

Alternate Advantages

Every time you add an Advantage die to a roll, it is reduced in size by one after the roll. When the die is reduced below d4, it's lost.

Example: *I get a 1d10 Advantage die. Later, I add it to one of my rolls. After the roll, it becomes a d8. I can use it 3 more times (d8, d6, d4) and then it's gone.*

Combat Tactics

In addition to the usual direct attack, there are 2 alternative tactics at your disposal – *gaining advantage* and *disadvantaging an opponent*. No damage is inflicted with these tactics, but advantage dice are gained or removed (1 per victory). If the target has no advantage dice, then all of their attack dice are impaired one level per victory.

Highest Position Roll

The combatant with the highest position roll gets to make two moves instead of one. You may move your own hero by two range bands, move any other unit by two range bands, or a combination of the two (move yourself one and another unit one, or move two other units by one). This helps negate stalemates of positioning, and gives a cool reward to the winner of the contest.

Sharing Dodge Ability

You cannot use the Dodge ability to defend other people in the same way you can use the Shield ability in standard Greco-Roman Agon. Sorry, it just doesn't work...

Modified Refreshment

A refreshment scene may only be used to remove impairments from those abilities that are in a **different** group from the ability used in the refreshment challenge.

Example: If a challenge of Stealth was called then those players who succeed at the refreshment scene may only remove impairments from abilities in other groups – on the other “tentacles” on their sheet. If you won the *Stealth* challenge, then you could refresh *Technical* or *Shotgun* but not *Martial Arts*.

One-Shot Fate

If you are playing a one-shot game of Agon, burning through your Fate becomes a little less nerve-racking, because unless you are utterly profligate, your Hero is unlikely to meet his or her fate. So there is just not as much tension involved in deciding to check off one of those little boxes while racing for Credit. To add some spice back to the Fate track in these circumstances, consider using the following scoring system when determining the winner:

1. Starting Fate = unchecked fate boxes at the start of the session (determined by “rank” of Name)
2. Fate Used = Fate boxes checked off during the session (minimum 1, hopefully you've completed a mission?)
3. Credit Multiplier = Starting Fate / (Fate Used + 1) -- round normally
4. Final Score = Credit Earned x Credit Multiplier

Example: Detective Wendy Saunders is a beginning hero. She starts the game with 16 unchecked Fate boxes. In the course of evening, she checks off four Fate boxes for various purposes, and also completes the mission, checking off a fifth. She earns 32 glory. $32 \times (16 / (5 + 1)) = 32 \times 3 = \text{Final Score } 96$

Major Bruce Banner, aka Agent BAXTER, is a more advanced hero. He starts the game with 8 unchecked Fate boxes. In the course of the game he uses up three Fate boxes, two in battle, and one for completing a mission. He earns 46 Credit. $57 \times (8 / (3 + 1)) = 46 \times 2 = 92$. Banner's Fate catches up to him...

So you can see, an Agent hero must be more frugal with his or her Fate, and spending Fate should become a bit of a game of chicken. The formula is essentially saying “if you continue to spend Fate and earn Credit at this rate, here is where you'll end up”. The +1 to Fate Used in calculating the Credit Multiplier is there to make the difference between using only 1 Fate and using 2 Fate not quite so precipitous.

Support Recharge

You can restore all of your Support by ticking off a Fate box. This is a very handy thing to do if you run out of Support in the middle of a battle and need more. *Bam*. Support restored, Fate taken, one tick of the clock closer to permanent midnight...