TOP SECRET™
NEW WORLD ORDER™

THE ESPIONAGE
ROLE-PLAYING GAME BY

MERLE M. RASMUSSEN

TSR®

TOP SECRET
NEW WORLD ORDER™

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WHAT IS TOP SECRET: NEW WORLD ORDER?

Top Secret: New World Order is an espionage role-playing game. One player is the guide and referee for the game, and is known as the Administrator. All other players assume the characters of covert agents working for ICON, the International Covert Operations Network.

At least two people are needed to play, one Administrator and one covert agent. Any number of players are possible, but six or fewer is recommended.

The Administrator uses published missions, or creates their own, as storylines for each game session. Each mission can stand on its own as a one-time game, but the real fun comes when you create a world for the agents to inhabit permanently. A single game session may or may not be enough time to complete an entire mission. Players will keep their "agent dossiers"—sheets that describe their characters in detail and chronicle their adventures—from game to game, as their character lives the life of a clandestine agent in the modern world.

And what is that modern world? It's today's world, but not necessarily the "real world." Some technology may be slightly better than what players will be aware of in real life, and some might be worse! It's up to the Administrator's discretion to select the details they want to adhere to from reality, or invent as fiction. The countries, corporations, and organizations of the real world exist in Top Secret: New World Order, as much as in any work of fiction. You can use your knowledge about weaponry, politics, technology, medicine, business, or anything else—at least as long as the Administrator agrees to let you.

In this world, the player characters (PCs) are agents of ICON, an international network established by spymasters from many nations as a "back channel" method of resolving conflicts, disputes, and dangers wherever they arise. ICON operatives protect the world when not even their governments can.

The Administrator is the ultimate arbiter of the rules and authority on what is happening in the agents' world, but they're not a dictator. Ultimately, there is one goal—for everyone to have fun.

HOW TO USE THIS BOOK

Don't read the whole book before you play. There's a lot to take in at one time, and lots of concepts that make more sense once you've played. Just get the basic concepts, create a character, and dive in.

As you encounter situations that call for rules, look them up. The first couple times will take a minute, as you stop the action to learn how to resolve the situation. Don't worry, learning is part of the fun!

There are overviews and examples that can help a beginning player get the hang of things quickly, and acts as a reference for experienced players.

CORE CONCEPTS

Top Secret: New World Order rules are written to give players a balance of action, playability, and realism. Some Administrators may prefer a grittier, more dangerous world, and some may prefer a more cinematic game, where agents have a greater chance of performing heroic feats and pulling off dramatic last-minute escapes. Most importantly, remember that this is *your* game. If you encounter a concept that is too abstract, and wish to create a "house rule" that creates more detail, or you'd rather speed up the action by passing over a "rule" in favor of a "ruling," do so.

DICE

Top Secret: New World Order uses five different types of dice. As your character's stats go up or down, the type of die you roll changes. This is called **dice stepping**. When you see the words "step up one die type" or "⬆2 steps," for example, that means you'll use a die with more sides. Throughout the book, the up ⬆ arrow and down ⬇ arrow are used as shorthand for stepping up or down.

DIE TYPES	
d4	Weak
d6	Average
d8	Healthy
d10	Robust
d12	Paragon

BURST & BLOWBACK

When a player rolls the highest number on an **attribute** die, it "bursts"—meaning the die may be rolled again, and added to the original roll. (In some other game systems, this is called "exploding dice.") For example, if a d8 is rolled and an 8 comes up, roll again. Dice may explode as many times as they continue to roll the highest number.

Example:

Roll a d8 and get an 8.

Re-roll (the dice burst)

The re-roll comes up as 3.

Total for the roll is the original (8) plus the second roll (3) = 11.

Attribute dice can also "blowback" when they roll a 1. When a blowback occurs, bad things can happen!

For detailed rules, see "Bursts and Blowback" on page 62.

GRITTY VS CINEMATIC GAMEPLAY

The burst & blowback rules can be altered, depending on whether you prefer gritty or cinematic gameplay. The standard, "gritty," approach, is that only attribute dice may burst or blowback.

However, if you prefer a cinematic approach, you can allow any die to burst or blowback. This approach is often easier for convention play, with players who are new to the game, or for anyone who enjoys the fast turns of fortune that can come from the cinematic approach.

The only rule is not to switch modes mid-game.

CHARACTER CREATION

Top Secret: New World Order players may use the following rules for character generation, or choose a pre-generated character from the archetypes list (Appendix A).

ICON operatives come from all walks of life, and each agent has been recruited because they possess special talents and potential for success in the field. An extensive training and evaluation period comes into play before any agent of ICON is ready to go out on their own.

ATTRIBUTES

During evaluation, five basic attributes are assessed and quantified:

Dice stepping: using a larger or smaller-sided die for lesser or greater difficulty when rolling to determine success of an action

The up ⬆ arrow and down ⬇ arrow are used as short hand for stepping up and down to larger or smaller die types

⬆ 1 means "step up one die type"

⬇ 2 means "step down two die types"

NERVE

A measure of overall emotional well-being. Nerve refers to how well an agent performs under pressure, the stability of their mental state, and ability to withstand stress, temptation, fear, and in extreme cases, even torture or brainwashing.

SUAVE

This quantifies the agent's personal skills, charm, and ability to fit in to any social situation. It covers skills such as intimidation, seduction, persuasion, ability to read other people's emotions, and talent for lying.

PULSE

Represents an agent's stamina, health, and vitality. Paramilitary operations, wet work, and other physically demanding activities rely on pulse.

INTELLECT

This attribute measures an agent's capacity for logic, reason, and learning. It also quantifies their level of perception, and ability to solve problems. An agent with a high intellect score may or may not be well-educated, but they possess the natural talent to use the knowledge they obtain.

CHARACTER GENERATION IN TEN STEPS

1. *Determine basic attributes: nerve, suave, pulse, intellect, and reflex by rolling percentile dice to find each die type, or using an array method.*
2. *Mark the agent's health on the character sheet by crossing out hit point boxes above their maximum level. Maximum health is equal to pulse.*
3. *For a new character, clearance level begins at d4, and reputation at zero.*
4. *Choose a background career (or roll randomly) to reflect the agent's experience before starting their clandestine career.*
5. *Optionally, choose one impairment. If an impairment is chosen, an additional specialized skill (step 9) may also be selected .*
6. *Roll 1d4 to determine how many languages the agent speaks. Select the languages from the table provided, or roll randomly.*
7. *Roll 1d10 to determine the agent's proficiency in each language spoken.*
8. *Assign tradecraft scores based on basic attributes. One tradecraft score will be halved, showing that the agent is weak in one part of their training.*
9. *Choose five specialized skills within tradecraft (six if the character has an impairment). Each specialized skill allows the player to roll a die type higher than normal when it can be used to accomplish a task.*
10. *In the personal backstory section, fill in details of how the character evolved from their background into espionage, quirks of personality, how impairments or phobias came to be, and so on. Define the agent as if you were analyzing a character in a book or a movie.*

REFLEX

Assessing an agent's reflex measures their reaction time, agility, and speed. While it is often associated with overall physical fitness, an agent who loses speed or agility to injury or disability still can maintain a high reflex score, as their reaction time may be unaffected.

Attribute scores are represented by a die type rather than a number. For example, if an agent has a d8 pulse, they will roll an 8-sided die whenever a task calls for a pulse roll.

Competency benchmarks for an agent are:

DIE TYPE	DESCRIPTION
d4	Weak
d6	Average
d8	Healthy
d10	Hardened
d12	Elite

DETERMINING ATTRIBUTE SCORES

To determine an agent's attribute scores, one of two methods may be used: **random** or **array**. The Administrator may direct players to choose one method, or allow players to use the one they prefer.

RANDOM ATTRIBUTE METHOD:

For each attribute, in order, roll percentile dice (d100) and assign the die type based on the result:

PERCENTILE ROLL	ATTRIBUTE DIE RESULT
01-20	d4
21-40	d6
41-60	d8
61-80	d10
81-00	d12

ARRAY METHOD:

Decide whether the agent will be "balanced" or "specialized," and using the following sets of die types, assign one die type to each attribute desired.

DIE	BALANCED	SPECIALIZED
d4	1	2
d6	2	1
d8	1	-
d10	1	1
d12	-	1

CLEARANCE LEVEL AND REPUTATION

All ICON agents are ranked internally by their **clearance level**. This determines the access agents have to sensitive material, influential officials or high-value targets, important assignments, and valuable equipment.

An agent's clearance level is measured with a die type, much like their attributes. At the beginning of their career, all ICON agents begin with a d4 clearance level.

Clearance level goes up or down over time based on the agent's performance, measured by the Administrator, who awards **mission points** at the end of each mission. Guidance is provided in MISSION DEBRIEFING, page 102.

Reputation is likewise measured as a die type, and begins at zero. Reputation is not assigned by ICON, however. It reflects an agent's prestige or notoriety throughout the various circles where they are known. An agent with a high reputation is both well-known and respected, trusted and admired. A low reputation means they have not yet established themselves well enough to engender confidence. A *negative* reputation means the agent in question is viewed with suspicion, disliked, or worse.

An agent's reputation will rise or fall per their actions, at the Administrator's discretion. The Administrator will calculate the agent's reputation at the end of a mission, but may also adjust it while a mission is still in progress. See the MISSION DEBRIEFING on page 102 for rules on raising or lowering reputation.

An agent's reputation affects the **reaction** NPCs will have *if they know the agent*. (See page 69 for NPC reaction rules.)

REPUTATION

LEVEL	REPUTATION POINTS	DESCRIPTION
d20	This reputation level is not currently available to player characters	The highest reputation possible. Few, if any, agents will ever reach this level of renown. A d20 reputation means the person in question is both famous and beloved, on the order of a celebrity or national hero.
d12	75	The agent is renowned in their field, and trusted implicitly. Even people who have never had personal dealings with the agent are likely to follow them, or at least act in their favor.
d10	60	The agent's reputation extends beyond their immediate circle of contacts, and they are treated with respect, even admiration.
d8	45	A well-liked and respected agent, with a history of success and doing the right thing. This agent will be sought out from time to time over others.
d6	30	The agent has a reputation for fair dealing and getting the job done. Others will gladly work with the agent, especially when they themselves have something to gain.
d4	15	People have had some dealing with the agent, and are generally well-disposed, yet still reserved.
0	0	The agent has a neutral reputation, neither bad nor good. If they are new, it is because most people simply don't know them. If an agent has sunk to this level, their contacts are wary yet still open to working together.
–d4	-15	The agent has a reputation for being unreliable, though not necessarily malicious. People are less disposed to working together, but will do so when it benefits them.
–d6	-30	Word has gotten around that this is someone to watch out for. They will be handled with care, and not trusted without guarantees or oversight.
–d8	-45	A reputation this poor is hard to shake. People who know the agent's reputation will expect to be betrayed or at least disappointed, and take precautions. Trust is unlikely, but others may work with the agent if they have enough to gain.
–d10	-60	The agent is absolutely untrustworthy, and may often meet with hostility from others who know them. Only those with much to gain or no other options will work with the agent, and they will often betray them or leave them out in the cold.
–d12	-75	Traitor. May be actively being pursued by one or more entities. The agent's reputation has spread beyond their personal circle, even to the general public.
–d20	Administrator's discretion	International war criminal. Only NPCs should attain this level of infamy, as a player character would have become all but unplayable before reaching this depth.

BACKGROUNDS

Before an agent is recruited to join ICON, they must have distinguished themselves in a field that may prove useful in their clandestine career. In other words, a background talent is a skill or talent that give the agent a better than average chance at completing a task based on previous training.

Backgrounds are not to be confused with **specialized skills** (which we will talk about later). Backgrounds will have you roll and keep dice, where specialized skills will allow the agent to escalate dice to a higher value. In this next step we will give the agent their backgrounds and begin to shape the story of the character.

To start, select one background from the list on page 16 or roll percentile dice to choose randomly.

HOW DOES THIS WORK?

When an agent attempts a task in which their background would increase their chance of success, the player may roll their **attribute** die **twice**, and choose the higher number. This will give the player a better chance of succeeding at a task where they have some previous skill.

IMPAIRMENTS

ICON recruits its agents from all walks of life, seeking out the most talented and capable wherever they can be found. When an agent with extraordinary promise is identified, the Network may consider that suitable cause to overlook an accompanying impairment they may possess. During character creation, the player may optionally choose to assign an impairment in exchange for the addition of one extra **specialized skill**.

Whenever an impairment comes into play, the player rolls their attribute twice, and the lower roll applies.

Roll randomly or select from the table shown if an impairment is desired.

An impairment is a permanent condition. This is something that the player character may never be able to get rid of, unless a solution arises in game to remove the impairment (Administrator's discretion). We could not fit every type of impairment in this list so please consult with your Administrator if you would like to choose an impairment not listed here.

In Top Secret: New World Order, an agent may also suffer a temporary impairment. This is referred to as a dilemma. Dilemmas are impairments given by the Administrator for in game actions and failures that could hinder a character's performance. Please note that most dilemmas only last for a single scene or combat, at the end of which they are removed. Otherwise they hinder the character in the same way as an impairment.

HOW DO I USE IMPAIRMENTS?

Impairments work like backgrounds, except in reverse. Whenever an impairment comes into play, the player rolls their attribute twice, and the *lower* roll applies.

Whenever the player encounters a situation that calls for their background talents, they may re-roll their attribute die and take the higher of the two rolls.

CLEARANCE LEVELS

LEVEL	DESCRIPTION	CLEARANCE POINTS REQUIRED	MAXIMUM ASSET TYPE AVAILABLE FROM ICON
d4	Base level required for ICON operatives. Should an agent lose their d4 security clearance, they will no longer be able to work for ICON, and will be "burned."	0	d4
d6	More autonomy is being granted	15	d6
d8	Leadership potential is being recognized	30	d8
d10	Called upon for sensitive missions, including high-ranking officials	45	d10
d12	The highest level a PC will attain	60	d12
d20	Highest security clearance, typically reserved for the ICON directorate and a small number of elite field operatives.	This clearance level is not currently available to player characters.	d20 assets are normally not available to field operatives. Future Top Secret: New World Order supplements will address these rare and elite types of equipment.

BACKGROUNDS

ROLL	BACKGROUND	DESCRIPTION
1	Actor	Poised and persuasive, able to fit into any situation and charm people. Skilled at impersonation, accents, voices, and maintaining undercover identity.
2	Architect	Versed in building methods & materials, codes, structure, and drafting.
3	Art/Antiquities dealer	Travels in high society, with many wealthy and powerful contacts. Good at negotiation, identifying the age and origin of objects, detecting forgeries
4	Athlete	Physically talented, both strong and agile. Superior endurance and speed. Can climb, jump, run, and fight better than most people.
5	Computer specialist	Able to hack into secured systems, intercept digital communications, write apps & programs, work with databases, and perform basic hardware hacking.
6	Criminal	Has contacts in the underworld. Good at breaking & entering, pickpocketing, running cons, planning heists, etc.
7	Detective	Skilled in the art of investigation. Trained in forensic sciences, interrogation, interpreting body language. Experienced at spotting clues, hiding places, and noticing the incongruities others might miss.
8	Doctor	Able to provide first aid, diagnose illnesses, prescribe medicine, and perform basic field surgery given the proper tools.
9	Driver / Mechanic	Has driven professionally, whether as a race car driver, bodyguard, or other. This background also includes time spent as an auto mechanic, with training in all types of general automotive repair. Skilled at evasive driving in all vehicles.
10	Engineer	Mechanical engineering background provides the ability to fashion improvised devices for any situation. Skilled at both repair and sabotage of machinery.
11	Historian / archaeologist	Trained in excavation, preservation, and investigation of ancient sources. Usually specializes in one area, but has broad general knowledge as well.
12	Hunter / Ranger	Possesses survivalist skills to allow the character to live off the land indefinitely, avoid detection in wilderness areas, track animals and humans, identify flora and fauna, fashion improvised traps, fish and hunt. Skilled with hunting weapons including throwing knives, bow & arrow, and basic rifles.
13	Lawyer	Can navigate bureaucracy, plead a case, negotiate, and use the law tactically.
14	Magician	Background in stage magic and illusions. Skilled at sleight of hand, trickery, camouflage, and constructing tricks
15	Military	Superior at combat, both with and without weapons. Educated in strategy, logistics, and tactics.
16	Pilot	Able to fly most types of aircraft, from ultralights to rotorcraft to large planes.
17	Police	Trained in non-military weaponry, skilled at conflict resolution, subduing people, evasive driving, radio communications, and emergency first aid.
18	Sailor / ship captain	Can crew or captain most sea vessels, whether powered or sail.
19	Scientist	Choose one field: astronomy, biology, botany, chemistry, geology, mathematics, or physics.
20	Clergy	A theologian, priest, pastor, rabbi, imam, monk, or other religious leader and/or scholar.

Note that the impairments listed here are only guidelines. Players are encouraged to suggest their own ideas for impairments to their Administrator, who may choose whether to allow them at their own discretion.

IMPAIRMENTS

PERCENTILE ROLL	IMPAIRMENT
01 – 02	Albinism. Your skin and hair are abnormally white and your eyes have a pink or blue iris and a deep-red pupil. Your eyes are extremely sensitive to light, and your skin burns easily.
03 – 04	Anosmia. You can not smell anything, and have a hard time tasting food or drink.
05 – 06	Clumsy / accident-prone. Although your reflex score is not affected, you must roll twice and take the lower reflex die every time.
07 – 08	Bromhidrosis. You have uncontrollable body odor and excessive sweating. You must shower several times a day and use prescription deodorants to maintain even a low level of body odor.
09 – 10	Cataplexy. Strong emotions such as laughter, anger, surprise, and embarrassment cause you to lose muscle control, slurred speech, and blurred vision, similar to being fall-down drunk for about two minutes.
11 – 12	Color blind - Dichromacy. You are unable to see any shade of red or green, or mixture thereof.
13 – 14	Color blind - Monochromacy. You cannot see color at all.
15 – 16	Compulsive liar. You have a pathologic need to lie, and do so often, from the smallest to the biggest things. Your lies are plausible and convincing, so long as they're not investigated too closely.
17 – 18	Congestive heart failure. You have a condition marked by weakness, edema, and shortness of breath. You must rest after climbing a flight of stairs. You become weak over 5,000 feet above sea level. Forget about distance running.
19 – 20	Delusion. You have a false belief that you keep, in spite of its being proved false (choose one).
21 – 22	Diplegia. Paralysis of both arms or both legs. If legs chosen, you are wheelchair bound. Wheelchair may be motorized and modified with special devices.
23 – 24	Dyscalculia. You have difficulty understanding numbers, counting, reading a clock, or doing basic math.
25 – 26	Dyslexia. You have a learning disorder marked by impairment of the ability to recognize and comprehend written words.
27 – 28	Dysphonia. You have a weak, hoarse voice, causing you to sound raspy and strained. You cannot raise your voice to be heard in loud environments or at a distance.
29 – 30	Face blindness (Prosopagnosia). You cannot distinguish faces, and must rely on other cues to identify people. You often make social faux pas if you're not concentrating very carefully.
31 – 32	Hoarding. You gather or accumulate a hidden supply of seemingly worthless junk stored for future use.

PERCENTILE ROLL	IMPAIRMENT
33 – 34	Hubris. You have overbearing pride or presumption; arrogance. All reaction rolls are made at ⬇1 down for your suave die.
35 – 36	Hyperacusis. You have a hypersensitivity to sound. What would be considered normal to most people is loud and slightly uncomfortable to you. What would be merely a bit loud to others causes you extreme discomfort and even pain. Very loud sounds leave you unable to function from the pain.
37 – 38	Hyperalgesia. You have hypersensitivity to somatosensory stimuli, such as heat, cold, touch, and pain in your fingers and toes. Sometimes a light finger tap feels like someone punched you.
39 – 40	Kleptomania. You steal compulsively, not out of any need or desire for the objects, but obsessively and without reason. You are often filled with guilt and remorse afterward.
41 – 42	Megalomania. You have a psychopathological condition in which delusional fantasies of wealth, power, and omnipotence predominate.
43 – 44	Migraines. You have severe recurring headaches, usually affecting only one side of the head, characterized by sharp pain and often accompanied by nausea and visual disturbances.
45 – 46	Misophonia. You have an involuntary physical aversion to a particular type of sound, usually sounds of eating. You are unable to be around people who are eating without twitching, visibly shuddering, or even striking out physically.
47 – 48	Missing arm, from the elbow down. Choose left or right. Reflex score is not affected, but you must adjust for activities that cannot be performed or would be impaired with a prosthetic.

PERCENTILE ROLL	IMPAIRMENT
49 – 50	Missing foot (choose one). Reflex score is not affected, but you must adjust for activities that cannot be performed or would be impaired
51 – 52	Missing hand (choose one). Reflex score is not affected, but you must adjust for activities that cannot be performed or would be impaired
53 – 54	Missing leg, from the knee down. Choose left or right.
55 – 56	Motion sickness. You have nausea and dizziness induced by motion when traveling in any vehicle including cars, watercraft, and aircraft.
57 – 58	Narcissistic personality disorder. You have a pathological need for admiration and fame, have grandiose fantasies, lack empathy, and have unreasonable expectations of special treatment.
59 – 60	Narcolepsy. You have sudden and uncontrollable, though often brief attacks of deep sleep, sometimes accompanied by paralysis and hallucinations.
61 – 62	Non-swimmer. You cannot swim, have a fear of water, and are afraid to learn.
63 – 64	Obsessive-Compulsive. You have a tendency to dwell on unwanted thoughts or ideas or perform certain repetitious rituals, especially as a defense against anxiety from unconscious conflicts.
65 – 66	Orthorexia. You are obsessed with a “pure” diet, in which you avoid unhealthy foods to the point where it interferes with your life.
67 – 68	Overconfidence / hero syndrome. You believe yourself capable of almost anything, and leap into action without thinking, often landing you in trouble or danger.

PERCENTILE ROLL	IMPAIRMENT
69 – 70	Panic disorder. You are excessively fearful, panicking in any stressful situation, and likely to flee danger or perceived danger, even when fleeing could actually be worse.
71 – 72	Paranoia. You are convinced that there is a person or organization persecuting and following you, and suspect everyone of being "in on it."
73 – 74	Persona non-grata. You were an embassy employee with diplomatic immunity. When you were associated with espionage you were kicked out of a country (choose one). You are not allowed to return.
75 – 76	Phobia. You have a strong, unreasonable fear (choose one from the Phobia List, Appendix P).
77 – 78	Sadism. You receive pleasure from causing pain and suffering to others.
79 – 80	Selective eating disorder. You have only a few things you can eat (choose two from each food group). All others make you retch, gag, or vomit.
81 – 82	Social anxiety. Unfamiliar social situations cause a physical panic in you, causing sweating, trembling, palpitations, and nausea.
83 – 84	Luddite. You mistrust any technology invented after you were born, have trouble mastering it, and avoid it as much as possible.
85 – 86	Trigeminal neuritis. If you do not take a daily anti-seizure pill, a slight breeze on your face feels like an “ice cream headache” or “brain freeze” at the outside corner of your nose.
87 – 88	Pacifist. You refuse to carry a weapon, or to fight except to save your life.
89 – 90	Unilateral hearing loss. You are deaf in one ear. It is difficult to locate where sounds are coming from, and may take several repetitions to pinpoint the source.

PERCENTILE ROLL	IMPAIRMENT
91 – 92	Impulse control disorder. You act without thinking of the consequences, causing social embarrassment, money problems from compulsive shopping, and danger from "leaping before you look."
93 – 94	Unilateral vision loss. You are blind in one eye. You have a loss of depth perception. You may wear a glass eye if you choose.
95 – 96	Vertigo. You have a sensation of dizziness and nausea, as if everything is spinning around you. Attacks may come randomly, and last about 20 minutes.
97 – 98	Congenital analgesia. You have an insensitivity to somatosensory stimuli, such as heat, cold, touch, and pain in your fingers and toes. Sometimes you cannot feel touch at all.
99 – 00	Lame. You walk with a cane. You are unable to run, and have difficulty climbing stairs or rough slopes.

PLAYING IMPAIRMENTS

Example: Agent Gradowski has dyslexia as an impairment. While sitting at an outdoor cafe, a car careens around the corner and a body is pushed out of an opened door. Her intellect is a d8 and HUMINT is a d10. Agent Gradowski tries to read and memorize the license plate number of the car. The Administrator assigns a d6 decision die, so her die pool is d8 + d10 + d6.

Due to her dyslexia, however, she has to roll her intellect attribute twice, taking the lower number.

Her decision die comes up 3, her HUMINT 7, and her intellect roll is a 6, then a 2.

3 + 7 + 2 = 12, not enough to succeed. She fails to memorize the license plate number.

Roll d4 to determine the number of languages your agent speaks. A 1 means they only speak their native language.

For each additional language, roll once on the language table.

Once your agent's languages are chosen, roll 1d10 for each language to determine their proficiency. See the table on page 25.

LANGUAGES

All agents begin their careers speaking at least one language fluently—their native language. They may speak up to three additional languages at first, with varying degrees of fluency.

Roll a d4 to determine the number of languages the agent speaks. A 1 indicates that they speak only their native language. For each additional language, roll once on the language table to determine the language (or select at will). Finally, roll 1d10 to determine the proficiency with which each language (other than their native language) is spoken.

Consider the character's background and life story when selecting languages, to help when deciding which languages, they should speak, or explaining them if you choose to select randomly.

The languages in this book are the most common languages that ICON agents are likely to speak. If you would like to include a language not listed here, feel free to do so with your Administrator's approval.

Players may select the language(s) their character speaks, or choose randomly from the language table (page 22) by rolling a d6 for the tens column and a d10 for the ones column.

TRADECRAFT

"Tradecraft" is the overall term for the skills that are learned and practiced within the intelligence community. During their training, agents develop proficiencies across four primary fields of expertise. Each of these is a blanket term for many different skills, and represents the agent's base ability to perform any skill related to that field.

Note that the four tradecraft types described in TOP SECRET: NEW WORLD ORDER are related to those used in military and intelligence organizations elsewhere, but are ICON classifications, and may differ in some respects to "real world" definitions.

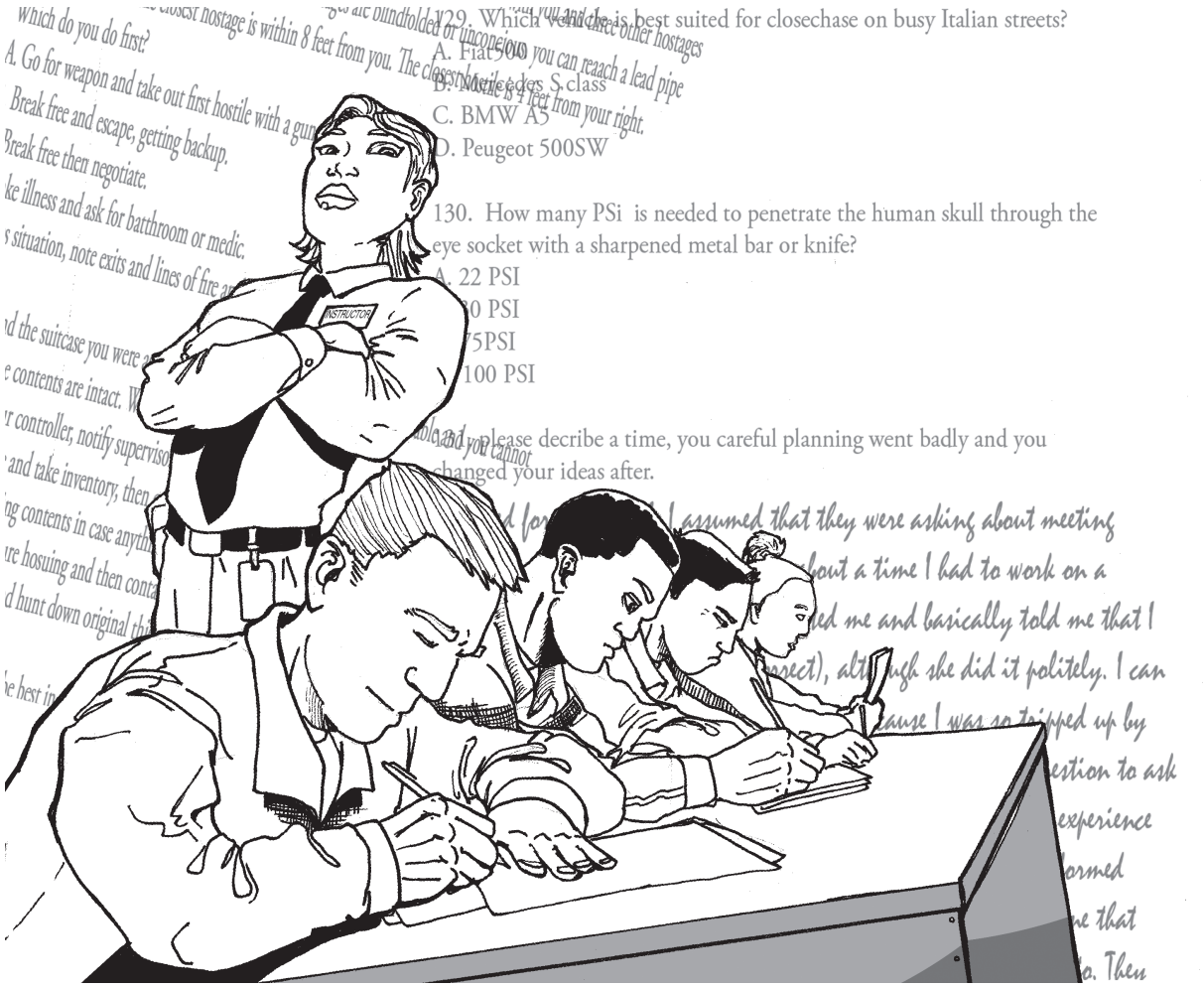
A Tradecraft die is added to most player rolls. This is explained in detail beginning on page 63.

LANGUAGE TABLE

ROLL	LANGUAGE	NUMBER OF SPEAKERS (NATIVE AND SECONDARY)	COUNTRIES WHERE LANGUAGE IS COMMONLY SPOKEN
10	Afrikaans	10,300,000	South Africa
11	Amharic	26,000,000	Ethiopia
12	Arabic	585,000,000	Algeria, Bahrain, Comoros, Djibouti, Egypt, Iraq, Jordan, Kuwait, Lebanon, Libya, Mauritania, Morocco, Oman, Palestine, Qatar, Saudi Arabia, Somalia, Sudan, Tunisia, UAE, Yemen
13	Armenian	10,000,000	Armenia
14	Basque	720,000	Basque Country (between Spain and France)
15	Bengali	300,000,000	Bangladesh, India
16	Berber	9,000,000	Algeria, Burkina Faso, Libya, Mali, Morocco
17	Bulgarian	9,200,000	Bulgaria
18	Burmese	43,000,000	Myanmar (Burma)
19	Chinese (Cantonese)	62,000,000	Hong Kong, Macau, parts of China, expat communities
20	Chinese (Mandarin)	960,000,000	China, Singapore, Taiwan
21	Czech	10,600,000	Czech Republic, Slovakia, Poland
22	Danish	5,500,000	Denmark, Greenland, Faroe Islands
23	Dutch	28,000,000	Netherlands, Belgium, Suriname
24	English	700,000,000	United States, Great Britain, Australia, Canada, Ireland, New Zealand, South Africa
25	Filipino (Tagalog)	45,000,000	Philippines
26	Finnish	5,400,000	Finland
27	French	220,000,000	Belgium, Benin, Burkina Faso, Burundi, Cameroon, Canada, Central African Republic, Chad, Comoros, Ivory Coast, Democratic Republic of the Congo, Djibouti, Equatorial Guinea, France, Gabon, Guinea, Haiti, Luxembourg, Madagascar, Mali, Monaco, Niger, Republic of the Congo, Rwanda, Senegal, Seychelles, Switzerland, Togo, Vanuatu
28	German	105,000,000	Austria, Belgium, Germany, Liechtenstein, Luxembourg, Switzerland
29	Greek	13,000,000	Cyprus, Greece
30	Gujarati	50,000,000	India (Gujarat region)
31	Hebrew	9,000,000	Israel
32	Hindi	258,000,000	India
33	Hungarian	13,000,000	Hungary
34	Indonesian	199,000,000	Indonesia

ROLL	LANGUAGE	NUMBER OF SPEAKERS (NATIVE AND SECONDARY)	COUNTRIES WHERE LANGUAGE IS COMMONLY SPOKEN
35	Italian	85,000,000	Italy, Switzerland, Vatican City
36	Japanese	125,000,000	Japan
37	Khmer (Cambodian)	16,000,000	Cambodia
38	Korean	80,000,000	Republic of Korea (South Korea), DPRK (North Korea)
39	Kurdish	25,000,000	Armenia, Azerbaijan, Georgia, Iran, Iraq, Syria, Turkey
40	Lao (Laotian)	25,000,000	Laos, Thailand
41	Latvian	1,750,000	Latvia
42	Lithuanian	3,000,000	Lithuania
43	Malay	200,000,000	Brunei, Christmas Island, East Timor, Indonesia, Malaysia, Singapore, Thailand
44	Mongolian	5,200,000	Mongolia, China
45	Nepal	25,000,000	Nepal, India, worldwide diaspora
46	Norwegian	5,000,000	Norway, Sweden
47	Pashto	55,000,000	Afghanistan, Pakistan, Pashtun diaspora
48	Persian (Farsi)	110,000,000	Iran, Afghanistan, Tajikistan, Uzbekistan, Iraq, Russia, Azerbaijan
49	Polish	55,000,000	Poland, Ukraine, Slovakia, Czech Republic, Germany, Romania, Israel
50	Portuguese	250,000,000	Angola, Brazil, Cape Verde, East Timor, Equatorial Guinea, Guinea-Bissau, Mozambique, Portugal, São Tomé and Príncipe
51	Punjabi	100,000,000	India, Pakistan
52	Quechua	6,900,000	Bolivia, Peru
53	Russian	260,000,000	Russia, Belarus, Kazakhstan, Kyrgyzstan, Tajikistan, Moldova
54	Serbo-Croatian	19,000,000	Serbia, Croatia, Bosnia and Herzegovina, Montenegro, Kosovo
55	Somali	17,000,000	Somalia, Djibouti, Ethiopia, Kenya
56	Spanish	570,000,000	Argentina, Bolivia, Chile, Colombia, Costa Rica, Cuba, Dominican Republic, Ecuador, El Salvador, Equatorial Guinea, Guatemala, Honduras, Mexico, Nicaragua, Panama, Paraguay, Peru, Spain, Uruguay, Venezuela
57	Swahili	100,000,000	Tanzania, Kenya, Democratic Republic of the Congo, Uganda, Comoros, Mozambique, Burundi, Rwanda, Somalia, Mayotte, Malawi, Madagascar, South Sudan
58	Swedish	10,000,000	Sweden, Finland
59	Tamil	80,000,000	India, Sri Lanka

ROLL	LANGUAGE	NUMBER OF SPEAKERS (NATIVE AND SECONDARY)	COUNTRIES WHERE LANGUAGE IS COMMONLY SPOKEN
60	Thai	40,000,000	Thailand, Laos
61	Tibetan	1,200,000	Tibet
62	Turkish	88,000,000	Turkey, Cyprus, Greece, Iraq, Kosovo, Macedonia, Romania
63	Ukrainian	30,000,000	Ukraine, Crimea
64	Urdu	174,000,000	Pakistan, India
65	Uyghur	10,400,000	Xinjiang Uyghur Autonomous Region, China
66	Uzbek	27,000,000	Uzbekistan, Kyrgyzstan, Afghanistan, Kazakhstan, Turkmenistan, Tajikistan, Russia, China
67	Vietnamese	75,000,000	Vietnam, Guangxi (China)
68	Yoruba	28,000,000	Nigeria
69	Zulu	27,500,000	South Africa, Zimbabwe, Lesotho, Malawi, Mozambique, Swaziland



LANGUAGE PROFICIENCY

ROLL	DESCRIPTION	SPOKEN SKILL	WRITTEN SKILL
1-2	Elementary (d4)	Able to satisfy routine travel needs, social demands, and basic interactions	Able to read some street signs, office and shop designations, numbers and isolated words or phrases
3-4	Basic (d6)	Able to speak with a heavy accent. Capable of participating in most everyday conversation.	Able to read simple prose on familiar topics. Can gather meaning from context in more complex texts.
5-6	Advanced (d8)	Speaks with a moderate accent. Can participate in all daily conversation, most professional situations.	Can read standard prose for the general reader, some technical materials in their own specific fields of knowledge.
7-8	Fluent (d10)	Speaks with a slight accent, not always noticeable. Can participate in all professional and social situations.	Can read all styles and forms of the language.
9-0	Native (d12)	Equivalent to an educated native speaker.	Equivalent to an educated native speaker.

SIGNALS INTELLIGENCE - SIGINT

SIGINT is the art of intelligence gathering by intercepting communication between people, whether electronic or conventional, and analyzing communications for meaning.

HUMAN INTELLIGENCE - HUMINT

The skills related to personal interactions and human observation combine to make up HUMINT. This includes everything from surveillance to interrogation to the art of conversation.

TECHNICAL OPERATIONS - TECH

TECH is the ability to use machinery, computers, and other technology, including aircraft.

COMBAT OPERATIONS - COMBAT

COMBAT skills include those related to fighting, as well as all other physical talents, including driving many vehicles, athletic feats, and situational awareness.

WEAK AREA

ICON training is a rigorous and intensive process, and there will always be one area of tradecraft where the recruit will fall short.

Each field of tradecraft is associated with one attribute. Choose three fields of tradecraft where the agent is strong, and assign the same die type as the corresponding attribute.

The remaining tradecraft is the agent's weak area. Use the corresponding attribute, but halve the die type (rounding up).

Example

Agent Hashida's attributes are: Nerve d8, Suave d6, Pulse d4, Intellect d6, Reflex d4.

His weak area, the player decides, will be TECH. Since technical operations is associated with the intellect attribute, he halves the die type (d6), which equals 3. Rounding up, he assigns a d4 to that tradecraft score.

His tradecraft scores, therefore, are: SIGINT d6, HUMINT d8, TECH d4, COMBAT d4

TRADECRAFT AND ASSOCIATED ATTRIBUTES

TRADECRAFT	ASSOCIATED ATTRIBUTE
SIGINT	Intellect
HUMINT	Suave or Nerve (whichever is higher)
TECH	Intellect
COMBAT	Reflex

SPECIALIZED SKILLS

Each field of tradecraft provides the agent a base ability to use any skill related to that field. For example, every agent is trained in cryptography at a base level as part of SIGINT.

Some agents, however, choose to specialize in cryptography, and so use a higher die when performing related tasks than they would with their SIGINT score alone.

An agent begins their career with five specialized skills of their choice. (Six if they have an impairment.) As they gain experience in the form of **mission points**, they can gain more specialized skills and improve their existing proficiencies.

When using an specialized skill to perform a task, roll one die higher (⬆1) than the associated tradecraft score allows.

Agents can improve their specialized skills or gain more by earning **mission points**.

IMPROVING AND GAINING NEW SPECIALIZED SKILLS

In between missions, agents may use their time to study and train, gaining new specialized skills or improving those they already specialize in.

To gain a new specialized skill, an agent must spend four (4) mission points. Each new specialized skill includes all the basic proficiencies listed with it. List all the proficiencies on your agent dossier, with the same die type as their parent skill.

To improve, agents must raise one proficiency at a time. As each proficiency is improved, the character sheet should be marked with the appropriate die type for that proficiency. The maximum any proficiency can achieve is d12+d4.

The cost of improving a proficiency within a skill is equal to the existing die type in mission points. For example, raising the lockpicking proficiency within black-bag ops from a d8 to a d10 would cost 8 mission points.

SPECIALIZED SKILL TABLE

SPECIALIZED SKILL	TRADECRAFT
Asset handling	HUMINT
Analysis	SIGINT
Black bag ops	COMBAT
Climbing	COMBAT
Cryptography	SIGINT
Deception	HUMINT
Driving	COMBAT
Electronic communications	SIGINT
Electronic surveillance	TECH
Exfiltration/Infiltration	HUMINT
Explosives	COMBAT
First Aid	COMBAT
Forensics	TECH
Forgery	SIGINT
Guerrilla tactics	COMBAT

SPECIALIZED SKILL	TRADECRAFT
Hacking	TECH
Hand to hand combat	COMBAT
Illusion / sleight of hand	HUMINT
Interrogation	HUMINT
Marksmanship / weaponry	COMBAT
Paramilitary	COMBAT
Physical surveillance	HUMINT
Pilot aircraft	TECH
Pilot watercraft	COMBAT
Psyops	SIGINT
Parachuting	COMBAT
Soft skills	HUMINT
Street delivery	HUMINT
Survival	COMBAT

SPECIALIZED SKILL AND PROFICIENCY DESCRIPTIONS

ASSET HANDLING

Tradecraft: HUMINT

Proficiencies: *Asset assessment, asset development, asset recruitment, cold approach*

Human assets are people who can be used for information, expertise, and even action in some cases. Asset handling is the art of identifying those people who are likely to be useful as well as cooperative, turning them into an asset, and managing them over time.

ASSET ASSESSMENT

Parent skill: Asset Handling

Identifying potential assets, and determining their suitability.

ASSET DEVELOPMENT

Parent skill: Asset Handling

The long-term managing and care of an asset. Ensuring they are performing well, maintaining operational security, and remaining loyal and reliable.

ASSET RECRUITMENT

Parent skill: Asset Handling

Turning a new contact into an asset, whether willing or pressured, aware or unaware.

COLD APPROACH

Parent skill: Asset Handling

Approaching a new person for the first time, gaining their trust enough to begin a relationship and recruitment.

ANALYSIS

Tradecraft: SIGINT

Proficiencies: *Crateology, imagery analysis*

The study of imagery and use of observation to spot things that would be considered out of the ordinary. Once the observation has been made the analyst then speculates possible meaning behind what they've spotted.

CRATEOLOGY

Parent skill: Analysis

The science of assessing possible contents of crates, boxes, and other containers from visual cues only. First came to prominence during the Cold War, particularly the Cuban Missile Crisis. While many cargo ships have moved away from crates in favor of shipping containers, the technique still comes into play in many situations, such as satellite imagery of soldiers loading trucks, or cursory warehouse inspections.

IMAGERY ANALYSIS

Parent skill: Analysis

Scanning security and satellite images for anomalies and movements that would be considered out of the ordinary.

BLACK BAG OPS

Tradecraft: COMBAT

Proficiencies: *Carjacking, detect tampering / break-in, flaps and seals, hotwire / hack ignition, key clamming, leave no trace, lockpicking, safecracking*

The fine art of fast paced deployment of infiltrators that only carry with them a large black canvas bag. Common with infiltration and heist operations where carrying less is better. Black bag ops include operations involving placing bugs or tracer units to tapping phone lines and hijacking hardlined networks. This is also the ability to hotwire cars on the fly.

CARJACKING

Parent skill: Black bag ops

Approaching a running vehicle and removing the driver, then stealing the vehicle, usually in broad daylight in and public.

DETECT TAMPERING / BREAK-IN

Parent skill: Black bag ops

Spotting obscure signs of unauthorized entry and tampering that most people might not think twice about.

FLAPS AND SEALS

This area of tradecraft teaches the operative to open and close sealed documents, such as mail or dossiers without leaving evidence of that the seal has been compromised. It also teaches an operative to detect such tampering.

HOTWIRE / HACK IGNITION

Parent skill: Black bag ops

Starting a vehicle without a key, usually by bypassing the ignition switch or by using a cloned keyless starter.

KEY CLAMMING

Parent skill: Black bag ops

Making a functional key from the impression of the original key.

LEAVE NO TRACE

Parent skill: Black bag ops

The knowledge and skill needed to enter and depart a room, car, or other location without leaving any sign that anyone had been there. Includes preparing beforehand to leave no hair, skin cells, or fibers behind, covering one's body and face, sanitizing gear, wiping the area clean of fingerprints, and disposing securely of operational clothing & equipment afterward.

LOCKPICKING

Parent skill: Black bag ops

Opening or unlocking locks with something other than a key.

SAFECRACKING

Parent skill: Black bag ops

The ability to open a safe without the combination or key, using special tools or by listening to the internal mechanisms as the combination dial turns.

CLIMBING

Tradecraft: COMBAT

Proficiencies: *Mountaineering, parkour, rappelling, wall climbing*

The skill of moving vertically (up or down) on different surfaces and terrains. This movement may be done with specialized equipment or by free-climbing (using no gear, just hands and feet). Some people use it for sport, while others use it as part of intelligence, military or rescue operations.

MOUNTAINEERING

Parent skill: Climbing

The know-how to transverse mountains using a variety of specialized gear. Also used when climbing glaciers and other mountainous terrain.

PARKOUR

Parent skill: Climbing

Assessing obstacles and maneuvering through, over and under them using a series of body movements, usually quite quickly. Sometimes called "free running." Mostly used in urban areas where one may leap from building to building, quickly climb walls, ascend and descend using this technique.

RAPPELLING

Parent skill: Climbing

Moving down a vertical surface using ropes and using a 'hopping' or 'walking backwards' movement while descending.

WALL CLIMBING

Parent skill: Climbing

Specialized skill of climbing walls, fences, and buildings from single-story units to skyscrapers.

CRYPTOGRAPHY

Tradecraft: SIGINT

Proficiencies: *Cryptanalysis, cryptography, pattern analysis, steganography*

Cryptography is the science of converting mediated messages into encrypted format, preventing unauthorized access to materials.

As advancements in computer technology advances, so does the training in this field making sure that the cryptologist is always one step ahead of the opposition.

CRYPTANALYSIS

Parent skill: Cryptography

The ability to decrypt encrypted mediated messages and signals.

CRYPTOGRAPHY

Parent skill: Cryptography

The encryption of mediated messages and signals.

PATTERN ANALYSIS

Parent skill: Cryptography

Using data patterns to determine possible anomalies within other data patterns and assessing possible outcomes and threats within.

STEGANOGRAPHY

Parent skill: Cryptography

The skill of integrating mediated messages into common visuals in a way that would not be noticeable to the unsuspecting viewer, "hiding in plain sight." Examples include hiding data the compression of a digital photograph, digital watermarking, or hiding data within the digital bits of an audio file.

DECEPTION

Tradecraft: HUMINT

Proficiencies: *Acting, backstopping, disguise, impersonation & accents*

The art of lying and tricking individuals using a variety of techniques based on the situation. This usually requires specialized improvisational acting and disguise or months worth of practice to achieve perfection.

ACTING

Parent skill: Deception

The ability to adopt the persona and semi-appearance of another person or fictional character

for the purpose of entertainment or deception.

BACKSTOPPING

Parent skill: Deception

This is the ability to be highly creative and convincing with the backstory of fictional personas, making them so believable that people are less likely to question them.

DISGUISE

Parent skill: Deception

Using makeup and prosthetics to give someone the appearance of someone else, be it fictional or real. The better the work, the more convincing it is.

IMPERSONATION & ACCENTS

Parent skill: Deception

The ability to observe accents and mannerisms of individuals and mimic them in such a way that it's difficult to tell the fake from the real over mediated channels and with the right disguise, difficult to tell the two apart in person.

DRIVING

Tradecraft: COMBAT

Proficiencies: *Cars, crash survival / vehicle escape, heavy trucks, motorcycles, tractor / trailer,*

The skill of operating wheeled transportation. With basic training a person can competently drive cars and trucks, while more specialized training is needed for motorcycles and larger hauling vehicles like 18-wheelers and garbage trucks.

CARS

Parent skill: Driving

The ability to maximize the potential of cars. This includes high-speed pursuit & evasion, complex maneuvers, and optimizing techniques depending on the type of car.

CRASH SURVIVAL / VEHICLE ESCAPE

Parent skill: Driving

Knowledge about crash science and vehicle construction, so that a person knows just how to place themselves before impact for best chance of survival. Knowledge of the most effective ways to escape a vehicle once it has crashed, on land or in the water.

HEAVY TRUCKS

Parent skill: Driving

Operational knowledge of driving large commercial or military vehicles, from box trucks to specialized haulers to basic construction equipment.

MOTORCYCLES

Parent skill: Driving

The use of two wheeled vehicles be it sport or road. Capable of tricky maneuvers, high speed control, and traversing less than favorable road and off road conditions.

TRACTOR / TRAILER

Parent skill: Driving

The ability to operate and drive a tractor trailer truck (18-wheeler) and other long haul forms. Capable of operating this vehicle type in hazardous conditions and also managing controlled sideswipes and jackknifing.

ELECTRONIC COMMUNICATIONS

Tradecraft: SIGINT

Proficiencies: *Ham radio operation, signal boosting, signal jamming, phone phreaking, radio / telephone ciphony, television / video civision, radio telegraphy, packet radio*

Electronic communication is any communication form that is transmitted via electronic medium. These forms include cell phones, email, instant messenger, landline phones, and radio transmission.

The person with this skill has functional knowledge of this form of communication including the basic science behind it.

HAM RADIO OPERATION

Parent skill: Electronic communications

The ability to construct and operate radio communication devices that broadcast on non-commercial frequencies. Used by hobbyists, pirate radio and other non-commercial operators.

SIGNAL BOOSTING

Parent skill: Electronic communications

This skill works two ways. The first is the know-how on where to place messages online where they will receive maximum exposure and be shared by the masses. The second regards transmission signals and increasing their range through power increases or placement of other transmission hubs, by understanding how signals work.

SIGNAL JAMMING

Parent skill: Electronic communications

Understanding how frequencies work in order to send out counter-signals that will interrupt a signal.

PHONE PHREAKING

Parent skill: Electronic communications

A solid knowledge of the telecommunication system and the ability to manipulate it in ways that would be considered unethical and illegal including cloning cell phones and hacking pay phones.

RADIO/TELEPHONE CIPHONY

Parent skill: Electronic communications

Scrambling radio or telephone signals in a way that makes them indecipherable by anyone trying to intercept the signal who isn't authorized to receive it.

TELEVISION/VIDEO CIVISION

Parent skill: Electronic communications

The ability to cipher and decipher television signals, including breaking cable TV and satellite TV signals.

RADIOTELEGRAPHY

Parent skill: Electronic communications

The skill of using coded signals, such as Morse code and its associated sets including Q-code, RST code, RSQ code, RSV, etc. to send messages via radio signals.

PACKET RADIO

Parent skill: Electronic communications

Using radio signals to send digital information packets, allowing computers to communicate wirelessly with radio modems instead of telephone, cable, or cellular networks.

ELECTRONIC SURVEILLANCE

Tradecraft: TECH

Proficiencies: *Bugging (audio surveillance), communications security, video surveillance*

Electronic surveillance is the use of electronic devices to spy on an individual or individuals without their knowledge. This may include using electronic bugs to hacking into security cameras.

BUGGING (AUDIO SURVEILLANCE)

Parent skill: Electronic surveillance

The skill of understanding how sound carries and where to place audio surveillance devices known as 'bugs' (tiny microphones). A well placed bug can pick up the smallest sounds which could prove to be vital to an operation.

COMMUNICATIONS SECURITY

Parent skill: Electronic surveillance

Working knowledge of communication security networks and how to break and secure them. COMSEC operators work in this field.

VIDEO SURVEILLANCE

Parent skill: Electronic surveillance

The use of hidden or hacked video cameras to gather intelligence. This might be a small button cam or a hack into someone's laptop cam.

EXFILTRATION / INFILTRATION

Tradecraft: HUMINT

Proficiencies: *Body concealment, personal concealment, room concealment, sabotage, safehouse operation, stealth*

Infiltration is the ability to enter unauthorized locations and security parameters unnoticed, while exfiltration is the ability to escape from secure locations or hostile territories unnoticed. With this skill a person has a keen sense of when to move and when not to and when to lay low if need be until it's all clear.

BODY CONCEALMENT

Parent skill: Exfiltration / infiltration

The ability to hide things on (or in) one's body so that they are not detectable by normal means.

PERSONAL CONCEALMENT

Parent skill: Exfiltration / infiltration

The mastery of concealing objects in a person's clothes or artifacts like a suitcase or briefcase.

ROOM CONCEALMENT

Parent skill: Exfiltration / infiltration

The skill of hiding things in a room, in turn making them undetectable or unnoticeable.

SABOTAGE

Parent skill: Exfiltration / infiltration

The art of interfering with normal operations via destruction, obstruction and subversion.

SAFEHOUSE OPERATION

Parent skill: Exfiltration / infiltration

Understanding of locations and locals in order to set up places to conceal or hide individuals, currently being sought, for short periods of time. Also maintaining security protocols which keep these locations hidden from all but a few.

STEALTH

Parent skill: Exfiltration / infiltration

The art of moving without being detected.

EXPLOSIVES

Tradecraft: COMBAT

Proficiencies: *Demolition, disarming explosives, improvised explosives, surviving explosions*

The operational knowledge of explosives and their practical uses. Allows a person to also homebrew their own explosive devices with the right materials.

DEMOLITION

Parent skill: Explosives

Understanding architectural and technical design theory and knowing where to place explosives and how much should be used, to destroy or topple a structure or other objects (like vehicles).

DISARMING EXPLOSIVES

Parent skill: Explosives

The scientific and engineering skill of rendering an explosive device harmless.

IMPROVISED EXPLOSIVES

Parent skill: Explosives

The creative know-how of constructing explosive devices out of materials on hand.

SURVIVING EXPLOSIONS

Parent skill: Explosives

Understanding the kinetic force behind an explosion and how to position one's self in a way to minimize damage from the explosion or what objects are safe to hide behind and which aren't.

FIRST AID

Tradecraft: COMBAT

Proficiencies: *Paramedic*

Functional knowledge of basic medical care with an understanding of how to stop bleeding and secure broken bones.

PARAMEDIC

Parent skill: First Aid

Operational skills used to stabilize critically injured or ill patients and also have a knowledge base about commonly used medications and how to dispense them. One step short of a nurse.

FORENSICS

Tradecraft: TECH

Proficiencies: *Ballistics, biometrics, clone / hide fingerprints, DNA profiling, fingerprinting, leave no trace, toxicology, trace analysis, vehicular forensics*

Forensics is the use of scientific theory and science in the investigative services. The field of study is so broad, that basic forensics covers common practices and understandings of how things work and how they might be applied to a crime.

BALLISTICS

Parent skill: Forensics

Scientific study of projectiles and a full understanding of how they work including materials, penetration, and range.

BIOMETRICS

Parent skill: Forensics

Operational knowledge of physiological identification sciences that allows one to identify a person based on a set of physiological traits.

CLONE / HIDE FINGERPRINTS

Parent skill: Forensics

The know-how of recovering fingerprints that have been wiped away or cleaned and reconstructing them to make a whole identifiable print.

DNA PROFILING

Parent skill: Forensics

The ability to use the genetic code of a person to identify them.

FINGERPRINTING

Parent skill: Forensics

The science of identification through the patterns on a person's fingers and fingertips. May also be used to create 'copies' of a person's fingerprints.

LEAVE NO TRACE

Parent skill: Forensics

The operational skill base of anti-forensics which allows someone to wipe out the footprint left by individuals be it physical or electronic. This skillset is the hallmark of a good cleaner.

TOXICOLOGY

Parent skill: Forensics

The understanding of how chemicals, specifically toxins, impact the human body and other organic life.

TRACE ANALYSIS

Parent skill: Forensics

The skill of analyzing materials around and on objects that might be connected to an incident. This could be a trace amount of gasoline or something as simple as a strand of hair.

VEHICULAR FORENSICS

Parent skill: Forensics

The mechanical engineering science behind vehicular incidents which allow a person to reconstruct a scene with a solid understanding of how the vehicle was involved.

FORGERY

Tradecraft: SIGINT

Proficiencies: *Counterfeiting, document creation, handwriting analysis & forgery*

The skillset of creating realistic 'fakes' of documents and signatures. The basic forger tends to be in the business of fake IDs and commonly forged documents that aren't easily traceable. More skilled forgers can produce counterfeit currency and more complex forms of identification.

COUNTERFEITING

Parent skill: Forgery

This craftsman skill is the art of making exact duplicates of things like currency and credit cards. This requires an extreme level of attention to detail. Every year, governments are stepping up their efforts to make their currency harder to counterfeit, but in less developed countries counterfeit currency is easy to pass off.

DOCUMENT CREATION

Parent skill: Forgery

With master layout skills and eye for legal documents, this person can create fake documents that look so real that those who work in the office where the document is said to come from might not be able to tell that it's fake.

HANDWRITING ANALYSIS & FORGERY

Parent skill: Forgery

With a close eye, this person can copy another's handwriting with almost 100% accuracy and use that skill to forge memos and signatures.

GUERRILLA TACTICS

Tradecraft: COMBAT

Proficiencies: *Area assessment, identify ballistic cover, improvised defenses, improvised weaponry, restraint / escape artistry, situational awareness*

The person skilled in guerrilla tactics has the ability to carry out small and precise tactical operations that inflict usually minor damage, but also hamper daily operations of opposing forces. The idea is to strike fast and hard then fade into the surroundings before anyone has time to react.

AREA ASSESSMENT

Parent skill: Guerrilla tactics

The ability to scope an area and determine its tactical value in any given situation.

IDENTIFY BALLISTIC COVER

Parent skill: Guerrilla tactics

Using the understanding of ballistics and materials to determine the viability of what objects might provide the best cover from incoming ballistic attacks.

IMPROVISED DEFENSES

Parent skill: Guerrilla tactics

The art of crafting defenses out of materials in the immediate area. This might be sharpened table legs acting as a defensive barrier or a piano strung up high with a trip wire that will cause the piano to fall if tripped.

IMPROVISED WEAPONRY

Parent skill: Guerrilla tactics

This skills allows a person to craft almost anything into a weapon, no matter how ridiculous it might appear to be. While this tool is far from perfect, it works at some level.

RESTRAINT / ESCAPE ARTISTRY

Parent skill: Guerrilla tactics

The ability to restrain a person effectively through physical means, including ropes, handcuffs, zip ties, or improvised methods. This skill may also be used to escape from bondage situations by manipulating muscles and joints in ways that can loosen restraints.

SITUATIONAL AWARENESS

Parent skill: Guerrilla tactics

The ability to instantly assess one's surroundings including things like access points, escape routes, furniture, threats and anything that may be used as an improvised weapon. The person literally snaps a panoramic image in their head upon entering a new surrounding and can process at lightning speed.

HACKING

Tradecraft: TECH

Proficiencies: *Botnets, device cloning, malware writing, password cracking, security cracking, social engineering / phishing, spoofing, TCP/IP traffic analysis, traffic interpretation*

An unauthorized intrusion into a computer, computer system or a internal/external network.

A hacker may alter multiple computer system or security implementation to reprogram a command or function that differs from the original programming.

BOTNETS

Parent skill: Hacking

This is the operational knowledge of setting up bots in compromised computers (creating a zombie network) that can seize control of networks and computers, denying the user the ability to access or control their own systems.

DEVICE CLONING

Parent skill: Hacking

Using technical know-how, a person may create an electronic clone of items on a phone or hard drive, allowing a person access to all materials on those devices. The person may then also use that same data to create a 'clone' of the device, leaving the original owner on the hook for any transmitted materials and service fees.

MALWARE WRITING

Parent skill: Hacking

Using computer programming skills, this person is capable of writing programs that may directly impact functionality of computers and operating systems. In addition, they may also give the hacker access to sensitive materials including passwords and credit card numbers along with the ability to actually hijack the computer.

PASSWORD CRACKING

Parent skill: Hacking

A computer skillset that allows a person to gain access to system passwords via randomized guessing or via algorithms.

SECURITY CRACKING

Parent skill: Hacking

The hacker with security cracking skills can breach firewalls and network defense systems for a multitude of purposes. Sometimes it's for malicious reasons and at other times it is used to test systems to make sure that their network security is up to speed.

SOCIAL ENGINEERING / PHISHING

Parent skill: Hacking

By pretending to be someone known to a victim, a person may manipulate a victim, via e-mail, into giving up personal or private information that may later be used maliciously. This information includes addresses, social security numbers and phone numbers.

SPOOFING

Parent skill: Hacking

Operational knowledge of creating false IP addresses or servers in order for a hacker's location to be masked. It also helps prevent the hacker's operation from being shut down. Spoofing may also be used to attack a program and make it appear to be functioning normally when in fact it's not.

TCP/IP TRAFFIC ANALYSIS

Parent skill: Hacking

The skill of analyzing data packet traffic with the intent of an intrusion at a later date. The person may also use the data for threat detection and network defense, along with identifying other hacker operations.

TRAFFIC INTERCEPTION

Parent skill: Hacking

With this skill a person access a target computer and steal data from it. Usually used to gather personal data or confidential information that may be used later on.

HAND TO HAND COMBAT

Tradecraft: COMBAT

Proficiencies: See below

Hand to hand combat is close quarters combat that doesn't make use of firearms, but instead relies on the human body and hand-held weapons and tools. H2H combat relies on different body motions and grappling techniques to subdue or terminate an enemy combatant.

The hand to hand combat skill differs from others in that agents do *not* learn any proficiencies as part of their base H2H training. This skill is a prerequisite for learning **fighting styles**, which must each be studied in order to obtain them. See "fighting styles""Fighting styles" on page 77.

ILLUSION / SLEIGHT OF HAND

Tradecraft: HUMINT

Proficiencies: *Cold reading, flourishes, pickpocket / placement, stage magic, street magic / close-up magic*

Sleight of hand is the skillset of using one's body to manipulate the perception of hand held items and sometimes larger items so that it appears to have magically vanished. The trick is the use of misdirection and the movement of the hands and body in ways that create the illusion of vanishing, when in fact it is simply the angle at which a person is observing the act that gives the 'appearance' of the item having disappeared.

COLD READING

Parent skill: Illusion / sleight of hand

The ability and skill to draw information from a complete stranger by observing body language and asking the right set of question which offer far more disclosure than the victim might realize. This skill gives people the impression that the cold reader is truly psychic.

FLOURISHES

Parent skill: Illusion / sleight of hand

Flourishing is a two pronged skillset (pick one): The first is cardistry, the art of doing card tricks. The second is juggling, the art of doing fancy juggling tricks. Both require lightning fast reflexes that make the trick look almost impossible or at the very least amazing.

PICKPOCKET / PLACEMENT

Parent skill: Illusion / sleight of hand

The skill of removing something from someone's pocket without them noticing and the ability to put items in someone's pocket without them noticing.

STAGE MAGIC

Parent skill: Illusion / sleight of hand

This stagecraft uses larger props and entire stages to create the illusion of 'magic' for an audience. These acts use a mix of trap doors, trick caskets and glass stands along with flash and gas capsules and sleight of hand to deliver jaw dropping and sometimes terrifying entertainment.

STREET MAGIC / CLOSE-UP MAGIC

Parent skill: Illusion / sleight of hand

A person with street magic skills is as much an entertainer as they are a magician, using a combination of the extravagant with sleight of hand to wow audiences. Their craft is so confusing that it's easy for them to scam audiences.

INTERROGATION

Tradecraft: HUMINT

Proficiencies: *Direct questioning, drug-assisted interrogation, interrogation technologies, intimidation, persuasion / rapport, resistance (mental & physical)*

Direct personal questioning of a detainee to gather information. Many different methods of interrogation exist, the majority of which have been developed in military or police situations. A skilled interrogator is able to not only get a subject to provide information, but to do so in the most truthful and forthcoming manner. Particularly skilled interrogators may even be able to turn subjects into collaborators or double agents. See interrogation rules.

DIRECT QUESTIONING

Parent skill: interrogation

Direct questioning is often the first tactic used in an interrogation. This skill involves controlling the conversation, giving the detainee an opportunity to come clean and cooperate immediately.

DRUG-ASSISTED INTERROGATION

The use of various drugs to make the subject more likely to speak, and to speak honestly. This may include anything from sodium thiopental to seconal, hallucinogenics, or even alcohol. Knowledge of dosage and care is important, as side effects can easily occur, even leading to death. This skill also includes the training to resist talking when under the influence.

INTERROGATION TECHNOLOGIES

The use of a polygraph (lie detector) EEG, MRI/fMRI, or other technology to try and determine the truth or falsity of a statement, under the theory that various physiological symptoms may indicate deception.

INTIMIDATION

Parent skill: Interrogation

The ability to overwhelm a subject, through verbal and physical presence. This may include threats, emotional manipulation, suggestions of violence, shouting, or even quiet menacing. Intimidation does not include actual violence—see interrogation rules for the result of physical abuse.

PERSUASION / RAPPORT

Parent skill: Interrogation

This person has ability to be very likable or relatable, to such a level that the person they are talking to will feel as if there is a bond and tend to disclose much more than they would if being questioned by a hostile interrogator.

RESISTANCE (MENTAL & PHYSICAL)

Parent skill: Interrogation

Resistance training is a defensive skill, effective against all types of interrogation. Agents are trained to disassociate themselves, counteract techniques, or respond with a flood of irrelevant or false information. Even torture and drugs may be ineffective against the most skilled in these techniques.

MARKSMANSHIP / WEAPONRY

Tradecraft: COMBAT

Proficiencies: *Handgun proficiency, heavy weapons, knife / axe fighting, knife / axe throwing, long-gun proficiency, sniper*

This is the craft of hitting a target, be it stationary or moving, with some form of projectile or thrown object. Basic marksmanship covers the fundamentals of different weapon types and safety precautions when using them.

HANDGUN PROFICIENCY

Parent skill: Marksmanship / weaponry

The skill of using revolvers and automatic pistols, including sidearm tricks like gun spinning and fast draws. It also includes the modification of the weapon.

HEAVY WEAPONS

Parent skill: Marksmanship / weaponry

This is the operational knowledge of how to use and maintain heavy weapons ranging from mounted machine guns to rocket propelled grenades and mortars.

KNIFE / AXE FIGHTING

Parent skill: Marksmanship / weaponry

The masterful skill of fighting in close quarters with a knife or axe (usually a tomahawk).

KNIFE / AXE THROWING

Parent skill: Marksmanship / weaponry

The ability to throw knives or axes with accuracy, usually with intent to kill or maim a target.

LONG GUN PROFICIENCY

Parent skill: Marksmanship / weaponry

The know-how of using two-handed, shoulder-braced weapons, including assault rifles, hunting rifles, submachine guns and shotguns. Not only can a person fire these weapons, but they are able to assemble and disassemble these guns and modify them.

SNIPER

Parent skill: Marksmanship / weaponry

This is the mastery of long range shooting, requiring operational knowledge of ballistic range and wind patterns that might affect how far a round might go before hitting a specific target. A good sniper can pick off a target from over a mile away. But this isn't just about hitting a target; a sniper must be undetectable by opposing forces. This means utilizing camouflage and surroundings to conceal their location.

PARAMILITARY

Tradecraft: COMBAT

Proficiencies: Close-quarter combat, live-fire evasion

Non-standard military training. Common among private security companies and third-party military operational organizations like the French Foreign Legion and government secret police or 'death squads.' With this skill a person can competently function in basic combat operations and more specialized operations based on additional training.

CLOSE-QUARTER COMBAT

Parent skill: Paramilitary

Proficiency in hand to hand and short range firearms combat situations. This proficiency does not serve as

a suitable prerequisite for fighting styles (see **hand to hand combat**).

LIVE-FIRE EVASION

Parent skill: Paramilitary

The skill of moving in a manner that makes it harder for someone to draw a bead on a target.

PHYSICAL SURVEILLANCE

Tradecraft: HUMINT

Proficiencies: *Dry cleaning, foot tailing / evasion, vehicle tailing / evasion*

Physical surveillance is the old-fashioned form of staking out or tailing, meaning physically watching from a distance. The trick to this type of surveillance is to not be spotted, so it's important to make use of the surroundings and blend in with the locals in order to not stick out like a sore thumb. The object here to be see, not be seen.

DRY CLEANING

Parent skill: Physical surveillance

The skill of assessing whether the agent is being tailed or surveilled. Dry cleaning may be performed by the person who suspects they are being followed, or by compatriots watching from a distance. Dry cleaning is effective for both foot and vehicle surveillance.

FOOT TAILING / EVASION

Parent skill: Physical surveillance

The art of following a person on foot without being detected. This means utilizing nooks and crannies along the tailing path. This is also the skill of paying attention to detail and those around an operative, making sure that no one is on their trail. And if there is someone following, the operational knowledge of the area in order to properly ditch a tracker.

STAKEOUT

Parent skill: Physical surveillance

Observing a target from a fixed position, usually for an extended period of time.

VEHICLE TAILING / EVASION

Parent skill: Physical surveillance

The fine art of following a vehicle in another vehicle and also making sure that other vehicles aren't able to tail an operative. This requires the understanding of traffic patterns and driving in a way that makes it look like one is just part of regular traffic.

PILOT AIRCRAFT

Tradecraft: TECH

Proficiencies: *Commercial airplane, helicopter / rotorcraft, light airplane, UAV piloting*

This is the operational knowledge of how aircraft function and a basic piloting skill allowing a person to utilize aircraft. Piloting does require a license and background checks in order to fly commercial craft and while most aircraft work on the same fundamentals, the variable sizes can be a challenge to a novice.

COMMERCIAL AIRPLANE

Parent skill: Pilot aircraft

The operator is able to pilot large commercial and transport aircraft like the C-130 Hercules and the Boeing 747-8. In addition, the pilot is capable of handling difficult turbulence.

HELICOPTER / ROTORCRAFT

Parent skill: Pilot aircraft

The skill of piloting rotor driven aircraft including gyrodynes and helicopters. A good helicopter pilot can fly during hurricanes and powerful storms, as seen with US Coast Guard rescue pilots, and return in one piece.

LIGHT AIRPLANE

Parent skill: Pilot aircraft

With this know-how the pilot may operate planes that have a max weight takeoff capacity of 12,500 lbs.

Manufacturers include Beechcraft, Cessna, Cirrus, and Piper.

UAV PILOTING

Parent skill: Pilot aircraft

Unmanned Aerial Vehicle piloting is what is used to fly large non-autonomous drones, be it for surveillance or other purposes. The pilot may sit in a mock cockpit, in front of a computer, or simply hold a smartphone and remote, controlling the UAV as though they were on-board. The downside: UAVs may be hacked and rely on signals in order to function.

PILOT WATERCRAFT

Tradecraft: COMBAT

Proficiencies: *Sailing, skipper / helmsman*

This is the ability to pilot watercraft at a basic level. This person can steer watercraft and understands seamanship. Includes the ability to sail simple boats and pilot some powercraft and larger vessels, and knowledge of nautical terms.

SAILING

Parent skill: Pilot watercraft

The use of canvas and wind currents to move a watercraft. This includes an understanding of wind currents and sail positioning in order to gain maximum wind force in a sail. The pilot also knows how to maneuver a sailboat through treacherous conditions at sea.

SKIPPER / HELMSMAN

Parent skill: Pilot watercraft

This is the operational knowledge of piloting larger vessels using a combination of navigation charts and electronic instruments. When a big storm hits, people have faith in the helmsman or skipper's ability to keep the ship afloat.

PSYCHOLOGICAL OPERATIONS (PSYOPS)

Tradecraft: SIGINT

Proficiencies: *Brainwashing, propaganda, psychological warfare*

PSYOPS can be used to demoralize an enemy or give hope to an ally. Tactics can range from obvious propaganda like flyers, broadcasts, and online posts to deliberate provocations, information warfare, false defections, planting false news with journalists, or even brainwashing.

BRAINWASHING

Parent skill: Psychological operations

The art of using psychological techniques to alter the mindset of an individual, usually by preying on their psychological flaws and offering them false hopes. Brainwashing takes an extended period of time, and may wear off eventually. A brainwashed individual may come to adopt the values and goals of their captors, but will not act as though under mind control.

PROPAGANDA

Parent skill: Psychological operations

The ability to manipulate targets by feeding them information in ways that sway them in the direction desired.

PSYCHOLOGICAL WARFARE

Parent skill: Psychological operations

By tapping into the deep-seated fears of a victim or victims, or by turning their religious beliefs / values against them, a master of psychological warfare can demoralize and weaken an enemy. It's all about making the victim 'believe'.

PARACHUTING

Tradecraft: COMBAT

Proficiencies: *HALO jump, skydiving*

The art of jumping from an aircraft at medium to high altitude and gliding to the ground via a parachute. The basic skillset allows a person to jump from an aircraft and properly deploy their parachute.

HALO JUMP

Parent skill: Parachuting

High Altitude-Low Opening is a form of skydiving where the diver must utilize oxygen and the fall due to lack of oxygen at such a high altitude (15,000–35,000 ft). The objective is to fly high enough to be out of detection range and deploy a chute low enough to avoid interception. In covert missions a High Altitude-High Opening (HAHO) technique is often used where the chute is opened at a high altitude so the sound of the chute won't draw attention.

SKYDIVING

Parent skill: Parachuting

Unlike basic parachuting, this skill allows for aerial acrobatics and maneuvers that would be too complex for a basic jumper. A skilled skydiver could even pull off jumping without a chute, meeting up with another diver and retrieving a chute from them.

SOFT SKILLS

Tradecraft: HUMINT

Proficiencies: *Evaluation, lip reading, memory palace, negotiation*

Soft skills are the techniques used to master human intelligence gathering methods on a one-to-one basis.

EVALUATION

Parent skill: Soft skills

This is the know-how of reading a person's body language and speech patterns in order to assess whether they are being truthful or not.

LIP READING

Parent skill: Soft skills

The ability to tell what one is saying by watching the movement of their lips.

MEMORY PALACE

Parent skill: Soft skills

Also known as the "method of loci," an ancient skill still used today to remember anything by establishing virtual physical spaces in the mind to store each memory. Used by competitive memory champions to remember everything from people's names to complex diagrams to extensive strings of random characters.

NEGOTIATION

Parent skill: Soft skills

The art of pleading a case for a win scenario for the speaker while making the person being negotiated with think that they are the ones winning.

STREET DELIVERY

Tradecraft: HUMINT

Proficiencies: *Brush pass, dead drops*

The art of delivering goods covertly in public. This might be placing a paper bag with a cell phone inside, into a garbage can in the park or maybe a handshake that is used to exchange a small item.

BRUSH PASS

Parent skill: Street delivery

The talent of walking past someone and bumping one another just long enough to pass an item from hand to hand, or exchange objects.

DEAD DROPS

Parent skill: Street delivery

The know-how of picking locations where items may

be hidden for pickup without someone accidentally coming across it.

SURVIVAL

Tradecraft: COMBAT

Proficiencies: *Arctic survival, desert survival, forest & overland survival, jungle & swamp survival, mountain survival*

These are the skillsets needed to survive in a variety of climates and conditions. It's not enough just to keep dry and warm, a survivalist must know which plants are safe to eat and which aren't, not to mention wildlife and natural hazards that abound.

ARCTIC SURVIVAL

Parent skill: Survival

The know-how needed to keep semi-warm and prevent frostbite. How to procure water from ice and how to construct a proper shelter out on the tundra. This includes arctic hunting techniques.

DESERT SURVIVAL

Parent skill: Survival

The ability to survive in extreme hot temperatures during the day and bone chilling temperatures at night. This includes understanding where to find shelter and water, along with which forms of wildlife are deadly and how to treat bites from certain creatures.

FOREST & OVERLAND SURVIVAL

Parent skill: Survival

The knowledge of the forest and flatlands that allows a person to survive in that environment. A strong survivalist could easily build themselves a log cabin given enough time.

JUNGLE & SWAMP SURVIVAL

Parent skill: Survival

With this skill a person can live out in the jungle or swamp, gathering food and building functional shelters. This includes knowing how to lessen the chance of disease and illness from insects.

MOUNTAIN SURVIVAL

Parent skill: Survival

Mountains can be the most unforgiving places on. This skill offers insight on where to find shelter and water, along with which plants that grow on the mountains are edible and where to find meat if needed. Mountain survival is separate from the mountaineering proficiency under climbing.

BACKGROUNDS VS SPECIALIZED SKILLS

Your agent's background is the career they had before joining ICON, while their specialized skills are the training they received from ICON, at induction as well as ongoing throughout their clandestine career.

There are times when a situation will arise that may draw on both the agent's background and one of their specialized skills. For example, an agent may have a background as a pilot and also have specialized training from ICON in **pilot aircraft**.

In this case, you will step up the tradecraft die appropriately *and also* roll the attribute die twice, choosing the higher result.

ASSETS

An asset is any person or item that can aid an agent in accomplishing a task. An asset may be a simple item like a pair of crampons for hiking on ice, a piece of technology like night-vision goggles, a resource like a database, or any other type of equipment. An asset can also refer to a person the agent knows who can help them when the time comes.

In terms of equipment, the distinguishing feature of an asset is that it can assist the agent in their task, enhancing their ability to succeed. Any asset in the game will have a **die type**, representing its quality and ability. For example, a pair of ice crampons can help the agent walk without slipping. A cheap pair for $10 might flex easily or not grip well, and

only offer a d4 for assistance. A high-quality pair of crampons costing $200 or more could be suitable for mountaineering and perform under strenuous conditions. They may offer a d10 bonus to the agent.

A human asset is generally referred to as an agent's **contact**. When a contact is called to actually perform a service for the agent, they are treated as a non-player character (NPC), with the same rules and attributes as a player character. In many cases, however, the agent will simply ask for advice, information, or assistance from a contact. In that case, the contact is treated as an asset, and their asset die is used.

Example: ***Agent Samara is trying to defuse a bomb. She has a d6 in TECH, and a d6 intellect. The Administrator has ruled that the task is extraordinary, and gives her a d4 decision die. Therefore, she calls her contact, an explosives expert known as Dreg, to advise her. There's no time for Dreg to do the task himself, but his asset die as an expert is a d12, replacing the decision die. With his assistance, she now can roll two d6 and one d12, giving her a good chance of beating the difficulty.***

Equipment assets may be purchased or assigned beforehand, or purchased or found during a mission. Contacts as assets must be developed over time by the agent. A contact will have their own attributes and skills, plus one asset rating for a specific purpose, such as "hacking," or "local info about Sarajevo."

For most situations, the agent may use one asset to complete a task. For example, if an agent is trying to take a shot at a target, the agent might have a rifle. The exception to the rule is that one asset may have an additional asset associated with it. In our example the rifle has an infra-red scope. So, the rifle would be one asset with another asset supporting it. In that case, the Administrator may just adjust the die type of the asset to support the additional item. In the case of our rifle, if the rifle was a d8 asset, the Administrator may just determine the rifle is now a d10 asset to accommodate the fact that it has a scope.

The second thing to remember is that a human asset (or contact) can also assist with a tradecraft task. The human asset replaces the equipment asset, but might prove to be a better resource depending on the type of task that needs to be done.

ASSISTANCE FROM CHARACTERS AND ASSETS

When a PC or NPC assists with a task that they would reasonably be able to help with, such as lifting a heavy object or fast-talking an NPC, they can provide a step or more up to the appropriate die type. For attribute tasks (lifting a heavy object would be a pulse attribute, for example), the attribute die would step up. For tradecraft tasks (deciphering a code, for example), the tradecraft die would step up.

Similarly, when a second equipment asset adds on to another piece of equipment, it causes the equipment's asset die to step up appropriate to its own asset die.

When assisting with a roll, use the following table to determine how many steps a die can increase.

DICE STEPPING WITH ASSISTANCE

ASSISTING DIE	STEP UP
d4	⬆ 1
d6	⬆ 2
d8	⬆ 3
d10	⬆ 4
d12	⬆ 5

MONEY AND EQUIPMENT

As agents working for ICON, the Network will provide the equipment and weapons deemed necessary to complete each mission as they are assigned. Routine expenses, such as travel, meals, and housing while in the field are similarly paid for by ICON, through the use of credit cards issued in the name the agent is using for that mission, or other funds such as cash, debit cards, or other forms of payment common to

the area where the agent is operating.

However, there are times when an agent wants to buy their own equipment, and spend their own money. The bureaucrats at ICON don't always approve the equipment an agent deems necessary, and too many expensive dinners might raise questions that could hurt an agent's chances the next time they're up for a clearance level promotion.

All agents begin their careers with $3,000 to spend on equipment as they see fit. At the end of each mission, a bonus is awarded above and beyond the agent's normal salary if they succeed in exemplary fashion.

Salaries and bonuses are defined in the section **MISSION DEBRIEFING: Mission salaries and bonuses on page 102**.

Players are free to purchase anything their character would reasonably be able to buy in the real world through normal trade routes. While an agent can go to the Darknet or black market to purchase some items, these may be harder to find or buy. Some items are only available through ICON's R&D and those can only be acquired on loan by the Administrator.

To help both the player determine which items are easily available, we have provided some guidelines. Equipment is grouped into three categories:

COMMON

There are items that can be legally acquired in any shop. This ranges from a pack of cigarettes to a Smith & Wesson M1911 and anything in between. These items can be purchased at regular merchant value. The Administrator should refer to real-world prices and availability as a guideline.

SPECIALTY

These are items that need to be found and purchased through illicit and almost always illegal ways. This could be anything from recreational drugs to uranium to make a dirty bomb. Specialty items will need to be approved by the Administrator, but for the most part can be found on the black market or the Darknet. If purchased these items are ridiculously expensive with costs ranging in the tens of thousands.

RESTRICTED

These items are super top secret and experimental. The only way to obtain them is to have them assigned or loaned to the agent by ICON (or whatever agency the players report to). These items have no monetary value as they cannot be purchased by any means.

Specialized equipment can be an asset that gives the player a better chance to succeed

EQUIPMENT AND SPECIAL DEVICES

A special device is a contrivance or an invention serving a clandestine purpose. A special device is unconventional, non-commercial, and non-ordnance. A special device is not available to the public via catalog or internet. A special device is not ordnance: military materiel, such as weapons, ammunition, combat vehicles, and equipment. A special device is not a booby trap: concealed, often explosive device that is triggered by an unsuspecting victim when a harmless-looking object is touched. A special device is not classified information: knowledge derived from study, experience, or instruction available to authorized persons only, as for security. A special device is not a tactic but may be used to give your side a tactical advantage.

Special devices are nifty gadgets used by secret agents and covert operators during missions. Special devices are usually miniature, concealed, and/or utilizing the latest in cutting edge technology. They are generally one third or smaller than a conventional object. They are at least three times the price of commercial products available to the general public. Headquarters does not want special devices lost or floating around where the enemy or public can find them.

Agents can request a special device to be manufactured for their use. The likelihood of the request being granted is based on Clearance Level. The Administrator will declare the **asset die** value of the special device. The player must then roll their clearance level vs. the special device to see if ICON will grant the request. ICON will not manufacture special devices for agents that exceed their clearance level.

Asset dice for equipment should be decided by the Administrator based on the quality of the equipment, and the quality of the particular item the player is requesting.

Example: An agent requests a business card that is a GPS tracking device. Because of the advanced miniaturization tech involved, the Administrator decides it is a d8 asset. The agent has a clearance level of d10. The Administrator rolls a d8 and gets a 6. The agent rolls a d10 and gets a 7. The request is granted.

ICON will provide needed equipment for each mission. However, agents may choose to purchase some equipment with their own money.

Agents begin their careers with $3,000.

ANIMALS

Cyborg, beetle/rodent ($1,000): Scientists hack into an animal's brain and take control of its movements. With this micro-electro-mechanical system, a scientist can make an animal walk or fly in a particular direction. With attached camera or microphone, these animals are steered into buildings or areas to be searched.

Dog, drug-sniffing ($10,000): A Customs Service dog can sniff 1,000 pieces of mail an hour and alert its handler to the presence of unlawful drugs. The same dog can sniff through a car in 4-6 minutes. A human would need half an hour to search a car by hand and a week to go through 1,000 pieces of mail. A Drug Dog could also sniff the outside of a house.

Falcon or **eagle (Germany) ($10,000)**: Raptor is trained to snatch drones in flight.

Pigeon, homing (USA) ($100): Use bird to carry message container tied to its leg back to its roost. This message carrying is only in one direction up to 300 miles.

Rabbit, domestic (USA) ($10): Free-range rabbits are used to detect nerve gas leaks at outdoor storage facilities.

Vulture (Middle East) ($200): Use scavenger to carry camera and transmitter over enemy territory. Bird circles on rising hot air currents.

ANTI-SURVEILLANCE EQUIPMENT

Bug detector ($400): This portable device detects listening devices and cameras if they are transmitting wirelessly, and has a range of 30 feet.

Camouflage face paint ($1 per color): Variously colored paints in sticks, tubes, and jars are applied

to face and hands to better conceal the wearer by making their skin blend in with the background.

Cellular jammer ($400): Scrambles cell phones and makes them ineffective. Portable. Effective range equal to the asset die type in feet (e.g. d4 = 4', d6 = 6', etc.).

Color contact lenses ($350): These devices change the color of the wearer's iris.

Combustible notebook ($230): Remove the safety pin. Close the clasps of the cover holding pyrofilm and paper sheets. Unscrew eraser holder one turn and pull it completely out of the incendiary pencil activating the igniter. Immediately drop the notebook or throw it behind an obstacle such as a fence or building which will make it difficult to retrieve. It starts to combust, like a smoldering grenade. It will burn completely in 30 seconds.

False identity contact lenses ($350): These devices prevent iris scanner from identifying wearer by concealing iris from scan using light near-infrared wavelength.

Flash paper ($230 per ream): Instantly burns up without smoke when touched by a lit cigarette or flame.

Ghillie suit ($50): A ghillie suit (Scottish hunting origin) is a type of camouflage clothing designed to resemble the background environment such as foliage, snow, or sand. The USMC used a canvas jacket covered in strips of fabric. No insignia. Camouflaged hunting coat has piano wire in hem to be used with two buttons as garrote. One pocket on shoulder contains .45 pistol shell and .308 rifle shell as last bullets for yourself.

Sound dampening foam for walls ($2500) with **white noise generator ($25)**: Discussions will not be overheard by eavesdropping.

Sunglasses with rear-view mirrors ($100) This headgear contains two tiny flat mirrors that allow the wearer to see behind them.

Water-soluble paper ($115 per ream): Can be dissolved in coffee cup or swallowed. 500 sheets per ream.

COMMUNICATION

Augmented reality glasses ($2,000): This platform is driven by an ICON-supplied smartphone. Glasses have camera that can take photograph up to 1,000 still images or 15 minutes of video in total. GPS allows walking, biking, or driving turn-by-turn directions to appear on lens above right eye. E-mail can be read by computer and voice sent over speaker near ear. Messages can be spoken into microphone and saved or sent as e-mail. It is possible for two persons wearing augmented reality glasses hooked to translation software to have a conversation in different languages. Battery life is 4 hours of use, 12 hours standby.

Citizen band radio ($250): This battery-powered device can send and receive public voice messages up to 50 miles away.

Comlink with earbud and bone-conduction microphone ($1,000): Each operative on a mission may receive comlink. Earbud/microphone combo fits inside ear. Discreet and barely visible, it looks similar to a high-end consumer earbud. Connects to ICON smartphone via secure low-power Bluetooth. Battery life is 8 hours.

Decoder Ring ($1): Plastic toy packaged with cereal. Uses simple substitution code but sender and receiver must each have Decoder Ring to communicate once. Further use will produce pattern that can be deciphered. Anyone else with same Decoder Ring can break code. (See One-Time Pads.)

Ham radio, portable ($500) Handheld 5 watt transceiver with backlit touchscreen. Capable of digital or FM analog communication. MicroSD card slot, Bluetooth USB, GPS. Allows packet radio connections at 9600bps to internet data if an ICON repeater is within range.

Ham radio, base ($4,000) Desktop 200 watt transceiver with desktop microphone and noise-cancelling or passthrough headphones. Full duplex capability. Capable of digital or FM analog communication. MicroSD card slot, Bluetooth, USB, GPS. Allows packet radio connections to internet data at 128kbps if an ICON repeater is within range.

Invisible ink pen ($10): A rollerball pen loaded with iron sulfate ink, which writes invisibly upon paper, and must be developed using sodium sulfide to become visible.

Mechanical typewriter ($250) A mechanical typewriter quarantines data from the internet. Ink ribbon and carbon paper should be destroyed after use to prevent message reconstruction.

One-time pads ($5): Ciphers that are used once before being destroyed. Such a pad might be a string of random numbers, each of which is used to move a letter in the message a corresponding number of places forward or backward in the alphabet. Used once, cryptographers have nothing to work on making the code unbreakable. Both sender and receiver must have identical pads. It is the only unbreakable code system ever created.

Satellite phone ($2,500): This battery-powered device comes packaged in an attaché case. It can be used for voice calls or text messages from anywhere in the world. Cannot be used with ICON comlink. Emergency beacon can transmit GPS coordinates with two-button "panic mode."

Smart, Highly-Optimized & Encrypted phone (S.H.O.E. phone) ($10,000): This ICON-issued smartphone appears as a normal consumer-grade smartphone to the normal viewer. IR face recognition (maps 3D contours of face and cannot be defeated with a photograph), combined with a secure passcode, unlocks the full features of the S.H.O.E. phone. In secure mode, provides remote access to agent's personal cloud, push-to-talk communication with agents registered beforehand, and direct access to ICON. Can be used as a handset or with ICON-supplied comlink (see above).

Sneaker net ($75): Subordinate logs into anonymous email account from an internet café and copies the messages there onto a USB stick. The memory stick is then taken (on foot or by vehicle) to principal who saves replies on the memory stick to be sent out in the same manner.

Sodium sulfide, liquid ($20) 1 liter of sodium sulfide, used to reveal writing by invisible ink pen. Smells of rotten eggs when exposed to air. If sodium sulfide comes in contact with exposed skin, causes 1d4 chemical burn damage.

Swimming Headphones ($390): Sound is conducted through the user's bones by biting down on the mouthpiece.

CONCEALMENT DEVICES, ACTIVE

Active concealments are objects that contain a secret compartment while also retaining their normally intended function.

Bar of soap ($25): Contains a compass.

Board game ($30): Contains low-profile compasses, files, and maps in board. Real currency mixed with game money.

Brass button ($35): Contains a compass.

Cat collar bell ($10): Device jingles and conceals microchips carried by the pet.

Cigarette lighter ($30): Bottom conceals small secret cavity containing eavesdropping equipment.

Cork ($25): Contains hidden message. Cork is carried in a wine bottle and can be given to someone.

Cribbage board ($20): Contains shortwave radio.

Escape pen ($15): Contain maps, currency, and dye to color clothing.

Flying boot ($10): Hollow heel contains food or maps. Leggings could be removed changing boot into civilian-looking brogues.

Fountain pen ($5): Contains a compass. Nib and clip are magnetized to function as compasses when suspended from a thread.

Fuel tank ($10): Contains a large cavity for hiding a human being or a small cavity for smuggling contraband. Smaller fuel tank required more frequent fueling.

Gentleman's clothing brush ($15): Unfastened by inserting a pin into a camouflaged hole, two halves of brush are unlocked. Secret compartment can hold a Minox camera because of small size and close-focusing lens used for photographing documents.

Handkerchief ($20): Map is printed invisibly and can only be revealed when soaked in certain chemical.

Hollow steel bolt ($27): Device has twist-off head but is threaded for use as a bolt.

Hollow coin ($25): Two screwed together halves conceal disk cards, microdots, soft film, and ciphers.

Metal shaving cream can ($20): Made with false

bottom that includes secret compartment.

Pencil clip ($15): Magnetized to point north when balanced on the tip of a pencil.

Playing cards ($10): Contain 52 map sections printed on Mulberry leaf tissue paper with instructions in Joker cards showing how to assemble.

Safety razor blade ($5): Contained magnetic needles. When place in cup of water, they spin so arrows pointed north.

Shaving brush ($10): Hollow handle can hide a roll of film.

Shaving cream ($15): Contains capsule with messages or maps.

Shoe heel ($20): Contains keys.

Shoe lace ($25): Contains cheese wire for cutting through metal bars.

Silk map ($20): Sewn into lining of pilots' bomber jackets, hidden inside boot heels, or rolled up inside pencils and cigars.

Skeleton key ($15): Hollow handle can hide a roll of film.

Smoking pipe ($20): Contains secret cavity in pipe's bowl beneath tobacco compartment. Twist of pipe stem opens top compartment dropping embers into secret cavity to destroy concealed message.

Steel heel rim ($25): This device worn on a boot has a pair of small retractable blades. An agent who is captured can use the blades to cut his bonds.

Toothpaste tube ($15): Contains capsule with messages or maps.

Unshelled walnut ($10): Contains a compass.

CONCEALMENT DEVICES, PASSIVE

Passive concealments are objects which serve only as a hiding place and do not retain their normally intended function.

Book safe, secret ($15): Item looks like a bound book and easily hidden in a library.

Brick "dead drop" ($20) Weighted to match a standard brick, with a hollow area for concealment.

Cloth suitcase ($25) This innocent-looking luggage container with handle and two locks conceals a shortwave radio that can transmit data via telegraph key as well as speech. The suitcase may contain a headphone and an antenna coil. Another use for a cloth suitcase is to conceal and carry a direction finder. This device enables an agent to scan for both enemy and friendly radios. Its antenna, when pushed down, appears to be the head of a bolt on the surface of the suitcase.

Dead animal "dead drop" ($25): Deceased, gutted, and freeze-dried animal contains a concealment cavity closed with Velcro. Carried in a can and given to an operative. Stuffed with a codebook or camera. Dropped off with fake rodent entrails. Sprinkled with hot sauce as a cat deterrent.

Dead drop spike ($15) Four-inch long by ¾ inch diameter black spike is made from a solid block of aluminum. The hollow Dead Drop Spike is stamped into the ground by one agent, so it can be picked by another later. The cap is pierced with a short loop of leather bootlace and threaded on the body of the spike.

Diversion can ($20): Item looks like a can of soda pop but used as a household secret safe.

Dog collar ($10): Special Device conceals hidden messages carried by pet.

Fake rock ($50): Special Device used for dead drops to conceal and pass sensitive information.

Smoking pipe ($15): Cannot be smoked. Contains anti-surveillance radio activated by biting down on stem. Sound is conducted through the user's bones working similar to swimming headphones.

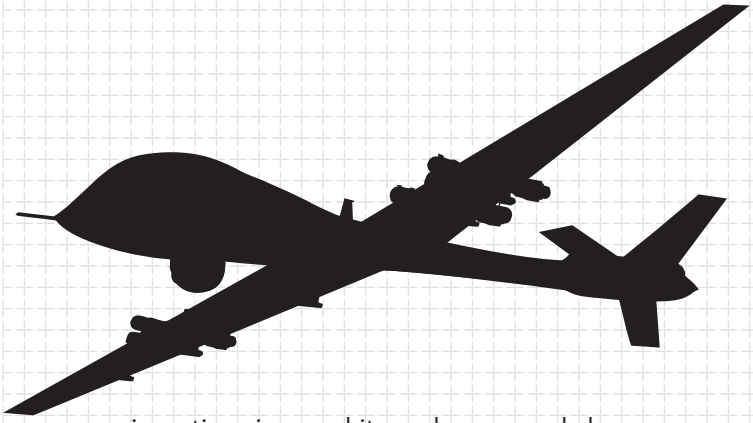
Soda can "dead drop" ($10)

Tree limb "dead drop" ($5)

DRONE AND ANTIDRONE DEVICES

CQ-10 Snowgoose ($100,000): The Pentagon's low-cost supply drone carries ammo and other supplies to special forces unit in "hot" (full of small arms fire) LZ (Landing Zone) without risking a helicopter and crew. Capacity is approximately 24 cubic feet (2'wide X 3'tall X 4'long).

Drone, albatross ($50,000): This El-Karriah



invention is a white solar-powered long-range surveillance drone is for ocean use.

Drone, bat ($40,000): This flying microdrone is used for surveillance in places off limits to conventional aircraft and can be used indoors.

Drone, black hornet ($30,000): This is a nano-helicopter drone that works well in windy conditions.

Drone, bumblebee/dragonfly ($20,000): These microdrones are hard to detect and have been used to record, photograph, and attack insurgents.

Drone, butterfly ($10,000): These microdrones are hard to detect and have been used for audio recording and photography.

Drone, ductwork ($15,000): This magnetically tracked terrestrial drone is designed to provide audiovisual surveillance from inside building ductwork.

Drone, hummingbird ($20,000): This daytime, hovering surveillance microdrone is best suited for North and South America use. It flits around effortlessly and blends in with surroundings very well.

Drone, insect/mosquito ($25,000): This tiny flying microdrone works best indoors unhampered by wind. It can be used for surveillance, collecting DNA, or planting bugs (listening devices). It is very good for getting into places off limits to conventional aircraft.

Drone, raven ($30,000): This is the most common airborne drone. Over 19,000 are in use.

Drone, roach ($35,000): These microdrones can dash in a direction. With attached camera or microphone, these animals are steered into buildings or areas to be searched.

Drone, scarab ($40,000): This daytime, wall-climbing microdrone of unknown national origin resembles a dung beetle.

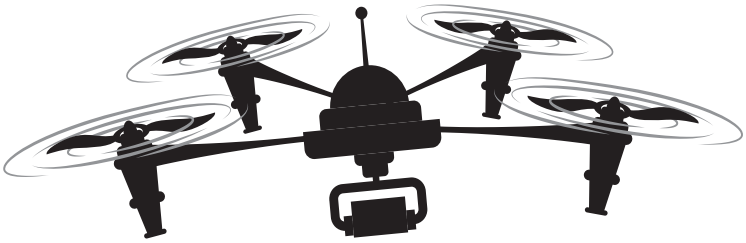
Drone, swarm ($10,000 each): A group of drones can use their collective observations to move in formation, avoid obstacles, find targets, and attack. The swarm can cover a larger area quicker than an individual drone. More than one of any kind of drone sharing data is considered a swarm.

Drone, switchblade ($20,000): This device is a kamikaze weapon which destroys itself when it attacks.

Triphibian drone ($1,500): This device uses its propellers to move slowly underwater and quickly through the air. It uses its tracks to travel on land. It carries a camera and can also deliver explosives.

Drone, vampire bat ($35,000): This nocturnal, flying microdrone with night and infrared vision is of unknown national origin.

Drone, vulture ($50,000): This El-Karriah invention is a black solar and battery-powered Long-Range Surveillance Drone for desert use. A Vulture Drone can soar on desert thermals all day during daylight hours. If necessary, they can use battery-power to flap their wings to climb higher in the sky. Vulture Drones above Windy Plateau are remote controlled. Each Vulture Drone has a Life Level of 1-10. Each Vulture Drone inflicts 1-10 when it attacks, preferably undetected from behind and above. Humans fighting Vulture Drones may have surprise bonuses. Two Vulture Drones attacking with beaks, wings, and talons should provide enough distraction for one operative.



Micro Air Vehicles (MAV) ($40,000): Small drones resembling birds or insects can be used for surveillance.

Snakebot ($60,000): This slithering robot could be used on future Mars missions or as an amphibious assault weapon. It is highly maneuverable and flexible, making it suitable for navigating small spaces. Its noiseless propulsion is another advantage making it less detectable than walking or rolling robots. A snakebot can explore difficult to navigate geological formations in a way that walking or rolling robot types cannot. It can also self-navigate through difficult or dark crawl spaces. It is fitted with cameras, infrared, or sonar. Although it moves slower than a legged robot, the snake's movement is smoother.

Unmanned underwater vehicle (UUV), Eel ($60,000): This undersea robot could check for mines, map the sea floor, collect weather data, defend battleships from small boats, and carry out attacks on enemy divers. This eel consumes less energy when on a long-distance journey than an unmanned submarine. It is highly maneuverable and flexible, making it more suitable than a glider in navigating small spaces. Its noiseless propulsion is another advantage making it less detectable than a robot sub that propels itself with a propeller. An eel robot can explore difficult to navigate reefs, hulls, and undersea geological formations in a way that other fish types cannot. It can also self-navigate through difficult or dark crawl spaces. It is fitted with cameras, infrared, or sonar. Although it moves slower than a tuna robot, the eel's movement is smoother.

Unmanned underwater vehicle (UUV), Jellyfish ($50,000): This undersea robot could check for mines, map the sea floor, collect weather data, defend battleships from small boats, and carry out attacks on enemy divers. It is fitted with cameras, infrared, or sonar.

Unmanned underwater vehicle (UUV), Lamprey ($55,000): This undersea robot can attach itself magnetically to a ferrous metal ship so the vessel can be tracked. It is fitted with cameras, infrared, or sonar.

Unmanned underwater vehicle (UUV), Manta Ray ($60,000): This undersea robot could check for mines, map the sea floor, collect weather data, defend battleships from small boats, and carry out attacks on enemy divers. It is fitted with cameras, infrared, or sonar.

Unmanned underwater vehicle (UUV), Slocum Glide ($65,000): This undersea robot could check for mines, map the sea floor, collect weather data, defend battleships from small boats, and carry out attacks on enemy divers. This unmanned submarine is an inflexible torpedo drone with rear propellers. It is fitted with cameras, infrared, or sonar.

Unmanned underwater vehicle (UUV), Tuna ($70,000): This undersea robot could check for mines, map the sea floor, collect weather data, defend battleships from small boats, and carry out attacks on enemy divers. It is fitted with cameras, infrared, or sonar. Although it does not move as smoothly as an eel bot, the tuna moves with larger speed fluctuations.

Anti-drone camouflage ($10,000): Full body covering that hides the wearer from thermal imaging drones.

Anti-drone jamming system ($10,000): Man-portable jammer that uses directional electronic countermeasures and GPS disruption to either steer the UAV away from the protected area, or to cause it to automatically land.

Anti-drone, microphone system ($15,000): This alert system detects incoming drones but is plagued by false alarms caused by leaf blowers and weed whackers.

Anti-drone, net launching ($10,000): The size and shape of a large flashlight, this delivery system launches a net up to a range of 50' away that can snare most commercially-available drones.

LESS-THAN-LETHAL WEAPONRY

Amplified (weaponized) sound ($2,500): This focused device is usually vehicle mounted and used to disperse crowds.

Dart pistol ($350): Fires dart ammunition up to 75' with accuracy equivalent to a Walther P22.

Dart rifle ($450): Fires dart ammunition up to 300' with accuracy equivalent to a Ruger 10/22.

Dart ammunition ($5 per dart): Capable of delivering anesthetic, paralyzing drug, performance-altering drug, "personalized" DNA disease, poison,

MALODOR INVOLUNTARY REACTIONS

SECONDS	1 GAS	SECONDS	2 GASES	SECONDS	3 GASES
0	Inhale	0	Try to Identify	0	Breathe in
1	Hold breath	2	Hold nose	3	Try not to Breathe
2	Tear up	4	Cry	6	Curse/scream
3	Choke	6	Gag	9	Retch
4	Experience nausea	8	Vomit	12	Spit up
5	Panic	10	Fear	15	Apprehension
6	Run away	12	Flee	18	Take flight
7+	Stay away	14+	Avoid	21+	Shun

tranquilizer, "weaponized" disease. A target affected by anesthesia may painlessly bite his or her tongue drawing blood and creating teeth marks.

Exploding cigar ($15): Firecracker inserted into end of cigar temporarily deafening and blinding smoker when ignited. May set off smoke detector.

Flash-bang grenade ($15): This device stuns the victim with a bright flash and loud explosion. This explosion disorients the victim for 1d10 rounds by temporarily blinding and deafening them.

Infrasonic (low-frequency) acoustic weapon ($2,500): This handheld device is an active denial system with ten 1-second pulses with a range of 50 feet. A dish projects infrasonic waves just high enough to stimulate the human ear. The infrasonic wave stimulates the nervous system causing incapacitating nausea, although no damage is done. Think Taser without the dart or conducting wires. The involuntary reaction is to hold one's mouth or abdomen. If the victim covers his or her ears, the infrasonic weapon ceases effectiveness.

Malodor ($350): Available malodors include bathroom malodor, skunk, and "who, me?" Anyone in its 8,000 cubic foot range must make a **nerve** attribute check or refer to malodor involuntary reactions table.

If the gas is a single malodor, the involuntary reactions last six seconds. If the gas is a mixture of two malodors, the involuntary reactions last 12 seconds. If the gas is a mixture of three malodors, the involuntary reactions last 18 seconds. If the unprotected person is unable to run away, flee, or take flight, they become incapacitated for 1-10 minutes. Concentrated malodors can last 1-10 days.

Neoprene slug ($5 per slug): This is ammunition for police use against riots and violent mobs. It is not effective as a self-defense method in a shotgun.

Paint gun ($55): A paintball will sting if it hits bear skin but is primarily dangerous to the eyes if not protected. The paintballs are fairly quiet but any live firing without a silencer will arouse everyone in the oasis.

PAINT GUN	
WT	2
Cost ($)	125
Damage	NA
Range	10/30/100
Ammo	1
Load	100
Modifiers	1

Pepperball ($1 per ball): United States' SWAT teams use frangible plastic capsules, filled with *oleoresin capsicum*, the active ingredient of pepper spray, as a non-lethal incapacitation method. However, pepperballs make shots more painful for faster incapacitation. Pepperballs can be shot out of lower velocity paint guns.

Pepper spray ($5): The active ingredient, *oleoresin capsicum* (OC), is an active irritant chemical derived from cayenne pepper plants. Each released capsule or canister reduces Coordination temporarily by 1/3 if the spray enters the eye, nose, or mouth. Consider the effective range to be 10 feet.

Psychochemical ($25): Psychochemical weapons are psychoactive drugs designed to have a disorienting effect. Each released capsule or canister reduces Coordination temporarily by 1/3 for 1-10 minutes.

Rubber buckshot ($20): This is ammunition for police use against riots and violent mobs. It is not effective as a self-defense method in a shotgun.

Skunk ($350): This malodor was developed as a non-lethal weapon used for crowd control by the Israeli Defense Forces. Skunk is dispersed as a form of mist which leaves a terrible odor of rot or sewage on whatever it touches. Skunk may be ingested without causing harm.

Spring cosh ($40): This weapon features a heavy lead knob at the end of a three-part telescoping steel club. When closed, the club hides comfortably up the agent's sleeve. The weapon slips out and extends to its full 16 inches when the agent swings their arm forward to attack an enemy.

Slippery fluid ($2,500): This mobility denial system is an extremely wet material used to impair an individual's grasp or footing. It was designed to protect sensitive targets such as nuclear power plants. The fluid could be released to trap infiltrators.

The lubricant is normally stored in gold cylinders mounted on backpacks and each shot has a maximum distance of 25 feet. When shot from a gun with a nozzle, slippery fluid can cause a person to slide on a surface with its super soapiness or just render their grasp too slippery to hold onto anything. After a person, has been immobilized, the light blue slippery fluid, which is made out of waxes, greases, and oils, can be removed, eventually, with copious amount of water. Roll percentile dice for each hit location and effect on a standing human target. There is no suffocation danger if both nose and mouth are targeted. Slippery fluid will not clog plus nose and mouth are wet. Roll a reflex attribute check for each slippery attempt to step or grasp.

DIE	LOCATION	EFFECT
01	Right Eye	Temporary blindness in right eye
02	Left Eye	Temporary blindness in left eye
03	Right Ear	Temporary deafness in right ear
04	Left Ear	Temporary deafness in left ear
05-06	Nose	Temporary loss of sense of smell
07-08	Mouth	Temporary loss of sense of taste
09	Neck	Slides onto upper chest
10-16	Right Arm	Slides onto right hand reducing friction
17-18	Right Hand	Hinders grasping any object; Feels like a wet bar of soap
19-25	Left Arm	Slides onto left hand reducing friction
26-27	Left Hand	Hinders grasping any object; Feels like a wet bar of soap
28-46	Chest (or Upper Back)	Slides onto abdomen (or upper back)
47-64	Abdomen (or Lower Back)	Slides onto thighs (or back of thighs)
65-79	Right Leg	Slides onto right foot reducing friction
80-82	Right Foot	Eliminates friction with floor, ground, or contact surface
83-97	Left Leg	Slides onto left foot reducing friction
98-00	Left Foot	Eliminates friction with floor, ground, or contact surface

Sticky foam ($2,500): This mobility denial system is an extremely tacky, tenacious material used to block, entangle, and impair individuals. It was designed to protect sensitive targets such as nuclear power plants. The foam could be released to trap infiltrators.

The foam is normally stored in silver cylinders

mounted on backpacks and each shot has a maximum distance of 25 feet. When shot from a gun with a nozzle, sticky foam expands to thirty times its stored volume, and can glue a person to a surface with its super adhesiveness or just render them too gooey to move. After a person, has been immobilized, the light tan sticky foam, which is made out of rubbers, resins, oils, and flame retardants, can be removed, eventually, with hard scrubbing and baby oil. Roll percentile dice for each hit location and effect on a standing human target. There is suffocation danger if both nose and mouth are clogged and assistance is not immediate.

DIE	LOCATION	EFFECT
01	Right Eye	Temporary blindness in right eye
02	Left Eye	Temporary blindness in left eye
03	Right Ear	Temporary deafness in right ear
04	Left Ear	Temporary deafness in left ear
05-06	Nose	Temporary loss of sense of smell
07-08	Mouth	Temporary loss of sense of taste
09	Neck	Slides onto upper chest
10-16	Right Arm	Slides onto right hand reducing friction
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65-79	Right Leg	Slides onto right foot reducing friction
80-82	Right Foot	Eliminates friction with floor, ground, or contact surface
83-97	Left Leg	Slides onto left foot reducing friction
98-00	Left Foot	Eliminates friction with floor, ground, or contact surface

Sting or sponge grenade ($20): Instead of metal shrapnel, the sting grenade disintegrates into rubber fragments. The pieces' sting, but do not damage the skin. They may cause damage to unprotected eyes.

Thermal beam weapon ($2,000): This handheld device is an active denial system. A dish projects electromagnetic radiation just powerful enough to penetrate human skin. The radiation stimulates the nervous system so the victim thinks his or her skin is on fire although no damage is done. Think Taser without the dart or conducting wires. The involuntary reaction is to try to look at the "burning" skin and shake off the pain. If the victim covers the exposed skin, the Infrared Weapon ceases effectiveness.

Ultrasonic (high-frequency) acoustic weapon ($2,500): This handheld device is an active denial system with ten 1-second pulses with a range of 50 feet. A dish projects ultrasonic waves just low enough to stimulate the human ear. The ultrasonic wave stimulates the nervous system causing incapacitating ear pain, as if eardrums were being pierced, although no damage is done. Think Taser without the dart or conducting wires. The involuntary reaction is to cover one's ears. If the victim covers his or her ears, the Ultrasonic Weapon ceases effectiveness.

Who Me? ($350): This noxious fluid was developed by the Office of Strategic Services during WWII as a weapon for use by the French Resistance. The aim was to humiliate German officers by making them smell foul. It is a concentrated malodor simulating spoiled food or rotting carcasses.

MEDICAL

Colored contact lens ($50): Special Device worn on the iris to change apparent eye color.

Death simulating drug ($100 per dose): This neuro-paralyzer is effective for a maximum of 4 minutes before brain damage occurs from lack of oxygen.

Pad plus Pressure ($5): This common first aid item and procedure checks external (not internal) bleeding

from one wound. Multiple pads plus pressure are required for multiple wounds. Depending on the wound locations, a conscious victim could apply pad plus pressure to two wound locations. However, for example, if an operative is shot in the hand and forearm, a pad plus pressure can be applied by the victim to either wound but not both. Another person with two free hands could apply pad plus pressure to both the victim's hand and forearm. Pads need not come from first aid kits although these are often sterile. Pads can be made from a variety of materials including clothing. Hand pressure is required until hemostasis (clotting) begins in 7 to 10 minutes..

Tourniquet ($10): This device checks external (not internal) bleeding in one or more wounds to a limb but is not to be applied to the neck for head wounds. For example, if an operative is shot in the hand and forearm, a tourniquet can be applied to the upper arm and stop the bleeding from both wounds. In an emergency, a simple tourniquet can be made from a stocking, handkerchief, triangular bandage or other piece of cloth, and a short stick. A tourniquet should be used only when the bleeding cannot be controlled by use of another method.

VitaGel ($100 per dose): This plant-based polymer seals external and internal wounds which stops rapid blood loss in 15 to 20 seconds. The gel comes in a plastic syringe with a rubber stopper. One full dose by syringe is applied per wound, especially when liver (a notorious bleeder) is wounded. When the plant cell polymers are exposed to blood or tissue, they cause very nearly instantaneous clotting by conforming to the internal surface of a bleeding organ, a broken blood vessel, and broken skin, stopping bleeding throughout a wound.

XRHS experimental rapid hemostasis system ($200 per dose): This device is specifically designed to treat gunshot wounds. It is basically a huge injector syringe with what look like tablets inside that are actually sponges that expand once in the wound. The sponges are coated with a hemostatic agent and have a radiopaque marker attached for easy removal later under X-ray imaging. The external or internal wound can be plugged in less than twenty seconds, allowing hemostasis and blood clotting to begin around the sponges.

The XRHS is only to be used on areas of the body where a tourniquet would be inappropriate. It is indicated for up to four hours of use, which should allow ample time to get a wounded operative to a surgeon.

The device consists of three, syringe-style applicators containing 92 compressed, cellulose sponges that have an absorbent coating. The sponges expand and swell to fill the wound cavity, after approximately 20 seconds upon contact with water from blood or bodily fluid. This creates a temporary physical barrier to blood flow. The number of sponges needed for effective hemorrhage control will vary depending on the size and depth of the wound. Up to three applications may be used on a patient. The tablet-shaped sponges are each 9.8 millimeters in diameter and 4 to 5 millimeters in height. They can absorb 3 milliliters of blood or body fluid. An applicator filled with 92 sponges, therefore, can absorb about 300 milliliters of fluid.

SURVEILLANCE

Binoculars ($1,300): 12x magnifying with a 300 foot field of view at 1,000 feet. Fogproof, equipped with rangefinder and can be tripod-mounted.

Bionic ear ($500): Hearing amplifier that raises volume of whisper up to 50 decibels.

DNA capture pen ($20): This hand-held device collects a DNA sample when stabbing someone.

Full body scan ($50,000): Airport device reveals hidden weapons and contraband.

Fountain pen camera ($300): Special device takes a photograph each time the top is pressed up to 300 times. Images are stored in a micro SD card.

Iris recognition system ($100,000): This scanning device can be used to identify subjects at a range of up to 40 feet. The system uses mathematical pattern-recognition techniques. The technology captures images from a live photographic or video feed and

runs them through a database to find a potential match. Every iris is unique thanks to enormously complex patterns that remain the same throughout a person's lifetime. High-resolution cameras can capture images of the iris from a distance using light in the near-infrared wavelength band. The system can capture images through reflections in a mirror.

Key logger AKA keystroke tracker ($45): USB drive that must be physically plugged into a computer to deliver its malware. Tracks every keystroke on the computer and uploads it secretly to a predetermined location.

Laser microphone ($200): Uses laser technology to sense vibration, even on a plant leaf. It has a range of half a mile. Can be used on objects behind windows as well.

Peephole reverser ($75): A small device, roughly 1" x 1" x 3", that can be placed against the outside of a peephole in a door, allowing the user to see into the room clearly.

Pen document scanner ($200): This hand-held electronic device can hold 1,000 8-1/2" x 11" documents.

Satellite, early warning ($150,000,000): This orbiting device warns of ballistic missile launches.

Satellite, electronic reconnaissance ($200,000,000): This orbiting device is used for signals intelligence and the interception of stray radio waves.

Satellite, nuclear explosion detection ($300,000,000): This device identifies and classifies nuclear explosions from orbit.

Satellite, photo surveillance ($250,000,000): Say cheese! It is reported these devices can read vehicle license plates from orbit.

Satellite, radar imaging ($200,000,000): This orbiting device performs radar imaging of the topography in a geographic area.

Screw camera ($10)

Smoke detector camera ($15)

Spy dust ($15): Nitrophenylpentadienal (NPPD), a yellow-white powder sprayed from an aerosol can onto door knobs, steering wheels, and clothing used to track personnel.

Tree stump bug ($100): A solar-powered artificial tree stump capable of eavesdropping on radar and communications signals.

Water cooler sensor ($150): Used to survey landscape.

UNDERWATER EQUIPMENT

Independent breathing devices ($11,000) allow free divers to go under water without holding their breath. These devices are popularly called SCUBA (Self-Contained Underwater Breathing Apparatus). These are called open-circuit devices because the air the diver exhales is released into the water. Experts who dive more than 200 feet may use a mixture of helium and oxygen in such equipment. In rebreathing devices, the air exhaled by the diver is repurified so that the diver may breathe it again. Rebreathing devices are most commonly used in military missions, for example, the Russian IDA71 rebreather. They do not release air, and therefore bubbles that would warn the enemy are not formed in the water.

A skin diver with an open-circuit device (compressed-air tanks, demand regulator, hose, mouthpiece, and face mask) may wear several other pieces of equipment including a depth gauge and helmet. A skin diver may also have a rubber jacket, rubber pants, gloves, fins, weight belts, knife (useful against hoses, and handle can be clanged against tank as a signal), camera, flashlight (some divers wear helmets with built-in lights), writing devices (slates, luminous glow markers, scuba notebooks), and signaling devices. Signaling devices include noise-makers "rattle," tank bangers, handheld signaling devices (over 30 feet), alarms (120 feet), and battery operated diver-to-diver signaling devices (100 feet underwater, 500 feet above water).

Divers wearing an open-circuit independent breathing device may go safely to the following depths: A trained amateur without experience (100 feet). A trained amateur with experience (150 feet). A professional diver under full safety controls (200 feet and below).

Heckler & Koch P11 (Underwater pistol) ($5,000)

- Country of Origin: German
- Caliber: 7.62mm drag-stabilized dart
- Feed: 5-round detachable barrel block
- Operation: 2 AA batteries electric ignition

- Effective Range: 49 feet underwater; 148 feet above water

Note: Each of five barrels is protected by a thin waterproof diaphragm. Powder charges in the darts are ignited electronically. The barrel block, once empty, is not reloaded by the user, but is replaced by another barrel block.

TOZ SPP-1 (Underwater pistol) ($3,000)

- Country of origin: Russia
- Caliber: 4.5Mm steel dart
- Feed: magazine of 4 cartridges which is inserted into the pistol's breech.
- Effective range: 56 feet at depth of 16 feet underwater; 36 feet at depth of 66 feet underwater; 49 to 66 feet above water.
- Lethal range: the range from which it can easily penetrate padded underwater suit or a 0.20 Inch thick glass faceplate.

Note: The SSP-1 has four barrels, each containing one cartridge. A double-action firing mechanism fires one cartridge sequentially for each pull of the trigger. When all four cartridges are spent, the gun can be reloaded above or below water. The SPP-1M pistol is essentially the same as the SPP-1 with the following differences: it has an extra spring above the sear to improve the trigger pull; its trigger guard is larger to accommodate diving gloves.

Tula ASM-DT (Amphibious rifle) ($8,000)

- Country of origin: Russia
- Caliber: 5.45Mm
- Feed: 30-round detachable box magazine above water or 26-round detachable magazine underwater
- Effective range: 98 feet at depth of 16 feet underwater; 66 feet at depth of 66 feet underwater; 36 feet at depth of 131 feet underwater
- Maximum firing range: 328.1 Feet in the air
- Cyclic rate of fire: above water: 600 rounds per minute, below water; 500 rounds per minute

Note: The rifle can be equipped with a GP-25 grenade launcher, a bayonet, or a PBS sound and flash suppressor. Additional accessories include a flame arrestor, a blank firing device for low-noise shooting (UPMS), various types of optical and night sights, and tactical lights. The rifle has a folding stock, which, along with the pistol grip and handguard, are made of impact resistant plastic.

Tula ADS (Amphibious assault rifle) ($12,000)

- Country of origin: Russia
- Caliber: 5.45 mm
- Feed: gas-operated, rotating bolt
- Effective range: 82.025 Feet at depth of 59.058 Feet underwater (below water ammunition);
- 1,640.5 Feet above water (above water ammunition)
- Cyclic rate of fire: above water: 700 rounds per minute, below water: less than 700 rounds per minute

Speargun (Rubber or band powered or pneumatic) ($200)

- Country of origin: many
- Length: 2.95 Feet to 3.6091 Feet
- Power: rubber or band powered or pneumatic)
- Operational range: 9.843 Feet to 13.124 Feet underwater
- Maximum firing range: 32.81 Feet underwater

Powerhead ($150)

A powerhead, bang stick, smokie, or shark stick is a specialized firearm used underwater that is fired when in direct contact with the target. Powerheads are often used for spear fishing and against sharks or alligators for sport, defense, or to kill nuisance animals. The term powerhead refers to the firearm-like part of the device; when attached to a shaft to form a spear, it may be referred to as a bang stick or shark stick. The spear in question may be handheld or launchable from a spear gun. Powerheads are available that chamber a variety of handgun, rifle, and shotgun cartridges, from .22 WMR to 12 gauge and larger. .357 Magnum is probably the most common. Large cartridges such as the 12 gauge are generally only used on a handheld spear. Some powerheads use the cartridge to propel a barbed spear point into the target. These are generally used on a bangstick for alligator hunting, to secure a line to the alligator to prevent escape. By firing while in contact with the target, a powerhead does not waste energy on traveling through the water, but rather expends all its energy directly on the target.

UNMANNED UNDERWATER VEHICLES (UUV)

Sometimes known as underwater drones, UUVs are any vehicles that are able to operate underwater

without a human occupant. These vehicles may be divided into two categories, remotely operated underwater vehicles (ROVs), which are controlled by a remote human operator, and autonomous underwater vehicles (AUVs), which operate independently of direct human input. The latter category would constitute a kind of underwater robot.

REMUS (US Navy) ($1.6 million) This three-foot log robot is used to clear mines in one square mile in 16 hours. A team of human divers would need upwards of 21 days to perform the same task.

Snakebot ($82,000) This slithering robot could be used on future Mars missions or as an amphibious assault weapon. It is highly maneuverable and flexible, making it suitable for navigating small spaces. Its noiseless propulsion is another advantage making it less detectable than walking or rolling robots. A snakebot can explore difficult to navigate geological formations in a way that walking or rolling robot types cannot. It can also self-navigate through difficult or dark crawl spaces. It is fitted with cameras, infrared, or sonar. Although it moves slower than a legged robot, the snake's movement is smoother.

Unmanned Underwater Vehicle (UUV), Eel ($300,000) This undersea robot could check for mines, map the sea floor, collect weather data, defend battleships from small boats, and carry out attacks on enemy divers. This eel consumes less energy when on a long distance journey than an unmanned submarine. It is highly maneuverable and flexible, making it more suitable than a Glider in navigating small spaces. Its noiseless propulsion is another advantage making it less detectable than a robot sub that propels itself with a propeller. An eel robot can explore difficult to navigate reefs, hulls, and undersea geological formations in a way that other fish types cannot. It can also self-navigate through difficult or dark crawl spaces. It is fitted with cameras, infrared, or sonar. Although it moves slower than a tuna robot, the eel's movement is smoother.

Unmanned Underwater Vehicle (UUV), Lamprey ($250,000) This undersea robot can attach itself magnetically to a ferrous metal ship so the vessel can be tracked. It is fitted with cameras, infrared, or sonar.

Unmanned Underwater Vehicle (UUV), Manta Ray ($2.1 million) This undersea robot could check for mines, map the sea floor, collect weather data, defend battleships from small boats, and carry out attacks on enemy divers. It is fitted with cameras, infrared, or sonar.

Multi-Environmental Ammunition (MEA) ($225 per box of 20) Bullets are generally designed to work in air, which has a very low density. The density of water is roughly 800 times higher than that of air at sea level, and that reduces the penetration of a bullet proportionally. A bullet might travel a mile in air, but travel no more than 3.281 feet in water. Expanding hunting or defensive ammunition, such as that using hollow point bullets, will penetrate even less, as the water is dense enough to cause the bullet to expand. MEA ammunition can be used to shoot from above-the-water to below water targets, below water to above-the-water targets, and below water to below water targets.

The underwater capabilities of MEA series supercavitating ammunition allows it to be used for Unmanned Underwater Vehicle (UUV) applications. The armed UUVs can be used in both offensive and defensive underwater warfare operations. Using the .50 BMG supercavitating cartridge, and armed UUV can potentially destroy steel-hulled underwater objects from a distance of 196.86 feet, or could potentially hit a target 3,281 meters in the air from a location 16.405 feet below the surface.

Diver Propulsion Vehicles (DVP) ($6,000–$15,000) An underwater propulsion device is most commonly known as a diver propulsion vehicle (DPV). The key components in a DPV are an electric motor and the propeller that is driven by it. Because the device is used underwater, the electric motor is battery powered. Design requirements for these devices are that the propeller must be caged so that it does not harm the diver. All electrical components must be contained in the device with air tight seals.

Underwater propulsion devices are most commonly used for underwater diving. With all the diver's constraints such as amount of breathing gas they can carry, the amount of breathing gas they use, and amount of time they are able to withstand the pressure of the water, divers are very limited to the amount of time they are able to stay under the water. Underwater propulsion systems give divers a much larger range of travel. Although most of these devices are used for recreational uses by divers, high end underwater propulsion devices are used in the

military.

- Proton-3 DPV (Russian) or Stidd DVD (Diver Propulsion Device) (USA): Carries one or two divers and able to tow a storage container. Ridden by diver laying prone in front of the motor. Hemispherical water shield. Basic navigational aids. Speed: 2 to 3 knots. Range: 32,810 to 65,620 feet (6.214 to 12.428 miles).
- Protei-5 (Russian): Carries one diver wearing a Russian IDA71 rebreather and carrying an ADS rifle.
- SOM-1 (Russian): Carries one or two divers. Speed: 2 knots maximum (1.9 knots with two divers). Maximum Depth: 131.24 feet. Endurance: 6 hours. Cruising Range: 52,496 feet (9.942 miles).

Swimmer Delivery Vehicles (SDVs) / midget submarines ($1.5 million – $4 million)

- Triton-NN submersible boat (Russian): Carries five or six divers away from mother ship or mother submarine.
- Sirena-UM / UME (Russian): Looks like a torpedo. Launched through a torpedo tube from a submarine. Carries two divers. Speed: 2 to 4 knots. Depth: 131.24 feet. Cruising Range: 8 miles. Endurance: 2 hours.
- Triton-2 (Russian) or USN SEAL's SCV Mk.8. Wet sub that looks like a regular submarine. Carries 6 divers. Pilot and navigator in nose. Four passengers behind large battery chamber. Speed: 5.5 knots. Range: 60 nautical miles. Sensors: Sonar, Underwater Communications System, and Navigational Complex.
- Piranha class (LOSOS) midget submarines (Russian) (1 and 3 diver models) (retired) and Triton-1M (2 diver model) (Russian) (retired)
- HDS-500 midget submarine (Korea)
- Maritalia GST-23+ midget submarine (Italy)
- Crocodile 250 midget submarine (Chile)

VEHICULAR

Bumper beeper ($75): A Bumper Beeper looks like a small metal box with one or two skinny antennas sticking out of it. An electronic tailing device, the bumper beeper attaches to the underside of a target vehicle. The device sends beeping signals to a receiver in the tailing vehicle. The closer the tailing vehicle gets to the target vehicle, the louder the beeps become. The more sophisticated beepers are equipped with a null switch, whereby a different tone in the beep is produced if the victim turns right or left. Bumper beepers have an effective range of 2 to 12 km (1 to 5 miles). They are usually attached to the vehicle with powerful magnets, although heavy metal clamps are sometimes used. Beepers can be either battery powered or attached directly to the target vehicle's own electrical system.

GPS tracking device launcher ($100): This device, mounted on the front of a tailing vehicle, is used to launch a magnetic bumper beeper or GPS tracking device at the rear of a target vehicle.

GPS tracking device ($150): A small (2" diameter) GPS transmitter that can be attached by adhesive or magnetic means, and tracked using an app on an official ICON S.H.O.E. phone. 3 week battery life.

Field strength meter ($200): These devices detect all radio transmissions. With meter in hand and car ignition on, a vehicle can be swept inside, outside, and underneath for a bumper beeper or GPS homing device.

Luminous / reflective sticker ($5): Tailing device placed on rear of car to aid in following at night, especially in traffic.

Night goggles ($250): Light amplifiers can be used while driving using only star and moonlight.

Off-road "recreational" vehicle ($100,000): Sleeps 4 comfortably for a month, fully stocked.

Power amplifier ($17+): This handheld black box amplifies the car's search signal so it can communicate with the key fob sitting inside a nearby house of office. The car, not realizing the fob, and the rightful owner, aren't anywhere close, opens and starts like it is supposed to. It works on cars that use an always-on remote, keyless entry system. The solution to prevent car theft is to place the key fob inside a freezer. The freezer blocks the signal so someone with a power amplifier cannot use it.

WEAPONRY, SPECIAL

Blowgun ($5): A blowgun is a wooden tube through which a poisoned dart or clay ball is blown. The simplest blowguns are made from bamboo. More complicated blowguns are made by boring a hole in a wooden pole. The finished blowgun is 6 to 7 feet long, and is fitted with a mouthpiece and a sight.

A straight pipe might also be improvised. Range is short, 50 feet maximum.

Camera, pistol ($245): This accessory attaches to a pistol and takes a photograph of the target each time the trigger is pulled.

Ceramic gun ($300): Spring loaded firing pin strikes a single bullet. Poor accuracy. Point blank use only. No lands and grooves produced but does have tool marks. This device without ammunition or metal firing pin can be smuggled through airport security, especially if disassembled and disguised as other items.

CornerShot ($450): This weapon accessory allows its operator to both see and attack an armed target, without exposing the operator to counterattack. A standard version of a pistol is mounted in the front end of the device. The device bends horizontally in the middle with a sixty-degree hinge. A digital camera and a flashlight are attached to the bottom of the pistol barrel. On the other end of the device are a trigger, a camera screen, camera controls, and light control. The operator stands behind a corner, extends the pistol around the corner, and views the target before pulling the trigger.

The device is available in several variations, including the Beretta 92F, Glock, SIG Sauer, and CZ. The mechanism can also mount a detachable camera, audio/video transmission kit, visible laser, IR laser, tactical flashlight, suppressor, and use a rubber bullet. All variants can be used day or night as a surveillance tool with stock camera, 2.5 inch color LCD monitor, transmission capability, flashlight, and universal accessory rail. Optional interchangeable cameras as well as a folding stock are available. The CornerShot frame and one pistol with ammo fit in an attaché case. Other versions are now available for the Assault Pistol Rifle (APR) with 5.56mm rifle cartridges. Derivative foreign versions include a ninety-degree German version for anti-tank rockets.

Fake lump of coal ($10): Dating back as far as the American Civil War, bombs disguised as lumps of coal explode when thrown into a furnace. They can also be wired to explode.

Fingerprint scan individualized weapon activation ($550): This expensive attachment to any firearm requires the proper fingerprint to allow the weapon to fire.

Embedded integrated circuit chips ($750): GPS locator and Individualized Weapon Activation.

Ink pen with window punch ($10): One end contains ink for writing. The other end contains a hardened metal tool that can punch through automobile safety glass and can be used as a weapon.

Jambiya ($100): This specific type of dagger has a short-curved blade worn on the belt. It is also known as the Janbiya, Janbia, and Jambia. Since the blade bends toward the opponent, the user need not angle the wrist. It is more comfortable as a stabbing weapon than a straight-bladed knife. Heavy blade inflicts deep wound and cuts through muscle and bone. The blade can be twisted upwards slitting internal organs such as intestines. It can also reach heart, lungs, or liver more easily. The jambiya is a formidable and much feared weapon. This chart shows characteristics for a thrown jambiya with the Hand-to-hand Weapon Value listed last.

Laser sight ($200): This device causes a small red dot at the weapon aiming point.

Reduced efficiency attaché case ($250): This standard looking, lead-lined attaché case is radioactive on the inside. The longer it remains open, the weaker those exposed to it become due to radioactive poisoning. The lead lining will stop X-ray scanning and probably require the case to be opened at checkpoints.

Revolver without a barrel ($200): Poor accuracy. Point blank use only. No lands and grooves.

Safety slug ($5): The safety slug is a hollow point bullet filled with birdshot and tipped with a polymer round ball that fragments upon impact. The "blue" form is packed with No. 12 birdshot (0.05" diameter) and the "silver" form is packed with No. 6 birdshot (0.11" diameter) with greater penetrating power. It can be used in pistols or rifles, not shotguns or 40mm military weapons.

This cartridge's projectile is much lighter than conventional cartridges so projectiles exit the bore at much higher muzzle velocities. The bullet has a core of very tightly packed lead pellets. On impact, the bullet fractures along manufactured stress lines in the jacket—imparting the entire bullet's energy very quickly rather than over-penetrating a target or ricocheting on a miss. The projectile's extreme light weight and fragility make it unsuitable for long range

firing or against protected targets.

The bullet design produces large shallow flesh wounds while failing to pass through structural barriers thicker than drywall or sheet metal. These qualities make it less likely to strike unintended targets, such as people behind a door in another room or people behind a wall inside a house. Also, when it strikes a hard surface, it fragments into tiny, light pieces and creates much less ricochet danger. A bullet may not penetrate the body of a car or tempered glass, but one shot may crack tempered glass. One SS bullet will not penetrate bulletproof glass. Safety Slugs cannot penetrate bulletproof equipment. Due to its less lethal nature, Safety Slugs are available to operatives at any experience level in all Bureaus.

The lighter weight bullet has one-half the range of a conventional full metal-cased bullet. Range modifiers should be doubled. For example, 9mm P-08 Luger firing SS ammunition has range modifiers of 0, -110, -290, and X. These shorter-range characteristics reduce the chance of danger to bystanders. The bullet's recoil also is less, making the weapon easier to control and aim (+5 to the shooter's chance to hit).

Seashell bomb ($25): A very rare shell that would explode when picked up or when lifted from the water and exposed to air.

Shellfish toxin ($250): Powdered, highly potent, overwhelmingly lethal toxin derived from certain shellfish.

Silly string ($5): This unlikely product can be sprayed up to 30' across a room to detect hard to see trip wires without setting off explosives.

Sling ($5): With experience, a 4-ounce smooth stone can be accurately hurled 1,320 feet at a speed of 60 mph. If hit, an unprotected target takes 1d4 damage. An inexperienced operative can sling a 4-ounce smooth stone 10 x their pulse die in feet.

"Slow death special" ($100): An attaché case or suitcase handle impregnated with a slow-acting contact poison absorbed through the skin. Wearing a non-permeable glove will protect the wearer. See **reduced efficiency attaché case**.

Spud silencer ($1): Potato used on the end of a rifle barrel to muffle the muzzle blast once per use.

Taser with stun capabilities and 3 charges ($245).

Trocar ($150): A sharp-pointed surgical instrument, used with a cannula to puncture a body cavity for fluid aspiration.

Zip Gun ($5): Spring loaded firing pin strikes a single bullet. Poor accuracy. Point blank use only. No lands and grooves produced but does have tool marks.

MISCELLANEOUS

3D printer ($2,000): This bulky device cannot be carried by the operative but might be available during the Briefing or after contacting an Asset in the field. The 3D printer is ideal for printing partial masks to confuse facial recognition software or for replicating someone else's fingerprints. If the software is available, simple equipment can be printed.

Flash roll ($100): A thick roll of counterfeit money that is treated to turn yellow or red within a week or so in case it should get into the wrong hands. The flash roll might be flashed in front of a possible operative for recruitment.

Footprint shoes ($20): Footwear with the imprint on the sole of a human's bare foot to confuse locals as to who is operating in each area.

Gecko gloves ($1,000) are dry adhesive hand-sized silicone pads for scaling vertical glass.

Gigli saw ($10) A flexible wire saw with hand grips on both ends. Can be concealed inside a mundane object such as a belt, edge of a bag, coat lining, or similar. Originally designed for performing surgical amputations, it can cut through bone as well as some metal, making it useful as both a weapon and an escape tool.

Handcuff key disguised to look like a zipper pull ($15)

Leaf litter gas bag ($50): These large 1" thick, flat, flexible containers are hidden under leaf litter. When trod upon they release gas (anesthetic, hallucinogenic, mace, malodorant, pepper, psychochemical, smoke, tear, etc.) into a 6' high X 3' wide X 3' deep area. Anesthetic gas may cause sleep. Hallucinogenic gas with a suggestion may cause irrational belief and behavior.

Lifts ($50): Wedges placed inside shoes to increase a person's height.

Lie box or **flutter box ($240):** This is another name for a polygraph on which a person is fluttered (tested).

Lockpick set ($50): This kit contains a 15-piece set of picks.

Pocket litter or pocket lint ($50): Coins, tickets, keys, etc. planted so that if operative is caught, items will reinforce his or her cover story.

RANGE-R ($6,000): This house-penetrating radar device looks like a sophisticated stud finder. These portable radars were first designed for use in Iraq and Afghanistan. They detect whether anyone is inside of a house, where they are, and whether they are moving. The hand-held RANGE-R model sends out radio waves from as far as 50 feet away. It can "see" through concrete and brick. It can detect the slightest movements, including breathing. Its display shows whether it has detected movement on the other side of the wall and, if so, how far away it is. It does not show a picture of what is happening inside.

Safecracker tools ($500): An attaché case containing cold chisel and hammer, drill and drill bits, magnesium flare, plastic explosive, pry bar, and stethoscope.

USB killer ($500): The USB killer is a flash drive designed to fry a personal computer in about 3 seconds. This destructive thumb drive or USB stick appears completely empty but contains malware, even when formatted, that destroys any PC's hard drive into which it is inserted. Infected USB drives can be discarded by agents and plugged in by oblivious workers.

Wing suit ($2,500): This special jumpsuit adds surface area to the human body to enable a significant increase in lift. The tri-wing wing suit has three individual wings attached under the arms and between the legs. The mono-wing wing suit design incorporates the whole suit into one large wing. At a planned altitude above the ground, a wing suit flier will deploy his or her parachute. The parachute will be flown to a controlled landing at the desired landing spot using typical skydiving or BASE jumping techniques. A wing suit can attain a glide ratio of 2.5 or more. This means that for every foot dropped, two and a half feet are gained moving forward. Wing suit flight normally ends with the canopy pilot unzipping their arm wings to allow full arm mobility necessary for safe canopy flight. For safe landing, the parachute must be opened at 3,000 or more feet above the earth. P

Jet-powered wing suits, consisting of jet fuel engines or electronically adjusted hydrogen peroxide rockets strapped to the feet and operated for 30 seconds, allow for even greater horizontal speeds over 160 mph.

For each step of the flight with a wing suit, a COMBAT roll is needed. See table below.

PARACHUTE ACTIONS

ACTION	SUCCESSFUL ROLL	UNSUCCESSFUL ROLL
1. Exit aircraft	No damage; On target	Lose 1 hp striking aircraft on way out; 1-100' SW of Target
2. Deploy wing suit	Flying; On target	Tumbling; Add 1-100' SW of Target
3. Pull ripcord 3000' or more above ground	Canopy deploys: Skip to action #5	One chance to pull ripcord above 1800'
4. Pull ripcord 1800'	Canopy deploys	Canopy does not fully deploy in time. Death saving throw required, see page 101
5. Steer canopy	Steering; On target	Dropping; Add 1-100' SW of Target
6a. Land at Night	No damage; On target	Enter Dark Zone 100' above ground; Lose 2d4 hit points striking the ground; Add 1-100' SW of Target
6b. Land in Daytime	No damage; On target	Lose 1d4 hit points striking the ground; Add 1-100' SW of Target

GAMEPLAY RULES

There are three kinds of dice rolls for determining success or failure: **tradecraft** rolls, **attribute** rolls, and **opposed** rolls.

Tradecraft rolls happen whenever the agent is using their training in any tradecraft area, including specialized skills.

Attribute rolls are also known as "attribute saves," for situations that call purely upon the character's innate abilities.

Opposed rolls happen when characters are facing off against each other, such as combat, hacking, or surveillance.

LUCKY 13

Whenever a character attempts to accomplish an unopposed task, the player must roll to see if it is successful. The Administrator will tell the player which attribute or skill they will use to determine success or failure. The base number the player needs to meet or exceed is **13**. We call this the "Lucky 13" system.

BURSTS AND BLOWBACK

Whenever a player rolls the highest number on their attribute die, it is called a **burst**—an extraordinary

A burst can lead to an extraordinary success

success. The player rolls again, adding the numbers together. If the die bursts again, continue to roll as long as the number comes up high, adding each roll to the total.

Conversely, rolling a 1 on the attribute die is an extraordinary fumble, called a **blowback**. A roll of a "natural" 1 (the number 1 was actually rolled, and is not the result of any modifications) means the agent is saddled with a dilemma, and a point is added to the **tension track** (see page 66).

A blowback roll does not necessarily mean the task has failed. The total dice pool may be enough for a success. However, if there is a blowback die in the mix, there are strings attached, or something went wrong that will affect the agent down the road.

Administrator's note: Each blowback roll creates its own dilemma, and adds its own point to the tension track. Choose a dilemma that is appropriate to the situation. For example, if an agent is attempting to fire a gun and rolls a blowback, the gun may jam (if the overall roll was a failure) or, if the roll was a success, perhaps the trigger spring breaks, rendering the gun useless after the shot.

Some players may point out that smaller dice, such as d4, are more likely to roll a burst. It's worth noting, however, that they're *also* much more likely to roll a blowback!

EXTRAORDINARY SUCCESS

Each time an attribute die bursts, it becomes an **extraordinary success**. Each level of extraordinary success grants a one-time boon to the agent that must be used on the current or following action.

TARGET NUMBER	SUCCESS	BOON
Burst 1x	Extraordinary	Player rolls ⬆1 on their next tradecraft test, or the group may reduce the tension track by one.
Burst 2x	Remarkable	Player rolls ⬆2 on their next tradecraft test, and group may reduce the tension track by one.

Lucky 13

Remember this number—unless your Administrator tells you otherwise, you're always rolling to beat the number 13 when it comes time to see if you've succeeded at a task.

TRADECRAFT TASKS

When an agent attempts a task, they roll three dice: the appropriate **attribute** die, plus **tradecraft**, and any **assets** that can help them. The task roll may be further modified by any blowback or bursts in play.

The total of all the rolls in this "dice pool" must meet or beat a total of 13 for the agent to succeed.

If the agent does not have an asset to use for the task, the Administrator may give the player a **decision die** based on the difficulty of the task.

DECISION DICE

The Administrator chooses what decision die to give the player, if any, based on the table below. The player gets either a decision die or an asset die, never both.

DECISION DIE TABLE

LEVEL OF DIFFICULTY	DECISION DIE
Easy	d12
Moderate	d10
Difficult	d8
Challenging	d6
Extraordinary	d4
Heroic	None

SPEAKING LANGUAGES

Most of the time during gameplay, it will be enough to let players role-play their characters' language ability based on the description of their proficiency level. If their character speaks German, but poorly, let the player "speak German" by speaking English poorly. When NPCs are speaking in a foreign language, give the player who understands that language as much of the gist as their character would be able to comprehend.

However, at times, a language check will be necessary, to see how well the agent understands or speaks at a critical moment. For example, when trying to make themselves understood, hide their accent, read a technical document, or understand an important utterance by an NPC. In those cases, use the following rule:

Language check:

Intelligence + language die + HUMINT

As in all tradecraft tasks, a 13 or better indicates success. (See "Lucky 13" on page 62.)

A failure indicates the agent was unable to comprehend the salient information in the foreign language, or failed to make themselves understood. In the case of a **blowback** roll, the Administrator may wish to have the agent misinterpret the foreign language in a humorous and/or disastrous way, or end up saying something quite inappropriate by accident!

ADDING DIFFICULTY

In Top Secret: New World Order, you are almost

Blowback doesn't always mean immediate failure, the consequences can sometimes show up later.

always rolling against the same number—"Lucky 13." (The tension track can alter this, but the Administrator will make it clear if conditions like this are in play.)

When the Administrator wants to increase, or reduce the difficulty of an action, they will lower or raise the tradecraft or asset die type the player rolls.

Example:

Agent Wolff has a d4 reflex, d6 COMBAT, and is firing an M82 sniper rifle that has a d6 accuracy rating. His target is about half a mile away—just out of the rifle's effective range. The Administrator decides this is a hard shot, and reduces the agent's COMBAT roll by one die type.

Tradecraft and asset dice can be reduced below d4, in which case they are taken out of the dice pool for that situation.

GUIDELINES FOR RAISING OR LOWERING DIFFICULTY

DIFFICULTY	DIE STEP
Easy	⬆ 1
Normal	None
Hard	⬇ 1
Very hard	⬇ 2
Nearly impossible	⬇ 3

ATTRIBUTE SAVES

There will be times when the chips are down, and an agent will need to rely on a raw attribute roll. This is referred to as an **attribute save**.

An attribute save is made without asset or tradecraft dice. Burst and blowback rules still apply.

The Administrator determines the difficulty of the task, and gives the player one **decision die** to add to their attribute save.

The player their attribute die **twice**, plus the decision

Tradecraft tasks are the most common tasks a player will need to roll for.

A tradecraft roll is attribute + tradecraft + asset dice

die, and must meet or exceed "Lucky 13." If the player character has a background that would apply, background die rolls (twice, keeping the better roll) are allowed.

Conversely, if the player character has an impairment that applies, the roll will be affected in the opposite manner (roll twice, keeping the lower roll).

For backgrounds and impairments, only the first of two attribute die are rolled twice.

Example: Agent Okeke is hanging by her fingertips from a building ledge, and tries to pull herself up to safety. As a feat of strength, this is a pulse skill, and Agent Okeke has a d8 pulse. The Administrator rules the task to be challenging, making the decision die a d6.

Agent Okeke must get a 13 or better rolling 2d8+ 1d6 (reflex attribute x2 + challenging decision die) to lift herself up safely.

Okeke rolls her decision die and gets a 3. She rolls her pulse die twice, rolling a 4 and a 7. Her total is 14, she's just made it, and she pulls herself back up onto the ledge.

BURNING AN ASSET OR RAMPING UP THE DRAMA

The world of espionage should be filled with tension, suspense, and drama. It would not be much fun if an author or film producer simply just shot people dead and walked off with the prize. Top Secret: New World Order missions should be exciting, leaving players on the edge of their seats about what is coming next, how can they get out of a certain death

situation, or how can they succeed when the odds are stacked against them? There is a couple of ways a player can accomplish this. The first is by spending **fortune** points. While this is a very limited resource and players do not know the exact number they have at their disposal, it can be used to re-roll the dice in a situation where the player really needs to succeed. The second is by **asset swapping**. Asset swapping is simple. An agent in a non-combat situation who needs a little deus ex machina, can **burn an asset** to change the odds in the players favor. To burn an asset the player cashes in one of their assets (gun, gadget, car, etc.) for the Administrator to put something (or someone) in play to help them out. When an asset is burned, it cannot be brought back till either the player buys it again, or can find a suitable replacement. So perhaps a gun was dropped and now the agent is weaponless for the combat (until another one can be acquired).

Example:

Agent Sandhu is pushed from a high skyscraper by an enemy agent. She tries to grab on to a gargoyle beneath her, but fails her roll. Agent Sandhu know if she hits the sidewalk she is dead.

Agent Sandhu's player thinks about what logical thing could prevent her from going splat. A flagpole would do the trick! The player tells the Administrator that she would like to burn an asset (her gun) for a flag pole to happen to be about 30 feet below her. She says that as she grabs the flagpole the gun falls out of her holster and into the alley way, most likely destroyed from the impact. The Administrator thinks a minute and finds this acceptable.

The flag pole is there, but can the agent grab it in time? She will still need to make an attribute save to succeed.

The agent in this example had the need of some help to turn a situation around. By burning an asset, the day was saved (sort of). The Administrator can veto any burn request that is unreasonable or if the situation does not call for it. Perhaps it was Agent Jones' time to go.

TENSION TRACK

Whenever a player rolls a blowback (a natural 1), the Administrator puts a mark on the **tension track**. For every three marks on the tension track, the mission's difficulty goes up by one.

The standard difficulty—the number players must roll at or higher to succeed when attempting a task—is 13. If there are three marks on the tension track, for example, that number would go up to 14, and so on.

The maximum tension level is up to the discretion of the Administrator, but it is suggested that the difficulty target go no higher than 20.

The Administrator's Screen included in the Top Secret: New World Order box set has a tension track printed on the front and back, so the Administrator can keep it in full view of the players. Tension can also be tracked any other way you choose.

LOSING TENSION

As the agents begin to take control of their situation, tension relaxes, and difficulty returns slowly to normal. This is done by agents getting extraordinary successes, i.e., "burst" rolls. Every time a player's die roll bursts, the tension track may go down.

FORTUNE

At the beginning of each mission, the Administrator secretly rolls a d6 to determine the number of **fortune** points each agent has. Fortune represents the hand of fate, giving agents the help they need at just the right moment, in the grand tradition of espionage thrillers since time immemorial.

The players themselves never know how many fortune points they may or may not have—only the Administrator knows the number. They do know when their luck's run out, though; it becomes clear

when the player asks for a fortune roll and the answer returns in the negative.

When a player is attempting a tradecraft task and fails, they may use a fortune point to re-roll any one die in the pool. Alternatively, in the case of an agent under attack, a fortune point will change any successful hit upon the agent into a dramatic near-miss, with no damage.

If the agent has any fortune points remaining at the end of a mission, they are returned to the player in the form of mission points.

USING FORTUNE TO CHEAT DEATH

Once per mission, a player may spend one fortune point (if any remain) to cheat death. When all else fails, rather than reaching zero hit points and beginning the process of dying (see dying, page 101), they can call on their fortune point to survive by some lucky miracle. This can only be done once per mission, and of course, if they try to spend a fortune point when none remain, death still awaits!

ROUND TIME AND ACTION POINTS

Each round lasts for 3 seconds in game time, and consists of 12 **action point** segments.

Players measure the number of actions they can perform in a round by spending **action points (AP)**. One AP is equal to a quarter of a second. In other words, an activity that costs 4 AP to complete takes one second of game time.

The number of action points a character can spend is determined by their **reflex** attribute.

As the tension mounts, the difficulty rises.

ACTION POINTS

REFLEX DIE	ACTION POINTS
d12	12
d10	10
d8	8
d6	6
d4	4

INITIATIVE AND ACTIONS PER ROUND

Initiative is simple, there's no rolling of dice or tallying stats to worry about. Every player simply determines how many action points (AP) they will spend in the round, and declares their intent. Players with the least number of AP declare first.

The Administrator then resolves everyone's actions, beginning with the highest AP score. The Administrator should choose an order of resolution based on the fastest characters (i.e. those with the most AP) being able to begin their actions first, and keeping in mind the amount of time (AP) each action requires.

Since faster characters may perform multiple actions in a round, the Administrator should consider when actions may occur simultaneously. Tracking the exact action points can be onerous, so just watch for any situations where two characters' actions might interrupt one another.

Characters may perform as many actions as their AP will allow in one round, including movement and combat combined. An agent may perform an action that costs more AP than they have, if that is the only thing they do that round. That action will be resolved last in the round.

ACTION POINTS IN COMBAT

Hand-to-hand combat	4 AP
Melee (hand-held weapons including clubs, knives, etc)	4 AP
Thrown objects	4 AP
Aim and fire handgun	8 AP
Aim and fire firearm larger than handgun	12 AP
Fire any firearm without adjusting aim	2 AP
Fire a bow & arrow	12 AP
Snap shot	4 AP*

**A snap shot is a fast fire method for any weapon, basically firing without proper aim. It always carries a penalty, giving the target an extra d8 for defense.*

All other non-combat actions can be assumed to take 2 AP each, unless the Administrator rules that a different amount of time would be needed. Additionally, any player may choose to *change* their stated intent, at the cost of 4 action points.

WALKING

Normal movement, at a walking pace, occurs at 1 AP / foot. All characters can walk 12 feet in one round. The Administrator should adjust for slow, careful movement. To move faster, consult the **running** rules below.

RUNNING

A character's speed is determined by their **pulse** or **reflex** die, whichever is higher.

Characters can run at three different speeds: **sprint**, **run**, or **endurance run**. In combat, use the sprinting speed until maximum distance is reached, then use running speed.

SPRINTING (FEET PER ROUND)

DIE TYPE	1 AP	4 AP (1 SECOND)	1 ROUND (3 SECONDS)
d12	7.5 feet	30 feet	90 feet
d10	6.25 feet	25 feet	75 feet
d8	5 feet	20 feet	60 feet
d6	3.75 feet	15 feet	45 feet
d4	2.5 feet	10 feet	30 feet

RUNNING (FEET PER ROUND)

DIE TYPE	1 AP	4 AP (1 SECOND)	1 ROUND (3 SECONDS)
d12	5 feet	20 feet	60 feet
d10	4 feet	16 feet	48 feet
d8	3 feet	12 feet	36 feet
d6	2 feet	8 feet	24 feet
d4	1 foot	4 feet	12 feet

ENDURANCE RUNNING (FEET PER ROUND)

DIE TYPE	4 AP (1 SECOND)	1 ROUND (3 SECONDS)
d12	10 feet	30 feet
d10	8 feet	24 feet
d8	6 feet	18 feet
d6	4 feet	12 feet
d4	2 feet	6 feet

ENDURANCE

The distance an agent can run at any given speed depends on their **pulse** die. Once they reach their limit, they must drop to the next slower speed. At the limit of an endurance run, the agent may go no faster than a walk.

MAXIMUM RUNNING DISTANCE

PULSE DIE	SPRINT	RUN	ENDURANCE RUN
d12	450' (5 rounds)	3 miles	30 miles
d10	375' (5 rounds)	2 miles	20 miles
d8	240' (4 rounds)	1 miles	10 miles
d6	135' (3 rounds)	½ mile	3 miles
d4	90' (3 rounds)	500 feet	1,000 feet

NPC REACTIONS

The player's character will often interact with non-player characters (NPCs) in the course of a mission. The Administrator plays all the various roles of the NPCs, and will generally react to the player characters based on how well they inhabit their respective roles. However, there are times when a **reaction** roll is called for.

Reaction relies on the **suave** attribute. Whenever an agent is attempting to charm, intimidate, or otherwise influence an NPC to act per the agent's wishes, each character must roll their suave die. If the agent rolls higher than the NPC, the NPC will be agreeable, within reason. A successful reaction roll is not mind control. NPCs still have free will, and the

NPC reactions are based on an opposed suave roll. If the agent rolls higher than the NPC, the NPC will be positively disposed towards the player character.

If the agent's reputation would be known to the NPC, their suave roll should step up or down accordingly.

Administrator should play them accordingly.

A reaction roll should not be made in lieu of role-playing on the player's part. While the player does not have to be as charming, witty, or clever as their character in real life, they should still try to convince the NPC by role playing the situation with the Administrator. If the player can't explain how their character will try to influence the NPC, the Administrator should disallow the attempt.

If the NPC knows the agent's reputation, an additional die comes into play—the **reputation** die. An agent's reputation is generally known only to their established contacts, and other members of ICON. If the Administrator wishes to play a cinematic "James Bond" style game, where the agent is famous and known even to their adversaries, they are free to use **reputation** at will. In most cases, though, agents are covert, and their reputation will not be public knowledge.

A reputation die can be positive or negative. When using reputation, the agent's reputation will cause the suave die to step up or down. Refer to the table "Dice stepping with assistance" on page 43 to see how many steps per die type.

SURVEILLANCE

Surveillance may be conducted from a fixed location (stakeout) or in motion (tailing). The primary attribute for surveillance is **intellect**.

STAKEOUTS

A stakeout may be a short encounter, such as watching a target in a restaurant, or a lengthy wait of hours, even days. At its most basic, the way to determine if the target knows they are being watched is a simple attribute roll of **intellect** vs. intellect. Many more factors can come into play, though, in the form of **tradecraft** and **asset dice**.

All agents of ICON learn fundamental surveillance skills as part of their **SIGINT** training. Surveillance can also be studied as a **specialized skill**. Both the surveillant and the target may add their tradecraft and specialized skill dice to a surveillance roll.

Even an untrained civilian may attempt surveillance, but trying to discreetly observe a trained agent with specialized skill is likely to be detected.

The Administrator may provide asset dice to either the surveillant or the target for various items, including but not limited to eavesdropping devices, binoculars, "hide rooms," disguises, bug sweepers, et cetera.

The surveillant should not know whether their attempt at covert surveillance has been detected by the target, except by the target's actions.

TAILING/SHADOWING

Surveillance of a target in motion is called **tailing**, or sometimes shadowing, if on foot. Like a stakeout, the attribute rolled is **intellect** and the tradecraft is **SIGINT**. A specialized skill in **tailing / shadowing** is also available for agents who choose that training.

Whether on foot or in a vehicle, the basic rules for conducting and detecting a tail are the same. The only distinction is speed of movement. It is often easier to lose a tail on foot, if in a crowded urban area with many opportunities for distractions or evasions,

When conducting a stakeout, roll intellect, tradecraft (SIGINT and surveillance/stakeout, if trained), and asset dice for both the surveillant and target.

Check once per hour. If the surveillant rolls are higher, the surveillance is successful.

Surveillance only works if you are undetected

but these are represented by asset dice.

The most successful tails are conducted by teams, allowing a "leapfrog method" where one team member follows the target for a short distance, handing off to the next, who continues for a short distance as well, handing off again, and so on.

If a team is conducting surveillance, each agent uses their own attributes, tradecraft, and assets when rolling for success. However, each agent also gets one additional asset die (d6) for each other member of the team.

Surveillance checks should be rolled every hour, and each time the target changes direction, enters a new location, or the surveillant hands off to a team member. For every hour that the target is tailed by one single agent, without a hand-off, the target gains an additional d6 asset die.

In the same manner as a stakeout, the agent(s) conducting the tail should not be aware that the target has spotted them if their rolls fail. They should only be able to discern this fact if the target's behavior tips them off.

Should a chase ensue, refer to the **movement rules** (if on foot) or **vehicle rules**.

When tailing, or shadowing a target, roll intellect, tradecraft (SIGINT and tailing/evasion, if trained), and asset dice for both the surveillant and target. Check once per hour, and each time the target changes direction, enters a new location, or another agent takes over the tail.

If the surveillant's rolls are higher, the tail is successful.

If a team of agents is tailing the target, the surveillant gets one d6 asset die for each of the other team members.

If a single agent tails a target alone, the target gets one d6 asset die once an hour elapses, and another (cumulative) every hour thereafter.

INTERROGATION

All ICON agents are trained in basic interrogation techniques as part of their HUMINT skillset. Agents who choose to specialize in interrogation, and those who continue their training by enhancing their proficiencies, become more effective in eliciting truthful, forthcoming information.

There are two main elements to an interrogation roll: getting the subject to talk, and getting them to tell the truth.

GETTING THE SUBJECT TO TALK

To interrogate a subject, an opposed roll is performed. Each character rolls **nerve** + **HUMINT**, adjusting for any specialized skills, assets, or decision dice. The higher roll wins, with a draw going to the detainee. If the interrogator wins, the detainee will talk, otherwise, they will refuse to cooperate.

The specialized skill **interrogation** (page 37) can be used by both the interrogator and the subject. HUMINT ⬆1 applies to both trying to get the subject to talk, and resisting the interrogator's attempts. Any proficiencies in specific interrogation techniques also provide steps up for the interrogator's HUMINT die *if they choose to use that type of questioning*. The detainee, on the other hand, must have a proficiency in the same interrogation technique if they are to use their proficiency to step up their own tradecraft roll.

GETTING THE SUBJECT TO TELL THE TRUTH

If the interrogator wins the first roll, the detainee will talk, but a second roll is required to see if they will tell the truth. Roll the detainee's nerve + HUMINT + decision die. If the result is 13 or higher, the detainee will lie to the interrogator. (If the detainee is an NPC, be sure to roll secretly.)

Use the following guidelines to determine the decision die for lying under interrogation:

EXAMPLE SITUATION	DECISION DIE
Detainee does not fear retribution, has no strong allegiances	none
Low-level "foot soldier" or mercenary	d4
Experienced criminal / agent / militant aware of the stakes	d6
Mid-level leader or person with something to lose	d8
High-level operative, or in mortal fear of retribution	d10
Fanatic "true believer"	d12

If a player character is being interrogated, substitute their **clearance level** for the decision die.

Interrogation rolls may be made once per hour.

ADJUSTMENTS TO INTERROGATION ROLLS

⬆1 HUMINT to the interrogator for every hour of interrogation after the first, to a maximum of ⬆3.

PHYSICAL INTIMIDATION

⬆1 HUMINT to interrogator to get the subject to talk. ⬆1 to the decision die for the subject to lie.

TORTURE

⬆3 HUMINT to interrogator to get the subject to talk. ⬆3 to the decision die for the subject to lie.

Note that torture is not a skill ICON agents are taught as part of their training. The use of torture by an ICON agent will severely damage their **reputation**, by 3 to 10 points at the Administrator's discretion. (See reputation points, page 102.)

DRUGS

Sodium thiopental, scopolamine, pipradol, and other drugs normally used in drug-assisted interrogations give a ⬇2 nerve to the detainee when rolling to see if they will talk. Hallucinogenics or alcohol give a ⬇1 nerve.

There is always the chance that side effects or even death can occur from the use of drugs in an interrogation. An agent who causes the death of a detainee during questioning will suffer a loss of 10 reputation points.

To determine whether side effects or death may occur, roll the interrogator's **intellect** + **HUMINT** + the detainee's **pulse**. A roll of less than 13 indicates the following result:

DRUG	ROLL	RESULT
Sodium thiopental	10–12	Subject falls asleep
	6–9	Trouble breathing, chills, spasms
	3–5	Death
Scopolamine	10–12	Drowsiness, dry mouth, unable to speak
	6–9	Seizures, hallucinations
	3–5	Death
Pipradol	10–12	Hyperanxiety, vomiting
	6–9	Convulsions, psychosis
	3–5	Death
LSD	10–12	Paranoia, withdrawal
	6–9	Intense panic, inability to speak
	3–5	Temporary brain damage for 1d4 days
Alcohol	10–12	Vomiting, unintelligible
	6–9	Unconscious 1d8 hours
	3–5	Death

HACKING

Intel gathering can happen in many different ways in the shadow world of espionage. Sometimes it is done by diplomacy, sometimes the information is in the form of a physical file, locked away in a safe place. In the 21st century, we see more and more intel being loaded as digital files and images, encrypted with security software, and placed behind a data fortress which has no physical boundaries. This is when a hacker is needed. A skilled hacker can manipulate data and shape it to his or her will. They can shut down security systems, control machinery, empty bank accounts, and disrupt entire corporations, or even nations.

In Top Secret: New World Order, agents will either take on the role of hackers themselves or hire an asset to perform the operation. Hacking is always an opposed roll to be performed between the player character and the Administrator. The player may be going up against another hacker, or against a system. The rolls are the same.

If the hacker is a player character, the player will roll their intellect + TECH (with any associated skills and proficiencies) + asset or decision die. Assets can take the form of botnets, keyloggers, packet sniffers, malware, viruses, confidential information that helps the hacker gain access to a system, "zero-day" exploits they've kept hidden, powerful machines with fast GPUs and CPUs or even server farms at the hacker's command, or any other software, hardware, or information that may be relevant. The Administrator should assign an asset die from d4 to d12 for whatever the hacker is using, based on the advantage it provides. For game purposes, the exact nature of the asset is less important than what die type you assign it. A d8 packet sniffer and a d8 botnet roll the same—just choose a description that matches the flavor of the situation.

The Administrator opposes with a roll based on the intellect of the opposing hacker, their own TECH skill, and any asset or decision die. If the opponent is a system rather than a person, assign that system an intellect and TECH die based on the skill of its creator.

OPPOSING HACKER TECH RATING

DIE TYPE	DESCRIPTION
d4	**Script kiddie**: A wannabe hacker with few skills of their own who relies on prefab software and tools
d6	**Amateur coder**: Competent, sticks to small-time jobs and simple security
d8	**Security expert**: This hacker works for a corporation or government agency. They've been around the block, know all the best practices, and can think on their feet
d10	**Cybersecurity master**: An incredibly experienced security master, fast on their toes, thinks at right angles, has invented many of the tricks and tools of the trade
d12	**Wizard**: The most elite of all hackers, nearly impossible to outsmart or outmaneuver

The hacker or system with the highest score wins the round. In the case of a tie both parties can try again. Each time an opposed roll is successful the other person's asset is lowered by one die step. If the attacking hacker's asset die is reduced to zero, they have failed to penetrate the system, and cannot try again that day. If the defending hacker or system's asset die is reduced to zero, the attack has succeeded, and the victorious hacker is free to use it for their own means.

In some situations, the Administrator may rule that a task is too complex for a single hack to accomplish. The attacker must in that case repeat their attack for each stage of the hack that is required.

For example, a player may wish to take control of an enemy drone, to access the feed from its camera. The Administrator could decide that requires both compromising the enemy network and the drone separately. Each will require a successful opposed hack.

Once a system has been breached, the attacker maintains access to that system until they are ejected. This can happen in two ways—if the attacker attempts another hack while in the system and fails, or if the Administrator chooses to challenge them with a new hacking roll based on circumstances.

HACKING EXAMPLE:

Agent Blix wants to access the camera of a drone that is known to be over the city he is in. The Administrator rules that there are two systems he will need to breach in order to do this: the network the drone is on, and the drone itself.

The first hack will be Blix vs. the enemy network. Its creators were particularly skilled, but the network security is only average. The two opponents' stats are:

Blix: d8 intellect, d10 TECH (boosted by the hacking skill), d8 asset (his software).

Enemy network: d10 intellect, d10 TECH, d6 asset.

The first roll is Blix 18, enemy 9. Blix wins the roll, and the enemy network drops to a d4 asset.

Next roll is Blix 15, enemy 14. Since the enemy only had a d4 asset remaining, it is removed, and Blix has broken into the network.

Blix, now operating freely on the enemy network, locates the drone. This time, an enemy hacker is managing the drone's security personally.

Enemy hacker: d8 intellect, d10 TECH, d10 asset (the drone's security systems).

The hack begins, and while the defending hacker doesn't yet know what's going wrong, he begins to hut down the "bug" that seems to be happening. The opposed rolls begin.

Blix rolls a 5, the enemy hacker rolls a 14. Blix's asset now drops from a d8 to a d6.

Next, Blix rolls an 18, enemy hacker rolls a 14. The enemy loses one step on their asset, but Blix does not regain his own asset's strength. His asset is still a d6.

Blix rolls a 7, the enemy rolls a 21. His software's asset die is down to d4. The enemy goes on to win the final roll, and Blix has failed.

The enemy hacker has prevented Blix from accessing the drone, and Blix has been discovered, so he is kicked out of the network, and cannot make another attempt today.

COMBAT

HAND-TO-HAND COMBAT

Order of action:

1. Roll to hit, either striking or grappling distance. (Attacker chooses distance) Tie goes to the defender.

2. If a strike succeeds, roll damage (see below). If a grapple succeeds, refer to the **grappling** table.

The combatants roll against each other with each action taken, rolling **reflex** + **COMBAT** + **asset** (if applicable). The highest roll wins, either allowing the attack to succeed (for the attacker) or fail (if the defender wins). A draw is considered a failed attack.

An asset die is included if either combatant is trained in a **fighting style** and at the appropriate distance (see below).

Damage is determined by rolling pulse + asset (weapon and/or fighting style) vs pulse + asset (armor and/or fighting style) and subtracting the defender's die from the attacker's. Results of zero or below equal one point of damage.

Striking damage is temporary. If one combatant reaches zero, roll their pulse die on the table below:

ZERO HIT POINTS FROM STRIKING DAMAGE

PULSE DIE ROLL RESULT	OUTCOME
12	Stunned for 1 round. Roll pulse die to regain temporary hit points.
11	Stunned for 1 round. Roll pulse die to regain temporary hit points.
10	Stunned for 1 round. Roll pulse die to regain temporary hit points.
9	Stunned for 2 rounds. Roll pulse die to regain temporary hit points.
8	Stunned for 2 rounds. Roll pulse die to regain temporary hit points.
7	Stunned for 2 rounds. Roll pulse die to regain temporary hit points.
6	Stunned for 3 rounds. Roll pulse die to regain temporary hit points.
5	Unconscious for 1 round. Roll pulse die to regain temporary hit points.
4	Unconscious for 5 rounds. Roll pulse die to regain temporary hit points.
3	Unconscious for 10 rounds. Roll pulse die to regain temporary hit points.
2	Unconscious for 20 rounds. Roll pulse die to regain temporary hit points.
1	Damage is real, agent is dying (see death & dying, page 101)

Combat is resolved by the combatants rolling against each other. The attacker must beat the defender's roll to hit. Each combatant rolls reflex + COMBAT + fighting style (if applicable).

Temporary hit points are subtracted from current real hit point total. They are regained at the end of combat, by rolling pulse die once every ten minutes.

Example of basic hand-to-hand combat:

Attacker has d6 reflex, a d6 pulse, and d6 COMBAT. Defender has d6 reflex, d8 pulse, and d8 COMBAT.

The attacker, throwing a punch, rolls a 3 and a 4, totaling 9.

The defender rolls a 5 and a 2, totaling 7.

The attacker wins, and the punch lands.

Attacker rolls a d6 (pulse) vs defender's d8 (pulse). Attacker rolls a 5, defender rolls a 3, so the damage is 2 points.

Attribute dice may **burst**, in which case additional rolls are allowed (see **bursts and blowback**). A **blowback** (natural 1) usually means the character with the blowback slipped, tripped, or otherwise fumbled. The Administrator should feel free to improvise any other bad events that make sense in the moment.

If the defender is **unaware** of the attack, they do not get a roll of their own. The attacker simply makes a COMBAT tradecraft roll, aiming for "Lucky 13."

GRAPPLING

If a combatant scores a successful grapple against an opponent, the opponent can be held, strangled, struck, or thrown.

Held

No damage is done to a held opponent. A hand-to-hand combat roll is required every round to keep a person held. The held person may use a fighting style as an asset, but not weapons. As long as a person is held, they cannot attack, their only option is to try and escape the hold. Additional combatants may join the fight to help either side, using all their available dice.

Strangled

A stranglehold does damage at the same rate as striking damage (see above). Armor does not protect against a stranglehold unless it protects the neck. A H2H roll is required each round to maintain the stranglehold. Damage is taken every round until the stranglehold is broken.

FIGHTING STYLES

NAME	EFFECTIVE DISTANCE	ORIGIN	ADJUSTMENTS
Arnis	Striking	Philippines	⬇1 combat for grappling ⬆1 asset for striking with a knife
Boxing	Striking	England	⬆1 combat for striking ⬇1 combat for grappling
Brazilian Jiu-Jitsu	Grappling	Brazil	—
Capoeira	Striking	Brazil	Burst: defender is swept to the ground by a kick. (See prone rules under grappling) Blowback: the attacker's acrobatics have opened them up to their opponent, so they are automatically hit by the next attack.
Dambe	Grappling	West Africa	—
Donga	Striking	South Africa	Two-stick fighting. Requires two sticks of any kind. The sticks are not considered additional weapons, and do not provide any asset dice on their own.
Jailhouse rock	Striking	USA	Only learned in prisons. Agent must have a criminal background.
Judo	Grappling	Japan	⬆1 asset for throws ⬇1 asset for holds
Kalaripayattu	Striking	India	—
Karate	Striking	Japan	—
Krav Maga	Striking	Israel	—
Limalama	Striking	Polynesia	Requires a pulse of d8 or better ⬆1 combat for striking ⬇1 combat for grappling
Mongolian Wrestling (Bökh)	Grappling	Mongolia	⬇1 combat for striking ⬆1 combat for grappling
Muay Thai	Striking	Thailand	⬆1 combat for striking ⬇1 combat for grappling
Okichitaw	Striking	Canada (Indigenous)	—
Pankration	Grappling	Greece	—
Sambo	Grappling	Russia	—

NAME	EFFECTIVE DISTANCE	ORIGIN	ADJUSTMENTS
Scottish backhold	Grappling	Scotland	⬇1 combat for striking ⬆1 combat for grappling
Senegalese wrestling (Njom)	Grappling	Senegal	—
Shàolín Quán	Striking	China	⬆1 combat for striking ⬇1 combat for grappling
Taekwondo	Striking	Korea	—
Varzesh-e Pahlavāni	Grappling	Iran	⬇1 combat for striking ⬆1 combat for grappling
Viking wrestling (Lausatök)	Grappling	Scandinavia	⬆1 asset when attacking ⬇1 asset when defending (applies to grappling only)

Struck

Striking an opponent while holding them is less damaging, and gives the opponent a greater chance to escape the hold. When rolling for damage, the defender gets one extra pulse die. (pulse + asset vs. pulse + pulse + asset). In the next round, the defender gets one extra reflex die to es cape the hold.

However, if a third party strikes someone who is being held, the victim is automatically hit, and damage is rolled as normal.

Thrown

A throw does 1d4 striking damage, and may leave the defender prone. If the defender is prone, one round is required to get back to their feet, during which they may only defend, not attack.

To avoid being left prone, the defender must roll a reflex attribute check (reflex + reflex + grappling fighting style or d4 decision die). It is, of course, possible to throw an opponent into harm's way, causing even greater trouble!

FIGHTING STYLES

Fighting styles are obtained like specialized skills, but used as asset dice.

To train in a fighting style, an agent must first take the "hand to hand combat" specialized skill. Each fighting style uses one proficiency slot.

All fighting styles begin as a d4, and can be increased with training.

A fighting style can be used as an asset die during H2H combat.

Each style is effective at a striking distance, or a grappling distance. The asset die can only be used when at the appropriate distance.

Although some of the fighting styles listed are both striking and grappling styles, for game purposes each has been assigned one or the other.

NOTES ON HAND TO HAND COMBAT

- An untrained civilian with no weapon fights only with reflex.
- Trained fighters in H2H combat roll reflex + combat against each other to hit. Attacks must be declared as a strike or a grapple. Successful strikes do temporary damage (see below), successful grapples move to the grappling table (see below).
- A decision die can be given to either side by the Administrator to reflect terrain or other situational modifiers not described below.

- If one fighter has the "hand to hand combat" specialized skill, their combat die steps up ⬆1 for every level in that skill.
- A fighter may use a melee weapon or fighting style as an asset die in hand to hand combat.

COUP DE GRÂCE

If the target is Unaware, the attacker may attempt a coup de grâce on their opponent. The attacker must be able to land a successful attack (target number equals the opponent's **reflex** die for hand to hand or 10 for ranged). If successful the opponent must make a **reflex** (plus **COMBAT**, if applicable) with difficulty and meet or beat the attacker's total to try to defend (place fingers in the garrote wire, etc.). If unsuccessful the opponent takes 3X the damage from the attack or is dead (Administrator's choice, based on the situation).

RANGED COMBAT

As with hand-to-hand combat, ranged combat also relies on whether the defender is aware or not.

Attacking with a ranged weapon calls for the attacker to roll **reflex** + **COMBAT** + any **asset** dice for the weapon or accessories (such as a scope, for example).

If the defender is **aware** of the attack, they get to roll **reflex** + **COMBAT** + defensive modifiers. Multiple defensive modifiers may be added to the defender's die pool. If their total is higher than the attacker's roll, the attack does not hit.

If the defender is **unaware** of the attack, they may roll any defensive modifiers below (if any apply). The total must be higher than the attacker's roll, otherwise they are hit.

RANGED COMBAT PROCEDURE

Defender aware:

Attacker rolls reflex + COMBAT + weapon / assets

Defender rolls reflex + COMBAT + defensive modifier(s)

Defender unaware:

Attacker rolls reflex + COMBAT + weapon / assets

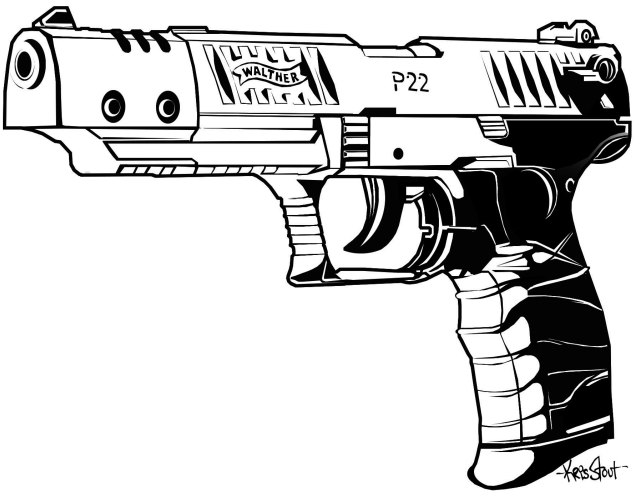
Defender rolls defensive modifier(s)

Both attacker and defender add any asset dice to their rolls such as sighting scopes, armor, etc.

Hit occurs if attacker's total is equal or greater than defender's total.

HANDGUNS

	WEAPON	WALTHER P22	RUGER LCR	GLOCK 17	UZI	SMITH & WESSON 686	SMITH & WESSON MODEL 29	DESERT EAGLE
	Description	Small semi-automatic pistol	Police revolver	9mm pistol	Uzi	357 Magnum	Dirty Harry pistol	Hand cannon
	Ammo	.22 LR	.38 Special	9mm	9mm	357 Magnum	.44 Magnum	.50 AE
	Effective range (feet)	75	75	100	100	125	125	125
ACCURACY (ASSET DIE)	Point blank	d10	d10	d10	d6	d6	d6	d6
	Close range	d6	d6	d6	d4	d4	d4	d4
	Medium range	d4	d4	d4	d4	—	—	—
	Long range	N/A	N/A	—	—	—	—	—
DAMAGE	Point blank	1d8	1d12	2d12	3d12	3d20	Fatal	Fatal
	Close range	1d6	1d10	2d10	2d12	2d20	3d20	3d20
	Medium range	1d4	1d8	2d8	2d10	1d20	2d20	2d20
	Long range	N/A	N/A	2d6	2d8	2d12	1d20	1d20
	Magazine capacity	10	5	17	32	7	6	7
	Rate of fire / round	5	4	4	5	3	2	1
	Rate of fire (full auto)	N/A	N/A	N/A	30	N/A	N/A	N/A



Handgun range definitions

Point blank = less than 4’

Close range = 4’ – 10’

Medium range = 11’ – 75’

Long range = Over 75’

Long gun range definitions

Point blank = less than 4’

Close range = Less than 100 yards

Medium range = 100 – 300 yards

Long range = 300 – 500 yards

Extreme long range = Over 500 yards (requires a spotter)

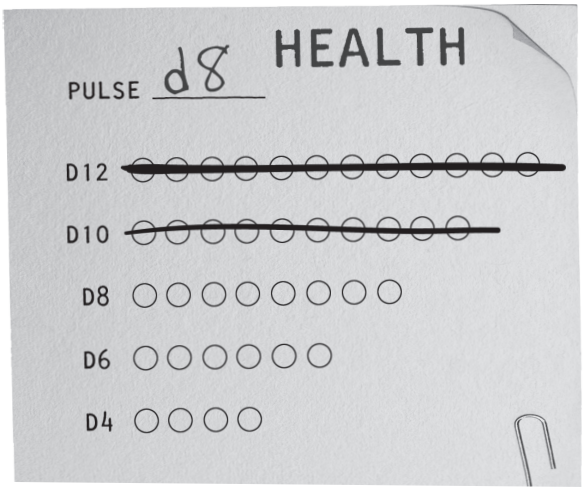
LONG GUNS

	WEAPON	RUGER 10/22	FN P90	REMINGTON MODEL 700	M1 GARAND	AK-47 (KALASHNIKOV)	AR-15 / M16	DRAGUNOV	BARRETT M82 SNIPER RIFLE
	Description	Auto-loading hunting rifle	Automatic bullpup	Bolt action hunting rifle	Service rifle	Russian military rifle	American military rifle	Russian sniper rifle	American sniper rifle
	Ammo	.22 LR	5.7x28mm	.223 Remington	.30-06 Springfield	7.62x39mm	5.56x45mm	7.62x54mmR	.50 BMG
	Effective range (yards)	150	300	1000	500	400	500	900	2000
ACCURACY (ASSET DIE)	Point blank	d10	d10	d12	d12	d12	d12	d12	d12
	Close range	d6	d6	d8	d8	d8	d10	d10	d12
	Medium range	d4	d4	d6	d6	d6	d8	d8	d10
	Long range	N/A	N/A	d4	d4	d4	d6	d6	d8
	Extreme range	N/A	N/A	—	N/A	N/A	N/A	d4	d6
DAMAGE	Point blank	1d8	2d12	Fatal	Fatal	Fatal	Fatal	Fatal	Fatal
	Close range	1d6	2d10	Fatal	Fatal	3d20	3d20	Fatal	Fatal
	Medium range	1d4	2d8	3d20	3d20	2d20	2d20	Fatal	Fatal
	Long range	N/A	N/A	2d20	2d20	1d20	1d20	Fatal	Fatal
	Extreme range	N/A	N/A	1d20	N/A	N/A	N/A	2d20	3d20
	Magazine capacity	10	50	4	8	30	30	10	10
	Rate of fire / round	5	5	1	3	5	5	2	2
	Rate of fire (full auto)	N/A	75	N/A	N/A	50	60	N/A	N/A

Obstacles such as cover, moving unpredictably, wind conditions, etc. can add to the defender's roll. Use the table below to determine any modifiers.

COVER VS. CONCEALMENT

"Cover" refers to anything that can stop a bullet from penetrating, such as steel, concrete, packed earth, and thick solid wood. "Concealment" merely hides the target—it could be curtains, netting, thin sheet metal, drywall, or any other material that does not stop bullets.



DEFENSIVE MODIFIERS

Partial concealment	d4
Full concealment*	d10
Partial cover	d8
Full cover**	d12
Moving at a steady pace	d4
Moving erratically	d8
Wind at point blank or close range	No modifier
Wind at medium range	d4
Heavy wind at medium range	d6
Wind at long range	d6
Heavy wind at long range	d8
Shooter is in a high-stress situation	d8
Defender is wearing body armor	See armor, page 86

*If fully concealed, the enemy must have some way of knowing the target is present and constrained to a small area. If the shooter has no way of knowing where the target is, they cannot hit them at all.

**A shooter can only hit a target behind full cover if they are occasionally exposing themselves to aim and return fire. If the target remains behind full cover, they cannot be hit at all.

Only the first shot in a round can be aimed. See action points, page 68 for details. Un-aimed shots give a d8 defensive modifier to the target.

HEALTH & DAMAGE

An agent's health when uninjured is equal to their **pulse** die. To indicate this, cross out all the hit points for the dice higher than their pulse.

For example, if an agent has a d8 pulse, the player would cross out all the hit points for d10 and d12.

(See the health box example on the previous page.)

Any time an agent takes damage, mark off the corresponding number of hit points, beginning at the top. Once all the boxes are filled for a die, the agent's pulse is temporarily reduced to the highest die that still has hit points left.

Once the agent heals (see **Healing**, page 100), their pulse is restored as hit points are returned.

RANGED DAMAGE

Each type of weapon has a damage die. Use this die type when rolling for damage, and add the success spread (the amount by which the hit succeeded).

For example, a hit with a police revolver would do 2d6 damage, plus the amount by which the defender lost the ranged combat roll.

Firearms are extremely deadly. A well-placed shot with a powerful gun can kill even the strongest person in one shot.

SUPPRESSIVE FIRE

Suppressive fire, also called covering fire, is used to "make the enemy keep their heads down," either to give friendlies a chance to move position, or to prevent adversaries from advancing. It is an area of effect attack. Suppressive fire requires automatic or semi-automatic weapons, and can quickly use up a lot of ammunition.

Suppressive fire rules are only invoked when attacking NPCs, since any player characters can make their own decisions whether or not to brave the hail of bullets.

When laying down suppressive fire, each enemy in the area of effect must make a **nerve** attribute check (nerve + nerve + decision die). A failed check means the NPC will remain hidden behind cover, seek cover, or flee. When under the influence of suppressive fire, NPCs will generally not be able to observe anything the player characters choose to do. This may be interpreted at the Administrator's discretion, perhaps allowing an NPC with enough nerve to risk a peek, as the situation may require.

The decision die for NPCs under suppressive fire is determined as follows:

RATE OF FIRE (SHOTS PER ROUND)	DECISION DIE
3 or less	d12
4–9	d10
10–15	d8
16–21 *(requires full-auto gun, 3-round burst)*	d6
22-27 *(requires full-auto gun, 3-round burst)*	d4
Full-auto	None

The target of suppressive fire must be in the area of effect for the attempt to succeed.

SUPPRESSIVE AREA OF EFFECT

Full-auto weapons can cover an arc of up to 120 degrees, whether firing three-round bursts or fully automatic. Semi-automatic weapons can cover an arc of up to 40 degrees.

SUPPRESSIVE DAMAGE

Suppressive fire by its nature is not aimed at a particular target. Any given person or object in the area of effect has an equally random chance to be struck by a bullet.

To determine if any person or object is hit in a suppressive fire arc, roll on the table below.

CHANCE OF BEING HIT BY SUPPRESSIVE FIRE

RATE OF FIRE (SHOTS PER ROUND)	TO-HIT DIE	NUMBER OF BULLETS THAT HIT
3 or less	2d12, hit only if both equal 12	1
4–9	1d12, hit on 12	1
10–15	1d10, hit on 10	1-2
16–21 *(requires full-auto gun, 3-round burst)*	1d8, hit on 8	1d4
22-27 *(requires full-auto gun, 3-round burst)*	1d6, hit on 6	1d6
Full-auto	1d4, hit on 4	2d4

Note: if the player characters are under fire by NPCs, it's best not to tell them whether it's suppressive fire or specifically aimed at them as targets, to avoid metagaming situations where agents suddenly become fearless and rush headlong into deadly gunfire.

AUTOMATIC WEAPONS

Some firearms have three-round burst or full-auto modes. These are indicated in the weapons chart. For the most part, using auto weapons fire against a single target makes it very difficult to miss. An aware opponent may be able to react and get to cover when guns are fired single shot. A mixture of fear, adrenalin, and a keen eye can help the target "dodge the bullet" and make it to a safe place. When an attacker fires a three-round burst it lowers that chance to move out of the way and lastly if the attacker is firing a stream of bullets at a target there is very little one can do to get out of the way. If the target is unaware, then there is not much they can do except take the hit and hope for the best.

THREE ROUND BURST

A three-round burst will fire in a very limited arc (roughly about 5-10 feet before recoil takes effect) and has poor accuracy against multiple targets. Using this mode against a single target will have a more effective chance of hitting and severely wounding the target.

When firing at a single target who is aware of the attack, the target's reflex is reduced by ⬇1.

Every three points of difference between the attack and defense roll mean one bullet hits, to a max of 3.

ATTACK MINUS DEFENSE ROLL	NUMBER OF HITS
1-3	1
4-6	2
7+	3

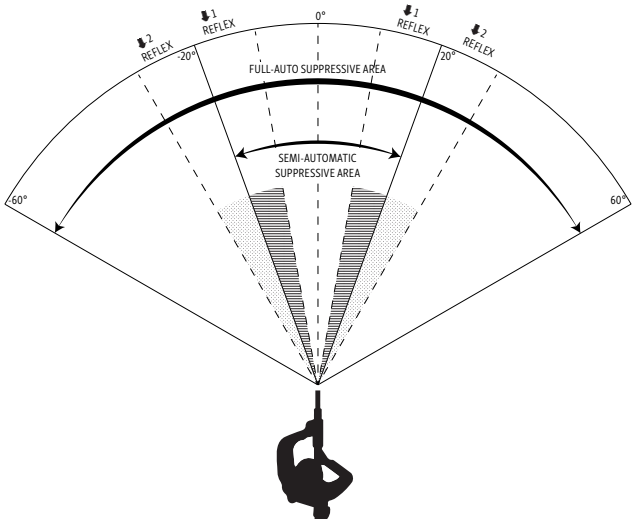
If the attacker wants to try to hit multiple people with a three round burst, reduce ⬇1 asset die for their weapon (accuracy) and the target makes their defense rolls as usual.

FULL-AUTO MODE

Full automatic is an **area of effect** attack that has multiple effects on the attacker and target. An automatic weapon can fire in a 20° arc with no penalty. A 40° arc takes a ⬇1 to reflex to the attack. A 60° arc takes a ⬇2 penalty to reflex. Any arc larger than 60° is not an attack, but suppressive fire.

Any target in the range of automatic fire takes ⬇2 to their reflex or defensive roll, spreading across both if either die is too low to step down twice.

The number of bullets that hit the target is based on the attacker's roll. The target takes 1 bullet for every number above the defenders score. So, if the defender rolled a 12 and the attacker rolls a 18 that would mean 6 bullets hit the target.



EXPLOSIVES

Explosives are a complex subject, and their destructive power can be affected by many factors, including not just the type and amount of explosive used, but also the construction of the device, amount of shrapnel, where the blast occurs, and whether the device is at ground level or elsewhere.

For game purposes, the variables considered are type and size of explosive, whether there is shrapnel, and whether the explosion occurs outdoors or indoors.

If an explosion occurs, consult the maximum blast radius table. Each blast radius shown is a maximum, and assumes the blast occurs outdoors. For example, a car bomb will be fatal to anyone standing 100' or closer to the bomb, from the concussion wave alone.

Add one additional damage die if the explosion occurs in a confined space, and one additional die for shrapnel. Most bombs will produce their own shrapnel, with exceptions such as a suicide vest, satchel charge, or block of plastic explosive. The Administrator should use their own judgment based

MAXIMUM BLAST RADIUS FOR EXPLOSIVES

EXPLOSIVE	LETHAL	D12	D10	D8	D6	D4
1 pound of TNT / small block of C-4	5'	10'	13'	15'	18'	20'
Pipe bomb	10'	20'	25'	30'	35'	40'
Satchel charge / suitcase bomb / suicide vest	50'	75'	100'	125'	150'	200'
Car bomb	100'	200'	250'	300'	350'	400'
Cargo van bomb	200'	400'	500'	600'	700'	800'
Small truck bomb	300'	600'	750'	900'	1,050'	1,200'
Large truck bomb (18-wheeler)	600'	1,200'	1,500'	1,800'	2,100'	2,400'

Distances shown are the maximum radius at which damage occurs from the concussion wave alone. Most explosives will include shrapnel. If the person is not protected from flying shrapnel, **double the damage die**.

Damage is based on TNT (RE factor 1.0). Adjust accordingly if a more powerful explosive is used.

ADJUSTING DAMAGE BY TYPE OF EXPLOSIVE

RELATIVE EFFECTIVENESS FACTOR	EXPLOSIVE EXAMPLES	DIE STEP
0.5	Black powder, ammonium nitrate, Tannerite	⬇2
0.75	ANFO	⬇1
1.0	TNT	—
1.25	Dynamite, Semtex, C-4	⬆1
1.5	Nitroglycerine, Octol	⬆2
1.75	Penthrite, Octogen	⬆3
2.0	Octanitrocubane	⬆4

on the situation whether a blast will produce enough shrapnel to merit an additional damage die.

Consider a space "indoors" for purposes of extra damage if the walls & roof are within the maximum blast radius.

Another factor that can increase damage is the type of explosive used. The power of an explosive is measured in relative effectiveness factor (RE factor).

The RE factor relates an explosive's demolition power to that of TNT, in units of the TNT equivalent by mass. The greater the RE number, the more powerful the explosive.

See the table "Adjusting Damage by Type of Explosive" to step up or down the damage die appropriately.

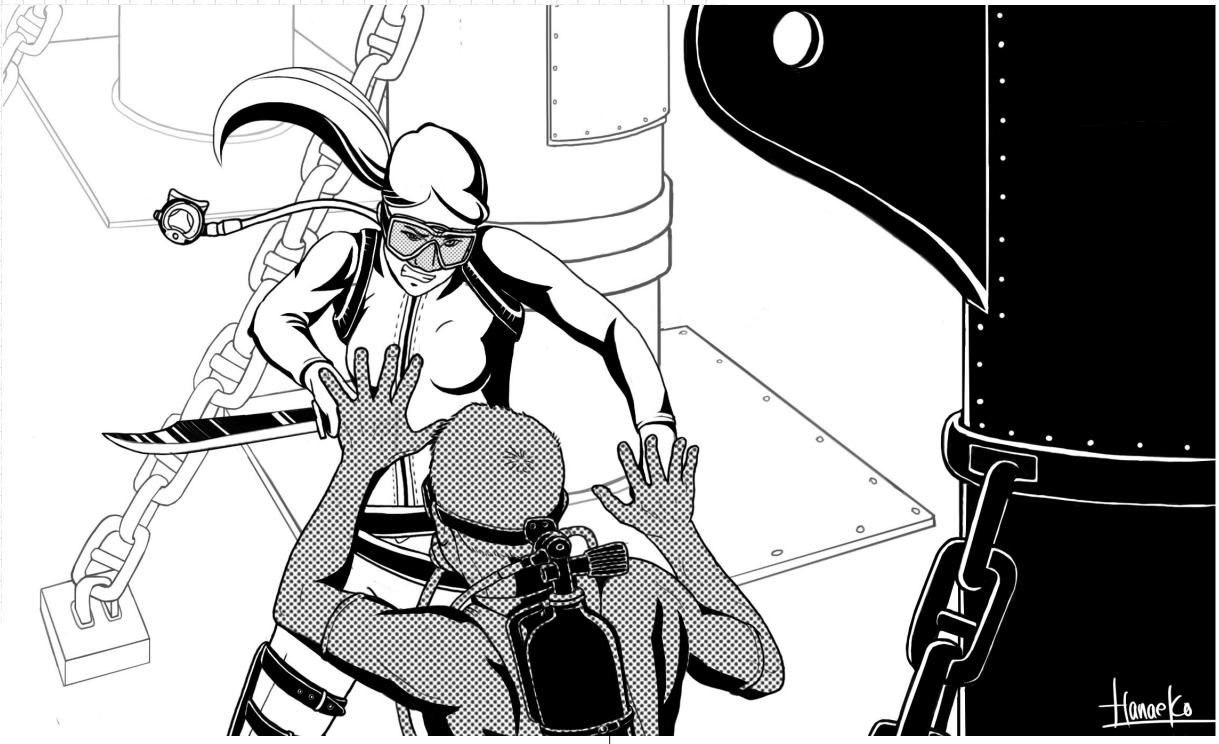
The Administrator may choose to adjust the damage from an explosive due to any other factors they deem appropriate if the situation warrants it.

ARMOR

Armor is considered an asset. In any type of combat, the armored defender adds the die type for their armor to their defensive roll when determining if the attack hits them.

ARMOR TYPES

ARMOR TYPE	PROTECTION AGAINST HAND TO HAND OR MELEE ATTACKS	MAXIMUM CALIBER OF AMMUNITION RESISTED	PROTECTION AGAINST LISTED AMMO TYPES	REDUCTION TO REFLEX DIE
Soft armor (e.g. motorcycle riding gear, martial arts protective gear, etc.)	d6	None	N/A	None
Type I	d6	.22, .380 cal	d4	None
Type II-A	d6	9mm, .40 cal	d4	None
Type II	d6	.357 Magnum	d4	1 step
Type III-A	d6	.44 Magnum	d6	1 step
Type III	d6	7.62mm rifle ammo	d6 (d8 for lighter ammo)	2 steps (very bulky tactical armor)
Type IV	d6	.30 cal armor-piercing	d6 (single shot protection only, brittle materials shatter when struck)	2 steps (very bulky tactical armor)



Most armor is for the torso only. Helmets protect the head, and while they do not reduce reflex die types, they limit the wearer's area of vision, and the Administrator should take this into account.

UNDERWATER COMBAT AND MOVEMENT

All agents can swim, unless they have the non-swimmer impairment. Conversely, if an agent has the swimming specialized skill, all of their underwater and swimming checks are rolled at one higher die type than indicated below.

MOVEMENT UNDERWATER

An agent's speed underwater is determined by their pulse die. Agents with swimming as a specialized skill swim at one higher die type than their pulse would indicate. An agent with a d12 pulse and swimming skill swims at a heroic rate.

PULSE	SWIMMING SPEED
d4	9' per round
d6	13' per round
d8	15' per round
d10	18' per round
d12	20' per round
Heroic	22' per round

BREATHING UNDERWATER

All agents are able to breathe underwater for a certain period of time, even if they cannot swim. An agent's breathing underwater is determined by their pulse die. Agents with swimming as a specialized skill breathe at one higher die type than their pulse would indicate. An agent with a d12 pulse and swimming skill can breathe for a heroic time.

PULSE	BREATHING TIME UNDERWATER
d4	30 seconds
d6	45 seconds
d8	1 minute
d10	90 seconds
d12	2 minutes
Heroic	3 minutes

GUNS UNDERWATER

Standard firearms work very poorly underwater.

A gun will still fire, but because water is 800 times denser than air, bullets can not travel more than a few feet. Only point-blank shots will have any effect.

Accuracy of guns fired underwater is not affected, with the caveat that no shot longer than point-blank range can hit, as the bullet cannot travel that far underwater.

A bullet fired into the water from above the surface has the same restrictions. The target must be within 6' of the surface, and damage will be reduced as in the table below. Accuracy for a gun fired from above the surface towards an underwater target is reduced by ⬇2 due to the distortion of light from the water.

DAMAGE FROM FIREARMS UNDERWATER

WEAPON	DAMAGE (POINT-BLANK ONLY)
Walther P22	1 hp
Ruger LCR	1d4
Glock 17	1d6
Uzi	1d6
Smith & Wesson 686	1d10
Smith & Wesson Model 29	1d12
Desert Eagle	1d12
Ruger 10/22	1 hp
FN P90	1d6
Remington Model 700	1d10
M1 Garand	1d10
AK-47	1d12
AR-15	1d12
Dragunov	2d12
Barrett M82 Sniper Rifle	3d12

HAND TO HAND COMBAT UNDERWATER

Underwater fights with conventional hand-to-hand weapons follow the same rules as normal, with the following exceptions.

All damage is reduced by ⬇1. An agent who normally does 1d4 damage must roll a 4 to do any damage at all, and then only does 1 hit point of damage.

All actions take 2x the normal number of **action points** to perform.

Agents with the *non-swimmer* impairment cannot fight at all, and may only spend their time holding their breath and hoping to be rescued.

Agents with swimming as a specialized skill fight one die type higher than normal when underwater.

CAR CHASE RULES

There are two times the Administrator will need to call upon the vehicle rules—during a chase, and when agents are tailing another vehicle. Of course, a tail may turn into a chase if the target discovers they're under surveillance!

Refer to the **surveillance** section for rules on tailing a vehicle, or detecting a tail.

The rules that follow are based on a 1:180 scale, where 1 inch is equal to 15 feet. Speeds are expressed in inches/round.

ORDER OF ACTION

1. Check the gap between cars, and how fast each one is going at the beginning of the round

2. Check awareness — does each driver know a chase has begun?

3. Check for hazards

4. Declare actions (accelerate / brake / maneuver / etc)

5. Resolve actions, update the gap

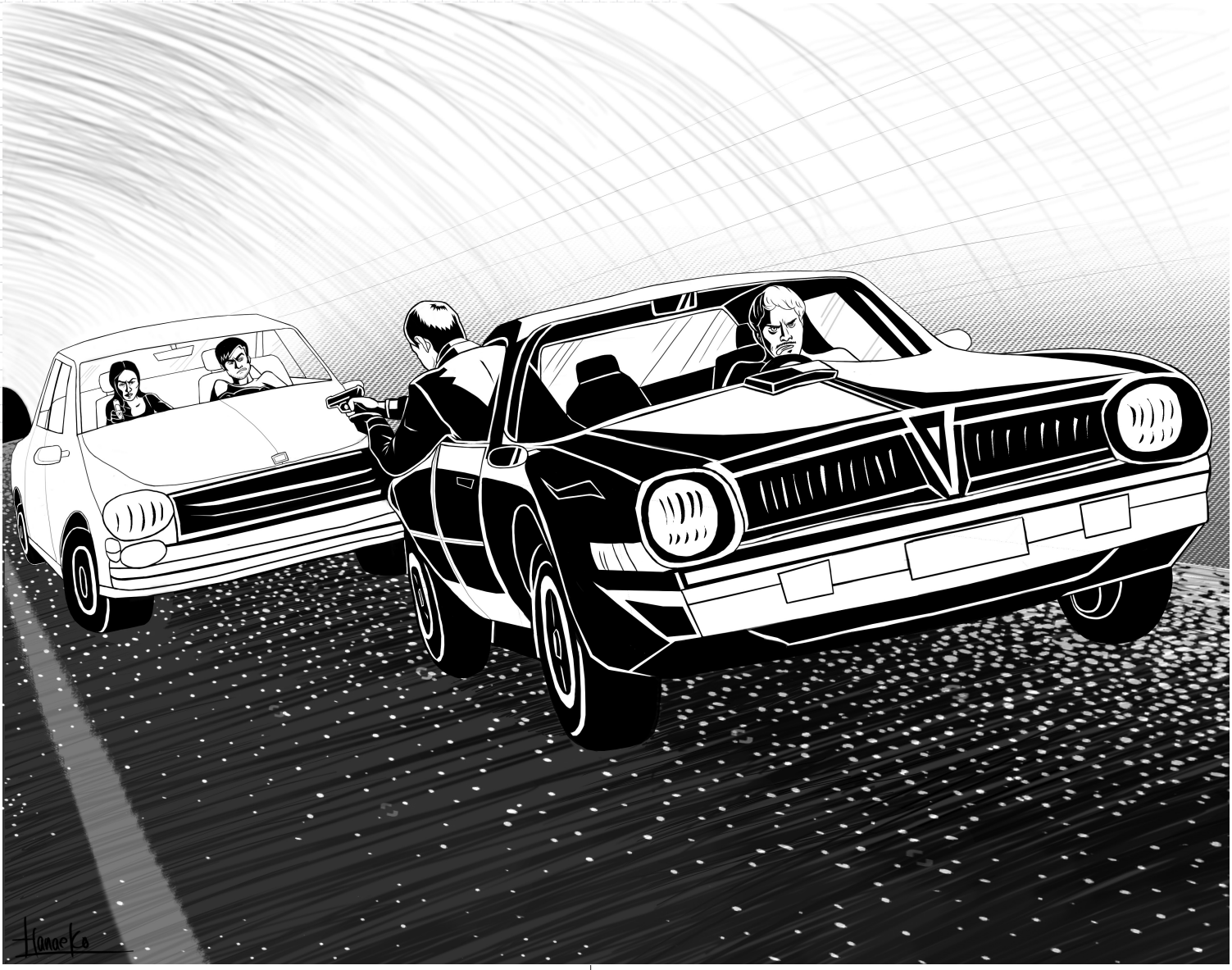
ELEMENTS OF A CHASE

Gap - the distance between cars

Speed - how fast is each car going?

Acceleration / braking - how much does speed change?

Maneuvers - anything that falls outside the typical actions of driving, such as a bootlegger reverse,



handbrake turn, high-speed cornering, etc.

Hazards - external dangers, from other cars to objects blocking the road to sharp corners

DECLARING AND RESOLVING ACTIONS

The evader always declares their actions first, and the pursuer is allowed to react with their declared actions.

Because this is not a tactical minis game, the Administrator is encouraged to take liberties with the environment, including placement of intersections, curves, and the like. If a driver wants to turn onto a side street in a city, let them. Most chases will be fast enough that it will take one round or less to travel a block. Use your best judgment at lower speeds.

Intersections and other hazards appear at the end of a round.

MEASURING THE GAP

In a car chase, the Administrator needs to know how far apart two cars are, and where they will be at the end of the round.

When the chase begins, choose a gap based on the

situation. A typical city block, for game purposes, is 15" (225') long. Here are a few other common distances:

COMMON DISTANCES

HIGHWAY DRIVING	REAL-WORLD DISTANCE	GAME DISTANCE
Directly behind another car, three car lengths	45'	3"
Tailgating at highway speeds	10'	<1"
Quarter mile	1320'	88"
Half mile	2640'	176"
One mile	5280'	352"
CITY DRIVING	**REAL-WORLD DISTANCE**	**GAME DISTANCE**
One city block	225'	15"
Car length	15'	1"

CLOSING THE GAP

At the beginning of a chase, the two cars may be far enough apart that it would be tedious to measure out the distance round-by-round until one closes upon the other.

The Administrator may choose to allow the pursuing car to close the gap so long as the target vehicle is unaware they are being pursued, or if the pursuing vehicle is faster than the target.

If the Administrator wishes to add an element of risk to the possibility of the target getting away while the pursuer closes the gap, they may call for an **opposed roll** of **reflex** + **COMBAT** + vehicle's **acceleration** value for each car in the chase.

Ties go to the pursuer. If the gap is closed successfully, consider the cars three car lengths apart, and going the same speed, for the purposes of beginning the round-by-round car chase rules.

Example:

Agent Nuñez (d8 reflex, d8 COMBAT), driving a sports car (acceleration 13), is pursuing the terrorist Varayev (d6 reflex, d10 COMBAT due to specialized skill ⬆2 driving car) in a passenger car (acceleration 7).

Nuñez tries to close the gap, rolling a 7 and a 4. Adding the sports car's 13 acceleration, his total is 24.

Varayev rolls a 5 and a 9. Adding her car's 7 acceleration, her total is 21.

Nuñez wins the opposed roll, and closes the gap. The cars are now just a few car lengths apart, and the chase rules can begin.

AWARENESS

The pursuer is the driver who begins the chase, and is always aware that the chase is happening. The evader, however, in some cases may not yet know they are being chased. If they're unaware of their pursuer, they can take no evasive action.

To check awareness, the evader must pass a successful **intellect** awareness check.

HAZARDS

Any time the lead car is going more than 4" per round in a chase, there is a chance of encountering a **hazard**.

CITY DRIVING:

Roll 1d6 every round to check for hazards. A hazard is present on a 5 or 6. If the lead car is traveling faster than speed 18, a hazard is present on 4–6. The player must make a driving check when the hazard is encountered. A success means the hazard is avoided, a failure is shown on the table below.

Hazards that remain on the road should be marked with a hazard marker, where the pursuing vehicle must also make a driving check to avoid them.

Roll a d20 to determine the hazard.

CITY HAZARDS

ROLL	HAZARD	DRIVING CHECK FAILURE RESULT
1-3	Slow car turns into the driver's lane	Crash
4-5	Pedestrian in the road	Strike pedestrian*
6-8	Red light with cross traffic	Crash
9	Construction - wet cement	Lose 16 speed. If speed drops to 0 or less, car is stuck. Otherwise, car can accelerate and continue as normal, wet cement will fly off like mud.
10	Construction - open hole	Car is stuck in the open hole. All occupants take 1 crash die in damage (see vehicle list for die type)
11	Construction - dirt piled into a ramp	Car jumps through the air. Roll 1d20 -3 on crash table. If result is zero or less, no crash effects occur and car continues.
12-13	Light obstruction in the road - fruit seller's cart, fishmonger, pile of cardboard boxes, or the like	Things fly everywhere, but the car is otherwise unaffected.
14-16	Major pothole	Tire blowout. See crash table for results.
17-18	Bicyclist in the lane	Strike bicyclist*
19	Two workers carrying a large pane of glass across the road	Car crashes dramatically through the glass as workers dive to safety. Car is otherwise unaffected.
20	Oil slick, ice patch, or other slippery condition	Spin out. See crash table for results.

HIGHWAY HAZARDS

ROLL	HAZARD	DRIVING CHECK FAILURE RESULT
1-5	Slow car moves into the driver's lane	Crash, see crash table. Head-on collision means driver has jumped to oncoming lanes.
6-10	Large animal crossing the road	Strike animal, see crash table
11-15	Construction—Jersey barriers on highway	Lose control, see crash table
16-18	Moderate debris on highway. Truck tire, ladder, muffler, sturdy box, or similar.	Roll d8 on crash table
19	Heavy debris on highway. Mattress, car bumper, railroad tie, or other large object.	Roll d12 on crash table
20	Oil slick, ice patch, or other slippery condition	Spin out. See crash table for results.

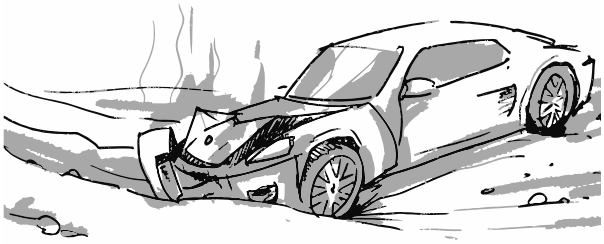
If the agent hits a pedestrian or bicyclist, a very serious situation has occurred. Failing to stop and render aid to the injured civilian would be a major blow to the agent's reputation.

The Administrator should decide the severity of the impact at their discretion, but it is recommended that striking a pedestrian or bicyclist result in an injury, not a death.

HIGHWAY DRIVING:

Roll 1d12 every round to check for hazards. A hazard is present on a 12 at speeds 4–25. At speeds of 26 and above, a hazard is present on a 10 or greater.

Make a driving check as described above in city driving. Consult the highway hazards table on page 89 if either driver fails their driving check.



CRASH RESULTS

ROLL	CRASH DESCRIPTION	RESULT	DAMAGE TO OCCUPANTS (NUMBER OF CRASH DICE)
2 or less	Engine stall	Car slows down by 3 every round unless driver restarts, or brakes. Roll 1d8 to try and restart the car, succeed on an 8.	None
4–5	Tire blowout	Car slows by 7 every round, unless driver brakes faster. Driver can continue at 1/2 normal speed, must roll a driving check every round or crash (roll on crash table again). If all four tires are blown, car is disabled.	None
6–7	Slide	Car slides out of control for 1d4 rounds. Lose 7 speed per round. Driver can continue after slide ends.	None
8–9	Spin out	Car spins to a halt. Roll 1d4 to determine final direction. 1 = forward 2 = face left 3 = face right 4 = reverse Driver can continue after spinout ends.	None
10–11	Rollover	Car rolls over, roll 1d4 to see how it lands. 1 = upright 2 = drivers side up 3 = passenger side up 4 = upside down Car is disabled.	2

DRIVING CHECK

To attempt a maneuver, the driver must roll a driving check. A driving check is **reflex** and **COMBAT** dice (with a step up for *tactical driving*, if they have that specialized skill), plus their vehicle's **handling class** as an asset die. A 13 or greater indicates success.

The maneuvers listed in the table are some of the most common tactical driving techniques. Players may also attempt any other maneuvers they can describe to the Administrator. All maneuvers that fall outside the typical behavior of daily driving require that the player roll a driving check (reflex + COMBAT + vehicle asset) to succeed.

TURNING

There are two types of turns a driver will encounter: curves, and corners.

A curve is any bend in a road along its normal course. Curves will typically be safe to traverse at speeds up to 1.5x the posted speed limit. Any speed above that requires a driving check.

A corner is an intersection, typically a 90° turn. Turning a corner is considered a **high-speed turn** if done within the high speed maneuver range, and requires a driving check. (Note that it only requires *one* driving check, not two, as a maneuver would.)

ROLL	CRASH DESCRIPTION	RESULT	DAMAGE TO OCCUPANTS (NUMBER OF CRASH DICE)
12–13	Tire blowout and impact	Car goes out of control and hits another car or immobile object, such as a tree, wall, streetlight, etc. Driver can continue at 1/2 normal speed, must roll a driving check every round or crash (roll on crash table again). If all four tires are blown, car is disabled.	1
14–15	Slide and impact	Car slides out of control and hits another car or immobile object, such as a tree, wall, streetlight, etc. Driver can continue after impact.	1
16–17	Spin out and impact	Car spins out of control and hits another car or immobile object, such as a tree, wall, streetlight, etc. Car is disabled.	2
18–19	Head-on collision	Car collides head-on with another car or immobile object, such as a tree, wall, streetlight, etc. Car is disabled.	3
20	Head-on collision with extra damage	Car collides head-on with another car or immobile object. Damage to car is unusually severe, rendering it permanently immobile and trapping occupants inside. **Difficult** pulse attribute save required to get out of the vehicle.	3
21	Explosion	Depending on the terrain, the car either goes off a cliff, flips over, or any other dramatic result at the Administrator's discretion. The car bursts into flames and explodes in 1d4 rounds.	2 (before explosion) 6 (if any occupants are still in the car when it explodes)

HIGH SPEED MANEUVERS

Each car has a **high-speed maneuver range**. Any maneuver within that range is considered a **high-speed maneuver**, and requires a second driving check. No vehicle can perform a maneuver above its maximum high-speed range, and will crash if one is attempted.

CRASHES

If a car crashes, roll on the crash table below to find the result of the crash.

Damage done to the occupants during a crash depends on the safety of the car, and is reflected by its **crash dice**. For example, a passenger car has a d6 crash die. A rollover causes 2 dice of damage, so a rollover in a passenger car would do 2d6 damage to each occupant.

Roll 1d20. Adjust the roll based on speed:

- Less than 4: -1
- 4 – 15: No change
- 16 – 20: +1
- 21 and up: +2

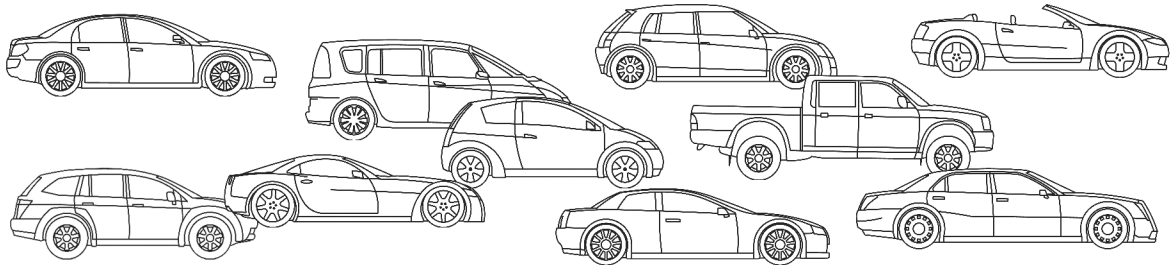
CHOOSING YOUR VEHICLE

ICON may provide vehicles for agents in some situations, keeping their mission and clearance level in mind. A good rule of thumb is that ICON will provide a vehicle with a handling class equal to the agent's clearance level.

Agents may also choose to purchase a vehicle with their own funds. Keep in mind that an agent who's operating covertly and posing as an impoverished merchant is going to stick out like a sore thumb if they're driving a Ferrari!

VEHICLE TYPES

TYPE	ACCELERATION: INCHES PER ROUND	HANDLING CLASS	HIGH SPEED MANEUVER RANGE	TOP SPEED	BRAKING: INCHES PER ROUND	CRASH DIE	PRICE
Supercar	18	d12	16 – 32	60	30	d10	$200,000
Sports car	13	d10	15 – 29	50	25	d10	$80,000
Sports sedan	9	d8	13 – 26	40	20	d6	$60,000
Passenger car	7	d6	12 – 25	35	18	d6	$30,000
Pickup truck / SUV	6	d6	12 – 25	35	18	d6	$40,000
Economy car	4	d6	12 – 25	30	15	d8	$15,000
Old car	3	d4	9 – 18	25	10	d12	$5,000
Heavy commercial truck	1	d4	7 – 15	25	10	d4	$50,000
Motorcycle	13	d10	15 – 29	50	25	d4	$10,000



SPEED	MPH	SPEED	MPH	SPEED	MPH	SPEED	MPH	SPEED	MPH
1	*3*	13	*44*	25	*85*	37	*126*	49	*167*
2	*7*	14	*48*	26	*89*	38	*130*	50	*170*
3	*10*	15	*51*	27	*92*	39	*133*	51	*174*
4	*14*	16	*55*	28	*95*	40	*136*	52	*177*
5	*17*	17	*58*	29	*99*	41	*140*	53	*181*
6	*20*	18	*61*	30	*102*	42	*143*	54	*184*
7	*24*	19	*65*	31	*106*	43	*147*	55	*187*
8	*27*	20	*68*	32	*109*	44	*150*	56	*191*
9	*31*	21	*72*	33	*112*	45	*153*	57	*194*
10	*34*	22	*75*	34	*116*	46	*157*	58	*198*
11	*37*	23	*78*	35	*119*	47	*160*	59	*201*
12	*41*	24	*82*	36	*123*	48	*164*	60	*205*

SPEED

Speed is measured in inches (or squares) per round. In some cases, it can be helpful to know how that speed translates to miles per hour (mph). Use the above table for an approximate conversion.

CAR CHASE - EXAMPLE OF PLAY

Priya is pursuing Evan, who is evading.

Priya has a sports car (Acceleration 13”/round, top speed 50, handling d10, braking 25)

Evan has an SUV (Acceleration 6”/round, top speed 35, handling d6, braking 18)

Evan is a block (15”) ahead of Priya in light traffic. They are going the same speed when Evan notices Priya tailing him, and hits the gas.

ROUND 1

Gap: Priya is 15” behind Evan. Each is traveling at a speed of 9”.

Awareness: Each driver is aware of the other, so no need to check this for the rest of the chase.

Hazards: The Administrator rolls a d6, and gets a 4. No hazards this round.

Declare actions: Evan accelerates flat-out (6”), and Priya does the same (13”).

Resolve action: Evan’s speed is now 15”, so he moves forward 15 squares. Priya’s speed is 24”, so she moves forward 24 squares. They’re now just 6 squares apart.

ROUND 2

Gap: The gap between Priya and Evan is 6”. Priya’s speed is 24”, Evan’s is 15”.

Hazards: The Administrator rolls a d6, and gets a 2. No hazards this round.

Declare actions: Evan is going to maintain speed and turn right onto a cross street. Priya slams on the brakes to make the same turn.

Resolve action: Evan is turning 90° at 15 speed. This is a high-speed turn for his SUV, so he has to make a **driving check**.

Evan rolls his **reflex** (d6), **COMBAT** (d10 because he has the **driving** skill), and the **handling** class of his car as an asset (d6). He rolls a 15, so he makes the corner safely.

Priya brakes hard, dropping to a speed of 14, slowing below her vehicle’s high-speed range, so she doesn’t need to make a driving check.

At the end of the round, both Evan and Priya have turned the corner. Evan is going at a speed of 15”, and Priya is going 14”. Evan’s speed widens the gap by one square, they’re now 7 squares apart.

MANEUVERS

MANEUVER	DESCRIPTION	FAILURE RESULT
J-turn	The car must be going in reverse to attempt a J-turn. The driver spins quickly 180°, resulting in the car going forward in the direction it had been reversing.	Roll on crash table
Handbrake turn	Handbrake turns can be used to navigate a tight turn when the car would otherwise be going too fast to make the corner.	Roll on crash table
Bootlegger reverse	A bootlegger reverse begins with the car going forward. The driver uses a combination of braking, downshifting, and a hard turn of the wheels to spin 180° and go forward in the opposite direction.	Roll on crash table
Drifting	Drifting is used when a driver wants to navigate a sharp curve without slowing down. More showy than practical, it can nevertheless be useful on unpaved surfaces, or to confuse pursuers in a roundabout.	Roll on crash table
Donut	A donut is performed from a standing start. The car is spun in a tight circle around its front end, so that one front tire stays in place while the rear end of the car spins around. Spinning donuts is a good way to confuse pursuers and buy valuable time while they try to guess which direction the evader will ultimately go.	Car spins to a halt. Roll 1d4 to determine final direction. 1 = forward 2 = face left 3 = face right 4 = reverse Driver can continue after spinout ends.
PIT maneuver	A PIT (Pursuit Intervention Technique) maneuver is used to cause a target car to spin out of control. The pursuer makes contact with the front side of their own car to the rear side of the target's car, pushes it sideways, and brakes quickly to avoid the target as it spins out of control.	Pursuer fails to make contact with target, no effect.
Ski	Driving on two wheels. A ramp is needed, or at least four lanes of unimpeded room to swerve back and forth, after which a car can be driven at an extreme angle, allowing it to slip through narrow passages it otherwise could not. A driving check is required every round, for a maximum of one minute, at which point the tires will rupture. The driver's complete attention is required, or the maneuver will fail. After one minute, the tires that are in contact with the ground will rupture. See the crash table for "tire blowout and impact."	Rollover. See crash table for results.

ROUND 3

Gap: The gap between Priya and Evan is 7". Priya is going at 14", Evan at 15".

Hazards: The Administrator rolls a d6. There is a hazard!

Rolling on the hazard table, the Administrator finds a red light with cross traffic.

Declare actions: Evan chooses to accelerate through the red light, and try to avoid the cross traffic. Priya makes the same decision.

Resolve action: Evan accelerates to 21". He has to roll a driving check to clear the intersection safely. He rolls a 17, and makes it through.

Priya accelerates to 27". She has to roll a driving check as well, and gets a 13. She barely makes it! She hears the frantic honking of horns and the screeching of tires behind her as cars slam into each other to avoid her sports car.

At the end of the round, Priya is going 27", Evan is going 21", so the gap **narrows** by 6". Priya is now just 1 square behind Evan.

ROUND 4

Gap: The gap between Priya and Evan is 1". Evan is going 21", Priya, 27".

Hazards: The Administrator rolls a d6, and gets a 3. No hazards this round.

Declare actions: Evan is going to make a bootlegger reverse to evade Priya. Priya slams on the brakes, figuring that she's going too fast to make a maneuver safely.

Resolve action: Evan has to make *two* driving checks, one for the bootlegger reverse, and one because he's attempting it as a high-speed maneuver for his SUV.

Evan rolls a 10. Failure! He must roll on the crash table.

Rolling on the crash table, the result is a rollover. Rolling a d4 to see where it lands, he gets a 2—the SUV lands on its side. Evan takes 2d6 damage from the crash, 5 points in total.

Priya slams on the brakes as hard as she can, slowing by 25".

At the end of the round, Evan has crashed and Priya has passed him, now at 2" speed.

ROUND 5

Gap: Evan has crashed. Priya is 2" in front of him at a speed of 2".

Hazards: No one is going faster than 4", so the Administrator does not roll for hazards this round.

Declare actions: Evan will try to crawl out of the wrecked car. Priya decides to stop braking, do a donut to swing her car around, and drive the 2" back to Evan.

Resolve action: Evan needs a **pulse** attribute save to crawl out of the wreckage. The Administrator decides it is **moderate** because the car is on its side, and gives him a d10 difficulty die. His pulse is d6, so he rolls 2d6 + 1d10. He rolls an 8, Evan is still struggling inside the truck, the door is jammed! He'll have to try again on the next round.

Meanwhile, Priya makes her driving check successfully, and is heading towards Evan.

ROUND 6

Gap: Evan has crashed and is stuck in his SUV. Priya is 2" away from Evan, moving 2".

Hazards: No one is going faster than 4", so the Administrator does not roll for hazards this round.

Declare actions: Evan will try to again crawl out of the wrecked car. Priya continues at her current speed, knowing she'll need to brake to stop at Evan's car.

Resolve action: Evan rolls a pulse attribute save again, and this time gets a 15—success! He crawls out of the truck, and manages to make it to the ground.

Priya reaches Evan's car, and stops.

Evan is out of his truck and on the ground, where he can flee or attack. Priya is still in her car, and will have to decide on the next round if she will fire at Evan from her car, get out of the car, or some other action.

The car chase is over. But the action's not!

ENVIRONMENTAL FACTORS

It is difficult to predict every environmental challenge that your player will face in a Top Secret: New World Order adventure. While some Administrators will hand wave the impact the environment has on a player, there are some who like to factor in such dangers. We have included five of the more common environmental hazards an average agent might face during a mission. These are not written in stone and the Administrator may alter these rules or do away with them as they see fit.

Keep in mind that environments mostly affect a character's attributes when exposed to the elements. Reducing an attribute by one or two die steps (depending on the situation) can simulate surviving the elements quite well. Elements can also affect TradeCraft or Expertise as well, but only in situations where the elements are a challenge to machinery, such as chasing a vehicle in the rain or firing a pistol underwater. Again, by lowering the die type by one or two steps should simulate the challenge perfectly.

DROWNING

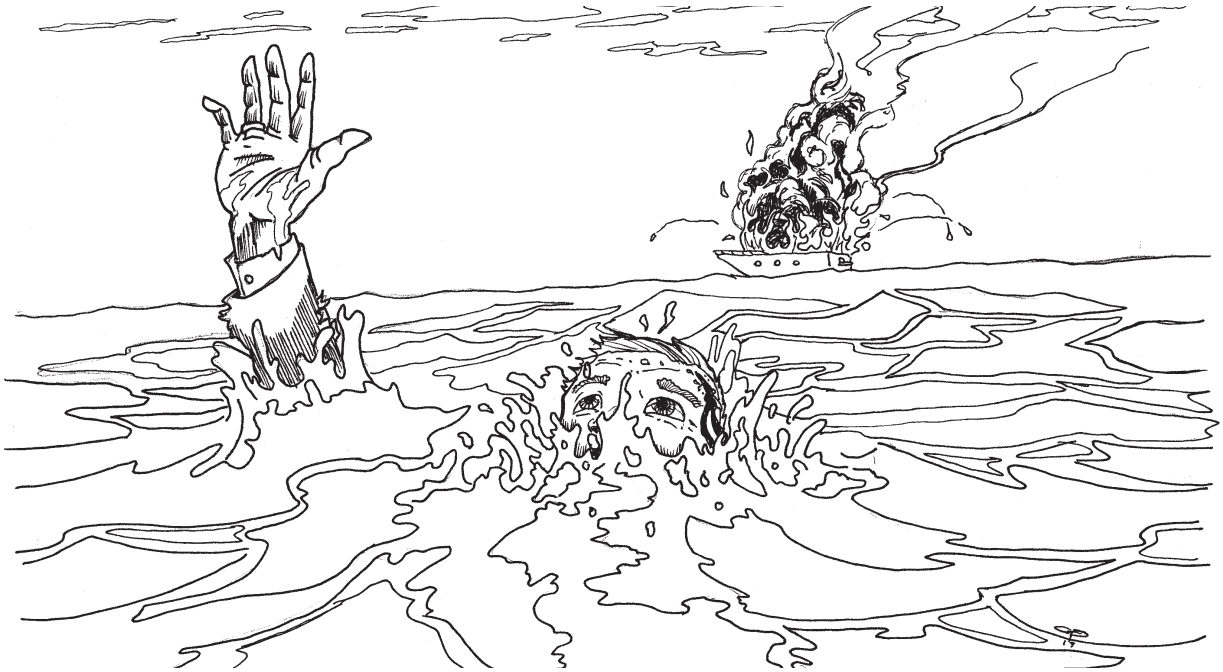
Drowning is always a threat to an agent. Faulty scuba gear, being held underwater by enemy agents, or being injured while in water may cause the inability to swim. Sometimes torture such as waterboarding can cause an agent to take water into their lungs.

An agent who stays underwater longer than they can hold their breath (see **underwater movement rules**) begins to drown. Once drowning, they must be rescued, and can no longer swim. A drowning person can be rescued by providing something to pull them out of the water, or by another character physically rescuing them. To physically rescue a drowning character, the rescuer must roll pulse + COMBAT + any equipment assets.

While drowning, the agent will lose ⬇1 from their Pulse attribute every round until fully drowned. Once the agent has drowned, see **death and dying**.

RAIN

Moving through the rain is not much of a challenge, however, moving quickly or trying to spot something during a downpour can be troublesome. The Administrator may call for a ⬇1 reduction to either Reaction (for movement) or ⬇1 to Intellect (for using any of the five senses) while in the rain. Other types of storms such as hurricanes can inflict harsher penalties (Administrator's discretion). Using an asset such as a vehicle can impose a penalty to the character's TradeCraft roll. Again a 1 step reduction should be sufficient, but the Administrator can impose a bigger penalty.



SNOW

Snow on the ground or falling snow can inflict similar penalties as rain. The Administrator may call for ⬇1 reduction to either Reaction (for movement) or ⬇1 to Intellect (for using any of the five senses) while in snowy conditions. Where snow differs is the chance of ice. Speeding in a vehicle or running on ice could cause the player's character to slip or spin out of control. When a player is acting out a vehicle chase in icy conditions, they will need to make a crash roll (see vehicles) if their TradeCraft roll is failed during a round. If the player is on foot, Reaction can be lowered by 2 steps when running on ice. The Administrator can also reduce the character's Pulse die by 1 or 2 steps to simulate being outdoors in freezing conditions, however wearing suitable winter clothes will null the freezing effect.

EXTREME HEAT

Extreme heat can have severe effects on the human body, if over exposed. An agent will become agitated, confusion will set in, the body will become fatigued, and finally heat stroke will occur. If an agent does not seek shelter, some form of shade, or water they will begin to become ill. The average human needs about four cups of water an hour to survive in conditions of 95 to 120-degree weather. Any less and the agent will slowly become compromised. If none of the above-mentioned protection is not applied the agent will lose ⬇1 per hour in Intellect, Pulse, and Reaction. If any of these attributes reach zero, the agent will go unconscious until shade and water can be found. The attribute loss will continue until pulse reaches zero and the agent expires.

ELECTROCUTION

Electrocution is caused by electric shock or electric current passing through the body. The result sends the victim into fibrillation and stopping their heart. Prolonged exposure to the electricity will then start to burn internally and externally, essentially cooking the victim. Electrocution happens in a matter of seconds. If the victim can be removed from the source and a defibrillator is applied quickly, the victim can usually recover. As voltage starts coursing through the body, the agent's reaction automatically goes to zero as muscle spasms and contractions make it impossible for them to move. After three seconds the heart begins to go into arrhythmia. Every second after the third the character's Pulse attribute will suffer ⬇1 per second until dead. Touching a person being electrocuted while not insulated will also be affected.

FALLING

An agent can fall safely (meaning taking only non-lethal damage) from a height of 40 feet assuming they do not land on something jagged or on their heads. Falls between 40 - 60 feet are sometimes lethal and anything over 60 feet cannot be survived. Again, this assumes that the character will hit a hard surface at impact. For every 10 feet of the fall, the Administrator will roll a d6 for damage. So, if an agent falls 50 feet they would take 5d6 in damage. A fall of 0-40 feet is considered non-lethal damage where a fall of 50+ feet would incur lethal damage. The agent may use a **Pulse** roll to soak some of the damage.

POISON

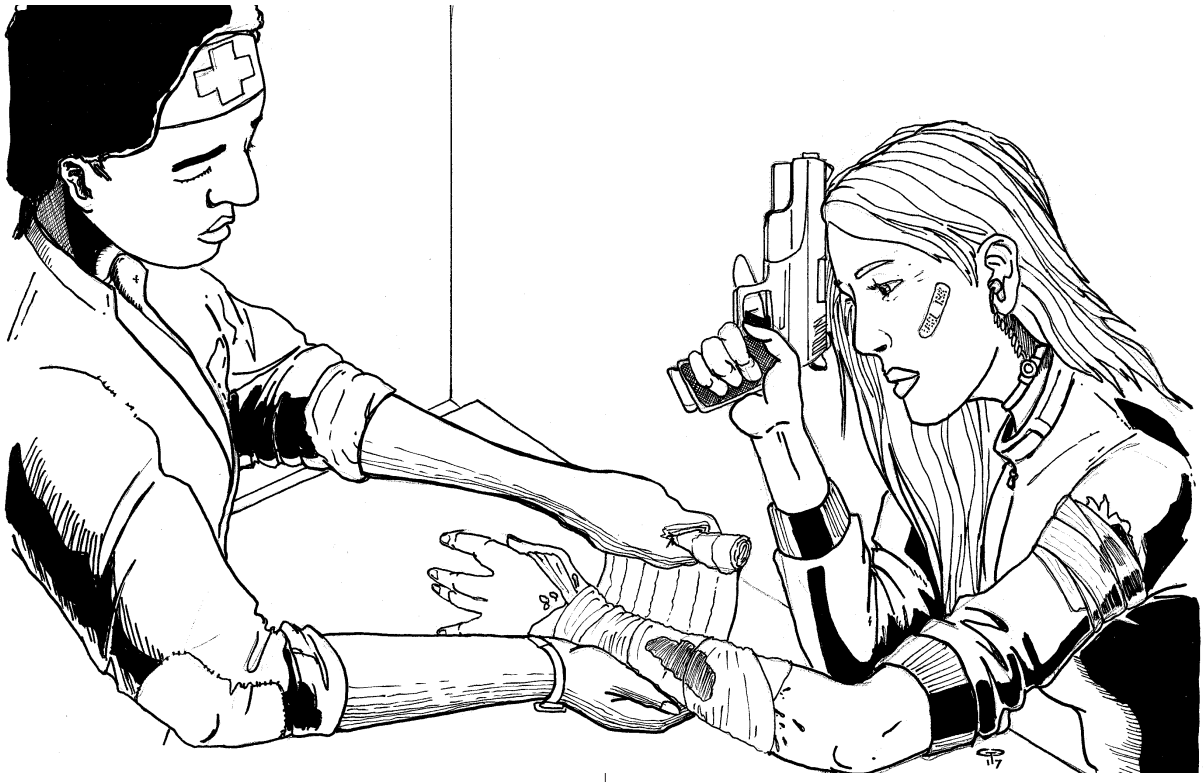
It is common in espionage stories to use poison as a method of taking out an opponent. Poisons in Top Secret: New World Order will attempt to lower the victim's attributes to either knock out, paralyze, or kill. When the poison is introduced it immediately begins to take effect (unless stated otherwise, i.e. small portions ingested over a long period, etc.) and wear down the victim's abilities. The time in which the poison steps down attribute dice is up to the Administrator, it could cause a step down every second, minute, or hour. The attributes that can be affected are:

Intellect: Poisons used to render someone unconscious

Reaction: Poisons used to render someone paralyzed

Pulse: Poisons used to kill

Once administered the poison lowers the attribute die one level for each time interval. Once the victim's attribute has been lowered to zero by the poison the effect happens immediately.



HEALING

For most injuries, some form of first aid is required to begin the healing process. Traumatic injuries, such as broken bones, gunshot wounds, or deep cuts, will require professional medical attention. In most cases, this means a hospital, although agents may have access to unofficial services if they are in hostile territory or must avoid hospitals for other reasons.

The type of injury will be determined at the Administrator's discretion, based on events.

NORMAL INJURY

Superficial damage, typically from hand-to-hand fighting, short falls, minor car crashes, etc.

TRAUMATIC INJURY

Broken bones, severe burns, gunshots and serious knife wounds, etc.

A small amount of healing takes place even without attention. Damage from fistfights, minor falls, etc., can usually be recovered without first aid. Even serious injuries allow for a small amount of healing by the body itself.

As the agent heals, mark the corresponding hit point boxes on the character sheet. The character's **pulse** recovers once enough hit points have been returned to reach that die.

Healing can only begin once the agent is resting. No healing occurs during combat, or any other strenuous activity such as driving, running, climbing, etc.

There are two types of medical attention: **first aid** and **medical treatment.**

HEALING WITHOUT FIRST AID

A maximum of 4 hit points can be recovered without first aid or medical treatment, while resting.

FIRST AID

Immediate action taken to stop bleeding, immobilize bones, perform CPR, and generally stabilize an injury is considered first aid. All agents learn basic first aid as a part of their TECH training. The specialized skill **first aid** can also be obtained.

Certain assets, such as a sponge injector for deep wounds or an aluminum splint for fractures, can provide additional healing during first aid. Agents who choose to carry first aid assets will typically

carry a complete first aid kit. Note that first aid kits are bulky, and not easily concealable.

First aid requires one minute (20 rounds) to complete.

MEDICAL TREATMENT

A hospital or similarly-equipped facility is required for medical treatment.

WHILE RESTING, WITHOUT ANY TYPE OF MEDICAL ATTENTION

Recover one hit point every 15 minutes, to a maximum of 4 HP healed.

AFTER RECEIVING FIRST AID

Roll **intellect** (stepping up for the **first aid** specialized skill, if applicable) for the person providing first aid. Recover this many hit points per hour. A maximum of 10 HP of traumatic injury (maximum 50% of damage) may be recovered without medical treatment.

If a first aid kit is used, add its **asset die** to the healing roll. A first aid kit allows an additional 6 HP (maximum 70% of damage) of traumatic injury to heal, above the normal limit.

AFTER MEDICAL TREATMENT

Any type of injuries may be healed with medical treatment. Once the agent has been taken to a hospital or similar, they may heal up to their maximum hit points, at a rate of d12+10 hit points per hour. Note the following exceptions:

SEVERE BURNS / EXTREME FROSTBITE

Once the agent has healed 70% of burn damage, the remainder requires one month to heal.

BROKEN BONES

Beyond first aid, broken bones require one month to heal fully. Failure to allow proper healing may result in a permanent impairment to the agent, at the Administrator's discretion.

DEEP CUTS OR PUNCTURE WOUNDS

After healing 70% of damage, another week of rest is required to heal deep cuts or puncture wounds, such as gunshots, severe knife wounds, etc.

AMPUTATION

If an agent loses a part of their body, they may be stabilized by first aid or medical treatment. Divide their remaining hit points by 14 days to determine the rate of hit point recovery. No hit points are recovered on any day the agent engages in combat.

DEATH AND DYING

Once a character reaches zero hit points, they are **dying.** They may roll a saving throw at this point. A pulse + COMBAT roll of 13 or better (regardless of the tension track) means they have survived. Roll 1d4 to determine how many hit points they have left. They may not gain hit points in this manner if they were at 3 or less before. The agent is dazed for five minutes.

A dying character is unconscious, and loses one hit point per minute if they are not stabilized. If they reach a negative hit point level equal to their **pulse** die type, they are dead.

To stabilize a dying character, **first aid** must be provided. During the one minute that first aid requires to complete, the dying character will lose a hit point.

As soon as first aid is completed, the character can recover hit points as described in **first aid**, above.

DYING

PULSE	HP AT FULL HEALTH	DEATH OCCURS AT
d4	4	-4 HP
d6	10	-6 HP
d8	18	-8 HP
d10	28	-10 HP
d12	40	-12 HP

MISSION DEBRIEFING

Mission points are awarded at the end of each mission, in the **mission debriefing**.

The Administrator has discretion when awarding points based on the results, creativity, problem-solving, and style with which each agent completed the mission.

Mission points are awarded by the Administrator based on the following criteria:

MISSION POINTS

Participation in a mission	1 point
Meeting mission objectives	1-3 points per objective
Uncovering vital intel during a mission	1-2 points
Gaining trust with a civilian or a law enforcement agency	1 point
Gaining a new contact during a mission	2 points
Completing a mission	1-5 points
Performing a heroic act	2 points
Saving the lives of fellow ICON agents	3 points
Exposing an undercover enemy	2 points

SPENDING MISSION POINTS

Mission points are currency the player can spend at the end of each mission to make improvements. These points may be spent on the following character enhancements.

RAISING ATTRIBUTES

To raise an attribute to the next die type the player must spend the current die number x3 in mission points. For example, an agent who wants to raise an attribute that started at a d4 will need to spend 12 points to bring that attribute to a d6. An agent who wants to raise an attribute that currently sits at a d8 will need 24 points to bring it to a d10 and so on.

RAISING TRADECRAFT

Tradecraft attributes are based on their primary attribute and cannot be raised through Mission points.

IMPROVING SPECIALIZED SKILLS

Adding a new specialized skill: 4 mission points.

Raising a specialized skill one die type: Current die type x2 mission points. For example, raising from a d6 to a d8 costs 12 mission points (6 x 2).

CLEARANCE LEVEL

Clearance level is awarded based on an agent's experience and performance in the field.

Agents earn one **clearance point** for every **mission point** earned. Unlike mission points, however, clearance points are not spent. As an agent accumulates clearance points, their level is raised. In special circumstances, at the Administrator's discretion, clearance level may be lowered by removing an agent's clearance points.

CLEARANCE POINTS	CLEARANCE LEVEL
0 – 14	d4
15 – 29	d6
30 – 44	d8
45 – 59	d10
60 +	d12

REPUTATION POINTS

Reputation points are earned or lost based on the agent's behavior during the mission. The Administrator should note whenever the agent does something that would increase or lower their reputation, and award or penalize points at the end of the mission accordingly.

Note that the behavior in question must be witnessed by someone, but it does not necessarily have to be one of the agent's contacts or colleagues. Word gets around. The only way a heroic or dastardly deed will fail to affect reputation is if no one except the agent witnesses it. (No one *alive*, that is...)

Reputation points are awarded or penalized by the Administrator based on the following criteria. These are guidelines, and don't cover every possible situation. The Administrator may choose to award, penalize, or ignore actions at their discretion.

REPUTATION POINTS

Fulfilling a significant promise / keeping your word about something of consequence	1 point
Meeting mission objectives	1-3 points per objective
Uncovering vital intel during a mission	1-2 points
Save the life of a colleague or contact	10 points
Save the life of a stranger (one or many)	5 points
Help a colleague or contact achieve their objectives	1 point
Performing a heroic act	2 points
Arrive in the nick of time to save the day	3 points
Connect a colleague or contact with a new and beneficial contact	1 point
Breaking a significant promise	-1 point
Revealing vital intel to a hostile	-1 point
Causing the death of a colleague or contact	-10 points
Cause the death of a stranger (one or many)	-5 points
Sabotage a colleague or contact's ability to achieve their objective	-1 point
Public intoxication and bad behavior	-1 point
Torture / abuse a prisoner	-5 points
Cause the death of a prisoner	-10 points

MISSION SALARIES AND BONUSES

ICON agents are paid a salary, and may also receive bonuses at the end of a mission, at the Administrator's discretion. To simplify record-keeping in the game, salaries are awarded at the end of each mission. The amount shown below does not represent the agent's **total** salary, instead, it represents the "disposable income" after typical living expenses are covered. (Thus, players do not need to worry about their character's mundane budgets.)

SALARIES

CLEARANCE LEVEL AT START OF MISSION	SALARY AT END OF MISSION
d4	$3,000
d6	$6,000
d8	$12,000
d10	$24,000
d12	$48,000

The Administrator may distribute bonuses at the end of a mission at their discretion. The following bonus structure is a recommended guideline, but is not mandatory by any means.

BONUSES

CLEARANCE LEVEL AT START OF MISSION	BONUS PER MISSION POINT AWARDED
d4	$500
d6	$1,000
d8	$2,500
d10	$5,000
d12	$10,000

NPC ARCHETYPES

The names used to describe various members of the covert services vary from agency to agency, nation to nation, and across eras. The archetypes shown here can be used as non-player characters, as pre-generated player characters if you need one in a pinch, or as inspiration for your own ideas.

Note that languages listed are in addition to English.

SALESPERSON

Possible covers: Business executive, bartender, customer service representative, diplomat, entrepreneur, psychic, preacher

Nerve: d8, **Suave:** d10, **Pulse:** d8, **Intellect:** d10, **Reflex:** d8

HUMINT: d8, **SIGINT:** d10, **TECH:** d6, **COMBAT:** d8

Clearance: d4**, Reputation:** d6

Languages: Chinese (Mandarin) d6, Chinese (Cantonese) d4, English d12, Russian d4

Agencies are always looking to recruit those who can adapt to situations and blend within the masses, therefore, most operatives will demonstrate at least a measurable degree of intelligence, creativity, the ability to read others, and the ability to carry off a false front. However, there are always those who truly shine, they exude a charm and a fluidity destined to fast track them up to elevated heights. These are master spies.

Background: Actor

Weapon: Ruger LCR

Contacts: Animal handler, Kremlinologist, physician with medical bag.

Impairments: Megalomania

Skills: Asset Handling , Analysis, Deception, Interrogation, Paramilitary, Soft Skills

LAMPLIGHTER

Possible covers: Photographer, property manager, engineer (electronics), smuggler, auctioneer.

Nerve: d12, **Suave:** d6, **Pulse:** d6, **Intellect:** d12, **Reflex:** d6

HUMINT: d10, **SIGINT:** d8, **TECH:** d6, **COMBAT:** d6

Clearance: d6**, Reputation:** d4

Languages: English d12, Arabic d8, Portuguese d6, French d4

You are responsible for transportation, manning surveillance posts, running safe houses, etc. You develop specialized and ICON approved attaché cases to expedite operative special devices and weapons deployment. You are university educated and were recruited immediately after graduation. You are smart, idealistic, and—at least in the beginning—just naïve enough to believe what your government feeds you. You are a versatile and quick learner.

Background: Computer Specialist.

Contacts: Chauffeur with a limousine and Driving Tradecraft Skill, Chemist, Lawyer.

Phobia: Ophidiophobia – The fear of snakes and cities that have more snakes.

Skills: Asset Handling, Exfiltration/Infiltration, Driving, Interrogation, Street Delivery, Soft Skills

SHOEMAKER (TAILOR)

Possible covers: Black Marketeer, street criminal, shop owner, clerk, bookkeeper.

Nerve: d10, **Suave:** d6, **Pulse:** d6, **Intellect:** d6, **Reflex:** d6

HUMINT: d8, **SIGINT:** d6, **TECH:** d10, **COMBAT:** d6

Clearance: d6, Reputation: d4

Languages: English d12, Hindi d8, Russian d4, Spanish d6

You produce forged documentation and bona fides. A shoe is a euphemistic term for a forged passport. A shoemaker is a euphemistic term for the person who manufactures false passports.

Background: Art/antiquities dealer

Contacts: Code breaker, lie detector, and polygraph operator.

Skills: Analysis, Deception, Illusion, Forensics, Forgery

MECHANIC

Possible covers: Quartermaster, stock clerk, smuggler, accountant, repo man.

Nerve: d6, **Suave:** d10, **Pulse:** d6, **Intellect:** d10, **Reflex:** d6

HUMINT: d8, **SIGINT:** d8, **TECH:** d8, **COMBAT:** d6

Clearance: d6, Reputation: d6

Languages: Chinese d12, English d8, Hindi d6, Russian d4

You manage supply chains and provisioning for field operations. You are familiar with special devices, vehicles, and weapons. Operatives on ICON payroll are required to return ICON equipment after the conclusion of each mission or it will be repossessed and they will be disciplined. Operatives not on ICON payroll who do not return ICON equipment must be billed or the equipment repossessed.

Background: Lawyer

Contacts: Arms dealer former terrorist with counter terrorism and terrorism tradecraft skills, crateologist, psychiatrist.

Skills: Driving, Electronic Communications, Electronic Surveillance, Forgery, Soft Skills

TECHNICIAN

Possible covers: Athlete, personal trainer, mercenary, bodyguard, bouncer.

Nerve: d6, **Suave:** d6, **Pulse:** d10, **Intellect:** d6, **Reflex:** d10

HUMINT: d8, **SIGINT:** d8, **TECH:** d8, **COMBAT:** d10

Clearance: d4 , **Reputation:** -d4

Languages: Russian d12, Spanish d4, German d8, English d6

You are responsible for black operations such as assassination or kidnappings often called wetwork. You were plucked straight out of the military. You may work as an assassin or an agent provocateur dropped where the action is the hottest. You may not be as experienced as a veteran or as versatile as a graduate but you are certainly the deadliest.

Background: Military

Contacts: Disguise Artist, Marine Vehicles Pilot with Marine Vehicle, Psychologist.

Skills: Black Bag Ops, Driving, Explosives, Guerrilla Tactics, Paramilitary

INQUISITOR

Possible covers: Psychologist, chemist, drug dealer, mafia enforcer, designer drug manufacturer.

Nerve: d6, **Suave:** d12, **Pulse:** d12, **Intellect:** d6, **Reflex:** d12

HUMINT: d10, **SIGINT:** d10, **TECH:** d6, **COMBAT:** d8

Clearance: d6 , Reputation: d4

Languages: English d12, Russian d12, Spanish d4, Arabic d4

You are responsible for debriefing and interrogation. You are familiar with performance-altering drugs and psychochemical weapons.

Background: Scientist

Contacts: Drone pilot with surveillance drone, marksman.

Skills: Deception, First Aid, Forensics, Interrogation, Psyops

WRANGLER

Possible covers: Analyst, field technician, cable guy, telephone operator, ham radio operator.

Nerve: d8, **Suave:** d6, **Pulse:** d6, **Intellect:** d8, **Reflex:** d6

HUMINT: d6, **SIGINT:** d8, **TECH:** d10, **COMBAT:** d6

Clearance: d6 , Reputation: d4

Languages: English d12, Spanish d10, German d4, Japanese d4

You gather and analyze intelligence gained via electronic surveillance or bugs. You gather and analyze intelligence gained via wiretapping telephone lines. You gather and analyze intelligence gained via radio interception. You gather and analyze intelligence gained from hacking computers.

Background: Architect

Contacts: Bomb Disposal Expert, Electrician, Memory Manipulator.

Impairment: Claustrophobia – The fear of small spaces. You fear elevators, trams, small rooms, and other enclosed spaces.

Skills: Electronic Communications, Electronic Surveillance, Forgery, Hacking, Psyops, Physical Surveillance, Soft Skills

MERCHANT

Possible covers: Corporate manager, high school teacher, ivy league professor, college student.

Nerve: d12, **Suave:** d12, **Pulse:** d6, **Intellect:** d6, **Reflex:** d6

HUMINT: d8, **SIGINT:** d8, **TECH:** d8, **COMBAT:** d6

Clearance: d8, Reputation: d4

Languages: Arabic d12, English d12, Portuguese d6, French d6

You are usually a case officer who supervises several operations at once, reassigned as a field operative. You are university educated and were recruited immediately after graduation. You are smart, idealistic, and—at least in the beginning—just naïve enough to believe what your government feeds you. You are a versatile and quick learner.

Background: Art/Antiquities Dealer

Contacts: Choir Boy former small-time criminal, Lie Detector, and Model Builder with art supplies and a 3D Printer.

Skills: Climbing, Driving, Forensics, Forgery, Illusion/Sleight of Hand

RONIN

Possible covers: Translator, diplomat, foreign correspondence reporter, TV anchor, jet setter, lawyer.

Nerve: d6, **Suave:** d6, **Pulse:** d6, **Intellect:** d8, **Reflex:** d6

HUMINT: d10, **SIGINT:** d8, **TECH:** d8, **COMBAT:** d6

Clearance: d8 , Reputation: d6

Languages: Chinese (Mandarin) d8, English d12, Hindi d8, Russian d8, Spanish d6, German d8, Japanese d8, Arabic d8, Bengali d8, Portuguese d6

You usually travel under the cover of being an international lawyer or translator (10 languages) for a large corporation while going about your real business. You may even be under the direct employ of such a company that provides you with your legend so that you can engage in corporate espionage on their behalf (or you may be set up within that company by a rival company who is paying you to steal secrets). You are a freelance operative working for money as opposed to ideology. You are currently hired as a field operative. You are a veteran of the espionage world, likely having started out as a legitimate operative working for a national agency before going into business for yourself.

Background: Athlete

Contacts: Escort, Disguise Artist, Currency Forger (counterfeiter).

Impairment: Aerophobia – The fear of flying.

Skills: Black Bag Ops, Deception, Guerrilla Tactics, Hand to Hand Combat (⬆ 2 Krav Maga), Marksmanship / Weaponry, Pilot Aircraft, Survival

SPOTTER

Possible covers: Photographer, paparazzi, private detective, newspaper kiosk owner, gambler.

Nerve: d6, **Suave:** d6, **Pulse:** d6, **Intellect:** d8, **Reflex:** d6

HUMINT: d10, **SIGINT:** d8, **TECH:** d8, **COMBAT: d6**

Clearance: d8 , Reputation: d6

Languages: English d12, Russian d4, Spanish d8, Arabic d6

You look for promising recruits for intelligence work, especially people with demonstrated access to intelligence targets, without necessarily recruiting.

Background: Clergy

Contacts: Automotive Mechanic with tools, Local City Guide with local city maps, and Mother or Nursemaid (asset Recruiter) from another agency with Gambler's Stash.

Skills: Asset Handling (⬆ 2 Asset Assessment, ⬆ 2 Cold Approach), Deception, First Aid, Forgery, Soft Skills.

JANITOR (CUSTODIAN)

Possible covers: Security guard, mercenary, clerk, IT professional, cyber-crimes officer.

Nerve: d6, **Suave:** d8, **Pulse:** d6, **Intellect:** d12, **Reflex:** d6

HUMINT: d6, SIGINT: d8, TECH: d10, COMBAT: d6

Clearance: d6 , Reputation: 0

Languages: English d12, Arabic d6, Portuguese d8, French d8

You manage security affairs for ICON facilities. You are an industrial security individual to whom classified material is assigned and who is responsible for its protection

Background: Police

Contacts: Police Sergeant, Negotiator, Scientist (pick a field), Freelance Journalist.

Skills: Analysis, Electronic Surveillance, Exfiltration/ Infiltration, Guerrilla Tactics, Marksmanship/ Weaponry

NANNY (BABYSITTER)

Possible covers: Soldier, athlete, mercenary, bodyguard for hire, bouncer.

Nerve: d12, **Suave:** d6, **Pulse:** d12, **Intellect:** d6, **Reflex:** d12

HUMINT: d6, **SIGINT:** d8, **TECH:** d8, **COMBAT:** d12

Clearance: d4 , Reputation: d6

Languages: English d12, Hindi d10, Russian d10

You are a special forces trained bodyguard. Your military background gives you discipline and a harsh view of the world that some would call jaded, but you call realistic. You are hard to get to know, but fiercely loyal once trust is earned.

Background: Military

Contacts: Gunsmith, Pattern Analyst, Wilderness Tracker.

Impairment: Glossophobia – The fear of public speaking. You are afraid of making speeches and you are afraid of not being able to make speeches.

Skills: Black Bag Ops, Climbing, Driving, Exfiltration/Infiltration, Explosives, Guerrilla Tactics, Hand to Hand Combat (⬆ 3 Taekwondo).

FERRET

Possible covers: Computer specialist, radio technician, field technician, phone operator, IT professional.

Nerve: d6, **Suave:** d6, **Pulse:** d6, **Intellect:** d8, **Reflex:** d6

HUMINT: d6, **SIGINT:** d10, **TECH:** d10, **COMBAT:** d8

Clearance: d6 , Reputation: d4

Languages: English d12, Spanish d8, Japanese d10

You are responsible for detection and removal of hidden surveillance. This includes hidden microphones bugs, telephone line wiretaps, and radio interception. You can also trace computer system intrusions.

Background: Engineer

Contacts: Historian, Pharmacist, Translator.

Skills: Black Bag Ops, Cryptography, Electronic surveillance (⬆ 3 Bugging, ⬆ 2 Communications Security), Forensics, Hacking.

MOTHER (NURSEMAID)

Possible covers: Socialite, photographer, paparazzi, private detective.

Nerve: d6, **Suave:** d10, **Pulse:** d6, **Intellect:** d6, **Reflex:** d6

HUMINT: d8, **SIGINT:** d8, **TECH:** d8, **COMBAT:** d8

Clearance: d8 , Reputation: d6

Languages: English d12 , Spanish d8, Portuguese d6, French d8

You are a handler assigned to Asset recruitment.

Background: Detective

Contacts: Imagery Interpreter, Photo Interpreter, Tunnel Builder.

Skills: Asset Handling (⬆ 3 Asset Recruitment), Analysis, First Aid, Psyops, Street Delivery.

SANDBAGGER

Possible covers: IT professional, wilderness guide, media professional, lawyer, politician.

Nerve: d6, **Suave:** d6, **Pulse:** d8, **Intellect:** d6, **Reflex:** d10

HUMINT: d10, **SIGINT:** d8, **TECH:** d6 **, COMBAT:** d10

Clearance: d8 , Reputation: -d4

Languages: Chinese (Cantonese) d8, English d12, Hindi d8, Russian d6

You are responsible for identifying and neutralizing potential leaks. Usually this means terminating with extreme prejudice (killing) a spy whose usefulness is at an end. This could include dying of the measles, a CIA term for killing a spy and making the death look natural.

Background: Hunter / Ranger

Contacts: Merchant (Intelligence Interpreter), Photographer, Wire Tapper.

Skills: Climbing (⬆ 2 Mountaineering), Black Bag Ops, Deception, Guerrilla Tactics, Survival

STREET PERSON

Possible covers: Thief, private detective, grifter, teacher, street performer.

Nerve: d6, **Suave:** d8, **Pulse:** d6, **Intellect:** d8, **Reflex:** d6

HUMINT: d10, **SIGINT:** d8, **TECH:** d6, **COMBAT:** d6

Clearance: d8 **, Reputation:** d4

Languages: English d12, Russian d8, German d8

You are usually a case officer who specializes in meetings, recruitment, or clandestine public meetings. You are good at street tradecraft: surveillance, brush passes, dead drops, etc. You are currently reassigned as a field operative. You are university educated and were recruited immediately after graduation.

Background: Magician

Contacts: Forensic Accountant, Hacker.

Skills: Asset Handling, Forgery, Illusion / Sleight of Hand, Soft Skills, Street Delivery

PRIVATEER

Possible covers: Mercenary, vessel captain, sailor, navigator, smuggler.

Nerve: d8, **Suave:** d6, **Pulse:** d6, **Intellect:** d8, **Reflex:** d6

HUMINT: d6, **SIGINT:** d10, **TECH:** d8 , **COMBAT:** d6

Clearance: d8 , Reputation: d4

Languages: English d12, Russian d8, German d8, Arabic d8

You were a kidnapping pirate overpowering larger and larger unarmed vessels in international waters. After being captured and given the choice of prosecution or cooperation, you chose to become a privateer. Now you are the commander of a ship privately owned and manned but authorized by ICON to attack and capture enemy vessels.

Background: Sailor/Ship Captain

Contacts: Animal Handler, Automotive Mechanic, Boxing Instructor, Paramilitary Leader.

Skills: Deception, First Aid, Guerrilla Tactics, Hand to Hand Combat (⬆ 2 Dambe), Pilot Watercraft.

ARMS DEALER

Possible covers: Smuggler, black-marketeer, cat burglar, gun runner, auctioneer, wiseguy.

Nerve: d8, **Suave:** d8, **Pulse:** d6, **Intellect:** d8, **Reflex:** d8

HUMINT: d8, **SIGINT:** d10, **TECH:** d8, **COMBAT:** d8

Clearance: d8 , Reputation: d4

Languages: English d12, Russian d10, Arabic d8

Background: Criminal. You were a heavily armed and heavily financed terrorist operating across national borders. After being captured and given the choice of prosecution or cooperation, you chose to become an arms dealer. Now you are the employee of a privately-owned arms producer but authorized by ICON to contact and identify terrorists while

selling them defective arms.

Contacts: Chemist, Code Breaker, Narc (former drug trafficker with Drug Trafficking, Geography, Illicit Drug Production, Pharmacological Chemistry and Duplication, Stealth, and Tunneling Tradecraft Skills).

Skills: Deception, Driving, Explosives, Marksmanship/Weaponry, Soft Skills.

NARC

Possible covers: Crime boss, smuggler, wheelman, drug dealer, gun runner, grifter.

Nerve: d6, **Suave:** d4, **Pulse:** d6, **Intellect:** d6, **Reflex:** d6, **HUMINT:** d8

SIGINT: d8, **TECH:** d6, **COMBAT:** d10

Clearance: d8 , Reputation: d4

Languages: English d10, Russian d12, German d8, Arabic d6

You were a heavily armed and heavily financed drug trafficker operating across national borders. After being captured and given the choice of prosecution or cooperation, you chose to become a law-abiding citizen, a narcotics officer (narc). You are currently reassigned as a field operative.

Background: Criminal.

Contacts: Crateologist, Disguise Artist, Polygraph Operator

Skills: First Aid, Forensics, Interrogation (⬆ 2 Drug-Assisted Interrogation), Pilot Aircraft, Parachuting.

HACKER

Possible covers: IT professional, tech support rep, cyber crimes officer, electronics store employee, e-sports professional, programmer.

Nerve: d8, **Suave:** d6, **Pulse:** d6, **Intellect:** d10, **Reflex:** d6

HUMINT: d6, **SIGINT:** d10, **TECH:** d10, **COMBAT:** d6

Clearance: d8 , Reputation: d4

Languages: English d12, Russian d12, Chinese d10

You were a cybercriminal attacking nations, corporations, and individuals through cyberspace. After being captured and given the choice of prosecution or cooperation, you chose to become a hacker. Now you are the employee of a privately owned software producer but authorized by ICON to identify and capture enemy cyber criminals. You are also to stop their malware from functioning. You are currently reassigned as a field operative.

Background: Computer Specialist

Contacts: Phone Company Engineer, Zookeeper, Ham Radio Operator, Historian.

Impairment: Non-swimmer.

Skills: Analysis, Cryptography, Electronic Communications, Explosives, Forgery, Hacking (⬆ 2 Botnets, ⬆ 2 Device Cloning), Illusion/Sleight of Hand, Marksmanship/Weaponry.

WARD

Possible covers: Organized crime leader, gang member, grifter, smuggler, thief.

Nerve: d8, **Suave:** d8, **Pulse:** d6, **Intellect:** d8, **Reflex:** d6

HUMINT: d10, **SIGINT:** d8, **TECH:** d6, **COMBAT:** d8

Clearance: d8 , Reputation: d4

Languages: English d12 , Russian d8, German d6, Arabic d8

You were an organized crime figure. After being captured and given the choice of prosecution or cooperation, you chose to become a ward. Now you are the employee of a privately-owned company but authorized by ICON to identify and capture organized crime figures. You are currently reassigned as a field operative.

Background: Criminal.

Contacts: Gambler, Lawyer, Negotiator, Safecracker.

Skills: Black Bag Ops, Deception, Exfiltration/ Infiltration, Interrogation, Street Delivery.

CHOIR BOY

Possible covers: Blackmailer, burglar, fence, forger, smuggler, pickpocket, thief.

Nerve: d10, **Suave:** d10, **Pulse:** d6, **Intellect:** d8,

Reflex: d6

HUMINT: d10, **SIGINT:** d8, **TECH:** d8, **COMBAT:** d6

Clearance: d8 **, Reputation:** d4

Languages: English d12, Russian d8, Arabic d8

You were a common criminal. After being captured and given the choice of prosecution or cooperation, you chose to become a choir boy. Now you are the employee of a privately-owned company but authorized by ICON to identify and capture common criminals. You are currently reassigned as a field operative.

Background: Criminal

Weapon: Not allowed to carry a weapon.

Contacts: Inquisitor, Fence who buys and sells stolen goods, Wilderness Guide.

Skills: Climbing, Driving, Explosives, Forgery, Physical Surveillance.

PLAYING AS A SOLO AGENT

Top Secret: New World Order can be played with as few as two people: one Administrator and one agent. While a team of operatives can work together to divide responsibilities during a mission, the solo agent can be just as effective if they have access to NPCs in support roles.

The Administrator is encouraged to make adjustments to published missions to account for the number of players in a group. Reducing the number of adversaries in combat is the primary change that will be required for a solo agent. Most other situations can be accounted for with a few NPCs that the agent can call upon for logistical, intelligence, or tactical support.

Each operative may request support personnel to assist with a mission. The number of support personnel available varies by clearance level, as shown on the table below.

The Administrator is free to adjust this number downward or upward due to "budget constraints" or "mission priority" if desired.

CLEARANCE LEVEL	NUMBER OF SUPPORT PERSONNEL AVAILABLE
d4	2
d6	3
d8	4
d10	5
d12	6

The support personnel are assigned to the operative who requests them, and generally follow directions within their area of expertise at an asset die level appropriate to the agent's clearance level. Note that agents with a negative reputation rating may encounter difficulties. Agents with particularly high reputation ratings may discover that their support team goes above and beyond the call of duty. Double-crossing a support personnel NPC may cause them to return unannounced in a future mission for revenge. The way an agent treats their support team will affect their reputation at the end of a mission.

The Administrator may use the following list of support personnel, or create their own as the situation requires.

Advance team. Before operation begins: observe target, determine movements, determine strengths & weaknesses, determine operating frequencies. After operation begins: disrupt communications, jam signals, and get out of the way.

Audit team. Overt ICON auditors used as a distraction.

Chauffeur. Driver trained in evasive maneuvers.

Clean-up crew. Specialists sent in to cover up a crime scene, remove traces of the agent's presence.

Listening post. Stationary team intercepting SIGINT.

Overwatch team. Provides cover from a high vantage point using suppressing fire, and can observe the areas ahead.

Stakeout team. Stationary teams of two each, operating on eight-hour shifts.

Sweepers. Team of "ferrets" sent to search buildings and grounds for listening devices.

APPENDIX A: DAMAGE FROM MISCELLANEOUS WEAPONS

WEAPON	DAMAGE	NOTE
Aerosol Spray Device (Mace, Pepper Spray, Tear Gas)	0	Lipstick-case size. Effect depends on contents.
Ammunition: Anticoagulant	⬆1	Adjustment to standard ammo.
Ammunition: Armor-Piercing, Superbullet, Dumdum, Super Dumdum, Duplex, Gyrojet, Microjet, Incendiary, Armor-Piercing Incendiary, High Explosive, High Explosive Incendiary.	⬆2	Adjustment to standard ammo.
Amplified (Weaponized) Sound	1	Area Denial Weapon. Temporarily deafening. Compressed CO2 Air Horn.
Anaphylactic Shock	d8	Requires knowledge of target's allergies.
Anesthetic Gas	0	
Anti-Riot Baton	1	Knock down. Fired from a shotgun.
Ballpoint Pen Gun	d4	1 shot, point blank only.
Bathroom Malodor, Concentrated	1	Incapacitating.
Baton	d4	Police carry.
Billy Club	d4	Police carry.
Billy Club and Tear Gas Gun, Combination	d4	See Tear Gas.
Blackjack or Sap	1-2	Blunt club or bottle.
Blowgun	1	Quiet and maybe poisonous.

WEAPON	DAMAGE	NOTE
Blunt Sports Equipment: Baseball Bat, Croquet Mallet, Golf Club, Oar, Paddle	1	
Bo	d4	6-foot wooden staff.
Bola, South American	1	Weighted throwing cords.
Boomerang	1-2	
Bow, Compound	d6	
Bow, Simple	d4	
Brass Knuckles	1	Handheld blunt weight.
Buckshot, Rubber	1	Fired from shotgun
Bullet, Plastic	1	Knock down. Fired from shotgun.
Bullet, Rubber	1	Knock down. Fired from shotgun.
Bullwhip	1	Braided leather whip.
Butt, Pistol	1	
Butt, Rifle	1	
Cable or Chain	1	10-foot animal tie-down. Could be used for strangulation.
Caltrop (spike)	1	Sharp tetrahedral tack or glass shards.
Candlestick	1	Blunt.
Cane, Sword	d4	
Cane, Walking	1	
CBR (Chemical-Biological-Radioactive) Weapon	d4-fatal	Damage depends on type of weapon.
Ceramic Gun	d4	Point-blank range only.
Chainsaw	d6–fatal	Damage depends on manner used

WEAPON	DAMAGE	NOTE
Chair, Folding	1	Impact to knock down.
Cigarette Gun	d4	1 shot. Fired by biting or igniting.
Cleaver	d4	
Crossbow	d6	Takes more time than crossbow pistol to reload. Shoots farther than a crossbow pistol.
Crossbow Pistol	d4	Takes less time than crossbow to reload. Does not shoot as far as a crossbow.
Crushing Weapon from 1cm to 30cm in length.	1	
Crushing Weapon greater than 30cm in length.	d4	
Dart Pistol	1	Spring-powered device. Effect depends upon hypodermic syringe contents. 1 dose.
Dart Rifle	1	Spring-powered device. Effect depends upon hypodermic syringe contents. 1 dose.
Dust Thrower, Compressed Air	0	Scuba tank, adjustable stream, cover tracks. Temporarily blinding.
Edged Tools: Adze, Axe, Hammer, Hatchet, Hoe, Saw, Screwdriver	d4	
Edged Weapon from 1" to 10" in length.	d4	
Edged Weapon greater than 10" in length.	d6	

WEAPON	DAMAGE	NOTE
Elbow	1	Hand-to-hand combat weapon.
Electric Shock Device	1	Wristwatch-size cattle prod. Temporarily debilitating.
Epee	1	
Fire Extinguisher	0	Temporarily blinding.
Fireplace Poker	d4	Blunt and edged weapon.
Flame Thrower	d10	Backpack mounted.
Flare Pistol	d4	40mm used for signaling.
Flashbang Grenade	1	May cause burns on contact.
Foil	1	
Garrotte	d4	Strangling or whipping cord or wire. Wire also used as slashing weapon.
Gigli saw	d4	Requires several rounds of sawing to do damage, but can cut through bone in two minutes.
Grapple	d4	Fired from Universal Carbine or Universal Pistol.
Grenade, Fragmentation	d10	Hand grenade or fired from grenade launcher. Shrapnel damage.
Gun, Linear Combustion Motorized	1	Experimental. Very rare. Fires 1,400 3" flechettes in 3 round bursts. Quieter than gunpowder weapon.
Harpoon	d4	

WEAPON	DAMAGE	NOTE
Hat Pin	1	
Hat, Razor-Edged Throwing	d4	
High-Intensity Light Device	1	Temporarily blinding.
Hypodermic Needle	1	Effect depends upon contents.
Infrasonic (Low-Frequency) Acoustic Weapon	1	Area Denial Weapon.
Jambiya	d4	
Katar (punching dagger)	d4	Broken bottle.
Knife	d4	
Knife Gun	d4	Spring-fired. Illegal in USA.
Lasso	1	Rope with noose.
Mace	1	Police carry.
Machete	d4	
Neoprene Slug	1	Fired from shotgun
Net	0	1 meter or larger square flat sheet used to cover or entangle.
Nunchuka	1	Short flail for striking or strangulation.
Outboard Motor	d4	Not quiet.
Paint Pellet Gun	1	.68" caliber device used for marking trees and livestock. Hazardous to eyes.
Pellet Gun	1	Compressed air-powered device launches BBs.
Pepper Spray	1	Police carry.
Pepperball	1	.68" caliber device launched at higher velocity than paint pellet gun.

WEAPON	DAMAGE	NOTE
Pipe, Lead	1	Blunt.
Pistol / SMG (Submachine Gun)	d4	
Plastic explosive, 1 pound	d12	
Pointed Weapon from 1" to 10" in length.	d4	
Pointed Weapon greater than 10" in length.	d6	
Poison (Ingested, Inhaled, or Injected)	d20	Faster than Contact Poison.
Poison, Contact	d12	Clothing, shoes, steering wheels, felt-point pens. See Slow Death Special.
Poison, Radioactive (Ingested, Inhaled, or Injected)	d8	Slower than Contact Poison.
Psychochemical Gas	0	Disorienting.
Purse	1	
Reduced Efficiency Attache Case	d4	Lead-lined radioactive exposure weapon.
Revolver without a Barrel	d4	
Ring, Plastic Death	1	Effect depends on contents. 1 dose.
Rope	1	Can be used for strangulation.
Round, Fabric or "Pancake" (Sabot)	1	Knock down. Fired from shotgun.
Sabre	1	
Safety Razor Gun	d4	1 shot.
Safety Slug (SS), Blue	d4	Packed with No. 12 birdshot (0.05" diameter). Stops on impact.
Safety Slug (SS), Silver	d6	Packed with No. 6 birdshot (0.11" diameter). Stops on impact.

WEAPON	DAMAGE	NOTE
Sai (wrenching dagger)	1	Entanglement weapon.
Seashell Bomb	d10	
Shark Stick, Explosive-Tipped	d8	12-gauge shotgun shell triggered on impact.
Shellfish Toxin	d10	
Shoe Blades, Kicking	d4	
Shoes or Boots, Steel-Toed	1	
Shuriken (throwing star)	1	Thrown folding knife or caltrop.
Skunk Malodor, Concentrated	1	Area Denial Weapon. Incapacitating.
Sleeping Gas	1	
Sling, Roman	1	Ammo is 4-ounce smooth stone.
Slingshot, Modern	1	Rubber band-powered device.
Slippery Fluid	0	Area denial weapon.
Slow Death Special	d4	Case handle impregnated with slow-acting contact poison.
Smoke Capsule/Bomb	0	
Soldering Gun	1	
Spear	d4	
Spear gun	d4	Rubber-band powered device with 1 spear.
Spear gun, Twin	d4	Rubber-band powered device with 2 spears.
Sticky Foam	0	Area Denial Weapon. Could inhibit breathing.
Stiletto	1	
Sting or Sponge Grenade	1	
Switchblade or Butterfly Blade	d4	

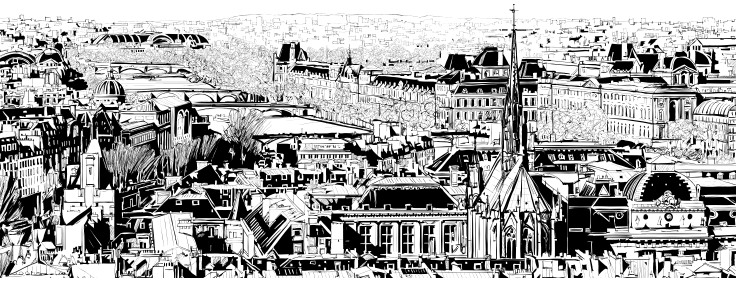
WEAPON	DAMAGE	NOTE
Sword	d4	
Taser	1	Considered a torture device in 50 nations. Temporarily debilitating. CO2-powered dart gun.
Tear Gas	1	Temporarily debilitating and blinding.
Teeth (biting)	1	
Tent Stake	1	
Thermal Beam Weapon	0	Area Denial Weapon. Feel like skin is on fire. Cover skin to defeat.
Thermite Bomb	d10	Melts through metal. May cause burns on contact.
Trident	d4	Spear used against frogs and fish.
Trocar	d4	
Ultrasonic (High-Frequency) Acoustic Weapon (Bombarder)	1	Area Denial Weapon. Battery-operated horn.
Umbrella Gun	d4	1 shot.
Umbrella, Bulgarian Sphere Injector	1	Effect depends on sphere content.
Universal Carbine	d6	CO2-powered device.
Universal Pistol	d4	CO2-powered device.
Whip, Telescopic Metal (10’)	1	
Who Me? Malodor, Concentrating	1	Incapacitating.
Wrench	1	Blunt.
Wrist Gun	d4	1 shot.
Zip Gun	d4	Spring-loaded firing pin strikes a bullet, point blank only.

APPENDIX B: PHOBIAS

An operative may have persistent, abnormal, or illogical fear of a specific thing or situation. Following a traumatic episode, some or all of the following symptoms may be present at all ages when the sufferer is confronted with the object of the phobia (roll 1d10):

D10	PHOBIC REACTION
1	Rapid heart rate
2	Dizziness
3	Hot or cold flashes
4	Feeling of going crazy and losing control
5	Chest pain
6	Feeling of choking
7	Inability to distinguish between reality and unreality
8	Trembling sweating
9	Thoughts of death
10	Nausea or other gastrointestinal distress

Each operative should roll two 10-sided dice, generate a number from 1 to 100 (00), and refer to the phobia table below. The operative and Administrator should write down the phobia, but only the operative may reveal the phobia to other operatives or non-player characters, at their discretion. Phobias are not automatically known or understood by other characters until they manifest themselves at possibly inopportune times during a mission. The phobia cannot be removed by normal means. Following a traumatic episode during a mission, additional phobias can be added to a character's list of abnormal behaviors at any time. For example, an operative who encounters guard dogs, a falling elevator, and a vehicle crash may suffer new phobias (as selected by the Administrator).



ROLL	PHOBIA
01	Arachnophobia – The fear of spiders. This includes cobwebs and trapdoors.
02	Ophidiophobia – The fear of snakes.
03	Acrophobia – The fear of heights.
04	Agoraphobia – The fear of open or crowded spaces.
05	Cynophobia – The fear of dogs.
06	Astraphobia – The fear of thunder/ lightning.
07	Claustrophobia – The fear of small spaces. This includes elevators, trams, small rooms, and other enclosed spaces.
08	Mysophobia – The fear of germs.
09	Aerophobia – The fear of flying.
10	Carcinophobia – The fear of cancer.
11	Trypophobia – The fear of holes.
12	Thanatophobia – The fear of death.
13	Glossophobia – The fear of public speaking.
14	Monophobia – The fear of being alone.
15	Atychiphobia – The fear of failure.
16	Ornithophobia – The fear of birds.
17	Alektorophobia – The fear of chickens.
18	Enochlophobia – The fear of crowds.
19	Aphenphosmphobia – The fear of intimacy. This involves the fear of being touched and the fear of love.
20	Trypanophobia – The fear of needles.
21	Anthropophobia – The fear of people.
22	Aquaphobia – The fear of water. This includes being in water and even near water.
23	Autophobia – The fear of abandonment.
24	Haemophobia – The fear of blood. The sight of blood can cause fainting or panic attacks.
25	Gamophobia – The fear of commitment.
26	Anatidaephobia – The fear of ducks.
27	Pyrophobia – The fear of fire.
28	Ranidaphobia – The fear of frogs.
29	Galeophobia – The fear of sharks.

ROLL	PHOBIA
30	Athazagoraphobia – The fear of being forgotten or forgetting.
31	Katsaridaphobia – The fear of cockroaches. This can lead to an excessive cleaning disorder.
32	Iatrophobia – The fear of doctors.
33	Pediophobia – The fear of dolls.
34	Ichthyophobia – The fear of fish. This phobia concerns any, from small to large, dead or live fish.
35	Achondroplasiaphobia – The fear of little people.
36	Mottephobia – The fear of moths.
37	Zoophobia – The fear of animals.
38	Bananaphobia – The fear of bananas.
39	Sidonglobophobia – The fear of cotton balls or plastic foams, even their sound.
40	Scelerophobia – The fear of crime involves being afraid of burglars, attackers, or crime in general.
41	Cibophobia – The fear of food.
42	Phasmophobia – The fear of ghosts.
43	Equinophobia – The fear of horses.
44	Musophobia – The fear of mice.
45	Catoptrophobia – The fear of mirrors. Being afraid of seeing something you do not like in the mirror.
46	Agliophobia – The fear of pain. Being afraid or anxious that something painful will happen to you.
47	Tokophobia – The fear of pregnancy and childbirth.
48	Telephonophobia – The fear of talking on the phone. Most of these phobics prefer texting or emailing.
49	Pogonophobia – The fear of beards.
50	Omphalophobia – The fear of belly buttons.
51	Hippopotomonstrosesquippedaliophobia – The fear of long words.
52	Xenophobia – The fear of the unknown.
53	Vehophobia – The fear of driving.
54	Achievemephobia – The fear of success.

ROLL	PHOBIA
55	Basiphobia – The fear of falling. In extreme cases, people refuse to walk, use stairs, or even stand up
56	Theophobia – Fear of God. It causes an irrational fear of religion in general.
57	Ailuorphobi – The fear of cats.
58	Metathesiophobia – The fear of change.
59	Globophobia – The fear of balloons.
60	Nyctophobia – The fear of darkness.
61	Androphobia – The fear of men.
62	Phobophobia – The fear of fear. The thought of being afraid of objects or situations is scary.
63	Philophobia – The fear of love. Being scared of falling in love or becoming emotionally attached.
64	Triskaidekaphobia – The fear of the number 13. It is often associated with bad luck and evilness.
65	Emetophobia – The fear of vomiting. Loss of one's self control is often the biggest fear here.
66	Gephyrophobia – The fear of bridges.
67	Entomophobia – The fear of bugs and insects OR Acarophobia – The fear of biting insects.
68	Lepidopterophobia – The fear of butterflies. This phobia usually means the fear of most winged insects.
69	Panophobia – The fear of everything. A constant state of fear that something terrible will happen.
70	Podophobia – The fear of feet. Some people fear touching or even looking at feet, even their own.
71	Paraskevidekatriaphobia – The fear of Friday the 13th.
72	Somniphobia – The fear of sleep. Being terrified of what might happen if one falls asleep.
73	Gynophobia – The fear of women.
74	Apiphobia – The fear of bees. Many people fear bees because they are afraid of being stung.

ROLL	PHOBIA
75	Koumpounophobia – The fear of buttons. Clothes with buttons are usually avoided by these phobics.
76	Pseudodysphagia – The fear of choking.
77	Bathophobia – The fear of depths including lakes, tunnels, caves, etc.
78	Cacomorphobia – The fear of fat people.
79	Gerascophobia – The fear of getting old.
80	Chaetophobia – The fear of hair; other peoples' hair and animal hair.
81	Nosocomephobia – The fear of hospitals.
82	Ligyrophobia – The fear of loud noises.
83	Didaskaleinophobia – The fear of school.
84	Technophobia – The fear of technology.
85	Chronophobia – The fear of the future. Chronophobia is a persistent fear of what is to come and the passing of time.
86	Spheksophobia – The fear of wasps.
87	Ergophobia – The fear of work.
88	Coulrophobia – The fear of clowns.
89	Allodoxaphobia – The fear of opinions. Being afraid of hearing what others are thinking of you.
90	Samhainophobia – The fear of Halloween.
91	Photophobia – The fear of light.
92	Disposophobia – The fear of getting rid of stuff. This triggers extreme collecting or hoarding of things.
93	Numerophobia – The fear of numbers.
94	Ombrophobia – The fear of rain. Many fear the rain because of accompanying storm-like conditions.
95	Coasterphobia – The fear of roller coasters.
96	Thalassophobia – The fear of the ocean.
97	Scoleciphobia – The fear of worms.
98	Kinemortophobia – The fear of zombies.
99	Myrmecophobia – The fear of ants.
00	Taphophobia – The fear of being buried alive by mistake and wake up in a coffin deep underground.

APPENDIX C: ADDING YOUR OWN WEAPONS

While the weapons tables represent many archetypical firearms, you may wish to include others in your game to personalize a character, add realism to a real-world organization, meet a specific need, or just out of personal preference. This section will provide you with the formulas needed to make the conversion from real-world statistics to Top Secret: New World Order.

The first thing to keep in mind is that it's the ammunition, not the gun, that determines the bulk of the stats. In the standard weapons tables, we have posited a typical example of ammo for each gun. If your character chooses a different cartridge for their gun, you can also use this section to adjust the stats as necessary.

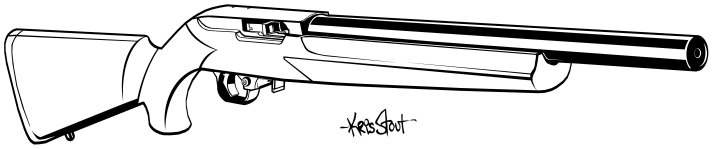
There are many sources to turn to for the real-world statistics you will need, both online and in print. Ballistics tables publishers include Hornady, Sportsman's Guide, JBM Ballistics, as well as many manufacturers, and others.

The statistics you come up with for game purposes will be a best estimate, not a perfect simulation. Even if that were the intent of the game, a brief foray into the many online forums and discussions about things like "stopping power" will reveal as much disagreement as agreement. Choose your best estimate from the statistics you are able to find, and consider them in relation to other guns and ammunition in the game. And remember, whatever you may come up with, it's ultimately up to the administrator to decide what's allowable in their campaign.

You will need five statistics to define a projectile weapon: range, accuracy (the asset die), damage, capacity, and rate of fire.

Range: the maximum effective range at which a weapon can strike a point target. This is not the absolute maximum distance the bullet can travel, rather the distance at which a trained shooter is able to hit with accuracy and force.

Accuracy: The accuracy of a weapon will decrease with distance, due to many factors including bullet



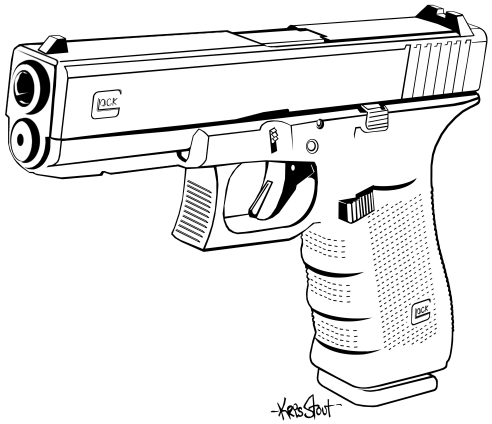
drop, wind, the aerodynamics of the projectile, barrel range, and more. For simplicity's sake, the best option is to estimate a weapon's accuracy from the consensus of experienced shooters. Using close range as your baseline, a gun & ammo combination of average accuracy should be rated as a d6. A notoriously inaccurate weapon would rate a d4, and a fine sniper's rifle would rate a d12. Whatever your base accuracy, step up one die type for point blank range (maximum d12) and step down one die type for each more distant range (minimum d4).

Damage: For game purposes, damage is based on bullet kinetic energy—the amount of energy in foot-pounds a bullet possesses at a given speed. The most consistent data available is muzzle energy, and so the formula used is KE/20 = maximum hit points damage at close range.

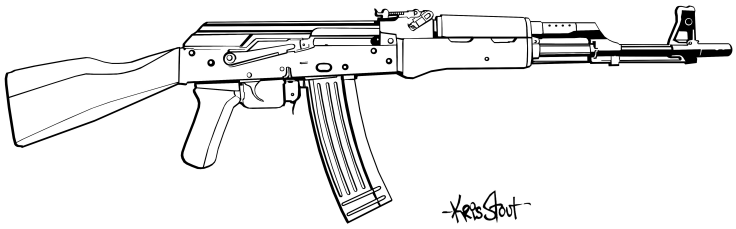
For example, a 9mm round has 393 ft/lb of muzzle energy. 393/20 = 19.65. Rounded up to 20, that results in 2d10 damage (maximum 20 hit points).

A .357 Magnum has 624 ft/lb of muzzle energy. 624/20 = 31.2. Round it off to 30 hit points, 3d10 damage at close range.

A .50 AE cartridge has 1449 ft/lb of muzzle energy. 1449/20 = 72.45. That's over 70 hit points of maximum damage. The maximum hit points a person can have is 40, so we call the damage Fatal at close range. Theoretically, it would be possible to roll very low, but for game purposes, anything above 3d12 damage is rated as "fatal" on the weapon table.



The reason for rating anything above 3d12 as "fatal" on the weapon table is threefold. More than three dice in a damage roll becomes excessive. Even in the case of a :fatal" result, a death saving throw may prove successful, or they may have a fortune point remaining to cheat the grim reaper. Finally, the purpose of Top Secret: New World Order is not to create a tactical combat game for superheroes trading slugs to the chest and walking away. Being shot is a deadly affair. The game balance favors quick play over painstaking math, and agents should be doing their best not to get shot, rather than leaping into the line of fire.



Once you have determined the damage at close range using the formula above, step up and down die types for the various ranges, just as you did for accuracy.

Capacity and rate of fire: Determine each of these based on the actual magazine size or number of rounds a weapon can hold, and its effective rate of fire. This is the number of times it can be accurately fired in a 3-second game round. While the exact rate of fire can be subject to debate as skill and situations are taken into account, it's best to keep gameplay in mind. As a rule of thumb, higher caliber weapons with more kickback will have a lower rate of fire, as the agent has to take aim again for each shot. Personal experience, or simply watching online videos of the gun in action, is a good way to estimate how many accurate shots can be taken in three seconds. For reference, we've limited the Desert Eagle .50 caliber to one shot per round, and allowed up to five shots per round for a Walther P22 or an Uzi.

Make your best estimates with the data you have available, and remember that when gameplay and realism are at odds, try to keep as much realism as possible, but let gameplay win out.

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APPENDIX E: AGENT DOSSIER

Agent name: Your character's real name.

Known aliases: Any code name, false identities, etc.

Height / weight / hair / eye color / distinguishing features: Describe your character's physical appearance however you choose. These characteristics do not affect gameplay.

Attributes: see page 10.

Tradecraft: see page 26.

Clearance points / clearance level: see page 12.

Quick reference: This is a "cheat sheet" to help you remember the most common die rolls.

Reputation: see page 12.

Background: see page 16.

Impairments: see page 14.

Languages: see page 21.

Nationality: Choose any nationality you prefer.

Personal history: Write a short bio for your agent here. Be as creative as you like.

Money: see page 43.

Action points: see page 67. The AP boxes are for your convenience, to be marked off during play.

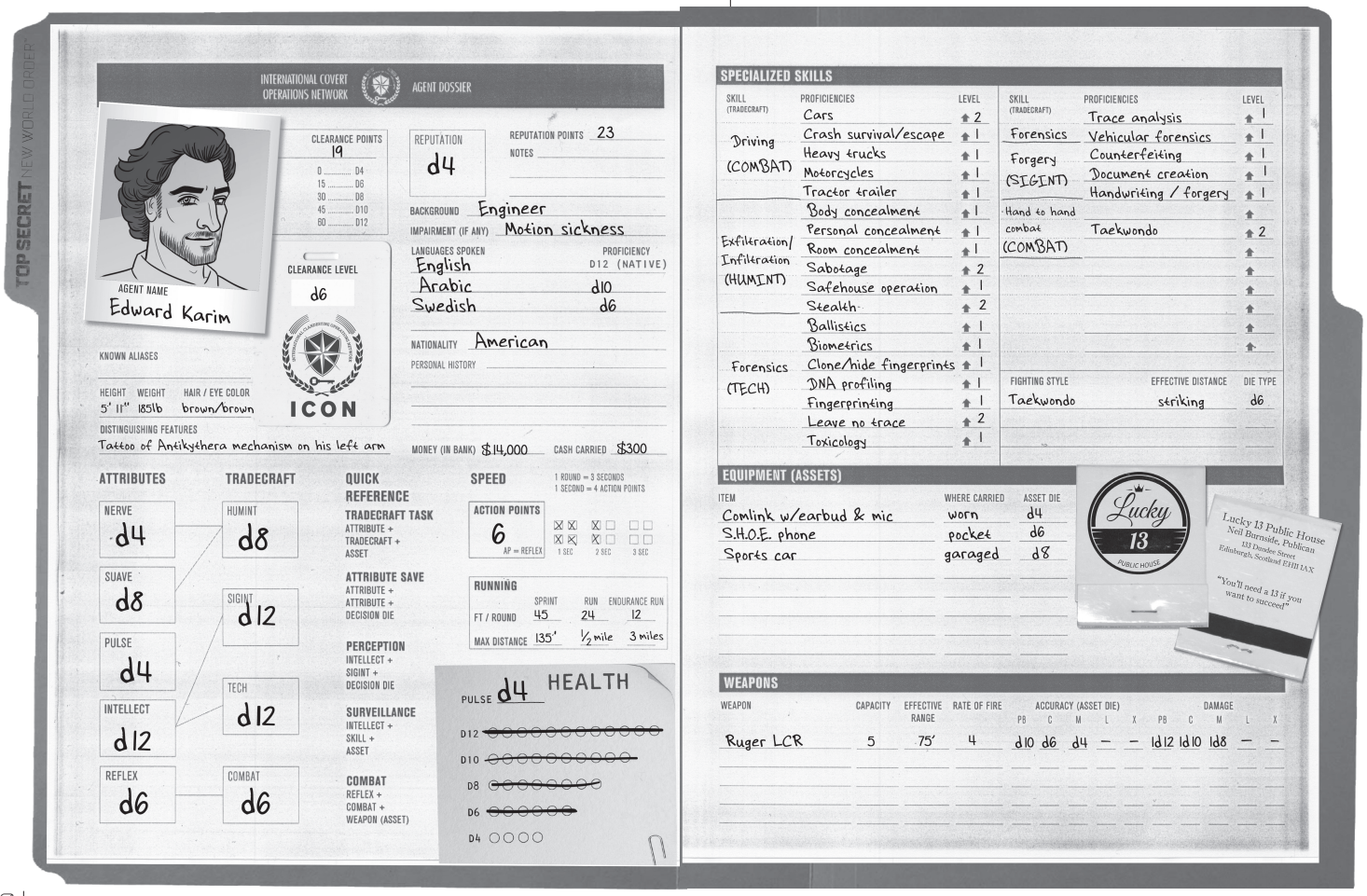
Running: see page 69.

Health: see page 83.

Specialized skills: see page 26. Write the skill and its associated tradecraft in the left-hand column, and fill in all of that skill's proficiencies on the right. Draw a line between skills in the left column to keep them separated. When you choose a new skill, you get all the associated proficiencies, starting at ⬆1.

Equipment: List whatever your agent is carrying or has quick access to, such as in their car.

Weapons: see page 80.



TOP SECRET NEW WORLD ORDER™

INTERNATIONAL COVERT OPERATIONS NETWORK

AGENT DOSSIER

AGENT NAME

CLEARANCE POINTS

0 ..... D4
15 ..... D6
30 ..... D8
45 ..... D10
60 ..... D12

CLEARANCE LEVEL

ICON

REPUTATION

REPUTATION POINTS _____

NOTES _____

BACKGROUND _____

IMPAIRMENT (IF ANY) _____

LANGUAGES SPOKEN — PROFICIENCY

D12 (NATIVE)

NATIONALITY _____

PERSONAL HISTORY _____

KNOWN ALIASES _____

HEIGHT WEIGHT HAIR / EYE COLOR _____

DISTINGUISHING FEATURES _____

MONEY (IN BANK) _____ CASH CARRIED _____

ATTRIBUTES

NERVE

SUAVE

PULSE

INTELLECT

REFLEX

TRADECRAFT

HUMINT

SIGINT

TECH

COMBAT

QUICK REFERENCE

TRADECRAFT TASK
ATTRIBUTE + TRADECRAFT + ASSET

ATTRIBUTE SAVE
ATTRIBUTE + ATTRIBUTE + DECISION DIE

PERCEPTION
INTELLECT + SIGINT + DECISION DIE

SURVEILLANCE
INTELLECT + SKILL + ASSET

COMBAT
REFLEX + COMBAT + WEAPON (ASSET)

SPEED

1 ROUND = 3 SECONDS
1 SECOND = 4 ACTION POINTS

ACTION POINTS

AP = REFLEX

1 SEC: ☐☐ ☐☐
2 SEC: ☐☐ ☐☐
3 SEC: ☐☐ ☐☐

RUNNING

	SPRINT	RUN	ENDURANCE RUN
FT / ROUND			
MAX DISTANCE			

HEALTH

PULSE _____

D12 ○○○○○○○○○○○○
D10 ○○○○○○○○○○
D8 ○○○○○○○○
D6 ○○○○○○
D4 ○○○○

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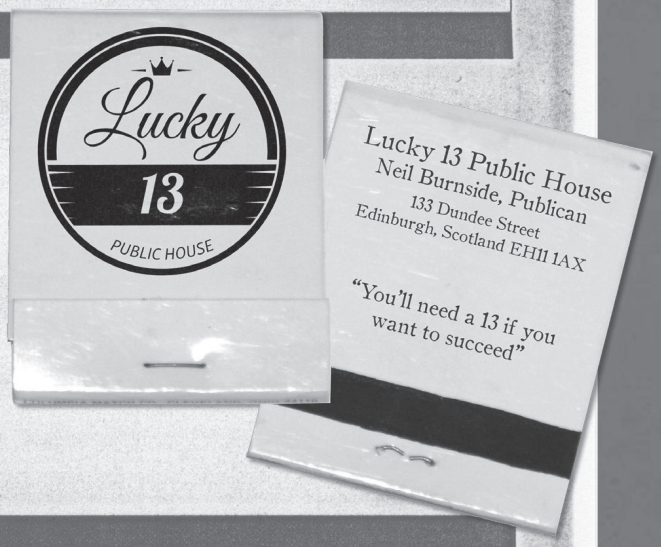
SPECIALIZED SKILLS

SKILL (TRADECRAFT)	PROFICIENCIES	LEVEL	SKILL (TRADECRAFT)	PROFICIENCIES	LEVEL

FIGHTING STYLE	EFFECTIVE DISTANCE	DIE TYPE

EQUIPMENT (ASSETS)

ITEM	WHERE CARRIED	ASSET DIE



WEAPONS

WEAPON	CAPACITY	EFFECTIVE RANGE	RATE OF FIRE	ACCURACY (ASSET DIE) PB	C	M	L	X	DAMAGE PB	C	M	L	X

TOP SECRET
NEW WORLD ORDER™

CORE RULEBOOK

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