

TYPE OF DISK**SUCCESSFUL CHECK FAILED CHECK**

<u>Trap</u>	Int (perception)	Gain VPs + remove disk	Roll on trap table
<u>Shark Tank</u>	Int (perception)	Gain 6 VPs + remove disk	Dex (Swimming) 3S + Dex (dodge) 3S Or player dies
<u>Mastermind Lair</u>	Int (search)	Gain VPs + find entrance	Flip back over and reshuffle
When found	Dex (lock pick)	Enter the lair	Roll on trap table
<u>Civilian</u>	Pers		
	Disguised or Not	ILs	Flipped back over and reshuffled
<u>Undercover Security</u>			
	Disguised	Pers for ILs	Sent back to Agency HQ or may run.
	Not Disguised	Dex (sneak) - flip disk back over and reshuffle	Sent back to Agency HQ or may run.
<u>Adversary</u>			
	Disguised	Pers (disguise) vs. Initiative Pers for ILs	Adversary runs if * present next to Init or makes RA if present and then moves to square for normal combat
your			
	Not disguised - See Below.		

ADVERSARY DISKS

Adversaries with RA - If you are not disguised, they will make a ranged attack immediately when the disk is flipped. You would roll your defense against their RA TN. You may make a ranged attack after theirs or may turn and run. If you run, they will chase you. If you make a ranged attack, if the adversary is still alive, they will move to your square for combat as usual.

Adversaries with * next to Initiative - These adversaries will run as soon as the disk is flipped, at which time you may chase them or let them go.

FOIL DISK

This disk does not require a skill check and will be yours until you can get rid of it. Before your first non-movement skill check of a turn, you must roll 1d6. If anything but a 1, it will add a re-roll to that skill check. If and when you roll a 1, the foil will turn into a nuisance and force you to re-roll a die that you would rather not roll. Once a nuisance, always a nuisance and you do not have to roll for it any longer.

VEHICLES

3S to gain access to any vehicle in road

CHASES

90 degree turns 3S for half maneuverability penalty. If not, whole penalty.

U - Turn 4S for normal maneuverability penalty. If not, penalty is doubled.

Street Obstacles TN noted on disk

COMBAT DURING CAR CHASE

4S Hit vehicle's tires and speed is halved.

4K Hit the driver (killed) and vehicle stops.

CRASHING VEHICLE

Dex (driving) plus vehicle's Attack (A). If beats target vehicle's defense, that vehicle stops.