

The Ward Card System (WCS)

Suits Table		
Suit	Determine Results of an action Drawing the correct suite is a success	General Effect
♥ Heart	An attack scores a solid hit	Excellent
♦ Diamond	An attack scores a glancing hit Attempt to figure out a device (Success)	Good
♣ Club	A feat of dexterity succeeds Athletic attempt succeeds (climb wall) Open locks succeeds	Poor
♠ Spade	A feat of strength (break down door) A feat of endurance succeeds (run 5 miles)	Terrible
In Defense		
♠ Spade	A defender dodges or blocks an attack	Excellent

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 use 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. Optionally the GM may share a deck for all NPC/Encounters and simply note their creation cards.

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. A player must decide during the game if they wish to play a creation card to ensure success or draw cards equal to their rank hoping to draw a card that will bring success. Creation cards can only be used once per gaming session. *When a creation card is played, it and the player's discard pile are then shuffled back into the deck at the end of the turn.*

During the game players draw cards one at a time to determine results of actions or during combat for attack and defense. Once all cards have been drawn or a joker turns up then the discard pile is shuffled and becomes the new draw from stack while the joker is removed from play for the gaming session.

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 is shuffled back into his deck.

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 the defenders shield/technology/armor in that order by 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: players gets one chance to defend themselves. Draw a single card from your deck. A Spade is a successful dodge/parry and the attack damage is reduced by the value of the card drawn (2-14)
Decision 1: Decide if you are going to use a creation card or draw from your deck a number of cards equal to your rank.

Damage: Reduce hit points by weapon damage (see weapon table) inflicted less defense from shield and armor. A strike with a heart also damage 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 otherwise rendered ineffective.

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.

James M. Ward's Example of Combat (edited)

Two Egyptian **guards** patrolling around an important tomb run into a pair of grave robbers. The guards are NPCs run by the Game Master, armed with spears and large shields. Both are rank 1 and have 12 hit points. The grave robbers (**Archer's**) are player characters, armed with bows and daggers, wearing furs for protection. Robber one's fur is damaged from earlier action. Both are rank 2 and have 32 hit points.

The guards spot the intruders at a distance of about 40 yards. The Game Master determines that it will take the guards two rounds to get close enough to the characters to use their spears.

Round 1: On the first round, the guards run toward the characters, and the archers shoot two arrows apiece. Being rank 2, the archers draw two cards for the first arrow and then one card from the deck for the second arrow. Their card draws are 4♥/5♣, 9♠ and 7♦/Q♣, K♠. The 4♥ hits the first guard and does 7 damage. The guard flips a ♦ for defense, but his shield still stops 3 points, Armor is skin and the guard has no prior unhealed injury so the damage is further reduced by 2. Guard one loses 2 hit points and his shield's protection drops by one resulting in a new defense value of -2. The second archer does just 2 points of damage with his first arrow to Guard two; all of that is absorbed by the guard's shield, and the shield is not affected by the ♦. His second arrow drew a K♠, a high card, so the Game Master interprets that to mean his bowstring broke and he can't use the bow anymore! He drops it and draws his dagger.

Round 2: Only one archer can shoot. He draws 6♣/A♦ and 8♥. The ♦ does 2 points of damage, all of which is stopped by the guard's shield. The ♥ does 7 points; 2 are blocked by the guard's defense card, a 2♠. He takes the remaining 5 points of damage, leaving him with 5 hit points, but at least the ♠ defense card prevented his shield from getting any worse. See Structural Damage section.

Round 3: The guards reach the intruders on this round and attack, forcing the characters to drop their bows and fight back with daggers. Both guards have identical creation cards, including 10♣, which is higher than either of the characters, so the guards take their turns first. Both guards also have Q♥ creation cards, and they use those as their attack cards. Their spears do 6 damage. The characters draw defense cards but neither gets a ♠. Robber one's furs stops 1 damage while Robber two's stops 3 points, Robber one loses 6 hp while robber two takes 3 hit points leaving him at 29. Robert one's fur become ineffective as it was damaged while robber two's fur drops by 1 point in protection to -2. The Game Master reshuffles the guards' deck, because they played creation cards.

Both characters then attack the wounded guard with their daggers. The first draws 10♥/5♣, the other draws 10♦/3♦. The guard gets to draw a defense card for each attack. He draws 2♦/J♥. Both draws are ineffective, so he takes 4 damage from the first dagger and his shield drops to protection -1. That's still enough to block ♦ damage from a dagger, so the guard survives with 2 hit points left.

Round 4: At the beginning of the fourth combat round, the guards draw Q♥ and 4♠ for their attacks. Robber one was struck and draws a defense card and gets a joker. He tosses that joker out of his deck, reshuffles all of his cards, and his character takes 4 points of damage as his skin absorbs 2 points like armor. Robber two fails with his defense card and takes 4 points of damage as his fur absorbed 2. The former archers fight back with their daggers, each drawing two cards. Only one ♥ appears, but that's enough to kill the wounded guard, who drew a ♦ in defense. Guard 1 takes 4 damage of which 2 is adsorbed by his shield which then falls apart having reached zero in defense value. The remaining 2 points bring Guard one's HP to zero and he dies.

Round 5: The remaining guard draws a diamond and scores a glancing blow with his spear doing 2 points of damage to Robber 1. Robber 1 now has 20 Health Points. Both characters score strikes with low ♥ draws. Their daggers inflict four points of damage each. The guard's shield absorbs 3 points from the first hit, leaving the guard with 9 hit points and a -2 shield. The second dagger also does 4 points and the badly damaged shield absorbs 2, leaving the guard with 7 hit points and a -1 shield.

Round 6: The guard draws K♥ on attack. The character who was struck plays his 9♠ creation card on defense to block all of the damage, then reshuffles his deck. Both characters score strikes again with their attacks *attempting to subdue*. The luckless guard's shield absorbs 1 point and falls apart. He draws a pair of ♣s on defense. His skin does not absorb 2 damage from the first dagger because he is already wounded, he loses 7 hit points to the two attacks. With zero hit points remaining, he is subdued and drops. When he awakens half an hour later, The characters decide to spare his life in exchange for information about what lies beyond the wall.

Other Tables

Jim began using reaction and mood/health cards at GaryCon in 2015. At the start of each in-game day each player draws a card for their character. This determines if they are having a good day or a bad day and how NPC's will initially react to them. Everyone draws a new card at the start of each new in-game day. This was an excellent idea and I highly recommend it.

Card Suit	Daily Disposition	General Attitude of NPC's
♥ Heart	Excellent	Very Helpful, Enthusiastic
♦ Diamond	Good Day	Generally Helpful, Kind
♣ Club	Bad Day	Distrustful, Reluctant
♠ Spade	Sick, Horrid	Hostile

This is for determination of reaction with NPC's or
 Actions not specific to a character type or other general actions

Area of Effect Attacks

In an area of effect attack the draw is made, but the type of heart determines how good the strike is. Diamonds in this case are misses with intended target being outside the area of effect. It may hit undesired targets if a low Spade is drawn.

Area of Effect (This changed from Prior Material)

The table below, I have used in games to determine the effectiveness of “Area Effect” weapons like fire bombs, Grenades, gravity-control disruptors, and so forth. Hearts always impact the target. Damage depends on the card drawn.

Area Effect Weapons	
Card Drawn	Effectiveness
2-7 of Hearts	10.00%
8-J of Hearts	50.00%
Q-K-A Hearts	100.00%
2-3 of Clubs or Diamonds	Beyond Target
4-7 Clubs or Diamonds	Left of Target
8-J Clubs or Diamonds	Right of Target
Q-K-A Clubs or Diamonds	Short of Target
Spade	not good

Area of effect is a single draw divided by 2

Multiple Shot Weapons (This is still in testing for game balance)

For each additional shot a weapon gets the player draws one extra card from the deck. The first shot is conducted like melee weapons so a creation card or the a card from their draw/per rank is used. For the second shot a single card is pulled from the deck. For any additional shots allows a single card is drawn for each projectile/shot.

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.

* When Archer is set and ready prior to the start of the turn. First Turn is 4 then 3

Character Attack & Defense Combat Sheet

Creation Cards: Circle hearts, spades, clubs, or diamonds

Each player characteristics are defined by the four creation cards. Sometime during the game session instead of drawing cards the player can use one of their creation cards. They cross it off for that game session and use it as if they had drawn the card getting that effect during the game. All of their cards are restored for use on the very next game session on some other night.

“The Creation Card system allows the player narrative control at a critical moment in the story, and potentially saving their bacon.” - Jeffrey

Combat Sequence

Draw cards equal to your rank

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

Deduct the hits from your defense in this order

1. Entertainer points
2. Shield(s) / Technology
3. Armor
4. Character hit points until they hit zero then your out of the game.

Weapon Damage

On the weapons table the Heart Damage column has the total damage for Solid Strike. So when you see Solid Strike that is the heart column for Damage inflicted. IE: 4 hit points for a dagger. This represents a solid strike with damage to Armor (Strike+Bonus). The column for Diamonds represents a glancing Blow and this represents "Only Bonus" in the case of the dagger this is 1 hit point of damage.

Example: A fighter character type has an ability of +2 hit points of damage per level. When calculating damage use the weapon table to determine the damage either Heart (Strike+Bonus) *or* Diamond (Glancing Hit) then add the fighters special ability to inflict an additional two. With a dagger the heart would result in 6 for the fighter and the diamond would result in 3 for the fighter.

Defense: Armor, Shield(s), Technology

Your defense number is based on what you are wearing and using at the time. Armor Defense Value + Shield / Technology Defense Value + Entertainer Points. Remember that with every successful ♥ strike your armor goes down one level until your armor is repaired by a Tinker.

The armor and shields reduces the damage a player takes up to their full defense number. The shield is destroyed before the armor takes damage in most cases. A shield has a maximum defense value of 3 and Armor a maximum defense value of 14. Underline the value of your Armor and Shield then check off damage as it occurs until it is destroyed or repaired by a Tinker. The effectiveness of damaged Armor and Shields is done at the end of each combat round.

Defending and Armor

When defending draw 1 card regardless of rank. Any spade stops damage to the armor *and* reduces damage to the player. Example: a defender, who has a bullet proof vest on (defense value of 11), is hit by a heart for 10 points of total damage then draws a 3 of spades in defense. The defender subtract 3 from that damage of ten bringing it to 7 and then subtract 11 for the armor protection value resulting in no damage to the player. The Armor is not damaged by the heart which would have reduced the armor's defense value from 11 to 10 because the defender drew a spade which prevents damage to armor.

Attacking (Draw)

This is how many cards are drawn considering the rank of the character when an attack is attempted. Any heart is a hit doing full damage with the strike and the bonus points of a weapon. Any diamond is a hit, but only applying the bonus damage of the weapon (See weapons Table's). Black cards are all misses on the attack. Jokers are a failed attempt. If a Joker appears in a draw of three cards, it doesn't matter if hearts were also drawn that attack fails. Jokers also mean all of the discards are reshuffled into the deck. Players can elect to take out the jokers, but they just go through the entire deck taking the good and bad cards until all have been used.

Hit Points

Apocalyptic Space is all about completing missions/Quest. As characters complete their first quest they gain hit points equaling the value of the heart card they draw. If they draw the 5 of Hearts they add 5 points to their current hit points. As each Mission/Quest is completed that match the numbers in the Advancement Table (Hit Points column) then they draw till they get another heart and that is how many hit points they gain for the newly completed quest. I recommend advancement is done at the beginning of each session and then the deck is shuffled to begin play.

On the combat page of your character sheet, underline the circles that pertain to your character. Example you have 5 hit points so underline the first group of 5 then check them off as you take damage or keep track of the current number in the box. Entertainer points are take first. Reduce the hit points of damage you take by your current shield / technology value then your current armor value.

As you see in Apocalyptic space your armor and shields also have hit points defined as defense value which they lose with solid hits (♥) In combat. At the end of each round, if you have regenerative armor and/or shield(s) add the restored protection value back to your armor or shield/technology defense total. Note: some regenerative devices require more time than a single round so note how quickly and when such equipment "Recharges/Mends itself".

Normal Armor and Shields can be repaired by Tinkers, black smiths, and so forth after the adventure assuming they were not destroyed in combat.

Card Drawing

Your rank determines how many cards you can draw in most situations. Naturally, the more cards you draw the better chance you have of a successful result. The “Gain Drawn” column of the Advancement Table shows the number of cards drawn are equal to your rank up to level 5. Patron rank draws 7 cards.

You become level two after completing 3 quest.

You become level three after completing 9 quest.

Advancement Table			
Quest Completed	Character Rank	Cards Drawn	Gain Hit points on Completing Quest
0 to 2	1	1	1,2, and 3
3 to 8	2	2	5, 7, and 9
9 to 17	3	3	12, 15, and 18
18 to 29	4	4	22, 26, and 30
30 to 34	5	5	None
35	Patron	7	35

77 Worlds Rules and Guide Lines

This should be a document all by itself but for now a few highlights here for new Game Masters.

Recommendations

When Building an Adventuring Party consider these character types from the basic set.

Recommended: 1) Medic, 1) Tinker , 1) Fighter, 1) Sentinel

Encouraged: 1) Forester, 1) Adventurer, 1) Scientist

Helpful: 1) Mentalist, 1) Entertainer

Suggestions

- I. Character Creation ensure everyone uses the same method to select their creation cards.
- II. For more enjoyable game play with new players ensure they all have at least one high card (for their character type), one defense card (spade), and one additional card that is not in the same suite as the high card and is not a spade.

Maintaining Probability in Play

Shuffle the deck:

- 1) At the start of play each game day.
- 2) When you get a joker you reshuffle.
- 3) When you use a Creation Card you reshuffle
- 4) And when the deck is done you reshuffle.



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