

QUICKSTART RULES

The actual rules of Terror Network are a little more involved, but here is a simplified rules section to get you started.

Terror Network puts you into the role of a counter-terrorism agent. From the mountains of Afghanistan to the streets of Boston, you are America's front line of defense against terrorist networks like Al-Qaeda. You and your fellow agents are the nation's unsung heroes. But beware, the fight against terror is a long and deadly battle, and the odds of survival are stacked against you.

The Mechanics

Turn Order

Action order is determined by a speed skill roll. Characters and NPCs each make a speed skill roll to determine the order they act during the battle (GMs can make collective rolls for groups of NPCs to make things easier). Retain the single highest die roll total on the speed skill roll, and add one for each natural 10 rolled. This number sets the order each round, and does not change during the battle. Each action round, characters and NPCs act in the order determined by the Speed skill result. Anyone that rolled a 10, for example, acts first, followed by anyone that rolled a nine. You don't always have to act on your turn (see Setting Sights).

Rolling Dice

When your character performs an action, roll one to six d10s and retain the highest single die result, then compare it to a target number to gauge success or failure. Your character's proficiency rating in the skill and any situational modifiers determines the number of d10s you roll. The target number is determined by the difficulty of the task being performed. There are two kinds of skill rolls in Terror Network: character-versus-character and character-versus-environment. Both function the same- a roll of d10s against a target number. Character-versus-character skill rolls are made against your opponent's relevant Defense rating, Character-versus-environment skill rolls are made against a target number set by the GM.

10s

10s indicate greater than normal success in Terror Network. Rolling 10s always has a special effect, but the effect varies based on the type of roll being made: Combat roll, damage roll and Non-Combat roll.

On Combat Rolls- Every natural 10 results means you roll an additional d10 on your damage roll for that attack. This increases your chances of inflicting a wound against your target, and of rolling a 10 on your damage roll.

On Damage Rolls- Successful damage rolls normally inflict one wound on your target. In addition, each natural 10 result means you deal one extra wound to the target. One 10 indicates the attack applies one extra wound to the target while two 10s apply two extra wounds. This applies only to damage rolls.

Non-Combat Rolls- A natural 10 indicates total success (see Adjudicating Non-Combat skills).

Damage

After a successful attack, make a damage roll to see if you wound your target. Damage is determined by the weapon used, and functions much like a skill roll. Hardiness is the relevant Defense to a damage roll. Success on a damage roll indicates one wound. Each 10 result on a damage roll does one extra wound. Each wound drops a character's wound level on the wound chart by one. Wounded characters suffer a -1d penalty per wound to all their Defenses and skill rolls. At three wounds, characters become incapacitated. Incapacitated characters are motionless and cannot perform actions. They also start to die the following round. Dying takes a number of rounds equal to your character's Hardiness rating.

Number Caps

To maintain game balance, numbers and dice are capped. No character may ever roll more than six dice. Proficiency levels allow your character's skill rolls to go as high as three dice, and situational modifiers can add up to three more. Defense ratings and static target numbers never go higher than ten. Penalties cap out at -3.

Character Creation Step 1: Select Character Background

Choose from one of three character backgrounds: Military, Academic, or Civilian. Character backgrounds determine how many character points players have to spend in each skill group:

Military

You spent time in the military and perhaps served your country in a time of war. The military provided you with valuable training that translates well into a career in counter terrorism.

Primary skills: Combat plus any two skill groups

Contacts: One Military contact plus any two contacts of your choice

Academic

You hold several advanced degrees and perhaps worked for a short time as a professor. Academia provided you with a foundation of knowledge helpful to a career in counter-terrorism.

Primary skills: Knowledge plus any two skill groups

Contacts: One Academic contact plus any two contacts of your choice

Civilian

You worked in the civilian sector before joining your agency. Civilian life provided you with real world experience and skills that advance your career in counter-terrorism.

Primary skills: Specialist plus any two skill groups

Contacts: One Civilian plus any two contacts of choice

Character Creation Step 2: Select Agency and Title

Players select an agency from the list below. Terror Network usually works best if players are from the same agency. Here is a condensed list of agencies available in the core rule book:

The FBI

In most standard campaigns, characters are FBI agents. The FBI is responsible for conducting investigations and preventing terrorist attacks. FBI campaigns are fun because they provide the best of both worlds. Characters have opportunities to use their brains and their fighting skills.

The CIA

In most standard campaigns, characters gather intelligence abroad as CIA agents. The CIA supplies the President with vital security intelligence. CIA campaigns are fun because they aren't restricted to the US. Characters have opportunities to visit exotic countries and live a life of adventure.

Homeland Security

In some campaigns, characters are Homeland Security agents charged with protecting a specific area from terrorism, or called in response to a terrorist attack or threat. Homeland Security responds to terrorist attacks and natural disasters. Because of their restrictive nature, Homeland Security campaigns are discouraged. If you want to play a Homeland Security agent, consider a Joint Terrorism Task Force campaign (detailed in the counter-terrorism section).

Character Creation Step 3: Spend Character Points on skills

Spend character points to increase proficiency ratings in different skills. Players have different character point pools to spend on primary and secondary skill groups (depending on your background). Characters can spend 12 points in their primary groups and 9 points in their secondary groups. See last page for skill list.

Every skill in Terror Network starts with a rating of zero and can be raised by character points. The cost to raise a skill is the rating desired, cumulative. For example, it costs one character point to bring your Small Arms skill from rating 0-1 and costs six character points to bring it from 0-3.

Character Creation Step 5: Complete Character Description

Players need to name their characters and select a sex, place of birth and date of birth. This is also the time to create personality and personal background information.

Character Creation Step 6: Equip Character

Characters don't need to purchase equipment, since agencies provide what they need for each mission. This step will depend on what type of campaign is being played.

After you finish making your character, you can go on your first mission. Most missions in Terror Network involve infiltrating or stopping a terrorist cell. As PCs encounter enemies, they use their skills to attack and interact with the world. Their Defenses will protect them against their opponent's rolls.

Skill List

Defenses	Mental skills	Knowledge skills
Parry	Persuasion	Law
Evade	Interrogation	History (region)
Resolve	Acting	Geo-Politics
Stealth	Empathy	Geo-Politics
Hardiness	Detect	Geography (region)
Wits	Reasoning	Languages
		Science

Combat skills	Vehicle skills	Talent
Small Arms	Plane	
Medium Arms	Helicopter	
Heavy Arms	Car	
Explosives	Motorcycle	
Sniper Rifles	Boat	
Hand-to-Hand	Armored vehicles	

Physical skills	Specialist skills
Athletics	Computers
Balance	Forensics
Muscle	Intelligence
Endurance	Engineering
Speed	Security Systems
Swim	Medicine

Cumulative Cost of Skills

Proficiency Level	Cost	Total Cost
0	0	0
1	1	1
2	2	3
3	3	6

Relevant Defense Skill

- Wits
- Hardiness
- Stealth
- Evade
- Parry
- Resolve

Combat/NonCombat Skill

- Acting and Empathy
- Damage Rolls
- Detect
- Small Arms, Medium Arms, Heavy Arms, Sniper, Explosives
- Hand-to-Hand
- Persuasion and Interrogation



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