

Errata for Terror Network

(Check for updates of the errata page)

Agencies and Their Mandates (page 54)

States that each Mandate Request has a set of requirements, but does not list requirements. The Requirements are the same for all: the request must be legal and based on a credible threat.

Contaminants (page 38)

Contaminants bestow a -1d10/-1 penalty to ALL skills. This penalty increases by 1 at the speed rate of the contaminant. So Ricin Imposes a -1d10/-1 penalty the first hour of exposure and a -2d10/-2 penalty the second hour of exposure.

Restrain (page 47)

Restrained characters suffer a -1d10 penalty to all attacks except for Small Arms, Knives and unarmed. Some Hand-to-Hand weapons, such as a baseball bat, suffer the penalty.

Surprise

Surprise in Terror Network is very simple. When one character surprises another, he gets a free action (move or attack) and then both roll initiative if combat is to begin. To Surprise a character, simply declare that you intend to sneak up on him or her. The target then makes a detect roll against your Stealth Rating. If you fails, you succeed and get surprise. If he succeeds, both roll initiative if combat is to begin.

Shooting at Multiple Opponents

You can spray multiple opponents with gunfire using the Auto rate of fire option. This allows you to target as many opponents was you like within a four square line or 2x2 block of squares (like the Burst Suppressive Fire rule). Each opponent you target bestows a cumulative -1d10 penalty to your attack roll and a separate attack and damage roll is made for each target (the damage roll is not penalized). Shotguns firing shot (not slugs) may also be used to target multiple opponents in this way.

Targeted Shots

Sometimes characters want to target a lethal area of an opponent's body or inflict a nonlethal wound.. This is called a targeted shot, and it you can use it to hit vital or non vital areas of the body. Any weapon can be used to make a targeted shot, except for explosives and firearms using the Burst or Auto rate of fire option. A targeted shot uses up all your actions for the round (in the following round, on your next attack, you make your targeted shot) with a -1d10 penalty to your attack roll. If you choose to target a vital area (such as the head or heart) and succeed, you receive a +1d10 bonus to your damage roll. If you choose to target a non vital area (such as a hand or leg), you do non lethal damage regardless of the weapon you are using. However, if you target a non vital area and roll any natural 10s on your damage roll, those wounds are lethal.

