Gun[5]	30 yd.[3]	30	15	5
Shot Gun	30 yd.[3]	21	12	2
Compound Cross Bow	60 yd	12	5	1

Note: The first shot is normal. Each additional shot the player draws one extra card per shot
A Spade will result in additional shots being lost. Ie: String break, Jam, etc.

- Four when the archer is set to fire prior to the turn beginning.

THE COMBAT PAGE

In a perfect world we would have a pad of these made so that players can use them up. At the very least this chart should be the last page of the book so that they can copy it over and over again. In a fun world we would sell a pack of 10 of these embossed in plastic and a dry erase pen. The characters could use them for their combats. The game master could use them for the monsters they encounter. The fun part would be using them over and over again. - James M. Ward

The combat page has become the second side of the character sheet. Attack & Defense Sheet. As this page will be used a lot a dry ease option would be quite handy. Good Suggestion.

Combat Sequence

Attacking:
1. Select one of your four creation cards to play or draw per rank and select your best card for each attack.
2. The encounter then draws a defense card or selects a creation card to play in defense
3. Next the encounter draws cards equal to their rank and selects their best card
4. You draw a single card for defense. If your defense fails then damage is determined

Defending: Deduct the hits from your defense in this order
1. Entertainer points
2. Shield(s) / Technology
3. Armor
4. Character hit points

Combat Sample: WCS

Fighting goes in turns which represent about 3 seconds each. In a turn the character can attack, move, or do an action. A round is complete when all players and NPC have completed their turn. The order of play is determined by the characters initial BEST creation card. Clubs, then Hearts, then Diamonds, then Spades. If two entities have the same suite then order actions from high cards to low Ace, king, queen and so forth. If there is a tie, have the players who are tied draw a card from their deck until one has a higher card and this will set the order for the turn or optionally for the gaming session.

Each Player and the GM has their Own Deck of Playing Cards. It is recommended that the GM uses a separate deck for each significant NPC in an encounter and group the minor members. A GM may use a single deck for all NPC's and game determinations Noting separate creation cards for each encounter.

Each Character has 4 Creation Cards at the start of play. These four cards are removed from the players deck and placed on the battle board or on the table in front of the player. Draw cards one at a time until all cards have been drawn or a joker turns up. If the joker is drawn, no further cards are drawn, The joker is discarded for the rest of the gaming session, the action fails, and that players discard pile to shuffled back into his deck.

When a creation card is played it along with the players discard pile are then shuffled back into the deck at the end of the turn.

Note: When defending a creation card can be used against *ALL* attacks made against them that round after the attack cards of the opposition have been declared.

Attacking: draw cards one at a time equal to the characters rank. If a heart is drawn a solid hit is made causing full damage and reducing defenders armor one point. If a diamond is drawn then a glancing blow occurred which causes less damage and does not affect the defenders armor. Otherwise the attack failed.

Defending player gets one change to defend themselves. Draw a single card from your deck or play a creation card. A Spade is a successful dodge/Perry and the attack damage is reduced by the value of the card drawn (2-14).

Damage: Reduce hit points by weapon damage (see weapon table) inflected less defense from shield and armor. A strike with a heart also damaged the defenders armor. Each time a defender is struck with a heart and he does not draw a spade in defense the armor value is reduced by 1 until it is destroyed or other wise rendered ineffective.

Example:

Attacker is rank 4 and is wearing advanced body armor which has an action penalty of -1. This means the attacker draws 3 cards instead of four due to the armor . He draws a Heart and hits with a long sword for 14 points

Defender is wearing a bulletproof vest which reduces damage by 11 resulting in the defender losing 3 hit points and the bulletproof vest loses 1 point. So on the next successful attack the vest will only reduce damage by 10.

See WardCardSystem.PDF and WCSexamplecombat.PDF for further details. Http://77Worlds.com

Creation Cards

Questions & Answers:

From the play testers, early adopters, face book, and at the convention games.

We always want to hear from you by email, on the website forums, or on face book. Ask your questions and we will continue to expand this document. Sign up for our newsletter which will provide new content for the Lost 77 Worlds several times a year.

QUESTION: The Method I system specifies that if a player wants to play a certain type of character, they pull the Ace of the required suit out of the deck and use it to automatically qualify for the type. This seems to indicate that the players will need one card of each suit in their row of 4 when assigning them as Creation Cards. This does not seem to be specified.

Answer: While a character must have the required cards for a particular character type, they do not need one of each suite. It is beneficial (often required) to have a high card for the Character type's main suite: for example Adventurer needs a KING of SPADES, sentinel needs QUEEN of CLUBS. You can either have them pull the ace or repeat drawing sets until they have a hand that qualifies for the character type they want. (not unlike the minimum stats for say a ranger in ad&d 1.0) The character sheet is generic and frankly needs some work (A new one is available at http://77worlds.com). It has places that each individual character type may need to record information.

The bottom line is you do not require one card in each suite for your creation cards only the minimum specified for the character type you are playing. It is highly recommend you have at least one heart card and perhaps one spade. *However, having one of each may be beneficial.*

QUESTION: Character sheet- is the Protection rating of the armor what goes under Defense on the characters sheet? Is Strike the damage of the weapon? Is Only Bonus Damage the damage for combat Types, like Fighter or Forester?

Answer: The protection rating of the Armor is what goes under Defense on the Character Sheet. Character type abilities to inflect damage are added to the weapon damage as determined by the Heart of Diamond card. See the Weapons table for the amount of damage done.

The usage of the word bonus can be misleading in the first book printing. In the game rules, The weapons table list two columns. The Heart Column has the total damage for Strike and Bonus (A solid hit). So when you see Strike+Bonus that is the heart column for Damage. ie: 4 hit points for a dagger. This represents a solid strike with damage to Armor. This is simply Heart Damage in later printings. The column on the weapons table for Diamonds represents a glancing blow and this represents "Only Bonus" (A Glancing hit) in the case of the dagger this is 1 hit point of damage.

It is easy to start thinking of a fighters character type ability of +2 hit points of damage per level as a bonus. However, that is separate from and not related to the "only bonus" damage of the weapon when a diamond is draw. **We have replaced the Column headings to simply read Heart damage and Diamond damage. I think you will agree this clears up a lot of confusion.**

QUESTION: Character Type Descriptions - It would be much easier to find and define all the abilities of the more talent-laden types, such as forester, if the formatting of the type description was such that each ability had a bold header and its own paragraph.

Answer: Good Suggestion. We added bullet points for each talent below the character type and I added a chart to assist you in comparing character types and their abilities quickly. One will still need to read the character description for a full and complete understanding but it helps for a quick compare for new and old players alike.

Character Type Table						
Character Type	Abilities	Starting Health	Key Card for success	Characteristic	Trait	Required Creation Card
Adventurer "hero"	High ♠ Spade Represents Success A ♠ block one extra point of damage An Ace of ♠ blocks an attack entirely (no Damage)	9	♠ Spade	Luck	Leader Explorer Thrill Seeker	♠ King or Ace
Entertainer "Bardic"	High hearts blocks an attack in defense. Allies gain extra temporary hit points a high ♥ for defense distracts his attacker so that the entire attack misses.	6	♥ Heart	Charisma	Entertains Encouragement Distracts	♥ 9 or Higher
Fighter	Causes 2 extra points of damage per rank. Reduces damage from multiple attacks by his rank Draws 1 extra attack card with ranged weapon	12	♠ Spade	Berserk	Warrior Mayhem Archer	♠ 9 or Higher
Forester	Can find food and water in the wilderness Inflicts 1 extra point of damage per rank to wild creatures in battle blend into natural surroundings tame and train wild animals	8	♦ Diamond	Ranger	Path Finder Hunter Camouflage Druid	♦ 10 or higher
Medic	Use all medical equipment Heals damage and characters equal to his rank Develops antidotes for poisons, Medical Herbs Develops cures for diseases	5	♦ Diamond	Healer	Healing Bio-Mechanics Bio-Toxin Epidemiology	♥ Q or better
Mentalist	Senses and reads thoughts and emotions see through the eyes of intelligent creatures ability to knock enemies unconscious never surprised by ambushes	4	♣ Club	*Psionic*	Empathy Scrying *Subdue* Perceptive	♣ Q or better
Scientist	Use all equipment Increases the efficiency of devices Trains others to use devices and technology Analyzes and discovers the uses of unknown technology	5	♦ Diamond	Discover	Engineer Improve Educate	♦ J or higher
Sentinel	Inflict extra damage equal to rank Avoids an attack and gains a free reaction when a high ♣ is draw defensively Feats of Strength succeed with ♣ or ♠	10	♣ Club	Bionic	Acuity Endurance Strength	♣ Q or better
Tinker	Repairs devices with ease Analyzes and discovers the uses of unknown technology with high cards Causes extra damage to nonliving targets	7	♦ Diamond	Maker	Hacker Technologist Inventive	♥, ♦ 8 or higher

QUESTION: Final character sheet should probably include a summary of the Ward Card System.

Answer: I agree. A Ward Card System document has been included in later boxed sets and is available in the Rule Book section of the website. It contains a WCS overview along with a detailed combat Round listing each rule applied. A companion spreadsheet is included tracking each result to a rule in the AS1 core rules book. I have added these to the website at Http://77worlds.com Some summary information is on the new Character Sheets.

QUESTION: The chart on p.6 is missing the Spades column specifying that Fighters require a Spade of 9 or better for type qualification and Adventurers need King or Ace of Spades.

Answer: Thank you we fixed that right away. The new chart is below. Entries indicate the minimum primary card value needed to qualify for the listed character type.

For example: **Forester** needs a Jack of Diamonds while a character can be an **Entertainer** with a 9, 10, J, Q, K, or A of hearts, not only with a 9, 10, or J. Thus having a 8 of hearts limits you to the **Tinker** type character which is a very fun type to play.

Character Creation Table			
§	**Hearts**	**Diamonds**	**Clubs**	**Spade**
2				
3				
4				
5				
6				
7				
8	Tinker Entertainer	Tinker		
9				Fighter
10				
Jack		Forester or Scientist		
Queen			Mentalist or Sentinel	
King	Medic			Adventurer
Ace				

Play tester Commentary: Thus far, the concepts of the world, the domes, etc. are all striking our fancies quite a bit. We're loving the game world. We found that a few things on the character sheet could be more clear, and there might be a tad more guidance in starting equipment, etc. A list of armor available in Egypt would be nice, I googled it, but there is a list of appropriate weapons on p.25 but it does not include lined for appropriate armor.

SL- typical Egyptian Armor was mostly leather breastplate or simply a shield. However, this is not truly ancient Egypt but a future fantasy version created to entertain the people of the 25th century. Its OK to set your own standards here. I may expand on the 'Typical' in the Adventure Booklet during its next update. Certainly in the expanded / advanced rules and/or adventures we will address much more for each environment the party may venture into.

SL- 4/2016 I am working on expanding the typical armor, weapons, and items for each resort dome as well as for areas beyond the dome. These will be free PDF supplements for your use.

Whats News?

The Blasted Earth Expansion will introduce some new character types, mutations (Genetic Retro virus's) both Alien and Human. It will also contain some very interest terrain types, alien plant and animal life resulting from the xenoforming attempts made on Earth Prime during the attack three hundred years ago. The book will expand on the basic rules to help run the game on the Ultimate Apocalyptic Planet.

The Surface adventure series along with some under dome adventures will add many high technology devices and encounters as well some some rules relating to these items. This will include some basic space flight and dealing with near zero gravity and places open to space.

The Jupiter Ship Yards and/or Apocalyptic Mars will expand again many rules for androids, robotics, and Artificial intelligence's including a method of combat at the network level between constructs. Think of this as a machine form of psychic combat.

For additional Material visit us at http://77worlds.com

    I.   Pre-Generated Characters
    II.   Rules Expansions and other new products
    III.   Free Adventures
    IV.   Rules Errata
    V.   Q&A with James M. Ward and Stephen A. Lee
    VI.   Short Stories based in the 77 Worlds by James M. Ward
    VII.   Fan Fiction
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For other game systems, discussion forums, and our online store visit the publisher at http://firesidecreations.com