STARSHIPS & SPACEMEN 2E
SHADOW OPS

SPIES, OPERATIVES, & AGENTS
LUMINOUS DESIGN

CONTENTS

CREDITS

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BACKGROUND

DIRECTIVE SEVEN:

The controversial existence of a covert clandestine espionage agency within the Galactic Confederation's Spacefleet is the result of a far too ambiguously worded section of Article #9 in the Articles of Confederation known as "Directive Seven". This command level directive establishes the necessity of a military intelligence agency or organization with limited oversight to be formed in time of war or imminent crisis. During the second Zangid War the directive was enacted by the Confederation Council and the Spacefleet Intelligence Branch (SIB for short) was born. Since then the SIB has maintained the external appearance as the ethical military Intelligence branch of Spacefleet providing valuable information about internal and external threats to the Confederation. However, internally it often operates by its own rules "off the books" to promote its own agenda which it's agents believe to be in the best interest of the Confederation. Some of whom were recruited directly from Spacefleet as Officers, bound by the Spacefleet Code, while others are civilians with a somewhat morally flexible galactic view. The agents involved in these clandestine activities work behind the scenes to secure galactic peace. Sometimes by the rule book and sometimes through any means necessary.

INTELLIGENCE BRANCH

The very public and overtly visible portion of the Spacefleet Intelligence Branch is conspicuously headquartered at Starbase Alpha in the heart of Confederation territory. Here military intelligence is gathered from various sources, analyzed, interpreted, and distributed throughout the fleet by the dedicated officers assigned to this prestigious post. However, this is only an intricately deceptive façade, the real headquarters for the Spacefleet Intelligence Branch is secretly located on a non-descript unlisted section of Starbase Beta on the very edge of Confederation territory. Here agents are covertly recruited, trained, equipped, and deployed for their missions.

ORGANIZATION

The Spacefleet Intelligence Branch is organized into ten divisions which are overseen by the Branch Director who reports directly to the Confederation Council. These ten divisions are separated into individual sections whose Section Chiefs administer the operations of all local handlers, cells, agents, and assets.

SIB LEADERSHIP STRUCTURE
- Branch Director
- Assistant Director
- Division Directors
- Section Chiefs
- Handlers
- Agents

SIB DIVISIONS	
01	Office of Analytics
02	(Classified)
03	Resource Management
04	Office of Zangid Affairs
05	Office of Videni Affairs
06	Office of Logistics
07	(Classified)
08	Office of Psionic Affairs
09	Office of Temporal Affairs
10	Office of Compliance

Division 1: Analytics
The office of Analytics is the largest and most publicly visible of all of the Branch's Divisions. In essence this Division is the public face of the SIB. Here agents collect, analyze, interpret and distribute actionable intelligence about threats to the Confederation and its member worlds.

Division 2: (Classified)
The digits authorizing the creation of this Division had no sooner been entered into the SIB Computer Core before all record of its mandate and purpose were completely erased from existence.

Division 3: Resource Management
The office of resource management is responsible for procuring and distributing the resources needed for Spacefleet Intelligence Branch operations.

Division 4: Office of Zangid Affairs

All SIB activities regarding the Zangid Empire are coordinated and administered by this Division.

Division 5: Office of Videni Affairs

Like Division Four, all SIB activities regarding the Videni Stellar Empire are coordinated and administered here.

Division 6: Office of Logistics

The Office of Logistics is responsible for organizing, coordinating, and supplying all resources needed for the SIB's various operations.

Division 7: (Classified)

Any agent at the Spacefleet Intelligence Branch answers the question of what is Division Seven the same way: "What's that? Sorry, never heard of such a thing."

Division 8: Office of Psionic Affairs

Division Eight oversees all recruitment, research, training and operations involving the psionically gifted.

Division 9: Office of Temporal Affairs

This Division oversees all activities involving spacetime anomalies, time travelers, and the preservation of timeline continuity.

Division 10: Office of Compliance

If the SIB had an internal affairs department this would be it. Division Ten monitors all agent activity, investigates reports of misconduct, and administers disciplinary action when needed.

ESPIONAGE SKILL

The responsibility of the Spacefleet Intelligence Branch is the acquisition and analysis of actionable information about potential threats and adversaries of the Galactic Confederation. The primary skill set discipline they employ is called Espionage which is a catch-all skill category that covers all aspects of interstellar spy tradecraft. This skill set includes surveillance, information gathering, networking, intelligence analysis, counter-intelligence, unconventional warfare, tracking, interrogation, forgery, bribery, cryptology, sabotage, infiltration, exfiltration, demolitions, disguise, carousing, and stealth. Espionage Skill training in alternate / mirror universes may also include abduction, torture, and assassination. Those who work deep cover black operations are collectively known amongst their peers or colleagues as "Shadow Agents" due to their reputation for invisible actions and unofficial existence. The telltale sign of an encounter with a Shadow Agent is their signature remark of "I was never here, and this never happened." Those who heed these words find themselves with allies among the shadows. Those who do not find their careers and lives unnecessarily complicated.

THE GIFTED

Shadow Agents are typically recruited to begin training in their tradecraft at adolescence and those with PSI abilities are highly sought after for their gifts. New recruits that are found to be Psionically gifted during aptitude testing are sent to a special Tauran mind science training program designed to enhance and develop any latent abilities they may have. Any Shadow Agent who is Psionically active may choose one additional PSI power as a benefit of this training.

PC's & NPC's

Both Player Characters and Non-Player Characters can use the Shadow Agent class and subclasses found in this supplement. Since this class possesses some powerful

benefits it is recommended that players and Star Masters adhere to the class and subclass pre-requisites and use this character class sparingly.

ROLE PLAYING TIPS

Shadow Agents usually have common careers in Spacefleet carefully placed within the other branches where they may best fit in. Most Shadow Agents often serve alongside their Spacefleet colleagues until they are activated and called into action. It is important for players who choose the Shadow Agent Class to stay in character and not blow their own cover. Only the SM and the player should know that their character is a Shadow Agent. This means you should avoid showing your fellow players your character sheet. It may even be prudent to create a cover character sheet based on your character's cover identity. If confronted by another PC or NPC, the player should deny everything and laugh off the absurd notion that such a thing even exists, even if they have this supplement and know it does. A good player will never confirm their player's status as a Shadow Agent or the nature of their assignment. If you find your cover is blown the closest thing to an admission that should ever be made is "I work for Spacefleet Intelligence." This will satisfy almost all levels of Spacefleet Command who will immediately drop the topic if they know what is good for their career and offer whatever cooperation they can. Most of the time, PC's or NPC's who discover or discern your true character class will assume you are a Field Agent which is the most overt and recognizable of the five subclasses. Let them keep their assumptions but keep the truth to yourself. You should always avoid divulging what subclass or kind of Shadow Agent your character really is. This will require some creative roleplaying which is what makes playing a Shadow Agent so much fun.
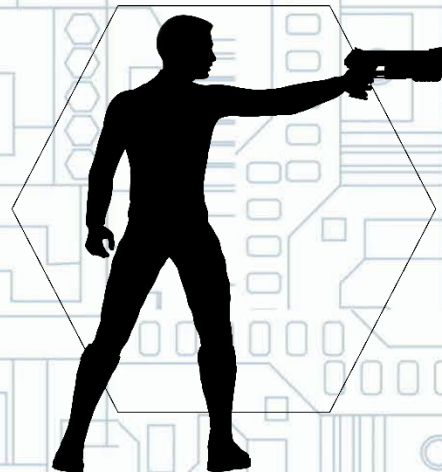
SHADOW AGENTS

Primary Requisite: INT 10.

Primary Skill: Espionage.

Skill Progression: Military officer.

Uniform: Spacefleet uniform or mission specific clothing.

Hit Points (HP): 1d8 per Level until Level 9, then +2 per Level thereafter.

Class Benefits: Allowed to pick 1 level of equipment above that which is allowed for their rank. Disavowed-existence, cover Identity, and limited or complete immunity from prosecution.

COVER OCCUPATIONS

One of the most important benefits of the Shadow Agent Character Class is their cover identity. This benefit insulates the agent's true identity from the one that they use while working under cover. The deeper undercover that an agent works the more layers of cover identity they will have. These layers provide a cloak of disinformation that allows them to work within Spacefleet or civilian agencies without blowing their cover. Should the agent be discovered the elaborately constructed cover identity will either result in a complete dead-end or frustratingly lead to another cover identity. All of the cover identities an agent uses are carefully crafted fabrications that they are meticulously schooled in to create a seamless life forgery. Presented in the chart below are twenty common cover identity occupations that agents maybe assigned with as part of their cover. All of these occupations usually involve travel or interaction with various levels of interstellar government. You can use this chart to pick a random set of cover identities for your Shadow Agent or roll 1d20 to randomly generate one. If you get a duplicate roll simply re-roll or pick a different result from the chart.

ROLL	COVER OCCUPATION
01	Courier
02	Import / Export dealer
03	Arms dealer
04	Free-trader
05	Spacefleet officer
06	Corporate employee
07	Dignitary / Ambassador
08	Priest / Chaplin / Pilgrim
09	Gambler / Thrill seeker
10	Doctor / Medic
11	Entertainer / Musician
12	Journalist / Reporter
13	Deep space explorer
14	Repair technician
15	Research scientist
16	Tailor / Clothier
17	Starship Pilot
18	Mercenary / Soldier of fortune
19	Bodyguard / Private security
20	Counselor / Therapist

potentially disastrous consequences. Secret Shadow Agents such as Covert Operatives, Remediators, and Handlers enjoy the benefit of complete legal immunity from prosecution. These operatives literally have a "license to kill" in a matter of speaking so long as it is within the sanctioned mandate of their mission or duties. However, this does not mean that they are beyond justice. These operatives are still subject to internal corrective action, forced retirement from service, or military justice. Once an agent resigns, is forced to retire, or goes rogue their former legal protections are revoked and rescinded.

LEGAL PROTECTIONS

Shadow Agents are offered a unique set of implied legal protections under Directive Seven in Article #9 of the Articles of Confederation. Since their activities range from Top Secret to Ultra Secret in nature, legal prosecution under normal Confederation Law is near impossible. Those Shadow Agents, such as Infiltrators and Field Agents, who straddle the thin grey line between overt and covert activities are only afforded limited immunity against prosecution for those activities sanctioned by the Spacefleet Intelligence Branch. They are also less likely to cross paths with a Remediator as some of their actions still exist in the bright light of public view or scrutiny. For these agents, exceeding their authority has real and

DOUBLE AGENTS

In the life of a black operations agent, especially those under deep cover, the boundaries can become very thin and very grey. Handlers are employed to keep

agents grounded and provide a lifeline as they navigate through the nebulous world of interstellar espionage. However, sometimes that lifeline can be sheered on the hidden breakers between shores. When this happens, an agent can lose their way, become consumed by their own cover identity, or be turned by an enemy agent. Operatives who are turned by, or choose to work for, an enemy government are called Double Agents. The most common reasons why an agent is turned is that they have been discovered and captured by the enemy. Black mail, coercion, and leverage are powerful tools enemy agents use to turn our own agents against us. The Zangids and Videni know that a Confederation Officer or agent would sooner face death over betrayal. So, they often use the threat of injury or death to others to secure the cooperation they seek.

GOING ROGUE

Sometimes Shadow Agents lose their way entirely and begin to create their own unauthorized missions. When this happens, an agent is classified as Rogue and said to be "off mission" or "AWOL". If this occurs, handlers will attempt to bring their agent in for debriefing, retraining, reassignment, or forced retirement. If the handlers are unsuccessful and the rogue agent's activities pose a threat to any of the SIB's deep cover programs a Remediator

will be dispatched to capture or neutralize the rogue agent. Occasionally, agents will burn out and just disappear seeking a way of escaping the web of interstellar espionage. In most cases, if the agent is classified as "Rogue" but remains inactive they will be allowed to retire from service and fade into obscurity. Often it is more trouble than it is worth to hunt down these rogue operatives, so they are just monitored to make sure they stay out of trouble. Any agent that is classified as rogue immediately loses all access and protections offered by their subclass.

AGENT SUBCLASSES

There are five Shadow Agent subclasses included in this supplement that provide a variety of specializations for your characters. They include the Infiltrator, the Covert Operative, the Field Agent, the Remediator, and the Handler. Character generation should proceed as described in the 2nd Edition Rulebook with the addition of the class information included herein. The Shadow Agent character class provides a variety of special abilities and benefits that make these characters uniquely powerful in the game universe. To balance these abilities and benefits Star Masters should exercise discretion on their use in the game, enforce pre-requisite requirements during character generation, and council players not to blow their cover by breaking character in-game. If a player breaks character and blows their own cover the Star Master should consider suspending the special protections afforded the agent by their cover identities. If the infraction is severe, the Star Master should consider early extraction from the mission or dispatching an NPC Remediator to clean-up the mess. Players who break character in-game should only receive the experience point allowances for surviving the mission (if they do) and achieving the scenario objectives if the Star Master feels generous. In contrast, players who avoid breaking character in-game, keep their agents cover intact, and demonstrate good role-playing should be rewarded additional experience points for the mission.

INFILTRATOR / SPY

Secondary Requisite: WIS 12.
Secondary Skill: Technical.
Skill Progression: Military officer.
Uniform: Mission specific clothing.
Hit Points: 1d8/Lv until Level 9, then +2/Lv.

The backbone of any clandestine intelligence gathering organization is the Infiltrator or Spy. These agents are masters of clandestine infiltration and information acquisition. The Spy is the most common

and diverse type of shadow agent utilized by the SIB. Their assignments range from routine intelligence gathering to covert deep cover operations within enemy space. These agents often employ cover identities as free traders, dignitaries, or ambassadors. They broker information, establish intelligence networks among local populations (referred to as assets), and implant disinformation to mislead their adversaries.

SUBCLASS BENEFITS:

- Dual layer cover identity.
- Disavowed-existence.
- Limited immunity from prosecution.
- Safehouse available at Level 6.
- +1 To any skill check related to obtaining or gathering information.
- +1 Computer interface roll.
- +1 Computer inquiry roll.

COVERT OPERATIVE

Secondary Requisite: DEX 12.
Secondary Skill: Combat.
Skill Progression: Military officer.
Uniform: Mission specific clothing.
HP: 1d8/Lv until Level 9, then +2/Lv.

Covert Operatives, also known simply as "Operatives" are deep cover Shadow Agents that are used to influence change when diplomatic means are unproductive or unsuccessful. Their very existence is considered preposterous and disavowed at every level of command within Spacefleet. Operatives have no recognized identity, rank, or position yet they have unrestricted security access and command override authorization to everything within Spacefleet. For all intents and purposes these agents are ghosts with the ability to go anywhere and do almost anything without any trace that they were ever there. Operatives are tasked with correcting potentially disastrous incidents through whatever means are necessary short of violating the Articles of Confederation. They are accountable only to their handlers and called into service only under the most extreme circumstances.

SUBCLASS BENEFITS:

- Triple layer cover identity.
- Disavowed-existence.
- Immunity from prosecution.
- Unrestricted access at Level 2.
- Safehouse available at Level 6.
- +1 To any Skill Check requiring stealth or silent movement.
- +1 Computer interface roll.
- +1 Computer inquiry roll.

REMEDIATOR

Secondary Requisite: CON 14.
Secondary Skill: Combat.
Skill Progression: Military officer.
Uniform: Mission specific clothing.
HP: 1d8/Lv until Level 9, then +2/Lv.

Remediators, also known as "Equalizers" or "Cleaners" are shadow operatives that specialize in eliminating adversity and neutralizing problems. When a mission goes sideways it is the job of the "Cleaner" to set it straight and get things back on track. Unlike other agents who prefer to work alone, the "Cleaner" must always work alone within the strict code of their sanitized doctrine of complete discretion. Unlike other types of agents, Remediators never have the luxury or discretion to choose or refuse their assignments.

If an assignment is refused it is considered to be the agent's voluntary resignation from service and the mission will be assigned to another "Cleaner". For this reason, "Cleaners" have to be careful that they do not become personally involved or associated with the problem they are tasked with cleaning up. The consequence of such entanglement is that they may become part of the problem that another remediator will be sent to clean-up. Remediators live their lives in solitary anonymity with their true identities a mystery to their fellow agents and sometimes even to themselves.

SUBCLASS BENEFITS:

- Complete anonymity.
- Disavowed-existence.
- Immunity from prosecution.
- Unrestricted access at Level 3.
- Safehouse available at Level 6.
- +1 To any skill check for stealth.
- +1 Computer interface roll.
- +2 Computer inquiry roll.

FIELD AGENT

Secondary Requisite: CHA 12.
Secondary Skill: Contact.
Skill Progression: Military officer.
Uniform: Mission specific clothing.
HP: 1d8/Lv until Level 9, then +2/Lv.

While an Operative works behind the scenes under the cloak of anonymity, the Field Agent is the bright side of the same coin serving as the sanctioned representation of Confederation authority. Field Agents are recruited, schooled in their tradecraft, and employed by the Confederation to find and obtain critically sensitive information. They are relied upon to help resolve conflicts in highly contested issues. When interstellar diplomacy has reached a stalemate, it is often a Confederation Field Agent that is sent in to resolve the conflict and find a peaceful solution. The deployment of a Field Agent or an Operative is usually the last resort to prevent a cold war from going hot. They are expert negotiators who are often relied upon to secure the release of hostages or "talk down" terrorists and military warlords. Their reputations proceed them everywhere they go but often what you see is what they want you to see and not necessarily how things really are. They are employed as emissaries sent to convey the will of the Ambassadors and protect the interests of the Confederation.

- Triple layer cover identity.
- Disavowed-existence.
- Limited immunity from prosecution.
- Unrestricted access at Level 3.
- Safehouse available at Level 6.
- +1 To any skill check requiring negotiations, guile, or contact.
- +1 Computer Interface roll.
- +1 Computer Inquiry roll.

HANDLER

Secondary Requisites: CHA 9, WIS 14.
Secondary Skill: Command.
Skill Progression: Military officer.
Uniform: Spacefleet uniform.
HP: 1d8/Lv until Level 9, then +2/Lv.

Handlers are officers who have been recruited to manage agents in the field. They are architects of the agent's missions and keep them on task to complete their assignments. An agent's handler is often the only point of contact or supervision they will have from the SIB's command staff or leadership. It's a job that requires a cool head, restraint, personal detachment, and the clarity of purpose to send good people into harm's way. Handler's supply their agents with information, equipment, and duty assignments.

SUBCLASS BENEFITS:

- Triple layer cover identity.
- Disavowed-existence.
- Immunity from prosecution.
- Command of NPC Shadow Agents.
- Unrestricted access at Level 3.
- Safehouse available at Level 6.
- Secret base available at Level 9.
- +1 to any skill check for persuasion.
- +1 Computer interface roll.
- +2 Computer inquiry roll.

Each Handler will be assigned a random number of NPC Shadow Agents that they will oversee. These agents will report directly to their Handler for assignment's and instructions. Each Handler is trained to administer a specific kind of Shadow Agent that best fits their aptitudes and once selected the type cannot be changed. Players who have selected the Handler

subclass can either choose a specific type of agent they wish to administer or Roll 1d8 on the table below for a random result. Handlers are allowed to assign these agents to assist them directly but should be warned that misuse or abuse of an operative is the fastest way to reassignment, desk duty, or forced retirement from service. Handlers who are retired from service will retain most of their benefits, in the event they are ever required to be reactivated but will no longer be in command of any agents. If one of the handler's agents is incapacitated, turned into a double agent, or killed they can requisition a replacement at the SM's discretion. It normally takes 1d20 days for a replacement agent to be available for pick up at a Starbase of the SM's choosing.

ROLL	AGENT ASSIGNED	#
1-2	Infiltrator	1d6
3-4	Covert Operative	1d4
5-6	Remediator*	(1)
7-8	Field Agent	1d4

* Remediators work alone and any Handler assigned to manage them will only have access to one agent.

SAFEHOUSES
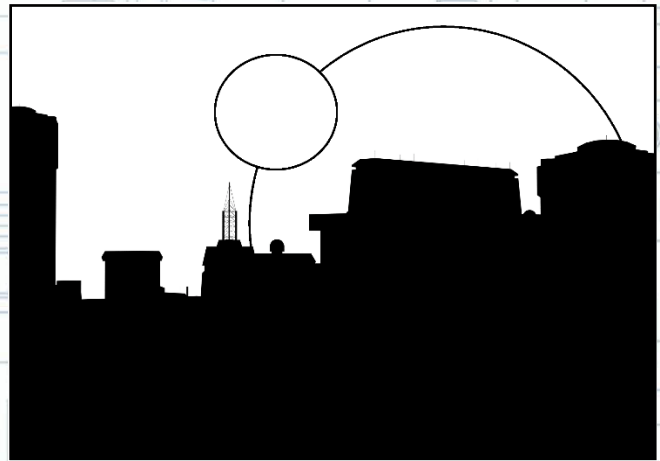
Safehouses are secure hidden sanctuaries in secret locations. Some are established in impossibly hard to find places while others are hidden in plain sight. Shadow Agents use these facilities as a refuge or hideout when things get dicey. Agents are entrusted with the location and access to these secret facilities when they reach Level 6. While elusive to find, Safehouse locations are known to other experienced agents and arriving at an occupied Safehouse without an invitation is always a bad idea. An agent requesting a safehouse must conduct an Espionage Skill check in order to identify the location of a Safehouse which is unoccupied and available for use. At Level 9 Handlers are granted access to their own private base of operations for their network of agents. Unlike Safehouses a Handler's secret base is exclusive to the Handler it is assigned to.

STARBASE BETA

Starbase Beta, home of the real headquarters of the SIB, is located on the edge of Confederation space near the Xoth Sector. Years of post war incidents in this region have prompted Spacefleet Command to completely refit this Starbase with upgraded facilities, weapons, and defenses to better secure the Confederation's presence in the region. While the residents on this massive space station have come to suspect the presence of Spacefleet Intelligence Officers on their station it is seldomly questioned or protested due to their proximity to the Xoth Sector. Those residents or visitors who are prone to sticking their nose where it does not belong are often redirected by one of the local agents imbedded in station's population. The SIB's headquarters has been hidden deep within the stations core and cleverly disguised as redundant engineering areas that support the upgraded facilities. Starbase Beta is equipped with two Runabout class starships specially designed for the SIB. These vessels have their own private launch bay and an unrestricted flight path to keep their activities concealed from prying eyes. Spacefleet officers are aware that there are a lot of "classified" operations that take place out of the station. However, this is really nothing new at a border station, so it goes largely ignored.

STARBASE BETA	
Station Type	Confed Starbase
Power Pile Base	1000
Crew Compliment	200/2000
Command Rank	Fleet Admiral
Beam Banks	8
Ion Torpedoes	20
Teleporter Cap	12 at a time
Shuttle Ships	10
Sick Bay Capacity	40
Cryo-Tubes	12

In the Ashdown Universe, Starbase Beta is located in the Alpha Quadrant of the Sol Sector orbiting near the Black Rock Colony in the Vega System. If your characters are playing in this alternate universe you should disregard the description above about the stations proximity to the Xoth Sector. All other details about the station are the same in the Ashdown Universe as they are in the original 2nd Edition setting.

anonymity, they have been assigned an alphabet letter as their identifying designation which is known only to the local Intelligence branch section chief. There are three handlers on the station who oversee the various operations of all fourteen operatives and report directly to the section chief.

Agent	Type	Race	Str	Dex	Int	Wis	Con	Cha
"A"	H	Hu	07	10	12	16	17	15
"B"	I	Da	13	11	10	06	11	04
"C"	C	Hy	11	14	11	07	17	05
"D"	H	An	08	13	12	15	09	16
"E"	I	Ta	14	11	10	10	15	12
"F"	C	Ri	17	15	15	12	10	08
"G"	I	Ta	10	15	13	09	11	12
"H"	H	An	11	16	15	17	09	14
"I"	C	Da	09	14	14	15	12	10
"J"	I	Hu	08	10	17	12	8	13
"K"	F	Ta	16	11	19	14	12	15
"L"	R	Go	14	12	10	07	16	09
"M"	I	Hu	09	10	15	12	07	10
"N"	I	Ri	16	14	12	10	10	08

CSF AGEAN SEA

The CSF Aegean Sea is a prototype Runabout class starship assigned to the SIB and docked at Starbase Beta. It has its own private launch bay that it shares with its sister ship the CSF Yukon. The ship is equipped with a single person emergency teleporter, polarized hull plating armor, screens and one beam bank. The Aegean

AGENT ROSTER

There are fourteen NPC Shadow Agents serving aboard Starbase Beta in various capacities or embedded within the resident population. To preserve their

Sea has a Class 1 battery bank for reserve power which provides it with an additional 5 EU's that can be stored for up to seven days before requiring recharge. The battery bank temporarily boosts the ship's PPB by 5points total when activated.

CSF AEGEAN SEA

Ship Type		Runabout
Hull Size		1
Power Pile Base		25 (30)
Crew Compliment		2/20
Command Rank		Ensign
Benefit of Rank		10 CP
Decks		2
Beam Banks		1
Ion Torpedoes		N/A
Teleporter Capacity		1
Shuttle Ships		N/A
Sick Bay Capacity		N/A
Cryo-Tubes		1
Ship's Locker	4	3

SHIP'S SYSTEMS

Hull Structure, Command Bridge, Computer Core, Life Support System, Living Quarters x1, Nuclear Drive, ¼ Hyperdrive Pod, Hull Plating Armor, Defense Screen Grid, Beam Bank x1, Cryo Revival Tube, Battery Bank I x1.

DESIGN FLAWS

Unidentifiable Rattle in Air Vents.