

# PHOENIX

Beyond the Stellar Empire

## Agents and Operatives Manual

v1.0

# Agents and Operatives

Once put into place, both agents and operatives can use the same list of orders. Therefore they are all listed as agents in both the order utility and the order manual.

Agents and operatives perform covert operations within starbases and outposts (usually) owned by rival affiliations. They can perform a number of actions. Each action has its own risk assessment. This allows the controlling players to decide for themselves whether they will perform a mission with no illusion of invulnerability. These positions, when used correctly can be devastating. They can undermine production, change lists and basically cripple a starbase or outpost that has felt it unnecessary to construct security complexes.

## Agents

### Role

Agents are employees of either an outpost or a starbase, who also work for your political position. While they work for you they can be requested to perform tasks within the outpost or starbase in which they are based. They will continue to perform tasks upon demand until they are captured, the tasks become too dangerous or your political decides not to pay them anymore. The agent created will have an excellent skill level in hacking and stealth - these are not literal skills (as with an operative) but are instead gained through trusted access within the starbase.

### Recruitment

It is only possible to recruit an agent through the use of a ship or ground party docked in the starport of the starbase or outpost. The reason for this is the agent cannot be just anyone, but must be a full employee with computer access.

### Pay-off

Agents like money and are greedy. They start with small demands, but these will increase with time and the amount of missions demanded of them. As such, a political position may well feel that they have outlived their usefulness. To drop an agent, the political has to use a number of methods to silence the agent and prevent any information being leaked. What the exact methods are comes down to the personal code of ethics of the political position. As this is not an accountancy game, these however are simply boiled down to a stellar fee covering investigations by trusted henchmen, bribes to officials through third parties and such.

### Loyalty

The agents's first and foremost loyalty is purely to themselves. They really do not care about anything else beyond the stellars given to them on a weekly basis by the political. As such, in the event of capture, they will almost certainly cut a deal with the security forces which could reveal who they work for, presuming they have been able to find out.

## Recruitment of Agents and Operatives

*As all missions cost real money to perform, only players with a political position can recruit them.*

### Example Agent

Name: Bod (30957)  
Affiliation: Independent(1)  
Status: Inactive  
Risks taken: None  
Wages: 11 stellars  
Payoff Price: 1138 stellars  
Starbase Security: 63%

#### SKILLS

Assassination: 4 %  
Hacking: 42 %  
Surveillance: 31 %  
Sabotage: 4 %  
Stealth: 47 %

### Notes:

*The pay-off must be met if the political wishes to stop paying the wage.*

# Operatives

## Role

The role of operatives is more diverse. They are able to infiltrate the target starbase from anywhere in the in the orbital quadrant. Once in, they perform designated tasks until they are either caught or are picked up by a ship or ground party. They are at risk from security sweeps even when they are not performing missions, as they are not part of the starbase’s personnel. Unlike agents, they have a number of skills that will weight chances of success when performing specific missions.

## Recruitment

A ship or a ground party creates an operative by subjecting a veteran troop to an intensive procedure of training and indoctrination. The type of troop used in the conversion will determine which skills are likely to be most proficient.

Troop Used	Primary are of Expertise
Veteran Soldier	Excellent Assassination
Veteran Marine	Excellent Sabotage
Veteran Crew	Excellent Hacking
Veteran Scout	Excellent Stealth/ Surveillance
Veteran Startrooper	Good Assassination / Sabotage

This table gives only the typical skill area of expertise. There are variations - it may turn out that a veteran crew discovers he has talents at sabotage for example.

## Loyalty

The loyalty of operatives is unquestionable. They have been through various mind-altering procedures such that they would rather die than give away their employer. As such all carry (and are capable of making use of) instant suicide devices. These are generally organic neurotoxins held by calcium-based nanites in the brainstem although there are no doubt a great many other methods of instant death.

## Movement

Operatives, unlike agents can be picked up from a starbase and moved to a new location. Issuing the “pick-up operative” order from the appropriate location allows this.

### Example Operative

Name: Fustun (13708)  
Affiliation: Andromedaens(10)  
Status: Inactive  
Risks taken: None  
Operative: Fustun (147021)  
Security Code: None  
Wages: 65 stellars

SKILLS	
Assassination:	12 %
Hacking:	19 %
Surveillance:	23 %
Sabotage:	40 %
Stealth:	31 %

LOCATION  
Docked at AND SHIP Spectre (8898)

**Notes:**  
There are two numbers for Fuston. The first, Name, is the position number. This is used when writing orders. The second, Operative, is the item used to represent Fuston in the game. It is not normally used except under special circumstance.

# Performing Missions

Missions are dealt with in the same manner. Any number of orders can be given although their performance may affect the temporary security of the starbase.

## Risk Analysis

Each turn will generate a risk analysis for the agent. This will show both the expected chance of success when undertaking the mission for each risk difficulty.

### Example risk assessment

This example is for the newly created agent shown above.

Mission Type	Mission Difficulty					
	None	Low	Normal	High	V. High	Extreme
Assassination	25%	12%	6%	4%	3%	1%
Hacking	100%	100%	66%	44%	33%	16%
Surveillance	100%	96%	49%	32%	24%	12%
Sabotage	25%	12%	6%	4%	3%	1%
Stealth	100%	100%	74%	49%	37%	18%

## Crackdown

It is assumed that if an agent has not been active for a long time a player will request an update for the agent. This is because a starbase can perform what is known as a crackdown. This vastly increases the security protocols for the starbase (although at a cost of vastly reducing the efficiency of the starbase).

## Mission Failure

Should the agent fail a mission there is a chance of being detected. Depending on the mission type, this will range from negligible through to very obvious. All 'capture' tests are done against either stealth or hacking. Intelligence missions use either hacking or surveillance, whichever is the highest. Once spotted, the agent will attempt to evade capture. This will either be through hacking, in the case of accessing the starbase database, or through stealth if a physical mission. Assassination may also be used to shoot a way out of the situation.

## Gaining Experience

Successful completion of a mission will give some experience rewards. These will be in the skills used. The amount gained is proportional to the chance of failure. Undertaking missions with no chance of success will therefore result in no chance of gaining experience.

## Friendly Locations

While operatives can be run in friendly starbases, all their missions are considered 'live'. Special actions **c nnot** be issued to capture them alive, as they will suicide in the event of capture. Any attempts to circumvent this basic premise will result in compromising the operative.

The only advantage from running operatives in friendly starbases is that there will be no political repercussions from their actions. Under these circumstances, running missions in friendly starbases is an acceptable method of honing the skills of an operative prior to insertion into hostile environments.

## Missions

This is a list of missions possible. Where the result is “Item Security”, refer to the next section for details

Mission	Security Level	Skill Used
Assassinate	Item Security	Assassination
Remove from List: Enemy Support Defend Ground enemy	High Normal Normal Normal	Hacking
Alter production by 5% 10% 25% 35% 50% 100%	None Low Normal High Very High Extreme	Hacking
Cancel production	High	Hacking
Close: 1 complex 2 complexes 3-4 complexes	Normal Very High Extreme	Hacking
Acquire Information: Basic production list Complex list Defend list Enemy list Ground enemy list Mass production list Mining activity Positions docked Research list Ships building Special complex resources Standing order list Support list	None Low Low Low Low None None None Normal Low None None Low	Intelligence Intelligence Hacking Hacking Hacking Intelligence Intelligence Intelligence Hacking Intelligence Intelligence Intelligence Hacking
Find Quant of Item/Type	Item Security x0.5	Intelligence
Sabotage Item/Type Bombs Mods:   Damage 0: Micro charge   1 1: Bomblet       10 2: Normal Charge 50 3: Large Charge 100 4: Huge charge   200	Item Sec X 0.25 Item Sec X 0.5 Item Sec X 1 Item Sec X 2 Item Sec X 4	Sabotage

## Item Security Levels

Security levels for items fall into a number of categories. Each category will alter the basic security for the starbase with respect to the specific item, i.e. a starbase will put more security around its jadium reserves than it's metal reserves.

Item Security	Base Security Multiplier	Item Security	Base Security Multiplier
None	0.25	High	1.5
Low	0.5	V. High	2
Normal	1	Extreme	4

## Item Type Security Levels

If an item type is not listed here then it falls into the normal bracket. There is no modifier for item types falling into this item type.

No Security (None)	Low security	High Security	Very High Security:	Extreme Security:
Basic Ores	Employees	Rare Ores	Very Rare Ores	Blue print
Trade goods	Civilians	Landing Devices	Pirate	Technique
Life (alien pets)	Hull patches	Take off devices	Officer	Principle
Plants		Landing engines	Operative	Scientist
Drugs		Combat Engines	Gravlander	Political
		Scrambler	Cloaking Device	Artefact
		Alloys	Inertial Damper	
		Int. Stabiliser	Missile	
		Stargate Keys	Kinetic Ammo	
		GPI Sensors	PD Missile	
		Exploration Modules		

# Credits

## Phoenix Initial Concept

KJC Games

## Design and Implementation

David Bethel (Skeletal Software)

Mica Goldstone (KJC Games)

## Phoenix Website Design

David Dixon

## Rulebook Documentation

Mica Goldstone

## Rulebook Design and Creation

David Dixon

## Rulebook Integrity

Dan Reed (danreed@blueyonder.co.uk)

David Dixon (david@alpha-fleet.co.uk)

## Graphic Design (Rulebook and Publicity)

Martin Dixon

David Dixon

## Phoenix Beta Testers

Dan Reed  
Mica Goldstone

Geoff Jollye  
Pedro Martins

Thomas Franz  
Phil Sara  
Milton Papadopoulos

Lee Carter  
Nick Maggs

## Special Thanks

*All the Beyond the Stellar Empire Players that devoted so much time to ensuring  
that the Phoenix dream became a reality!*

*Phoenix: Beyond the Stellar Empire © 2002-2003, KJC Games Ltd.  
Phoenix: Beyond the Stellar Empire is a property of Skeletal Software, All Rights Reserved.*