SPY.NET

spy.net is a clandestine computer network with access nodes hidden in public terminals. Here the espionage community trades information, receives orders and otherwise communicates with handlers and Contacts.

PORT CLASS	CHANCE OF NODE	NODE COMPLICATION
X	80%	Hacker gear shop nearby
C	30%	50% chance virus on login
B	50%	Hidden in dangerous location
A	70%	Controlled by political faction
S	100%	50% monitored by Company

Underworld Contacts on spy.net provide confidential, insider information critical to Agent operations in exchange for a fee (2d10 x 1,000cr) or dirty work in kind.

CONTACT	AREA OF EXPERTISE	WHAT THEY WANT
Hoss "The Director"	Corporate acquisitions and transactions	Kompromat
Fenton "The Fence"	Shipping, smuggling and contraband	Future favor
Mary "The Cleaner"	Black sites, research stations and base locations	Target liquidated
Luis "The Worm"	Experimental weapons and technology	Bulk drugs
X2.103 "The Machine"	"Supernatural" or "non-human entity" incidents	Artifacts, prototypes

■ Kompromat

Most corporate employees hoard compromising material on coworkers for self-defense and advancement. Agents may acquire Kompromat by pay or legwork; use these scandalous possibilities for operational inspiration.

01. Test results indicating target's drug habits, illicit cybermods or embarrassing illness.
02. Photo of target at a competitor's fundraiser.
03. Security footage of target stealing Company data drives.
04. Audio recording of target engaged indecently with a superior.
05. Bookie's ledger listing target's huge debt and collateral.
06. Testimony by target's alleged child from secret 2nd family.
07. Company contract bearing target's signature, terms of which they are self-evidently breaking on minor technicality.
08. Ship manifests implicate target in disappearances: traveling companions fail to reach destinations.
09. Target's corporate email listed as subscriber to extreme anarchist newsletter.
10. Rumor that target fails to register on Bioscanner, Cybernetic Diagnostic Scanner, mirrors.

THE SECRET AGENT

Choose another *Mothership* class as your cover. Stick to your story.
* The Warden will send you a **Secret Objective.** Prioritize its success.
* Before the game, coordinate with your Warden to select 3 **Covert Actions,** and give them each Codewords. Deploy these actions early and often to advance your agenda without blowing your cover; sow mistrust and disorder.
* Covertly engineer advantages to make the most of your eventual betrayal (escape routes, stashed weapons, sabotaged equipment).
* Once your cover is blown, begin taking actions openly.
* Your job is not to defeat the PCs. Play out your role as an antagonist while collaborating with the Warden to keep other players engaged and having a good time.

FOR THE WARDEN!
* Before your session, announce that there is an Agent in the party (without revealing their identity).
* Choose or invent a **Secret Objective** that doesn't *necessarily* put the Agent into direct conflict with the party, but creates tension and friction.
* Place a **Secret Objective** deep into the scenario or location, so party conflict erupts later than sooner.
* Help the Agent choose useful **Covert Actions** with a pre-mission briefing of their **Secret Objective**.
* Good **Covert Actions** are simple, with obvious intent. When in doubt, suggest #1-3.
* Choose Codewords that relate to corresponding actions, keep reminders of Codewords and their effects handy.
* Interpret **Covert Actions** to the best of your ability and the Agent's advantage. Don't blow the Agent's cover!
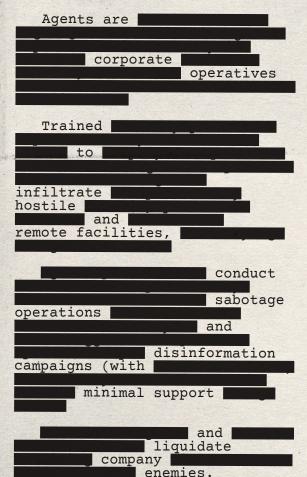
■ Secret Objectives
01. Assassinate an NPC target.
02. Enable escape of xenobiological entity from the location.
03. Frame a particular PC.
04. Catastrophically demolish the mission location.
05. Extract an NPC contact.
06. Activate an experimental/dangerous device or artifact.
07. Reconnoiter the entire mission area.
08. Cause a number of PCs to Panic, but survive.
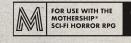09. Make sure a given faction wins a conflict.
10. Recover an object or data.

■ Covert Actions
01. Deploy [item].
02. Lock or bar nearest door.
03. Slip away from the party (absence is noticed in 3 mins).
04. Attack [character] with [weapon].
05. Use your Trauma Response (Warden chooses target).
06. Activate an alarm or distress signal.
07. Interact with the **Secret Objective**.
08. Disguise self as an NPC (Warden runs Agent for 2 mins).
09. Activate an android's sleeper programming, they obey your next order (Warden sidebars an Android PC).
10. Superficially wound self.

AGENT

****
THE CLASS FOR CORPORATE SPY GAMES
****

Agents are ███████
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███ corporate ██████
███████████ operatives
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Trained ██████████
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███████ enemies.

M — FOR USE WITH THE MOTHERSHIP® SCI-FI HORROR RPG — 1E

ANODYNE PRINTWARE

WARDEN'S BRIEFING

SHARE THIS PAMPHLET WITH YOUR AGENT! This *Mothership* class kit equips Wardens to run games of corporate intrigue and intra-party subterfuge, but critically—also trains the Agent to effectively execute their role.

PREPARE FOR ANY CONTINGENCY! The highly specialized Agent defines and warps any game they appear in, and should not be applied to all situations. Discuss the following play modes with your Agent:

* **Secret Agent.** In this "hidden role" mode, the Agent masquerades as another class and subtly influences the group to accomplish secret agendas. Given the Secret Agent's high PvP potential, plan self-contained one-shots or mini-campaigns with advance buy-in from all players.
* **Company Agent.** This Agent openly advances corporate interests while monitoring the party's actions. This mode works best for a transient interloper rather than permanent crewmember; ideal for players joining a long-term campaign for a single session, a temporary replacement character, or one-shot play.
* **Double Agent.** Ideal for players wishing to transition their Agent to a permanent crewmember, the Double Agent betrays their Company and throws in with the PCs. Risk corporate vengeance to offer crewmates insider knowledge and invaluable connections.

ASSIMILATE THIS DOCTRINE! These tips will help make the Agent a fun experience for your whole table:

* Provide a Company-aligned Agent with exclusive information about a mission: threats, maps, contacts and/or secrets. The game is more fun when players act suspiciously on secret information.
* Sidebar players to communicate events concerning isolated PCs and engender paranoia.
* Use **Playing Spy Games** and **spy.net** resources to flesh out and improvise player-driven intrigue scenarios.
* Avoid complex scenarios with many moving parts when running a Secret Agent game. Straightforward, location-based missions with a single major threat work best.
* Treat the Agent like your collaborator in engineering a fun session for the rest of the group, not a hostile 3rd party. Check in with players often to make sure they're on board with PvP conflict and are having a good time.
* Retire Agent PCs by converting them to NPC allies or antagonists.

ORIGINAL

CREATING AN AGENT

You were raised by the Company.
You will die for the Company.

Stats and Saves

* +15 Speed
* +5 Intellect
* +20 to 1 Save

Trauma Response

Once per session, an Agent may take Advantage on a Save by giving a nearby PC Disadvantage on the same Save.

Skills

* Pick one: Computers OR Military Training
* Pick one: Jury-Rigging OR Rimwise
* Bonus: 2 Expert Skills

Agent Loadouts

01. Tuxedo (AP 1), **Trinket Gun**, Lockpick Set, Paracord, Wristwatch
02. Vaccsuit (AP 3), Stun Baton, Portable Computer Terminal, Radio Jammer
03. Corporate Attire (AP 1), Briefcase (Combat Shotgun, 8 rounds), VIP Corporate Key Card
04. Civilian Clothes (AP 1), Revolver, Infrared Goggles, **Earpiece**, Stimpaks
05. Heavy Duty Work Clothes (AP 2), **Patch Bomb**, Assorted Tools, **Keylogger**
06. Standard Crew Attire (AP 1), **Trinket Gun, Patch Bomb**, Magboots
07. Hawaiian Shirt (AP 1), SMG (2 mags), **Poison Kit, Earpiece**, Synthetic Cat
08. Turtleneck (AP 1), Rigging Gun, Rebreather, O2 Tank, Smoke Bomb
09. Hazard Suit (AP 5), Tranq Pistol, Drone (Recon) with Bioscanner, Sample Collection Kit
10. Armored Corporate Attire (AP 7), Smart Rifle, Jetpack, Cigar

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Secret Agent Loadouts

Instead of a standard Agent Loadout, roll a Loadout for your cover class, plus choose either a **Trinket Gun** or **Patch Bomb**.

Special Equipment

* **Poison Kit:** 2 doses, fountain pen injector and capsules.
  - 1 dose: Body Save [-] or unconscious for 1d5 hours.
  - 2 doses: Body Save [+] or die. Success: Violently ill for 1 hour.
* **Earpiece:** Short-range Comms implant. Hard to find once inserted, encrypted signal, not blocked by jammers.
* **Keylogger:** Thumb-sized device attaches to any mechanical key interface, logs all keystrokes for 10 days. Must be retrieved to extract the data.
* **Trinket Gun:** Close Range, 1d10 DMG, 2 Shots, Gunshot Wound [-]. Looks like your starting Trinket, but it's a gun (replaces Trinket).
* **Patch Bomb:** Looks like your starting Patch, but it's a shaped explosive (replaces Patch). Sticky, detonates 5 seconds after placement, blows airlocks and deals 3d10 DMG.

PLAYING SPY GAMES

The Company expects self-sufficiency. The Company will not bail you out. Contacting the Company prematurely signals your compromise.

NAVIGATING COMPANY SECURITY! Companies respond predictably to threats. If caught in the act of espionage, knowing their routines may give you an upper hand.

FOR THE WARDEN! Use these procedures to threaten sloppy PCs. Companies execute countermeasures in presented order, at 10 minute intervals in urgent situations.

■ Data Breach Detected*

01. **Interdict.** Marines dispatched to the hack site, arriving in 1d10 minutes.
02. **Secure.** Codes and procedures changed, compromised personnel recalled.
03. **Misdirect.** Contrary propaganda pushed (1 key NPC buys it).

■ Trespassers on Site

01. **Alarm.** Employees covertly alerted. Unarmed staff hide.
02. **Funnel.** A single escape route left open, leading to a trap.
03. **Blockade.** Ships/escape methods boarded or destroyed.

■ Compromised Employee Suspected

01. **Test.** Employee presented a golden betrayal opportunity.
02. **Trail.** Suspect monitored by Company counter-agents.
03. **Recall.** Trap set for a seemingly routine check-in.

EMPLOYING LEVERAGE! Agents may urgently require bystander cooperation during operations. NPCs act in their best interest and will only consent if your directives are:

* **Obvious.** Clear connection between threat and request.
* **Provable.** Supported by evidence, particularly if a lie.
* **Immediate.** "Unless you do X, I will do Y."
* **Proportional.** Civilians won't kill unless mortally threatened.

SURVIVING OPERATIONS! Agents wishing to enjoy retirement should keep the following maxims in mind:

* **Secure an exit.** Map a full route to a waiting vehicle and/or safehouse.
* **Stick to your story.** Include a cause for presence, non-threatening profession and relatable personal adversity.
* **Keep your enemies closer.** Appear vulnerable to gain trust, collect dirt on "allies," offer deals to escape danger.

MAKING DEALS! The Company extends Agents resources to entice PC collaborators. Sweeten the pot** by offering:

* **Debt forgiveness.** Up to 1mcr in personal relief.
* **Family values.** Relation spared adversity (-2 max Stress).
* **Surgery.** Any Corespace-tech medical procedure they want.
* **Immunity.** Legal pardon for prior transgressions.
* **Extraction.** Safe passage from the mission area.

*Use the Mothership Hacker's Handbook to flesh out digital espionage operations.

**The Company may or may not honor deals.