TOP SECRET®

RAPID BRIEFING

Top Secret uses a die pool system, consisting of five dice from d4 to d12. There are two kinds of rolls - **tradecraft rolls** and **opposed rolls**.

Attribute scores are expressed as a die type, from d4 through d12.

TRADE CRAFT ROLLS

A tradecraft roll is used any time you are unopposed and success is not guaranteed.

ATTRIBUTE DIE	+	TRADECRAFT DIE	+	DECISION DIE

SUCCESS = 13 OR HIGHER

ATTRIBUTES

NERVE — How well you perform under pressure.

SUAVE — Personal skills, charm, and social graces.

PULSE — Stamina, health, strength, and vitality.

INTELLECT — Capacity for logic, reason and learning.

REFLEX — Reaction time, agility, and speed.

TRADECRAFT

"Tradecraft" is the overall term for the skills that are learned and practiced within the intelligence community. Each is a blanket term for a set of many skills.

SIGINT - Signals Intelligence
HUMINT - Human intelligence
TECH - Technical operations
COMBAT - Combat operations

DECISION DIE

The Administrator (game master) will declare a decision die for any task a character attempts. It represents the level of difficulty, independent of the character's own ability.

A smaller decision die represents greater difficulty.

Characters may use an asset to increase the size of the decision die, and their chance of success.

DICE STEPPING

Using a larger or smaller die when lesser or greater difficulty is called for is called "dice stepping." If you have a d6 tradecraft die, and "go up one step," you change it for a d8.

Dice may continue to step up beyond a d12, in which case you add another die. (e.g. a d12 raised two steps would be a d12 + d6)

To step down a d4, remove it from the die pool. It can not step down any further.

ASSETS

A character may use an asset to step up their decision die, if the Administrator allows it. Assets have their own die type to represent their quality.

For example, when listening at a door you may use a specialized microphone. The Administrator will step up your decision die appropriately.

E.g. D6 decision die + D6 microphone = 3 steps up, resulting in a D12 decision die.

BURST / BLOWBACK

When a player rolls the highest number on their attribute die, it is called a burst. They may optionally roll again, adding the numbers together. There is no limit to how many times a die can burst.

Rolling a 1 on an attribute die is called a blowback. It does not mean an automatic failure. It does mean the character is saddled with a dilemma. For example, when firing a gun, even if the shot is a success, the blowback could be that the trigger spring breaks and the gun is useless afterwards.

Only the attribute die can burst or blowback.

OPPOSED ROLLS

Whenever two characters are engaged in a contest, whether it is combat, a chase, struggling over a door, conducting and evading surveillance, etc., an opposed roll occurs instead of a tradecraft roll.

The Administrator should choose the appropriate dice for each character to use depending on the situation. Highest roll wins. Ties generally go to the defender.

Some opposed rolls, such as combat, surveillance, and chases have predetermined dice to roll. They are described below and on the next page.

INITIATIVE

Going around the table, all players declare their actions for each round before any dice are rolled.

The Administrator resolves all actions beginning with the fastest (highest reflex) characters. Equal reflex scores mean actions happen simultaneously.

MELEE COMBAT

Attacker rolls Reflex + COMBAT*
Defender rolls Reflex + COMBAT*

DAMAGE
Attacker rolls Pulse + weapon
Defender rolls Pulse + asset**
Attack – Defense = damage (1hp minimum)

*See specialized skills for martial arts options
** Body armor, etc. may reduce damage

RANGED COMBAT

Attacker rolls Reflex + COMBAT + weapon
Defender rolls Reflex + COMBAT + defensive modifier(s)

An unaware defender does not get a Reflex die.

DAMAGE
Determined by weapon

HIT POINTS

Mark one circle for each point of damage, beginning with the largest die. When all the circles for a die type are filled, the character's Pulse is temporarily lowered. Healing the character restores their Pulse.

HEALTH

PULSE ———

D12 ○○○○○○○○○○○
D10 ○○○○○○○○○○
D8 ○○○○○○○○○
D6 ○○○○○○○○
D4 ○○○○○○○

DEFENSIVE MODIFIERS

d4 Partial concealment
d10 Full concealment
d8 Partial cover
d12 Full cover
d4 Moving steadily
d8 Moving erratically
d4 Wind, at medium range
d6 Heavy wind, at medium range
d6 Wind, at long range
d8 Heavy wind, at long range
d8 Shooter is in a high-stress situation

This rapid briefing will help you start playing Top Secret right away.

Use the interactive character generator at tinyurl.com/TopSecretDossier

Or buy the full game at SolarianGames.com

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SPECIALIZED SKILLS

Analysis (SIGINT)
 Crateology
 Imagery Analysis
 Intelligence Evaluation

Asset Handling (HUMINT)
Asset Assessment
Asset Development
Asset Recruitment
Cold Approach

Black Bag Ops (COMBAT)
Carjacking
Detect Tampering/Break-In
Flaps and Seals
Hotwire/Hack Ignition
Key Clamming
Leave No Trace (Black Bag)
Lockpicking
Safecracking

Climbing (COMBAT)
Mountaineering
Parkour
Rappelling
Wall Climbing

Cryptography (SIGINT)
Cryptanalysis
Cryptography
Pattern Analysis
Steganography

Deception (HUMINT)
Acting
Backstopping
Disguise
Impersonation & Accents

Driving (COMBAT)
Cars
Crash Survival/Vehicle Escape
Heavy Trucks
Motorcycles
Tractor/Trailer

Electronic Communications (SIGINT)
Ham Radio Operation
Signal Boosting
Signal Jamming
Phone Phreaking
Radio/Telephone Ciphony
Television/Video Civision
Radiotelegraphy
Packet Radio

Electronic Surveillance (TECH)
Bugging
Communications Security
Video Surveillance

Exfiltration/Infiltration (HUMINT)
Body Concealment
Personal Concealment
Room Concealment
Sabotage
Safe House Operation
Stealth

Explosives (COMBAT)
Demolition
Disarming Explosives
Improvised Explosives
Surviving Explosions
Weapons of Mass Destruction

First Aid (COMBAT)
Paramedic

Forensics (TECH)
Ballistics
Biometrics
DNA Profiling
Fingerprinting
Leave No Trace (Forensics)
Toxicology
Trace Analysis
Vehicular Forensics

Forgery (SIGINT)
Counterfeiting
Document Creation
Handwriting Analysis/Forgery

Guerrilla Tactics (COMBAT)
Area Assessment
Identify Ballistic Cover
Improvised Defenses
Improvised Weaponry
Restraint/Escape Artistry
Situational Awareness

Hacking (TECH)
Botnets
Computer/Network Security
Device Cloning
Malware Writing
Password Cracking
Security Cracking
Social Engineering/Phishing
Spoofing
TCP/IP Traffic Analysis
Traffic Interception

Hand to Hand Combat
See fighting styles p. 75 core rulebook

Illusion/Sleight of Hand (HUMINT)
Cold Reading
Flourishes
Pickpocket/Placement
Stage Magic
Street/Close-Up Magic

Interrogation (HUMINT)
Direct Questioning
Drug-Assisted Interrogation
Interrogation Technologies
Intimidation
Persuasion/Rapport
Resistance(Mental/Physical)

Marksmanship/Weaponry (COMBAT)
Handgun Proficiency
Heavy Weapons
Melee Weapons
Thrown and Projectile Weapons
Long Gun Proficiency
Sniper

Paramilitary (COMBAT)
Close-Quarter Combat
Live-Fire Evasion

Physical Surveillance (HUMINT)
Dry Cleaning
Foot Tailing/Evasion
Stakeout
Vehicle Tailing/Evasion

Pilot Aircraft (TECH)
Commercial Airplane
Helicopter/Rotorcraft
Light Airplane
UAV Piloting

Pilot Watercraft (COMBAT)
Sailing
Skipper/Helmsman
Tactical Swimming

PsyOps (SIGINT)
Brainwashing
Propaganda
Psychological Warfare

Parachuting (COMBAT)
HALO Jump
Skydiving

Soft Skills (HUMINT)
Behavioral/Psychological Profiling
Evaluation
Lip Reading
Memory Palace
Negotiation

Street Delivery (HUMINT)
Brush Pass
Dead Drops

Survival (COMBAT)
Arctic Survival
Desert Survival
Forest & Overland Survival
Jungle/Swamp Survival
Mountain Survival

SPECIALIZED SKILLS

Each type of specialized skill is associated with a tradecraft category, as shown above.

When an agent uses their specialized skill, roll the die indicated on the character sheet instead of the normal tradecraft die.

PROVIDING ASSISTANCE

Characters may assist each other with tasks when appropriate. For example, multiple people can help with surveillance — but driving a car has to be done on one's own.

Use the helper's relevant tradecraft or attribute die to step up the tradecraft or attribute die of the character receiving assistance.

FORTUNE POINTS

At the beginning of each mission, the Administrator secretly rolls a d6 to determine the number of fortune points each character has.

A fortune point may be used to re-roll any or all of the player's dice, or change any hit upon the character into a near-miss.

Once per mission, a player may spend a fortune point to cheat death.

CHASE RULES

Chases are an opposed roll.

The result of each roll determines whether the pursuer closes the gap with their target, or the target pulls away.

The Administrator must determine how far apart both parties are, and how long it takes the pursuer to catch up, or for the target to get away.

Depending on the type of chase — on foot, or in any type of vehicle — characters may attempt any additional actions to outrun the other.
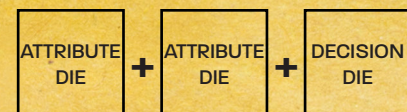
Opposed rolls for **FOOT CHASE**:

Reflex + COMBAT

Opposed rolls for **VEHICLE CHASE**:

Reflex + COMBAT + vehicle handling class

ATTRIBUTE SAVES

ATTRIBUTE DIE	**+**	ATTRIBUTE DIE	**+**	DECISION DIE

SUCCESS = 13 OR BETTER

Some actions do not involve tradecraft, but use only the character's attributes. Examples include lifting a heavy object, jumping out of the way of danger, or keeping their cool.

QUICK REFERENCE

Tradecraft rolls

PERCEPTION
Intellect + SIGINT + Decision Die
13 or better to succeed

DRIVING CHECK
Reflex + COMBAT + Vehicle handling class

Opposed rolls

SURVEILLANCE
Intellect + SIGINT + Asset (if applicable)

INTERROGATION
Nerve + HUMINT

CLEARANCE POINTS

0	D4
15	D6
30	D8
45	D10
60	D12

REPUTATION

REPUTATION POINTS _____

NOTES _____
_____
_____

BACKGROUND _____

IMPAIRMENT (IF ANY) _____

LANGUAGES SPOKEN   PROFICIENCY
                                    D12 (NATIVE)
_____
_____
_____
_____

NATIONALITY _____

PERSONAL HISTORY _____
_____
_____
_____

MONEY (IN BANK) _____   CASH CARRIED _____

AGENT NAME

CLEARANCE LEVEL

INTERNATIONAL CLANDESTINE OPERATIONS NETWORK

ICON

KNOWN ALIASES

HEIGHT   WEIGHT   HAIR / EYE COLOR

DISTINGUISHING FEATURES

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

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RUNNING

	SPRINT	RUN	ENDURANCE RUN
FT / ROUND	____		____
MAX DISTANCE	____		____

HEALTH

PULSE _____

D12	○○○○○○○○○○
D10	○○○○○○○○○○
D8	○○○○○○○○○○
D6	○○○○○○○○○○
D4	○○○○○○○○○○

SPECIALIZED SKILLS

SKILL (TRADECRAFT)	PROFICIENCIES	LEVEL	SKILL (TRADECRAFT)	PROFICIENCIES	LEVEL
		⬆			⬆
		⬆			⬆
		⬆			⬆
		⬆			⬆
		⬆			⬆
		⬆			⬆
		⬆			⬆
		⬆			⬆
		⬆			⬆
		⬆			⬆
		⬆			⬆
		⬆			⬆

FIGHTING STYLE	EFFECTIVE DISTANCE	DIE TYPE

EQUIPMENT (ASSETS)

ITEM	WHERE CARRIED	ASSET DIE

Lucky 13 Public House
Neil Burnside, Publican
133 Dundee Street
Edinburgh, Scotland EH11 1AX

"You'll need a 13 if you
want to succeed"

WEAPONS

WEAPON	CAPACITY	EFFECTIVE RANGE	RATE OF FIRE	ACCURACY (ASSET DIE)					DAMAGE				
				PB	C	M	L	X	PB	C	M	L	X