





## SPY NETWORK

### ◆ ◆ TRAINING

One of your **trained** spies becomes a **master spy**. This may be taken twice.

### ◆ INVESTMENTS

Spies roll +1d on **Expand Network** assignments.

### ◆ ACQUISITION

Gain another spy. Mark their **trained** box.

### ◆ ANALYSTS

Spies roll +1d on **Research** assignments.

### ◆ SPY NETWORK

You are able to train, support, and utilize spies. You start with 2 spies. One **trained** and one **master spy**.

### ◆ FIELD ASSESSMENT

You may ask 1 additional question when you **Interrogate**.

### ◆ ENTRAPMENT

Spies roll +1d on **Lay Trap** missions.

### ◆ RANGERS

**Augmented** recon missions give +1 intel beyond the usual rewards.

### ◆ SOURCES

You have loyal contacts & informants everywhere. Spies roll +1d on **Augmented Mission** assignments.

### ◆ MERCENARIES

**Augmented** assault missions give +1 morale beyond the usual rewards.

### ◆ MERCHANTS

**Augmented** supply missions give +1 supply beyond the usual rewards.

### ◆ HOLY ORDERS

**Augmented** support missions give +1 asset beyond the usual rewards.

## SPIES



**Antoinette:** Denied nobility by her bastard heritage, this spireborn beauty found a better calling in life. Seduction, infiltration, and even assassination, she has yet to fail an assignment.

**Specialty:** Automatically upgrades to **MASTER SPY**.

Trained  Master  Wounded



**Bortis:** A grizzled veteran of tradecraft, Bortis is an asset on and off the field. Rumor is that he'll soon be promoted to run his own operations, if he survives.

**Specialty:** When Bortis rolls on **EXPAND NETWORK** assignments he generates +1 **SEGMENT** on his rolls.

Trained  Master  Wounded



**Crimson:** Little is known about this mutant, except their eyes reflect silver beneath a hood. They come and go as they please, leaving rumor in their wake.

**Specialty:** Does not **WOUND** on any Assignment.

Trained  Master  Wounded



**Igrid:** A Fourthen resistance operative, she can easily blend into local settlements, travelling the area freely, taking note of news and rumors.

**Specialty:** Whenever IGRID **INTERROGATES** you may ask 1 additional **INTEL** question.

Trained  Master  Wounded



**Liya:** A Metallican Gunslinger who prefers deep cover and long-term solo assignments. A master pistol marksman, self sufficient, lethal, and well travelled.

**Specialty:** Liya rolls +1D on **RESEARCH** assignments.

Trained  Master  Wounded



**Onyetin:** This friendly bear of a man is also one of the most canny smugglers in the sector. He knows exactly how to spot or uncover hidden targets and caches.

**Specialty:** Onyetin rolls +1D on **AUGMENT MISSION** assignments.

Trained  Master  Wounded