

THREAT LEVEL

ONE

In public, or another place where the enemy is reflexively suspicious but not assuming enemy action.

Mob actions raise Threat to 2 on a failure.

Force actions always increase the Threat to 5.

TWO

The enemy is actively suspicious and looking around the area for something wrong.

A character who is **Noticed** gets -2 on all actions due to general suspicion/observation.

A successful **Manipulate** action can reduce Threat to 1.

Force actions always increase the Threat to 5.

THREAT LEVEL

THREE

In a hostile area and, if found, shit will happen.

If a character would become **Noticed** for any reason, they may make an immediate **Infiltration** roll. If successful, they are not Noticed.

If any character becomes **Noticed**, Threat increases to 4.

Force actions always increase the Threat to 5.

FOUR

In a hostile area and people know the Agents are around somewhere.

All **Mob** actions are at -2.

If anyone is **Noticed** at the beginning or end of their action, Threat increases to 5.

Force actions always increase the Threat to 5.

FIVE

In a hostile area and alarms are sounding, people actively hunt the Agents.

Infiltration rolls have a -2 modifier.

To use a **Mob** action, the character must first succeed at a related **Infiltration** action (as well as the normal positioning action).

If a sentry or Agent is **Taken Out**, Threat decreases to 4. Sentries taken out non-lethally can make one last attack on Control's next action.