

ERRATA for TOP SECRET: New World Order

Page 24, Improved Specialized Skills

Should read “As each proficiency is improved, the character sheet should be marked with the appropriate step level for that proficiency. The maximum any proficiency can achieve is $\boxed{\uparrow}5$.”

The mission point cost of improving a proficiency within a skill is equal to the existing step level x2. For example, raising the lockpicking proficiency within black-bag ops from $\boxed{\uparrow}2$ to $\boxed{\uparrow}3$ would cost 4 mission points.”

Page 47, Vulture Drones

The description for Vulture Drones describes a “Life Level” of 1–10. This should read “health.”

Page 50–51, Pepper Spray and Psychochemical Errata

Pepper spray should read “Each released capsule or canister reduces **reflex** by $\boxed{\downarrow}2$ for (d4 x 15) minutes if the spray contacts the eyes, nose, or mouth. The affected agent may roll **pulse** + **combat** to avoid additional blindness and uncontrollable coughing. A gas mask will protect the agent entirely. Other methods, such as a handkerchief or dust mask, may provide an asset die to avoid blindness and coughing, but will not protect against a loss of reflex. Range is 10 feet.”

Psychochemical should read “Each released capsule or canister causes confusion and reduces **suave**, **intellect**, and **reflex** by $\boxed{\downarrow}2$ for 1d10 minutes.”

Page 50–51, Slippery Fluid Table

The Slippery Fluid chart appears a second time on page 51. The Sticky Foam chart that should appear on page 51 is listed below.

Sticky Foam Chart

Dice Result 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, nasal airway clogged
07–08	Mouth	Temporary loss of sense of taste, mouth airway clogged
09	Neck	Sticks to upper chest, difficulty raising head
10–16	Right Arm	Sticks to right chest, limiting mobility
17–18	Right Hand	Sticks to right abdomen, hindering hand use
19–25	Left Arm	Sticks to left chest, limiting mobility
26–27	Left Hand	Sticks to left abdomen, hindering hand use
28–46	Chest (or Upper Back)	Sticks to jaw (or back of head), difficulty moving head
47–64	Abdomen (or Lower Back)	Sticks to thighs (or back of thighs), slowing mobility
65–79	Right Leg	Sticks to left leg, slowing mobility
80–82	Right Foot	Sticks to floor, ground, or contact surface
83–97	Left Leg	Sticks to right leg, slowing mobility
98–00	Left Foot	Sticks to floor, ground, or contact surface

During a recent mission, an agent encountered Sticky Foam. One of his feet became stuck to desert sand. This was not a major mobility problem until he tried to use an antique beheading sword to cut the Sticky Foam off his boot. The sword then stuck to his boot. He solved this immediate problem by removing his boot. The agent continued the mission wearing only one boot.

During the same mission, a fellow agent encountered Slippery Fluid. Slippery Fluid covered one of his arms and was sliding toward his hand. He solved this immediate problem by removing his desert robe. The agent continued the mission wearing a turban and sandals, but without the main part of his costume. Fortunately, all of this happened in partial moonlight.

Page 68, Surveillance

Surveillance is mistakenly listed in the rulebook as a SIGINT skill.

Physical surveillance (tailing another person or vehicle, eavesdropping in public without special equipment, etc.) is a HUMINT skill.

SIGINT is only for electronic surveillance; that is, signals intelligence.

Page 77, Ranged Combat and Defense Modifiers

Under “Ranged Combat,” the printed rulebook contains an error that has been corrected in the PDF, and is as follows: “Die rolls for the defender:

If the defender is **aware** of the attack, they roll **reflex + COMBAT + defensive modifiers**



If the defender is unaware, they roll **defensive modifiers** only.”

Page 85, Underwater Combat

The rules refer to a *swimming* specialized skill that is not included in the list of specialized skills and proficiencies. This will be corrected in an upcoming rule addendum.

Page 100, Improved Specialized Skills

Should read “Adding a new specialized skill: 4 mission points

Raising a proficiency one step: (Current step x2) mission points. For example: raising from  3 to  4 costs 6 mission points (3 x 2).”

Agent Tokens

Each agent token can be used as a marker to represent a player character or an NPC. You can flip the token over to show that the person has been incapacitated or even killed. Due to a printing error, some agent tokens show a different agent’s outline when flipped over.