TOP SECRET
NEW WORLD ORDER™

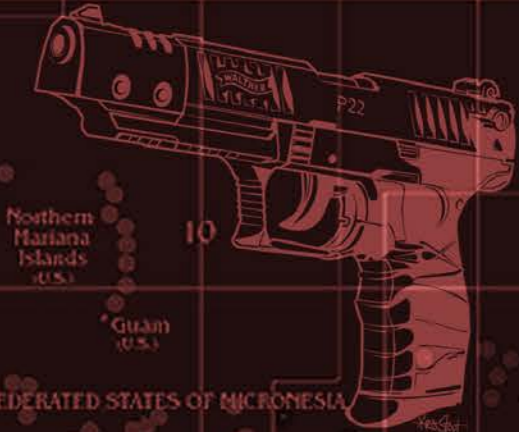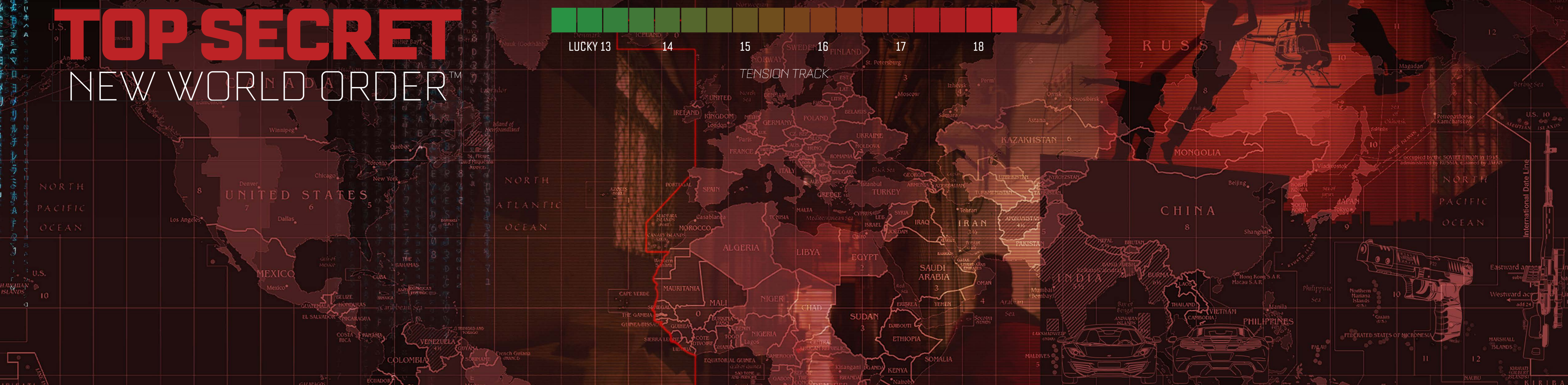LUCKY 13 14 15 16 17 18

TENSION TRACK

FORTUNE POINTS

1d6 per agent rolled secretly at the start of the mission

GUIDELINES FOR RAISING OR LOWERING DIFFICULTY

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

BURSTS AND BLOWBACK

Highest number on attribute die = **burst**

Lowest number on attribute die = **blowback**

Burst: roll again and add result, extraordinary success

Blowback: Character is saddled with a dilemma, tension track goes up by one

EXTRAORDINARY SUCCESS

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.

INTERROGATION

Opposed roll: Nerve + HUMINT

Telling the truth: Detainee will lie on 13 or higher, roll detainee's nerve + HUMINT + decision die

ATTRIBUTE SAVE

Attribute + Attribute + Decision Die

DECISION DIE TABLE

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

SURVEILLANCE

Intellect + SIGINT + Asset

Surveillant must roll higher than target

Stakeout: Opposed roll, once per hour

Tailing: Opposed roll, once per hour or when target changes direction, enters new location, or another agent takes over the tail.

OPPOSING HACKER TECH RATING

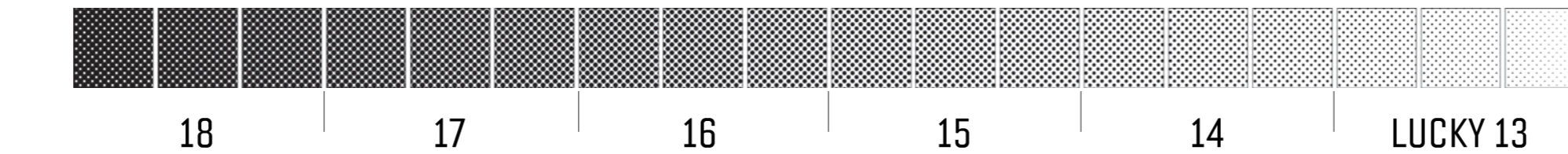| DIE TYPE	DESCRIPTION
d4	**Script kiddie:** A wannabe hacker with few skills of their own who relies on prefab software and tools
d6	**Amateur coder:** Competent, sticks to small-time corporation or government agency, simple security
d8	**Security expert:** This hacker works for a corporation or government 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

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, p. 62)

DEATH & DYING

At zero hit points, roll pulse + COMBAT to survive, dazed

Otherwise, death occurs per table below. Dying characters are unconscious, and lose 1 hp per minute unless stabilized.

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

18	17	16	15	14	LUCKY 13

TENSION TRACK

HAND TO HAND COMBAT

1. Choose striking or grappling distance

2. Roll to hit

3. Successful strike = roll damage

4. Successful grapple = grappling table

TO HIT

Attacker: Reflex + COMBAT + fighting style*

Defender: Reflex + COMBAT + fighting style*

Attack roll must beat defense roll to hit

*Fighting style die may only be used at appropriate distance.

DAMAGE

Roll pulse + asset vs. pulse + asset*

Attack roll vs. defense roll = damage

Minimum damage = 1 hit point

Striking damage is temporary, weapon damage is real

*Attacker may use asset for both weapon and fighting style (striking), defender may use asset for both armor and fighting style (striking).

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

Most other non-combat actions take 2 action points.

Players may change their stated action at the cost of 4 AP.

INITIATIVE

1. Players declare actions for the round, slowest characters declare first

2. Administrator resolves all actions, beginning with the fastest characters

TRADECRAFT TASK: "LUCKY 13"

Attribute + Tradecraft + Asset

(or decision die)

13 or greater = success

RANGED COMBAT

1. Attacker rolls reflex + COMBAT + weapon

2. Defender rolls reflex + defensive modifier(s)

Defender unaware = no reflex die

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 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 84

MOVEMENT UNDERWATER

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

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

DROWNING

An agent who stays underwater longer than they can hold their breath begins to drown.

Agent will lose ⬇1 pulse every round until fully drowned.

AUTOMATIC WEAPON FIRE

ARC OF FIRE	PENALTY TO ATTACK ROLL
0°–20°	⬇1
21°–40°	⬇2
41°–60°	⬇3

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.

Number of hits = attack roll – defense roll

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
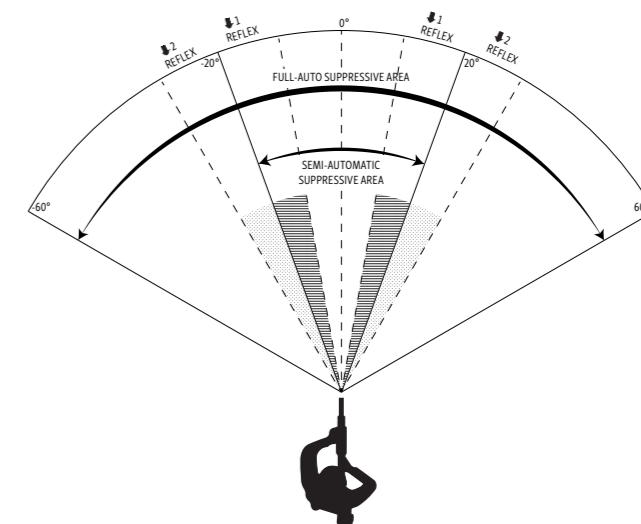
THREE ROUND BURST

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

Any target in the range of a three-round burst takes ⬇1 to their reflex roll.

CAR CHASE RULES

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 it's a chase?

3. Check for hazards

4. Declare actions (accelerate / brake / maneuver / etc)

5. Resolve actions, update the gap

DRIVING CHECK

Reflex + COMBAT + Vehicle handling class

HAZARD ROLL

WHERE	SPEED	HAZARD PRESENT
City	4–18	5–6 on d6
City	19+	4–6 on d6
Highway	4–25	12 on d12
Highway	26+	10–12 on d12

MANEUVERS

MANEUVER	FAILURE RESULT
J-turn	Roll on crash table
Handbrake turn	Roll on crash table
Bootlegger reverse	Roll on crash table
Drifting	Roll on crash table
Donut	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	Pursuer fails to make contact with target, no effect
Ski	Rollover. See crash table for details.