

ERRATA

- **Train Agent clarification**

The Train Agent is used to improve an existing Agent. If using the default rules (in contrast to the EPG's Adversary Power Rules), it can also be to "promote" an Agent from one rank to another. In the case of Minions being promoted to Rivals, it may make sense to maintain the existing minions but create a new rival based on the minion block, effectively mirroring taking the Recruit Agent Action. This is a valid use of Train Agent and allows basically new Agents to be created with the free Train Agent Action resulting from certain advantage/threat spenders.

When it comes to using the EPG power rules, the guiding approach is to keep the power levels across all Agents within the appropriate thresholds. In addition, unless there is a good reason otherwise, Train Agent should be used to improve either a characteristic, skill, or ability/talent exclusively rather than in combination, even if doing so would not violate adversary power limitations. Determining an Agent's power level can be done by either limiting creation to the blocks found within the EPG or using certain community created power level calculators that are available elsewhere.

- ***Special: Easy to Find***

Assets with this Special allow you to acquire a second asset immediately after acquiring this one, if you have not already done so this Org Turn. In effect, this prevents "chaining" acquisitions across multiple easy to find assets.

Basically, when this Special is on the first Asset acquired with the Acquire Asset Action, a second Asset can be immediately acquired with the same Acquire Asset Action.

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