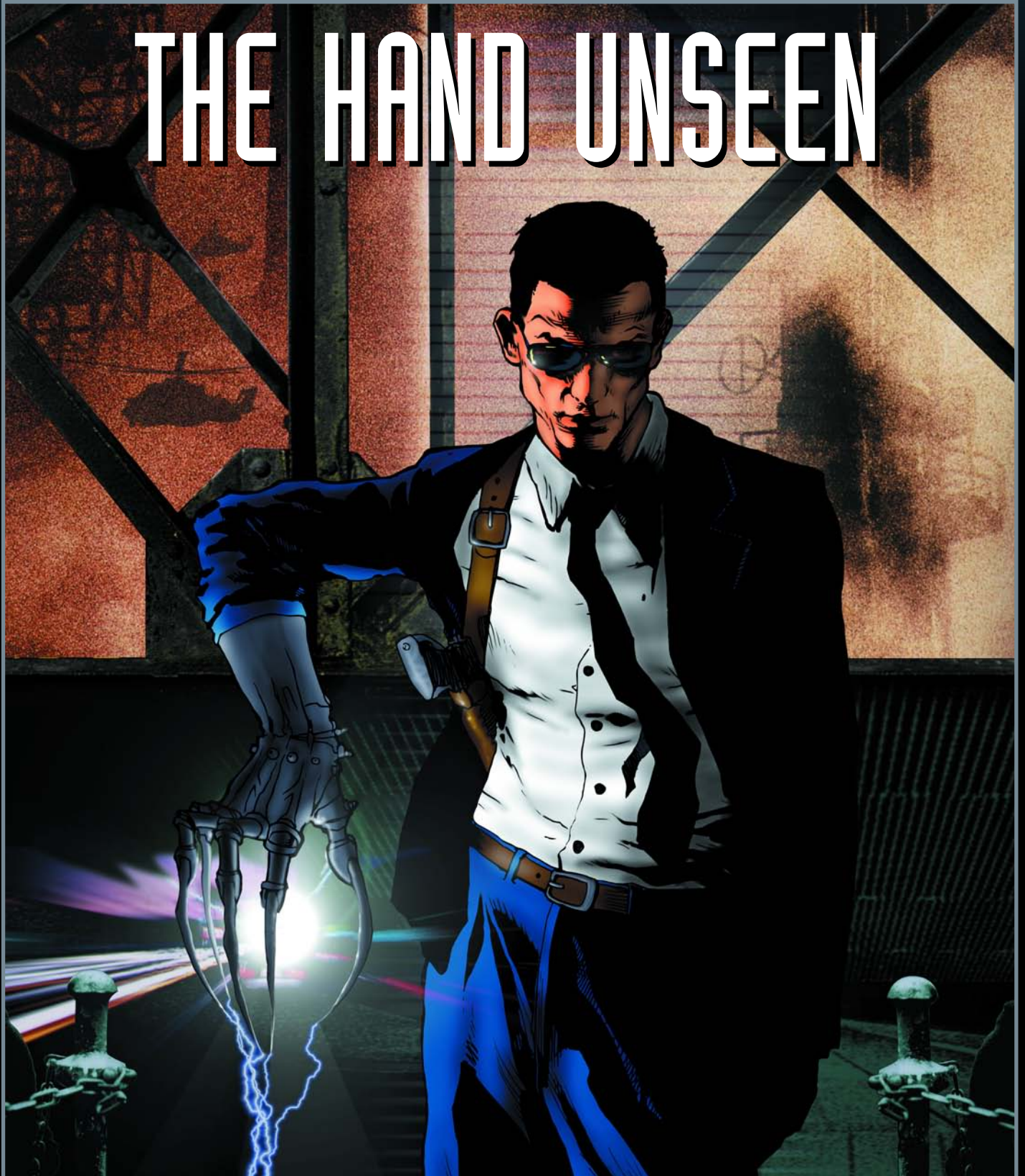


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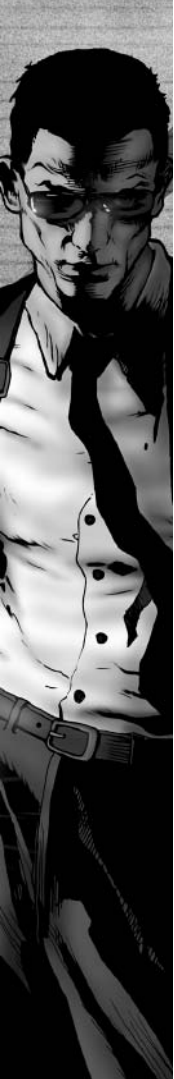
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THE HAND UNSEEN



THE BLACK BOOK SOURCEBOOK





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It's all a big conspiracy anyway.

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Chap

There wasn't much sound in the room.

Stafford couldn't decide if it was because of the acoustic white tile all over everything, or because of the military training of the majority of the people in the auditorium. The place looked like a big hospital ward, he realized, and the thought wasn't very comforting. There was no one at the podium up front, and the group of fifty young men and women had been waiting in another room for almost an hour before shuffling into this briefing room. Stafford wondered if this might be some kind of strange psychological test again, like the interview. Best not to worry about it, he figured.

He stole a look down the row at the attractive blonde he had seen on the way in. She had an intense look on her face, like there was a lecture going on already. He wanted to introduce himself to her, but he had never been very good with women, especially not big city girls. Back in Alabama, a girl that pretty wouldn't even look at a back woods boy like him.

She turned and smiled at him, her face lighting up. It was the prettiest face he could ever remember seeing. He felt his face heat up, and looked at his feet, embarrassed to be caught staring.

Just then, the briefing team finally arrived, and some Navy guy up front screamed "attention on deck." The military trainees all leapt to attention; the civilians slowly got to their feet looking confused.

The head guy was a ramrod-stiff older man, gray hair and sparse sideburns, a permanent scowl on his face. He was in an understated uniform with no nametag or rank insignia. Stafford wasn't even sure about the man's branch of service. His breast was covered in medals and ribbons, including a medal of honor. Service ribbons for Korea and Vietnam stood out, too. Stafford was impressed.

ter 1

Recruitment

The old soldier motioned for everyone to stand down, and there was a loud rustle and clattering as fifty people took their seats.

"Good evening, ladies and gentlemen," the speaker started, his eyes sweeping back and forth over the audience. "I am here to welcome you to the most important

decision of your lives. Each of you has been selected for a special duty to your country, a chance to protect and serve her in a way few others are allowed. Many of you come here from military billets, where you have already rendered great service to your countrymen. Others have served in vital civilian roles, performing the research and operations that will project American power and influence into the dangerous times that lie ahead. All of you are unique, highly talented and highly motivated, full of promise and ready for greater challenges. You are the elite, the very best young people that this country has produced. Consequently, you have been selected for the greatest honor that we can bestow upon you."

Stafford noticed that the audience was silent, fifty pairs of eyes focused onto the speaker. Aware that he was holding his breath in expectation, he forced himself to exhale. For a moment, the speaker's eyes rested on his, and he could feel the force of personality the man exuded.

"When you were younger, the world was a black and white place. You played cops and robbers in your yards, and you knew that one side was the good guys, the other the bad guys. Now you are older and more experienced in the ways of the real world. You know now that, unfortunately, there are no clear-cut answers to the most difficult questions.

"Some of you have already been forced to make those hard choices in your careers. Our records show that each of you is morally strong, ethically pure, and stalwart enough to understand that the greater good is sometimes only served outside the bounds of law. You know that someone must protect the weak from the strong, that the predators of life are not always stopped by mere harsh words, but instead by measured acts of intervention. It is an unpleasant duty, but a necessary one if we are to defend civilization from barbarism – and even extinction.

"Even now, there are forces at work in our schools, in our churches, in the very halls of government where law is made and justice established. Subversive enemies work to take away our heritage, to sell our way of life, to counter our advancement as a country and a species, to sabotage the very works of peace we've built with hard work and sacrifice. These enemies are buried in the heart of our infrastructure, striking out here and there at targets of opportunity.

"Some of you have seen the effects of these assaults: labs destroyed, research plundered, friends slain, secrets sold to hostile powers. The only way to fight such enemies effectively is to move as they do – throw up a cloak



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RECRUITMENT

CHAPTER 1



6

of shadows under which we can operate unhindered by a well-meaning but naïve civil authority, strike a fatal blow against the hostile forces, and steal away into the night from whence we came.

"Almost fifty years ago, another group of young men and women sat in this very room, and listened to a speech very similar to the one I'm giving now. Those young people realized it was time to stand up and fight the enemies of our country, to strike against all foes, both foreign and domestic. They were the first to join this small band of silent forgotten heroes. They bear silent witness to the majestic gravity of the burden you now have the opportunity to shoulder.

"Those before you – both quick and dead – salute you.

"It is time to put your skills to work in ultimate service of the weak and defenseless, to fight the forces that are trying to subvert our way of life. It is time for you to take on a supreme responsibility, to become part of the unseen hand that guides this great nation's destiny. I pray that each of you will accept this burden of silence, and bear it with pride and honor, secure in the fellowship of the Directorate."

Without another word, the man turned and strode from the platform. The hall was silent again, and Stafford tried to grasp the impact of what the man had said. His heart pounded furiously, as if his chest was about to burst. He felt choked up, his thoughts running wild. On the faces of his neighbors, he could see the same emotions. This was what he had been looking for, a chance to truly serve – to lead, not follow! He heard staff members calling names out, and he slowly drifted across the room to his mustering station.

Although he didn't know what it meant exactly, he knew that the line was for the training camp, where they would be taught the skills they needed for their new duties. He was lost in thought, barely noticing the quick exit from the building into the warm night air, the hasty march across the helipad, or the jostling embarkation onto the oddly streamlined, quietly humming black transport choppers. He took his seat and strapped in, settling back into the rhythmic thumping of a helo in flight. He tried not to worry about what the future might bring, but he was scared to death that somehow he wouldn't make the grade – that he'd let everyone down.

He was shocked out of his reverie by a soft voice in his ear, warm breath tickling his cheek. "Hello," she whispered, "Looks like we're gonna be partners." He turned to see that it was her – the blonde. He felt his throat go dry, and he lost the power of speech.

"My name's Maribeth O'Connell. Air Force, Office of Special Investigations."

"Stafford," he croaked.

"Just Stafford?" she laughed, and it sounded like a symphony to the simple Alabama veteran's son.

"Jim Stafford," he choked out, his chest tightening. "Rangers."

"Excellent. You can help me pass the field exercises, and I'll help you pass the tests." She laughed again, shaking his hand and settled back into her seat. "Start of a beautiful friendship, partner."

Suddenly, this training thing didn't seem so bad.

A WARNING

In the *Conspiracy X* source material printed to date, the Black Book has been given the role of villain and traitor. They are the foil against which Aegis must do battle. They are the "bad guys" that pop up to compromise the American way of life and humanity's future. If this is the desirable basis for an ongoing campaign, put this book down. Reading further means giving up the comfort of this illusion.

Important Information

The Hand Unseen: The Black Book Sourcebook represents the definitive guide to the Black Book—or the National Defense Directorate, as it is officially designated—and its activities. More than that, it is designed to allow players to take on the role of Directorate operatives. This book covers most of the material needed to get started with life in the Directorate. Please note that with the release of *Sub Rosa: The Conspiracy Creation Sourcebook*, the general character generation process for *Conspiracy X* was updated, and the Hand Unseen reflects that new standard. Thus, knowledge of, or an ability to reference, the material in *Sub Rosa* is strongly recommended. In addition, the *Aegis Handbook*, *Nemesis: The Grey Sourcebook*, and *Exodus: The Saurian Sourcebook* are handy references for any NDD-oriented campaign.

THE HAND UNSEEN

OVERVIEW OF CHAPTERS

Chapter One: Recruitment contains this overview, as well as recommendations on usage of this material and a handful of references to aid in rounding out a National Defense Directorate campaign.

Chapter Two: Training Camp presents new recruits with an overview of the National Defense Directorates goals, policies, and departments, and walks candidates through a rigorous training program designed to test their skills, knowledge and abilities.

Chapter Three: The Soldiers provides players with a number of Profession choices and outlines character creation, including an array of new traits, trainings, and pulling strings. A handful of low-classification resources are also listed in this chapter.

Chapter Four: Veterans' Debriefing is the first of the Game Master-oriented chapters. It explains the Majestic Clearance rating system and the various types of missions, gives recommendations on assembling effective taskforces, establishes guidelines on resource allocation, and lists some specialized equipment. It also contains a brief report from various Divisions on recent projects. The Game Master may allow players of experienced Directorate characters with appropriate clearance levels to read this chapter.

Chapter Five: Supervisors' Debriefing provides an overview of all Divisions' progress over the past several decades, as well as summary information on specialized projects. Key information about infiltration, technological developments, major trends, and general operations is contained in this chapter. This chapter and the following one are not recommended for players.

Chapter Six: Commanders' Debriefing includes details on a host of top-secret projects, a brief on emergency protocols, an overview of alien relations, and information on elite NDD operatives.

The Appendices contain information on the Central Command, EBE player characters, the Dulce base, and hidden conspiracies within the NDD.

Sourcebook Abbreviations

Several sourcebooks are referenced throughout the *Hand Unseen*. To save space, the titles of these books are often abbreviated. The abbreviations and the books they refer to are:

BoL 1 [Bodyguard of Lies 1: Psi-Wars]

BoL 2 [Bodyguard of Lies 2: Mokole]

BoL 3 [Bodyguard of Lies 3: Synergq]

Con X [Conspiracy X main rulebook]

Exo [Exodus]

SotM [Shadows of the Mind]

SR [Sub Rosa]

HOW TO USE THIS BOOK

The materials presented in this book are essentially used in one of two ways: to run a Directorate campaign or to use as background for *Aegis* or *Sub Rosa* campaigns.

To run a Directorate campaign, the Game Master who has seen "the Black Book" as the "bad guys" must do a little bit of rethinking. For most GMs and players already familiar with the *Conspiracy X* universe, this bias is probably inherent. For individuals who started playing using the *Sub Rosa* sourcebook, the Directorate has probably had little impact on players' and GMs' expectations and attitudes. Keep in mind that the members of the Directorate have aims no less noble than those of *Aegis*, they just have a very different methodology for reaching their goals, and a vastly different set of standards and values.

All *Hand Unseen* skills, resources, talents, traits, and trainings supplement the information provided in the *Conspiracy X* main book, *Sub Rosa*, or *Aegis Handbook*. Players and GMs are advised to obtain all of these books in order to fully comprehend the options available to characters and campaigns.

Chapters One, Two and Three are suitable for players, and Game Masters may choose to make the Appendices or other elements of the book available to players on a need-to-know basis. Chapters Four, Five and Six are reserved for Game Masters; players who read this material may jeopardize the fluidity and enjoyability of a campaign. Or, they may simply be caught accessing information beyond their clearance and quietly "dealt with" by NDD security officials . . .

AUXILIARY SOURCE MATERIAL RECOMMENDED READING

The Commander X Files (1996); ISBN: 0-938294-32-6

Dreamland (1999) by Phil Patton; ISBN: 0-375753-85-0

RECOMMENDED VIEWING

American Society for Psychological Research

<http://www.aspr.com/index.htm>

The Dulce Book by Branton

<http://www.eaglehost.com/dulce/>

Robert Anton Wilson's Encyclopedia of Conspiracies

<http://gate.cruzio.com/~blackops/>

Ufomind Bookstore

<http://www.ufomind.com/>

The pilot episode of "Dark Skies"



7

RECRUITMENT



Chap

Maribeth cautiously worked her way up the last few yards of the old trail, her hands seeking holds in the crumbling red rock.

The warm night air rustled through her hair, carrying the scent of the graduation bonfire up the cliff face. She stopped for a moment, looking at the small flickering red campsite below. The night was mostly silent now, as former students turned Directorate agents dropped off to sleep in the valley. In the morning, she'd join them, whisking off to work on whatever the Directorate chose.

Tonight, they were saying goodbyes to new friends made during the last year of training. In some cases, they were celebrating success. Others merely felt happy to have survived.

ter 2

Camp

She crept over the last ridge onto the flat rock top, a tiny hollow resting a hundred feet up on a cliff above the New Mexico sands. Jim had found the place during one of their field

exercises, and he'd claimed it as his, coming here whenever a break in their schedule allowed the recruits some private time. Maribeth paused to allow her eyes to adjust to the sudden darkness, listening carefully for any sign of human habitation. Insects buzzed around her, and somewhere a cricket chirped peacefully, but after a few moments she made out the soft sigh of Jim's breathing. In the shadows, she could make out his form, sitting at the far end of the bowl, peering out a crevice to the stars above. Clearing her throat to make sure he wouldn't be surprised by her arrival, she squeezed into the depression with him.

"Thought you might be up here," she said, not looking at him. The stars glittered above them.

"Don't have to miss the party, Maribeth," he muttered.

"Don't be silly, Jim," she sighed, digging into the cargo pockets of her fatigue pants. Jim slipped a look at her face, highlighted by the stars. She grinned, and pulled out two sodas, condensation dripping off them in the hot air. "Room service?" she said, giggling.

"No beer?"

"Foolish male," Maribeth laughed. "We ship out in the morning. You wanna be hung over?"

"Yeah," he grumbled, opening the can. As he raised the drink, the stars lit up his face, and she saw the trail of tears on his cheek. A shock of pain slipped into her heart, and she impulsively reached out to touch his hand. It was warm and leathery, rough—a workingman's hands.

"What is it?" she whispered, wanting to help.

Stafford couldn't bear to look at her. She was so incredibly beautiful, so sweet, so fragile on the outside, yet so strong and certain inside. For the thousandth time since he'd first seen her, he fell in love with her. How could he tell her graduation meant never seeing her again, the idea of having met her, only to lose her into the Directorate's halls? Instead, he concentrated on the soda can in his hands, and pretended he hadn't heard the question.

"Jim," she said, squeezing his hand. Damn, he thought, she never would let me off the hook.

"Lost friends," he said, risking a quick look at her. In the starlight, her eyes shone like candles, causing butterflies to chase around his belly. He left his hand in hers.

She wanted to ask him if he meant her, to make him say the words that neither of them had voiced. What kind of a place is the Directorate for a love affair, for a marriage, she wondered. Instead, she pulled her legs up in front of her, wrapping her right arm around them. She didn't release her grip on Jim's hand.

"I know where you're assigned," she stated, a conspiratorial tone in her voice.

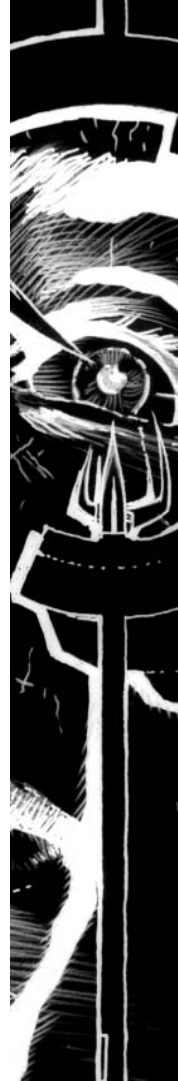
No one is supposed to know that yet, he thought. "What did you pull?" he asked, curiosity getting the better of his depression. She cocked her head sideways, resting her chin on her knees. She favored him with a brilliant smile and a sneaky wink.

"I owe the assignments director a case of Scotch. Wanna know where you're going?"

"Who doesn't?"

"Langley, Virginia." She ran her hand up to his face, and leaned over to rest her head on his shoulder. "Same as me, Jim."

His heart leapt as a dozen bright possible futures replaced the one dull gray one he'd been expecting. Her head seemed to set fire to his body where it touched, her soft cinnamon-scented hair brushing his face. He looked up into the sky, saying a quick prayer of thanks. Very gently, he slid his arm around her, and the two of them silently contemplated what the future might bring.



9

CAMP TRAINING

THE BLACK BOOK SOURCEBOOK

CHAPTER 2

Training Manual, Initial Entry Level

Clearance: MJ1

Subject: Orientation

The mission of the National Defense Directorate (NDD) is the protection of the United States of America and the lofty ideals for which it stands. To the last man, its operatives are dedicated to that one true mission.

While the uninitiated might call the NDD an organization of conspirators or protest that it does not follow the letter of this country's laws, they would be incorrect. The Directorate acts under the authority granted it many years ago by President Harry Truman. It was his foresight that perceived the need for this organization. Under his authority, several acts and orders are now in place to allow the NDD to pursue his vision. Directorate operatives are not merely citizens of this country; they are among its greatest patriots. They are wholly devoted to this country and its ideals. Great passion, belief in the organization's mission, and superior psychological training have helped to form NDD agents into the dedicated servants of this land and its Constitution.

As an organization, the NDD commands an army of highly trained and motivated individuals. At its disposal are the greatest scientific minds the world has to offer. It has created and maintains weapons of espionage and war years ahead of those any private corporation or other government agency can access. It is this edge that allows it to act with precision and force and to leave little trace of its actions for opponents and detractors to find.

Enemies of the Directorate exist, make no mistake. Conspiratorial groups and secret organizations both within and without the borders of our nation threaten it. They plot against the duly elected government and its wishes, they scheme against humanity and its needs, they conspire against individual citizens—they seek the downfall of not only the United States of America, but also the very ideals upon which it is founded. They gather support from foreign countries, misguided nationalists of this country, and other sources—the origins of some are such that the average citizen is not prepared even to accept as a reality.

Fortunately, the NDD is not without its own allies—domestic, foreign, and otherwise. With their assistance, it has made great advancements in technology and science. Their support does not end with mere material assets; the Directorate has many supporters in the great citizens of the very nation it is sworn to uphold. An extensive network of people assists the NDD at every level of government and in many private corporations.

All supporters have sworn their allegiance to the Directorate's mission and are willing to make any sacrifice in its name. Some are recruits who were unable to complete the initial training process, others are bound by either position or political viewpoints. Always remember, the NDD does not stand alone.

Training Manual, Initial Entry Level

Clearance: MJ1

Subject: Recruitment Criteria

The NDD continually recruits from a large list of potentials. These individuals have an impressive array of skills and abilities, and have demonstrated a desire to make more of their lives. Among the qualities the NDD looks for are a strong sense of patriotism and morality, frustration with restrictions imposed on the pursuit of justice, and the ability to follow orders.

Some otherwise promising individuals are eliminated early in the recruitment phase due to considerations that make them unsuitable for the Directorate's mission: a marriage or similar relationship, close family ties, strong religious convictions, serious physical impairments, or inability to pass the standard Directorate background examination. These qualities may present a conflict of interest to an operative that would endanger the agent and his peers, as well as his mission, the Directorate, or even the security of the United States of America.

Experience has shown that an agent with a family or similar relations may lose his mission focus and become a liability during the early years that he serves. During this time period an agent must devote himself fully to the mission and the goals of the NDD, and not allow outside influences to serve as distractions. Veteran operatives may find the time for a relationship inside or outside the Directorate, or another extracurricular pursuit, but even this is a rare circumstance.

Likewise, active involvement with a religious order tends to create an extended "family" that can draw the agent away from his duties with the NDD. The Directorate recognizes the religious freedom of its agents and allows them to practice their faith, but discourages a zealous devotion to any organization other than the NDD or goal outside the ultimate protection of the United States of America.

A physically impaired operative may be recruited on occasion. Exceptions are made for individuals who possess an extraordinary ability or skill whose value outweighs any mission liability imposed by the recruit's impairment. Furthermore, the NDD realizes that these individuals may very well have already sacrificed in service of their country and proven their willingness to put the greater good ahead of their own well-being.

Age is a factor in recruitment as well. New recruits are most often drawn from existing government agencies and organizations, but must be young enough to meet the physical requirements. The NDD has found that selection of younger recruits tends to minimize the chance of dependents or other entanglements. Still, older or younger recruits are approached from time to time; the NDD does not practice age discrimination. Once in the NDD, an operative works until he can no longer contribute significantly to the organization.

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THE HAND UNSEEN

NDD recruiters target various specific locations for members. The foremost are the armed services, primarily the U.S. Army. Federal and state government agencies are next most common. Less likely is the private sector, which requires more in-depth background checks, but may provide potentials with skill sets outside those normally encountered in governmental service. Finally, a handful of recruits are drawn from NDD sponsored organizations (see sidebars). Regardless of members' backgrounds, it is vital that all operatives recognize the unique talents and expertise of their peers, all of whom are selected to further the goals of the NDD.

Once a member is selected for recruitment, a variety of methods are employed to bring the candidate to active service. In most cases, a recruiter contacts the potential recruit and arranges the first of a series of meetings. It is at these interviews that the recruiter discusses several issues germane to the NDD—government policies,

bureaucracy, politics, and nationalism. It is standard operating procedure to have several recruiters target a potential recruit to gather as much information as possible, and many new recruits remember those meetings as simple chats with a friend, colleague, or a stranger at the checkout counter.

The final meeting is always held at a secure location, and is almost always a “trial by fire” of some sort. Years of experience have taught that rigorous testing is vital to the final stages of recruitment. Those who pass the final stage of testing are then brought into the organization for training and indoctrination. Those who do not never become aware of the organization's existence.

Note that regardless of background, capacities or impairments, the NDD does not allow any discrimination against any individual on the basis of race, religion, sex, national origin, or age.

Project ACORN

Clearance: M33

Through various private sector fronts coordinated with the Espionage and Infiltration Division, the Recruitment and Training Division has access to and direct influence over 47 orphanages spread throughout the continental United States. Personnel stationed at these orphanages watch for future Directorate recruits and begin training potential candidates through special exposure and education early in their lives. By the time a candidate reaches the legal age to leave the facility, they generally prove to be vital additions to the recruitment roster. The NDD sends its facilitators to these newly free men and women and brings them into the fold. After years of preparatory education, the Directorate almost always proves irresistible to these young adults.

Phoenix Academy

Clearance: M33

Another non-traditional recruiting path involves exceptional intellects inhibited by some kind of physical, financial, or psychological complication. The family of such an individual is met by a special Recruitment and Training Division recruiter, who offers a full scholarship to the prestigious Phoenix Academy located in Brockton, Massachusetts. Under the guidance of the recruiter, literature is reviewed, statistics on how the Academy has improved the lives of its students are highlighted, and the cost of similar non-subsidized care and education is analyzed. In the face of such a presentation, most families are more than happy to accept enrollment. They see that this option will provide for a better life for their child than any other path.



CHAPTER 2

Successful Completion of Camp Training

Over the past 5 years, the Recruitment and Training Division has reported a 93% completion rate for candidates, up from 88% during the previous five-year period. Two percent of the candidates self-select out prior to Advanced Training and are returned to their former lives. Three percent of the candidates suffer some form of injury or disabling accident that make it impossible to complete Camp with their incoming class. These individuals are either granted Repatriate Program reinsertion or are enlisted in the next Camp. The remaining two percent of failures are the result of fatal accidents that occur in training.

The Directorate Operative's Credo

1. An operative's first loyalty is to the Directorate and, through it, the United States of America.
2. An operative follows the orders of his superiors without exception or question.
3. An operative maintains the confidentiality of the mission and the Directorate at all costs.
4. An operative is always prepared to sacrifice all for the cause of the Directorate.
5. An operative must protect the interests of the United States of America and its citizens.

Camp Training Program

1. Orientation (1 week)
2. Basic Training (8 weeks)
3. Indoctrination/Advanced Training (20 weeks) — builds patriotism, confidence and team work; emphasis on following orders; begin divisional training
4. Heavy Indoctrination/Patriot Training I (15 weeks) — tests on willpower, command, life or death decision-making, and sacrifice for the greater good; specific protocols per division introduced; project knowledge and equipment training
5. Directorate History/Divisional Information/Patriot Training II (4 weeks) — historical overview of the Directorate as appropriate for MJ level; divisional assignments and missions; final assignments and highly specialized training
6. Sentinel Implantation/Adjustment Period/R&R (2 weeks)
7. Final Testing (2-6 weeks)
8. Graduation/R&R (2 weeks) — a few days of preparation; formal graduation ceremony; remainder R&R

Training Manual, Initial Entry Level

Clearance: MJ1

Subject: Dulce Basic Camp Training

Before their first assignment, NDD recruits must be ready to make a valuable and necessary contribution to the survival of the United States of America. To that end, the Directorate requires that every agent successfully complete the Dulce Basic Training Camp.

The training begins with administrative inprocessing, during which candidates meet the director of training, receive uniforms, and are assigned to a barracks. Following inprocessing, which takes less than two days, recruits begin the actual basic training. The first eight weeks of training at the Camp, as it is commonly referred to within the Directorate, is very similar to basic training conducted by the United States Army. It focuses on self-defense, small arms use, basic athletics and physical fitness. Although this phase is not overly difficult, it is non-stop and leaves recruits little downtime for anything but sleep.

Efforts are made to group recruits by their expertise when assigning barracks even at this phase of the training. Prior to orientation, all recruits are evaluated for optimal divisional assignment, and changes are only rarely made during the initial training process. Following orientation, the Directorate uses the initial evaluation to classify candidates by their prior skills and make a potential NDD divisional assignment.

Very few individuals fail the initial basic training or question their commitment to the Directorate. However, in such unusual instances, the director of training at the Camp has discretion in determining an appropriate course of action that serves the best interest of the NDD and the United States.

Training Manual, Initial Entry Level

Clearance: MJ2

Subject: Dulce Advanced Camp Training

After the initial eight weeks of Basic Training, candidates progress to Advanced Camp Training. Throughout the next 20 weeks, the entire recruit class takes part in teamwork exercises and more intensive physical training. Also during this time, recruits are given specialized training according to their initial divisional assignment. Instructors review standard procedures and operations of the appropriate division in great detail.

Candidates dropping out prior to week 19 may find a position in the Repatriate Program. Failed recruits after that time are redirected to a special program, the details of which are not available at this clearance level.

Training Manual, Initial Entry Level

Clearance: MJ3

Subject: Dulce Patriot Training

Having passed Advanced Training, candidates move into the final phase, usually referred to as "Patriot" Training. The first 15 weeks of Patriot Training are divided between field exercises and further specialized divisional training.

The field exercises are as realistic as possible and allow recruiters to test each recruit's willpower, ability to make command decisions, and willingness to sacrifice personal desires for the greater good. In the past, loss of life has occurred during these exercises due to recruit error, so Camp instructors are particularly strict in this phase of training. In spite of the potential dangers, these exercises catalyze teamwork and morale in a way that no other method has ever achieved.

Specialized divisional training consists of detailed protocols, briefings on ongoing projects, and familiarization with appropriate equipment. In many ways, this training is even more rigorous than the field exercises, because it requires the candidate to learn the finer details of the appropriate division's expertise and capacities, as well as the minutiae of daily operations and administration.

Following 15 weeks of this phase, the entire class receives a two-week overview of the Directorate's history, its goals, and its aims. This general review is followed by a more specialized history of each division focused on its own potential recruits, which also lasts for two weeks. During this time, candidates learn their unique roles within the NDD based on initial divisional assignment, and make important contacts with fellow recruits in closely allied divisions.

Sometime during week 48-50 of training, candidates undergo rigorous physicals and are implanted with the Sentinel chip. Every agent in the Directorate receives this implant; Division 3 (EI) agents do not receive their implant until the beginning of the second year when their reliability has been proven and they have been cleared for the next year of training. The Sentinel chip provides a secure and inviolate method of identification that serves to protect the confidentiality of the Directorate's mission and resources; it is the only way to gain access to NDD bases throughout the world.

Following implantation, candidates are monitored for adjustment difficulties—physical, mental, or social. Candidates are encouraged to engage in on-base R&R while they adjust to the presence of the implant.

Following the implantation of the Sentinel, each candidate is rigorously tested with a battery of psychological measures. These tests are designed to gauge and strengthen mental stability and willpower. The battery is unique for each recruit, but the core of the program is a standard group of exams that addresses life or death



The Sentinel Implant

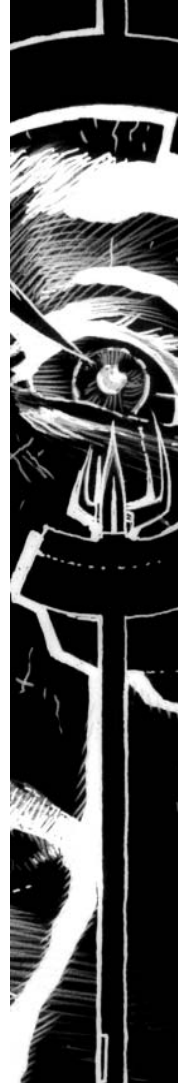
All agents of the NDD have a Sentinel implant placed somewhere inside their body. This implant serves many purposes for the agent and for the Directorate. The main use is identification. Every NDD facility can monitor for these implants and monitor the location of every agent in that facility. In the newer facilities, doors have scanners to check the ID of incoming personnel and deny access to anyone not authorized for entry. Some of the most secure labs have these scanners connected to computer terminals so the user is not able to access the computer or restricted files unless he is sitting in the proper chair and has the correct ID.

situations, challenges the candidate's patriotism, reveals the dangers of corrupting or unusual external influences such as "psychic" phenomena, preconceptions of philosophy which may unduly hinder the candidate in abnormal circumstances, and any predispositions that may weaken the candidate's stability or sanity.

The Directorate does provide recruits with appropriate support during these tests, but autonomy is encouraged. It is inevitable that some individuals are unable to meet these stringent requirements. In such instances, the candidate meets with the director of training for reassignment, or out-processing in truly extenuating circumstances. At this point in the training program, the Directorate is generally reluctant to remove a candidate and prefers to recycle him to another division better suited to his abilities.

The final testing phase takes anywhere from two to six weeks, depending on the candidate and tests necessary for his assigned division.

Once the recruits have passed their psychological exams, or been reassigned, formal graduation takes place. The ceremony is solemn and formal, and the entire graduating class pays homage to those who have fallen in service by visiting the Wall of Honor. Following graduation, candidates receive formal divisional assignments and are allowed up to two weeks leave. Although this 54+-week training process is demanding and rigorous, most members forego the leave and opt to enter active service immediately. This high level of morale has become both a matter of pride among the training staff and a credit to the resolve of the recruits.



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Variations in Training

There are two exceptions to the standard training program for recruits. The first revolves around the members of the Espionage and Infiltration (EI) Division, who cannot absent themselves from their jobs for extended periods of time. The recruits in EI undergo a short one-month training program and private instruction for up to four years. This instruction occurs on weekends, at night, and during vacations—all spent with special trainers from the recruitment division. The history of the Directorate is taught over a long period of time and does not commence until the middle of the second year.

The second exception covers those members who are destined for the Division of Directorate Security (DDS). All those students supplement the standard training program with a second year of further specialized training.

Training Manual, Initial Entry Level

Clearance: MJ3

Subject: NDD History

The Directorate's origins can be traced to the early 1930s and President Franklin Roosevelt. The United States was in disarray and desperate. An economic depression had ruined the country's industrial base and ravaged society. The American banking system was reeling, and the world was on the edge of a global economic collapse. Furthermore, events in Europe and the Pacific Rim threatened to escalate into armed conflict detrimental to American interests in those regions.

Due largely to World War I, the concept of isolationism dominated the mentality of the average American citizen. Common opinion held that the rest of the world should tend to itself. Leaders of the country's major political parties as well as key cabinet advisors echoed this sentiment. Even so, events were underway both overseas and at home that drew America into a clandestine war that remains unknown to the general populace even today.

In 1933, during a secret meeting between Winston Churchill and a newly-elected, and very hesitant, President Franklin Roosevelt, the groundwork was laid to form the NDD's direct predecessor, then known as the Watch. It was created to observe any unusual or aggressive activity by the Nazi Party, and provide some measure of protection from those machinations. Of particular concern to the Watch was Nazi endeavors in areas generally considered "paranormal" or occult. According to agents already in place within Germany, Hitler's henchmen were experiencing previously unknown successes with methods scoffed at by conventional scientists and theories.

Consisting of a trusted British agent and 12 influential and powerful Americans, the Watch went far beyond

its original mission of mere observation. During the last part of the decade and through World War II, the Watch gathered a great deal of intelligence on "paranormal activity" while resisting its counterpart, the Nazi Occult Bureau. During this time, its operatives claimed to codify and recreate "psychic phenomenon" and even "magical" rituals. More importantly, it increased the conventional scientific and technological knowledge of the United States and Britain, often through unconventional means.

In 1945, the death of President Roosevelt did little to slow the actions or decrease the importance of the Watch. President Harry Truman took the reins, and under his leadership the Watch was restructured into a much more effective organization. "Mystic" practices and "psychic" research were de-emphasized as unreliable; technology became the primary focus for further research. Communication and surveillance technologies initially benefited most from this refocus of efforts.

Due to the refocusing of the organization's goal and the advancements in technology, the Watch reached first successful contact with an extraterrestrial biological entity (EBE) during this period. Unfortunately, this amazing and unprecedented event exacerbated a rift that had grown within the Watch.

Over the course of those chaotic days, some previously loyal members deserted the Watch, their President and their country. These traitors came to call themselves "Aegis," and stand as the greatest stain upon the proud history of the NDD. Despite this traitorous security breach, the remaining members continued in their endeavors. This dedication proved fortuitous, as further investigations uncovered evidence that the EBEs had been observing, and were actively involved in human affairs.

In light of those encounters, President Truman recognized the need for a much sturdier and secure organization and officially closed the Watch. He gathered the still-loyal members of the former organization and created the National Defense Directorate under a cloak of necessary secrecy. His mandate remains:

The purpose of the National Defense Directorate (NDD) shall be to coordinate all American activities connected in any way with any extraterrestrial biological entities (EBEs), including the management of all research into extraterrestrial activities, technologies and biologics. In matters of national security pertaining to EBEs, their presence or technologies, the NDD shall have the highest authority.

The NDD shall also be responsible for the collection of all non-conventional materials and information. To protect against panic or subversion, it shall use its resources to prevent the American public and other government agencies from learning about any matters pertaining to EBE actions. The NDD shall work outside the usual structure of law enforcement and legislative oversight to safeguard the precious freedoms all Americans have come to know and treasure from threats heretofore unimagined, and actively defend this country from such threats. The NDD must protect American shores from the threat of those shadowy players that may strive to move this great nation into global communism under an unimaginable dictatorship.

The NDD shall recruit, train and provide for its own personnel in every respect.

To facilitate its mission, a new series of classifications shall be formed corresponding to the highest levels of secrecy. The designations shall bear the name MAJESTIC (MJ) and be followed by the numbers 1 through 12. These classifications will rank beyond Top Secret (SCI); the very existence and designation of the security classification MAJESTIC is hereby classified MJ1. The Office of the President shall be assigned the highest clearance during this administration, and shall be re-assigned a clearance thereafter solely as determined by the Directors of the NDD.

From 1948, when President Truman first gave the order, to the present day, the NDD has protected the United States soberly and zealously. Combined with the advances gained from our allies, the members of the Directorate have come to dominate the world in scientific and technological knowledge and equipment.

Command Structure

At the top of the NDD chain of command sits the Twelfth Directorate and its members, officially titled Directors. Immediately below the Directors are Deputy Directors; each Deputy Director is in charge of one of the eight Divisions. Within each Division, the hierarchy of command varies. It is paramount that operatives become intimately familiar with chains of command and command structures in all Divisions. All effort is made to prevent conflicting orders being issued to any given operative. If such a matter occurs, an operative is expected to adhere to the ranking officer's commands and file a report noting the conflict. Refusal to follow orders issued from the proper chain of command is considered mutiny, and results in punitive action.

Divisional Breakdown

When President Truman first created the NDD, it was made up of twelve Divisions (including a central command department labeled the Twelfth Directorate). Since then, the Directorate has undergone several reorganizations that ultimately streamlined the body to nine Divisions. While the merged or discontinued Divisions were eliminated, the remaining Divisions were never renamed. The Directors determined that maintaining the prior names eased operations.

The nine existing Divisions are:

- Division 1: Intelligence and Analysis (IA)
- Division 2: Technological Research & Development (R&D)
- Division 3: Espionage and Infiltration (EI)
- Division 4: Security (DOS)
- Division 5: Recruitment and Training (RAT)
- Division 7: Psychological and Paranormal Studies (P&P)
- Division 8: Scientific Research and Development (SRD)
- Division 10: Operations (Ops)
- The Twelfth Directorate: Central Command



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Training Manual, Initial Entry Level

Clearance: MJ3

Subject: Division 1, Intelligence and Analysis

Division Pseudonym: IA, D1, Chessmen

Mission

The mission of Intelligence and Analysis (IA) is to gather, organize and analyze intelligence regarding the threats posed by the EBEs. This division is responsible for researching, studying, and projecting all EBE encounters and occurrences. It monitors global events and prepares reports to the Directors delineating potential courses of action.

IA is also tasked with investigating any and all threats to the integrity of Directorate operations. It plans the use of NDD personnel in missions and forecasts events based on statistical analysis and probability studies. Furthermore, IA is responsible for determining the nature and intent of all EBE activities and for establishing protocols for contact.

Finally, IA has been given the mission for observing any event that threatens the security of the United States of America not otherwise addressed but that *appears* related to the NDD's charter. This broad qualification provides IA with tremendous latitude in its operations, but it also taxes its resources. Fortunately, IA has access to sophisticated communications and covert surveillance equipment and software often far in advance of that available to even military and governmental "black ops" organizations.

Due to the resolve of NDD members and the headway made into the many intelligence divisions of the government, IA has a number of potent assets at its disposal. With the assistance of various IE agents, IA can create the most secure credentials in the world for any operative. IA coordinators are stationed at Dulce when not attached to another division or in the field, as HYDRA allows them total access to all information quickly and easily.

Early in its existence, IA began using chess-related code-words for various aspects of mission planning and execution. This practice continues today and is the source of the division personnel's nickname of "Chessmen."

Subdivision Breakdown

IA Coordination Office (IACO): This large subdivision is responsible for collating information garnered by the Directorate's operatives. Duties of the coordinators include cataloging field reports, cross-referencing government databases, and maintaining the most extensive reference bank in existence. It is also their task to analyze this data and make recommendations for proper protocols and usage. While an exhausting job, it is crucial to the continued success of the Directorate. Additionally, this office is responsible for disseminating necessary information immediately upon reception and analysis.

HYDRA

IA maintains the Directorate's computer network, known as the High-Yield Dynamic Resource Allotment network, or, more simply, HYDRA. The network is located deep within the heart of Dulce, and is heavily safeguarded against electronic countermeasures and intrusion. HYDRA is both TEMPEST-hardened and protected against EMP. Remote access is seldom granted to NDD operatives, and, even then, only in response to requests for specific data and for carefully monitored portions of time. These restrictions minimize security risks to the network and the NDD. Information obtained about subversive or hostile organizations is maintained in this vast database, and general, specific and classified information from federal agencies is routinely uploaded into HYDRA as well. Finally, all mission reports are compiled into summary form and stored in HYDRA.

IA Terms

PAWN: soldier or other menial less-intelligent person

ROOK: a person that sits in the background directing events while waiting to seize an advantage

BISHOP: head of ground team

KNIGHT: airborne elements, aircraft, helicopters, air-mobile troops

QUEEN: intelligence officers, especially when using communications or computer equipment

KING: the target, mission objective, etc.

CASTLING: unforeseen change in priorities

CHECK: target in sight, achievable

MATE: mission accomplished

STALEMATE: [black humor] dead partner or operative

RESIGN: bug out, withdraw rapidly

DRAW: mission must be aborted, but re-planning and re-attempt remain options

EN PASSANT: taking advantage of a target of opportunity

PIN: to force a target into a disadvantageous position

GAMBIT: any operative who relies on luck and hunches rather than hard intelligence and planning

OPENING: pre-mission intelligence gathering

For all mission briefs, IACO supplies a coordinator to Ops; the IACO coordinator is integral in devising plans and developing options for those missions. He researches all the information needed to complete the mission and continues on as a valued member of the tactical team. IACO coordinators are always mindful that the failure or success—indeed the very integrity of the Directorate rests with proper intelligence and planning.

It is not unknown for coordinators to go into the field—frequently with the aid of the EI and DSS—in pursuit of

their investigations. Intelligence missions are seldom solo affairs, and a complete team is usually assembled for support and backup. IA coordinators may also be included on larger missions or investigations, and are responsible for on-site intelligence. When in the field, IA coordinators remain subtle and efficient. They prefer discreet tactics such as quiet insertion and extraction, so as to protect the confidentiality of the mission.

Project BACKYARD: This subdivision is tasked with monitoring foreign governments and their activities as they involve or may involve the Directorate. BACKYARD has devised various protocols to look for and pinpoint areas of EBE activity outside the borders of the United States and its territories. Additionally, BACKYARD watches the media of foreign countries for Flags (see Project HEARST) that point to EBE activity. This latter activity is a joint effort with HEARST coordinated at the London facility.

To assist in its duties, Project BACKYARD has formed a cell-based, international organization of UFO enthusiasts called the International Flying Saucer Bureau (IFSB). This group is completely unaware of the NDD's existence and role. Its true purpose, under the direction of an NDD mole, is to follow events involving abductions and sightings, investigate leads and paper trails, and communicate its findings unknowingly back to the NDD through the mole. If EBE patterns are noted by the IFSB, the mole passes it to coordinators in Project BACKYARD and an IA agent forms a team. The team proceeds to the country and neutralizes the indiscretion.

Project BREASTPLATE: Project BREASTPLATE is responsible for projecting and planning for potential EBE attacks against the United States, up to and including a full-scale invasion of Earth. It has priority access to HYDRA both for monitoring collection efforts and running simulations. Members of Project BREASTPLATE work closely with the Astronautics element of R&D and the Aerospace Interdiction units of DDS to coordinate efforts. Furthermore, the subdivision has established deep connections in several areas thanks to the efforts of EI, both in the form of Watchmen and Sleeper agents, for use in worst-case scenarios. These are to be engaged should the NDD be unable to muster enough strength on its own to counter a potential threat.

Although Project BREASTPLATE has considerable influence in IA and the NDD as a whole, it is one of the smaller elements. Its permanent staff is stationed at Dulce and, if field operatives are needed for a mission, the Directorate assigns them from other divisions on a temporary-duty basis.

Project HEARST: Project HEARST handles media surveillance for the division. This group collects all data presented in any type of media including newspapers, television, Internet, or private newsletters and magazines. They record endless streams of news and information, seeking out potential EBE activity or other threats. By observing seemingly unrelated bits of information, media perceptions, and finding otherwise hidden connections, they create dynamic extrapolations regarding the actions of unseen power brokers.

The HEARST project has four offices: Dulce, New York City (at the DeBeers Building), London (Piccadilly Circus), and Hollywood (on the Amblin Entertainment lot). While Dulce coordinates all HEARST activity, the other sites allow HEARST to keep agents in areas of volatile media activity. The three remote offices report to the Directorate through a chain of blinds, false-front corporations, dead drops, coded media transmission, and other methods set up by an IA Coordinator.

When a HEARST team finds information potentially related to the Directorate's mission or integrity, it issues a Green Flag. The team contacts an IA coordinator who engages a team of investigators. This secondary team determines whether or not the alert is genuine; if so, the team issues a Yellow or Red Flag depending on the depth of the security breach. Red Flag alerts assume top priority in Directorate mission planning and supersede all non-essential on-going operations. In either case, a HEARST operative is dispatched to assist the team on the spot while the remainder of the NDD focuses on shutting off all relations to the information before the Directorate is endangered further.

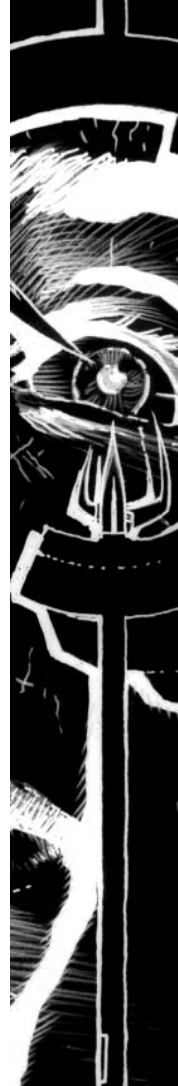
HEARST's may also be called into activity to block coverage of Directorate operations and related events by misdirection, distraction, and sanitation of the media. It is HEARST's job to make sure any story that is Flagged never sees the light of day. Where the source is specifically targeted, a specialized HEARST group may run a distract and discredit campaign (D&D) to blur the truth and refocus public attention on the source instead.

Project LOKI: Project LOKI is charged with monitoring all transmissions from the computer databases that are used by the CIA, NSA, and on occasion subversive or extra-legal associations.

In the case of the CIA and NSA, LOKI has access to the same—and often superior—software overrides and backdoors that those agencies use to get into the databases of foreign countries and to monitor our own. LOKI's primary task is to flag information of relevance and present such information to an IA coordinator for analysis and/or dissemination.

In the case of subversive organizations, every effort is made to identify and tap into any existing dedicated communications, command or informational system. In particular, the Aegis traitors have devised a system called HERMES. Intensive investigation has revealed that this database is all but impregnable unless an NDD operative manages to join an Aegis cell as a double-agent. Naturally, this is a dangerous and often short-term access. Generally, the Directorate is content to get occasional updates on what its opponent knows through less precarious methods.

Project RAT TRAP: This special projects group is responsible for coordinating actions with those foreign agencies that are Directorate allies or associates. They do extensive fieldwork building and maintaining cooperation with other governmental intelligence communities. IA's foreign intelligence and EI's foreign-based agents are generally placed at RAT TRAP's disposal.



CHAPTER 2

Training Manual, Initial Entry Level

Clearance: MJ3

Subject: Division 2, Technological Research and Development

Division Pseudonym: R&D, D2, Techies

Mission

The mission of Technological Research and Development (R&D) is to keep the NDD on the cutting edge of technology, to obtain and evaluate "foreign" technologies and to incorporate them into the arsenal of the NDD. R&D coordinates all defense-related activities, and develops any weapons or strategies that can provide the United States with effective deterrence. A secondary mission is the understanding of EBE technology, and its capabilities and limitations.

R&D interacts with IA and SRD regularly in the pursuit of scientific advancements and their implementation within the NDD.

The hallmarks of R&D research are strict adherence to quality assurance and stringent testing. The NDD invests considerable resources and time into all personnel. All unnecessary risks are to be minimized with respect to NDD personnel. R&D sends no piece of technology out with operatives until it reliably performs to certain minimum specifications. Once new technology is considered operational, it is put to test in the field, using a group assembled by IA. Feedback is provided to R&D and adjustments are made as necessary. Any technology created outside this division is considered "foreign" technology. This includes all creations from domestic companies, companies from foreign countries and all alien material.

Subdivision Breakdown

Administration: Administration (Admin) oversees all subdivisions of R&D. It ensures that information is shared among all sections so that the best developments can be attained. This section develops and coordinates special projects for the other division. Although the name Administration may conjure images of bookish clerks, this is far from the case. Admin personnel sometimes accompany operatives into the field and offer direct consultation on all matters of technology. Its members continue training not only in the use of all foreign and domestic technology, but also in the fields of stealth and combat.

Analysis and Exploitation: Analysis and Exploitation (A&E) has three directives. The first is the dismantling of all known technology not of NDD design. Second, it is tasked with developing uses for all technology to be released in commercial applications. When A&E personnel develop a new use for a common piece of tech-

nology or something from a foreign source, it is given to their superiors who pass it through set channels that eventually make this "discovery" public and strengthen this great nation. The third directive is to perform front line study of unknown/EBE technology that is brought in from the field for study and reverse engineering. After studying the item, A&E personnel catalogue its information and analyze its capabilities and applications. If useful, this information is turned over to other appropriate sections of the NDD for experimentation and development.

Astronautics: This subdivision is the most recent addition to R&D. It is responsible for merging technology from the other subdivisions into the U.S. space program. This subdivision's responsibilities revolve around the design of environments in space, bases on the moon, space stations, and orbital platforms. Additionally, it designs weapons platforms to protect the space environments and constructs independent satellites to defend Earth. Members of Astrophysics often work in conjunction with IA and DSS in planning and running invasion simulations.

Conveyances Lab: Conveyances' duty is to operate and maintain the fleet of vehicles used by NDD operatives. Vehicle allocation is managed, and capacities maintained. Further, techs assigned to this section suggest, implement, and test design improvements, often integrating foreign technologies. Conveyances' greatest creations have been brand new crafts that out-perform any conventional craft, including the TD-121 and the Black Manta. Personnel work in one of four special project areas: Terrestrial, Aquatic, Atmospheric, and Space.

Information Systems: The Information Systems (IS) subdivision maintains and improves the computer and communication aspects of the NDD. It begins with securing the lines of communication for its operatives. By creating and maintaining top-of-the-line encryption, operatives are able to use standard communication lines such as phone and email while meeting security restrictions. With the construction of its own ISPs throughout the country, IS has created a secure line of data transfer that is carefully steered away from the mainstream of the public. Finally, IS is constantly creating and updating computers and software for use of its operatives. Members regularly work on new software to break the encryption of companies, governments, and subversive organizations, including Aegis. Its most daunting task, however, is the creation of a series of programs to decipher the languages of EBES.

Weapon Systems Lab: Weapon Systems works vigilantly at manufacturing and implementing the best technology for the protection of the NDD and its personnel. Along with the Conveyances Labs, they continually develop and improve new vehicles for the optimal performance of our troops. Contrary to the implications of this subdivision's title, Weapon Systems is concerned with both offensive and defensive gear.

Training Manual, Initial Entry Level

Clearance: MJ3

Subject: Division 3, Espionage and Infiltration

Division Pseudonym: EI, D3

Mission

Espionage and Infiltration (EI) works to control or manipulate various organizations throughout the world to assist the NDD or hinder its enemies. EI is responsible for the placement of all NDD agents outside the NDD. This division infiltrates, observes, records, and, at times, manipulates the actions of other government agencies in an attempt to contain the truth about EBEs, as well as to protect the conspiracy of silence. EI is also responsible for the management and containment of other agency EBE-related activities and projects, as well as counterintelligence measures.

Subdivision Breakdown

Watchmen Program: Watchmen are skilled infiltrators. Their duties include identifying new recruits who fit the NDD profile, covering up the actions and missions of the NDD and its personnel, and manipulating organizations, both private and governmental, for the benefit of the Directorate. Agents may be asked to spread disinformation, coerce persons or groups, even sacrifice career and family if it preserves the NDD, its integrity, or most importantly the United States of America.

No Watchman attempts any significant action or mission without the direction of his EI contact, the Watchmaker. A Watchman is not authorized to contact any other Directorate personnel without the prior approval of his Watchmaker. Through the Watchmaker, Watchmen transmit information and receive orders, secure in the knowledge that following orders saves lives.

Watchmakers manage networks of Watchmen. They are ultimately responsible for the Watchmen's safety, maintaining the lines of communication, and developing and

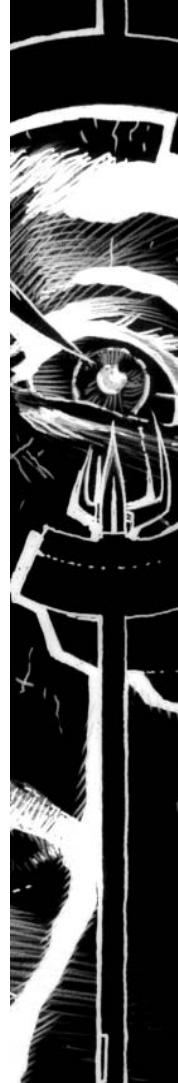
implementing emergency and extraction protocols. Overseeing numerous agents can be stressful and therefore all Watchmakers are evaluated on a random basis (but at least once every two months) to ensure that the safety of EI agents is maintained. A Watchmaker's charges may be maintained in any level of the federal, state or local governments, private corporations both domestic and foreign, and some foreign governments or corporations.

Life in EI is one of conflict and sacrifice. Members of the Watchmen program are selected after displaying an unshakable belief in the NDD and its role, even when removed for lengthy periods from the support group of like-minded peers. EI agents accept a lifetime of secrecy and bear the knowledge that at any minute they could be called upon to forsake friends, family, and loved ones for the cause. It takes a unique psychological profile to endure this type of strain.

Sleeper Program: With the help of P&P's CERRES program, a second infiltration program has been created. The Sleeper program is similar to the Watchmen Program, except the members are unaware of their participation. The Sleeper Program serves to buttress NDD security by creating deniable operatives.

Each program team is comprised of three individuals called "Sandmen." These individuals focus on acquisition, implantation, and control of the "Sleepers." The Sandmen identify and acquire certain valuable individuals for a short period of time and implant them with a monitoring device. The subject is also hypnotically conditioned with control words and phrases keyed to a list of options and released back into public life—all the while oblivious of the procedure. These individuals continue on with their lives until their services are needed, in which time the control team takes over and manipulates the Sleeper.

The Sandman team consists of a Surgical Specialist, a Controller, and a Listener. The Surgical Specialist is in charge of implantation and drug use. The Controller is responsible for planting the hypnotic commands and is trained in the various devices to manipulate the Sleeper. The final agent, the Listener, is trained by IA in all aspects of electronic surveillance and bugs the Sleeper's home, work place and other locations for monitoring purposes.



CHAPTER 2

Training Manual, Initial Entry Level

Clearance: MJ3

Subject: Division 4, Security

Division Pseudonym: DDS, D4

Mission

The Directorate Division of Security (DDS) maintains the well-being of the NDD, its integrity, and the safety of individual operatives. This mission is ingrained in the psyche of the DDS agent from the beginning of training, and they are never distracted from that goal. When necessary, DDS operatives are given an objective, move in silently, and remove the problem.

DDS handles all aspects of security for the NDD. This division coordinates its efforts closely with the other divisions, and is responsible for the maintenance of all security features and technologies. Although often planned by another division, armed covert operations and reclamation are executed through this office. Majestic Clearances are also dispensed from DDS.

When on a mission, the DDS agent has final authority on the operation and tactics employed. If the DDS agent feels that the mission must be scrubbed, it is scrubbed. DDS orders are final and arguments to the contrary are not tolerated. DDS agents are fully authorized to “cancel” a member of the Directorate who represents a threat to the organization or his fellow operatives. By all accounts, DDS operatives are inhumanly composed in even the most chaotic situations, and are ruthlessly efficient. Agents are trained to have a quick mind and a calculating demeanor, some would say at the expense of their humor. The truth is that the weight of their duties is such that there is no room for any distraction, be it humor, sadness, or anger.

Subdivision Breakdown

Facility Security: Usually known as “Groundskeepers,” members of Facility Security are responsible for security at Directorate facilities worldwide. This includes all military bases, private sector facilities staffed exclusively by NDD personnel, and safehouses. They are responsible for clearance tests, monitoring security, patrolling grounds, and maintaining the appearance of normalcy at the facilities. Their duties include routine security sweeps, upkeep of surveillance equipment, and surveying areas for new bases of operation. When on duty, Groundskeepers mimic whatever force is recognized as the authority in the area—a normal security guard, a member of the military police, or even the Secret Service or other federal agency.

Groundskeeper Codes

Groundskeepers monitor and regulate all entry to and exit from the various Directorate controlled bases. They report using a series of codes that set in motion coordinated responses.

Status Checks

- 1-1 all clear, systems clean
- 1-2 stop transmitting
- 1-3 message received
- 1-4 standby
- 1-5 off the air
- 1-6 repeat last message
- 1-7 runway readiness: standby
- 1-8 return to normal operations
- 1-9 maintain radio silence
- 1-10 what is your location?

Activity Authorization/Detection

- 2-1 unauthorized activity detected, alert surveillance
- 2-2 EBE activity detected
- 2-3 Passive threat detected
- 2-4 Active threat detected

Entry Authorization/Detection

- 3-1 inbound transport due
- 3-2 unauthorized perimeter breach, lockdown
- 3-3 deployment/activation
- 3-4 patrolling perimeter
- 3-5 arrived at scene or position
- 3-6 finished with last assignment
- 3-7 return or returning to base/rendezvous/fall-back position
- 3-8 low on ammunition
- 3-9 situation update?

Emergency

- 5-1 standby for emergency transmission
- 5-2 fire
- 5-3 rescue/medical assistance
- 5-4 bomb threat, building
- 5-5 red alert; immediate threat to personnel

When appropriate to the mission, Groundskeepers make it a point to appear innocuous and friendly, even disarming. Groundskeepers make sure any non-Directorate persons that come into secured areas are politely steered away. Tact and secrecy are preferred to overt aggression.

When a security breach has occurred, they quickly mobilize and seal off the base. Intruders are assessed immediately as Active or Passive threats. Active threats are intruders intentionally looking for information or materials; they are at the base with the intent to steal or sabotage. Groundskeepers are authorized to address Active threats with any force deemed necessary to eliminate the threat to the Directorate's integrity and mission.

Passive threats come from many sources—a group of rebellious teenagers jump the fence and break the perimeter, or hikers that wander too close to the base. Passive threats are always rerouted with as little incident and suspicion as possible, unless circumstances dictate otherwise. In the end, any action must be weighed against the potential long-term threat to the security of the NDD and its goals.

Internal Operations: This subdivision is responsible for overseeing the gritty details of security, allocating personnel, coordinating budgeting, etc. They are responsible for spot-checking security measures in all NDD facilities and reviewing security personnel. Internal Operations prizes efficiency and generally does not interact much with other NDD operatives, even within DDS. Investigators frequently oversee security reviews and are called upon to deal with difficult operatives.

Mission Security: Mission Security participates in all outbound missions, from the planning stage to the extraction. As Directorate policy dictates, no outbound mission is planned or initiated without an assigned MS operative. Once assigned to a mission, the MS operative watches over the mission, has sole discretion if continu-

ance of the mission has become a liability, and takes action to abort the mission, if necessary.

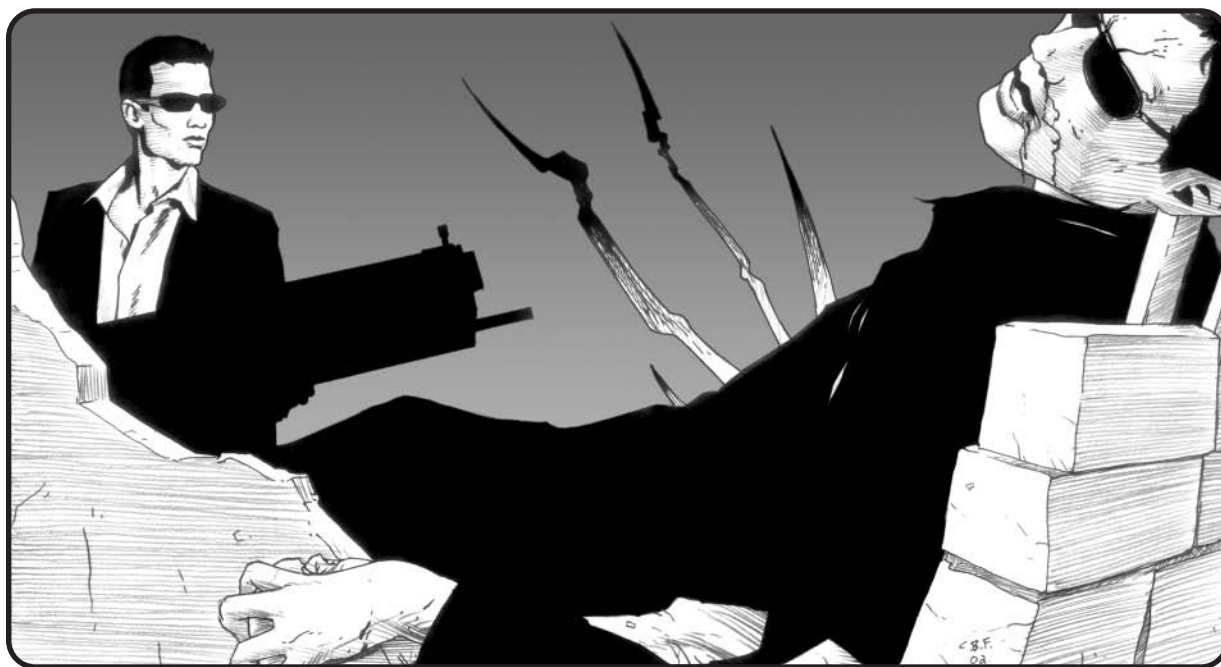
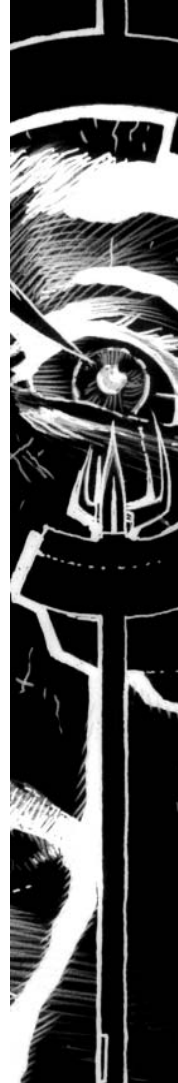
MS agents are specifically trained by IA to create plausible deniability. If the need arises for damage control, they create a cover story on the spot to provide short-term defense until Project HEARST or another element of IA can stage a comprehensive deception. If a simple cover story is insufficient, they have been trained to plant evidence and engage in other measures as needed to protect the integrity of NDD operations.

Extraction and Clean-Up: The E&C is responsible for retrieving operatives and equipment that are in trouble, or cleaning up after a mission has gone badly awry. At any given time, an E&C team is on full readiness for immediate deployment; during periods of high operational activity, more than one may be placed on recall alert. Any high risk mission has an E&C team assigned to it on dedicated standby.

Members of E&C teams are recruited from across the divisions of the Directorate, selected for excellence not only in combat skills but also other fields of training necessary for accomplishment of the subdivision's mission. In many respects, an E&C team functions just like one of the U.S. military's special operations units, both in mission and capabilities.

Each E&C team is comprised of ten members, and every member is tasked with duties according to their operational specialties. On top of these fields of specialty, each must also be an experienced and competent combat operative. Most members of E&C teams are fluent in more than one language as well.

Standard organization includes a team leader and assistant team leader (also known as the operations officer), an intelligence specialist and assistant intelligence specialist, a communications specialist and assistant communications specialist, a medic and assistant medic, and





Hybrid Teams

MiB teams occasionally employ operatives with unique talents and abilities. These teams are usually referred to as Hybrid teams, as one or more of the members may hold a special clearance and status in the Directorate. Hybrid teams are staffed by operatives holding clearance of MJ6 or better, due to the sensitive nature of the missions, tactics, and resources employed by such teams.

finally the team's weapons specialist and assistant. Duplication of tasks gives the team depth, ability to split into smaller operational units if needed, and ensures that the loss of a single team member does not jeopardize its mission.

Teams are heavily armed and prepared for activities ranging from quick extraction to on-going rescue missions into enemy territory. They are skilled in demolitions, communications, and even field medicine. The teams work closely with with Project HEARST in preparing a site.

E&C operatives are taught that misdirecting attention is best. Still, they will not hesitate to completely destroy any evidence that might compromise NDD security.

Aerospace Interdiction: Aerospace Interdiction is perhaps the most coveted of all DDS assignments. Its members hold the distinction of being the foremost—and possibly only—paramilitary force prepared for battle in space. Interdiction personnel are trained in zero-gravity maneuvers and tactics and skilled with weapons appropriate to the peculiar obstacles presented by combat in space. While Interdiction has yet to be tested in a real combat mission, the subdivision prides itself on conducting its training exercises under conditions that are as realistic as possible.

Interdiction is closely associated with R&D Astronautics and IA's Project BREASTPLATE for obvious reasons.

Men in Black (MiB) Program: MiB agents are three-person team that operates in the public eye. Although they employ operatives from three divisions, due to the nature of their mission, MiB teams fall under the jurisdiction of DDS.

An MiB team handles routine questioning of witnesses to alien or supernatural events, and examines any incident site that might have non-mundane origins. MiB teams also are directed to find and retrieve specific targets that are of the NDD interest. Standard MiB teams have three members: a Liaison, a Forensic Technician, and a Conflict Specialist.

The Liaison member is operationally detached from IA and handles all communication with witnesses, from simple questioning to interrogation if need be. He also deals with any alien encounters, allied or enemy. He is directed to follow all contact protocols and maximize NDD interests in all situations.

The Forensic Technician—usually detached from SRD, but occasionally also a IA operative—is trained to investigate any scene and determine the threat involved: alien, supernatural, or mundane. With those skills, he also covers up any evidence, making it appear mundane or otherwise throwing off any attention it might have received.

The Conflict Specialist is trained primarily in combat skills. He handles all situations that endanger the team, and his skill and ability often determines its survival. He receives secondary training in vehicles in order to pilot all craft for the team and secure its safety.

Training Manual, Initial Entry Level

Clearance: MJ3

Subject: Division 5, Recruitment and Training

Division Pseudonym: RAT, D5

Mission

Recruitment and Training (RAT) works to preserve the future of the Directorate through the careful selection and training of new candidates. This division is responsible for developing candidate assessment protocols for admission into the Directorate. They implement all NDD instruction regimens and train the candidates to the level of preparedness that the organization requires.

This office operates its own training facilities, isolated from the Central Command Bases.

Subdivision Breakdown

Recruitment: The operatives of the Recruitment subdivision are tasked with screening all potential candidates, whether located by their own efforts or submitted by operatives from EI. They also oversee the review of all personnel lists from the FBI, CIA, NSA, US military organizations, and other suitable federal agencies. Once a candidate is identified, the members of this subdivision schedule the operatives of EI to “test” the candidate’s patriotism and are present in the final screening of the candidate. The assigned recruiter must approve the candidate before he is informed as to the true nature of the recruitment process and officially invited to join the NDD.

Repatriate Program: When a candidate is unable to continue Camp training, or fails Camp training, most often they are reinserted into society. It is the duty of this subdivision to handle the debriefing, cleansing, and monitoring of those agents who have gone through repatriation.

During the debriefing phase of repatriation, a candidate is assessed for potential intelligence and security risks. The cleansing phase eliminates identified risks through indoctrination protocols; candidates posing extreme danger to the Directorate are neutralized through advanced indoctrination techniques, hypnotic suggestions, or more intensive methods as deemed necessary to protect the Directorate’s integrity.

Training: This subdivision oversees initial training for every agent of the Directorate. Also, the members of this subdivision initially assess each new recruit’s aptitudes and abilities for divisional assignment purposes. All training personnel for the Camp come from this subdivision (except those who teach the second year of DDS training which is handled within DDS itself).

Training Manual, Initial Entry Level

Clearance: MJ3

Subject: Division 7, Psychological and Paranormal Studies

Division Pseudonym: P&P, D7

Mission

The mission of Psychological and Paranormal Studies (P&P) is to gain further insight into the capacities of the mind, both human and EBE. Any operative possessing psychic potential is immediately assigned to P&P, so that the Directorate can best exploit his potential. This also allows close monitoring of his progression and abilities for his own safety and that of the NDD as a whole.

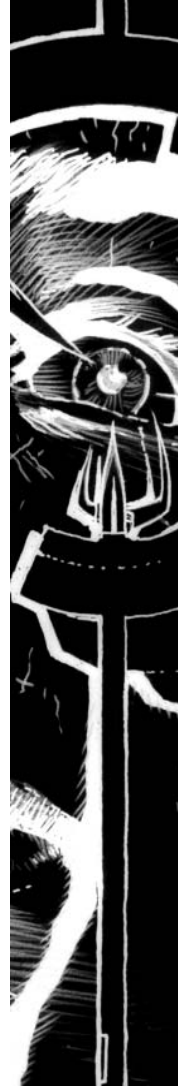
Subdivision Breakdown

Cerebral Research (CERRES): This subdivision works to understand the nuances of mental functioning in all races, in order to determine methods for control. Through recovered data from the CIA’s MKULTRA program, and some of its own achievements, CERRES has developed a number of mind control protocols. CERRES has a high degree of proficiency in hypnotic indoctrination techniques and mind control drugs. Additionally, CERRES personnel function as counselors and consultants to all divisions for purposes of monitoring operatives’ mental health.

Psychic Research (PSIRES): The primary duty of this subdivision is the monitoring and implementation of all contact and communication with EBEs exhibiting psychic potential or abilities. Its secondary responsibility is to develop a training regimen for each PSIRES Operative to maximize NDD team efficiency and to contribute to successful mission resolution. Additionally, this subdivision has begun cross-training Security personnel to develop a core of PSIRES Security Specialists capable of dealing with psychic threats to the Directorate. Not surprisingly, this subdivision has great difficulty finding suitable personnel, and PSIRES operatives often put in some of the longest hours of service to the NDD.

Paranormal Research (PARRES): The smallest of all subdivisions inside the Directorate, this group focuses on the least understood of all areas of Directorate interest. Its primary duty is to liaison with allied occult organizations and to broaden the knowledge of occult and mystic practices. PARRES is dedicated to making such knowledge a useful resource of the NDD, while minimizing safety risks.

Operatives in this subdivision are devoted to research only, and do not risk involvement with the paranormal. The NDD believes strongly that manipulation of paranormal energies can only lead to endangerment of the organization. Any individual engaged in active paranormal practice or participation without authorization is dealt with swiftly and severely.



CHAPTER 2

Training Manual, Initial Entry Level

Clearance: MJ3

Subject: Division 8, Scientific Research and Development

Division Pseudonym: SRD, D8

Mission

Scientific Research and Development (SRD) strives to master the sciences and apply their uses to the benefit of the Directorate. This includes the development of scientific research programs within numerous military and civilian organizations, as well as in-house research for more delicate projects. SRD personnel strive to blend knowledge gained by studying the EBEs with the rest of the human sciences.

SRD interacts with EI regularly in the pursuit of scientific advancements and their implementation within the NDD. Further, considerable overlap exists between the jurisdiction of IA, EI, P&P and SRD. Thus, these divisions all work closely together.

Subdivision Breakdown

BioGenetic Research (BIOGEN): The scientists of BIOGEN work constantly to develop a biological and genetic understanding of all EBEs. This subdivision is making headway in several areas, but information to be gained from terminated EBEs is limited, and living EBEs have not always proven completely cooperative.

Pharmacological Research (PHARRES): The scientists of this subdivision work toward an understanding of chemicals and their effects on both human and EBE physiology. This pharmacological knowledge is used to develop physical and mental enhancement drugs as well as healing compounds. PHARRES frequently consults with D7's CERRES to develop mind control drugs while avoiding the side effects the CIA/MK groups encountered.

Working through D3's Watchmen program, PHARRES performs most of its testing on convicted felons. In the past, however, PHARRES has used contacts in the U.S. military to conduct research in field environments. The subdivision was able to gather a tremendous amount of data during Operations Desert Shield and Desert Storm in this fashion.

General Science (GENSCI): The scientists of this subdivision monitor the worldwide scientific community for breakthroughs that would be of interest to the Directorate. GENSCI is also tasked with choosing the proper time and place to "leak" helpful scientific knowledge as directed and coordinated by D1.

Training Manual, Initial Entry Level

Clearance: MJ3

Subject: Division 10, Operations

Division Pseudonym: Ops, D10

Mission

Operations (Ops) is charged with the complex mission of making the NDD run smoothly. Its assigned activities cover day-to-day operations, agent assignments, mission planning, budget assessments, and all related tasks. Its attention to detail is responsible for an operative's cover when on a mission. Ops is responsible for the seamless coordination amongst divisions, and its work goes largely unrecognized—unless a glitch appears, at which point, its intervention is vital. Because Ops is aware of all divisional activities, NDD soldiers are advised to listen very carefully when its personnel provide information or direction.

Subdivision Breakdown

Operational Administration (OPAD): The duty of OPAD is to handle the day-to-day running of the NDD. This responsibility includes, but is not limited to, maintaining bases and public buildings, planning missions, providing debriefings, and streamlining interdivisional communications. OPAD has full access to all divisional records for purposes of allocating personnel, resources, and planning missions.

Personnel: The members of the Personnel subdivision collect and compile all information from the other divisions and maintain records on each member of the NDD. Additionally, they maintain the "official military" records of all members. These records are used to provide covers as well as to prepare operatives for eventual retirement following a lifetime of service. All information maintained by Ops is available to the Directors and DDS upon authorized request.

Budget and Planning (B&P): This subdivision prepares and evaluates all budgets submitted to the Directors for approval. They work in concert with OPAD to allocate funds for missions, projects, and personnel. Their duties also include the raising of funds from various sources, such as private investment in cover organizations and charities, or redirection of federal funds to Directorate coffers. This vital subdivision ensures that the NDD's financial affairs are in order, both at present and for the foreseeable future.

Training Manual, Initial Entry Level

Clearance: MJ3

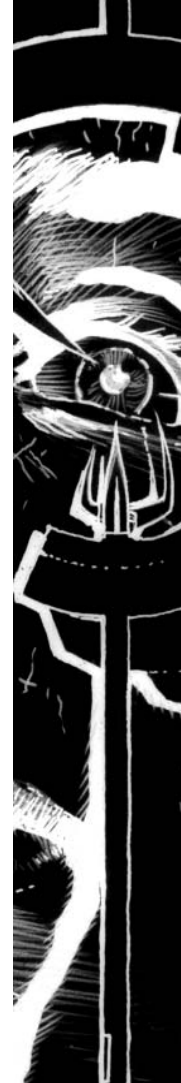
Subject: The Twelfth Directorate

Division Pseudonym: D12, Central Command
(CENTCOM)

Mission

The Twelfth Directorate is first and foremost sworn to protect this proud nation. Second, it provides for the security of operatives and their families at all costs short of the security of the United States or the Directorate. In return, it asks the same of all operatives—to protect and serve the Directorate, its members, and their families, thus securing the safety of the United States of America.

Directorate: The members who make up the Twelfth Directorate are called Directors. The Directors oversee all operations and issue all commands to Deputy Directors. They are solely responsible for determining the dissemination and withholding of information. Ultimately, the Directors are the only individuals who see the entirety of the NDD. Directorate commands, when properly authenticated, are not to be questioned by any personnel.



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CAMP TRAINING

Chap



Jim rubbed his face, and watched in amusement as the two junior operatives slowly set up the expensive surveillance camera.

Watching them work with such careful deliberation, he remembered learning the same task on his first sneak and peek, several years before. He shared a quiet grin with Maribeth, who was scanning the area psychically. At first, when they had begun dating, it made him nervous being

with a woman who could read his mind. That feeling had been expelled the night that Jenkins had been killed fighting that group of cultists. Was that in Toledo, or Topeka? All the missions started to blur together after a while.

He was brought back to the present when one of the newbies managed to get a picture on the camera. In the old days, Carslew

interrogate the Chinese spies. Definitely wouldn't want to be those bastards, he imagined, thinking of other interrogation rooms in the past.

"O'Connell, you're with me. Price, give me a copy of the tape." As he pocketed the tape, Maribeth stood and slipped into her suitcoat. She always loved face-to-face work.

Stafford checked his sidearm, and the two of them stepped out of the high-scale brownstone across the street from the Senator's Baltimore home. They walked up the immaculate driveway, lit by strong halogen lamps, reflecting off their perfect copies of DIA badges. Maribeth knocked on the door while Jim stood behind her, his dark glasses covering his expression and giving him an imposing appearance -- even more so than usual. Just before the door opened, Maribeth turned and mischievously made a face at him, her tongue sticking out below a silly squint.

Jim had difficulty not laughing as the petite Latino maid looked out.

"Ma'am, we're here on official business to see Senator McBain." Maribeth didn't wait for an answer, sweeping past the stunned maid, who tried to protest as Stafford followed.

The Senator's wife was just as ineffective, and within a minute, the two NDD agents were on their way upstairs. When they got to the Senator's bedroom, Stafford didn't bother knocking. They walked in to see the Senator fumbling in an attempt to simultaneously turn off the computer while rising to his feet in indignation.

"Now see here, you can't--" the Senator started, then folded up double with a retching noise as Stafford hit him squarely in the kidney.

Maribeth pulled out the microcassette video player, and hit play. Stafford stood over the traitor, his face a cold mask. As the Senator watched his own e-mail conversation play out in green lettering an inch high, he turned pale, and began to shake.

"You violated your nation's confidence," Stafford accused. "Men have died for less." He pulled back his coat, revealing the butt of his pistol threateningly.

The Senator began to blubber, making little guttural noises as he crawled toward Maribeth. "Please!" he choked.

"Perhaps there is a way you can make amends for this violation of trust, Senator," Maribeth proposed, her voice taking a tone somewhere between soothing sympathy and conspiratorial negotiation. By the time she finished explaining how he would vote on the next bill before his chair, the Senator was a ball of putty in her hands.

Stafford stared down at the slug. Another threat to the nation neutralized and special funding for the NDD in the bag, he thought with no small satisfaction.

ter 3

The Soldiers

would have given the orders, but he had been promoted up into man-

agement, so now it was Stafford's job. "Focus on the suspect's bedroom. O'Connell, give me whatever you can get." She nodded, closing her eyes for a second, then staring at the window across the street. This is a long way from Dad's farm, he thought, as his team got to work.

A few hours later, the Senator came home, and went straight upstairs. As his family went about their lives downstairs, he logged onto his home computer, feeling secure with the blinds closed and loud classical music playing. The NDD team's TEMPEST gear had no problem pulling the information from the Senator's computer screen, no trouble at all reading the information that the government official was passing to Chinese agents, and certainly no difficulty getting copies of the foreign agents' e-mail addresses.

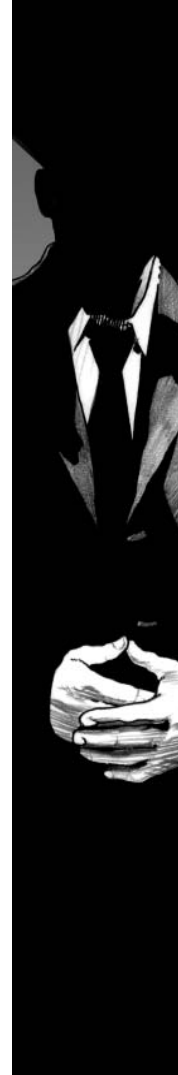
Stafford picked up his secured cellular, calling the control number. It rang once, and a voice answered with a string of seemingly random numbers.

"Alpha Team. The target has been compromised by the Chinese."

"Confirmed?" said the voice on the other side, strangely metallic and inhuman through the scrambler.

"Affirmative. Bravo Team is authorized to proceed, information sent now." Stafford nodded to one of the technicians, who sent a zipped and scrambled copy of the Chinese e-mail to Bravo Team by fax.

"Bravo Team to proceed. You are authorized to escalate the operation to phase two." The speaker hung up, leaving Stafford to imagine Bravo Team racing in to pick up and



CHAPTER 3

INTRODUCTION

Members of the National Defense Directorate have been hand-selected and put through their paces via one of the most exacting training courses in the world. The end result is that even the newest agent is highly trained and effective at his job. For this reason, the character creation process presented in previous *Conspiracy X* volumes is not directly applicable in the case of NDD agents.

The NDD agent creation process results in superior characters to those created using the *Conspiracy X* main rulebook or supplements. It is important to note, however, that NDD agents, while extraordinarily skilled, lack both personal connections (i.e., pulling strings) and autonomy. In terms of game play, this translates into more of a top-down hierarchy and means that both the GM and players need to be aware of the watchful eye of superiors in any actions the characters take.

A player begins with a concept, selects a division, and then within the division, chooses a profession. Having a variety of characters from various divisions helps create a well-rounded team. Some divisions, whether due to a specialty or an imbalance of power, may prove unsuitable to a given campaign and the GM should look over all divisions before character creation and let the players know what professions are allowed in her campaign. To assist the GM in this, sidebar warnings highlight particularly powerful professions, those with unusual restrictions, or any that may otherwise complicate general play.

CHARACTER CREATION

The following character creation guidelines only apply to NDD agents. Players should follow these guidelines before consulting any other book in the *Conspiracy X* line.

Character Creation Chart

1. Choose Character Concept
2. Choose Division
3. Choose Profession
4. Spend Character Points

CHARACTER CONCEPT

A character concept is a general outline of a character's personality, attitude, outlook, and motivation. Generally speaking, the better thought-out a concept, the richer the roleplaying experience. Understanding a character's perceptions about his comrades, his ideas about how the world should operate, and his gut-level reactions all assist a player in creating a memorable and fun gaming experience. A few ideas about general character concepts are listed below.

Ultimate Patriot: With a keen sense of adoration for the good old U.S. of A., this character is a fanatic when it comes to defending of his nation. He may be a bit overzealous at times, but often to his advantage rather than his detriment.

Scared Defender: Completely convinced that the world needs protecting, this character nonetheless is plagued by fears and doubts. Remember, though, the most courageous are those who conquer their own overwhelming fears.

Classic Follower: This individual is always happiest when playing a supportive role, especially when it is in the shadows of a great personage. Content to be an unknown support, he is a valuable asset, but he keeps his opinions to himself.

Man on a Mission: Cold, calculating, and out to do his job, this individual operates with ruthless efficiency and a singular goal in mind: a successful mission.

Eyes on the Prize: Starry-eyed dreamers who take action often achieve lofty goals. This individual, if focused on well-intentioned goals, can be an excellent leader. If focused on self-aggrandizement, he can tear a group apart.

Puppet Master: This character enjoys manipulating people, making them dance the way he or the NDD sees fit. He works in the background, hidden in the shadows, where one well-placed word can topple senators, or higher.

CHOOSE DIVISION

Each player must select an NDD division to which his character has been assigned. Each division prides itself on a particular specialty (see Chapter Two: Camp Training for details) and divisional operatives have certain biases depending on their affiliation. Consult with the GM before choosing division and Profession to see if any choices are inappropriate.

Division 12 is off-limits to all beginning characters, although it is conceivable that after a decade or two of loyal service, an agent might be transferred to Central Command in a support staff capacity.

Division List

- Division 1: Intelligence and Analysis (IA)
- Division 2: Technological Research and Development (R&D)
- Division 3: Espionage and Infiltration (EI)
- Division 4: Security (DOS)
- Division 5: Recruitment and Training (RAT)
- Division 7: Psychological and Paranormal Studies (P&P)
- Division 8: Scientific Research and Development (SRD)
- Division 10: Operations (Ops)
- Division 12: Central Command

CHOOSE PROFESSION

NDD agents are recruited from a variety of sources ranging from the U.S. military, to a government agency, to somewhere in the private sector. While these are considered Professions in other sourcebooks, in the NDD, these are only referred to in the personal history section of the character. In joining the NDD, the agent has forsaken his former life, and his new NDD Profession subsumes it. Any skills obtained in his former Profession may be purchased through the expenditure of Character Points, to a maximum of level 2.

Each NDD Profession profile has a new set of listings starting with Camp Skills. This is a listing of trainings, skills, and traits the character starts without spending (for positive traits) or gaining (for negative traits) Character Points. This is the baseline from which each player customizes his character through the expenditure of Character Points.

For each NDD Profession, there is a list of additional skills, traits, and trainings that may be appropriate and useful for a character in that position.

Each profession has a Majestic (MJ) clearance level, denoting its rank within the organization. Other characters in Conspiracy X have both an Overt Influence (signifying the amount of influence the character has at her day job) and a Covert Influence (detailing their influence within their secret organization – see SR, p. 069). Because NDD agents are in a rather unique position, their MJ clearance level reflects their Influence within the Directorate. The only exception to this are Watchmen, who have an Overt Influence rating for their “day jobs” and an MJ clearance for their rank within the NDD.

Similarly, there is no equivalent for Sphere of Influence or Infrastructure (see SR, p.034). NDD agents are assigned to a single division (and possibly sub-division) of the Directorate by their profession; there are no options from which players may choose.

Pulling strings work differently within the NDD than elsewhere. Whereas non-NDD personnel can rely on personal connections and favors that have been built up over a lifetime, NDD operatives do not have this ability. They have, in essence, given up these ties in favor of the greater good of the NDD. As a result, each NDD operative’s pulling strings are not of a personal nature, but arise as a consequence of his place within the organization. This means that individuals in different divisions have first crack at certain types of equipment or pieces of information, or may be able to get a little extra edge here and there, just because they are part of the right group at the right time. Pulling strings within the NDD are authorized for each operative to perform his job only.

SPEND CHARACTER POINTS

After selecting a NDD Profession, players customize their characters using a set number of Character Points (CPs). These points vary from Profession to Profession, depending on how much demand the chosen Profession’s basic skill maintenance places on the character’s time.

Within each NDD Profession, a list of recommended choices is included. It is not required that a player choose these skills. The recommended list is not exhaustive. Depending on the campaign, the GM may make additional recommendations. When spending CPs on non-camp trainings, all costs are considered to be professional, provided they are in keeping with the opera-



Balancing out a Gaming Group

Some consideration should be given to balancing out a group of player characters. Because the NDD operates mostly through task forces, it is important that characters have similar mission parameters. In other words, attempting to combine a lab-bound technician, a base-specific security guard, and a hard-core field operative may result in an unwieldy team, especially if the players cannot agree upon goals. Also, given the nature of the Directorate, such a motley crew is unlikely to be assembled except for truly unusual—and temporary—assignments.

A creative GM may work around this issue by having different player characters rotate into different missions, but this also requires that players be flexible and willing to play a variety of characters. Unlike many other Conspiracy X groups, the National Defense Directorate works specifically through a chain of command and assigns operatives based on their expertise and skill, not their personal connections or happenstance geographic location. This is an important distinction and both players and GMs should give careful consideration when selecting characters to insure viable play sessions.

CHAPTER 3

tive's pre-NDD career-concept. In other words, if a character served in the Navy for several years, he can purchase Boating at a professional cost. If, on the other hand, the character served in the NSA prior to joining the NDD, he must purchase Boating at the non-professional cost. The GM makes these determinations although he and the player should employ both negotiation and common sense in any decision.

Skills not on the recommended list cannot be raised above level two without prior GM approval.

Unless a character is a member of DDS's Watchmen, he cannot raise his Overt Influence. An NDD agent's ties to the outside world are too tenuous to be increased.

For NDD operatives, a number of new traits, trainings, skills, and pulling strings are presented at the end of this chapter. There are also a number of traits that are banned from NDD characters and these are listed in the sidebar below. Options for skill improvement during game play and operatives' promotions are at the GM's discretion and are included in the later chapters of this book. As with other *Conspiracy X* characters, all NDD operatives receive Autofire, Brawling, and Drive: Automobile at 1, for free. If an operative has trained in these skills during Camp, the value listed under Camp Skills supercedes this rule.

Proscribed Traits

- Aged
- Amnesia—Total
- Blind
- Clinical Depression
- Corrupted by the Supernatural
- Dead
- Deceived
- Drug Addict
- Favor (to individuals not within NDD)
- Health Problems
- Heavy Indoctrination (by other than NDD)
- Illness
- Limp*
- Missing Eye
- Missing Limb
- Multiple Personality Disorder
- Notoriety
- Paranoid Delusions
- Schizophrenia
- Supernatural Focus
- Watched (by other than NDD)

*acceptable only in Repatriates or Watchmen
Any new traits should be allowed at GM's discretion.

CHARACTER EXAMPLES



Luke Hayes

NDD Division 4 (DDS) E&C Cleaner

MJ Clearance: 5

Luke Hayes was a bright, all-American boy. His father ran a dry cleaning business and worked hard to provide for his family. This upbringing instilled a set of values in Luke that would one day make him ideal for the NDD.

Educated at the University of Maine at Orono, Luke majored in Forensic Medicine and Toxicology – he seemed destined for a career with the FBI or another Federal law enforcement agency. An NDD recruiter changed all that. Shortly after graduation, Luke accepted the Directorate's offer of full-time service to his county and the NDD faked his death in an apartment fire.

Camp was tough for Luke. He was not accustomed to heavy physical training and initially he struggled to make the grade. Taking advantage of the friendly competition amongst the Camp recruits, Luke traded his assistance with tutoring for help through the exhausting physical demands. Most of Luke's training and instruction focused on skills he had never had to develop at the University – marksmanship, personal combat, and vehicle control. In the meantime, he excelled at the academic classes required by DDS, his initial assignment.

While Luke was shy and quiet prior to Camp, his newfound physical prowess coupled with his expanding knowledge and duties did much to turn the boy into a confident, dedicated man. He is now a soldier for the cause.

STR: 3 **SIZ:** 3 **REF:** 3 **AGL:** 3
PER: 3 **WILL:** 3 **INT:** 3 **LUCK:** 2/12

Skills: Athletics 2, Autofire 1, Brawling 3, Breaking & Entering: Electronic 2, Breaking & Entering: High-Tech 2, Breaking & Entering: Mechanical 2, Drive: Automobile 3, Computer Programming 1, Computer Use 2, Demolitions 3, Diplomacy: Persuasion 3, Escape 2, Forensics 4, Gun Fu 1, Medical: Toxicology 3, Melee Weapons: Knife 2, Photography 2, Shadow 2, Small Arms: Pistol 3, Small Arms: Rifle 3

Trainings: Awareness: Media, Communication, Investigation, Savior Faire, Surveillance

Traits: Suppressed Emotions, Heavy Indoctrination: NDD, Watched: NDD, Implant: Sentinel

Clearance: MJ5

Pulling Strings: Ready Reserve, Underground Network



Gerald Scott

NDD Division 1 (IA) HEARST Operative

MJ Clearance: 3

The media has always been a weapon, and no one understands this better than Gerald Scott. During the Vietnam War, he was an officer in charge of “reviewing” news stories about American casualties and progress, in order to maintain morale. Before the war was over, he was recruited by the NDD. He was placed with a more

experienced agent and the two played a large part in manipulating Woodward and Bernstein into bringing down the uncooperative Nixon presidency.

Although he learned much from his mentor, Gerald’s egotistical nature got the better of him. It only took a few doctored videotapes to implicate his former teacher as a traitor to the NDD. It was only logical that the “loyal and highly qualified” Gerald be promoted to his place. He has not looked back since.

His last assignment was keeping the media from finding out was really going on during the Gulf War. For that, he won a medal.

Gerald is now in his early 50s, and his age is beginning to show. He has kept fit and trim, mostly because the NDD requires him to do so. While on assignment, he dresses in rumpled suits, and rarely meets opponents face-to-face. He prefers the mysterious phone call at 2 a.m. and remaining the voice in the shadows. Even after all these years, he loves seeing a target’s expression when he opens a manila envelope and discovers his deepest secrets inside – printed on glossy paper. Deep down, though, he fears that one day he will join the ranks of those poor slob, opening the envelope and seeing his betrayal laid bare. He dreads his former mentor’s face smiling up at him at that moment.

Gerald finds pleasure in manipulating people. Bribery, falsified documents, and blackmail are his favorite weapons, and his MJ pulling strings insure that he can get the wrong word to the right ear at any time. Truth and innocence are relative, and ultimately irrelevant to the job at hand. The more powerful the person, the more Gerald enjoys watching him humbled. He rationalizes his actions as loyalty to God and Country and the NDD, but deep down inside he simply likes to control.

STR: 3 **SIZ:** 3 **REF:** 3 **AGL:** 3
PER: 4 **WILL:** 3 **INT:** 3 **LUCK:** 2/12

Skills: Athletics 2, Autofire 1, Brawling 2, Breaking & Entering: Electronic 2, Breaking & Entering: Mechanical 2, Computer Use 2, Diplomacy: Fast Talking 3, Diplomacy: Blackmail 3, Disguise 2, Drive: Automobile 1, Forgery 2, Humanities: Journalism 3, Language: English 4, Language: Russian 2, Photography 2, Research 2, Science: Psychology 3, Small Arms: Pistol 2, Stealth 2, Video 2

Trainings: Awareness: Power Broker Manipulation, Awareness: Lies, Image Interpretation, Investigation, Politics, Surveillance

Traits: Secret, Driven, Egotist: Master Manipulator, Heavy Indoctrination: NDD, Hobby: Chess 3, Implant: Sentinel, No Records, Watched: NDD

Clearance: MJ3

Pulling Strings: Front Page News, News Archive

CHAPTER 3



Ian Phillips

NDD Division 8 (SRD) EBE Researcher

MJ Clearance: 5

Ian was born into an average family in Providence, Rhode Island. His childhood was unremarkable. His parents were not particularly famous or wealthy – his father worked for the post office, while his mother was a freelance photographer for a short while. In short, Ian's was a relatively normal existence.

While on a camping trip with the Boy Scouts at age 13, an event happened that was to shape his life forever. The troop was camped out in dense national park woodland. All were asleep, but for some reason Ian was restless. Watching the sky, he spotted strange lights. He watched them for an hour as they hung motionless among the stars. Suddenly, they started to move towards the campsite, but he blacked out before he could do anything to raise the alarm.

He has distant memories of a strange cold table in a room that smelled strongly of hydrogen peroxide. He recalls lights being shone in his eyes. Then, with a start, he woke in his tent with the others. Although Ian noticed that a couple of tents had been relocated, no one else seemed to feel anything was amiss. They dismissed his recollections as a bad dream. When he returned home, he told his father about the event, but the older man took little stock in what he related. Ian resolved not to mention the subject again.

While working with hydrogen peroxide for a science experiment at age 15, he experienced a powerful and frightening flashback to his abduction. He tried telling people but no one would listen; most believed him either delusional or simply making up the entire affair in a bid for attention. After a series of increasingly violent outbursts, he was placed in a state mental institution for two years. During this time, "They" came back for him while he was in his padded cell. His continual and increasingly detailed descriptions of his "visitors" led to a series of reassignments to different wards. Over the course of four years, he was subjected to a variety of treatments. After a time the visits stopped, and, when he was deemed stable enough, he was released – at age 21.

Finally free, Ian realized full well he had lost six years of his life in a veritable hellhole. Filled with resentment towards his family and supposed friends, he began looking for work. In a bizarre twist of fate, his Intuition had manifested while he was locked away. Perhaps in a strange mirror of his attempts to decipher his own cryptic past, he fixated on the NSA. He attempted several times to use this talent to land an intern job with the agency. Naturally, his past prevented the agency from taking his applications seriously.

His repeated applications drew the attention of an NDD recruiter. Ian was provisionally recruited almost immediately. He had little other options and the NDD not only believed his stories but promised answers. Ian was educated on a full scholarship at Brown University where he majored in physics and minored in biology. Once he completed his degree, he entered Camp, and was transferred into the EBE Researcher labs where he uses his skills to turn the tables on "Them."

STR: 3 **SIZ:** 3 **REF:** 3 **AGL:** 3
PER: 4 **WILL:** 3 **INT:** 4 **LUCK:** 2/12

Skills: Autofire 1, Brawling 2, Computer Use 2, Cryptology 3, Diplomacy: Bargaining 3, Drive: Automobile 1, First Aid 2, Language: Esperanto 2, Photography 2, Research 4, Science: Biology 3, Science: Physics 3, Small Arms: Pistol 2, UFOlogy: 3

Trainings: Awareness: Psychic Use, Biohazard Controls, Toxin Knowledge, UFO Spotting

Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Strong ESP: Intuition, Watched: NDD

Clearance: MJ5

Pulling Strings: DNA Database

NDD PROFESSIONS LIST

The available NDD character Professions are listed in order of division. Each has a basic profile.

Profession Name and Description: A short description of the Profession follows its title.

Camp Trainings, Skills and Traits: The abilities the character gains during Camp and thus possesses before character construction begins.

Discretionary CPs: The Character Points to be spent on skills, traits, and trainings in addition to those learned in Camp.

Trainings: The trainings the character may purchase at professional cost.

Skills: All skills that may begin at professional level (level 3) or higher are listed here.

Clearance: This represents the character's starting MJ level.

Pulling Strings: The pulling strings granted to the character given her role in the NDD. (New pulling strings are detailed on p. 44; others may be found starting at SR, p. 077.)

DIVISION 1, INTELLIGENCE AND ANALYSIS (IA)

This division is the eyes and ears of the NDD (see p. 16).

INTELLIGENCE AND ANALYSIS COORDINATOR

IA Coordinators collect and organize the overwhelming volumes of information obtained by the Directorate's operatives. By categorizing and coordinating field reports, obscure databases, and other tidbits of information, they contribute to the most extensive reference bank in existence. Some operatives specialize in sorting this information, others are responsible for spotting trends, and others make recommendations based on the information gathered. This job is exhausting and thankless, but is also crucial to the success of the NDD.

Camp Trainings: Investigation, Savoir Faire, Surveillance

Camp Skills: Athletics 2, Brawling 2, Breaking & Entering: Electronic 2, Breaking & Entering: High-Tech 2, Breaking & Entering: Mechanical 2, Computer Use 2, Cryptology 2, Diplomacy: Persuasion 2, Small Arms: Pistol 2, Shadow 2, Stealth 2

Camp Traits: Heavy Indoctrination: NDD, Hobby: Chess 3, Implant: Sentinel, Watched: NDD

Discretionary CPs: 50

Trainings: Awareness, Communication, Politics

Skills: Computer Programming, Diplomacy, Forgery, Humanities, Photography, Research, Small Arms, Video

Clearance: MJ4

Pulling Strings: Intel Files

BACKYARD RESEARCHER

This individual studies foreign governments, focusing on potential alien involvement or infiltration. They frequently associate with HEARST Operatives to monitor foreign media sources. Much like HEARST Operatives, BACKYARD Researchers are well positioned in high-traffic areas, including the International Flying Saucer Bureau. This high level of infiltration allows NDD to follow up on any and all abductions and sightings reported to the ISFB.

Camp Trainings: Awareness: Alien Activity, Politics

Camp Skills: Athletics 2, Brawling 2, Diplomacy: Etiquette 3, Diplomacy: Negotiation 3, Language: Choose 2, Language: Choose 2, Language: Choose 2, Research 2, Small Arms: Pistol 2

Camp Traits: Heavy Indoctrination; NDD, Hobby: Chess 3, Implant: Sentinel, Watched: NDD

Discretionary CPs: 60

Trainings: Awareness, Communication, Investigation, Savoir Faire, Surveillance

Skills: Breaking & Entering, Computer Programming, Computer Use, Cryptology, Diplomacy, Humanities, Photography, Shadow, Small Arms, Video

Clearance: MJ3

Pulling Strings: Border Control (select three borders)

BREASTPLATE SPECIALIST

BREASTPLATE Specialists study intelligence on EBE movements and activities, as well as technical data on recovered alien equipment. They collate this information into a cohesive whole and use the final product to formulate potential threat scenarios and prepare contingency plans. They work with R&D and DSS in all aspects of their mission. BREASTPLATE Specialists occasionally undertake field missions for "hands-on" investigations of possible incursions.

Camp Trainings: Awareness: Alien Activity

Camp Skills: Athletics 2, Brawling 2, Cartography 2, Computer Programming 2, Computer Use 2, Cryptology 2, Research 3, Science: Astrophysics 2, Science: Choose 2, Small Arms: Pistol 2, UFOlogy 3

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 55

Trainings: Awareness, Biohazard Controls, Communication, Investigation

Skills: Diplomacy, Engineering, Humanities, Repair/Build, Science, Shadow, Small Arms, Stealth

Clearance: MJ4

Pulling Strings: Satellite Surveillance: Communications, Satellite Surveillance: Video

CHAPTER 3

HEARST OPERATIVE

HEARST Operatives tend to fall into one of three categories: data hounds, field operatives, or distractors. Data hounds collect information from all forms of the media, searching for any information that can benefit the NDD. Field operatives follow up on any suspicious activities and collect hard data on any compromised personnel or situations. Distractors distort media reports to either discredit or alter any security-threatening story that has been uncovered.

Camp Trainings: Awareness: Power Broker Manipulations, Politics

Camp Skills: Athletics 2, Brawling 2, Diplomacy: Fast Talking 3, Humanities: Journalism 3, Language: Choose 2, Language: Choose 2, Research 2, Shadow 2, Small Arms: Pistol 2, Stealth 2

Camp Traits: Heavy Indoctrination: NDD, Hobby: Chess 3, Implant: Sentinel, Watched: NDD

Discretionary CPs: 65

Trainings: Awareness, Communication, Investigation, Savoir Faire, Surveillance

Skills: Breaking & Entering, Computer Use, Cryptology, Diplomacy, Forgery, Humanities, Photography, Shadow, Small Arms, Video

Clearance: MJ3

Pulling Strings: Front Page News, News Archive

LOKI ANALYST

Analysts monitor all transmissions from potentially threatening organizations, including CIA, Aegis, and NSA. Much of the monitoring is done using remote facilities and hacking into supposedly secure databases. Some databases are close to impregnable. In order to obtain access to these, LOKI Analysts tap into NSA, CIA, and Aegis moles. Making this request is always considered serious as it has the potential to compromise the double agent.

Camp Trainings: Awareness: Hacking

Camp Skills: Athletics 2, Brawling 2, Computer Use 3, Computer Programming 3, Cryptology 3, Diplomacy: Persuasion 2, Research 2, Small Arms: Pistol 2

Camp Traits: Heavy Indoctrination: NDD, Hobby: Chess 3, Implant: Sentinel, Watched: NDD

Discretionary CPs: 60

Trainings: Awareness, Communication, Investigation, Politics, Savoir Faire, Surveillance

Skills: Diplomacy, Shadow, Small Arms

Clearance: MJ3

Pulling Strings: "Codebreaker" Supercomputer, Federal Database Access



RAT TRAP SPECIALIST

This individual coordinates activities with foreign agencies and seeks to develop contacts in foreign governmental intelligence communities. RAT TRAP Specialists are often burdened with extensive fieldwork and long-term assignments all over the globe. Their work usually turns out to be a wild goose chase, and as such, they often do not get the respect they deserve.

Camp Trainings: Politics, Savoir Faire

Camp Skills: Athletics 2, Brawling 2, Diplomacy: Fast Talk 2, Diplomacy: Negotiation 3, Language: Choose 2, Language: Choose 2, Research 2, Science: Psychology 2, Shadow 2, Small Arms: Pistol 2

Camp Traits: Heavy Indoctrination: NDD, Hobby: Chess 3, Implant: Sentinel, Watched: NDD

Discretionary CPs: 60

Trainings: Awareness, Communication, Investigation, Politics, Savoir Faire, Surveillance

Skills: Computer Programming, Computer Use, Cryptology, Diplomacy, Humanities, Photography, Shadow, Small Arms, Video

Clearance: MJ3

Pulling Strings: Border Control (choose two), Counterintelligence Files

DIVISION 2, TECHNOLOGICAL RESEARCH AND DEVELOPMENT (R&D)

This division keeps the NDD on the cutting edge of technological advances (see p. 18). In addition to the professions listed below, R&D has a number of other research fields open to technicians, such as the conveyances lab and other more sedentary positions. By and large, these are not particularly suitable for player characters, but if the GM desires to use such professions in his campaign, the A&E Technician may be used to represent one of these with only minor changes. The Field Technician profession also works well to depict a more active technical researcher if the player allots his discretionary points to appropriate skills and trainings.



FIELD TECHNICIAN

Field Technicians are generalists within the Main Lab. Their job is to insure that information is shared among all departments in order to maximize divisional output. They are also responsible for coordinating and developing special projects for other divisions. As a result, Field Technicians are not only technology specialists, but also cross-trained by IA staff. This cross training enables them to field-test a wide array of prototypes and acquired technology.

Camp Trainings: Awareness: Malfunction

Camp Skills: Athletics 2, Brawling 2, Computer Programming 2, Computer Use 2, Engineering: Choose 2, Engineering: Choose 2, Repair/Build: Choose 3, Repair/Build: Choose 2, Research 2, Science: Choose 2, Shadow 2, Small Arms: Pistol 2, Stealth 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 70

Trainings: Awareness, Biohazard Controls, Communication, Navigation, Parachutist, SCUBA Diving, Surveillance, Survival, Zero-Gravity Movement

Skills: Diplomacy, Engineering, Humanities, Repair/Build, Science, Small Arms

Clearance: MJ3

Pulling Strings: DARPA Labs

ANALYSIS & EXPLOITATION TECHNICIAN

A&E Technicians are responsible for dismantling all incoming technology to determine its use and origin. If possible, they also examine ways in which to adapt or exploit this technology for the NDD's advantage. Following reverse engineering, A&E Technicians provide their superiors with a complete report detailing the object and recommending uses by various divisions or mission types.

Camp Trainings: Awareness: Alternate Uses of Technology

Camp Skills: Athletics 2, Brawling 2, Computer Programming 3, Computer Use 2, Engineering: Choose 3, Repair/Build: Choose 3, Research 3, Science: Choose 3, Small Arms: Pistol 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 65

Trainings: Awareness, Biohazard Controls, Communication, Surveillance, Zero-Gravity Movement

Skills: Drive, Engineering, Pilot, Repair/Build, Science, Small Arms

Clearance: MJ3

Pulling Strings: DARPA Labs

ASTRONAUTICS TECHNICIAN

Astronautics Technicians specialize in the construction of environments in space—bases on the moon, space stations, and orbital platforms. They work closely with IA's Project BREASTPLATE in designing defensive structures, and DDS's Aeronautic Interdiction teams in developing staging bases and other equipment for use in that subdivision's missions.

Camp Trainings: Navigation, Zero-Gravity Movement

Camp Skills: Athletics 2, Brawling 2, Computer Programming 2, Computer Use 2, Engineering: Aerospace 3, Engineering: Construction 2, Repair/Build: Choose 3, Research 2, Science: Astrophysics 3, Small Arms 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 60

Trainings: Awareness, Biohazard Controls, Communication, Surveillance

Skills: Diplomacy, Engineering, Humanities, Repair/Build, Science, Shadow, Small Arms, Stealth

Clearance: MJ3

Pulling Strings: Astrophysics Lab, DARPA Labs

CHAPTER 3

INFORMATION SYSTEMS SPECIALIST

Information Systems Specialists oversee all computing and communication aspects of the NDD. Some operatives focus on communications, others key on computers, and some are cross-trained in both. The main directive is to secure all lines of communication and contact for NDD operatives. Information System Specialists attempt to penetrate others' databases, to create top-notch encryption, and to decipher EBE communications. Unlike the IA Loki Analyst who are dedicated to certain specific monitoring functions, IS Specialists are generalists focusing on whatever database needs infiltrating at any given mission.

Camp Trainings: Communication

Camp Skills: Athletics 2, Brawling 2, Computer Programming 3, Computer Use 2, Cryptology 3, Engineering: Choose 2, Repair/Build: Choose 2, Research 2, Science: Mathematics 2, Small Arms: Pistol 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 65

Trainings: Awareness, Surveillance, Survival, Zero-Gravity Movement

Skills: Diplomacy, Engineering, Humanities, Repair/Build, Science, Shadow, Small Arms, Stealth

Clearance: MJ3

Pulling Strings: "Codebreaker" Supercomputer

WEAPON SYSTEMS TECHNICIAN

Weapon Systems Technicians work vigilantly at manufacturing and implementing the best weapon technology for the NDD and its personnel. This subdivision is responsible for creating a range of prototypes as well as insuring that the old, reliable weaponry is kept in peak condition. Weapons Systems Technicians develop offensive technology for the individual operative, mission task forces, and NDD bases.

Camp Trainings: Awareness: Weapons Malfunction

Camp Skills: Athletics 2, Autofire 2, Brawling 2, Computer Programming 2, Engineering: Choose 3, Gunnery 2, Repair Build: Choose 3, Research 2, Science: Choose 3, Small Arms: Pistol 2, Small Arms: Rifle 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 65

Trainings: Awareness, Biohazard Controls, Communication, Surveillance, Vehicle Kill, Zero-Gravity Movement

Skills: Computer Use, Engineering, Repair/Build, Science, Small Arms

Clearance: MJ3

Pulling Strings: DARPA Labs

DIVISION 3, ESPIONAGE AND INFILTRATION (EI)

EI works to infiltrate and control organizations across the nation (see p. 19).

WATCHMAN

Watchmen are the ultimate infiltrators, and their missions vary widely. Some Watchmen focus on recruitment, others smooth over mistakes or manipulate events to the NDD's advantage, others simply pass along information. Watchmen are often required to stay undercover for years in order to do their jobs effectively.

Camp Trainings: Communication, Politics, Savoir Faire

Camp Skills: Athletics 2, Brawling 2, Computer Use 3, Cryptology 3, Diplomacy: Negotiation 3, Shadow 2, Small Arms: Pistol 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 80

Choose any profile from any *Conspiracy X* book except CAPS, Groom Lake, MKULTRA, Moondust, or Rasputin (note that new profiles from subsequently published material may be chosen at the GM's discretion) to use for allotting discretionary CPs. Add (if necessary) the following trainings to the profession profile: Awareness, Assassination, Image Interpretation, Investigation, Mind Control, Politics, Prestidigitation, Savoir Faire, Surveillance. Add (if necessary) the following skills to the profession profile: Diplomacy, Small Arms.

Clearance: MJ2

Pulling Strings: None



Play Difficulty: Watchmen

Because Watchmen operate apart from all other NDD agents with the exception of their Watchmaker contact, they make very difficult player characters. Anyone wishing to pursue this Profession is advised that it may very well be a small role and played infrequently. It can, however, add an interesting element to the game if a player wishes to play only sporadically and has discussed this with his GM.

WATCHMAKER

Watchmakers provide direction and contact for a group of Watchmen. They dictate mission parameters, convey orders, receive valuable information, and are ultimately responsible for their Watchmen's safety and security. Watchmakers are prone to high degrees of burnout due to extended stress, and most Watchmakers occupy a post for no more than three years before RAT reevaluates them for an alternative position within the NDD.

Camp Trainings: Awareness: Stress in Watchmen, Communication

Camp Skills: Athletics 2, Brawling 2, Computer Use 3, Cryptology 3, Science: Psychology 3, Shadow 2, Small Arms 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 75

Trainings: Awareness, Politics, Savior Faire, Surveillance

Skills: Computer Programming, Diplomacy, Engineering, Humanities, Repair/Build, Research, Science, Small Arms, Stealth

Clearance: MJ3

Pulling Strings: Underground Network



Play Difficulty: Sandmen Team

In order to play any of the nearby Sandmen team characters, a group of players must all be willing to create a three-person team. Most Sandmen teams rotate through field missions and in-house research to alleviate the boredom that comes with excessively repetitive missions.

SURGICAL SPECIALIST

Surgical Specialists are one element of a three-person Sandman team. After individuals have been selected to participate in the Sleeper program, they are abducted, and the Surgical Specialist implants the subject with a monitoring device. During the secondary phase, the Surgical Specialist is also in charge of administering drugs and insuring the subject's survival.

Camp Trainings: Surveillance, Toxin Knowledge

Camp Skills: Athletics 2, Brawling 2, Diplomacy: Persuasion 3, Disguise 2, Medical: General Practice 3, Science: Psychology 2, Shadow 2, Small Arms: Pistol 2, Stealth 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 45

Trainings: Awareness, Communication, Savoir Faire

Skills: Computer Use, Diplomacy, First Aid, Forensics, Humanities, Medical, Science, Small Arms

Clearance: MJ4

Pulling Strings: Disappearance, Safehouse

CONTROLLER

The Controller is responsible for conditioning the abducted subject with hypnotic controls, key phrases, and required duties. The Controller has an array of talents for making the subject more suggestible and compliant to the demands of the NDD. The Controller has the final word on whether or not the initial process has been successful; if the attempt has been a failure and the subject cannot be released due to security measures, the Controller takes the appropriate measures.

Camp Trainings: Mind Control, Surveillance

Camp Skills: Athletics 2, Brawling 2, Disguise 2, Hypnosis 3, Psychotron 3, Shadow 2, Small Arms: Pistol 2, Stealth 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 45

Trainings: Awareness, Communication, Savior Faire

Skills: Computer Use, Diplomacy, Forensics, Humanities, Science, Small Arms

Clearance: MJ3

Pulling Strings: Disappearance, Safehouse

CHAPTER 3

LISTENER

As the last member of a Sandman team, the Listener bugs the sleeper's home, workplace, vehicle, etc., so that the sleeper is monitored at all times. The Listener is also trained in a range of surveillance techniques to observe potential sleeper subjects immediately prior to abduction. Their collection of data prior to the abduction can then be matched with that following to assure that the sleeper acts normally following implantation and suggestion.

Camp Trainings: Communication, Surveillance

Camp Skills: Athletics 2, Brawling 2, Breaking & Entering: All 2, Computer Use 2, Disguise 2, Photography 2, Shadow 2, Small Arms: Pistol 2, Stealth 2, Tracking 2, Video 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 45

Trainings: Awareness, Investigation, Prestidigitation, Savoir Faire

Skills: Computer Programming, Escape, Forensics, Small Arms

Clearance: MJ4

Pulling Strings: Disappearance, Safehouse

DIVISION 4: SECURITY

This division ensures the safety and security of the NDD and its facilities (see p. 20).

GROUNDSKEEPER

Groundskeepers are, in essence, the mainstay of the NDD security force. They are responsible for all security checks, clearance points, standard protocol, etc. They are stationed at NDD controlled facilities and assume the role of whatever security is most appropriate for the facility.

Camp Trainings: Assassination, Awareness: Spot Camouflage, Awareness: Spot Disguise, Communication, Surveillance

Camp Skills: Athletics 2, Autofire 2, Brawling 3, Diplomacy: Persuasion 2, Drive (or Pilot): Choose 3, Melee Weapons: Baton 2, Small Arms: Pistol 3, Small Arms: Rifle 3, Stealth 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 30

Trainings: Awareness, Biohazard Controls, Investigation, Surveillance, Vehicle Kill, Zero-Gravity Movement

Skills: Demolitions, Escape, Forensics, Gunnery, Heavy Weapons, Melee Weapon, Pilot, Shadow, Small Arms, Tracking, Video

Clearance: MJ3

Pulling Strings: Sentinel Clearance, Base Lockdown

INVESTIGATOR

Investigators are the first line of defense against internal threats. They investigate crimes and incidents that take place concerning NDD personnel. They are mandated to observe NDD operatives, task forces, and departments for potential security breaches, physical altercations, psychological deterioration, and simple miscommunications. Generally speaking, unless a direct threat to the NDD manifests, their findings are made known to the appropriate supervisor and a copy of their report is filed with DDS for further reference.

Camp Trainings: Awareness: Lying, Investigation, Surveillance

Camp Skills: Athletics 2, Autofire 2, Brawling 3, Diplomacy: Interrogation 3, Disguise 2, Forensics 2, Melee Weapon: Choose 2, Shadow 2, Small Arms: Pistol 3, Stealth 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 30

Trainings: Awareness, Biohazard Controls, Investigation, Surveillance, Vehicle Kill, Zero-Gravity Movement

Skills: Demolitions, Drive, Escape, Gunnery, Heavy Weapons, Melee Weapon, Pilot, Small Arms, Tracking, Video

Clearance: MJ5

Pulling Strings: Sentinel Clearance, Internal Communiques

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Play Difficulty: Investigator

Face it. Nobody likes a snitch. Although for the most part Investigators just keep tabs on day-to-day activities to insure that security runs smoothly, when they are around, everyone is just a little bit edgy. When participating on a task force, Investigators are tolerated, but rarely invited in to join in the camaraderie that develops between battle buddies.

MISSION SECURITY SPECIALIST

Mission Security Specialists oversee planning and execution of all outbound missions. They are responsible for aborting missions at risk, calling for emergency extraction, and performing damage control until an E&C team can arrive.

Camp Trainings: Assassination, Awareness: Agents' Mental Stability, Communication

Camp Skills: Athletics 2, Brawling 3, Diplomacy: Fast-Talking 2, Humanities: Military Tactics 2, Melee Weapon: Knife 2, Shadow 2, Small Arms: Pistol 3, Small Arms: Rifle 3, Stealth 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Suppressed Emotions, Watched: NDD

Discretionary CPs: 20

Trainings: Awareness, Investigation, Surveillance, Toxin Knowledge, Zero-Gravity Movement

Skills: Autofire, Computer Programming, Computer Use, Cryptology, Demolitions, Drive, Escape, First Aid, Forensics, Forgery, Gunnery, Heavy Weapons, Humanities, Photography, Pilot, Repair/Build, Small Arms, Tracking, Video

Clearance: MJ5

Pulling Strings: Mission Files, Departmental Records

E&C EXTRACTOR

Extractors are the brawn of an E&C team. They ensure that all NDD operatives return home safely and as such are cross-trained in emergency medical aid and combat. In many ways, Extractors are highly skilled combat medics, and are called upon to protect and treat any NDD operatives requiring assistance. Some Extractors see themselves first and foremost as soldiers with an expertise in first aid, others see themselves as primarily medics with solid combat training.

Camp Trainings: Assassination, Awareness: Ambush, Parachutist, Rappelling

Camp Skills: Athletics 2, Autofire 2, Brawling 3, Drive (or Boating or Pilot): Choose 2, First Aid 2, Heavy Weapons 2, Small Arms: Pistol 3, Small Arms: Rifle 3

Camp Traits: Combat Experience, Heavy Indoctrination: NDD, Implant: Sentinel, Suppressed Emotions, Watched: NDD

Discretionary CPs: 15

Trainings: Awareness, Biohazard Controls, Communication, Navigation, SCUBA Diving, Surveillance, Survival, Vehicle Kill, Zero-Gravity Movement

Skills: Boating, Breaking & Entering, Demolitions, Escape, Gunnery, Heavy Weapons, Melee Weapon, Pilot, Repair/Build, Shadow, Small Arms, Stealth, Tracking

Clearance: MJ5

Pulling Strings: Ready Reserve

E&C CLEANER

Cleaners are the brains of an E&C team. They carefully analyze the situation that has gone awry to determine the best course of action to cover up any NDD presence. They are practiced at both covering up information and creating disinformation. Because they are often in the midst of heated situations and arrive on the heels of a bungled operation, Cleaners also have decent training in arms and close combat.

Camp Trainings: Awareness: Media, Investigation, Savoir Faire

Camp Skills: Athletics 2, Brawling 3, Breaking & Entering: All 2, Computer Use 2, Diplomacy: Persuasion 2, Forensics 3, Small Arms: Pistol 3

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Suppressed Emotions, Watched: NDD

Discretionary CPs: 20

Trainings: Assassination, Awareness, Biohazard Controls, Communication, Navigation, Parachutist, Prestidigitation, Rappelling, SCUBA Diving, Surveillance, Survival, Toxin Knowledge, Zero-Gravity Movement

Skills: Autofire, Computer Programming, Demolitions, Disguise, Drive, Escape, Medical: Toxicology, Photography, Pilot, Shadow, Small Arms, Stealth, Video

Clearance: MJ5

Pulling Strings: Ready Reserve, Underground Network

AEROSPACE INTERDICTION SPECIALIST

Aerospace Interdiction specialists rehearse -- and occasionally conduct -- spaceship boardings and other zero-gravity combat. They are thoroughly trained for combat in a vacuum and low- or no-gravity. Although AI Specialists seldom see field actions, they are truly the best "space marines" humanity has to offer.

Camp Trainings: Navigation, Zero-Gravity Movement

Camp Skills: Athletics 2, Autofire 2, Brawling 2, Computer Use 2, First Aid 2, Gunnery: Choose 2, Heavy Weapons 2, Pilot: Space Shuttle 2, Repair/Build: Choose 2, Small Arms: Pistol 3, Small Arms: Rifle 3

Camp Traits: Combat Experience; Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 20

Trainings: Awareness, Biohazard Controls, Communication, Surveillance

Skills: Breaking & Entering, Demolitions, Engineering, Repair/Build, Science, Stealth

Clearance: MJ5

Pulling Strings: Satellite Surveillance: Communications, Secret SDI Gun Stars

CHAPTER 3

MIB LIAISON

The Liaison is one element of a three-person MiB team. His duty is to cover routine interviews and suspicious sites. Liaisons with an MJ6 or higher clearance are the only NDD operatives authorized to work with Hybrid MiB teams on outbound missions. The Liaison is the primary contact for all non-NDD personnel. He carefully follows contact protocol and works to protect NDD interests in all situations.

Camp Trainings: Assassination, Communication

Camp Skills: Athletics 2, Brawling 2, Computer Use 2, Diplomacy: Persuasion 2, Diplomacy: Interrogation 3, Humanities: Law 2, Hypnosis 3, Science: Psychology 3, Small Arms: Pistol 2, Stealth 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Suppressed Emotions, Watched: NDD

Discretionary CPs: 35

Trainings: Awareness, Investigation, Savoir Faire

Skills: Autofire, Breaking & Entering, Cryptology, Diplomacy, Disguise, Drive, Humanities, Photography, Pilot, Repair/Build, Research, Tracking, UFOlogy

Clearance: MJ5

Pulling Strings: Mission Files

MIB FORENSICS TECHNICIAN

The Forensic Technician is the second element of an MiB team. He is responsible for securing a scene and determining whether the origins of a disturbance are supernatural, alien, or mundane. After investigation, the Forensic Technician recovers all evidence from a scene and throws off suspicion.

Camp Trainings: Communication, Investigation

Camp Skills: Athletics 2, Brawling 2, Breaking & Entering: All 2, Computer Use 2, Forensics 3, Medical: Toxicology 2, Occult: Choose 2, Small Arms: Pistol 2, Stealth 2, UFOlogy 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Suppressed Emotions, Watched: NDD

Discretionary CPs: 25

Trainings: Awareness, Biohazard Controls, Surveillance, Toxin Knowledge

Skills: Autofire, Cryptology, Diplomacy, Drive, Engineering, Photography, Research, Science

Clearance: MJ5

Pulling Strings: Front Page News, Underground Network

MIB CONFLICT SPECIALIST

The Conflict Specialist is a master of all forms of combat and handles any situation that places the team in danger. He is also skilled in piloting a variety of craft to facilitate the extraction of the team in the event of an emergency.

Camp Trainings: Assassination, Communication, Vehicle Kill

Camp Skills: Athletics 2, Autofire 2, Brawling 3, Computer Use 2, Drive: Automobile 2, Melee Weapon: Choose 2, Pilot: Stealth Copter 2, Small Arms: Choose 3, Small Arms: Choose 2, Stealth 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Suppressed Emotions, Watched: NDD

Discretionary CPs: 20

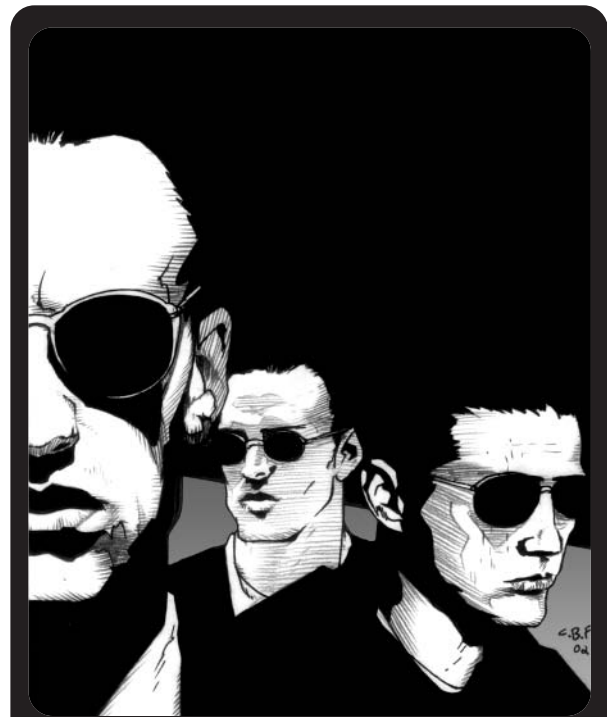
Trainings: Awareness, Biohazard Controls, Surveillance, Survival, Zero-Gravity Movement

Skills: Breaking & Entering, Demolitions, Escape, Gunnery, Heavy Weapons, Melee Weapon, Pilot, Shadow, Tracking

Clearance: MJ5

Pulling Strings: Base Clearance, Safehouse

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Play Difficulty: Men in Black

Being within the shadowy ranks of the NDD allows players the rare opportunity to play a part of a Hybrid MiB team, or even one of the ultra-secret Special teams that few NDD operatives even know about. MiB player characters of this sort require special approval from the GM. He has all the details on playing members of these unique groups.

DIVISION 5: RECRUITMENT AND TRAINING (RAT)

RAT is responsible for bringing in the best possible soldiers and keeping them highly trained (see p. 23).

RECRUITER

Recruiters evaluate all candidates submitted as potential NDD operatives. Once an individual has been screened, a Recruiter is responsible for that individual from initial testing to Camp assignment. Recruiters review all candidates' files, monitor them in the field prior to recruitment, and participate in determining candidates' optimal contributions to the NDD.

Camp Trainings: Investigation, Savoir Faire, Surveillance

Camp Skills: Athletics 2, Brawling 2, Computer Use 3, Diplomacy: Persuasion 3, Disguise 2, Photography 2, Research 2, Shadow 3, Small Arms: Pistol 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 45

Trainings: Awareness, Communication

Skills: Breaking & Entering, Drive, Forgery, Humanities, Hypnosis, Stealth, Teaching, Tracking, Video

Clearance: MJ3

Pulling Strings: Departmental Records, Federal Database Access



Play Difficulty: RAT Personnel

Depending on the mission type, personnel from RAT have advantages and disadvantages as player characters. For recruitment-based groups, much of the mission work will be investigation, research, and infiltration, rather than combat fieldwork. Players who favor intrigue and character-building may enjoy these roles; combat-oriented players will not.



REPATRIATE COORDINATOR

Repatriate Coordinators oversee MJ2 clearance level operatives who were inserted back into society when they were unable to complete Camp training. Coordinators both reinsert failed Camp attendees and monitor Repatriates in the field. In the event a Repatriate compromises the NDD, the Coordinator reports the matter to DDS and takes whatever measures are necessary to protect the NDD. Repatriate Coordinators often go into the field to investigate Repatriates' activities or to verify information. In the event a Repatriate has information to relay, the Coordinator arranges for delivery of data and materials, or schedules the meet.

Camp Trainings: Awareness: Infiltration, Communication, Investigation

Camp Skills: Athletics 2, Brawling 2, Computer Use 2, Forgery 2, Diplomacy: Negotiation 3, Humanities: Organizational Management 3, Research 3, Small Arms: Pistol 2, Stealth 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 42

Trainings: Assassination, Savoir Faire, Surveillance

Skills: Breaking & Entering, Diplomacy, Disguise, Drive, Humanities, Hypnosis, Photography, Shadow, Teaching, Video

Clearance: MJ4

Pulling Strings: Departmental Records, Disappearance

CHAPTER 3

DIVISION 7: PSYCHOLOGICAL AND PARANORMAL STUDIES (P&P)

This division focuses on human psychology, psychic powers and supernatural forces (see p. 23). In addition to the following professions, psychological consultants from the liaison arm of CERRES perform post-mission debriefings and keep watch on operatives' mental well-being.



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CEREBRAL TECHNICIAN

Cerebral Technicians perform research and testing on various aspects of mental functioning. They work both in the lab and in the field to understand the limits of mental abilities, and to maximize human potential. Although many Cerebral Technicians focus on laboratory research and science, some prefer the applied aspects of study in the field.

Camp Trainings: Awareness: Mental Imbalance

Camp Skills: Athletics 2, Brawling 2, Computer Use 2, Hypnosis 2, Medical: Pharmacology 3, Research 3, Science: Anatomy 3, Science: Psychology 3, Small Arms: Pistol 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 65

Trainings: Toxin Knowledge, Virus Knowledge

Skills: Athletics, Computer Programming, Diplomacy, Drive, Humanities, Hypnosis

Clearance: MJ3

Pulling Strings: Medical Stores

PSIRES OPERATIVE

For the most part, these individuals focus on developing their psychic potential in order to contribute to the NDD. PSIRES Operatives are difficult to keep; they have a high susceptibility to burnout, psychically as well as physically. They have recently started to cross-train with Security to investigate psychic threats and this pushes them to the breaking point.

Camp Trainings: Awareness: Psychic Phenomenon

Camp Skills: Athletics 2, Brawling 2, Computer Use 2, Hypnosis 2, Meditation 3, Small Arms: Pistol 2

Camp Traits: Heavy Indoctrination: NDD, Lesser Psychic (Choose one: BioPk, Clairvoyance, Empathy, Precognition, Psychokinesis, Retrocognition, Telepathy), Implant: Sentinel, Watched: NDD

Camp Psi-Trainings: Choose appropriate trainings for discipline; spend 10 CPs (professional cost) towards them, may choose to supplement with general CP pool during character construction

Discretionary CPs: 40

Trainings: Savoir Faire

Skills: Athletics, Computer Programming, Diplomacy, Drive, Humanities, Kirlian Photography, Language, Monitor, Photography, Research, Video, Visualization

Traits: Latent Psychic (any), Lesser Psychic (any), Greater Psychic (any)

Clearance: MJ5

Pulling Strings: PsiLab

PARRES TECHNICIAN

Responsible for researching mystic and occult practices, PARRES Technicians are strongly advised against any paranormal practices. They are expected to gather information for the benefit of the NDD, not for actual practice. PARRES Technicians are often isolated from their peers, both to immerse themselves in odd bits of research as well as to avoid potential contamination of other NDD operatives.

Camp Trainings: Awareness: Supernatural Phenomena

Camp Skills: Athletics 2, Brawling 2, Computer Use 2, Humanities: Choose 3, Language: Choose 2, Occult: Choose 3, Occult: Choose 3, Research 3, Small Arms: Pistol 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 55

Trainings: Survival

Skills: Animal Handling, Athletics, Diplomacy, Drive, Forgery, Parapsychology, Photography, Science, Teaching, Video

Traits: Faith, Sensitive

Clearance: MJ4

Pulling Strings: Libraries

DIVISION 8: SCIENTIFIC RESEARCH AND DEVELOPMENT (SRD)

SRD pushes the boundaries of human knowledge in the scientific fields (see p. 24). Most D8 personnel are scientific progress researchers, monitoring advances in all scientific disciplines around the globe in order to time releases of advanced, EBE-based technology into mainstream culture. The nature of their mission keeps them from participating in field operations in all but the most extreme circumstances. If a player has a desire to play such a limited profession, the GM may modify the Pharmacological Technician template to reflect the science development researcher's chosen discipline.

EBE RESEARCHER

With a focus on EBE anatomy and mentality, EBE Researchers perform experiments to study EBEs more effectively. Researchers also compile reports on EBE physique and psychology. As one might expect, EBE Researchers are often called upon to conduct their observation and study in field environments, as few EBEs volunteer for this sort of activity.

Camp Trainings: Biohazard Controls, Toxin Knowledge

Camp Skills: Athletics 2, Brawling 2, Computer Use 2, Cryptozoology 2, Diplomacy: Choose 2, Research 3, Science: Xenology 3, Science: Biology 2, Science: Chemistry 2; Small Arms: Pistol 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 45

Trainings: Awareness

Skills: Computer Programming, Drive, Humanities, Language, Photography, Video

Clearance: MJ5

Pulling Strings: DNA Database

PHARMACOLOGY TECHNICIAN

These scientists focus on researching, developing, and testing pharmacological compounds for a range of uses. Some medications are used to enhance NDD operatives' performance while others are vital to agent's healing and recovery. They also work in conjunction with D7's CERRES to engineer advanced mind-control drugs. It is not unheard of for Pharmacology Techs to conduct experiments on unsuspecting subjects outside the laboratory to preserve the purity of the subjects' reactions -- with NDD approval, of course.

Camp Trainings: Biohazard Controls, Toxin Knowledge, Virus Knowledge

Camp Skills: Athletics 2, Brawling 2, Computer Use 2, Research 3, Science: Anatomy 3, Science: Pharmacology 3, Small Arms: Pistol 2

Camp Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Watched: NDD

Discretionary CPs: 45

Trainings: Awareness

Skills: Athletics, Computer Programming, Drive, First Aid

Clearance: MJ4

Pulling Strings: Dangerous Toxins, Hidden Cures, Medical Stores

DIVISION 10: OPERATIONS (OPS)

Operations oversees all Directorate operations (see p. 24). While there are numerous professions within Ops, ranging from budget specialists to resource managers, most differences between them are cosmetic. The Systems Coordinator profession can serve equally well as a foundation for any of the administrative personnel within Ops.

Play Difficulty: Ops Personnel

These operatives spend the bulk of their time at NDD facilities, not out in the field. As such, these characters tend to be well suited to static missions that take place at a particular facility. One advantage for Ops personnel is their ability to access a wide range of NDD information, making them good agents for NDD-wide inspections and investigations.

SYSTEMS COORDINATOR

These individuals are the backbone of Operations and oversee the nuts and bolts of maintenance, planning, debriefing, and communications. Coordinators are responsible for designing missions and allocating both personnel and resources. As such, they have access to all divisional records to facilitate their tasks.

Camp Trainings: Communication, Investigation

Camp Skills: Athletics 2, Brawling 2, Computer Programming 2, Computer Use 4, Diplomacy: Negotiation 3, Humanities: Management 3, Small Arms: Pistol 2

Camp Traits: Heavy Indoctrination: NDD, Suppressed Emotions, Implant: Sentinel, Watched: NDD

Discretionary CPs: 40

Trainings: Awareness, Savoir Faire, Surveillance

Skills: Cryptology, Diplomacy, Drive, Humanities, Research

Clearance: MJ5

Pulling Strings: Departmental Records, and either Mission Files, Personnel Files, or Resource Allocation Records.

CHAPTER 3

NEW TRAITS

	Value	Cost
Heavy Indoctrination	—	10
Suppressed Emotions	—	10
Implant: Sentinel	10	—
Watched: NDD	15	—

HEAVY INDOCTRINATION: The character has been subject to many weeks or months of mental conditioning. He is fanatically loyal to the organization that administered the indoctrination. If the character is ever called upon to act against the goals or members of the organization, he must pass a Df5 Willpower test to do so. He gains a -1Df to Hypnosis tests, or drug tests used to sway his will against her organization. Psychics also suffer a -1R against an individual with this trait when trying to sway him against the organization.

IMPLANT: SENTINEL: This implant is used (a) to provide a personal, forgery-proof identification code for each operative and (b) to monitor the location of every operative inside a secured NDD facility. Many NDD facilities use scanners on incoming personnel to authorize entry and/or to permit computer access.

SUPPRESSED EMOTIONS: The individual has been trained so that his emotions almost never play a role in any decision-making. When presented with the choice of an agent's death and a greater good, such as that of an entire organization, the choice is always the latter. This is the case even if the life at issue is his own. The agent gains a +2t for all rolls to resist emotional stress, such as Fear tests.

WATCHED: NDD: All NDD operatives are under constant surveillance, generally for the purpose of maintaining NDD security; however, no aspect of any operative's life can be considered to be secret. If any activity on the operative's part is perceived and reported as suspicious, he has a 2 in 6 chance of being investigated by the DSS within three days of the activity. In such cases, the individual is usually turned over to an internal security agent for debriefing.

NEW PULLING STRINGS

All NDD pulling strings are "perks" and are not subject to loss due to neglect on the part of the individual NDD operative (see SR, p. 077). The casual use of these connections, especially to the detriment of the NDD, is dealt with swiftly – and harshly.

ASTROPHYSICS LAB: This pulling string grants access to a top-quality research facility for purposes of studying astrophysics, conducting experiments, and performing analysis. Due to the high quality of the lab and its specific purpose, all tests related to astrophysics research are -1Df and +2t bonus.

BASE LOCKDOWN: In essence, this is the ability to close down the security perimeter at any NDD facility. Depending on the security level of the base (i.e., a remote research lab versus Dulce), this may result in either a quiet but forceful detainment of the staff or a full-blown emergency response complete with pressurized doors descending ominously.

DEPARTMENTAL RECORDS: This individual can obtain authorization to review division records classified at one clearance level above his current MJ clearance. This permits a person to access financial records, mission summaries, and similar records with relative ease and without drawing attention. Attempting to access records two clearance levels above his current level requires a Normal test. The consequences for accessing files more than two clearance levels above his own MJ clearance may be fatal. Still, this may be attempted with a Hard test.

DISAPPEARANCE: This pulling string enables an operative to commandeer a team in abducting and containing likely suspects or subjects in an effective and quiet manner. The team requires 24-48 hours notice, depending on the difficulty of securing the target. The individual does not have control over the team, and the team may stand down if the extraction is considered to be extremely dangerous.

FEDERAL DATABASE ACCESS: Grants access to three major Federal databases (must be decided during character creation) that the operative can access quickly and securely from a NDD facility. The duration of access for any given week may not exceed a total of three hours, and no more than one hour per day, in accordance with security protocols. Requires a minimum of Computer Use 2 to retrieve information.

INTERNAL COMMUNIQUÉS: The operative is privy to exchanges of communications within the NDD in the form of memos and courier transfers. The contents of the communiqués may be read rapidly before transporting to a superior with minimal risk. Internal messages between high-ranking NDD members are encoded. After a year of service to the NDD, the operative has a 2 in 6 chance of accurately deciphering the gist of the message – after two years, a 3 in 6 chance, and after three years, a 5 in 6 chance.

LIBRARIES: The NDD has a number of contacts who have personal libraries containing literature on a variety of specialized topics. All libraries in this group have a Good Quality Rating (+2t to all tests), and accessing them is possible on a Df3 test, using operative's MJ clearance rating for the test.

MEDICAL STORES: Grants access to the medical storehouses held by the NDD. These stores range from standard military issue first aid kits to NDD-sanctioned pharmaceuticals to experimental drugs. Items with MJ3 clearance and below can simply be signed out without formal requisition from the Quartermaster. Items with MJ4 clearance and above have a high likelihood of being

tracked. As such, their removal requires a Df4 in order to draw no unwanted attention. Attempting to withdraw MJ4 (and higher) clearance items more often than once a month increases the Difficulty Level by +1 each additional attempt per month.

MISSION FILES: This pulling string grants the operative authorization to review complete files for all missions with final classification no higher than one clearance level above his current MJ rating. This permits a person to access the mission objective, success rate, allocated personnel, and associated summary data sent to various divisions. Attempting to access records two clearance levels above an agent's current level imposes a Normal test. The consequences for accessing files more than two clearance levels above one's own MJ clearance are serious. Still, this may be attempted with a Hard test.

PERSONNEL FILES: The operative may access any given NDD personnel file, with the exception of the 12th Directorate members and all Deputy Directors. The personnel file shows the operative's NDD record, including training, specializations, reprimands, and promotions. It also shows the public profile associated with the operative, including his social security number, his rank in the appropriate military branch, and his duty roster.

PSILAB: PSIRES operatives have access to advanced research facilities, specializing in the study of psychic phenomena. These labs are located both in NDD and NDD-owed facilities. When research must be performed, the operative has a 3 in 6 chance that a lab becomes available in less than 24 hours. PsiLabs are considered to be Superb with respect to psychic research only, and all tests here gain a -1Df and a +2t bonus. Research done on general paranormal phenomena gains only a -1Df bonus.

READY RESERVE: Either because the operative is stationed at a main NDD facility, or due to his specific status in the NDD, he is able to obtain resources more rapidly through the Quartermaster's office. His request is

treated as high priority and other low priority resource allocations are temporarily suspended while the Quartermaster's staff gathers the necessary equipment and/or puts out requests for rare equipment requests.

RESOURCE ALLOCATION RECORDS: The operative has access to records that reveal the allocation of resources by division, subdivision, task force, and individual operative. This allows him to note imbalances or persistent trends in the way funding is allocated or in the manner in which equipment is expedited to certain individuals and/or groups. Some classified resources (above MJ6 clearance) are denoted only by an item number and an expenditure amount; all other resource items are readily identifiable.

SENTINEL CLEARANCE: Members of DDS are granted instant access to the Sentinel System, which constantly updates the presence of all NDD personnel in any given NDD facility. The system can verify information and location in the event of an emergency, as well as identify the last known whereabouts of any given NDD operative in any facility by listing the last security checkpoint passed and/or last piece of secured equipment accessed. This system allows members of DDS to detain any NDD operative with ease for the purposes of questioning and clarification.

UNDERGROUND NETWORK: To facilitate the movement of equipment and information, the NDD taps into an underground network. Repatriates and Sleepers are a significant part of this network. Although the network can be slow (1d days for items to reach their destination), it is secure and reliable. Some points of the network are capable of housing an entire EBE craft for 1d days, in order to await NDD retrieval once the dust has settled. Consequently, the transportation of smaller, more portable items is handled with ease. More than one E&C or MiB team has used this network after securing the immediate area and concocting a convincing cover story.



CHAPTER 3

NEW TRAININGS

	Prof	Non-Prof
Assassination	15	—
Toxin Knowledge	5	15
Vehicle Kill	4	—
Virus Knowledge	5	15



ASSASSINATION: The character is trained in the art of assassination and ambush. He can spot the perfect location from which to kill her victim. The assassination training also includes a complete understanding of the various sensitive spots on the body, such as nerve centers and vulnerable joints. Characters must chose an associated skill when they purchase this training. Relevant associated skills are Brawling (any specialty), Martial Arts (any specialty), Small Arms: Pistol, Small Arms: Rifle, Melee Weapon (any sub-skill), or any other combat skill. When using the associated skill, a character with Assassination training automatically stages up the damage as long as the attack occurs at the optimal range (see below). At any other range, if the associated skill is used, the character gains a +1t on staging tests. This training's benefit may be used with a called shot. *(This training originally appeared in BoL 2.)*

Skill	Optimal Range
Brawling/Martial Arts	Point Blank
Melee	Point Blank
Throw	Close
Small Arms: Pistol	Effective
Small Arms: Rifle	Long
Heavy Weapons	Extreme

The following professions should have Assassination added to their list of Professional Trainings: Air Force Intelligence Officer, Army: Ranger, CIA: Agent, Federal Bureau of Prisons: Violent Criminal, Navy: Seal, Project Moondust: Ops Specialist, and U.S. Secret Service: Agent.

TOXIN KNOWLEDGE: The character has a working knowledge of toxins. He knows reaction times, lethal dosages, typical symptoms, recommended treatments, etc., of any given venom. This training grants a +2t to all tests related to working with toxins, such as extracting/distilling poisons, researching new toxins, and developing anti-toxins. The Toxin Knowledge training has several categories: Alien, Animal, Household, Industrial, Medical, and Plant. Each must be bought separately. Only NDD professions may begin play with Toxin Knowledge (Alien); other characters must learn it during the course of a game from someone with the requisite knowledge and experience. *(See BoL 3 for more details on toxins and their use in Conspiracy X.)*

This training should be added to the following professions: CDC Scientist, CIA Agent, CIA Analyst/Technician, DEA Forensic Scientist, FBI Forensic Scientist, MHULTRA Operative, MHULTRA Scientist/Parapsychologist, and Federal Bureau of Prisons: Violent Criminal.

VEHICLE KILL: This training includes knowledge of weak spots of armor, location of gas tanks, engines, and other vulnerable areas on vehicles. Characters must choose a broad group of vehicles as their concentration, such as civilian automobiles, tractor-trailers, jet fighters, tanks, or motorcycles. When a character succeeds at hitting a vehicle within his concentration, any non-Electronic Malfunction roll required suffers a +2 modifier. Optionally, the character may concentrate on a specific vehicle such as Jeep wranglers, Apache helicopters, T72 tanks, etc. In this case, he receives a +3 bonus to the non-Electronic Malfunction roll when attacking that specific type of vehicle, and a +1 bonus on closely related vehicles (GM's discretion). *(This training originally appeared in BoL 2.)*

The following professions should have Vehicle Kill added to their list of Professional Trainings: Air Force: Pilot, Air Force: Technician, Army: Helicopter Pilot, Army: Technician, ATF: Field Agent, CIA: Technician, DEA: Field Agent, DOE/EOR: Technician, DTIC: IACS Technician, Groom Lake: Technician, Groom Lake: Test Pilot, Navy: Aviator, Navy: Sailor, Navy: Seal/Underwater Demolitions Specialist, Navy: Technician, Project Moondust: Technician/Engineer, and Project Moondust: Blue Fly Pilot.

VIRUS KNOWLEDGE: The operative has a working knowledge of viruses. She knows incubation times, typical symptoms, recommended treatments, etc. of any given virus. This training grants a +2t to all tests related to working with viruses.

The following professions should have Virus Knowledge added to their list of Professional Trainings: CDC Scientist, Medical Personnel, and Researcher/Scientist.

RESOURCES

Individual agents do not generate Resource Points, but rather resources are distributed as necessitated by mission parameters, by divisions and Professions, and lastly by MJ clearance level. All task forces receive a “mission kit” sufficient to handle most expectancies. Kits are predetermined by the GM and distributed to the task force along with the mission assignment. In some cases, operatives may decide, with their task force leader’s authorization, to substitute items of equal Resource Point values.

The NDD insures that necessary equipment is available, but it does not tolerate excessive abuses of requisitions. To this end, operatives are limited in the requests they may file. If operatives assigned to a mission want to requisition additional resources, they can expend two RPs per MJ level once a month. Note that all operatives who have received a Camp Skill of Small Arms: Pistol 2 (or higher) are issued a Black Kat pistol as a sidearm, which they are expected to carry at all times.

Operatives may request resources listed in other *Conspiracy X* supplements by expending accumulated RPs. However, if the items are not within the NDD’s vast warehouse of supplies, characters may have to contend with an extensive wait. The GM makes this determination based on the NDD facility from which the group is operating and its current state of operations. Requisitions for individual equipment with a value of over 4RPs may be difficult to obtain and availability is based on the mission priority to the NDD. Non-NDD specific resources may be requisitioned, with the following exceptions: no Aegis-only equipment, no Atlantean nanotechnology, and no Supernatural equipment beyond 3RPs may be obtained.

Resources from other books may be requested according to the following list provided the operative has the requisite clearance level.

All Civilian Resources	MJ1 Clearance
All Criminal Resources	MJ4 Clearance
All Intelligence Resources	MJ4 Clearance
All Law Enforcement Resources	MJ4 Clearance
All Military Resources	MJ5 Clearance
All Paranormal Resources	MJ4 Clearance
All Science and Research Resources	MJ3 Clearance

SPECIALIZED EQUIPMENT (PERSONAL)

The National Defense Directorate is years – and in some cases even decades – ahead of civilian scientific and technological advances. A campaign involving NDD agents is, by necessity, one involving “high tech.” The nature of items the Directorate deals with, who it knows, and how long it has been operating reinforce its high tech status.

The following list is not inclusive of all Directorate equipment, as much is experimental, restricted, or too dangerous for standard use. Information on experimental or restricted equipment is provided on a need-to-know basis only. At any given moment in time, NDD researchers are developing new technologies, but new equipment is only distributed following suitable field-testing or in highly unusual circumstances. This guide represents an assortment of readily accessible NDD resources upon which agents may draw. Each device comes with a requisition cost, security rating, and quantity available per RP cost.

Operatives must return all equipment upon completion of a mission. Much of the advanced equipment used by the NDD is unique, and as such, it is never left in the field, nor is it employed in high-profile operations. If equipment is ever lost or stolen, an alert is immediately filed with the requisitioning agent’s superiors and every effort is made to retrieve it.

The following gear is available for field assignments and is generally sized to an agent’s specific needs. Equipment marked with an asterisk (*) is restricted and issued only on mission-specific contingencies. Operatives must prove need when requesting such items.

It is important to note that most of this equipment has a high signature value; any non-NDD recovery of expended ammunition will lead to suspicion from the authorities and pose a security risk to the NDD. Operatives are cautioned about using all such equipment in high-profile situations, and must make every effort to retrieve and return all equipment requisitioned. E&C teams are dispatched where this cannot be accomplished.

Survival Tests

Note that several entries in the remainder of the chapters refer to Survival tests. A Survival test checks against major shocks to the system. A Mental Survival test is made using Wil[Siz]. A Physical Survival test is made using Siz[Wil]. The specific results of making or failing a Survival test are indicated when the test is called for.

CHAPTER 3

CLOTHING

BIOHAZARD SUIT LEVEL 2: These suits differ from the traditional variety in many ways. They are not separated into components, but are generally sized to the wearer and made in one seamless garment, with access gained from a zippered entry in the back. Being specifically sized, the suit is more maneuverable and less bulky than the basic biohazard spacesuit (see Aegis, p. 139). This suit is made with super-tensile fibers, and is resistant to damage and tearing. A pocket kept on the inside of the suit stores an oxygen regeneration chamber – a small series of rods and filters that will allow an agent free breathing for up to 12 hours. Like the normal biohazard spacesuit, it will protect the wearer from harmful gases, microorganisms, chemicals and medium strength acids. The Armor Rating of this suit is Ar1 versus gunfire or explosions, and Ar2 against everything else. The decreased bulk of this suit makes the penalty for Agility-based tests only -2t.

RP Cost: 5 **Security Rating:** MJ2 minimum
Quantity: 1

COMBAT UNIFORM: The Directorate designed this gear for fieldwork where physical combat is likely. The suit is made for functionality and protection. It can hold weaponry and equipment in various slings and pockets spread throughout its surface and comes with an Oxygen Regeneration Mouthpiece for 1-hour use in gas or smoke combat conditions. It is made from super-tensile fibers (an Ar2 value), and is highly resistant to corrosives. While somewhat bulky, the suit is surprisingly light (+1Df penalty on Agl tests, no penalty to Ref). The combat uniform looks like a large, sealed black jumpsuit with dark plasticine plating over all major surfaces.

RP Cost: 2 **Security Rating:** MJ1 minimum
Quantity: 1



HOSTILE CLIMATE SUIT: This simple looking one-piece uniform looks like standard issue military surplus. It is designed with biomimetic technology and will keep the wearer cool in temperatures up to 128° and warm to -88°. It is non-bulky and quite comfortable. Gloves and boots are attached, as is a concealed hood. Its exterior is made from super-tensile fibers, offering Ar1 protection. An oxygen regeneration mouthpiece with 2 hours air is included.

RP Cost: 2 **Security Rating:** MJ1 minimum
Quantity: 1

KITIAN ARMOR*: Named for the scientist chiefly responsible for its development, this meshed metallic armor (easily visible as such) has an Ar5 rating against projectile attacks and an Ar4 rating against particle weapons. It is very vulnerable to electromagnetic weaponry (no Ar). Another downside is its virtual lack of protection against close-combat bludgeoning weapons (Ar1).

RP Cost: 5 **Security Rating:** MJ3 minimum
Quantity: 1

PHOTOTROPIC CAMOUFLAGE GEAR: This uniform resembles a single piece jumpsuit of black color with attached boots and gloves. It has a hood inserted into the collar that can be pulled up over the head for added cover. This gear has been impregnated with phototropic fibers, which change in response to background as well as ambient light conditions. Perception tests against someone in the gear suffer a +2Df, as long as the wearer stays in the same area and does not move violently or significantly. Should the wearer be spotted, continued rolls to track him are at -2t as long he remains in constant sight.

RP Cost: 1 **Security Rating:** MJ2 minimum
Quantity: 1

STF SUITS*: These super-tensile fiber jumper-like uniforms are worn under other clothing. They are fairly plain and unadorned. These suits are Ar4 (conventional, energy, and projectile) or Ar2 (corrosives or blast).

RP Cost: 15 **Security Rating:** MJ4 minimum
Quantity: 1

THERMOGRAPHIC CAMOUFLAGE GEAR: This uniform is essentially a "temperature neutral" suit, and is composed of a single piece black jumpsuit, complete with attached hood, boots, and gloves. The suit is connected to a cooling/heat exchanger system by a 20-foot length of insulated tubing. The gear absorbs the operative's thermal signature, which is then converted into radio waves at 5167.5 kHz. This unit is ideally suited to sniper duty, and in the event of detection, the operative may disconnect from the remote exchange system with ease to aid in retreat.

RP Cost: 2 **Security Rating:** MJ3 minimum
Quantity: 1

ESPIONAGE AND COUNTERESPIONAGE EQUIPMENT

AUDIO MAGNIFIERS: This headset device resembles a set of standard foam headphones. While wearing this device, the agent can hear sounds up to 500 feet distant. The magnifiers also possess a filtering setting that allows the agent to focus in on a particular sound. Sounds normally beyond the human hearing range can also be heard. Lastly, the audio magnifiers can be set to record and broadcast information back to a receiver site. In fieldwork, they are excellent for tracking assignments, recon, and infiltrations. Conversations behind closed doors can be heard clearly (-1Df for all Per tests involving hearing). Unfortunately, they are easily foiled by white noise generators.

RP Cost: 2 **Security Rating:** MJ1 minimum
Quantity: 1

BURST TRANSMITTER: These cell-phone sized devices transmit powerful signals over limited terrain. Their strong point is their high security against interception. They have a range of 20km. Agents must exercise extreme caution when operating this equipment, due to inherent radiation. Long-term or frequent exposure causes sterility.

RP Cost: 1 **Security Rating:** MJ2 minimum
Quantity: 2

CHEMICAL SNIFFERS: Spawned from the technology that made the artificial nose possible, these snooping devices have the capability to pick up trace odors and even identify people by their scent. Still, the human body produces thousands of fragrant chemicals -- not to mention artificial smells from perfume, soap, and other items -- that greatly reduce the accuracy of these sniffers. However, proper software programming can calibrate these sensors to determine which smells are important and which should be overlooked. Of course, these can also be used to pick up residual odors from recent gunfire and unique chemicals that can be used as a tag to follow marks. More abstract and uncertain are attempts to determine a person's health, to diagnosis certain diseases, and even to tell if a person is lying, since the body produces different chemicals in response to stress and other conditions. Sniffers are less effective when used amidst large numbers of people or open spaces.

RP Cost: 7 **Security Rating:** MJ5 minimum
Quantity: 1

FARADAY CAGE*: This wire mesh or solid metal cage comes in a variety of sizes, and must be carefully installed by a skilled technician, who sets up the system on-site and runs diagnostics. Its purpose is to secure equipment against electronic eavesdropping. The apparatus works by absorbing RF emissions and sending them to ground. The Faraday Cage has no active components (and no white noise generator). For 100MHz - 900MHz a fine copper mesh is used; those for Mwave

(1GHz -20GHz) are solid metal. When combined with TEMPEST (Transient ElectroMagnetic Pulse Emission Standard Technology) hardened equipment, it increases Df of any surveillance-oriented test by two.

RP Cost: 4 **Security Rating:** MJ5 minimum
Quantity: 1

MICROWAVE CAMERA*: While the millimeter wave cameras (see below) can peer through clothing and walls, microwave cameras can see into even more intimate places. The microwave camera is a short-range device capable of looking inside the human body, through flesh and bone, locating contraband, implants, and other abnormalities. Similar to milliwave cameras, microwave cameras can easily see through doors and walls and can be used to mount a highly effective and discreet surveillance operation. Unlike a milliwave camera, however, the microwave camera is much easier to handle and far more compact. About the size of a bar of soap, this device has two tiny radars that scan a spherical region, mapping a full volume of space. The only dedicated equipment necessary is a laptop computer and software to interpret and assemble the image, both of which are provided with the camera. The NDD advises caution in the use of this device in public areas as it has been shown to interfere with the functioning of certain varieties of pacemakers.

RP Cost: 7 **Security Rating:** MJ5 minimum
Quantity: 1

MILLIMETER "MILLI WAVE" WAVE CAMERA: This device is a handheld scanner, vaguely resembling a bulky camcorder. Instead of an optical lens however, the device has hundreds of extremely small antennae that gather millimeter wave readings and transfer them to a plastic lens that focuses the image. Millimeter waves are emitted by anything that contains water. The camera takes 30 pictures a second, the result is a real time, moving image of the world in millimeter waves. With better resolution than thermographs and much harder to fool, the millimeter wave camera can pick up concealed weapons, see through walls, and even determine the composition of certain objects.

RP Cost: 5 **Security Rating:** MJ3 minimum
Quantity: 1

NIGHTVISION LENSES: These biomimetic lenses react to the amount of ambient light in the area. They resemble contact lenses, with a slight silver sheen. They amplify all existing light to allow the agent to see as if it were daylight in all but conditions of absolute darkness. The adaptive nature of the lenses means they alter their filtration to account for sudden changes in light conditions; in essence, as ambient light increases, their functions decrease until they are no longer needed. Because they work directly on the eye, there is no penalty for peripheral viewing as with goggles. The lenses eliminate all penalties for darkness within one hundred feet of the viewer. The Directorate also produces an infrared version, although that version requires an infrared illumination device for optimal performance. When used



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with such an illuminator, it allows vision in even total darkness up to sixty feet.

RP Cost: 2 **Security Rating:** MJ1 minimum
Quantity: 2

IMPLANTS

SRD has long been a proponent of better service through augmentation. Still, for a host of different reasons, the augmentation programs are not common among the Directorate, with the notable exception of the Sentinel implants. In general, the Directorate chooses who is to undergo these processes.

AUDIO IMPLANT: The operative has micro audio amplifiers that allow him to hear at three times the acuity of a normal human. Additionally, they allow the user to filter out specific sounds from background noise. All hearing related Perception tests are made at a -1Df. The audio implant adjusts for loud noises, and can pick up radio and cellular phone transmissions if so programmed.

RP Cost: 10 **Security Rating:** MJ5 minimum
Quantity: 2

SENTINEL IMPLANT: All full agents of the NDD are fitted with a Sentinel implant upon graduation from the Camp. This advanced monitor implant allows access to authorized areas of NDD bases, and monitoring of personnel at those bases.

RP Cost: n/a **Security Rating:** MJ3 minimum
Quantity: n/a

SLEEPER IMPLANT*: This tiny device is used by a Sandman team to provide tracking of a sleeper and limited reinforcement of the hypnotic suggestions given the subject. The implant, usually placed under the subject's scalp in the vicinity of the ear, is connected to a global-positioning satellite system and provides the team with the subject's location to within 30 feet at any given time. Additionally, the device is keyed to subject's nervous system, and, by releasing micro-charges of electricity, stimulates either the subject's pain or pleasure centers on a subconscious level. This stimulation increases the Df of any Will check to resist the team's post-hypnotic suggestions and commands by 1. The implant has a functional range of 10 miles, although the team can use civilian microwave communications towers, like those supporting cellular telephones, to maintain contact with the subject outside that range, provided the subject is within two miles of one.

RP Cost: 2 **Security Rating:** MJ4 minimum
Quantity: 1

MEDICAL EQUIPMENT

ANTI-BIOTOXIN INJECTOR: In the event of exposure to a biohazard, the agent injects himself with this hypo. In most cases, the injector stops the infection (assuming the source is not still present to reinfect the agent), allowing the agent to live. The process is not without risk, though. Use of the injector puts the agent into a

deep coma that lasts for weeks. When the agent recovers from the injector, he will have lost a point of Strength or Agility due to muscular atrophy (regained with normal activity in six months, or with strenuous activity in one month). Also, this injection does not reverse any damage already caused by a disease. The chemical makeup of this injection is available to only specifically cleared Directorate personnel.

RP Cost: 10 **Security Rating:** MJ3 minimum
Quantity: 2

ANTI-RADIATION INJECTOR: In the event that an agent gets radiation poisoning, this hypo is used. In most cases (2 in 3), the injector cleanses the contamination from the victim's body and allows the agent a chance to live. Use of the injector incapacitates the agent for 2-4 weeks. When the agent recovers from the injector, he will have lost a point of Strength or Agility due to muscular atrophy (regained with normal activity in six months, or with strenuous activity in one month). The chemical makeup of this injection is available to only specifically cleared Directorate personnel.

RP Cost: 8 **Security Rating:** MJ3 minimum
Quantity: 1

CLOTTING PATCH: These are designed for emergency treatment of severe lacerations or continuous bleeding. A patch bonds (through a protein-based glue) to the surface of the skin, releasing reagents that force blood to clot. Each patch is a germ free pad, whose chemicals attack harmful germs and bacteria in the wound area, helping to prevent infection. Clotting patches lose their bond after 24 hours, but the presence of water does not do anything to the hold. Application of a clotting patch counts as a successful First Aid test, stalling the next stabilization test required.

RP Cost: 1 **Security Rating:** MJ1 minimum
Quantity: 10

MEDIKIT: This kit contains standard issue equipment used by SRD doctors. Using this kit reduces First Aid test Difficulty Levels by 2 and confers a +2t bonus to medical tests for stabilization and resuscitation. Each kit contains one antidote injector, and ten clotting patches. There are enough supplies in this kit for 10 uses.

RP Cost: 4 **Security Rating:** MJ2 minimum
Quantity: 1

MICROBIOTIC SCANNER: This device looks for traces of microorganisms in an inserted sample. If any are found, the scanner cross-references them in an attempt to identify the specific organism. The scanner can identify 2 in 3 terrestrial microbes, or 1 in 6 non-terrestrial microbes. If successful, cures and recommended treatments are also displayed. This information confers a -1Df bonus to any Medical or Science tests for a successfully identified microbe.

RP Cost: 6 **Security Rating:** MJ2 minimum
Quantity: 1

PHARMACOLOGICAL COMPOUNDS

The NDD issues the following pharmaceuticals.

PS-1: This chemical capsule allows the body to increase its production of phagocytic blood cells when taken for a full week. A one-week regimen grants the benefits of PS-1 for a full month. While on this regimen, the body is more resistant to bacterial infection and the body's T-cells become more aggressive and increase in number. Note that repeated usage is discouraged as it will eventually generate resistant strains of bacteria and render PS-1 less effective. PS-1 grants a -1Df to all rolls to resist the effects of any kind of infection.

RP Cost: 2 **Security Rating:** MJ1 minimum
Dosage: one week's supply (500cc)

PS-2: This drug was created to afford stronger protection in biological hot zones. A single pill provides a week's worth of protection, starting the following day. The pills increase the body's natural defenses at an alarming rate, affording a -2Df to any anti-virus or other biological resistance tests. The downside is that, taken for more than one day within a monthly period, this pill causes insomnia, physical tremors, and mental depression (all of which stop within a month of cessation of consumption).

RP Cost: 4 **Security Rating:** MJ3 minimum
Dosage: 1 pill

R-3: This drug was designed to absorb excess radiation in the body and expel it as waste. When taken as a preventative measure, the pills increase the body's resistance to radiation. The exact effect of this is determined by the GM. (If the GM has access to BoL 1, see pp. 36-39 for detailed rules. R-3 lowers the level of effect one grade.). When taken after radiation poisoning, the pills work a bit slower, often taking a full hour to pervade the body. One dose lasts for six hours; taking more than five doses in a week causes incapacitating nausea and convulsions lasting up to a month.

RP Cost: 3 **Security Rating:** MJ3 minimum
Dosage: 5 pills

TRICYCLADINE: Commonly used in the Directorate, Tricycladine is a non-addictive stimulant that allows the user the ability to function without the requisite amount of sleep. An agent on Tricycladine need only sleep for 4 hours a night. Using Tricycladine for longer than a week at a time is not recommended because it causes unusually lucid dreaming and delusions. Each usage after one week requires a Normal Mental Survival test; failure gives the user a random negative Psych Profile trait (if available, the table on SotM, p. 37 may be used).

RP Cost: 2 **Security Rating:** MJ1 minimum
Dosage: 1 week supply (70cc)

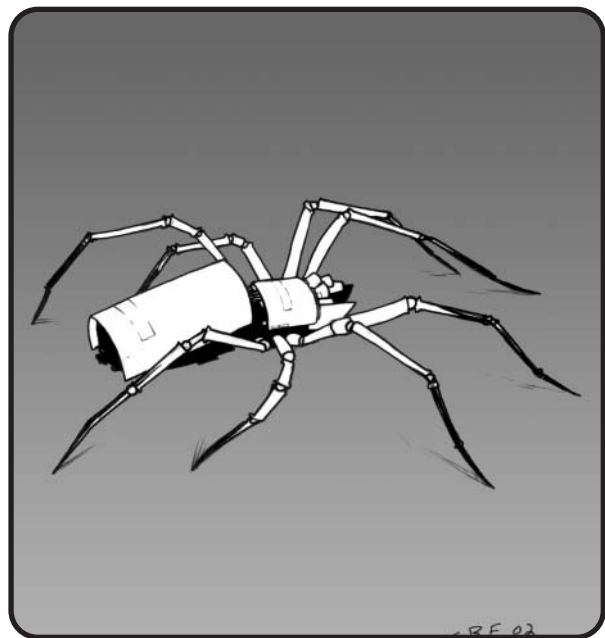
SURVEILLANCE DRONES

AERIAL MITE 2000*: Built to resemble a range of indigenous large insects (beetles, palmetto bugs, etc.), the AMite 2000 is a source programmable recon device. It has an Ar2 and moves at speeds up to 20 mph. It is controlled from a palm-sized relay box, holds infrared and nightvision cameras, and relays its visual feed directly back to the controller (a larger monitor may be attached to the relay box if desired). It has a range of 1.5 miles from the controller, and flies using a miniature winged propulsion system. The exterior shell has a biomimetic agent on it to allow the AMite to camouflage itself in an adaptive manner. This increases all Per tests to see the drone by +2Df. It is powered by a small solar-charged battery; when fully charged, the AMite can operate for up to four hours at maximum speed.

RP Cost: 5 **Security Rating:** MJ5 minimum
Quantity: 1

SPIDER DRONE*: In appearance, the spider drone looks remarkably like a small spider (less than one inch across). It is controlled in a manner similar to the AMite; once a target is selected, the drone can pursue the individual by hitching rides on other vehicles and scuttling at speeds up to five miles an hour. It is capable of making a 2m jump in order to board vehicles or to clear obstacles. It can broadcast up to one mile. As the spider drone transmits in random burst mode, detecting it with sweeps is very difficult (+2Df on any Surveillance check to detect it using standard sweeping devices). The common uses for this device are tailing a subject, and long-term room or site surveillance. The spider drone can function for six hours continuously without recharge, but this duration can be lengthened considerably by powering the device down when unused.

RP Cost: 10 **Security Rating:** MJ5 minimum
Quantity: 5



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WEAPONS AND ACCESSORIES PISTOLS



BLACK KAT: Standard issue sidearm for the NDD, the Black Kat resembles a sleek version of the Ruger P91 pistol with an extended barrel. It is a fully automatic weapon capable of selective fire: semi-automatic, three-round bursts, or full auto, which empties the clip as long as the trigger is held down. The gun has an extended magazine that holds 24 bullets.

RP Cost: 2 **Security Rating:** MJ1 minimum
Quantity: 3



POLLY*: Polly is a state-of-the-art, all-polymer pistol, easily concealed, and invisible to metal detectors. Under X-ray scan or pat downs, it is obviously a weapon, so caution should be exercised in carrying it. The Polly can be disassembled into components and fitted into a specialized polymer case, the X-ray image of which looks like a standard toiletry kit. This firearm holds a magazine of four bullets, and can only fire specialized CrackerJack ammunition (see p. 53).

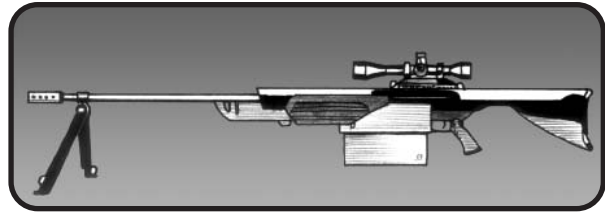
RP Cost: 4 **Security Rating:** MJ5 minimum
Quantity: 1



SHP SNUB*: Designed for covert action, the SHP is no bigger than an Uzi. This gun fires a projectile propelled by superheated plasma, so it is entirely recoilless and very quiet (+1Df to Per tests). Shots are considered armor-piercing because of its velocity (-2 to Ar). The charge for the SHP lasts for roughly 35 shots. Given the speed of the bullet, victims must pass a Df5 Siz test or be knocked off their feet; stun tests versus this weapon suffer a +1Df penalty. The damage and range is the same as a normal revolver.

RP Cost: 15 **Security Rating:** MJ4 minimum
Quantity: 1

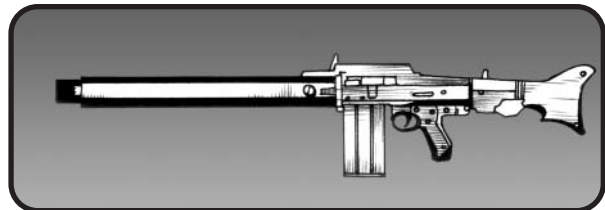
RIFLES



EAGLE-2 SNIPER RIFLE: Loosely resembling an M87 ELR Sniper rifle with an oversized magazine, the Eagle-2 fires a .50 caliber bullet propelled by an electrothermal charge, generated by a powercell contained in the magazine. It has an extremely long range, can support any scope attachment, and comes with a bipod mount. Its projectiles are armor-piercing. It is the NDD's precision long-range sniping weapon, and is also capable of dealing with medium and light vehicles. Due to the nature of its electrical propellant, it is almost completely silent. At distances less than 200 yards, an unusual muzzle flash and a muffled crack (even silenced, the bullet is supersonic) are easily heard.

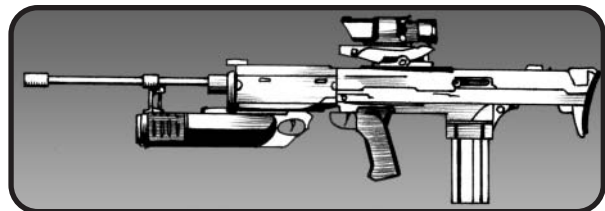
RP Cost: 10 **Security Rating:** MJ3 minimum
Quantity: 1

HEAVY WEAPONS



ATLAS RAIL GUN*: This weapon is only released to agents that have trained in its usage (Heavy Weapons: Projectile, see SR, p. 072). The Atlas rests on a Tri-steel stock base. It is a 15mm weapon with a 36-inch barrel and a wide bore. It uses DU shells (see p. 53) or generic armor-piercing munitions that are loaded from the muzzle. This cannon was designed to take out a UFO; it fires at three times the muzzle velocity of a normal weapon at ranges up to 2 miles.

RP Cost: 20 **Security Rating:** MJ6 minimum
Quantity: 1

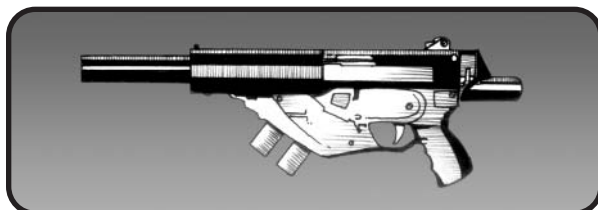


SHP RIFLE*: The SHP rifle was designed as a long-range assault weapon. While called a "rifle," it is actually a high-tech, single barrel, light machine-gun. It comes with an articulated body harness to help the operator wield its great bulk. A Str4 test is required to fire this

weapon with any semblance of accuracy. The super-heated plasma-driven charge is fired from a 22-inch barrel. The projectile is considered armor-piercing (-2 to Ar). The charge for the SHP rifle lasts for 50 long bursts. The gun is also fitted with a grenade launcher mounted on the underside.

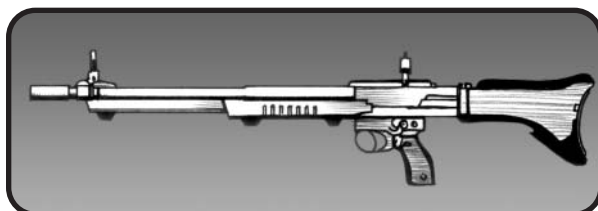
RP Cost: 20 **Security Rating:** MJ4 minimum
Quantity: 1

ENERGY WEAPONS



CASTIGATOR*: This energy weapon fires a massive controlled electrical charge up to 40 yards (meters). All attacks are considered close range (Df2), and it is fired using Small Arms: Energy (see SR, p. 072). It will fry any unprotected electronics it hits (barring TEMPEST hardened), disrupt electrochemical reactions in the brain and body of an organic creature (if the target does not die from the Wn4 burn, he suffers an induced coma unless he passes a Hard Physical Survival test), and ignite any flammable material it encounters (counts as On Fire). It ignores metallic armor. This weapon takes a full round to recharge and hence can be fired only every other round. The Castigator must be recharged after five uses, and is limited for special assignments only.

RP Cost: 10 **Security Rating:** MJ4 minimum
Quantity: 1



X460 LASER RIFLE*: The X460 rifle fires a coherent beam of light. The beam melts most metals and is very effective at cutting holes in tanks and body armor. It can be fired in two modes. The first, burst mode, allows the operative to generate short controlled shots. The second is preferred for thicker penetrations, cutting through any barrier with a B18 tamped explosion. This weapon becomes ineffective in any conditions where line of sight is compromised, including rain, fog, or snow. It can fire 10 bursts or lasts two minutes of cutting. Note that the beam of this weapon is not visible to normal vision, so the target may have no idea what is happening (at the GM's discretion, this may require a Fear test).

RP Cost: 8 **Security Rating:** MJ4 minimum
Quantity: 1

AMMUNITION

CRACKERJACK AMMUNITION*: These shells, made of polymer and coated with Teflon, are for use in the Polly firearm (see p. 52). The ammunition is loaded into a four-round, all polymer magazine. They are ineffective against Ar3 ratings and higher. The ammunition does the same damage as a regular handgun bullet (Wn3).

RP Cost: 2 **Security Rating:** MJ5 minimum
Quantity: 3 magazines

DEPLETED URANIUM SHELLS*: A nasty weapons – DU ammo was designed to stop tanks. These shells use a high-density core encased in a self-discarding sheath (or sabot). They are easily capable of piercing most armor, and halve all Ar values. DU shells are not suitable for small arms; they are available only for Heavy Weapons. As the dense round tends to penetrate a soft target rather than expand and transfer its energy, reduce the Damage Level of any wound DU ammo causes by one when it is used against an unarmored target.

RP Cost: 6 **Security Rating:** MJ4 minimum
Quantity: 25

THROWN WEAPONS



BREACH GRENADE: The breach grenade is filled with an enzymatic solvent capable of dissolving most substances. Designed for use in gaining entry into secured areas, field agents quickly discovered the grenade's more offensive capabilities (as they watched a tank slowly melt). The explosion covers a three-meter radius. Anything living caught inside the radius takes Sp5 damage each round for five rounds (a successful Good Luck roll reduces this to Sp2 each round). The chart nearby shows the various deterioration times for other materials. Following the explosion and five rounds of deterioration, the solvent becomes inert and can be touched.

RP Cost: 5 **Security Rating:** MJ3 minimum
Quantity: 3

Breach Grenade Deterioration Chart

Wood and cloth: 4 cubic meters/round
Plastic: 3 cubic meters/round
Concrete: 2 cubic meters/round
Steel/glass: 1 cubic meter/round
Reinforced steel: 0.5 cubic meters/round
Dense metals: 0.25 cubic meters/round

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EM GRENADE*: This handy spoiler releases an uncontrolled electromagnetic pulse that radiates out in a destructive wave for 30 meters. Any electronics within the targeted area are subject to extreme malfunction (+6 to the roll, no modifiers for TEMPEST hardened; see Con X, p. 128 or Exo, p. 112). The grenade may be altered by depressing a series of toggles to produce a shaped charge in a 120-degree blast with a five second delay. In this instance, placement is vital.

RP Cost: 5 **Security Rating:** MJ4 minimum
Quantity: 2

FAERIE DUST GRENADE: This grenade releases a cloud of dense, light-refracting crystals in a 20-meter by 10-meter area. The crystals are toxic, and breathing them causes severe respiratory damage (Wn1 per round unprotected and in cloud; no staging). Energy weapons refract if used within or discharged into this cloud, rendering them effectively useless. Conventional radar and GPS technology likewise are jammed. The cloud normally remains coherent for 12 minutes, but is affected by wind conditions, which accelerate its dissipation. After an hour, the crystals simply decompose.

RP Cost: 1 **Security Rating:** MJ1 minimum
Quantity: 1

SOMNA GRENADE: Essentially a gas grenade, the somna creates a yellow gas cloud in a 20-meter by 10-meter area. Anyone breathing in this cloud must make a Hard Somantic Survival test or fall unconscious for 1d x 10 minutes. There are no harmful side effect (headaches, nausea, etc.), except for a slight drowsiness.

RP Cost: 1 **Security Rating:** MJ1 minimum
Quantity: 1

MELEE WEAPONS



BIOGLOVE*: The BioGlove represents a biomimetic breakthrough from SRD. Each glove is designed using synthetic polymers found nowhere else on the planet. There are two types of BioGloves available:

Climbing BioGlove: Designed using the adhesive qualities of the gecko, this set of two gloves and two footpads allows the user to climb up even smooth, featureless surfaces. This gives the user an effective Athletics/Climbing 5. It needs to be “recharged” in Dulce after three months.

RP Cost: 6 **Security Rating:** MJ4 minimum
Quantity: 1 pair

Eel BioGlove: This blue-tinted pair of gloves can release a severe electrical charge up to one meter away (target takes Wn4 and temporary losses one point of Agility). Naturally, this glove can play havoc with targeted electronic equipment (Malfunction roll required, see Con X, p. 128, or Electrical Malfunction roll required, see Exo, p. 112). The gloves must be recharged at Dulce after two months.

RP Cost: 6 **Security Rating:** MJ5 minimum
Quantity: 1 pair

STUN BATON: The stun baton resembles a smooth black nightstick. It is made of a very strong synthetic polymer and delivers a powerful electric jolt that stuns a target. The target saves as against a taser (see Con X, p. 76) at a +1Df penalty as well as suffering normal nightstick damage. It can be used for 20 hits before requiring recharge (which is accomplished in five hours at a normal outlet).

RP Cost: 4 **Security Rating:** MJ2 minimum
Quantity: 1

EXPLOSIVES

K4 PLASTICINE: This moldable plastic has four times the force of dynamite. It can be handled without fear of detonation and is easily shaped into myriad forms. K4 requires the use of a detonator of some kind. It is packed in two-kilogram blocks, and has a Blast Rating per block equal to two blocks of C4 (see Con X, p. 79).

RP Cost: 4 **Security Rating:** MJ3 minimum
Quantity: 5 packs of 20 blocks

THERMITE CHARGES*: Thermite charges are designed to explode big, burn bigger, and then self-extinguish. Made from two separate inert chemicals – aluminum and iron oxide – thermite burns super hot when they are combined and ignited. One kilogram of thermite explodes with an untamped Bl6, and creates a fireball inside the blast radius. The heat is so intense that organic matter is all but disintegrated at ground zero (Sp4 damage each round inside the fire, and the victim is engulfed in flame). The fire burns for three rounds before burning itself out. Thermite can be dropped or remote detonated; using multiple charges only raises the effect by Bl1 per extra charge. A greenish tint can be seen in the fireball.

RP Cost: 4 **Security Rating:** MJ4 minimum
Quantity: 1

WEAPON ACCESSORIES

IMAGE INTENSIFIERS: This is a special attachment to any scope that increases the magnification by two. This device works well with infrared and starlight varieties.

RP Cost: 2 **Security Rating:** MJ1 minimum
Quantity: 1

Ranged Weapons Table

RANGED WEAPONS	STAT	PB/CL/EF/LN/EX	DAM	ROF	AMMO
Black Hat	Pst	3/15/30/100/200	Wn3	1/S/L	24
Pollu	Pst	2/10/15/20/30	Wn3	1	4
SHP Snub	Pst	5/40/60/80/90	Wn3	1	35
Eagle-2 Sniper Rifle	Rif	15/75/250/1200/2500	Wn4	1	8
Atlas Rail Gun	Hvq	25/200/650/1500/3600	Sp4	1	10
SHP Rifle	Hvq	10/150/500/1500/3600	Wn5	S/L	50
Castigator	Eng	*/40*/*/*	Wn4*	1*	5
X460 Laser Rifle	Eng	15/50/300/700/1500	Wn6	S/*	*
Breach Grenade	Str	10/20/30/40/50	•	1	NA
EMP Grenade	Str	10/20/30/40/50	•	1	NA
Faerie Dust Grenade	Str	10/20/30/40/50	•	1	NA
Somna Grenade	Str	10/20/30/40/50	•	1	NA

Stat is the Stat tested to determine if the target has been hit: Small Arms: Pistol [Pst], Small Arms: Energy [Eng], Heavy Weapons: Projectile [Hvq], or Strength [Str]. Ranges are listed in meters for point blank [Pb], close [Cl], effective [Ef], long [Ln], and Extreme [Ex]. Dam is the base Wound Level and Damage Level before staging is rolled. A * indicates that special rules apply [see weapon description]. • references the grenade type used. RoF is the type of attack that may be made single shot [1], short burst [S], or long burst [L]. Ammo is the number of rounds the weapon carries. Once these have been expended, the weapon must be reloaded.

VEHICLES

BLACK HELICOPTERS*

These helicopters are the backbone of the NDD, affording its agents both fast transportation and quick extraction. In appearance, these helicopters are little different from a regular military copter; the difference lies in its technology.

The black helicopters are made from a super-tensile fiber fuselage stretched over a tri-steel skeleton (Ar5). Its jet engines are state-of-the-art. A sound buffering encasement allows the black helicopters to run in silent mode, although to maintain the appearance of normalcy this is rarely done. Additionally, a biomimetic sheath coats the fuselage; when engaged, it allows the black helicopter to blend into its surroundings (+2Df to vision-

related Perception checks). Two different types of black helicopter are detailed below.

RAVEN STEALTH COPTER

Speed: 4 Handling: +2t Size: 7 Crew: 2 Passengers: 8

The black helicopter of legend, the Raven is the most frequently used aerial transport. It can carry eight men in its hold. The Raven is armed with one heavy machine gun in a chin mount. The machine gun is equipped with a laser-targeting sight, providing +2t against targets within the weapon's effective range, and traditionally loaded with armor-piercing rounds. The gun can be fired by either the pilot or copilot.

RP Cost: 15
Quantity: 1

Security Rating: MJ4 minimum



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THE SOLDIERS

THE BLACK BOOK SOURCEBOOK

CHAPTER 3



GHOST SURVEILLANCE COPTER

Speed: 4 Handling: +2t Size: 7 Crew: 3 Passengers: 0

As the name implies, this chopper was designed for surveillance work. It seats a crew of three only. It has a parabolic array, and imaging equipment to allow it to keep tabs on intended targets from up to two kilometers (provided line of sight is available). Infrared sensors and spotlights, as well as standard starlight scopes, allow the Ghost to conduct surveillance operations normally under cover of darkness. Finally, it carries TEMPEST equipment identical to that found in the NSA's Magic Vans (Con X, p. 95). With enough lead time, the Ghost's standard package can be switched with milliwave and microwave cameras (see p. 49).

RP Cost: 20 **Security Rating:** MJ5 minimum
Quantity: 1

BLACK MANTA*

Speed: 6 Handling: +2t Size: 8 Crew: 2 Passengers: 12

The Black Manta is the result of R&D's research into the EBE-altered TD-121 jet/pulse detonation fighter. The Manta is primarily a troop transport. It is a streamlined aircraft with the most advanced stealth technologies available. Painted flat black, the Black Manta appears not unlike the sea creature for which it is named.

The aircraft has three vectored-thrust turbofan engines that provide it with vertical take-off and landing (VTOL) capability as well as nearly silent flight power. For times when more speed is needed, the Manta has two pulse-detonation engines that the NDD backward-engineered from those on the TD-121. The Manta's engines are nearly identical to those found on Aegis' Aurora aircraft –

not surprising, since that unauthorized agency pirated the design from the wreckage of a Manta.

While using the turbofan engines, the Manta's impressive array of electronic countermeasures make it extraordinarily difficult to detect. Although not as effective as the EBE-enhanced TD-121, the Manta's defenses still impose a +1Df penalty on any attempt to locate it through traditional means (radar, infrared, sound, etc.). However, when operating in "stealth" mode, the turbofans limit it to Speed 5. The Black Manta also carries six ECM pods to counter missile threats. Like the TD-121, the Manta is completely TEMPEST and EMP hardened.

The aircraft is not intended for air-to-air combat, relying on its speed, countermeasures, and maneuverability to avoid conflicts. As such, it is armed with a single pop-up turret mounted holding twin 20mm autocannons on its underbelly, which is used mainly in a ground support role. The Manta's stealth shielding covers a Tri-steel fuselage (Ar5).

The Black Manta can carry up to twelve armed troops with their personal gear and an additional 50 cubic feet of equipment, or cargo totaling no more than two tons and/or 300 cubic feet. To ease loading and unloading of cargo or troops, the Manta is equipped with a powered cargo ramp.

RP Cost: 20 **Security Rating:** MJ5 minimum
Quantity: 1

JET PROPELLED PERSONAL CONVEYANCE

Speed: 3 Handling: -1t Size: 1 Crew: 1 Passengers: 0

The "Jeti" is a backpack harness that allows the wearer to travel up to 75 meters high at speeds up to 120 mph. The Jeti does not actually use jets, but a complex

Aircraft Weapons Table

Weapon	Stat	Pb/CI/Ef/Ln/Ex	Dam	Rof	Ammo
Autocannon, 20mm	Hvq	50/100/250/600/1300	Sp3	S	300
Autocannon, 30mm	Hvq	50/100/200/500/1000	Sp4	S	150

These weapons are integrally mounted in the TD-121 and Black Manta. Their size and configuration makes them unusable outside of the aircraft, even if loaded on another vehicle. Both weapons fire DU ammunition (halve AR values) exclusively.

gravitic drive for lift, and a miniature pulse detonation engine for speed and direction. The harness can support up to 300 lbs. The power source must be recharged at one of three base facilities, including Dulce, and lasts for two hours of continuous flight. The device is piloted using the Jetpack subskill of Pilot.

RP Cost: 15 **Security Rating:** MJ3 minimum
Quantity: 1 **Recharge RP Cost:** 3

TD-121*

Speed: 6 Handling: +1Df Size: 7 Crew: 1 Passengers: 0

The primary combat aircraft of the NDD, the TD-121 is heavily augmented with EBE technology. It is more than capable of going toe to toe with any alien craft. Unfortunately, due to its unusual design, it is maintained outside the normal chain of support, although technicians in D2 have made notable advances in deciphering some of its technology. High efficiency pulse-detonation engines propel the craft, making it incredibly fast as well as highly maneuverable. In addition to the pulse-detonation engines, vectored-thrust tubofan engines provide the TD-121 with VTOL ability, as well as a secondary mode of propulsion.

The TD-121 is equipped with a variety of electronic countermeasures, making it virtually immune to conventional detection methods when not employing its pulse-detonation engines. When operating in "stealth mode" -- that is, on turbo fans only -- those countermeasures apply a +2Df to any attempt to detect the craft with radar, infrared, or similar devices, but it is limited to Speed 5. The aircraft is also equipped with six ECM pods to thwart any guided missiles that manage to overcome its standard countermeasures. Its own detection equipment includes radar, low-light cameras, and thermographic imaging, all of which is TEMPEST and EMP hardened.

It is equipped with six missiles that the pilot can launch at a rate of two per round and a 30mm autocannon.

The plan also possesses a crystallized fuselage that deflects energy weapons that strike it; a STF fuselage is underneath this sheath (Ar6 versus all weapons).

RP Cost: 20 **Security Rating:** MJ5 minimum
Quantity: 1





Chap

<Uplink entry> Signal sent upline:

Preston Heights, X+72 hours: "Our intel appears correct."

"Peterson and Marcienko made contact with the target 24 hours ago. Marcienko confirms the findings of IA. Arabello recommends maintaining PS-2 treatments, as he believes the target has a functional lab up and running. Brevek will take assessment and acquisition, and confirm mission parameters. In the event of positive match, all evidence will be commandeered or scrubbed. Suggest prelim extraction at VD8931249301 at site alt. 2. Confirm."

"If positive match found, shake and bake. Collateral damage acceptable. No witnesses. Extraction confirmed for 0320 hours."

Maribeth frowned, and tried to concentrate on her work. Hunched over the computer screen, bathed in its soft neon light, she watched carefully for any signal, however slight, from the operation group in Indiana. She tried not to attach the signal with Jim's face, knowing that any thought of him, out there without any support, might compromise her psychic abilities.

The team was four hours overdue, and had not signaled at all in over ten hours. She knew that the likelihood of their survival was small. Still, it was Jim — resourceful and intelligent, the Ranger veteran. He'd done dozens of these sneaky "shake and bake" operations before. This one should have been a walk in the park, except that the suspect had turned out to be an Atlantean agent, and a firefight had resulted in two casualties on the first day.

Interrogation led the team to the suspect's lab, but then the team's biologist discovered a number of dead birds near the site, and Jim had decided not to scrub the mission.

They went into the site, and everything went quiet. Try as she might, Maribeth couldn't pick up

any trace of them on the radio or with her extrasensory gifts.

She snuck a glance over to the project leader, some bureaucrat from SRD who probably dreamed up the attempt to capture an

actual Atlantean research site while he was playing racquetball with his supervisor. The man kept looking at his watch and looking at an intimidating pair of jumpsuited figures near the door. The pair intrigued her. They read as psychically dead, but she was experienced enough to know not to probe where she wasn't wanted. She guessed they were from Ops, or maybe even DDS.

Whoever they were, they scared hell out of the bureaucrat. He fidgeted in place, and looked at his watch again. He grimaced, coughed once, and then stepped up to one of the other monitors in the room.

"Umm, right." The bureaucrat rubbed his temples, tapping a female operator on the shoulder. "Sherri, they're eleven hours overdue. File this as a failed mission, and pass it to E&C to clean up the loose ends. Standard reports to next of kin about training accidents, and wipe the casualties' operative files --"

Maribeth was on her feet before she realized what she was doing. "Sir, we don't know that they're dead."

"We're outside the mission parameters, agent."

"They could still be alive, sir."

The bureaucrat looked momentarily embarrassed, but he quickly covered it up with anger. She could feel his humiliation building. "I didn't ask your opinion, agent. Sit down."

Maribeth should have let it go, but that endless static pouring out of the radio was Jim. She stood her ground, planting her fists on her hips and stepping in front of him as he turned away. "Sir, we don't leave our people in the field."

The bureaucrat exploded, his voice cracking as he leaned forward into her face. Behind him, the two mysterious figures glided forward, intently listening to the conversation. "I don't know who you think you are, but I'm in charge of this operation --"

"Not any more," one of the two suits stated in a monotone. The other stared at Maribeth, his eyes flicking toward the command station.

"But, but --" stammered the bureaucrat as he tried to come up with words. The first suit flashed some sort of ID card in his face, took him by the elbow, and led him off to the side. The other guided her to the center of the room. Her head was spinning.

"You have control of the mission, Agent O'Connell. Bring our people back home." He smiled at her, but it didn't seem very friendly at all. She was reminded of a jungle cat hunting its next meal.

She took a second to clear her head, reminding herself that Jim and his team needed help. "Right. I have control of the mission," she announced, scanning the others in the room. "Notify E&C we need an immediate dustoff for the team, assume hostile LZ, potential biohazard risk. Medical personnel on standby, and find me the nearest trauma center we can commandeer. Get FEMA authority for a quarantine of the area, and scramble a full slash and burn team on the site."

She was so busy giving orders that she never realized that the man had addressed her by name.

ter 4

Veterans'

Debriefing



CHAPTER 4

SECURITY NOTIFICATION

Information contained herein is for individuals with MJ3 clearance and above. Portions are directed to MJ5 and above. Personnel reviewing this material without sufficient clearance will be subject to suspension, dismissal and/or sanction.

Procedures Manual

Clearance: MJ3

Subject: Majestic Clearance and Divisional Structure

By presidential decree, the National Defense Directorate is assigned twelve unique clearances labeled Majestic Clearance. These clearance levels rise from lowest security to highest and bear the abbreviation MJ1 through MJ12.

The lowest level clearance is MJ1. This level is granted to all recruits when they attend orientation. As the recruits progress through their training, they receive a MJ2 clearance at week 20. Any recruit that drops out before week 30 is repatriated and retains his MJ2 clearance. This rank is also assigned to those recruits who are accepted directly into the Repatriate program and never attend camp training.

The next higher ranks, MJ3 through MJ9, are held for operatives and support staff of the Deputy Directors. Operatives make up task forces best suited for specific assignments. The upper ranks of the Majestic order, MJ10 and MJ11 are held by the Deputy Directors and their immediate staff. MJ12 is reserved for the Twelfth Directorate.

Most characters start with at least a MJ3 clearance, and some Professions require a higher MJ clearance. A GM should exercise caution when allowing players to construct characters with a clearance higher than MJ3. It is vitally important to balance gameplay and insure the compatibility of various characters and players.

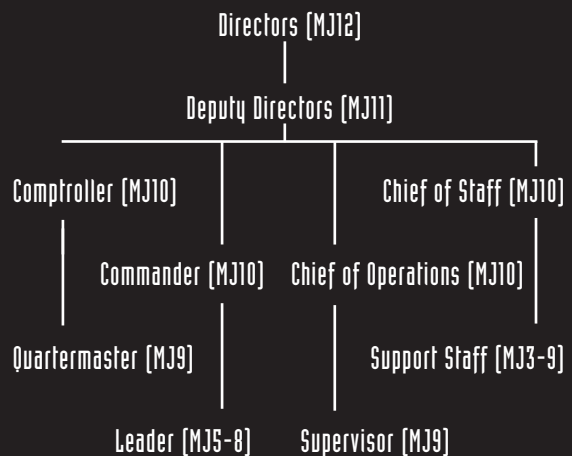
Unlike an Influence rating used by other Conspiracy X characters, the MJ clearance is often only an indication of an operative's relative importance within the organization, and this should be emphasized to players. MJ clearance is a measure of the amount of information revealed to a particular operative. Since most information is on a need to know basis, very important information may be revealed to agents when they are assigned on a mission, and the MJ clearance is only a relative guideline used when assembling taskforces and selecting specialists. More information about taskforce creation and mission types is presented later in this chapter.

A Deputy Director oversees a single division. He sets policy for that division and handles all relations with the Twelfth Directorate and other divisions. The Commander is directly below the Deputy Director and handles day-to-day operations. The Comptroller reports directly to the Deputy Director, and it is his duty to manage all the resources of the division. His subordinate, the Quartermaster, and his staff handle the day-to-day requisitions of the rank and file. The Chief of Staff oversees the support staff of that division and also reports directly to the Deputy Director. The only variant on this chain of command takes place in Operations.

Division 10 has the only leadership position with the title Chief of Operations. This Chief is responsible for managing the staff that plans and executes all missions for the Directorate. Immediately under the Chief of Operations are Supervisors. Supervisors command up to ten task forces.

Operative task forces consist of agents who execute the missions of the Directorate, and can range from Intel specialists from AI, to scientists from EI, to any other needed personnel. It is the job of the Supervisor to bring together the best operatives for the job. Once a task force is formed, it is typically left together to work through related missions, as the Directorate recognizes the benefits of operations familiarity among agents. Each of these task forces has a leader, who exercises field control of the task force. Usually, this position is granted to the most senior operative or the operative holding the highest MJ clearance – often one and the same.

Organizational Chart





Majestic Clearance Levels

RECRUITS	MAJESTIC CLEARANCE	TASKS
Candidate	None	Prior to Orientation
Recruit	MJ1	Orientation
Repatriate	MJ2	Non-camp attendee, or recruit at mid-term
OPERATIVES	MAJESTIC CLEARANCE	TASKS
Agent	MJ3-MJ5	Field or Project Operative
Veteran	MJ6-MJ7	Field or Project Operative
Senior	MJ8	Field or Project Operative
Leader	MJ5-MJ8	Squad or Project Leader
Supervisor	MJ9	Oversees up to 10 task forces
SUPPORT STAFF	MAJESTIC CLEARANCE	TASKS
Support	MJ3-9	Secretaries, Clerks
Quartermaster	MJ9	Handles all resources and requisitions
DIVISION LEADERSHIP	MAJESTIC CLEARANCE	TASKS
Chief of Operations	MJ10	Oversees all Supervisors
Chief of Staff	MJ10	Oversees all support staff
Comptroller	MJ10	Manages resources
Commander	MJ10	Assistant to Deputy Director
Deputy Director	MJ11	Sets policy for a single Division, liaisons with Twelfth Directorate
Director	MJ12	Members of the Twelfth Directorate, Heads of NDD

Debriefing Manual

Clearance: MJ4

Subject: EBE Relations

Camp and advanced study curricula introduce agents to the existence of EBEs, and present a number of methods for the detection, monitoring and termination of such life forms. While the knowledge that EBEs exist can be unsettling and disruptive, recruits are required to approach the subject with logical, clear and open minds. The life of each NDD agent depends on dispassionate and effectively employed knowledge about EBEs.

After advancement to at least MJ4, operatives are exposed to a deeper truth. The NDD's EBE knowledge results from a number of contacts with separate EBE groups. These contacts, many hostile, revealed that EBEs may be properly classified into distinct species. Within a single species, separate agendas may be pursued, not unlike humans. Perhaps more surprising are those EBEs that do not display inter-species disharmony.

Most importantly, in an effort to expand NDD EBE knowledge and better prepare humankind to face these beings, the NDD has entered into relations with two EBE species. These species are entirely distinct and must be recognized and addressed as such.

The NDD has entered a formal relationship with one group of EBEs. These EBEs are slight in stature and appear to have evolved from aquatic creatures. They traveled to Earth from their home planet in the star system Zeta Reticuli. For that reason, they have come to be called "Reticulans." The Reticulans are deeply conversant with psychic phenomena, and have helped the NDD achieve a number of advances in this area.

A more informal relationship has arisen with another group of EBEs. They are reptilian in nature and are highly stratified and hierarchical in intra-species affairs. These EBEs have adopted a species name of "Saurian" in American English, but prefer their native term "Gna-Tall." The Gna-Tall are significantly advanced in nearly all scientific and technical fields. Their cooperation level varies, but knowledge gained from these contacts has advanced NDD capacities by decades.

CHAPTER 4

Relations with EBEs are strictly monitored and limited. Special authorization is required for any contact, and the details of that authorization specifically define the parameters of that contact. Contact with EBEs of any kind without proper authorization is strictly prohibited, and should be reported immediately within the chain of command.

Procedures Manual

Clearance: MJS

Subject: Mission Classification

Each mission is carefully planned out with little margin for error. Even internal missions, such as research projects, are completely written up and allocated through a joint effort of AI and Ops.

Missions are sorted by parameters and objectives and delegated to the appropriate division for completion. The Chief of Operations, or one of his staff, assigns a Supervisor to oversee the mission. Given the mission objective and using the intelligence provided by AI and Ops, a Supervisor constructs a list of necessary skills, and based on that skill set, chooses personnel for the task force. Next, the Supervisor requests resources, according to the mission parameters, to maximize the success rate of the mission. The appropriate division staff approves the list, and a mission kit is created.

Depending on the security of the target, geographic proximity to target, and a host of other factors, the Chief of Operations assigns a mission risk rating. Any missions with a rating above a 5 require an E&C team to be placed on alert, either as a backup or as part of the primary mission taskforce. Some examples of mission types are listed below.



Typical Scientific Mission

Mission Objective: To explore potential relationship between exposure to EBE psychic projection and neurochemical imbalance. Recent joint EBE-human ventures reveal a high probability that the involved NDD personnel develop anxiety and hyper-vigilance following EBE psychic displays. Potential exists for eliminating personnel's reaction to disturbing phenomena; this possibility must also be ruled out prior to in-depth experimental research.

Skills needed: Research, Science: Psychology, Science: Chemistry, Science: Anatomy

Personnel experience: Psychic trainings, EBE exposure, neurochemical expertise

Resource allocation: High quality research lab, experimental subjects, medical stores

Security of target: Internal to NDD facility, security risk minimal, focus on security of experimental subjects

Proximity to target: Ground zero, no transport required

Risk Rating: 2

Typical Combat Mission

Mission Objective: Standard search and destroy mission. Locate primary target (see attached dossier) and two secondary targets and terminate them. Use extreme caution regarding perimeter breach, due to advanced security system (see attached AI file). Termination needs to resemble natural death or consequence of aborted burglary.

Skills needed: Autofire, Brawling, Breaking & Entering, Lockpicking, Martial Arts, Melee Weapon, Small Arms: Pistol, Small Arms: Rifle, Stealth, Surveillance

Personnel experience: Perimeter breach, involuntary extraction of targets, spin doctoring

Resource allocation: Combat armor, surveillance equipment, weapons, transport

Security of target: Presence of advanced security equipment makes NDD security risk high; remote location makes extraction difficult

Proximity to target: Target approximately 400 miles from nearest NDD facility, difficult to access due to rough terrain

Risk Rating: 5

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Mission Risk Rating

1	Minimal Risk	No need for extraction, minimal risk to personnel, no risk to NDD integrity
2	Moderate Risk	Risk avoidable by task force, minimal risk to personnel, no risk to NDD integrity
3	Moderate Risk	Need for extraction highly unlikely, risk to personnel, minimal risk to NDD integrity
4	Considerable Risk	Need for extraction unlikely, risk to personnel, minimal risk to NDD integrity
5	Considerable Risk	Need for extraction likely, risk to personnel, potential risk to NDD integrity
6	Strong Risk	Need for extraction, high risk to personnel, potential risk to NDD integrity
7	Extreme Risk	Need for extraction, very high risk to personnel, likely risk to NDD integrity

Typical Intelligence Mission

Mission Objective: Gather intelligence on Montague Club activities in New York City. Recent information suggests internal realignment of power, which may be an advantage to NDD interests. Secure ties with local Club authorities on grounds of improving supernatural resources. Minimize risk for contamination and prepare report for scrutiny by P&P research personnel.

Skills needed: Communication, Computer Use, Diplomacy: Negotiation, Diplomacy: Persuasion, Occult: Spellcraft, Research, Savoir Faire,

Personnel experience: Intelligence gathering, negotiation, paranormal research

Resource allocation: Communications equipment, recording equipment, suitable bribes

Security of target: Club facility is well-protected, members poorly armed, current status: allies

Proximity to target: Located in major metropolitan center, access simple

Risk Rating: 3

Operations Manual

Clearance: MJS

Subject: Task Force Operations

When the NDD is in need of evidence, information, personnel, or resources, the Directorate assembles a mission-oriented task force. Each task force consists of one leader and generally between two and eight operatives. Some task forces are assembled to cooperate as research teams on long-term or specialized projects, others are used for quick-and-dirty field exercises.

Personnel who have proven the ability to work together successfully on task forces are assigned to complement each other as often as possible. The NDD understands that the bond of camaraderie is an asset as valuable as any classroom training or field experience. Prior successful associations may be used to select team members – even over skill requirements.

When operatives are not on duty in a task force capacity, they are responsible for standard duty assignments, equipment maintenance, database updates, and similar tasks.

Briefing Procedures

Depending on whether the mission is a field or base operation, a Supervisor or Commander briefs the assembled team. In addition, field mission briefings include an IA officer to supply intelligence and an E&C security operative to cover the security of the mission.



Play Difficulty: Mission Types

GMs may find it difficult to design base-focused missions with base personnel (i.e., Divisions 5 and 10) that keep players' attention unless the players are interested in research, intrigue, or organizational types of missions. Players interested in character development who show a degree of patience may enjoy these missions. They will get to know a wide array of NPCs internal to the political structure of the NDD, but this requires a fair amount of preparation on the part of the GM.

Players who focus on MiB teams, security, and combat missions may tend to overpower campaigns and act in a reckless manner. It is recommended that they be reminded that the NDD does not tolerate unnecessary risks. A demotion or removal from active duty may be necessary to clarify the situation for over-zealous characters.

Division 4 and Division 10 operatives tend to be more powerful because of their importance to the security of the NDD. A high concentration of agents from these divisions in a single task force may prove difficult for the GM to manage. Optimally, task forces should be balanced across divisions, ideally including a variety of operatives that can handle a range of mission types.

The nature of the NDD leads operatives to specialize in a particular field, and as such, it is vitally important that the GM take care to tailor missions to each specific group of characters. As mentioned elsewhere, the NDD makes every effort to keep successful task forces together; if player characters have a difficult time with particular kinds of missions, either the GM needs to customize the missions more carefully, or one or more players need to consider creating different characters.



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VETERANS' DEBRIEFING

CHAPTER 4

The briefing sets down the mission parameters and provides the mission profile to the team. These parameters can be anything from restricting the operatives to a self-extraction by land, to operational black-out, to low-tech penetration of a target. Parameters for an in house project might be crack the code on a particular message in three days, find an antidote to a particular toxin, or evaluate how a new piece of foreign equipment works.

Because the mission parameters are sent down from the top, the NDD provides the mission kit according to its standard allotment protocols. Agents can request additional equipment they feel is necessary for task they have been assigned (see Resources, p. 47). Additional information about restricted equipment (i.e., MJ4 clearance and above) may or may not be released; this information is on a need-to-know basis only.

Mission Kits

For each mission, the NDD insures that each task force is provided with an appropriate mission kit. Generally, a mission kit contains the bare-bones equipment required to successfully complete a mission, in the estimation of those planning the mission. In game terms, this usually equates to RPs equal to the total MJ levels of the task force personnel, plus the leader's MJ level multiplied by the mission risk rating.

For example, Jefferson is the Leader and a Veteran with MJ6; also on his team are Luke MJ5, Heather MJ4, Gerald MJ3, Ian MJ3, and Tina MJ3. The team has a total of 24 MJ levels, so it receives 24 RPs of standard equipment, such as weapons and armor for assault teams, surveillance equipment for spy teams, or labs for science teams. When assigned a mission of a risk rating of 2, the task force would be allotted an additional 12 RP, for a total of 36 RPs. This is merely a rule of thumb for the GM to consider; GMs should feel free to provide whatever resources he deems are appropriate for the player-characters.

As explained in Resources, p. 47, players may request a reallocation of resources if they prefer different equipment types, and they may choose to expend additional Resource Points by specifically requisitioning items from the Quartermaster. The Quartermaster does not give precedence to securing materials beyond 4 RPs per team unless the mission risk rating is higher than a 4.

The GM should direct the team away from frivolous equipment and toward resources honestly needed for the mission. The GM may also give specific equipment that the team needs beyond their recommended RP allotment. Generally speaking, the Directorate does not play games with its personnel—they make available what is needed.

Debriefing and Stand-Down Procedures

Immediately upon completion of a mission, the team returns to the briefing center and issues a complete mission report to their controller. The only exception to this protocol is the need for emergency medical treatment for the entire team. In the absence of the task force leader, the individual with the highest MJ clearance files a report.

After filing a mission report and any debriefing by mission security, the team turns in all equipment to the Quartermaster. Any equipment that is missing or damaged the team is noted in the Quartermaster's files; abuse of equipment invariably results in an inquiry and possible administrative punishment.

In the regrettable event that an operative is killed in action, all reasonable measures are taken to retrieve the body. If that creates unacceptable risk to the task force or the NDD (in the task force leader's discretion), an E&C team is dispatched. Any operatives missing in action are reported immediately to DDS to determine whether or not their disappearance warrants an extended search.

Directors' Status Reports to the Twelfth Directorate

Clearance: MJ6

Subject: Status of Special Projects

All Directors are required to file regular reports on projects of special interest to the Twelfth Directorate. Each division is responsible for a handful of projects in its particular area of expertise. Some projects are ongoing programs that continue to benefit the NDD, while others are short-lived and highlight the latest developments within the NDD.

Director's Status Report to Twelfth Directorate

Clearance: MJ6

Subject: Division 1, Intelligence and Analysis (IA)

Deputy Director: Jeffrey Williams

After several years of infiltrating a range of international organizations, RAT TRAP has been able to gather a great deal of information about potential allies and enemies. What follows is a brief description of six long-term investigations on the part of deep cover NDD operatives. The reports contain the most up-to-date and accurate information possible. Still it is important to note that with the ever-changing political atmosphere, this data should not be relied upon without first consulting with IA for updated information.

ODESSA

This group was formed in 1943 by a group of Nazi industrialists and officers concerned about their status in the event of an unsatisfactory conclusion to Hitler's war. The endeavor was funded by billions of dollars in gold and treasures looted from the European victims of the Fuhrer's war machine. Ostensibly an escape route for Nazis needing to hide after the war, the Organization der Ehenalige S.S. Angehöriger (ODESSA -- the Organization of Former S.S.) was soon instrumental in politics and business throughout the lower American continents. Nazis who remained behind in their homeland were able to use the ODESSA network to find new jobs and identities, and rebuild lives.

Today, with wide reaching financial and political pull, ODESSA is alive and well, its strongmen ready to attack at a moment's notice. Recently, the Directorate has opened lines of communication with ODESSA through a rogue CIA faction, known as the Norte Americanos.

Zionists and Haganah

Originally, the Zionists were a group of powerful men and women inside the power structure of Israel. Many of them helped to found the country following World War II, or were descendants of early settlers. Almost all had lost friends and family to the Holocaust or the Arab-Israeli Wars. None wanted to see either happen again.

Deducing that strength meant protection from their enemies, the Zionists vowed to gain as much power for the nation as they could. Their methods were questionable, but their motives were not. The Zionists use any means necessary to achieve their goals. They are not prone to using violence as a primary method, but they do not shy away from aggression when it is required. Investigation has shown that the Zionists have ties to Aegis, but the extent of these ties remains unknown.

The Zionists are sometimes foiled by a weaker conspiracy called Haganah. This group had control of the country for a brief period in the start of the decade, but was unable to consolidate its power. With the assassination of its best candidate for continued control, Yitzhak Rabin, Haganah has been forced underground.

Haganah is organized along similar lines as the Zionists, and operates in much the same way. However, Haganah members are paranoid, and rightfully so. In an attempt to gain a foothold in the Israeli power structure, NDD has expended efforts to assist the Haganah. The current situation is volatile, however, and a number of active CED agents are present in Israel to observe. NDD operatives have been successful in persuading a number of Israeli commandos to turn their efforts towards assisting the Haganah. This, in turn, results in increased activity and funding for the Mossad, which also benefits the NDD, as RAT TRAP moles have penetrated that organization as well.

Kempai Tai

Kempai Tai had its roots in the Imperial Japanese Military's secret service, which was disbanded at the order of General MacArthur shortly after World War II. Before it was outlawed, Kempai Tai was the most powerful organization in Japan. Its members were literally above the law; they were free to denounce anyone they suspected of not giving full support to the military, and the government. After the order to disband, many members of Kempai Tai maintained their connections to influential groups and citizens in Japan, and, as a result, very few were tried or even arrested.

When the Directorate moved to establish connections to this region, former agents of Kempai Tai were approached as potential contacts. These initial contacts were instrumental in supplying the names and addresses of many key pre-war Japanese scientists and researchers.

The Kempai Tai command is fascinated with the paranormal and EBE contact, especially with psychic abilities. They operate an espionage-training academy for paranormals, known as the Core. The facility masquerades as a neutral facility providing specialized training resources to the international security and espionage communities. This enables it to spy on the future operatives of other nations. Through NDD assistance, Kempai Tai has managed to reach a higher psychic standard than other Japanese organizations. Although the Kempai Tai has been a useful ally, its activities makes it prone to EBE influence and infiltration. At present, all contacts with the group are carefully monitored.

The Laager

The history of the Laager begins in 1957, when agents of the South African Bureau of State Security (BOSS) investigated a set of foreign operatives who were in the country illegally. The investigation led to the discovery of a crashed alien vessel in the desert outside South Africa's borders. Operating on their own -- rather substantial -- authority, BOSS operatives kidnapped a team of Aegis agents and recovered the crashed craft themselves.

After studying the wreckage, and thoroughly questioning the Aegis operatives, BOSS reported to the Rand (the South African council) that they had conclusive proof both of the existence of aliens on Earth, and of the presence of foreign spies operating without permission within South Africa's borders. It did not take very long for the government to grant BOSS permission to continue their investigations.

As the operation of the Laager was solidified, the Directorate tutored the South Africans in how to run operations, just as had been done with Kempai Tai. Although the Laager kept its own identity, it was very cooperative with American intelligence operatives, until world opinion over the excesses of the government backlashed at the South African political power groups. As America distanced itself from its former ally, the Directorate was also forced to move to a less supportive stance in relation to the Laager.



CHAPTER 4

After the breakdown of the government in the early 1990s, the Laager split into two separate groups.

One, a moderate faction known as the Centrists, is continuing to support the new government, and is also working to prevent foreign intervention in national politics. The Centrists are as close to the "moral high-ground" as the Laager can get, although their methods are sometimes far from civilized.

The other faction, the Right, is involved in the ongoing attempt by white supremacists to control the country, and has made an alliance with the international neo-Nazi organization known as ODESSA. The Right is much more secretive in its activities, and is quick to move against what it perceives as enemies of the state, using terrorism and political violence.

Order of Saint John the Evangelist (the Evangines)

Formed sometime during the Inquisition, the Order of St. John the Evangelist exists to ensure that the Catholic Church is properly protected. Not surprisingly, the Order maintains an active interest in politics and business. The Order is a rogue organization and exists without the knowledge of the Pope, and therefore its actions are not sanctioned by the Church or its officials. Few people in the world are even aware of its existence, and the Order tries very hard to ensure that this remains the case.

Over the course of its history, the Order has been led by those who, on occasion, saw fit to set aside the tenets of the Church to accomplish a desired end. One of the most questionable activities that the Order has been involved in during modern times is the Vatican Pipeline. Before World War II had even really begun, the Order sent agents into Germany to meet with the senior Nazi officials. The Germans were willing to agree to a massive yearly tithe to the Church, and to avoid persecuting Catholics during the religious purges of the 1930s. In return, the Order would guarantee these officials' safety in the event that things did not go as planned.

At the end of the war, the Evangines moved thousands of Nazis out of the country, including several highly-placed party leaders. As the Order evacuated the Nazis, they turned some over to the American intelligence community -- and, in many cases, directly to the Directorate. The remaining evacuees were handed off to ODESSA. By the mid-1950s, the Evangines returned to more pious pursuits, but the Directorate has maintained contact with the Order.

Hsin Kuo and Triads

Hsin Kuo was formed almost by an accidental turn of circumstances, unlike most organizations of its type. The people who would later form Hsin Kuo came to Hong Kong as refugees following the Communist takeover of China. They opposed Communist control of China and stayed active in Asia, forming many opposition groups, as well as funneling money to the political resistance in China.



During the height of the Cold War, the Hsin Kuo made alliances with various Western intelligence agencies, including the NDD, and so was able to maintain its own identity, and its own goals. With the group smuggling equipment and personnel into the region for the NDD, it was only a matter of time before members of Hsin Kuo became aware of the paranormal. This experience colored the group's once black-and-white attitude, making it difficult to view their own political agenda as important in the grand design. Hsin Kuo has lost its way, and is now run by people who are interested only in the bottom line. Its current operations are almost totally centered on crime, fronted by criminal organizations known as the Triads (or Tong -- the terms are nearly interchangeable).

Some legends say that the Triads were once protectors of the weak Chinese citizenry. Others claim that the Triads are based in the fighting Tong who opposed Westerners' abuses during the 1800s. Either way, it is generally agreed that their history was once noble. It is also accepted that they are certainly no longer peaceful or decent. The Triads have become family-based criminal gangs, less sophisticated than the Yakuza -- and much more brutal.

The Triads are numerous in the East, and are rapidly spreading into West Coast port cities in America and Australia. In fact, the threat of Triad activity in the United States has been addressed by the FBI's organized crime units. The Triads are now major distributors of narcotics, illegal arms, and even the white slave trade. Their influence is becoming globally recognized, and the power they wield in Hong Kong cannot be underestimated.

While the Directorate's early involvement with the Hsin Kuo grants it a somewhat favored status in dealings with the Triads, the individual gangs are prone to unpredictable behavior and must be treated with extreme caution.

Director's Status Report to Twelfth Directorate

Clearance: MJ6

Subject: Division 2, Technological Research and Development (R&D)

Deputy Director: Rudy Conners

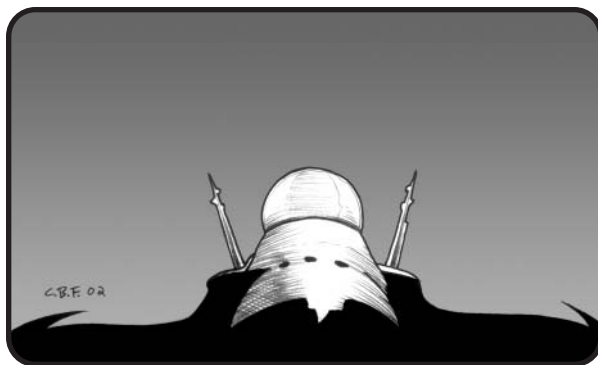
Black Manta

The Black Manta represents the latest development in aerospace technology. The vehicle is capable of transporting a heavily armed squad of operatives anywhere in the world. Through clandestine efforts of the research teams working on the TD-121 project at Dulce, we have developed a greater understanding of Saurian technology. We have been careful to hand-select engineers and scientists who can be trusted to maintain internal as well as external security on the Manta project.

The Black Manta is equipped with a biomimetic sheath that renders it nearly invisible to conventional detection means and even somewhat difficult to spot with the naked eye in the low-light conditions. Made predominantly with various high-tech alloys, the Manta is highly resistant to damage. Its modified, wholly NDD maintained pulse detonation engines allow the Black Manta to achieve speeds of 2,650 mph when under full power. It also possesses VTOL capability through its three secondary turbofan engines. These allow the Manta to operate in full stealth mode while maintaining a top speed of nearly 1,900 mph. The reduced fuel requirement of the pulse-detonation engines gives the Manta a service range of 20,000 miles, nearly enough to circumnavigate the globe without refueling.

Currently, the Black Manta can achieve operational altitudes of almost 120,000 feet. The Directorate is considering further modifications to the Manta to make it capable of space travel. Cost and feasibility analyses are underway at present to determine if such a course is achievable with minimal modification to the existing design.

Three Black Mantas are operational at central base in Dulce, and one each is assigned to the main bases.



Director's Status Report to Twelfth Directorate

Clearance: MJ6

Subject: Division 3, Espionage and Infiltration (EI)

Deputy Director: Sarah McGregor

Interrogation Countermeasures

The Directorate operates under the assumption that some operatives will experience capture and interrogation by a hostile organization. In such a scenario, an operative would be held in an environment controlled by his captors. Clearly, both the probability of such an occurrence and the potential for damage to the Directorate's integrity create a significant security risk.

During Camp training, NDD operatives learn the basics of counter-interrogation techniques. EI continues to research various facets of interrogation and operatives' abilities to resist all methods of information extraction. Despite the advancement of technology and some encouraging research by our SRD colleagues, no method short of death provides a guarantee of silence; everyone has a breaking point. To that end, implementation of the following recommendations will minimize security risks to the NDD via interrogation.

Need to Know

As with all military and government operations, personnel are only exposed to information needed to accomplish assigned missions to standard. The release of information is monitored closely and may only be accessed by authorized personnel. SRD has developed satisfactory mind-wipe drugs and it is recommended that said substances be used to minimize further security risk in scenarios which pose a high threat profile to the organization's integrity.

Drug Tolerance and Effects

All NDD operatives are exposed to the drugs commonly used during interrogation sessions. During training, NDD operatives experience Sodium Pentothal (truth drug), LSD (Lysergic, Acid, Dythalamide/Acid), and Caffeine (in extreme agitating quantities). EI recommends such tolerance-building methods be employed in two methods: with and without prior notification. Administering the substances without notification allows supervisors to observe an operative's reaction to unplanned events. Restraint and discretion in such techniques is highly advised to avoid damaging either the morale or physical well-being of NDD operatives.



CHAPTER 4

Pain Threshold

During an interrogation session, resort to torture must be contemplated. All NDD operatives are tested to obtain a baseline pain threshold and then conditioned to endure higher degrees of pain. Any operative displaying a substandard tolerance for physical pain should be denied high-risk field assignments. Regardless, there is a limit to how much pain a human can endure. We recommend accelerated funding for pain threshold research projects.

Fatigue, Sleep Deprivation, and Starvation

These factors are a standard facet of Camp training. As with every military operation, recruits are exposed to the most severe of environments. Regular Camp training exercises involve fatigue, poor sleep conditions, and hunger. Nonetheless, these modes of attack remain effective and all operatives should be briefed on these subtle approaches to weakening resolve.

Emotion

By the time operatives begin active service, they have been conditioned to resist overt attempts at emotional torture. Many operatives have been specifically trained to develop emotional distance as part and parcel of their division training, while others simply have been briefed the benefit of such restraint. Over time, the strongest emotional ties that operatives develop are for the NDD and their fellow comrades. Indeed, these ties can be both a source of strength for an operative as well as a chink in his emotional armor. Psychological conditioning focuses on counteracting this by emphasizing the willingness of each NDD operative to die in the line of duty. As with most resistance training, this is not entirely effective in all circumstances.

Deception

One of the classic forms of counter-interrogation, deception is the most commonly used skill in thwarting intelligence-gathering attempts. Many NDD operatives are taught how to lie convincingly and how to detect deception in others. Some are trained to hone their acting skills, especially if they are employed as infiltrators and running the regular risk of discovery. Again, several divisions offer training in simple meditation techniques to calm the nervous system and thus becoming less susceptible to a polygraph (lie detector) or similar stress monitoring devices.

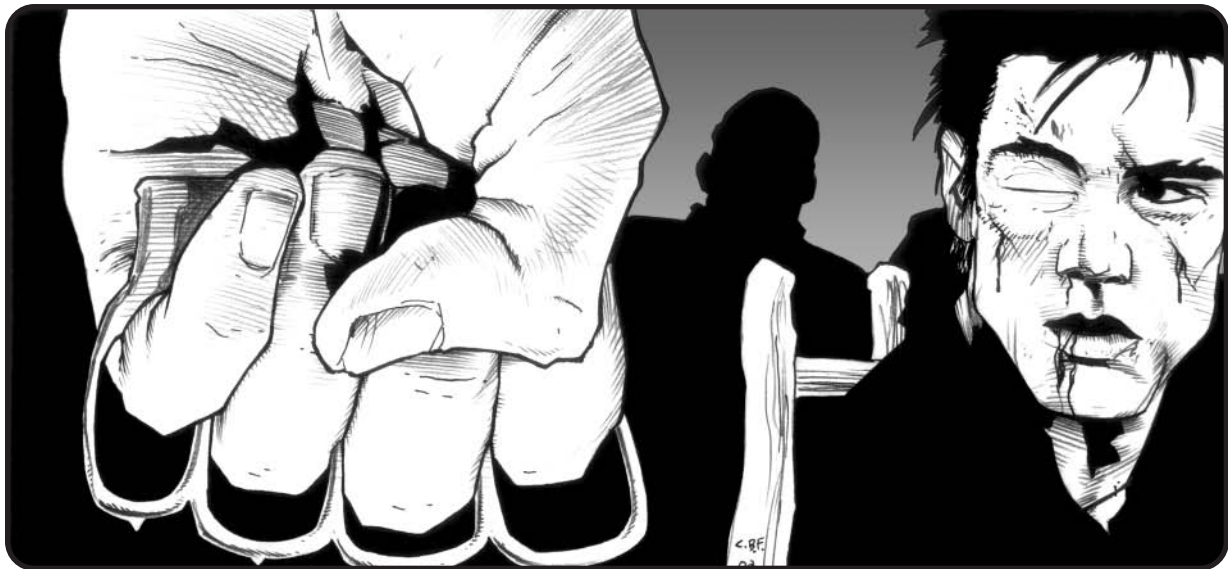
Establish Cover

All active NDD operatives are trained via strict discipline and order. Because of such regimented behavior, operatives can usually masquerade as a member of the military or a "run of the mill" government agent. In addition, any agent engaging in undercover work is provided with a thoroughly researched identity, allowing him to retreat into this identity, which often dissuades would-be interrogators. The initial, shallow cover presented serves to bolster the second cover identity, even appearing to protect it from discovery. We recommend this two-stage cover identity be adopted by all operatives assigned to field missions.

The Final Step

EI has taken all possible steps to protect NDD operatives and the NDD from the risk of interrogation. We continue to push the boundaries of this subject and establish new methods and techniques. As a final matter, we strongly recommend expansion of the Judas implant program, and implementation of more extensive self-termination techniques. Psychological conditioning mandating the triggering of those techniques is also in order. This will prove to be our strongest defense in this area.

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THE HAND UNSEEN

Director's Status Report to Twelfth Directorate

Clearance: MJ6

Subject: Division 4, Security (DDS)

Deputy Director: Timothy C. Reed

Internal Affairs

DDS maintains a careful watch on all NDD personnel and facilities. The use of elaborate codes and titles, such as "Operations Analysis," keeps information on a need-to-know basis. Some members of Internal Affairs are specifically trained to watch the watchers, such as Mission Security backups and the so-called "Wardens." All DSS personnel are aware of general Internal Affairs activities, but are encouraged toward the utmost discretion.

Operations Analysis

In reality, Operations Analysis is the NDD's most effective internal security program. Members of Operations Analysis are responsible for detecting personnel who are out of place, situations that are other than they seem, and even general states of unease. Operations Analysis agents (Investigators and Wardens) work quietly and efficiently with the authority to detain any individual at any MJ clearance level. Their operating procedures are on a need-to-know basis only.

Mission Security

Mission Security establishes a backup for all field missions with Risk Rating 3 or higher. Should the assigned Mission Security operative be rendered ineffective for any reason during the mission, the mission leader contacts Mission Security and the assigned backup immediately fills the vacancy.

On rare occasion, a backup may actually be sent with the task force either in the open or in the guise of personnel from another division. If a backup (known as a "shadow") is sent along on the mission, he steps in only if the original Mission Security operative is rendered ineffective. At that point, it is the duty of the shadow to evaluate the situation, take all steps necessary to preserve security, and/or clean-up the mission. The presence of a shadow is never made known to any individuals outside DDS. Shadows are also employed from time to time to monitor the effectiveness of Mission Security personnel in the field.



Operations Analyst (Wardens)

The Warden is the most feared agent inside the NDD. After Investigators discover an agent of questionable loyalty, the Wardens move in. An encounter with a Warden is one that an agent never forgets—assuming he survives and is returned to active duty. Wardens also handle all judicial matters within the NDD, and are assigned the recruits who fail the Camp program after week 29.

This Profession is not recommended for starting characters, but rather presented as an example should the GM decide to use a Warden NPC in her campaign.

CAMP TRAINING: Assassination, Investigation, Mind Control, Surveillance

CAMP SKILLS: Athletics 2, Brawling 3, Diplomacy, Interrogation 4, Hypnotism 3, Melee Weapon: Baton 2, Shadow 3, Small Arms: Pistol 3, Stealth 3

CAMP TRAITS: Combat Experience, Suppressed Emotions, Heavy Indoctrination: NDD, Implant: Judas Implant, Lesser Psychic: Telepathy, Watched: NDD

TRAINING: Awareness, Communication, Toxin Knowledge, Zero-Gravity Movement

PSI-TRAININGS: Bio-Information Transfer, Remote Influence, Telehypnotism

SKILLS: Autofire, Disguise, Forensics, Forgery, Gunnery, Heavy Weapons, Medical: Toxicology, Melee Weapon, Photography, Pilot, Repair/Build, Small Arms, Tracking, Video

CLEARANCE: MJ6

PULLING STRINGS: Departmental Records, Internal Communiqués, Sentinel Clearance



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VETERANS' DEBRIEFING

CHAPTER 4

Director's Status Report to Twelfth Directorate

Clearance: MJ6

Subject: Division 5, Recruitment and Training (RAT)

Deputy Director: Raymond P. Brownell

Repatriate Program

Over the course of the first 29 weeks of training, candidates are occasionally found to be unsuitable for active duty. This may be due to a crippling injury during exercises, an inappropriately low threshold for psychological stress, simple failure to meet program demands, or other unforeseen aspect. Such personnel are moved into the Repatriate Program.

The program essentially reintroduces the candidate to civilian society. Depending on the reason for the withdrawal or dismissal from the program, several options may be utilized. The Repatriates may be released to a Repatriate Coordinator on their own recognizance, mentally programmed to respond under certain conditions, or voided of memories of the NDD through a combination of hypnosis and pharmacological agents. In the case of a fully cognizant Repatriate, if the operative requires specialized training to perform a function for the NDD, it is provided on an individual basis as the agent is not cleared for information beyond the MJ2 clearance.

Up to this point and in the future, any information the operative receives regarding the NDD is partly truth and partly deception, since the agent is exposed and therefore an acute security risk. The determination of methodology and degree of knowledge retained is at the discretion of the Training subdivision, and is decided on a case-by-case basis. For the most part, individuals within the Repatriate Program serve the NDD in one capacity or another, usually as sources of information, safe house owner, or a useful dupe.

Repatriates are fairly well compensated for their loyalty and dedication; even so, many Repatriates would perform their functions regardless of the circumstances. Some Repatriates, however, are found to be a security risk or display a weakness for material recompense that is intolerable. In these instances, they are removed from the program and DDS is assigned to handle the security risks. With a handful of rare exceptions, the preferred method of removal is termination in a manner that resembles death by natural causes.

Continuing and Specialized Training

NDD operatives are given the option of continuing training or of applying for specialized training, at a time

convenient for the operative and representatives of RAT. Many agents find it possible to practice their skills during missions and taskforce assignments, and most operatives learn best in the field. There are, however, certain circumstances that warrant special attention from RAT personnel. Individuals who believe they are in need of instruction with respect to their particular skills or talents are advised to apply to RAT once receiving permission from their divisional representative.

Promotion

RAT sets standards for promotion and is responsible for primary evaluation of potential candidates. Generally speaking, operatives are considered for promotion under the following criteria: exemplary service above and beyond the call of duty, demonstration of steady progression of skills that directly benefit the NDD, possession of a maturity level conducive to an increased role of responsibility, and/or recognition by high-ranking personnel that the agent possesses unique talents.

Barring division and occupational requirements, an individual with MJ3 clearance generally is not promoted to MJ4 until he has demonstrated a minimum of a year's dedicated service. Even then, promotion is not guaranteed unless the outcomes of his assigned missions have been wholly positive and productive. On occasion, an operative is assigned an initial clearance of MJ4 or MJ5 in order to perform vital job functions; in such a case, the operative seldom progresses in rank for two to four years, to put him on an even promotional footing with his peers.

Due to these guidelines, after the first four years or so of service to the NDD, most Camp contemporaries rise in rank fairly consistently if they continue optimum performance. Any operative who has failed to advance in rank over the course of five years is thoroughly evaluated to determine whether or not he can continue to provide useful service to the NDD; sometimes such an individual is selected for retraining to tasks more suitable to his abilities.



Director's Status Report to Twelfth Directorate

Clearance: MJ6

Subject: Division 7, Psychological and Paranormal Studies (P&P)

Deputy Director: Vanessa Smythe

With the advent of psychic research, it has become possible to train and field operatives who specialize in aspects of psychic security. Recently, P&P has created a new department, PSISEC, to oversee all security matters involving psychic phenomena. PSISEC is essentially a joint venture between DDS and P&P, with some former DDS operatives testing positive for psychic potential and being reclassified as PSISEC operatives. Some P&P operatives with promising physical talents were also provided with more extensive combat training. The ultimate success of this program has yet to be determined, but early results are promising.

In only the past seven weeks, PSISEC operatives have identified eighteen potential security risks and were able to pinpoint two psychically talented hostiles who were then removed by a specialized taskforce. It is anticipated that this specialized component of P&P will be expanded as appropriate personnel are located. RAT has been tasked with locating potential recruits to step up this effort to the best of our ability.

Director's Status Report to Twelfth Directorate

Clearance: MJ6

Subject: Division 8, Scientific Research and Development (SRD)

Deputy Director: Thomas Fagan

Research on Seritrol

Working in conjunction with P&P, progress has been made on a new pharmaceutical compound that allows psychics greater power for a short duration of time.

Several years ago, work was done on a compound known as ECHO-112 – an experimental agent designed to reduce unconscious psychic emissions from humans. While it was found to be an effective reduction agent and easy to introduce to the general population via the drug trade, the suppression of said unconscious releases



PSISEC Operative

Part of a newly commissioned subsection of P&P, Psychic Security Operatives received specialized psychic training for combat, interrogation, and counterespionage. As such, these elite psychics train with IA, EI and DDS personnel during the final stages of training. During Camp, Operatives focus on honing their psychic skills; following graduation, they are granted an additional eight weeks of specialized training.

As this Profession begins play with an unusually high MJ6 clearance level as well as a large number of CPs, the GM is advised to carefully weigh the effect on her campaign prior to allowing PSISEC Operatives with other starting characters.

CAMP TRAINING: Awareness: Psychic Phenomenon

CAMP SKILLS: Athletics 2, Brawling 2, Computer Use 2, Diplomacy: Intimidation 3, Hypnosis 2, Meditation 2, Small Arms: Pistol 2

CAMP TRAITS: Heavy Indoctrination: NDD, Lesser Psychic (Choose one: BioPk, Empathy, Psychokinesis, Telepathy), Implant: Judas, Watched: NDD

CAMP PSI-TRAININGS: Choose appropriate trainings for discipline; spend 15 CPs (professional cost) towards them, may choose to supplement with general CP pool during character construction

DISCRETIONARY CPS: 10

TRAINING: Savoir Faire

SKILLS: Athletics, Computer Programming, Diplomacy, Drive, Humanities, Kirlian Photography, Language, Monitor, Photography, Research, Video, Visualization

PSYCHIC TRAITS: Greater Psychic (any), Latent Psychic (any), Lesser Psychic (any)

CLEARANCE: MJ6

PULLING STRINGS: PsiLab, Reticulan Contact (pg. 112), Sentinel Clearance



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VETERANS' DEBRIEFING

CHAPTER 4



often led to delusions and extreme psychotic behavior. Due to poor prognosis for positive developments, research on this project was discontinued.

Following some experimentation with P&P personnel, the project was reopened. A modified version of ECHO-112, named Seritrol, has been produced with success. Seritrol suppresses unconscious release of psychic energies, often referred to as "Seepage." This has proven to be an advantage in liaison with certain EBEs, as they appear somewhat distracted by this kind of non-directed psychic emanation.

Seritrol is currently in liquid form, suitable for injection. Fort Dodge is working on translating it into a capsule form. Once FDA approval is gained, Seritrol will be publicly marketed to improve mood, alleviating depressive symptomatology through affecting the balance of neurochemistry. The affected neurochemical, serotonin, affects pain perception and mood. Overdoses of sero-

tonin in the brain lead to a number of symptoms, including shivering, headache, diarrhea, sweating and confusion. With continued doses, the chemical agent effectively also reduces the production of non-directed psychic potential.

In individuals possessing active psychic abilities, it has more important "side effects." Seritrol has the potential to allow a psychic to essentially funnel uncontrolled psychic emanations from others and use that energy to enhance his own ability. Unfortunately, this effect is as yet not completely understood. Exposed individuals should monitor their conditions carefully and expect to experience difficulties using psychic powers, making Seritrol as yet unsuitable for deployment in the field.

Research continues to perfect the drug's secondary effect and make it a useful addition to the Directorate's endeavors in the area of psychic activities.

Seritrol Game Effects

To determine the effects of Seritrol on affected agents, roll on the appropriate Seritrol Effects Table (psychic or non-psychic).

- For agents with latent psychic abilities, roll on the psychic agents table, apply the results, and then roll 2D separately. On a 10 or higher, a psychic ability has manifested itself (or a latent one has awakened), and the agent must take 2D rounds to gain control of it.
- For non-psychic individuals, note the possibility of serious adverse reactions. A non-psychic operative progresses through the listed major effects in order, so multiple doses are required to generate serotonin syndrome and worse conditions.

Serotonin syndrome can be treated at an emergency room if caught within three hours of onset. If not, the affected agent must make a Variable Willpower test to resist falling into unconsciousness. If he fails the test, he is unresponsive for 2D hours, at the end of which he regains consciousness but is at -3t on all tests for an additional 1D hours. The agent must also roll luck. On a Bad Luck roll, he suffers respiratory failure and requires immediate medical assistance to avoid death.

SERITROL EFFECTS TABLE (NON-PSYCHIC AGENTS)

- 1-3 Nausea, migraines, dizziness [-2t to all tests for 1D hours]
- 4-6 Progressive disorders [each instance of this result causes the next effect on the list, as well as any preceding; effects are cumulative]:
 - 1st: Facial tics [no game effect]
 - 2nd: Dilated pupils [-1t to all tests in bright light for 2D hours]
 - 3rd: Impaired motor skills [-3t to all physical tests]
 - 4th: Nullification of Seepage emanations
 - 5th: Serotonin syndrome [see above]
 - 6th: Gross destruction of neural pathways [reduce all mental attributes by 1 permanently]
 - 7th: Respiratory failure resulting in death barring immediate medical intervention

SERITROL EFFECTS TABLE (PSYCHIC AGENTS)

- 1 Nausea and serious headaches [-2t to all tests for 1D hours]
- 2 Headache and odd buzzing sensation in head [-1t to all tests for 1D hours]
- 3-6 Extreme clarity of thought. Roll 1D and add results to character's Psi Points for 2D rounds, increase Perception attribute by 1 for next 1D rounds as well.

Director's Status Report to Twelfth Directorate

Clearance: MJ6

Subject: Division 10, Operations (Ops)

Deputy Director: Maxwell DeFarge

Base Operations and Requisitions

Main base operations in New Mexico, Georgia, Pennsylvania, and Washington are proceeding as planned. No extensive construction has taken place in over six years and security is continually updated with the assistance of DDS personnel.

Auxiliary bases in Texas, Colorado, and South Dakota are fully operational. Auxiliary bases in Kentucky, North Carolina, Idaho, Minnesota, and California are all operating within standard guidelines. Expansion on Florida base has been placed on standby due to a thus-far non-curtailed FBI investigation in the Miami area during the early portion of 2002. Auxiliary bases in Maine and Michigan are encountering some difficulty due to increased paramilitary presence of fanatical "survivalists," and the New York base has developed structural difficulties and has been placed on standby status to allow for architectural redesign.

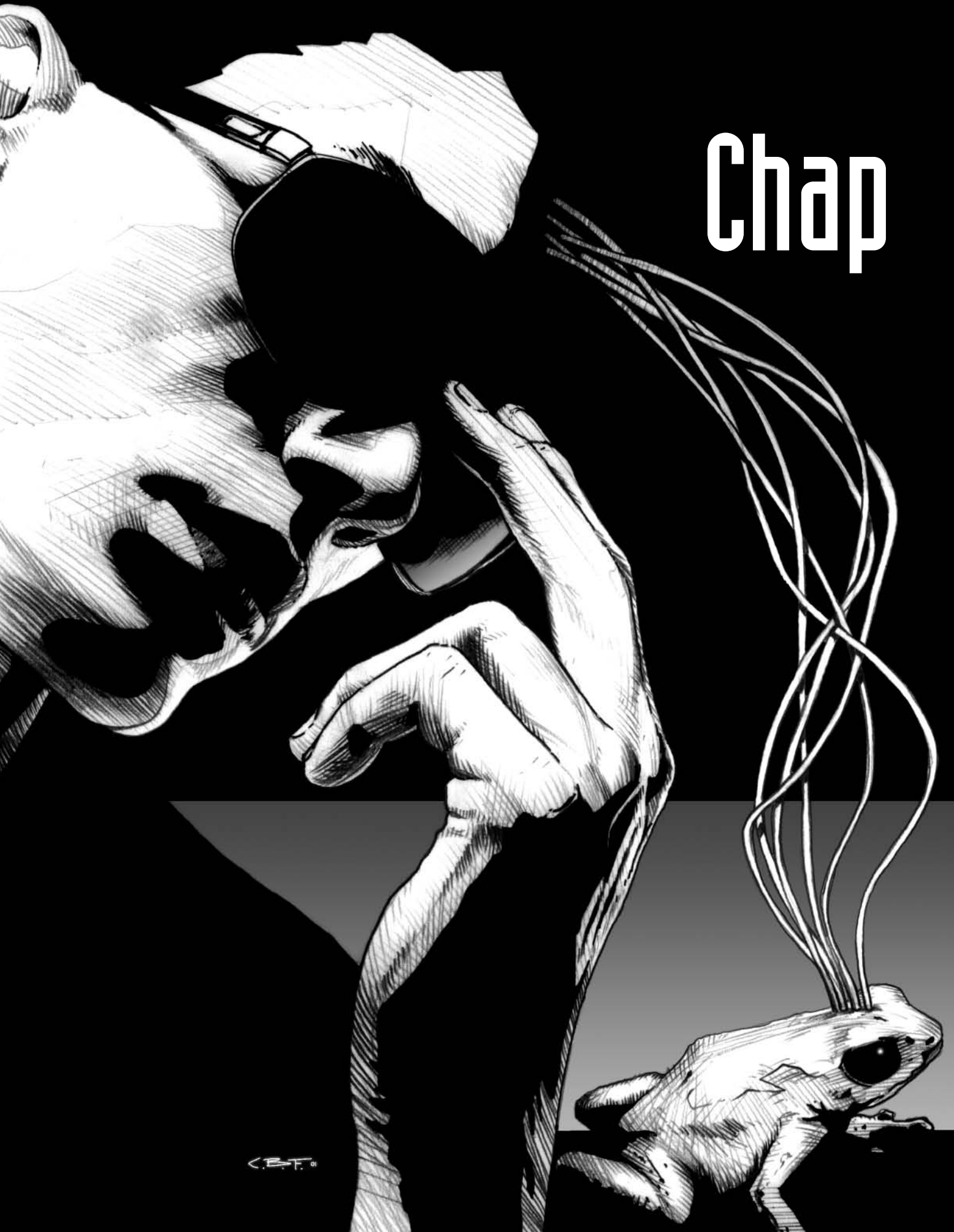
In keeping with Document K-94-HLK presented by DDS five years ago, each auxiliary base has been stocked with standard weapons and provisions. State-of-the-art listening and recording posts have been installed at all bases to allow for backup of vital information. To date, all but the Florida and New York bases offer a minimum of three workshops, two labs, a staging area, and bunks for no less than 20 combat-ready operatives and 20 staff on combat standby. Bases in California and Michigan offer labs and workshops comparable in quality to those in the four main bases.

Although Dulce is used for Camp training and most other training exercises, other bases are selected for specific training missions.

All resources are requisitioned through the Quartermaster's office at the appropriate base. Operatives are expected to use resources from the nearest base, although base Quartermasters may, by mutual consent or direct order, authorize the lateral transfer of material between bases. All specialized items remain housed at Dulce; these items are noted in their item description. If operatives are not at Dulce when they make the requisition, they must account for delivery times in their mission planning.



Chap



ter 5

Supervisors'

Debriefing



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SUPERVISORS' DEBRIEFING

Jim slowly limped down the hall, leaning on Maribeth for support. Since his return to Dulce a little over a week ago. . .

. . . his wounds had been healing well, and the doctors assured him that the replacement muscle tissue they had grafted over the acid burns would work just fine. From the outside, he could not even recognize the scar tissue from the Atlantean weapon's attack. Still, he knew the scars on the inside would be longer in healing.

At the window of the biocontainment facility, he stopped, and shifted his weight to lean in toward the window. Maribeth curled her hand around his shoulders. Her presence helped him steel himself for what lay ahead.

Inside the hazard area, he could just make out the forms of Thomas and Lois, their bodies cocooned in sterile clear plastic bubbles. Tubes lay around them like some form of obscene octopus, and fluids ran in and out of what was left of their bodies. Directorate doctors moved purposefully around the two dying agents, studying the clinical process of their death, taking notes, and taking samples.

Maribeth rubbed his neck, feeling the tension there. She knew that Jim blamed himself, for not moving fast enough, for not seeing the danger in time . . . and yet there was nothing he could have done. It was a mission that had been botched from the start. As she attempted to draw him in a bit closer, he stiffened and shrugged her off. Quietly, she dropped her arm.

His eyes filled with pain, Jim said, "Mari, I can't . . . I just – " He blinked once and his face hardened. He swallowed fiercely and his eyes blazed. "I need some time alone." Maribeth coldly nodded her assent, then softened her expression.

"You got it, Jim . . . not a problem. Let me know when you want to talk." She smiled sadly, and then slowly walked away. Jim stared into the hazard area, feeling helpless, trying to make sense of it all.

CHAPTER 5

SECURITY NOTIFICATION

Information contained herein is for individuals with MJ9 clearance and above. Personnel reviewing this material without sufficient clearance will be subject to suspension, dismissal and/or sanction.

Director's Annual Report to Twelfth Directorate

Clearance: MJ9

Subject: Division 1, Intelligence and Analysis (IA)

Deputy Director: Jeffrey Williams

Given original responsibility for researching, studying, and analyzing all EBE events, AI quickly expanded to monitoring all planetary activity. IA also gathered all information from the other divisions and collated and catalogued this into archives. Additionally, IA became the natural internal center for counterintelligence.

By 1965, IA was a division of master spies and top-notch analysts. It held more secrets, ranging from EBE encounters to presidential affairs, than any other espionage organization in the world. Over the next 20 years, IA began a program of uncovering and evaluating espionage organizations throughout the world. This program was proactive approach counterintelligence and successfully held off and redirected inquiries by the FBI, KGB, MI6, Mossad, Chinese Secret Service, and other such agencies.

During the early 1980s, IA managed to assert control over a majority of U.S. military satellite payloads. With unrestricted access to a number of spy satellites, IA was able to gather unparalleled espionage assets. Moreover, IA could monitor the satellites' usage by other organizations inside the U.S. government and military. With this knowledge, IA began a campaign of "assisting" other U.S. intelligence agencies by taking care of problem spots that said agencies could not handle. Through careful approach and liaison, IA established solid connections within those organizations, expanded recruitment to upper echelon career officials, and subordinated additional agency assets.

By the 1990s, the Cold War had ended. Anticipating this, IA turned its focus to computer warfare. Using contacts in the DOD, IA was deeply involved in the beginning of the Internet. IA presently owns a large number of ISPs throughout the country and in many foreign countries. Most of these are set up in the basements of Repatriates. With the assistance of SRD, IA helped in the seeding of new technologies via the Internet, along the way electronically infiltrating assets that been developed internally.

As IA has been unable to create a solid defense for all vital U.S. agencies against unauthorized access, it has isolated NDD assets from external access. This has nearly eliminated the danger of unauthorized access within

the Directorate. All software used by Directorate agents has routing codes that keep it jumping among NDD ISPs and off the main global routers, reducing the chance of improper access. Furthermore, the NDD uses encryption software on all communication devices, with a revolving series of codes to eliminate discovery.

EBE surveillance has been mixed since the formation of IA. While the NDD knows more about the Gna-Tall than any of the other EBEs, a great deal of that is the direct result of increased Gna-Tall cooperation. The Reticulans EBEs are difficult to monitor or analyze. IA fully supports P&P's efforts to create and implement a psychic program without the assistance or knowledge of the Reticulans.

Subdivision Breakdown

IA Coordination Offices: All mission report summaries, research findings, newspaper stories, computer databases, and the like are carefully filed away by IA for a variety of uses. Some information is gathered firsthand, but most reports are generated through other agents, missions, or divisions. As the clearinghouse for all pertinent data, IA Coordination is consulted when planning missions and detailing research projects.

The HYDRA system stores most of the relevant information used by this office. Some sensitive material is stored in hardcopy format, accessible only by a passcode and security clearance on Dulce SubLevel 6.

Most IA agents rotate through IA Coordination at some point in their careers to provide the benefit of their experience and expertise.

Project BACKYARD: At present, BACKYARD has infiltrated 73% of all foreign governments with at least one highly placed Sleeper agent, and 38% with EI agents (see Summary of Infiltration Rates, p. 77). The stated Directorate goal of 100% Sleeper infiltration, and 50% EI infiltration by 2010 is on schedule. Manipulation capacity within foreign governments varies widely depending on the position of the Sleeper or the EI agent.

BACKYARD also maintains control of the UFO enthusiasts' front organization, International Flying Saucer Bureau (IFSB). Under this guise, the Directorate has identified 573 individual incidents that warranted further investigation. 191 of these proved to be of actual EBE activity: 73 Reticulan, 30 Gna-Tall, 56 non-Gna-Tall Saurian or their slaves, and 22 have yet to be determined. As these figures show, the IFSB continues to be a worthwhile recipient of resources and IA manpower. It serves as an example of what an expanded program of similar support for other such organizations could bring to the NDD.

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THE HAND UNSEEN

Summary of Infiltration Rates

Continent	Rates	Current Status
North America	98%	Goal Met
South America	93%	Chile resistant, Amazon Basin uncertain
Europe	91%	Slight percentage drop due to aging of best placed Sleeper agents
Asia	78%	Tibet resistant, Japan tenuous, India unstable
Australia	71%	Goal Met [extensive resistance in outlying islands, benefits minimal]
Africa	58%	Shifting governmental structures undermine stable infiltration rates

Project BREASTPLATE: One of IA's newest endeavors, BREASTPLATE has recently overcome initial setbacks and again begun preparation for a space-borne defense platform. Simulations indicate that in the event of an EBE assault, a high pre-atmospheric enemy casualty rate has a geometric effect on the efficiency of secondary, terrestrial defenses.

The downsizing of the U.S. military, combined with the collapse of the Soviet Union resulted in the cancellation of the Strategic Defense Initiative program. However, a decade of careful lobbying, agitation, public disinformation about nuclear proliferation, and even pressure on the scientific community regarding catastrophic asteroid strikes has led to a renewed interest in a space-borne defense system. In coordination with EI, BREASTPLATE has begun placing operatives in positions to infiltrate the upcoming U.S. missile platform program.

Additionally, with the assistance of Project LOKI, BREASTPLATE has placed viral command programs on-board the International Space Station via space shuttle uplinks. In the event of a major EBE incursion, BREASTPLATE has the capacity to completely assume control of the station, should it be needed as a staging area for Aerospace Interdiction teams.

Project HEARST: At present, HEARST has Repatriates and/or Sleeper agents in approximately 70% of all newspapers, magazines, radio stations, and TV stations in the United States. Unfortunately, penetration is only at 27% for online publications based out of the United States.

This low percentage is due primarily to the brief lifespan of these media outlets. HEARST has determined that it is easier to hack these sites or to infiltrate the ISPs that house them, as most owners are single individuals. In that regard HEARST has covered 63% of all popular and dominated ISPs in the United States. Penetration of foreign media sources, both online and offline, vary from 0% to 70% depending on the country.

HEARST has maintained a 93% efficiency in stopping media leaks concerning NDD-priority subjects. Of those that do get published, nearly 99% are debunked or otherwise buried within a week. It is HEART's opinion that the slightly more than 1% of stories that are not quashed or countered represent a negligible risk to NDD operations.

Project LOKI: Inside the United States, LOKI has created backdoor entrances into numerous computer systems at the DOD, NSA, FBI, CIA, and various private firms. It has made little headway into foreign private firms or secret organizations. At present, LOKI manages two double agents inside the Aegis organization. Through these agents, LOKI obtains limited information about, and from, the HERMES network. LOKI has been unable to duplicate the technology in a HERMES link and believes it to be of EBE origin. The Aegis agents are considered among LOKI's most valuable sources and are to be used only when absolutely necessary.

LOKI is also responsible for the management and maintenance of the security of the HYDRA network system used by the Directorate. Advances in understanding of Gna-Tall technology have led to breakthroughs that will be integrated into this system in the next decade. This will greatly improve HYDRA capacity and performance.



CHAPTER 5

Director's Annual Report to Twelfth Directorate

Clearance: MJ9

Subject: Division 2, Technological Research and Development (SRD)

Deputy Director: Rudy Conners

The Technological Research and Development Division was originally assigned the task of collecting and analyzing all alien technology. Its duties quickly expanded to identifying applications for domestic and foreign technology. Once analysis of technology was complete, it became R&D's to apply the newfound information.

Most early advances came from reverse-engineering devices obtained from domestic firms and captured foreign technology. When appropriate for the defense of the United States, information was cleared through AI and SRD, then leaked to loyal elements of the private sector. Additional technology was leaked to advance specific fields, as SRD felt appropriate. Since its formation, R&D has built and maintained significant contacts throughout the private sector. These contacts grant R&D a complete network of labs to assign work when this option is task-appropriate.

There was little to be gained from the recovery of the first wrecked EBE (Reticulan) ship. As is now known, their spacecraft are coral-based technology, and their means of travel too unconventional to be implemented into current domestic technology. Even after an alliance was formed, the Reticulans offered very little pure technology that could readily be incorporated into our own.

Since the understanding with the Gna-Tall was reached, however, R&D has made significant advances. The prospects in this area appear unlimited. The Gna-Tall have allowed the NDD to jump decades ahead of any firm in the world on most weapon and conveyance technology. These R&D accomplishments have made the work of other divisions simpler, and R&D continues to make improvements across the board. R&D strongly advises closer working relations with the Gna-Tall.

Subdivision Breakdown

Administration: Admin's policy of open knowledge has curbed competition between subdivisions and allowed for more cooperation. As a result, R&D subdivisions are more efficient than counterparts in private industry. Admin has also met with great success coordinating and evaluating technological developments by relegating initial field tests to the design team. Participating technicians have demonstrated a higher degree of attention to safety, leading all developments to demonstrate lesser rates of malfunction. Appreciation for this increased reliability has become widespread and significantly improved NDD morale at all levels.

IA has been highly cooperative in training technicians with analysts and operatives. This improvement has resulted in better-prepared R&D agents and greater capacity for missions involving the field-testing of equipment.

Analysis and Exploitation: The A&E front company, Future Dynamics and Innovations, Inc. (FD&I), continues its highly profitable activities. FD&I was established jointly by R&D and SRD in 1967 as a means to disseminate and control the scientific advancements of the Directorate. It has grown into a multi-national corporation employing thousands in the express goal of technological research and application. FD&I is frequently consulted in the development of new projects by the government and private industry, and it holds the patents for dozens of revolutionary devices. This consulting work also serves as a valuable information conduit for IA and SRD.

Astronautics: This subdivision continues to research technologies related to space travel, survival, and colonization. Preliminary drafts for a space station as well as a moon base have been completed. As Weapons Systems continues to produce prototypes, Astronautics works in coordination with DDS to determine their viability in space environments. Alien invasion protocols are updated every three months, based on the influx of new information provided by Project BREASTPLATE. Primarily theoretical in nature to this point, this subdivision is beginning to apply its theories to the creation of technology, and is now developing plans for launching units for space-based field maneuvers.

Conveyances Lab: This subdivision focuses on applying foreign technology to improving the capabilities and scope of the Directorate's transportation devices. Conveyances Lab applies foreign technology in the land, air, and sea craft that the Directorate uses. This subdivision is currently involved in further improvements on the Black Manta aircraft. It is also beginning design processes on a more advanced ground-to-space craft, designated XD-126, capable of ground-to-space flight as well as combat and maneuver in a vacuum.

Gravitronics

Given recent disclosures in Gna-Tall technology, the Conveyances Lab's primary research area is currently gravitronics. While some applications have proven highly successful, others have been unmitigated disasters. The need to disguise gravitronic vehicles as mundane conveyances cause serious design difficulties, especially given the requirements weight distribution. Consequentially, the subdivision is working on creating new structural components with gel or foam cores, allowing for easier redistribution of weight.

The Gna-Tall are thus far providing little information beyond the theoretical, making the task both challenging and frustrating. Conveyances has noticed a slight positive shift in Gna-Tall attitudes of late, however, and is hoping that greater aid will be forthcoming.

Information Systems: IS has been highly successful in infiltrating large portions of the Internet, and has created a number of back-door entries for civilian and governmental databases. These entry points are easily exploitable with minimal risk of detection.

The manipulation and enhancement of viruses to distract the public's attention has become a specialty of this subdivision. Recent work in cooperation with IA has resulted in the removal of several problematic individuals simply by providing evidence that they originated the virus in question. Although it is likely this methodology will become less useful in the near future, for the moment, it has proven highly effective.

Work continues on infiltrating Aegis' HERMES system. After the detainment of several Aegis agents, the NDD was able to examine their agent communicators, but even with our infiltrators' information, IS has been unable to replicate a similar device for NDD agent use. That network's configuration is completely foreign; the working hypothesis suggests that they have adapted some alien form of technology, but this as yet has not been confirmed.

Weapon Systems Lab: The Weapon Systems Lab is responsible for designing, developing, and manufacturing a range of offensive and defensive equipment. This subdivision has recently developed a number of superheated plasma and laser weapons, increasing the stealth abilities of NDD operatives tremendously, while leaving minimal physical evidence. Progress continues on electromagnetic and sonic weaponry, with the goal of incapacitating without physically harming subjects.



Director's Annual Report to Twelfth Directorate

Clearance: MJ9

Subject: Division 3, Espionage and Infiltration (EI)

Deputy Director: Sarah McGregor

The Espionage and Infiltration Division did not become active until 1954 and was not fully engaged in infiltrating the U.S. government until 1962. Expansion into private business commenced by 1964, and foreign governments and businesses by 1967.

Charged with the responsibility of recruiting agents, rapidly training them and putting them back into their careers, EI has been set one of the hardest goals of the Directorate. In the beginning, all EI agents were regarded as a security risk because they could not be overseen on a daily basis. They were given little information on the Directorate and were treated in a fashion similar to paid informants. Not surprisingly, this resulted in a number of loyalty problems. Some very talented agents attracted undue attention due to their large bank accounts, and still other agents feed false information in an effort to extract greater payments.

By 1970, EI decided current protocols were adversely affecting the NDD. EI and RAT were assigned the task of preparing a new training schedule. The result was the current four-year program, which takes an EI agent from first contact and evaluation in the first year to recruitment, then engages them in periodic but intensive training for the next three years. The agent takes a leave of absence or extended vacation specifically authorized by EI or Sleeper agents in the recruit's organization. In the case where no EI or Sleeper agent is available, the prospect may go through a staged accident or some other incident allowing for absence from work for 4-6 weeks.

During this initial period, the recruit participates a short indoctrination session and basic courses on communication protocols. The agent is then returned to his career and over the next three years is further trained on every available weekend, vacation, and during "sick leave." If the agent is married or has other significant outside obligations (agents possessing either of these are usually weeded out during the recruit selection process), this training may take an extra year to keep the recruit's cover as intact as possible. A zealous agent might accomplish his training in two years if arrangements can be made to house the recruit with a trainer, allowing for training on weekday evenings.

With this new program in place, agent loyalty increased, security risks were minimized, and patriotism flourished. The EI infiltrators became more central to NDD operations.

CHAPTER 5

Agency Infiltration

Center for Disease Control and Prevention (CDC): CDC has proven resistant to infiltration, most likely due to a high degree of Aegis subornation. EI efforts have been limited largely to establishing monitoring personnel. Even were the CDC properly infiltrated, it is this Director's opinion that mission specific activities are better handled at USAMRIID given its higher security level.

Central Intelligence Agency (CIA): The CIA was formed around the same time that the NDD took over Watch operations. By the time EI was able to bring resources to bear on infiltrating that organization, it encountered extreme resistance. Periodic initiatives to increase infiltration have met with little success and EI is convinced that Aegis holds significant assets in the CIA. Other than the assumption of a few ex-Project MKULTRA assets, EI has been limited to a 5% infiltration rate, and most of that has occurred at the lower levels. For the most part, EI has been able to work around the CIA and minimize their efforts that threaten NDD security. While the CIA assets are generally redundant with better infiltrated agencies, the danger of Aegis domination at Langley cannot be overstated. EI recommends a concerted Directorate-wide initiative to increase NDD assets within the CIA.

Defense Intelligence Agency (DIA): Mandated in 1961 to compile and analyze the intelligence collected by all four branches of the military, this agency also operates a coordinated foreign attaché program in U.S. embassies across the globe. Due to the agency's headquarters at the Bolling Air Force Base in Washington D.C., and commensurate threat of Aegis influence, infiltration has been less than optimal. EI has concentrated all efforts in the attaché program. EI has a presence in 40% of the foreign embassies, mostly in the form of support staff. EI has placed Watchmen as top administrators in Italy and Germany. All staff are on the lookout for activity that would endanger the NDD first; secondary priority is evidence of EBEs. While EI receives solid information from our Italy and Germany Watchmen, other information is not yet fully reliable, and should be thoroughly cross-checked.

Department of Defense (DOD): Information gathered from the Gna-Tall indicates that an EBE invasion from hostile Saurian forces is a plausible threat over the next ten to twenty years. A paramount NDD goal is the coordination of U.S. military efforts, indeed global efforts, in the coming war. The most expedient method to accomplish this is through robust infiltration of the DOD. While complete control over the DOD cannot be achieved consistent with established security protocols, EI has managed to maintain a minimum approximate 40% influence. Approximately 10% of the influence arises from direct control of various senior officials. The remaining 30% is consolidated through key lesser officials, advisors, and staff. Still, the exact influence is difficult to judge and variations occur from presidential administration to administration as well as normal attrition rates. The DOD requires constant attention and maintenance, and remains a top priority of the IE.

As an operations note, Sleepers are used to get Watchmen into position of power in the DOD, but no active DOD EI agents are Sleepers. This policy was adopted as a result of the difficulty of controlling Sleeper agents in the event of war.

Department of Energy (DOE): The Office of Energy Research (OER), overseen by the DOE, funds basic research in scientific labs throughout in the US. EI has sought significant infiltration into this agency for many years. Unfortunately, Aegis appears to exert considerable efforts in the DOE, and that has stymied EI efforts. At present, EI has only a 17% influence in the OER, and 8% influence in remaining areas of the DOE. EI estimates that Aegis may have more influence in both of these groups. Expansion of recruitment efforts is difficult as a de facto truce inside both organizations exists between the NDD and Aegis. Confrontation is avoided as a covert war would only undermine both organizations' efforts.

Otherwise, EI agents are on constant lookout for advanced scientific knowledge or technology developed in one of the OER grant programs. Anything that is considered "new" technology is investigated for EBE influence or for possible applications into Directorate technology. This information is passed along to IA and R&D. IA is charged with checking the source of the information to secure its authenticity and to make sure it is not misinformation originating with Aegis or one of our enemies. R&D, of course, handles testing and evaluating the information for possible internal use.

Department of Health and Human Services (HHS): EI interest in HHS is purely to monitor its control and maintain an understanding of the programs sponsored by it. EI has a minimum number of agents inside, primarily in a few key positions to gather information and answer inquiries that may arise. Expansion in this area is not contemplated.

Department of Justice (DOJ): The DOJ is an enormous bureaucracy, employing huge numbers of personnel. EI infiltration is only at 4%. Given the extraordinary law enforcement powers collected in the DOJ, these personnel are largely Watchmen; less than 1% of the infiltration is Sleepers. EI believes that Aegis has at least as extensive infiltration in this Department, if not more. EI also believed that other organizations operating within the U.S. have infiltrated the DOJ for their own agendas and EI agents are always on the lookout for their activities.

EI has limited degrees of infiltration in the DOJ's Office of Attorney General (OAG), Drug Enforcement Agency (DEA), Immigration and Naturalization Service (INS), Federal Bureau of Investigation (FBI), and U.S. Marshals Service, but it has encountered resistance in each agency. In general, EI influence is limited to surveillance and misdirection should activities encroach on NDD security. EI agents are also directed to watch for infiltrators from Aegis or any other radical conspiracy looking to manipulate the American government's law enforcement.

Department of Treasury: This Department controls enormous sums of money, and a strong presence has been mandated here since the formation of the NDD. Unfortunately, Aegis too has targeted this Department for infiltration. This limits the amount of funds that can be siphoned off consistent with security protocols. In the early 1970s, EI warned that dependable funding from Treasury could not be assured under all circumstances. Since that time, Operations has successfully developed other sources of funding. At present, EI focuses on maintaining a level of “extra” funding from Treasury, and monitoring similar diversions of funds in order to gauge the power and scope of Aegis.

Federal Emergency Management Agency (FEMA): This agency has sweeping powers that are triggered at times of natural or man-made disaster affecting large numbers of people. These powers are not well known among the general populace and the agency is well regarded by most due to their humanitarian mission. EI has targeted FEMA for specific infiltration due to the value this agency can bring to the coming war effort. While EI has gained a 25% infiltration rate, it has encountered resistance from an unidentified source.

While it is appropriate to assume that Aegis is behind most organized resistance to EI infiltration, certain actions and events raise questions in this area. Two separate EI operations are underway to discover exactly what is going on at FEMA. Recently, at the cost of three NDD soldiers, it was discovered that President Reagan approved an order, REX-84, authorizing FEMA to build 23 “detention facilities” to be used in the event of national emergency. These detention sites, all of which are completed today, have a total capacity of between 32,000 and 44,000 people. The exact reason for such facilities remains to be identified.

National Reconnaissance Office (NRO): Charged with the maintaining satellite surveillance for the U.S. intelligence community, this department was created by Watchmen in the DOD. Their function does not, however, enter into the realm of analysis of that data, only its compilation and distribution. EI influence in this agency is quite extensive. At present, EI has placed Watchmen in 40% of the staff. Of the remaining 60%, a full third of them are Sleepers who do not “notice” the actions of our Watchmen. The remaining 40% are either standard staff, potential recruits, or individuals to be removed.

EI goals are 80% control of this office. As the total staff is under 100 individuals, this should pose no long-term difficulty. This goal should be reached by 2004 and is key to all Directorate operations in the coming war. Watchmen have managed to reduce the information on EBE activity uncovered by this agency that gets into circulation to less than 8%; by 2006, this will be 1%. Of that 8% that gets passed on, our agents in other departments have been able to explain most of it as glitches in the satellites or anomalies. Copies of all data are supplied to IA for analysis. EI is justifiably proud of this achievement.

National Security Agency (NSA): EI has had little influence on the agents of this organization. Those few Watchmen or Sleeper agents assigned here are targeted

at positions that maintain IA infiltration into their computer network, which is the true jewel of this organization. The diligence of our agents has allowed Project LOKI to maintain an ever-watchful eye on all data that passes through this organization. EI does not manage any field agents or staff other than the network personnel. As a result, EI has been unable to determine the exact level of Aegis involvement in the NSA. IA indicates that by matching information requests of the NSA network to suspected agents of Aegis, it has been able to identify some colleagues or sympathizers. There appears no threat to EI network influence to date.

U.S. Air Force (USAF): The Air Force has proven fertile ground for NDD infiltration. This can be traced directly to the success of Aegis in suborning this organization. NDD continues efforts in this area, but moves slowly and cautiously to minimize security risks. Occasionally, a recruit is identified, and a stringent recruiting process is triggered. Also, EI has assigned a number of retired agents in Air Force positions using our Watchmen in the DOD. Although limited in number, they are always on the lookout for activity that might aid in the tracking and analysis of Aegis activities.

U.S. Army (USA): EI infiltration of the USA is the division’s most successful program. Given the high placement of many Directorate officials in the U.S. Army, EI has readily identified potential candidates and has been able to recruit, train, and place them back into their jobs with a high degree of efficiency. Additionally, when NDD agents can no longer be assigned missions due to age, permanent injury, or some disability, they are reassigned to the EI program. This is one of the primary reasons that Ops maintains USA identities for all but a few NDD agents. When it comes time to “retire” from active service in the NDD, most of these agents are high in rank in the U.S. Army. They can be easily assigned to positions where they are best able to serve the Directorate.

U.S. Army Criminal Investigation Command (USACIC): This agency is responsible for investigations and crime prevention within the Army and Department of Defense. Many EI agents are located within this organization at all levels. Not only has EI defended its own agents when needed, but it has been able to falsify investigations against suspected agents of Aegis, and members of the military who might compromise or undermine Directorate activities. In the most extreme cases, Army Criminal Investigation Command agents are used to discredit those who cannot be eliminated within acceptable security risk parameters.

U.S. Army Intelligence and Security Command (INSCOM): INSCOM is charged with the collection of intelligence and the development of intelligence reports for the armed services. INSCOM is generally not subject to the congressional oversight commonly directed at the CIA. As a result, covert activities within the United States are possible, despite being officially prohibited. EI dominance in INSCOM has enabled the NDD to bypass the CIA in many instances.



CHAPTER 5

INSCOM affords the NDD other benefits as a result of its general immunity from oversight. Foremost among these is the use of government satellites and DOD computers for NDD activities. EI has been able to siphon off large portions of intelligence information from these databases and sent it directly to IA. Additionally, INSCOM may be used as the "fall guy" for compromised NDD missions. Paper trails and evidence may be used to set up a fictitious division of INSCOM, which is reprimanded and disbanded in satisfaction of executive inquiry.

U.S. Army Medical Research Institute of Infectious Disease (USAMRIID): This agency is responsible for the study of, and protection against, biological and infectious diseases. EI influence in this department has allowed the Directorate access to contagions from all over the world, as well as to some of the brightest minds in the field. This has proven highly useful for certain projects, particularly those co-sponsored by the Gna-Tall.

In some instances, the USAMRIID has been of great value in addressing situations created by other, less responsible, agencies outside of NDD control. In one such case, EI averted a huge disaster by alerting USAMRIID when the testing of the highly dangerous hanta virus at a CIA facility went awry, allowing an outbreak to occur. EI agents on the spot identified the emergency situation, contacted their Watchmaker according to established protocols, and word was passed along to sympathetic agents in USAMRIID. The disaster was halted with no civilian loss of life; had the intervention failed, thousands of lives would likely have been lost.

U.S. Navy (USN): Directorate involvement in the Navy has been unexceptional to date. EI maintains key people inside the Navy to facilitate the movement of Directorate personnel and resources under the guise of the U.S. Army. Outside this directive, further infiltration has been deemed unnecessary. Any needed USN assets can be subverted through DOD influence.

U.S. Secret Service: Although the U.S. Secret Service handles a number of law enforcement tasks, the NDD is primarily concerned with its duties regarding the protection of the President and other elected officials. EI works to maintain a 65% infiltration rate among agents assigned to the President, including the upper staff members of the Secret Service. Outside of the agents assigned to Presidential protection, EI has managed only a 42% infiltration rate. The bulk of these assets are assigned to government officials who serve in the NDD.

EI is aware that Aegis has infiltrated the Secret Service, and has used it for a number of purposes in the past, including issuing Presidential Orders. Thus far, EI has not found it necessary to curtail these uses for they do not directly threaten NDD resources. It is also difficult to interrupt these uses without revealing the extent of EI infiltration to Aegis. It should be noted that those protecting the President are fully prepared to take whatever steps are necessary should he or his staff threaten NDD security.

U.S. Space Command (USSPACECOM): Military space missions, tracking technology, satellite surveillance, and SDI all fall under the auspices of USSPACECOM. This consolidation arose as a result of conflicts that developed between the separate space initiatives launched by the various branches of the U.S. Military in the early 1980s. At the time, EI held some influence in NASA and had been able to keep its developments away from the NDD and its Gna-Tall allies. This influence helped EI get a solid basis of support in USSPACECOM.

Currently, EI has an influence of 32% counting both Sleepers and Watchmen. This rate is growing at 3% a year, but it will be sometime before USSPACECOM is sufficiently suborned to keep the Directorate and the Gna-Tall completely secure. For now, the Watchmen sidetrack those projects they can and alert EI of those they cannot.

EI has also used USSPACECOM to infiltrate NDD personnel into NASA and its various space programs. EI agents have been responsible for the failure of certain military rocket launches in the late 1990s and the problems in the Mars program. EI agents have thus far been successful in covering all NDD and Gna-Tall activity in near space, but this capacity cannot be guaranteed to even a limited degree in the future.

Should the coming war require more overt activity, the NDD must be prepared devote more resources to this infiltration. The Directorate is also advised to bring what political pressure it can to bear on shifting NASA programs to USSPACECOM control. EI will continue to sabotage NASA programs until a date comes when USSPACECOM can assume more direct control over the American space program.

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Director's Annual Report to Twelfth Directorate

Clearance: MJ9

Subject: Division 4, Security (DDS)

Deputy Director: Timothy C. Reed

The Directorate Division of Security has protected the NDD from the day both were formed. In those crucial first years, DDS secured a handful of locations throughout the country, primarily at U.S. Army bases. These locations were placed on restricted access, allowing the Directorate precious time to map out the future.

Once Dulce was commissioned, DDS implemented a series of protocols for securing the perimeter of the base and maintaining the highest level of security within. These protocols have been adapted and applied to each Directorate facility since that time. Information on particular bases can be obtained from Ops upon request.

The greatest challenges to security have arisen in facilities under partial control of the NDD or in the private sector. At military bases not under complete Directorate control, non-Directorate personnel must be continually redirected without causing an incident or drawing undue attention to the area. DDS accomplishes this through use of Military Police or other legitimate security identity; this requires the assistance of EI to get DDS personnel into the proper positions. DDS is active from moment the facility or grounds are purchased (Directorate policy bans leases under all but extreme circumstances), through construction, and establishment of the base.

Subdivision Breakdown

Facility Security: Since the creation of the Groundskeepers program, the Directorate has not lost a single location to enemy forces. Aegis incursions have been minimum, and each has been repulsed with very minor losses or collateral damage. Two EBE assaults were also turned back, although both resulted in significant casualties, the bulk of which were suffered by DDS. The details of these attacks are classified MJ10 clearance, but all Groundskeepers have been warned that EBEs other than those allied with the Directorate are active, and any unidentifiable sightings should be reported immediately.

Internal Operations: To MJ3 or lower operatives, Internal Operations is the subdivision that performs the drudge work of DSS. IO also handles internal security, personnel review, and termination of security risks. To decrease security concerns outside of DDS, all IO matters are coded "Delta" and elaborate and misleading titles are frequently used. These methods have proven effective among personnel with MJ5 clearance or lower. Personnel with MJ6 clearance are generally aware of IO but are required to cooperate in any way deemed necessary by IO personnel.

Special Report

Clearance: MJ9

Subject: Sentinel Implant and Judas Switch

Developed with Reticulan aid and guidance, the Sentinel implant is one of the surest safeguards for NDD activities. The first implant prototype was perfected in 1963 and by the end of the decade all NDD operatives and personnel had been fitted with one. The Sentinel implant allows the Directorate to both monitor the location of its operatives and restrict admittance to NDD facilities. As such, it is perhaps the single most valuable piece of equipment issued to any Directorate operative.

Selected agents with clearances above MJ5, and all personnel above MJ7, are given a special modification to their Sentinel implant. At MJ5, this is explained as a fine-tuning that allows the Directorate to monitor their activities more closely, and provides them access to more classified areas of Directorate facilities. At MJ7, the operatives are told that the implant may be activated during certain missions to allow for voluntary self-termination, but further details are not provided. Full information concerning the Judas Switch is not authorized below MJ9.

The Judas Switch arms the Sentinel implant to terminate the operative if compromised. Controlled through a special security system run by the DDS, the Judas Switch sends an impulse into the cerebrum of the brain, inducing a massive hemorrhage in the agent and death within 30 seconds. The agent must pass both a Hard Physical and a Mental Survival test (see p. 47); failing the Physical test kills the agent, while failing the Mental test leaves the agent in a permanent coma. Passing both relegates the agent to the hospital, incapacitated, with Sp4 damage (no staging). Finally, the implant passes information to the DDS concerning the victim's state just before it self-destructs.

DDS personnel refer to all higher-level IO agents as "Wardens," and give them a wide berth and healthy dose of respect.

Mission Security: DDS maintains a presence on all missions. These operatives focus on enhancing security for task forces to the fullest extent consistent with the mission parameters. DDS appreciates the consideration shown by all personnel toward security matters and the deference granted DDS operatives in these matters. When a team leader is lost, sacrificed, or his judgment violates security protocols without sufficient justification, DDS agents are required to assume control. On critical missions, a second DDS agent is assigned to the team but his identity is not revealed unless matters dictate such necessity. Although DDS has been forced to take over slightly less than 10% of mission due to loss of leadership, less than 3% of those assumptions of command resulted from poor judgment shown by the mis-



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sion leader. This reflects favorably on all Directorate training and leadership initiatives.

Extraction and Clean-Up: Each E&C operative is trained to hold the team or data to be extracted of higher priority than his own safety. Consistent with the completion of their mission, all E&C operatives are ready and willing to give their lives for the Directorate. E&C has managed a success rate of 83% on extractions and 95% on clean-ups.

When a situation cannot be rectified to the team's satisfaction, a Slash and Burn (S/B) operation is conducted. This operation uses destruction of evidence and/or witnesses to provide deniability. While the purposeful destruction of evidence is apparent, the nature of that evidence is concealed. At present, only 14% of all clean-ups require S/B. This ratio is down from 24% a mere three years ago. E&C's recent impressive success rates can be attributed to the implementation of a protocol requiring a standby E&C team for any mission with a risk rating of 5 or higher. DDS estimates the continued successful training of E&C teams and the increase in technology will reduce the S/B rate below 10% by 2005.

On the rare occasions when neither extraction, clean-up or S/B prove effective, any partial measures available are implemented. Then IA is notified of the situation and its teams discredit any internal, private, governmental or public reports that emerge in the aftermath.

MiB Program: This program began prior to Directorate involvement with the Gna-Tall. Its original purpose was to investigate EBE sightings and activity throughout the United States. DDS operatives approached individuals who had made claims of alien sightings or abductions and gathered all available intelligence. Working at the same time as Project BLUEBOOK and other such government projects, the MiB program was able to gather a great deal of information without being detected. When the Directorate alliance with the Gna-Tall began, it was discovered that Gna-Tall could assume the guise of humans to a nearly undetectable measure. Considering the advanced capacities provided by the Gna-Tall, DDS has incorporated a number of these altered EBEs into the program.

DDS maintained the original EBE investigation operations, but the MiB program has expanded. Gna-Tall working closely with the Directorate are teamed in MiB groups of two Gna-Tall and one human liaison. These teams accompany other operatives on missions, assist on specific security details, or work on missions themselves. These teams have been code-designated "Hybrids."

As authorized by Central Command, a third type of MiB group is staff entirely by altered Gna-Tall. These teams work independent of DDS control, and thus are highly suspect. Thus far, DDS has been unable to negotiate any oversight role in these all Gna-Tall teams. For now, DDS monitors such teams to the fullest extent possible. To date, when DDS has made requests to send a wholly Gna-Tall MiB team to a location for a specific purpose, all such requests have been honored. For this reason, DDS has not taken a more active role in seeking direct control of wholly Gna-Tall teams.

THE HAND UNSEEN

Director's Annual Report to Twelfth Directorate

Clearance: MJ9

Subject: Division 5, Recruitment and Training (RAT)

Deputy Director: Raymond P. Brownell

In the formative years of the NDD, recruitment was emphasized over training. All personnel were chosen from the facilities and programs most closely associated with the Directors. Recruits were drawn from candidates who were known personally and trusted. In those days, the NDD was a coveted position among those who were privy to its existence and patriotic spirit was not lacking. The personal nature of each contact minimized security concerns. Still, RAT's efforts were closely coordinated with DDS.

Today, the problems are more pronounced. Irresponsible individualism is rampant in society and popular culture, and the ideal of a true patriot is clouded among the beliefs set forth by the chaotic, ignorant and undisciplined. In the face of this societal rot, RAT's responsibility to the Directorate to the whole has steadily increased both in scope and weight.

Subdivision Breakdown

Recruitment and Training: Recruiters spend six months to a year identifying and screening each candidate. A typical recruiter may research up to 20 individuals. EI and RAT specialized support staff assist the recruiter in gathering as much information as possible on those individuals. A single recruiter's candidates are usually all located in the same organization. Thus, one recruiter covers all the potentials from the FBI. Larger organizations or areas are assigned multiple recruiters; ten recruiters review U.S. Army candidates and each maintains a full caseload.

Candidates are generally added as a result of their skill specialties. Ops evaluates the NDD's needs and provides the RAT with relevant statistics. Recruiters attempt to find ten or more candidates for each position needed. An evaluation program is then instituted and the potentials are checked for political beliefs, family ties, disabilities, psychological or physical liabilities, and integrity. Roughly 28% of potentials are rejected due to political unreliability, 19% due to family or other liabilities, 11% due to some sort of disability (usually a mental trait), and 12% due to background or incomplete information. Approximately 30% of identified candidates pass the initial screening process.

Once the best candidates are identified, they are invited to orientation. In the last ten years, only 2% fail to arrive at the staging location; DDS is alerted to these breaches of security and addresses each as it sees fit. Training then begins for the recruits. Any recruit who drops out

before the 28th week is reassigned to the Repatriate Program. At present, 12% of the recruits fail before the 28th week. That percentage is down from 32% 10 years ago, largely due to enhanced screening techniques. After week 28, 8% of the recruits are unable to continue but are no longer eligible for the Repatriate Program due to security concerns. This percentage is down from 16% 10 years ago. These recruits are turned over to DDS for processing or termination as that division judges. As with rogue Repatriate agents, the preferred method of removal is the appearance of death by natural causes.

In sum, an average candidate class consists of 200 potentials of which 59 make it to Camp. Seven are moved to the Repatriate program in the first stage, and four are turned over to DDS. In all, 48 graduate. A new Camp program begins every year. Class sizes range from as low as 15 to as high as 80. The NDD presently loses 7% of its agents a year to retirement or death. RAT recruits and trains approximately 10%. This creates an annual growth rate in personnel of roughly 3% each year.

In 1980, RAT reevaluated NDD training programs and decided to rework them for the changing mentality of American citizens. Since that time, RAT has been constantly updating programs and now offers one of the best training curriculums in the world. RAT is proud of the Camp and continuing education success rates and the knowledge and capacities of NDD personnel. Two decades ago, the Camp program took over three years to complete and broke about 48% of all recruits. At present, it runs only 52 weeks and only 20% fail to complete it. Moreover, the current Camp graduates are better prepared to face the challenges of NDD service than those graduated in the past.

In order to improve morale among recruits, only the most optimistic estimates of Camp graduation statistics are released at lower MJ levels. The cleverest among the Camp graduate usually notice a difference between the cleared statistics and their own direct experiences. This serves to reinforce the notion that information is a precious and well-guarded commodity in the NDD.

Repatriate: The Repatriate Program is composed of individuals who are unable to withstand the rigors of Camp, but are considered reliable enough to serve the NDD. It also includes those who are similarly judged useful but unable to attempt Camp training. Repatriates never obtain more than a MJ2 clearance level and are fed a great deal of disinformation to protect the security of the NDD. The Watchmakers of EI oversee all these individuals.

Watchmen are not part of any class; instead they are handled on a training-team or single trainee basis. Upon graduation hold the same rank as all graduates – MJ3. Because of the security concerns inherent in training these individuals, very few are allowed to drop out or fail to complete their training. RAT manages a less than 5% loss of Watchmen candidates and those that exhibit inordinate difficulties with the program before year one are moved into the Repatriate program if possible. Others are addressed through DDS intervention.



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Director's Annual Report to Twelfth Directorate

Clearance: MJ9

Subject: Division 7, Psychological and
Paranormal Studies (P&P)

Deputy Director: Vanessa Smythe

Much has been learned and refined about psychic capacity over the past fifty years, and much remains a mystery. The Reticulans have provided some insight into psychic abilities, but a lack of empathy between our two species and an increasingly uncooperative attitude on the part of the EBEs have resulted in limited opportunities for exchange of information. The dearth of psychically talented NDD operatives also contributes to this slow process. Through joint RAT programs, P&P has stepped up efforts to recruit agents manifesting psychical talents.

Eighteen years ago, the Paranormal Studies Division was merged into P&P. This has proven an extraordinarily efficient move, not only from an organizational standpoint, but also because research points to a connection between the paranormal or "supernatural" and the psychic abilities manifested by humans, and possibly also by EBEs. Limited attempts ten years ago at actually performing historically cited "rites" and "rituals" led to the contamination of eighteen agents, who subsequently displayed sociopathic tendencies and had to be terminated to maintain Directorate integrity. Since that time, P&P policy bans use of "supernatural" powers. While this renders high-quality experimental research difficult, anecdotal and qualitative analyses have been extremely useful and much more secure. Highly restricted research continues in hopes that it will provide us with more information regarding mental processes and the supernatural.

Since the inception of the NDD, much has been learned about human mental functioning, and important advances have been made into understanding Reticulan and Gna-Tall mental capacities. Through intensive testing and training, P&P has been able to field a number of psychically talented agents, who have proven to be of great value to the Directorate, not only in gathering information, but also in relating to the Reticulans and their experimental human-alien hybrids. Reticulan "metahumans" are a wildcard at best; some have been recruited into the NDD in exchange for protection from the Reticulans, while others are obviously the front lines of a Reticulan effort at infiltrating deeper levels of the NDD. As such, P&P treats all known metahumans with great caution and limits their security clearance recommendation to MJ5 or lower.

Subdivision Breakdown

Cerebral Research (CERRES): Short-term infiltration into the MKULTRA program in 1968 did much to further P&P efforts at developing mind control methods. The most reliable form of mental conditioning is currently a combination of drugs and hypnotic suggestion. Some speculate that a psychic form of control exists, given the Reticulans' ability to exert control over their hybrid creations, but no conclusive data have been obtained as yet. CERRES has made basic inroads into understanding EBE brain chemistry and physiology, but the EBEs are reluctant to provide much information in this area. CERRES development of Sleeper program protocols has been widely accepted and implemented, and Sleeper agents are used in a variety of capacities. For the foreseeable future, P&P will continue this project and expand subjects prepared for a variety of geographic areas, socioeconomic strata, and corporate access.

Psychic Research (PSIRES): In many ways, P&P's work with the Reticulans has not changed since the Reticular Compact was signed. Indeed, some facets of Reticular society continue to be a complete mystery. Over the past two decades, P&P has worked proactively with the Reticulans, attempting to understand their motivation and needs, in order to bargain with them more effectively. At times, they are completely uncooperative. At other times, they are surprisingly forthcoming – but much of the information they provide proves of little value. P&P cannot determine if this inconsistency is in response to PSIRES action or if it is simply a manifestation of heretofore unknown EBE preferences or attitudes. Given the Reticular facility with metahumans, P&P is fairly certain they are able to genetically manufacture psychic ability, and thus can provide information toward decoding human genetic markers for psychic talents.

Paranormal Research (PARRES): PARRES work was almost completely phased out two decades ago, but a handful of loyal researchers insisted on the importance of continuing the study of the paranormal, if only because Aegis and other organizations seem to make much of this type of activity. At that time, PARRES relinquished its divisional status and merged with P&P. In the past several years, there has been some undocumented research linking the use of psychic talents to an increase in paranormal energy and manifestations, but P&P's self-imposed ban on experimenting with paranormal energy makes it difficult to determine exact causes and effects. In addition, some connection between psychic ability and the paranormal manifestation of the so-called "Taos Hum" seems to exist, and this may warrant further research by qualified personnel, albeit under strictly controlled and monitored circumstances.

Director's Annual Report to Twelfth Directorate

Clearance: MJ9

Subject: Division 8, Scientific Research and Development (SRD)

Deputy Director: Thomas Fagan

Originally conceived as two separate Divisions, Scientific Theory and Theoretical Applications, these programs were merged just five years after the creation of the Directorate. SRD has worked consistently since that time to push the forefront of scientific and theoretical advances. Numerous research programs are scattered around the USA, hidden in sponsoring corporate organizations and military installations. Input from these programs and other research results that are publically and privately available to EI is collated and synthesized. SRD meta-analysis of scientific study is second to none. Projects deemed potential security risks are performed by SRD itself, and kept under tight security within NDD facilities at all times. Most of these projects are MJ7 clearance and above.

Over the past thirty-eight years, SRD has worked to blend EBE science with that of a more mundane, terrestrial nature. Although the NDD had high hopes of learning much from the Reticulans, they have been exceedingly reticent about releasing information regarding their scientific advances. Indeed, analysis has shown the probability that the Reticulans do not conduct scientific research nor possess scientific knowledge comparable to that of humans. Still, further research is necessary before any definitive conclusions may be reached.

The alliance with the Gna-Tall has proven to be far more advantageous, and they have provided information beyond our most optimistic expectations. Their work in gravitronics theory has been essential for R&D's recent technological advances. Unfortunately, much of the information they have generously provided remains beyond our current level of comprehension. Naturally, SRD has not revealed this to the Gna-Tall, lest it be perceived as a potential weakness within the NDD.

In keeping with SRD's mission, work continues on theoretical applications for the disruption of psychic ability, microwave distortion fields, and electromagnetics. In the event that either of the NDD's EBE allies opts to dissolve the alliance and becomes an independent agency and/or opposing force, SRD is developing new methods for both attack and defense targeted specifically at those species. These projects, classified MJ9 clearance, are at the exploratory stage only. If successful, SRD will work closely with R&D to provide appropriate mechanisms for use.



CHAPTER 5

Subdivision Breakdown

BioGenetic Research (BIOGEN): At the inception of the BIOGEN subdivision, research, analysis and applications were extremely limited and rudimentary. With the technological and scientific advances in the past two decades, however, BIOGEN capabilities have expanded a hundredfold. Working closely with corporations who specialize in decoding the human genome and identifying markers, BIOGEN has been able to accumulate a vast quantity of information about biogenetics. This database has proven useful not only in terms of performing independent analyses, but also in suggesting useful forms of scientific experimentation.

Frequently, BIOGEN requests and receives volunteers from the array of NDD agents, and P&P is particularly interested in learning more about psychic ability as a genetic trait. To date, genetic understanding of the Gna-Tall is very limited, and with the Reticulans even more so, as both groups are markedly reluctant to part with much information about their physiology -- most likely out of a viable concern for physical vulnerability. BIOGEN has, however, gleaned some data about mental and psychic functioning from P&P's CERRES program.

Pharmacological Research (PHARRES): Scientific exploration of pharmacological substances has led to the development of a variety of useful compounds. Many of the earlier compounds were dedicated to mind-control purposes and for research on mental functions. Recent advances have pushed forward on a number of fronts.

PHARRES has been able to develop substances to block pain and to artificially increase a person's healing rate. Once the body's recovery mechanisms were unlocked, PHARRES was also able to create medicines to defend against microorganisms and to increase protection against biotoxins and radiation. Currently PHARRES is examining ways to bolster the body's natural responses to changes in pressure, so as to allow pilots to turn at greater than 11gs and improve SCUBA divers' ascension rates. These substances remain in the experimental stages, and are not ready for field deployment.

General Science: Being responsible for all sciences not under the purview of pharmacology or biogenetics means that, at any given time, General Science has over 100 projects under its supervision and control. Many of these projects, such as the recent bioglove design, are conducted on NDD bases. However, some lower security projects, or research easily dismissed as "eccentric" or "fanciful" thanks to the work of IA and DDS, are conducted in plain sight.

Many of SRD's best operatives are culled from programs at prestigious universities who have been denied the support of their peers. Provision of funding for their research is a convenient method for determining whether they are amenable to the goals of the NDD.

Director's Annual Report to Twelfth Directorate

Clearance: MJ9

Subject: Division 10, Operations (Ops)

Deputy Director: Maxwell DeFarge

After construction was completed at Dulce, Operations was created through the merger of Division 10, Systems, and Division 11, Personnel. Since that time, Ops has been integral in coordination between departments, under conditions consistent with DDS's security mandates.

Over the past two decades, Ops' ability to coordinate with various departments has developed into dedicated mission planning and preparation. As such, Ops is usually the first to be apprised of requests for equipment, conveyances, personnel, and information. It then disseminates these requests to the appropriate divisions, which streamlines communication and decreases redundant requests. Currently, all requests are conveyed through secure lines of communication, whether internal or external.

Ops is the central repository of critical information. As such, its efforts are subject to special investigation and monitoring by DDS. In conjunction with DDS, Ops conducts regular security and administrative audits. While detrimental to over-arching efficiency, these reviews are viewed as vital to the continued survival of the NDD.

With respect to funding, Ops' greatest increase in liquid assets occurred during the Cold War through defense contractors. As the Soviet Union receded in geopolitical power, this line of funding has become more tenuous. The best option at this stage is to continue to use scientific and technological advances to seed major corporations with economically viable products and collect a portion of any profit garnered from sales. At the current rate of fund-raising, Ops should be able to maintain status quo capacity for at least fifteen years. By 2015, however, the NDD financial position may require comprehensive reevaluation. Some plans to redirect an increased amount of government funding have been established, but are unreliable at this stage. Thus, alternate long-term funding sources should be identified.

Dulce continues to serve well as the primary NDD base, and NDD expansion to main and auxiliary bases has provided for reasonable operational redundancy in the event Dulce becomes untenable either for security and/or survival purposes. Currently, Dulce is accessible via both air and ground, and DDS has been successful in regulating all transportation in the area.

To casual or careful scrutiny, the area in and around Dulce appears to be an operational military base, and all government records relating to the property are highly classified, further reducing risk. Both EI and DDS personnel note and track anyone accessing these to determine potential security risk and the appropriate level of response. Dulce SubLevels 1-4 are accessible by personnel with MJ1-MJ7 clearance, and all general access elevators list only such levels. SubLevels 5 and 6 are reached by separate elevator shafts, and personnel with MJ9-MJ11 clearance may access these elevators. Only individuals with MJ11 or MJ12 clearance may enter SubLevel 6.

Subdivision Breakdown

Operational Administration (OPAD): Ops Central Command is overseen by OPAD, which conducts Dulce operations, instigates missions, and handles interdepartmental communications.

Through a complex internal systems network and a vast data storehouse, all information is entered, logged, and sorted, then copied and cross-linked to appropriate departments, personnel files, mission files, or research files. All data is compiled on layered crystal disks, capable of storing more than 900 GB of data each. All OPAD personnel can requisition divisional records in order to plan missions effectively, but individuals requesting information must provide substantial proof and departmental authorization prior to access. All base operations and NDD facilities are monitored on a 24-7 basis, and all structural improvements and maintenance are carefully logged.

Personnel: All information regarding each NDD operative is compiled in a personnel record. Commendations, sanctions, warnings, skills, training, and clearance data is contained in each operative's file, along with information about previous military service, university or college history, and potential security risks. Some divisions provide additional input as they see fit, such as evidence of leadership ability, particularly outstanding abilities, or concerns about fraternizing with non-NDD personnel. All personnel records are available to Directors and DDS personnel with appropriate authorization.

Budget and Planning (B&P): Annual budgets for segments of the NDD are prepared and cleared through B&P. With appropriate clearance, a line item's allocated funding may be exceeded, but this is noted and referenced when preparing budgets for the next fiscal year. In keeping with the NDD's need to be flexible, the B&P strives not to be an obstacle, but an aid. However, the subdivision does not tolerate abuses of funding. Defense contracts are no longer as lucrative as they once were, and there is noticeable competition for mainstream scientific and technological developments.



Chap



ter 6

"Thank you for the excellent debriefing, Gregory," the older man said as he lit his pipe and turned to look out his office "window,"

Commanders' Debriefing

where a beautiful holographic picture scrolled dusty orange plains and canyons across his field of vision. "I'm positive you were correct in relieving Heywood of command."

"O'Connell did remarkably well with it, Doctor McTaggart. Perhaps a promotion is in order," the man in the blue serge suit suggested without a hint of emotion in his voice.

"Of course," the doctor murmured, concentrating on the pictures that drifted by. The man in the suit turned without a sound, leaving the doctor alone with his bodyguard. For a brief moment, Doctor McTaggart wondered whether his late wife Alice would have enjoyed the scene.

"She'd enjoy it just fine now, her, Doc," the bodyguard interrupted in his thick cajun accent. McTaggart started, and turned to stare at his assistant with a bemused smile on his face.

"When was the last time we tested you for psychic talents, Etienne?" he asked, only half-joking.

"Last month. My partner, too." The bodyguard shrugged, his face neutral. "Don' take mind games to remember you always stare out the window when you been t'inking 'bout the wife, her."

"Quietly observant as always, hmm?" Doctor McTaggart crossed to his desk, picking up the sealed file and passing it to the bodyguard. "Tell me what you think of this, old friend."

"Got you an answer from them lizard already, Doc," grunted the man, not bothering to open the file. He'd scanned it earlier, before the meeting. Good job by the woman O'Connell, he'd decided, but a lousy mission to hand to Jim Stafford. He had handpicked Stafford for the

Directorate almost three years ago, and didn't like valuable resources being wasted.

"I need a human opinion, Etienne." The doctor fidgeted with a pencil absent-mindedly.

"You still human, Doc," the bodyguard pointed out.

McTaggart looked up, fatigue in his face. "Am I? I really start to wonder sometimes. Sending young men and women to their deaths . . ."

"Ain't you that been sent them, Doc." The bodyguard threw the mission report onto the desk in disgust. "Boys with toys in BioTech want them a real live Atlantean lab, got to 'spect there a problem or two, yah."

"Continue."

"We shoulda sent us a big team in, do it hard and fast, not sneaky. Ain't Jim Stafford's fault it don' go so well, that." The bodyguard paused, collecting his thoughts. Doctor McTaggart leaned back in his chair, his attention focused on one of his best field operatives.

"Once they was exposed to the lab, that bastard Heywood, he froze up, almost get them all killed. O'Connell, she get the rescue team in just in time. Now we got no lab, no suspect, and half a team in hospital all broke up, and the other half in the dirt. Heywood, he a menace, him." Etienne stopped short, not saying what he thought the right solution was.

The doctor nodded slightly, and the bodyguard knew that solution was approved. Heywood was now officially one of the walking dead.

"Incompetence does not pay," Doctor McTaggart whispered as the bodyguard left the room. The doctor sighed, and then dumped the file into the shredder by his desk. A suitable replacement was already being written for his meeting with the rest of the Directorate tonight.



CHAPTER 6

SECURITY NOTIFICATION

Information contained herein is for individuals with MJ10 clearance and above. Personnel reviewing this material without sufficient clearance will be subject to suspension, dismissal and/or sanction.

Archivist Notes

Clearance: MJ10

Subject: NDD Historical Briefing

The origins of the National Defense Directorate (NDD) can be traced to a clandestine government agency formed during the first year of President Franklin Delano Roosevelt's presidency. In a secret meeting held on a naval vessel off the coast of Newfoundland on July 23, 1933, President Roosevelt met with Winston Churchill and an Italian national known only as "Stein."

At the time, Churchill had recently fallen out of favor with the British government due to his staunch anti-Nazi stance. It was exactly this position that drew Stein to him. The Italian, purportedly a watchmaker, brought him the accusation that the head of the German Nazi Party, Adolf Hitler, belonged to an occult group called the *Thulegesellschaft* or "Secret Doctrine." Furthermore, Stein claimed that Hitler's group was behind the recent attempt on then President-elect Roosevelt's life by the assassin Guiseppe Zingara.

The exact details of the meeting were not recorded, so the evidence Stein provided the two men is unknown. It did prove compelling enough for President Roosevelt to agree to provide U.S. support for an organization to oppose Nazi endeavors in the realm of occult studies. Churchill, lacking the backing of his own government at the time, agreed that Stein's interests would be best served in the U.S. as well.

For years, Stein oversaw experimentation and research into the occult on the behalf of the United States. Throughout the 1930s, the Watch, as Stein's group came to be known, numbered no more than four members at its largest, and often as few as two, or even just Stein himself. Knowledge of the Watch was limited to President Roosevelt and a few key advisors, and the President's subsequent re-elections ensured the small organization remained one of the best kept secrets of that time.

World War II

With the outbreak of WWII, the Watch moved to a more active role in the defense of the United States. The organization also gained considerable influence with the addition of several key military and civilian personnel, bringing its total personnel to thirteen.

The operational guidelines for the Watch were fairly straightforward, but with vast implications. It was to protect the interests of the United States and Britain from any paranormal activities. To that end, the Watch, working in cooperation with the Office of Strategic Services (OSS), established an extensive network of spies to monitor potential threats of a paranormal nature.

At the end of the war, through contacts within the OSS, Watch members interrogated several former Nazi scientists under the auspices of Project PAPERCLIP. While the Watch learned little of Nazi occult practices in these interviews, as most of the Nazi occultists were too fanatical to surrender or negotiate with the Allies in the first place, the group did make startling scientific discoveries -- some of which bordered the edge of science fiction for the time.

Those discoveries led several Watch members to suspect that some Nazi research was guided by intelligences other than human. Stein himself believed the German advances were most likely occult in origin, but the majority of the Watch felt the discoveries were guided by extraterrestrial entities. In short order, the focus of the Watch began to turn from the occult to a potential threat from unknown, but highly advanced, entities.

The Original Thirteen

The original members of the Watch were among some of the most influential members of their respective fields. Their authority and positions helped lay the groundwork for the wide-reaching power enjoyed during the early years of the NDD. The members of that first group were:

Stein: Group leader; purported Italian national and craftsman; personal details unsubstantiated

Louis Howe: Presidential aide; political liaison and financial advisor

General Colin Avery: U.S. Army

Colonel Anthony Wayne Harrison: U.S. Army Air Force

Captain Hadrian Whitfield: U.S. Army [Intelligence]

Archbishop Anthony Verdicelli: Theologist

Archibald Rush: U.S. Senator [New Mexico]

Dr. Karl Novatel: Biologist

Dr. Jonathan Pierce: Medical Doctor/Psychoanalyst

Dr. Anthony Kotil: Anthropologist/Parapsychologist

Dr. Diamond Xopolous: Engineer

Commander Albert R. Wallace [ret.]: CEO of International Business Machines, U.S. Navy [retired]

Stein, displeased with the new course the group was taking, relocated to Britain. General Avery assumed leadership of the Watch upon Stein's departure. Archbishop Verdicelli departed soon afterward, citing the group's focus on secular matters rather than spiritual ones as the end of Church interest.

The VAIL Craft

The basis for many of the Watch members' belief in an extraterrestrial origin for Nazi scientific advances was a strange aircraft designated the VAIL, by the Germans. Interrogation of Nazi scientists enrolled in the OSS's PAPERCLIP program indicated the aircraft had been reverse-engineered from the wreckage of another vehicle the Germans had captured in eastern Poland. The Germans believed it to be an Allied craft of unknown design, but the Watch knew with certainty that was not the case.

The craft was capable of nearly soundless levitation and propulsion and was unlike anything yet designed by either side. [In reality, the VAIL incorporated a form of gravitonics that the NDD is only now beginning to fully understand.] Dr. Xopolous, the group's leading engineer, concluded that it was based on a science far in advance of that of humanity. The NDD to this day has not been able to properly classify the vehicle.

The Post-War Years

In 1946, General Avery suffered a fatal heart attack. His replacement, General Roger Marsden was appointed by President Harry Truman. He was ordered to evaluate the validity of the Watch's claims of extraterrestrial threats to the United States and advise the President on his findings. Memory of the *Gestapo* and similar organizations was fresh in the popular memory and President Truman was rapidly dismantling any organization he felt was unnecessary to the continued security of the country.

The Black Book

General Marsden's initial inquiries into the EBE threat were codenamed Project BLACK BOOK, or, more simply, the Black Book. Later, the Air Force would fund a similar, although far less intensive study known ironically as Project BLUEBOOK. Over the years, the disenfranchised former Watch members who founded the subversive Regis organization came to refer to the NDD as the Black Book, rather than by its official designation. Apparently, Regis operatives continue to use this label to this day, presumably in an attempt to denigrate the Directorate through petty misnomers.

At first, General Marsden was unimpressed with the evidence presented by his subordinates. To the old veteran, an odd, experimental Nazi aircraft seemed scant proof that the United States was threatened by any race of extraterrestrial beings. However, proof soon arrived from an unexpected quarter of the Watch.

First Contact

With the end of WWII, Dr. Karl Novatel realized that his portion of Watch research—psychic phenomena—would need astounding results to remain viable. Thus, he began to push his endeavors into previously untested areas of drug therapy. Dr. Novatel initiated a series of experiments he named Project HIVE shortly after General Marsden assumed leadership of the Watch. He hoped to unite several psychics into a collective consciousness, allowing them to boost each other's abilities by working in tandem.

Project HIVE achieved results even Dr. Novatel never expected. The psychics claimed they made contact with an alien presence.

General Marsden was initially skeptical, but when the psychics were able to accurately predict a number of unexplained sightings of flying objects over the next few days, he agreed to a further psychic contact experiment, codename Operation DOVE.

DOVE

Operation DOVE placed the nine best of Dr. Novatel's psychics together at the White Sands Proving Grounds in New Mexico to attempt a repeat contact on July 4th, 1947. For several days prior, military personnel testing captured V-2 rockets had sighted several unidentified lights in the area. The Proving Grounds' remote location made it a perfect spot to attempt further contact.

General Marsden, after consulting with Colonel Harrison, ordered Dr. Novatel's operation to be conducted under military leadership, and directed that a defensive presence accompany the experiment, as the motives and intent of the alleged alien intelligence had not yet been identified. To that end, Operation DOVE was supplemented by Operation PIGEON SHOOT, under Colonel Harrison's command. He was authorized to take any action necessary to protect the valuable operatives involved in Operation DOVE. Colonel Harrison commandeered a modified V-2 rocket from the Proving Grounds and positioned it near the location of Dr. Novatel's group.

After hours of intense effort stimulated by Dr. Novatel's pharmacological treatments, the psychics succeeded in making contact. Minutes later, an unidentified craft of undoubtedly extraterrestrial design dropped from the clouds and assumed a position over the group. For a short time, nothing seemed to happen. Then, a light fell on one of the psychics and he began to convulse and scream.



CHAPTER 6



AUTOPSY REPORT: Roswell EBE #2

PRESIDING PHYSICIAN: Dr. Michael Caspari

HEIGHT: 39" WEIGHT: 22 lbs.

General Observations: In gross structure, the subject is bipedal in shape, possessing two arms and two legs. The skin is thin and pale blue-gray in color.

The external appearance of the cadaver is humanoid with an overly large cranium. There are traces of vestigial ears, though no known auditory structures could be identified therein. There is evidence of organs resembling both nose and mouth, but both appear to be vestigial as well; no teeth were evidenced and several layers of fine membrane filled the nasal cavities. The eyes are unusually large and almond-shaped. The pupils possess nictating membranes, indicating a capacity to operate in a wider spectrum of light than available to humans.

There are four fingers on each of its hands, the extremes of which appear to be opposable. Present on the fingers are some vestigial webbing perhaps indicating aquatic ancestry.

The subject possesses no toes, although the end of the foot is divided into two separate bones joined by a thick, but flexible membrane.

No sexual organs are apparent.

Procedural Notes: A Y-incision was made on the thorax of the subject. Noxious gases from within the creature forced the examining team to evacuate the room and return in protective breathing apparatus. It is unknown whether the gas was a function of normal biology or decomposition. The internal organs were uniformly pale gray in color and did not resemble normal human counterparts. The corpus was filled with a viscous white-green liquid that was assumed to be blood. Under testing, it was determined that the blood possessed many unknown substances, although a few appeared to replicate chlorophyll-like functions. It is the opinion of the team that there is the distinct possibility that the subject has qualities of both plants and animals and may sustain itself, at least in part, through a form of photosynthesis.

In the face of this unprovoked attack, Colonel Harrison launched the modified rocket. The V-2 struck the craft and exploded. The craft slowly descended east with an erratic flight pattern. Two of the psychics died from cerebral hemorrhages, one was immolated by an unknown source. Of the remaining five, one went catatonic and the rest were thrown into a state of extreme mental shock – only three fully recovered their faculties.

The downed craft was located early the next day near Roswell, NM. The vehicle was largely destroyed and three of the craft's four EBE crew members were dead, either from impact or during the initial attack. However, one EBE survived the crash. The survivor was quickly transported to a secure medical facility for study.

The Watch, assisted by a nearby Air Force contingent, quickly secured the area and began a campaign of disinformation to cover up the crash.

The Split

Dr. Novatel wasted no time in blaming Colonel Harrison for the incident, claiming his actions to be "a knee-jerk, military-conditioned, stimulus-response reaction that subverts the possibility of reason with the implementation of force." Other, less impassioned, members of the Watch stated the cause of psychics' reactions could not be ascribed solely to the extraterrestrial contact; among other possible causes were Dr. Novatel's untested drugs, the level of contact, the difficulty of the prolonged attempt, the volume of information exchanged, and so forth.

General Marsden, and President Truman once apprised of the situation, agreed with Colonel Harrison's decision. This no doubt infuriated the dissenting faction of the Watch, and duplicitous members of that group subverted one of the cargo aircraft carrying the remains of the Roswell crash, seizing it for their own uses.

When the loyal Watch members discovered the treachery, trust between the two factions was lost. The group split. General Marsden, Senator Rush, Dr. Xopolous, Colonel Harrison, Albert Wallace, and Captain Whitfield remained true to the original mission of the Watch – protect the United States. While some of the dissenters filtered back into civilian life and obscurity, a few of the truly troublesome ones went on to manipulate unwitting members of the U.S. government and private sector into one of the largest obstacles to the NDD today, the subversive Aegis organization.

The Directorate

In light of the events at White Sands, General Marsden became convinced that a threat to U.S. security existed from extraterrestrial sources. His conviction swayed President Truman who gave the go-ahead to begin a preliminary assessment of what would be necessary to protect the nation. General Marsden folded this inquiry into his ongoing Project BLACK BOOK.

The remaining members of the Watch had one asset that the dissenters did not: the surviving EBE from the Roswell crash. Over the next four months, loyal Watch psychics struggled to communicate with the EBE.

Eventually, they succeeded in not only reaching the EBE, but also its superiors, determined to originate in a star system some 40 light-years from Earth known as Zeta Reticuli. General Marsden assigned one of his trusted subordinates, Colonel Mark McReedy, as the liaison with the EBEs, soon referred to as Reticulans. After some discussion, Colonel McReedy became convinced that the White Sands incident had been a case of misunderstanding—one that the Reticulans were willing to forgive. Furthermore, the Reticulans proposed an alliance with BLACK BOOK.

The Reticulan Compact

A summary of the key components of the compact is presented. The full text is available on a need-to-know basis.

THE REQUIREMENTS OF PROJECT BLACK BOOK:

1. BLACK BOOK is to assist the Reticulans in the acquisition of subjects for purposes of study and understanding. No intentional harm is to befall those subjects.
2. BLACK BOOK is to assist the Reticulans in endeavors in so far as such assistance does not violate its members' sworn duty to the United States of America or the protocols of the organization.
3. BLACK BOOK is to intervene on behalf of the Reticulans in any encounters with agencies of another government.
4. BLACK BOOK is to assist the Reticulans in study of paranormal events.
5. Without prior consent from the Reticulans, BLACK BOOK is to never experiment on a member of that race.

THE REQUIREMENTS OF THE RETICULANS:

1. The Reticulans are to provide psychic support to any BLACK BOOK missions upon request.
2. The Reticulans are to maintain covert status on Earth and not to interact with any government, agency, or organization other than Project BLACK BOOK.
3. The Reticulans are to maintain communications with BLACK BOOK for the purpose of informing that organization of any internal conflicts or external conflicts that could compromise the security of the agency, the integrity of its mission, or the well-being of the United States of America.
4. The Reticulans must assist BLACK BOOK in advancing its understanding of technology and assist it in developing applications when requested.

[The Compact was revised to substitute National Defense Directorate upon passing of Executive Order #347b, in 1948.]

Colonel McReedy, anxious to cement relations tentatively agreed to the alliance. McReedy's actions were hasty, but rather than risk the appearance of indecisiveness or poor command, General Marsden affirmed to the treaty.

Executive Order #347b

In light of the developments with the Reticulans, President Truman penned Executive Order #347b on February 14, 1948. That order created the National Defense Directorate and provided for its mission and authority. General Marsden assumed command of the NDD, rolling over much of the staff of Project BLACK BOOK and the loyal members of the Watch directly into positions in the Directorate.

Colonel McReedy was reassigned due to his indiscretion in the initial negotiations with the Reticulans. A debilitating illness claimed his life less than one year later.

For much of the next decade, the NDD built its resources and contacts. General Marsden's focus during that period was primarily assessing the potential threat posed by EBEs and what resources were available to counter it, if any. By the mid-1950s, the NDD had identified at least two other alien races involved in terrestrial dealings: the Atlanteans and the Saurians, the latter are further divided into numerous subraces. The Directorate forged favorable relations with one of the Saurian subraces, the Gna-Tall near the end of the decade.

The NDD also expended considerable effort toward determining the activities of the rogue Watch members and the success of their own agency, Aegis.

Aegis

Whereas the NDD operated under Presidential, if clandestine and highly classified, authority, Aegis had instead built a labyrinthine network of cells, blinds and double blinds. It siphoned off valuable government funding to bolster its own coffers and often directly undermined legitimate NDD activities. Unfortunately, due to the necessity of maintaining the integrity of the Directorate's mission, direct and open conflict with Aegis was not possible. Instead, the NDD was forced to remain content merely blocking that group's continued attempts to infiltrate and subvert the U.S. government in pursuit of its misguided goals.

One of the first projects in which NDD operatives forced Aegis' hand was the CIA's MKULTRA mind-control experiment. Initially, operatives merely sabotaged the research or abducted particularly promising subjects. However, as the project progressed, it became obvious that more stringent measures were necessary to prevent Aegis from garnering untold numbers of sleeper agents. Project HEARST enjoyed one of its earliest and greatest successes by exposing the CIA's efforts to both public and Congressional scrutiny, bringing an end to MKULTRA by 1963.

It came too late to prevent a national tragedy.



CHAPTER 6

The Kennedy Assassination

President John F. Kennedy discovered a nest of Aegis infiltrators amidst his own Secret Service bodyguard, during routine monitoring of White House activities. All U.S. presidents technically are aware of the NDD's existence due to their position. Still, since President Truman's term and as a matter of course, the NDD has maintained a low profile with respect to the Executive Office. As a result, President Kennedy was not fully aware of the danger posed by the Aegis operatives.

The President confronted the compromised agents and threatened a full Congressional investigation and exposure of the Aegis organization. In return for his silence, he demanded Aegis operations be subordinated to his direct command. Aegis instead took steps to assassinate the President.

Directorate operatives learned of the situation through a mole in the Aegis organization. Upon authorization from the Twelfth Directorate, the operatives opened a full-disclosure dialogue with President Kennedy apprising him of the dangers posed by Aegis, while impressing upon him the importance of the integrity of the Directorate's mission.

Aegis, however, had already activated a former MKULTRA subject, Lee Harvey Oswald. Oswald was successful in his mission to assassinate the president, although NDD operatives did manage to alert authorities to his identity and whereabouts quickly enough to ensure his capture. This is just one of many examples of Aegis' willingness to resort to extreme measures.

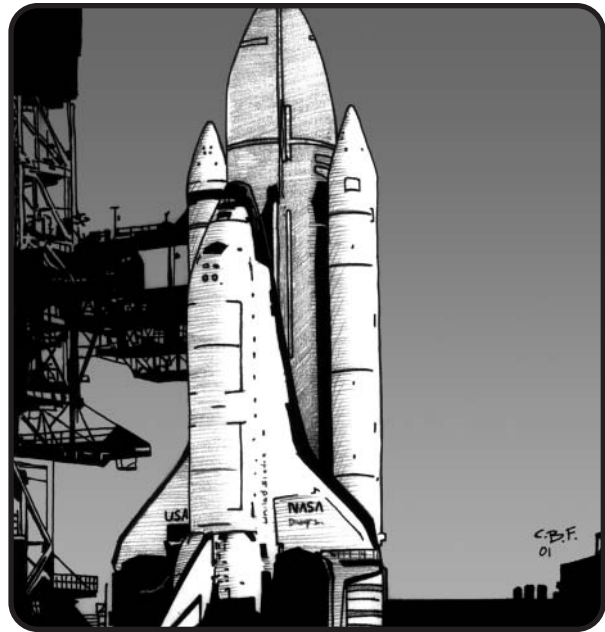
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The Gna-Tall Alliance

In the mid-1960s, the NDD's relations with the Gna-Tall progressed to a full-fledged alliance. Unlike the Reticular Compact, the agreement with the Gna-Tall was not formalized in writing, nor was it nearly as restrictive. In return for assistance in preventing the U.S. space program from uncovering Gna-Tall activities, the EBEs agreed to provide the NDD with advanced technology.

Although the Gna-Tall supplied only finished products—the TD-121 is the foremost of such material assistance—the NDD's research divisions reasoned they could reverse-engineer any devices given time, providing a substantial advantage to the organization. And actual physical devices were far more than the paltry assistance the Reticulans had provided over nearly two decades of "assistance."

The NDD's primary duty was to provide launch and trajectory plots to the Gna-Tall. On several missions, the flight plans posed a substantial risk of exposing Gna-Tall assets, and thus the existence of EBEs to the populace as a whole. That exposure would in turn jeopardize the integrity of the Directorate. During the 1960s, indirect methods such as altering flight or weather data, tampering with supply channels, or even infecting crewmembers with mild infirmities, served to sufficiently alter missions to protect both the Gna-Tall and the NDD.



The Space Shuttle

The Space Shuttle program posed a different problem. The Gna-Tall, and consequently the NDD, were understandably threatened by the frequency with which the Shuttle could be launched. In order to accommodate the accelerated frequency of Shuttle trips, the Gna-Tall requested the NDD temporarily halt the program while they readjusted their own long-term activities.

Unfortunately, a successful media campaign by NASA fueled American backing for the Shuttle program. After IA carefully analyzed statistical and sociological data and determined only a shocking and catastrophic event would be able to curb public support for the program.

As a result, the Directorate assisted a group of morphed Saurians in infiltrating Cape Canaveral, Florida in late January 1986. Once inside, the Saurians sabotaged the Challenger booster rockets, causing them to detonate shortly after launch on January 28, 1986. The catastrophe cost the lives of seven American astronauts, but preserved the integrity of the Directorate's mission.

War Footing

The NDD's mission in recent years has been guided by subtle cues garnered from its Gna-Tall allies. Researchers have noted that the EBEs are more forthcoming with advances and, on occasion, have even assisted technicians in understanding some of the underlying, albeit basic, theories of their technology. Furthermore, an increase of UFO and EBE encounters, combined with an increased general sense of uneasiness among Gna-Tall assigned to NDD operations has led Project BRESTPLATE to postulate a potential future conflict is nearing.

To that end, the Directorate is slowly redirecting its efforts from Reticular and Atlantean activities toward a preparation for the most feared of all NDD scenarios— invasion.



Archivist Notes

Clearance: MJ10

Subject: The Twelfth Directorate

Division Pseudonym: D12; Central Command

Many within the NDD are aware that the base commander of Dulce is one of the seven members of Central Command. The other co-leaders are not as well known. Part of the reason for this secrecy is the size of the NDD, which involves to one degree or another over 25,000 agents. More importantly, however, in the strictly compartmentalized organization, the identity of the Central Command is not something that the average field agent has a “need to know.” In general, field agents need only know their immediate superiors and occasionally the next higher link in the chain of command. Persistent inquiry into unauthorized intelligence by any given agent is noted and referred to DDS.

The nearby chart details the seven leaders of the NDD, the year they joined the Twelfth Directorate, their former Division affiliation, and the MJ rating at which the average field agent is authorized to learn their identities.

Brigadier General Gordon Tremain (1976)	Division 4	MJ4
Dr. Robert S. McTaggart (1981)	Division 2	MJ6
Alexandra Marsden (1976)	Division 1	MJ8
Colonel Magnus Von Dreisen (1968)	Division 3	MJ8
Dr. Katarina Rush (1974)	Division 7	MJ9
Major General Orin Davenport (1960)	Division 10	MJ9
Dr. Stavros Micheletes (1979)	Division 8	MJ10

Archivist Notes

Clearance: MJ10

Subject: The Vault

(Video & Audio Unit with Life sign Transmitter)

Oversight: Dr. Stavros Micheletes

Date: 1984, March 24

The members of the Twelfth Directorate, while often geographically separate, are nevertheless in constant communication. IA maintains a secure portion of HYDRA that is available only to members of Central Command, referred to by the few operatives aware of its existence as “the Vault.” The Vault serves two primary functions: communication and life-sign monitoring. This apparatus serves significant security and safety functions.

Each member of the Twelfth Directorate is surgically outfitted with fourteen Vault implants that have been engineered to register their host’s unique DNA. No larger than 1mm, these implants are inserted into the subject’s throat, ear, eye, chest and each of their ten fingers. The only visible sign of the Vault implant is a connector module roughly 2mm across just behind the ear. This is the connection point for the portable headset modules to which the member has access.

These implants allow instant communication between members of the Central Command with the lowest possible risk of interception or interference. These communications can bypass the HYDRA network altogether, although a secure zone of HYDRA is maintained to allow remote access to Central Command members.

The implants also send a transmission to the MJ11 attachés should the member’s life signs register outside specified parameters. In the event of physical danger or extreme psychological stress, DDS Omega personnel can be dispatched assess and rectify the situation.

Archivist Notes

Clearance: MJ10

Subject: The MJ11 Attachés

Shortly after the founding of the NDD and the appointment of the original 17-member leadership body, the Twelfth Directorate authorized small staffs of attachés to assist each member in his respective duties. The attachés are drawn from various divisions and granted special elevated MJ clearances. They are the only personnel allowed into the secured areas of the Command level of Dulce, aside from the DDS Omega personnel.



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At the time of its creation back in 1954, the attaché program contained 36 handpicked agents. Today, while the Central Command is smaller, the attaché corps is larger, numbering 51 in all.

Attachés oversee special projects that are deemed too sensitive to administer through the regular divisional structure. In particular, the attachés are the chief intermediaries with the various EBE races allied with the Directorate. Prior to the creation of the attachés, the Twelfth Directorate itself handled all EBE interactions.

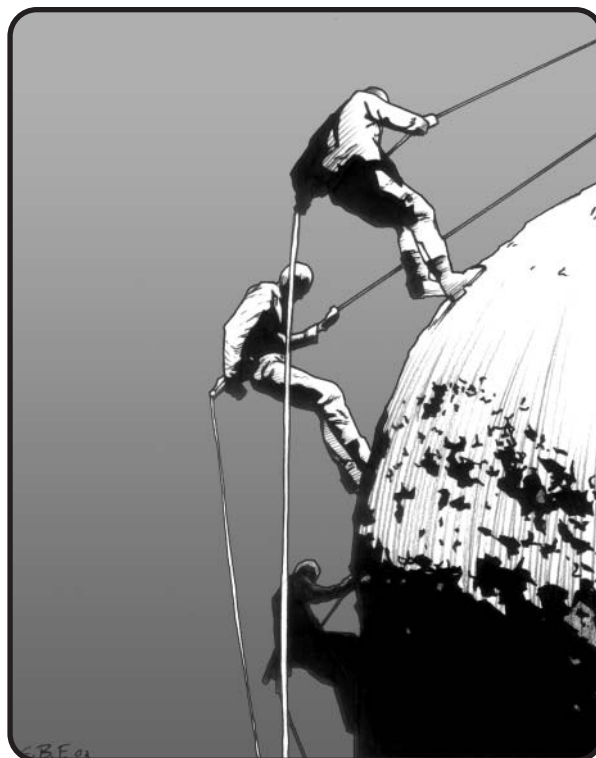
The attachés are the “public faces” of the Twelfth Directorate, the people that the average operative may see or speak with. They are afforded an MJ11+ rating which puts them just above the other MJ11 operatives in rank. The attachés travel frequently at the behest of the Central Command.

Attachés are not merely lackeys; indeed, they are quite the opposite. They represent some of the brightest minds in the Directorate’s pool of personnel. As “public” figures, the attachés are further charged with being seen by the middle and upper leadership, to convey the impression that the Twelfth Directorate is physically present and aware of all aspects of Directorate operations, and working along side the rank and file. General Marsden believed that soldiers are more motivated when they know that their leaders toil as they do toward their mutual objectives. The attachés are the bridges between maintaining a secured leadership and fulfilling this sentiment.

Each member of Central Command also appoints an attaché to act as a personal aide. This pairing serves two purposes. First, it provides the leaders of the NDD with a personal assistant and confidant, someone who helps manage the multitude of details that must be mastered on a daily basis. Second, it allows the Central Command to groom a successor to step into a command position should the need arise. Although all personal attachés must be approved of by the rest of the Directors, by the time the appointment is proposed, this approval is usually a mere formality. Such attachés are not nominated unless they have spent years with the nominating leader and are well known to all the other members of the Central Committee.

At present, two of the current Central Command (Dr. McTaggart and Colonel Von Dreisen) have secured the appointment of two personal attachés each. It is possible that, upon their retirement, all four attachés will be elevated and the Twelfth Directorate will grow in number. Alternatively, one of the two will take his commander’s place and the other will remain in his position, or be reassigned.

In spite of present circumstances, in general, the Central Command is not in favor of dual personal attachés appointments. Although the likelihood is remote, some kind of conflict could arise between the two relatively equal ranked attachés. This would present grave security and operational difficulties.



Archivist Notes

Clearance: MJ10

Subject: D4 Omega, Shadow Corps

Assuring the safety of the Central Command is a special detachment of DDS operatives. This detail, codenamed D4 Omega, is drawn from all subdivisions within DDS. This detail is afforded a MJ11 clearance and monitors all activities of the Central Command and their attachés.

In addition to attending to the personal security of the members of the Twelfth Directorate, D4 Omega watches the leaders carefully, to ensure that the integrity of the Directorate is not endangered from above. Out of respect due the members of Central Command, the operatives endeavor to remain discreet in this aspect of their mission, employing a variety of covert surveillance methods up to and including security drones.

Due to the nature of the liaisons that the Twelfth Directorate maintains with EBE ambassadors, D4 Omega has the further mission of ensuring that these entities pose no threat to the Directorate’s leadership. This is no small task given the amount of interaction that the Twelfth Directorate has with EBEs and the unusual aspects of the entities culture, biology, and technological advancements.

D4 Omega operatives are present wherever Central Command or its attachés go, but the detachment also maintains a permanent security monitoring station on SubLevel 6 at Dulce. The leaders and attachés are constantly surveilled from this station, and all travel plans

are cleared through this area prior to embarkation. D4 Omega operatives either check destinations ahead of time themselves, or, more rarely, use field operatives for intelligence gathering and securing a destination.

The Conveyances subdivision of R&D arranges modes of travel for the Directors. Central Command has access to eight special helicopters, twenty-four cars, and three planes. The Twelfth Directorate's mobile command ship Sanctuary represents the current pinnacle of the Conveyances Lab's engineering and design achievements. Sanctuary can seat forty operatives comfortably, is outfitted with the electronic equipment that Central Command needs in the event that mobile command becomes necessary, and is fully submersible. Additionally, Sanctuary contains full gravitronic lift, and an adaptive fuselage that renders it completely invisible to the entire electromagnetic spectrum.

Archivist Notes

Clearance: MJ10

Subject: U.S. Presidential Involvement

The NDD places a priority on the protection of the President of the United States. Still, most Presidents remain entirely unaware of the NDD's existence. Due to the volatile nature of the office and the relatively short terms served, the Directorate has deemed it an unnecessary risk to grant full clearance to the Chief Executive under normal circumstances. Only when a situation arises that requires Presidential knowledge—and when Central Command determines that such knowledge would not be counter to the interests of the country or the NDD—is a President informed of the existence and mission of the Directorate. In the past four decades, only Presidents Kennedy, Johnson, Reagan, and Clinton were made aware of Executive Order #347b.

Nonetheless, in order to be able to protect the President from both extra-terrestrial and terrestrial threats (such as Aegis), the NDD has placed a number of operatives in key positions in the security staff with reasonable access to the President. The NDD has noted a steady influx of Aegis agents in the U.S. Secret Service, and the Directorate has monitored these agents using their position to issue orders under the guise of the President. In keeping with Protocol 43, no direct action is taken; rather information is documented and passed along for further review and analysis. The handful of NDD operatives within the U.S. Secret Service are prepared to die in service of the Directorate and their country. However, should the President be determined to pose an unacceptable risk to the country or the integrity of the NDD, these agents authorized to neutralize that security risk.

Archivist Notes

Clearance: MJ10

Subject: Directorate Protocol 43

Without a doubt, Aegis is poorly organized, undisciplined, and rife with significant security risks. Despite these factors, it has proven resilient and, at times, dangerously effective. Its agents appear dedicated and knowledgeable, particularly in matters of psychic and supernatural nature. Some of Aegis' competence may be attributed to its access to unknown technology; the HERMES system is the primary example.

While Aegis has shown some competence, it is beyond doubt that a concentrated Directorate program to eliminate Aegis would be largely successful. Aegis agents simply do not have the training or resources to withstand such an offensive. The Twelfth Directorate has ordered that any direct Aegis threat to the NDD or its integrity is to be neutralized immediately—and with extreme prejudice. Further, to maintain morale and effectiveness among lower MJ clearance agents, Aegis must be portrayed at all times as a misguided, and dangerous enemy.

Still, sustained, open warfare between the two organizations does not serve the Directorate, the country or mankind as a whole. Independent efforts against Aegis are strictly forbidden, and any mission that may involve Aegis opposition must be reviewed and sanctioned by the highest levels of IA and Operations. Rules of engagement will be tailored for each such mission.

Moreover, Central Command has ordered that contingencies must be prepared to minimize divisions among humans in the near future. Any future conflict requires no less if a concentrated EBE menace is to be vanquished. Aegis and other groups possess valuable resources and personnel that could be effectively employed in the defense of our nation. The Directorate must be prepared to suborn, manipulate and, if security issues can be resolved satisfactorily—and no other course is feasible—even ally with other organizations that have proven effective in the past.

As a result, Central Command has issued Protocol 43 to all upper echelon operatives. In summary, the protocol provides:

"Under no circumstances are authorized National Defense Directorate agents to interfere with Aegis operatives' activities under the following conditions:

1. The opposing agent is on active duty as a member of the U.S. Secret Service;
2. The opposing agent is within the boundaries of Aegis-controlled areas of the Nellis Bombing and Gunnery Range, also known as Area 51; or
3. The opposing agent is in the physical presence of the President, Prime Minister, or other Head of State of any recognized nation."



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The Twelfth Directorate has made tentative contacts with their counterparts in Aegis Prime in an effort to create a reciprocal protocol. No Directorate operative should rely on such understanding, however, as the lack of any meaningful command structure in that organization renders any such directive of minimal effectiveness. Again, direct action against Directorate assets or interests must be countered by all means consistent with security protocols.

Archivist Notes

Clearance: MJ10

Subject: EBE Relations

EI efforts indicate that Aegis believes that the members of the “Black Book” are traitors to the human race, and that the Directorate has become pawns of the EBEs. While clearly false, this impression has been carefully nurtured as disinformation to conceal the Directorate’s true capacities. Currently, it serves the Directorate’s purposes well to be seen as subservient to the EBE visitors.

Central Command has successfully brokered a number of treaties with both the Reticulans and the Gna-Tall, and is seeking opportunities for alliances with the so-called “Atlanteans.” These treaties make the Directorate stronger by providing otherwise unavailable technological and psychic knowledge.

The Reticulans

Throughout the Directorate’s initial liaison with the Reticulans, one fact concerned the Twelfth Directorate. The Reticulans seemed to be interested in unlocking the secrets of human beings in an effort to control us. The pact was full of undesirable compromises, the most glaring being that the EBE representatives did not speak for a unified Reticulan presence. This was an interesting realization, considering that over the next several years all intelligence about the Reticulans indicated two constants. They were from very far away, even on astronomical scales, and they had come here in search of something that they seemed to find distasteful or even frightening on some level.

It appears clear that the Reticulans have been deliberately misleading the Directorate in a number of highly significant matters since the beginning.

Human Hybrids

In an effort to improve Directorate psychic capacities, Central Command agreed to aid the Reticulans in the joint human-hybrid program. Unfortunately, when the first metahumans were successfully created at Dulce, they proved to favor predominately their EBE ancestry.

Area 51

The NDD is well aware that the at least one of the central locations for Aegis operations is the Groom Dry Lake Research Facility (GDL)—known to the general public as Area 51. While the Directorate likely possesses the wherewithal and firepower to eliminate the base and thus severely hamper, if not cripple, the organization, Central Command has deemed the risks to such an operation to be greater than the potential rewards.

Area 51 has drawn a significant, if fringe, portion of the U.S. population’s attention in the past decade or so, and any military action against the facility would generate far too many questions in the media. It is estimated that Aegis would have only a 6% chance of resisting the scrutiny of such investigations for longer than one year. The chance of exposure continues to increase over time rather than decrease, due largely to the Freedom of Information Act. As a result, Aegis’ public disclosure would be a virtual certainty within five years of the initial assault.

Furthermore, eventual public exposure of the existence of Aegis has a 92% chance of immediately compromising the integrity of the Directorate, and, similarly, this chance increases rather than decreases with the passing of time. Forecasting indicates that such a flurry of activity could exceed the current capabilities of Project HEARST. Even if IA was able to reroute resources to assist in the operation, impairment of other NDD operations would be unavoidable. Current projections indicate that the NDD would face a dangerous security breach at least three to five years prior to completion of all mid-term goals.

As such, assault on Area 51 has been deemed an unacceptable course of activity at present. Moreover, the continued presence of GDL allows the Directorate to maintain surveillance on many less covert Aegis operations, as well as monitor the organization’s financial status by tracking the flow of funds to and through the base.

IA has determined that there is an 84% likelihood that Aegis is aware of Dulce and at least some of its functions on the behalf of the Directorate. It has likewise determined a 66% probability that Aegis has performed the analysis explained previously and concluded that a hands-off policy toward Dulce is warranted. There is a 27% chance that Aegis leadership believes the organization lacks the military capacity to mount a successful assault against Dulce. Given current estimates of Aegis capabilities, AI estimates such an assault has only a 21% chance of actual success.

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THE HAND UNSEEN

For those metahumans permanently assigned to the Directorate, psychological conditioning appears to have eliminated much of this security risk. Additionally, with the knowledge gained from the metahuman experiments, modifications were made to the Sentinel implants to allow scanning of an agent's genetic makeup.

Still, those metahumans who remain with the Reticulans must be assumed to be hostile to the Directorate. They are to be monitored at all times, and barred from sensitive Directorate facilities. It is also suspected that the Reticulans are using metahumans to infiltrate the Directorate. Regular DDS security sweeps are scheduled to detect and neutralize any suspected replacements. None have yet been found, but the metahumans' ability to replicate human appearance cannot be discounted. Naturally, this has caused tension between the Directorate and the Reticulans. Thus far, in an effort to continue the supply of metahumans for Directorate assignment, this delicate, but high-risk, balance has been allowed to continue.

Base Ships

Based on reports by the few Directorate scientists that have been transported to what the Reticulans refer to as the Pacific Base Ship, that Reticulan base is as large or larger than their assigned quarters at Dulce and is located underwater rather than underground. The Directorate has been unable thus far to discover the exact location of this base, although it has been reliably reported that it is somewhere off the coast of Costa Rica. Remarkable efforts by EI agents placed among these few scientists indicate that the EBEs have established smaller bases throughout the Caribbean and mid-Eastern Pacific. The information recovered indicated that further hybrid experiments were taking place in these remote locations.

The Blues

One of the crowning achievements of Shadow Corps is the retrieval of two live specimens of the hybrid dolphin-Reticulans, labeled the "Blues," from an underwater base deep in the Atlantic Ocean region commonly known as the Bermuda Triangle. These Blues were examined by the best minds of SRD. Tanks were created for long-term storage, but the Blues quickly died in captivity, most likely due to lack of human understanding of their metabolism. Very little was determined about the origin or purpose of the Blues, and the entire project was classified MJ9. Operatives are still being tasked to obtain new information on the Blues, but nothing more has been recovered.

Ongoing Relations

In sum, relations with the Reticulans have long been strained, and there is concern that the Reticulans may seek new sponsorship among other countries or even Aegis should the opportunity present itself. IA and EI

have been instructed to instigate special monitoring programs to monitor this situation.

The Directorate also suspects that the Reticulans have begun to insinuate their metahumans into the general population, perhaps as a fifth column for use when they feel it is time to strike. While the Reticulans seem to loathe violence, metahumans have not shown the same reluctance. In fact, many have demonstrated considerable proficiency at it. The problem of dealing with rogue or Reticulan-loyal metahumans is currently under investigation and review.

Until something definite can be determined about the Reticulans' true motives and intentions, the Directorate intends to maintain the current treaties in order to facilitate further study of the race.

The Gna-Tall

Since establishing a dialogue with the Gna-Tall, the Directorate has profited greatly. Unlike the alliance with the Reticulans, the Gna-Tall compact was entirely consistent with the Directorate's contingency preparations. By granting the Gna-Tall safe haven, the Directorate could better monitor their activities. Further, the technological advances flowing directly from, or inspired by, Gna-Tall devices and assistance have been significant.

The Gna-Tall have insisted on certain joint maintenance programs, and have not been as forthcoming with actual practical instruction as might be hoped. Still, recent years have shown an enhanced willingness to share knowledge, or at least, lessened concern over secrecy. Whether this is a result of growing trust on the part of the Gna-Tall for the Directorate, or a restructuring of priorities due to other, unrevealed concerns by the Gna-Tall, is not clear.

All in all, the Directorate has begun to wean itself from significant reliance on Gna-Tall scientific expertise in many areas. Nonetheless, current dependence for technical support is heavy; further progress in this area is highly desirable.

The technological benefits of the Gna-Tall alliance are readily apparent. From the TD-121 to the Black Manta to the MiB Program to countless more minor items, the Gna-Tall technology has been incorporated in numerous ways. In theoretical matters, where the Gna-Tall are much less reticent about information exchange, vast advances have been already realized.

The MiB Program

The MiB Program started as a way to teach Gna-Tall how to interact among humans, as well as to acclimatize humans to the working with the Gna-Tall. The race's "body-morphing" technology, which allows Gna-Tall to take on the appearance of humans, has proven most controversial. At present, it is relatively simple for any DDS or SRD operative familiar with the Gna-Tall to identify a MiB. Less experienced operatives, however,



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may not initially note the deception. Also, there is a concern that the Gna-Tall are far better at cloaking their transformed operatives than they may have revealed. It is entirely possible that Gna-Tall infiltration of the Directorate has occurred, or is occurring to some degree. DDS continues to work on measures to ensure that no transformed Gna-Tall prove a threat to security.

Security concerns should not completely overshadow the great value that strategically placed MiBs can provide. The Gna-Tall have offered a number of their kind, after transformation, for service in the Directorate. Because of their specializations and knowledge of Saurian races, these agents are usually placed by IE where they can best keep a watchful eye for signs of hostile Saurian activities. While there are limits to this process, it has helped the Directorate on more than one occasion.

One major area of concern is the Gna-Tall MiB teams. In many ways, hybrid MiB squads are limited in performance capacities when compared to full Gna-Tall teams. Given the greater capacities, particular in combat, of full Gna-Tall teams, Central Command has authorized their creation and use. DDS has dedicated special agents to monitor these teams, but full accountability cannot be completely assured. These teams have been called upon to handle special IA, EI or DDS assignments. In all cases, the Gna-Tall have proven extremely cooperative and effective on these assignments.

Croll First Contact

The full Gna-Tall teams proved invaluable during the initial contact with a hostile Saurian race, the Croll. A Project RAT TRAP report revealed alarming EBE activity in a desolate portion of the Middle East in 1988. A DDS E&C team was dispatched and encountered a previously unidentified EBE force at a small encampment. The Gna-Tall were consulted and insisted on the inclusion of a full Gna-Tall MiB complement. With this added firepower, the Directorate forces triumphed over the EBEs, although heavy casualties were suffered, including the entire Gna-Tall team.

The Gna-Tall representatives later informed Central Command that the Directorate had uncovered a hereditary enemy here on Earth. They explained that the Croll and their slaves were a degenerate Saurian race bent on conquest and the Croll hideously mutated their bodies to enhance their combat abilities. The defeated Croll were most likely scouts of a larger force. The Gna-Tall explained that the Croll were, for all intents, a form of galactic scavenger that would destroy all life on Earth and consume its resources before moving on, much the way they had done to the Gna-Tall world.

The next instance took place in 1990. A single Croll operative, most likely an assassin, was discovered attempting to infiltrate the White House security perimeter. Directorate operatives on security detail were aware of the unique threat presented and were able to lure the assassin to a remote Maryland location. There, a joint



DDS/Gna-Tall team attempted to capture the EBE. This proved unsuccessful as the Croll carried advanced heavy weaponry of unknown design. In the end, the Croll was destroyed and IA was hard pressed to keep the event out of the media. The death toll among operatives reached eight.

Another encounter, in 1994, involved a private sector research facility staffed completely by Directorate personnel. One Croll and two unidentified Saurians were discovered in the facility after midnight. Reports from the fire team suggest that the two unidentified Saurians were subordinate to the Croll. DDS forces killed both subordinates and wounded the Croll before it fled in an unknown manner. The facility suffered major damage; 12 technicians were lost and the facility's primary project was set back seven months. Further, five Groundskeepers were killed and three were wounded. The bodies of both subordinates were recovered and delivered to SRD consistent with recovery protocols. Through a yet-unidentified highly incendiary device, however, both bodies were destroyed shortly before a full-scale examination could commence.

At present, the Croll must be considered hostile and very dangerous.

The Atlanteans

By Central Command directive, all knowledge of the Atlanteans is strictly compartmentalized to MJ10 and above. Although the Watch did conduct some research into the race during its tenure, only a handful of Directorate agents remain of those who worked with the Atlanteans. These agents have been fully debriefed and their reports form the basis of Central Command's knowledge about the elusive aliens. These are occasionally supplemented by agent encounters, and contact between the Central Command and persons with unverified claims to Atlantean heritage.

Claiming to be immortals living among mankind who only wanted to be left alone, the Atlanteans offered their technology to the Watch, in exchange for protection of the secret of their existence. With no apparent downside to the deal, the Watch accepted. No conclusive proof could be found that the Atlanteans were anything other than what they said. What the Central Command knows of these beings is gleaned from vague anthropological accounts and the early research of Dr. Xopolous and the rest of the Watch. Since the dissolution of the Watch, the former Atlantean allies have disappeared, although IA suspects Atlantean involvement with Aegis, perhaps stemming from the break-up.

In sum, the Atlanteans appear to possess great strength, extreme long life, and technology ages ahead of humans. They have blended into the various levels of society, striving to appear human. They appear to have space-faring capabilities and therefore may not be from Earth. It is not clear how Atlantean technology compares to that of the Gna-Tall. IA has no evidence that they meet in large numbers, nor do they have an obvious hierarchy. Their claims to immortality have been called to question, but no Atlantean corpse has been seized by the NDD even in situations where suspected Atlantean operatives have been neutralized.

Further, the Atlanteans actively dislike for the Greys. It is known that an Atlantean was present observing the PIGEON SHOOT operation back in 1947. The Atlantean, reportedly named Dorah'ns, observed the fateful exchange that would come to split the Watch. It is the belief of the Directorate that the Atlanteans did not want to see the Watch organization set up a dialogue with the Reticulans, and perhaps even aggravated the hostilities between the two growing factions in the Watch.

In the years since the Watch, the Directorate has observed few suspected Atlanteans. Reports of suspected Atlantean presence or activities are to be immediately forwarded to Central Command. From that point, attachés and D4 Omega will assign specialized teams for long-range observation.

In late 1998, a messenger appeared on the Dulce perimeter claiming to be from the U.S. Army's Foreign Technologies Division. The soldier sought to give his message to the "Black Book." It turned out to be a mis-sive from a group of outcast Atlanteans seeking an alliance with the Directorate. Based on the tone and phrasing in the letter, Central Command has determined that these self-labeled "Forgotten" must have had some contact with Aegis. Given the Aegis connection, and the security concerns of developing a third EBE treaty, Central Command issued a vague reply that the "Black Book" would consider the offer as long as "a show of good faith was granted." A D4 Omega team has been tasked with following the soldier to his contacts, and has maintained extended surveillance on him. To date, the soldier has managed to avoid leading the NDD back to the Forgotten, and contingency plans are being drafted for escalating the encounter.

Archivist Notes

Clearance: MJ10

Subject: The Coming Conflict

On a daily basis, Central Command oversees preparations for the continued survival of the human race. While the majority of the Directorate believes it is preparing for conflict, Central Command alone knows that the war has likely already begun and is being fought in the streets and halls of our nation.

The full scope of the EBE activities is carefully delegated to Central Command and the higher MJ clearances. Central Command issues orders and intercedes on particular missions that have a high probability of direct contact with EBEs. These efforts are almost entirely intended to keep the true extent of EBE activity hidden, sometimes even from Directorate operatives.

Analysis of EBE activity trends indicates that the EBE presence and hostility has been escalating over the past sixteen years. This increase cannot be explained simply by noting the Directorate's improved detection capabilities and vigilance. Clearly, the EBEs are preparing for some event, and that the timing of that event is approaching at an increasing pace. Central Command believes that the NDD's conspiracy of silence will soon be shattered, and that it will be unable to conceal the conflict from the general public.

These signs have compelled Central Command to step up its mission to guarantee mankind's survival. Experimentation that would have proceeded at a more guarded pace in previous decades is now being pushed at a faster, and potentially more dangerous, rate. Technological advancements and munitions stockpiling have become a matter of course over the last five years, and continued growth in these areas has been ordered.

Taking into account the impending conflict, Central Command has prioritized several programs designed to prepare mankind for the coming conflict. These protocols are managed by various divisions without specific knowledge of the intent of the mission itself.



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THE BLACK BOOK SOURCEBOOK

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Archivist Notes

Clearance: MJ10

Subject: The Invasion Protocols

The following four protocols have been issued by Central Command to MJ10 clearance operatives and above in the appropriate divisions.

- 1. Biological Research Protocol:** SRD will work to develop methods to augment the human biological system. Such methods will include but not be limited to: the development of improved technology related to the human immune system; the development of products to augment human biology/physiology; the development of chemical weaponry that can be resisted by a prepared society; the development of biotoxins that do not affect the human biology; and the improvement of biochemical weaponry. Project DOG TAG shall step up its acquisition of proper applicants and initiate penetration into fertility clinics for the purposes of improving the genetic breeding stock of humanity.
- 2. Armament and Munitions Protocol:** R&D and SRD shall be responsible for developing advanced weaponry and equipment of both defensive and offensive natures. All technological avenues must be developed with an emphasis on the widest possible range of technology. No plausible route of experimentation is to be ignored.
- 3. Orbital Preparation Protocol:** Funds shall be diverted to Ops for the continued preparation of the International Space Station as a wartime base of operations. Ops shall have the full cooperation of EI and DDS in this effort. Ops shall intervene with NASA should any of that agency's projects threaten the security of these bases.
- 4. Monitoring and Surveillance Protocol:** Ops shall maintain an advanced listening posture for any signs of an approaching EBE force, whether previously detected or heretofore unknown, or of communication with their terrestrial bound advanced scouts. Ops shall also ensure regular tests of the NDD communications network.

Archivist Notes

Clearance: MJ10

Subject: Secret Projects

Central Command maintains several special projects run by the attachés and a few top-level scientists. Most of these projects are classified MJ10 and higher, and are kept isolated from the rest of the Directorate. Work on these projects is typically done with maximum compartmentalization for security purposes.

Archivist Notes

Subject: Project DOG TAG

Clearance: MJ10

The accelerated evolution of humanity is the ultimate goal of Project DOG TAG. Using access to medical databases across the country, and the control of several pharmaceutical companies, SRD gathers the project's primary data. All blood samples for this project are ultimately routed to Dulce for processing and cataloging. Genetic samples are broken down and examined for specific genetic traits that may prove beneficial to breed selectively or even enhance.

Additionally, this data allows the Directorate to perform controlled experiments with the general population from time to time. The goals of these tests are to introduce exceptional genetic material into an appropriate population, advancing the eugenics goals of the first Invasion Protocol. One of the first field tests in DOG TAG's history was the introduction of aquatic appendages in newborn babies by splicing eugenic compounds in a thalidomide reagent. Seven thousand malformed births were recorded in the remote European testing sites.

Another program is attempting to determine if certain populations can be programmed for service on behalf of the Directorate in the event of a sudden catastrophe. By introducing certain chemical agents into an area, the Directorate makes those in the area highly susceptible to imprinting. With an activation command delivered by ELF signals, the Directorate may benefit from a sudden influx of manpower resources. So far, this technique works on a temporary basis only, the chemicals are removed by the body's natural defenses within 36 hours; a slight headache, fever and nausea are the only remnants. Furthermore, the capabilities as such influenced subjects are only slightly higher than those of an automaton; personal initiative and higher cognitive abilities are rendered virtually inoperative.

Archivist Notes

Clearance: MJ10

Subject: Project NEBULAE

In the late 1970s, members of P&P discovered several NDD operatives that registered unusual psychic signatures. The operatives' psychic resonance possessed an unusual dissonance, almost a psychic "echo." The researchers proceeded with extreme caution, as any psychic anomaly poses the potential of a dire threat to Directorate integrity.

Further detailed, but covert, surveillance and study over the next five years determined that the source of the echo was none other than the operatives' Sentinel

implant. Worse, the implant had somehow been altered to function as a psychic transmitter/receiver. Only one group possessed the wherewithal and knowledge to produce such a device—the Reticulans.

P&P presented its findings to the Twelfth Directorate after ensuring that none of them were in possession of the altered implants. It was decided that confronting the Reticulans might touch off a conflict between the NDD and the EBEs, one that the NDD was not yet likely to win. Removing or altering the implants ran the risk of exposing their knowledge to the EBEs, with unforeseeable results.

Finally, the group tasked P&P with identifying all “tagged” NDD operatives and performing regular sweeps to control further infiltrations. The Twelfth Directorate carefully reshuffled assignments to remove the compromised agents from positions of responsibility and authority. DDS was then assigned to monitor the agents and prevent any threat to the Directorate.

These events generated considerable concern that the Reticulans might intend to turn their mental powers on the Directorate itself, usurping its leadership and thus eliminating this country’s best defense against just such a threat. The Twelfth Directorate sought additional means to defend against its “allies,” as well as to watch the integrity of the NDD’s own men.

RAT TRAP had long reported an active psychic program in the former Soviet Union. Central Command ordered a strict distance from these operatives until reliable information could be gathered on their capacities. Two joint NDD/Reticulan fact-finding missions were eliminated by Soviet defensive measures.

Shortly thereafter, in an unusual request, the Reticulans sought cessation of efforts against the Soviet program. With little psychic capacity on par with the Reticulans, the Directorate could do little but comply with the EBEs recommendation. Despite the severely restricted monitoring, a RAT TRAP operative was approached by an intermediary during the unraveling of the communist regime. Through no small amount of daring—and a little luck—IA and DDS were able to secure the services of two highly knowledgeable scientists—one a psychotronic specialist and the other a parapsychologist.

In conjunction with the leading minds of P&P, the Russian scientists were set the task of combating Reticulan infiltration. They proved enthusiastic and single-minded in this goal. (P&P psychological researchers attribute this to deep mental conditioning.)

As a result of their efforts, the Directorate began funding the creation of a special facility located in a secured area of SubLevel 6 at Dulce. This project was code-named NEBULAE. Soundproof and devoid of any features, this room was positioned deep into the mountains. The entire area is called the Quiet Chamber.

The Directorate’s technicians created a 20 meter by 20 meter “psychic accumulator” that would be stored under the floor. It was designed based on research obtained during the brief détente that existed between the Watch and the Russians during WWII, combined

with the work of the recent-émigré scientists. Storing a vast amount of pure psychic energy, this accumulator creates a zone of null psychic activity directly above it. In effect, it renders any personnel in the Quiet Chamber invisible to any sort of psychic viewing or detection.

The only drawback is the vast power reserve required at present to operate the accumulator. The drain on Dulce’s generating facilities is too severe to allow the Quiet Chamber to remain operational at all times. Use of the Quiet Chamber must be coordinated through Central Command to ensure the integrity of the rest of the facility is not compromised by the resulting reduction in power availability due to the accumulator’s drain.

Archivist Notes

Clearance: MJ10

Subject: Project THINKTANK

In order to access potential mental talent possessed by individuals unable to meet the physical requirements of Camp, the Directorate developed Project THINKTANK.

Eligible candidates find that they are suddenly devoid of familial entanglements, not infrequently due to Directorate efforts, and are offered a residential position at the Sumner Estate, located on a private island off the coast of Nantucket. Here, they join others of their intellect in scholarly pursuits. The Estate is managed by a retired NDD operative, and staffed by D4 Omega agents. This retreat from the real world allows members to pursue their various interests with minimal interaction with the outside world.

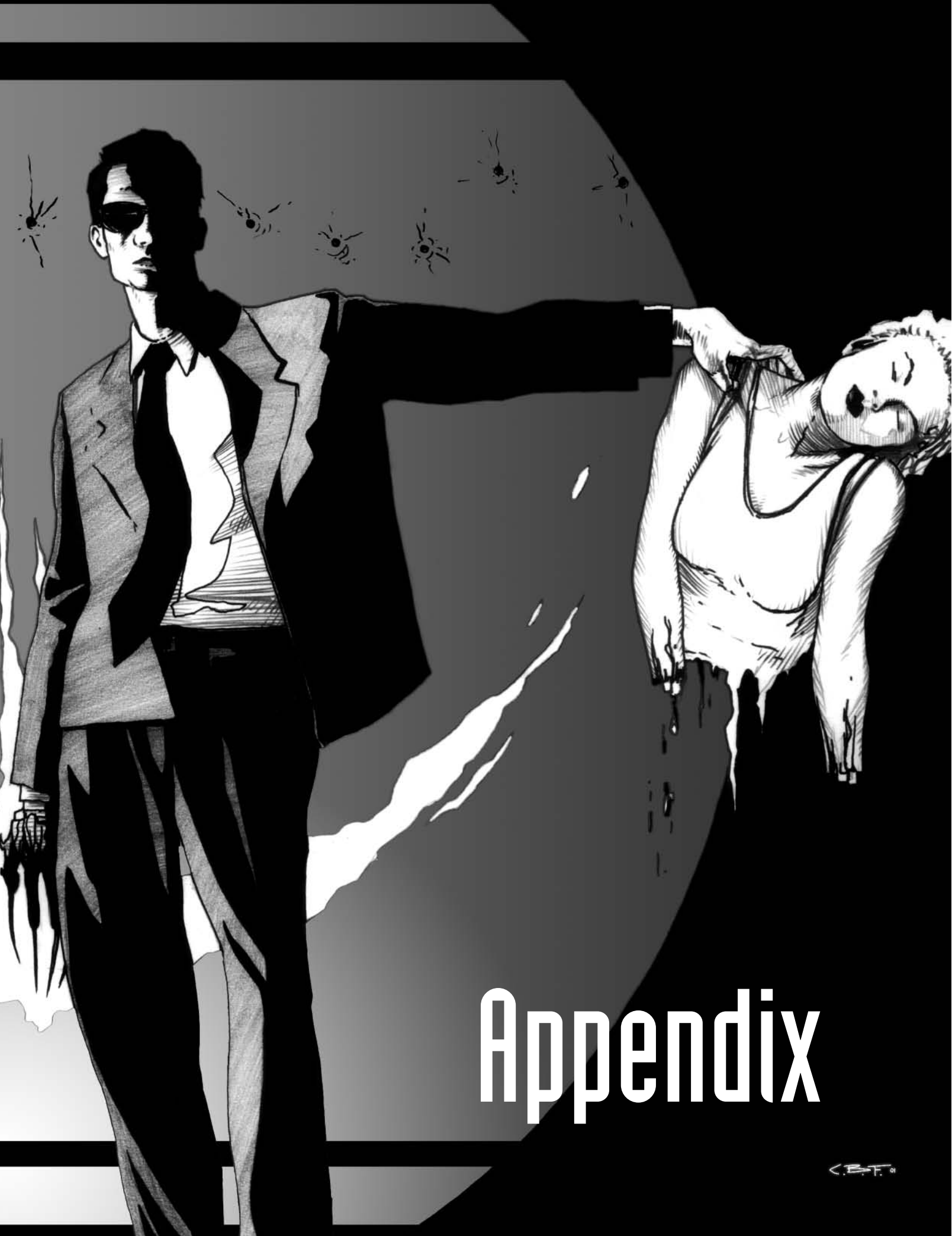
They deal in theories, and attempt to solve abstract problems, and Directorate researchers scavenge their results for useful applications. The group, known as the Rayburn Trust, is famous for its almost uncanny observations and amazing solutions to noted problems. The renown of the group has reached across the globe, as many businesses and governments contract its members to tackle their problems and concerns. In addition to providing the NDD with backdoor access to the client states and corporations, these contracts have proven immensely lucrative, and the Directorate enjoys the funds and information that passes out of THINKTANK.

For their efforts, the “thinkers” receive a generous salary, excellent benefits and accommodations, and essentially want for nothing. P&P keeps close tabs on this island and ensures it remains inviolate. Most of the personnel at the Trust are amoral, borderline sociopaths, not socialized enough to consider the effects of their research on real live human beings. P&P expends enormous effort to prevent this perception from being altered in any way.



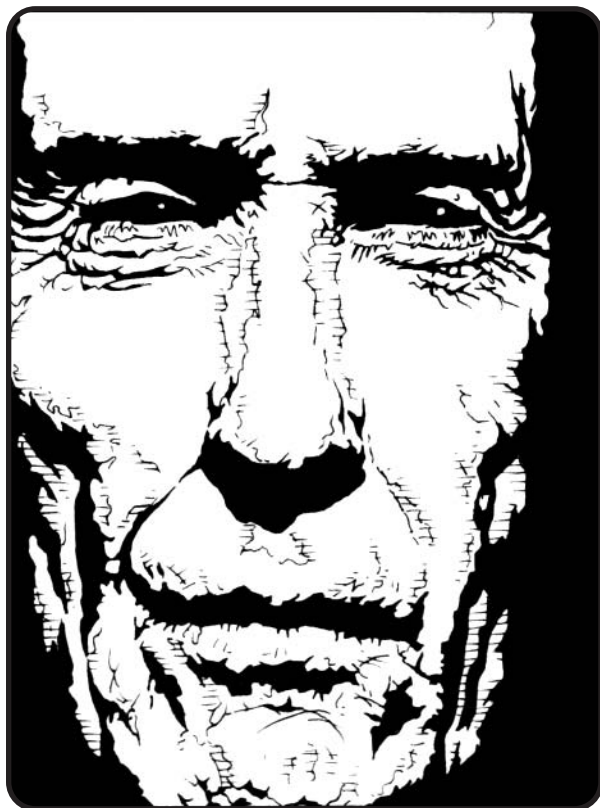
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Appendix

THE MEMBERS of the Twelfth Directorate



Brigadier General Gordon Tremain

Dulce Base Commander

Clearance: MJ12

Former Affiliation: Division 4

Age: 65

Augmentations: Vault implant

Education: Ph.D. in Military History, West Point Military Academy

Background: General Gordon Tremain was born to the military – he is the latest of eight generations of soldiers.

Although his parents were killed in a car crash in his junior year of high school, the young Tremain excelled in his studies, displaying a level of commitment and resolve surprising for his age. As valedictorian of his

class in 1958, he was singled out by General Marsden as a perfect candidate for the Camp. A newly commissioned U.S. Army lieutenant, Tremain accepted the general's offer to join an elite taskforce under the executive branch of the government.

Remanded to the Camp, Lt. Tremain once again proved his superior abilities. Years of military training were in his blood, but he was also an uncannily bright student. Following graduation with the position of Top Cadet, he was moved to Dulce, where he was brought into Division 4, Security.

Tremain proved to be a natural. Tactical, savvy, and well versed in martial arts, he was frequently sent out on E&C missions. In dozens of extractions, Tremain acquitted himself remarkably. He moved quickly through promotions and became known as an expert by his fellow agents. In a short 16 years, then Col. Tremain climbed to the post of attaché for General Marsden; a position he filled for four years.

When General Marsden announced that he would be stepping down as base commander of Dulce in 1976, he appointed Tremain his successor, and promoted him to Brigadier General. Shortly thereafter, Tremain was appointed to the Twelfth Directorate. At only 41 years of age, General Tremain became the youngest NDD member to achieve that rank and continues to serve with zeal.

Presently, General Tremain is the most visible member of the Twelfth Directorate, and works very hard to be known to most members of the Directorate. He actively travels as his position allows, and his paperwork establishes a long military career. General Tremain is a staunch believer that the goals of the Directorate are inviolate and that the Directorate is necessary for mankind's continued survival.

Tremain has become a student of Gna-Tall history and has been exploring it for years. In most matters where the Saurians are concerned, Tremain takes a guarded but open stance. He believes there can be peace between the humans and Gna-Tall, and suspects that the other races that the Gna-Tall warn them about are in fact also Saurians. Tremain has a very hostile opinion of the Reticulans, finding them manipulative and dispassionate. He is distantly curious about the Atlanteans; he feels they are more active in world history than others in the NDD admit.



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Dr. Robert S. McTaggart

Former Deputy Director of Technical Research and Development

Clearance: MJ12

Former Affiliation: Division 2

Age: 75

Augmentations: Vault implant

Education: Ph.D. in Engineering, Harvard and post graduate work, MIT

Background: Robert McTaggart came to the Directorate's attention because of his affiliation with then Twelfth Directorate member Dr. Detlev Bronk. He was placed in the candidacy pool from the onset, as a resource the Directorate would be able to put to great use. His areas of expertise were mechanical design and electromagnetics, and he was as skilled in practical applications as he was in theory.

When McTaggart was 27, Dr. Bronk conducted his pre-recruitment screening. The younger man's responses earned both him and his wife, also a Harvard-educated physicist, an invitation to join the Directorate. When presented with the prospect of working with advanced and otherwise unavailable technologies, the McTaggerts eagerly accepted.

The couple helped develop the Black Manta and the new alloy Tristeel, and their designs corrected the recoil problems with the first EMP guns. The McTaggerts helped with numerous Directorate projects, including schematics for space-born platforms. While they would

surely have won a Nobel prize for their brilliance had they stayed in the civilian world, the McTaggerts took enormous satisfaction in their work with the NDD.

While his wife retained only an MJ7 clearance, Robert could not stop unraveling the truth. His insatiable curiosity led him to seek out more information, to discover the deepest truths behind the NDD. Seeing his potential, members of Central Command consistently raised his MJ clearance level as he proved himself time and again trustworthy and resourceful.

In 1981, three years after the death of his wife, he was promoted to the Twelfth Directorate, where he serves the cause with youthful vigor in spite of his deteriorating health. Dr. McTaggart is fascinated by the technology of the Gna-Tall, as well as by that of the Reticulans. The thought of creating living machinery has been a pet project of the doctor's since his wife's passing.



Alexandra Marsden

Former Deputy Director of Intelligence and Analysis

Clearance: MJ12

Former Affiliation: Division 1

Age: 71

Augmentations: Vault implant

Education: B.S. in Psychology, B.A. in History, and B.S. in Mathematics, Yale University

Background: Alexandra Marsden was a typical military brat, part loner and part tomboy. Though many children take issue with the life of a career soldier's child, Marsden was an exception. She loved to travel, and enjoyed the rare time she was able to spend with her father, General Roger Marsden.

As his duties increased during the chaos of WWII, the young Marsden saw less and less of her father, and threw herself into her studies. Always an exceptional student, she graduated three years early and enrolled at Yale University. There, she cultivated a simultaneous interest in psychology and mathematics, and undertook a double major. After her second year, she simultaneously majored in three subjects; her passion for history was learned from her father.

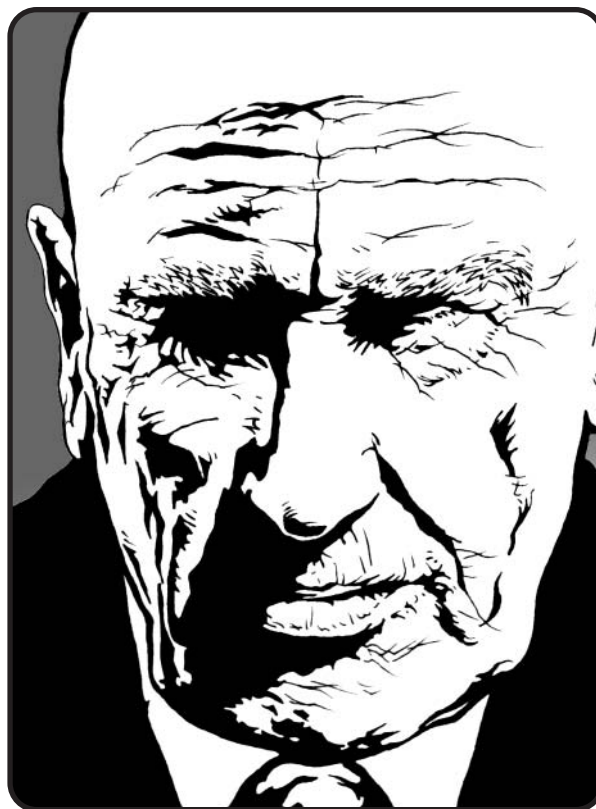
After graduation, Marsden applied to the Central Intelligence Agency, which drew the immediate attention of her father. General Marsden himself screened his daughter and offered her a candidacy in the NDD. Delighted to have a chance to work with her father, who now spent little time at home, Marsden instead joined the Directorate.

Her time at the Camp was trying, but she was in peak form, and excelled. Upon completion, she was assigned to the Intelligence and Analysis Division, where she worked in the situations room. In a year, she was performing field operations and tactical planning. Her own proposal was responsible for the inception of Project BACKYARD, for which she was rewarded with its leadership. She built that project from the ground up, helped recruit its members, and set its pace. In no small part due to her work, the Directorate learned of other alien threats to the United States. She forged many relationships with agency leaders around the world, and these ties have remained valuable assets to the NDD. As a reward for her talent and hard work, she was tapped Deputy Director of Intelligence and Analysis.

At that point in her life, the only goal she had been unable to realize was a family. Her only romantic attachment was lost during an IA mission gone bad. She never sought a replacement due to the demands of her position. After lengthy consultations with Dr. Stavros Micheletes, she opted for artificial insemination. At the age of forty, she gave birth to a son, who she named Julius.

When her father announced his retirement from the Central Command, he chose her as his successor. She had spent the last six years as his attaché and was a natural choice.

She is cautious and not given to emotion; while she has a temper, it is rarely seen. She is a skilled marksman and tactician. She is tolerant of the Reticulans, suspicious of the Atlanteans, and genuinely likes the Gna-Tall. This sentiment no doubt comes from the pragmatic way they interact with the Directorate. This is not to say she trusts them, but she knows that as long as it is in their best interest to cooperate, she can rely upon them to be forthright.



Colonel Magnus Von Dreisen

Former Deputy Director of Espionage and Infiltration

Clearance: MJ12

Former Affiliation: Division 3

Age: 83

Augmentations: Vault implant

Education: Defense Intelligence School

Background: One of the most decorated fighter pilots in WWII, Captain Von Dreisen had a promising career ahead of him as a military test pilot. When the Watch initiated first contact with the Reticulans, Von Dreisen was stationed at the Roswell Air Force Base. As the events unfolded, he witnessed a flying craft unlike any other he had seen before. This sight, coupled with the orders issued by General Marsden regarding unconventional aircraft, convinced him that he had been missing one of the greatest opportunities of his career.

When the crash occurred, Von Dreisen was certain the military had lost control of a new prototype and had concocted a story about aliens to cover it up. Requesting a meeting with General Marsden himself, Von Dreisen asked for transfer into the foreign technology department, where his experience would be of use. His record exemplary, General Marsden recruited him into the program. Very soon he learned that the "experimental" craft he yearned to fly were not of this planet.

Von Dreisen spent the next ten years as a test pilot for the Directorate. Among other projects, he flew



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McTaggart's Manta design, as well as working for the USAF under the auspices of the Counter-Espionage Division (CED). During the time, Von Dreisen worked his way through the ranks to Colonel and was virtually assured his generalship in the next few years.

However, in 1958, he was called to Dulce to serve as Chief of Staff of Espionage and Infiltration, a surprise given his lack of Camp training and time on-site at Dulce. He resigned his commission and hopes of a general's star without hesitation and moved to Dulce. There, after a decade in EI, he was promoted to Deputy Director. Several years later he was raised to attaché and then Central Command.

Von Dreisen is a quick study, a thoughtful man who has long since lost his bite. At 83, he is the second oldest member of the current regime. He does not care for aliens one way or the other, and adopts a more "live and let live" approach, though he will happily attack (or order an attack on) the first alien that he feels warrants it. His main area of expertise is alien propulsion systems. He has a journal of his research and is interested in anything to do with that topic.



Dr. Katarina Rush (Shade)

Former Deputy Director of Psychological and Paranormal Studies

Clearance: MJ12

Former Affiliation: Division 7

Age: 74

Psychic Disciplines: Greater Empath, Greater Psychokinetic

Psi-Training: Bodywork, Lens Tuning, Psi-Warfare, Remote Cardiac Manipulation, Telehypnotism

Augmentations: Vault implant

Education: Equivalent of Ph.D. in Parapsychology, Dulce

Background: Discovered by accident by the Watch, Katarina Rush showed signs of latent psychic potential. Her uncle, Senator Archibald Rush was concerned for her safety, and allowed the group only minimal contact with her in supervised settings. While he staunchly believed in the cause of the Watch, he was very concerned about safety of his brother's child. Still, by the time the war ended, Katarina was spending more and more time with the Watch and Drs. Novatel and Cheznikova.

After the Roswell incident, her uncle whisked Katarina back home, which was arguably no safer for her. Nonetheless, when the Directorate formed and its psychic research officially sanctioned, Rush became its first recruit. She was only 24 years old.

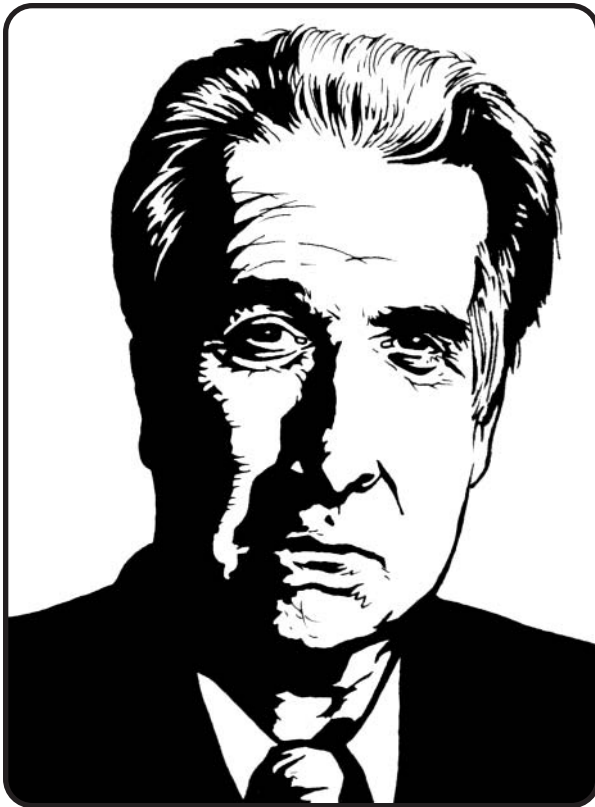
Under Dr. Cheznikova's guidance her talents blossomed. She was the most talented empath in the early NDD. Katarina wanted to do more than just hone her existing psychic talents, she wanted to expand them. She became the doctor's protégé and began studying parapsychology. Although her studies were conducted almost entirely in absentee, she earned the equivalent of a Ph.D. in the field from coursework completed at various institutes around the country.

As P&P was developing its resources, Dr. Katarina Rush was trained to use her powers in an offensive manner, and within three months had manifested her first Tulpa. In the following four years, her disposition underwent a slow transformation into that of a grim and resolute operative. At age 30, Dr. Rush was given the codename Shade and sent on her first mission. Her performance apparently exceeded all official expectations, though P&P's files are sealed on the matter. From that point on, she became known as P&P's primary assassin. Her skill and reputation grew, and most of her time was spent in the field.

When a completely un-NDD related car accident left her paralyzed from the waist down, she was transferred back to Dulce and began working in psychological development. During her recuperation, she began to emerge from her emotionless shell. After 14 years as the division's top assassin, Dr. Rush assumed the position of Deputy Director of P&P. After a number of years, she was promoted to the attaché program of the Twelfth Directorate and shortly thereafter to the Central Command itself.

Her commitment to psychic research remains strong to this day and she makes sure that the development of psychic ability in others is handled with dignity and patience.

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Major General Orin Davenport [ret.]
Former Deputy Director of Operations

Clearance: MJ12

Former Affiliation: Division 10

Age: 90

Augmentations: Vault implant

Education: Ph.D. in Linguistics and Cryptography, Harvard and Ph.D. in Computer Design, MIT

Background: Born in 1912, Orin Davenport early childhood was spent in Russia; his father was a military correspondent. His first memories involved the Russian Revolution, and his family fled the country and returned to the United States. Davenport joined the Army right out of school, and was quickly recognized for his talents in radiotelegraphy. William Friedman took a chance, recruiting him into the newly forming Signals Intelligence Service.

Davenport served the SIS for six years, helping to develop improved communication techniques and cryptographic tools. At the end of his term of service, he enrolled in Harvard where he eventually received his first Ph.D. When Hitler began stretching his grasp into Czechoslovakia, the SIS reactivated Davenport at the rank of Colonel, and he soon assumed the position of Signal Coordinator. Davenport served once again with distinction, and his own designs allowed the SIS to crack the previously unbreakable "Purple Machine," the Japanese version of Enigma.

Following the war, newly promoted Brigadier General Davenport was recruited by General Marsden to work for the NDD. Given the chance to test his cryptological skills on a new and unprecedented level, Davenport jumped at the offer. He was appointed the first Deputy Director of Operations, and was advanced to attaché and Central Command in the years that followed. At 92, Orin Davenport is surprisingly healthy and robust.



Dr. Stavros Micheletes, Senior Geneticist
Former Deputy Director of Scientific Research and Development

Clearance: MJ12

Former Affiliation: Division 8

Age: 78

Augmentations: Vault implant

Education: M.D., University of Athens and Ph.D. Genetics, Harvard University

Background: Successor to the brilliant Dr. Xopolous, Dr. Stavros Micheletes enjoys the same respect and privileges once afforded to that great man. He is widely recognized as one of the Directorate's most brilliant minds and worked with Dr. Xopolous in his Skiros laboratory for years before coming to Dulce.

Micheletes' past history is somewhat questionable, and shrouded in mystery. It is publicly known that Dr. Xopolous recruited him personally, that he has no contact with any outside agencies, and that he prefers to lead the Directorate's scientific interests from a quiet



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distance. Many lab technicians and scientists have been unpleasantly surprised by the small hawk-nosed man with piercing green eyes, as he lets himself into their labs for unannounced inspections. Woe to the impertinent young person who fails to have the correct answers to his questions; more than once his cruel, cold demeanor has reduced grown men to stunned silence.

Micheletes is, in fact, Werner Friedrich Oberon, a refugee from post-war Germany rescued by the CIA and Project PAPERCLIP. While that name is not among the lists of war criminals, it was only because he was well hidden by American intelligence agencies. It is fairly certain that only the members of Central Command are aware of his true identity, and no official records exist outside of the Vault.

Dr. Micheletes' Mental State

Since coming to the Directorate, Micheletes' has performed his job with a zealotness that borders on mania. His current mental status includes a slowly worsening detachment from the reality. While his behavior still appears normal, his thoughts are arguably insane. He has begun to succumb to paranoia, delusions of grandeur, and a compulsion to find out the secrets of EBEs. Any recovered EBE hardware is certain to draw his attention, and he occasionally dispatches operative teams to support his own private research agenda. It is only a matter of time before he descends into madness and instability; what might happen then is anyone's guess.

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EBE PLAYER CHARACTERS

One of the most interesting features of an NDD-oriented campaign could be the level of interaction the organization and its operatives have with the Reticulan and Gna-Tall races. Exactly how much contact a group of players has with EBEs of these sorts depends on the flavor and focus the GM wants for his campaign, so the following is to be used only after GM reviewed and approval.

NEW PULLING STRINGS

As their MJ clearance level increases and they gain more experience within the Directorate, human operatives of the NDD should make contacts with allied EBE races. The following pulling strings detail what a character with such influence can gain from his EBE alliances. They are available to all NDD divisions and operatives, but may only be taken with approval of the GM—and a good explanation of how the character gained such contacts.

As a rule of thumb, any character wishing to acquire either of the following pulling strings should have at least MJ6. Characters with lower clearance levels are unlikely to have had enough contact with EBEs to establish such connections. The number listed in parentheses is the cost in CP for a NDD operative. Only NDD operatives may purchase these pulling strings; no other *Conspiracy X* Profession has access to them.

GNA-TALL CONTACTS (10): This allows an operative to have regular contact with the Gna-Tall allies of the NDD. Whether or not the Gna-Tall are actually cooperative during the contact is completely unpredictable. However, over time, some kind of trust-like relationship may be formed with specific Gna-Tall agents that may increase the likelihood of cooperation. It is also likely that the contacts will ask the operative for assistance or answers regarding the NDD and the human species, so the operative should be prepared to reciprocate.

RETICULAN CONTACT (10): While direct contacts with Reticulans are rare, when one does decide to consort with humans, it generally chooses to meet with a member of PSIRES staff. The Reticulan's agenda is easily discovered, however, and this can be somewhat alarming for the operative. However, once an operative has met with a Reticulan, it becomes possible for the agent to attempt to contact the Reticulan for his own purposes. Contact requires a successful R2 test; if the operative has training in a Reticulan psychic skill, an R3 test is allowed.

GNA-TALL PLAYER CHARACTERS

The Directorate presents players with the unique opportunity to actually play a Gna-Tall character. Saurians are a good deal more powerful than even an experienced human, so the GM is advised to carefully consider before allowing a player to select a Gna-Tall character if others are using human characters.

Gna-Tall player characters are always members of MiB teams, either a hybrid or special team. While there are other Gna-Tall associated with the Directorate in various functions (technical advisors, liaisons, etc.), few present interesting opportunities for player characters. As always, if the GM finds such characters appropriate for his campaign, he can modify the templates presented below to suit his needs.

GNA-TALL PROFESSIONS

To make a Gna-Tall character, choose a Profession listed on p. 113 and use the stats and skills. Gna-Tall characters do not receive Camp Trainings, Camp Skills, or Camp Traits, nor do they receive Discretionary CPs. Due to strict Gna-Tall indoctrination, no variation for alternate skills is allowed.

These alien operatives have a microchip similar to a Sentinel Implant that provides a secure identification and allows access to NDD facilities and equipment.

With respect to resource allocation, Gna-Tall player characters can obtain limited amounts (4 RP maximum per month) of Saurian technology directly from the NDD. They may pick from the following list of equipment: doomsday monitor, field generator, fusion bomb, plasma claw, plasma harness, stinger, and torture device (see *Exo*, pp. 93-95).

These Men in Black game stats differ slightly from both those presented in the Conspiracy X main rulebook and Exodus: The Saurian Sourcebook. The stats have been altered slightly to help balance the three types against each other in terms of CP costs. While these stats are recommended for NDD Gna-Tall player character use, the GM should feel free to use whichever set best suits her campaign.



Gna-Tall Leader-Ambassador

STR 3 SIZ 4 AGL 4 REF 3 INT 4 WIL 4 PER 3 LUCK 2/12

SKILLS: Brawling 3, Computer Use 2, Computer Programming 2, Diplomacy: Choose 3, Engineering: Choose 3, Humanities: Choose 3, Language: English 3, Pilot: Saurian Craft 3, Small Arms: Energy 4, Small Arms: Pistol 3, Small Arms: Rifle 2, UFology 2, Stealth 2



Gna-Tall War-Tech

STR 4 SIZ 4 AGL 3 REF 3 INT 3 WIL 3 PER 3 LUCK 2/12

SKILLS: Brawling 3, Computer Use 3, Computer Programming 3, Engineering: Choose 4, Gunner: Energy 3, Heavy Weapons: Energy 3, Language: English 3, Melee Weapon: Choose 3, Pilot: Saurian Craft 3, Repair/Build: Choose 4, Shadow 3, Small Arms: Energy 3, Stealth 3

Gna-Tall Engineer-Scientist

STR 3 SIZ 4 AGL 3 REF 3 INT 4 WIL 3 PER 3 LUCK 2/12

SKILLS: Brawling 2, Computer Use 3, Computer Programming 4, Engineering: Choose 4, Pilot: Saurian Craft 2, Pilot: Helicopter 2, Repair/Build: Saurian Tech 4, Repair/Build: Choose 2, Research 3, Small Arms: Energy 2, Science: Choose 4, Science: Choose 2



Exodus

Space limitations prevent completely covering all aspects of Saurian characters in this book. In-depth information on Saurian biology, skills, backgrounds, equipment, and the like are available in Exodus: The Saurian Sourcebook. Any group planning to use Gna-Tall characters should have access to that book. Chapter Three (see Exo, pp. 58-72) is of particular importance to players and GMs making use of Gna-Tall characters.

MiB Team Compositions

Standard Team: Three humans form the front line of defense, which, unfortunately, has garnered some attention in the public eye. This type of team remains in action despite occasional high profile missions in order to throw off suspicion and to create an easy target for suspicious agencies.

Hybrid Team: One human Liaison and two Gna-Tall agents form a team deployed primarily for rapid response with high probability of physical confrontation. Hybrid teams are also used when the target site or individuals are highly suspect or an immediate threat. Hybrid teams include a Gna-Tall Leader-Ambassador (usually the team leader), a Gna-Tall War-Tech, and a human Liaison.

Special Team: Three Gna-Tall operatives, in the guise of Men in Black, are used on a need-to-know basis. These missions are highly classified and these agents used sparingly. Special teams consist of a Gna-Tall Leader-Ambassador (team leader) and either two War-Techs, or a War-Tech and a Engineer-Scientist depending on the mission.





GNA-TALL RESOURCES

RP costs listed for the following items are for Gna-Tall operatives only. Any human operative requesting these items must be fully cleared in their usage, and resources are accessed for an additional 4 RP per item, per mission. The Gna-Tall are quite reluctant about letting their technology be used by humans, even NDD operatives.

DOOMSDAY MONITOR: The Gna-Tall use this item to keep their presence on Earth a secret and to keep casualties from falling into human hands. The device monitors the Gna-Tall heart rate and other body functions. If these cease, the monitor releases a plasma charge and the body and its equipment are consumed. Anything in contact with the Saurian body suffers Sp1 (no staging) per round. Within six combat rounds, nothing is left except a pool of slag (see Exo, p. 95 for more details).

RP Cost: 2 **Security Rating:** MJ5 minimum
Quantity: 1

FIELD GENERATOR (see Con X, p. 199 or Exo, p. 95 for more detail).

RP Cost: 8 **Security Rating:** MJ6 minimum
Quantity: 1

FUSION BOMB: These items are usually less than 5 cm in diameter and cause Bl10 damage. Peeling back the outer covering of the bomb, the user reveals a sticky surface that will adhere to almost anything, allowing the device to be placed against walls or other impediments. Every bomb has a timer that the user can set, ranging from one second to five days (see Exo, p. 94 for more detail).

RP Cost: 3 **Security Rating:** MJ4 minimum
Quantity: 5

PLASMA CLAW (see Con X, p. 199 or Exo, p. 93, 110 for more detail).

RP Cost: 6 **Security Rating:** MJ6 minimum
Quantity: 1

PLASMA HARNESS: This item is a larger version of the plasma claw, designed for use against more resilient targets. It requires the Heavy Weapons: Energy skill. Plasma harness balls do Sp4 damage, have a range of 5/15/25/50/300 and fire every other round (see Exo, p. 94, 110).

RP Cost: 8 **Security Rating:** MJ6 minimum
Quantity: 1

STINGER: This item resembles a spiked cap which fits over the end of the wearer's tail; as such it can only be used by Gna-Tall in their natural form. The cap charges and holds a bolt of plasma within it until it is needed, taking two full combat rounds to charge. Attacking requires a successful Brawling or Martial Arts Tail attack move. A hit from a charge stinger does Sp3 (no staging); a hit from an uncharged stinger does Fw3 (see Exo, p. 93 for more detail).

RP Cost: 3 **Security Rating:** MJ5 minimum
Quantity: 1

TORTURE DEVICE: The torture device resembles a five-legged spider. The body is a rubber-coated sphere about 2.5 cm in diameter. Five metal legs all bend in the same direction. The torturer places the device anywhere on the subject's exposed skin and the legs immediately burrow in the flesh, connecting to the neuromuscular system. The torturer controls the device with a small remote to instigate any pain imaginable. The pain is very real, but the damage is not (see Exo, p. 94 for more detail).

RP Cost: 4 **Security Rating:** MJ4 minimum
Quantity: 1

RETICULAN-HUMAN HYBRID PLAYER CHARACTERS

Reticulan-human hybrids, or metahumans, are recruited normally into the Directorate and are sometimes hand-selected after their connection to the Reticulans becomes apparent. The NDD sees metahumans as another opportunity to study aspects of the Reticulans and advance EBE knowledge. Some metahumans are loyal to the Reticulans or may, in reality, be nothing more than clever puppets. Others are devoted to the NDD and look for protection from the Reticulans, who they often believe threaten to take over their minds if not shielded.

To make most use of this section, access to *Nemesis: The Grey's Sourcebook* and *Shadows of the Mind: The PSI-INT Sourcebook*.

MORE THAN HUMAN

Meta-humans are a vastly variable group, drawn from all human racial stocks. Reticulans find it very difficult to distinguish individual humans and racial stocks in much the same way as all Reticulans appear to be the same to human eyes. When creating a metahuman character, the player should keep in mind the character's generation and whether the character was raised by the Reticulan's or socialized with humans.

The alpha generation, which includes the "First," are all products of genetic engineering. Although the First were all raised by Reticulans, subsequent alpha generation hybrids were placed in human hosts and permitted to integrate with human society. The beta generation are the product of metahuman/human sexual pairings. Genetically speaking this is the most variable group. The vast majority of them are ignorant of their true lineage.

The omega generation is the rarest of all. The oldest members of this group were born in 1977 making them only 25 years of age. With the successful completion of the first test group, this program has been expanded, but most of the omega generation are only now just coming of age (late teens or early twenties). They are produced by the sexual pairing of two metahuman parents, either alpha or beta generation (theoretically omega as well, though no omega generation have yet sired offspring).

METAHUMAN CHARACTERS

Working metahuman hybrids into campaigns is relatively easy. For the most part, they are indistinguishable from normal humans and they can come from conceivably any walk of life. They could be anyone, anywhere. Problems may arise if the player wishes to play a hybrid who has been raised by the Reticulans rather than socialized with humans, as this dramatically reduces the options available to the character. The GM, of course, has the final say on what is appropriate for his campaign.



NDD Recruitment and Reticulan Implants

Reticulan Implants are a form of Sentinel Implant with the additional signature [see p. 104]. They indicate that an individual is a member of one of the programs being run by the Reticulans. Tampering with such implants may be considered a breach of the Reticulan Compact. Individuals with Reticulan Implants are valued for their superior psychic capabilities and a few are recruited to serve as both liaisons to the Reticulans and as specialists with P&P. Great care is often taken with the handling of these agents because their loyalty can never be 100% assured. Agents with Reticulan Implants are automatically limited to MJS clearance, unless granted specific access, which usually is a temporary position and requires the agent to be escorted by a member of DDS.

The rare few hybrids discovered without Reticulan Tracking Implants are highly desired by P&P. They are usually kept at a discreet distance from the Reticulans or other hybrids to prevent them being identified by the EBEs.



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METAHUMAN (NDD)

The vast majority of metahumans are raised by human abductees. Either lost or hidden since birth from their Reticulan creators, these metahumans are as loyal to the NDD as a regular non-psychic agent. With the joint efforts of CERRES and PSIRES researchers, they have been taught abilities normally unavailable to them, as well as sophisticated mind-control and hypnosis techniques. This helps them avoid detection by the Reticulans. However, because of the lack of tutelage from the Reticulans, they do not have access to Reticulan technology or psychic abilities.

The Reticulans may track their movements through specialized implants, but only a very few of these individuals ever discover the truth concerning their extra-terrestrial ancestors. Character generation for a human socialized hybrid proceeds exactly as it would for any human character.

All of metahumans of this type have attended Camp, meaning they are entitled to the Camp Trainings and Skills of their chosen Profession and divisions. To make a NDD metahuman character, use the stats and skills listed below, and add in the Camp Trainings, Camp Skills, and Camp Traits for the selected Profession.

Recruited metahumans receive no Discretionary CPs, unlike other operatives. Due to the intensive training they undergo to help them master their unique abilities, they have little time for other pursuits. However, any Skills, Trainings, or Traits on the list below that overlap with those gained from the chosen profession in Camp may be exchanged for CPs. Use the professional cost where appropriate to determine the CPs gained from the swap.



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Default Skills for Human-Socialized Hybrids

A hybrid socialized among humans learns all the normal skills that any other human would learn. The default skill list for humans was updated in BoL2, pp. 54-55, and is reprinted below for convenience.

DEFAULT HUMAN SKILLS: Athletics [any] 0, Autofire 1, Brawling 1, Computer Use 0, Diplomacy [any] 0, Drive [Auto] 1, Humanities [any] 0, Language [native] 3, Photography 0, Research 0, Science [any] 0, Small Arms: Pistol 0, Small Arms: Rifle 0, Throw 0

Brought into the fold

A human-socialized hybrid can be recruited by the Reticulans. In this case, the hybrid is completely unaware of his status as a metahuman and takes up one of a number of positions run by the Sybil Systems Corporation. The character adopts a Profession suitable to his role in the company and works unknowingly for the Reticulans (see Sub Rosa, pp. 35-63). Those that display strong psychic potentials may well find themselves exposed to the truth and able to accept one of the metahuman specific Professions in this Appendix.

All Attributes 3

Luck 2/12

Skills: Athletics 2, First Aid 1, Hypnosis 2, Meditation 2, Psychotrons 2, UFOlogy 1

Trainings: Awareness: Psychic Activity, Awareness: Metahumans, Mind Control

Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Implant: Reticulan Tracking*, Prejudice: Reticulan Meta-humans, Reticulan/Human Hybrid, Watched: NDD, Watched: Reticulan*

Psychic Traits: Lesser Telepathy, Lesser Bio-PK, Latent Empathy

Psi-Trainings: Bio-Information Transfer, Psi-Interception

*Taking the Lost Hybrid trait removes both of these flaws from the character.



METAHUMAN (RETICULAN)

These characters have been raised by the Reticulans—or more likely other hybrids in a Reticulan base. They have never really experienced life as a human and that makes interaction with them difficult. Though they look like humans, in their hearts they are Reticulans. They tend to think like a Reticulan and telepathy is the preferred method of communication. However, they are more than able to communicate verbally. In some few cases, hybrids with strong psychic potentials (Greater Telepathy) have been trained to work as part of a hybrid gestalt.

These metahumans serve both the NDD and the Reticulans, although their primary loyalty lies with their alien creators. Some are researchers or agents working in cooperation with the NDD. Others are deep operatives infiltrating the NDD in an attempt to manipulate the agency to the alien race's own ends. Since these metahumans have not been recruited by the NDD, they have not attended Camp and do not receive any free additional trainings or skills.

Default Skills for Reticulan Socialization

A hybrid socialized among Reticulans learns a completely different set of skills from that of a normal human as befits their unusual upbringing. As such, they do not receive the normal Default Human Skills. Instead, they receive only those listed in their profile.

The profile below represents a weaker metahuman, suitable for player characters. Additionally, they receive 50 CPs to spend in one of the two Reticulan Professions listed. Most of these individuals work with researchers in P&P and all have a clearance of at least MJ5. Reticulan metahumans have access only to the Reticulan Contact pulling string (see p. 112).

All Attributes 3

Luck 2/12

Skills: Computer Use 2, Engineering: Psychotrons 1, First Aid 1, Parapsychology 1, Pilot: Reticulan Craft 2, Language: Choose 3, Psibot Operation 2, Psychotron 2, Repair/Build: Psychotrons 1, Research 2, Science: Choose 2, Small Arms: Pistol 2, UFOlogy 2, Visualization 1

Trainings: Ship Tuning, Lens Tuning

Traits: Reticulan/Human Hybrid, Heavy Indoctrination: Reticulan, Implant: Reticulan Tracking, Implant: Sentinel, Watched: Reticulan, Watched: NDD

Psychic Traits: Greater Telepathy, Lesser Bio-PK, Lesser Clairvoyance, Psychic Link: Gestalt

Psi-Trainings: Bilocation, Bio-Information Transfer

METAHUMAN (RETICULAN) PROFESSIONS

RETICULAN SUBORDINATE

Trainings: Awareness, Zero-G Movement

Psi-Trainings: Apportation, Communion, Jinx, Lens Tuning, Levitation, Micro-PK, Psi-Interception, Remote Influence, Telehypnotism, Thermokinesis, Trance, Visitation

Skills: Computer Program, Computer Use, Diplomacy, Humanities, Hypnosis, Language, Parapsychology, Pilot: Reticulan Craft, Pilot: Psibot, Psychotron, Repair/Build, Research, Science, Teaching, UFOlogy, Video, Visualization

Sphere of Influence: Paranormal

Pulling Strings: Reticulan Contacts

Infrastructure: Reticulan Base

RETICULAN SECURITY

Trainings: Awareness, Investigation, Surveillance, Zero-G Movement

Psi-Trainings: Apportation, Communion, Jinx, Lens Tuning, Levitation, Micro-PK, Psi-Interception, Remote Influence, Telehypnotism, Thermokinesis, Trance, Visitation

Skills: Athletics, Brawling, Computer Program, Computer Use, Diplomacy, Humanities, Hypnosis, Language, Parapsychology, Pilot: Reticulan Craft, Pilot: Psibot, Psychotron, Repair/Build, Research, Science, Small Arms, Teaching, UFOlogy, Video, Visualization

Sphere of Influence: Paranormal

Pulling Strings: Reticulan Contacts

Infrastructure: Reticulan Base

COMMON GROUND

All metahumans, regardless of their social upbringing, share a number of traits.

Genetic Diversity: The recombination of genetic material from the two mother races is not without its oddities. Every hybrid is both part human and part alien, but which part is which? To reflect this dual heritage the hybrid is required to take an additional 30 CPs of flaws listed in the sidebar below with no counterbalancing benefits. The hybrid may elect to take more than 30 CPs of flaws but only gains CPs to spend on character generation over and above the basic 30 CPs.

Psychic Attunement: All metahumans possess a much stronger attunement to their innate psychic faculties than pure-blooded humans. The presence of additional Reticulan psi-genes enhances and more strongly regulates the psychic energy that the hybrid produces. As such metahumans regain their psychic reserves much faster than humans do, usually taking approximately 24 hours to regenerate their Psi Points completely.

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Racial Bridge: The difference between the neural pathways of Reticulans and humans means that the use of cross-racial Domination is impossible. However, the metahuman stands as a bridge between the two races, their neural structures are sufficiently close to both the progenitor races that they can affect and be affected by humans and Reticulans. This trait can be overridden by the Ancestral Dominance trait (see next column).

Supernatural Blank: The extra Reticulan psi-genes also help to strictly regulate the control and flow of the internal psychic forces, essentially preventing the almost universal phenomena in humans called the aura. Not radiating psychic energy has its advantages, in that the hybrid does not have a link to the Static and cannot become corrupted by the supernatural (the Pseudo-Focus trait presents an exception to this rule). This inability to make contact with the supernatural Seepage also prevents metahumans from ever learning the psychic disciplines Empathy or Precognition. Similarly the normal human ESP and magical rituals are beyond the reach of the hybrid. Telepathic Illusions and other supernatural phenomena can still be experienced .

Every hybrid must take 30 CPs of flaws from this list. No extra points are recouped for these flaws.

Reticulan Biology	Value 5/10/15
Reticulan Features	Value 5/10/15
Pseudo-Foci	Value 20
Supernatural Susceptibility	Value 10/15
Weak Psi Potential	Value 15

Recommended Traits

These traits are entirely optional to the character but are commonly found among Reticulan-socialized metahumans.

- Animal Animosity
- Can't Swim
- Cautious
- Detached
- Gifted Psychic
- Highly Educated
- No Records
- Pacifist
- Psychic Discipline
- Prejudice (Static Producers, Non-Psychics, etc)

Proscribed Traits

This is a list of traits that hybrids may not possess.

- Corrupted by the Supernatural
- Psychic Discipline: Empathy
- Psychic Discipline: Precognition
- Psychic Sink
- Psychic Void
- Sensitive
- Sixth Sense
- Strong ESP
- Supernatural Focus

NEW TRAITS

	Value	Cost
Ancestral Dominance	—	20
Hybrid Gestalt	—	25
Implant: Reticulan Monitor	5	—
Lost Hybrid	—	20
Pseudo-Focus	20	—
Reticulan Biology	5/10/15	—
Reticulan Features	5/10/15	—
Strong Psychic Potential	—	15
Supernatural Susceptibility	10/15	—
Weak Psychic Potential	15	—

ANCESTRAL DOMINANCE: The neurology of hybrid with Ancestral Dominance more closely resembles one of the two progenitor races (human or Reticulan, the player should pick which). The consequences of this "throwback" is that the hybrid's mind is not the usual racial bridge, psychic powers affect him as though he were either fully human or fully Reticulan. Also his own powers operate as though he were a member of that group. For example, a hybrid with a Reticulan Ancestral Dominance would be able to affect hybrids and Reticulans with his powers and to be affected by them but humans would be beyond his grasp. Similarly, human psychics would be unable to dominate him.

HYBRID GESTALT: A very few of the hybrids are trained from birth to form a gestalt the way Reticulans are. A few minor differences exist. First, hybrid gestalt members train all their lives to form the group; as such only Reticulan-socialized hybrids may have this trait. Also, unlike Reticulan gestalts where members can come and go, the hybrid gestalt is static—a member is a

member until death and new hybrids cannot be added to replace losses. All members of the gestalt must purchase this trait but they all automatically receive the psi-training Gestalt (see p. 120) at no points cost.

IMPLANT: RETICULAN TRACKING: This trait modifies a Sentinel implant in the hybrid to a monitor implant (see Nem, p. 50). This essentially provides the Reticulans with a +1R to locate and affect the character with psychic abilities. Naturally, a hybrid with this trait cannot also have Lost Hybrid.

LOST HYBRID: This character has become detached from the hybrid-breeding program; because of this she does not know the truth about herself or her alien heritage. Unlike most normal hybrids, she does not have Reticulan implants (which is why the Reticulans lost track of her!). As a result, she does not have the traits Watched: Reticulan or the Implant: Reticulan Tracking. This trait is only available to hybrids that have been socialized in human society.

PSEUDO-FOCUS: Pseudo-Foci are the most rare type of defect in the Reticulan/human hybridization process. These individuals still have some of humanity's "defective" psi-genes and thus release psychic energy. For the most part, this is held in check by the stronger Reticulan psi-genes. Whenever the hybrids make use of their psychic faculties, they discharge pent up energy creating a sudden supernatural storm. Whenever a hybrid makes use of a psychic ability make a Luck Test. On Bad Luck, the psychic ability fails completely and the burst of static triggers a supernatural manifestation. The Luck Test is modified as follows: +1 per ambient Seepage Level present, +1 per week since the last release of static. In this way, the energy builds up inside the hybrid until it finally boils over. For a truly cursed character, combine Pseudo-Focus with Supernatural Susceptibility – every release brings only greater pain.

Pseudo-Foci and Supernatural Corruption

Pseudo-Foci are the only hybrids that still possess any link to the human racial consciousness [the Seepage]. While their contact is admittedly brief and sporadic, it does permit them to become corrupted by the supernatural. For those very few individuals who are both Pseudo-Foci and Susceptible to the Supernatural the process of corruption is like an intensely painful cancer growing and eating them from the inside.

Reticulans vs Pseudo Foci

Pseudo-Foci are extremely dangerous to the Reticulans, they represent both a failure of the program and the possibility of a developing threat that could move undetected until the next outburst. They are viewed much like walking bombs and are usually terminated if detected. Most Pseudo-Foci survive only because they have become lost from the breeding program [see Lost Hybrid trait]. They are never raised in Reticulan socialization programs.

RETICULAN BIOLOGY: This character's internal biology has strong links with her Reticulan ancestors. This can make medical treatment and drugs that are intended for humans risky or unpredictable for the hybrid. In any situation in which someone that does not know about the hybrid's unusual biology conducts medical treatment or first aid, she receives a -2t (Slight)/+1Df (Odd)/+2Df (Extreme) depending on the value of the trait. If the hybrid is affected by any form of chemical agent or disease, she must make a Luck test. With Good Luck, the hybrid receives only a half strength effect. On a Bad Luck result the hybrid receives a double strength effect. Otherwise, the effect is as normal. Psychoactive chemicals have the additional effect of adding 2/4/6 to any side effect roll the character must make.

RETICULAN FEATURES: This trait determines how strongly the character resembles his Reticulan ancestors. At a 5 CP value (Slight), his alien features are very slight and he can easily pass for completely human. An investigator in the know about Reticulans would require a Df5 Perception Test to identify him as a hybrid. At a 10 CP value (Odd), these features are more pronounced and only a Df3 Perception Test is required. At a 15 CP value (Extreme), he looks more Reticulan than human and can be identified immediately by a knowledgeable observer. Typically, Reticulan-featured hybrids share a number of common features (the extent of these features increases with the point cost of the trait): the skin is particularly pale (almost gray when ill), fingers tend to be long and thin, stature is shorter than average, hair is sparse all across the body and baldness is common. In the more extreme cases, the eyes are set wider apart and often have very large dark pupils. Occasionally, a metahuman is born without genitals, does not experience sex differentiation and remains completely asexual (these hybrids are usually terminated or raised by the Reticulans to prevent exposure). This character may not have the trait Extraordinary Average.

STRONG PSYCHIC POTENTIAL: This character has a particularly rare psi-gene combination that makes psychic powers almost second nature to her. When she makes use of any psychic training the difficulty of any Rhine test is reduced (+1R) and any psi-training that requires an attribute test is considerably easier for her (-1Df).

SUPERNATURAL SUSCEPTIBILITY: Supernatural manifestations and their associated channeling of Seepage energy can cause injury or even death to a Reticulan. A rare few hybrids have also inherited this over-sensitivity to supernatural energy. The hybrid often feels ill or uneasy when encountering areas of high supernatural energy (Loci and Pools) but this discomfort is nothing when compared to being in the vicinity of an active "seepage user." Whether encountering a magical ritual in progress or an active Incarnate, empowered or awakened device, the result is excruciating pain. This susceptibility comes in two forms: moderate sensitivity (worth 10 CPs) and high sensitivity (worth 15 CPs). In the moderate form, the injury is usually only on a mental level, a debilitating migraine causing a Thwack (Tw) wound with a damage



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level equal to the number of Seepage Points being channeled, or of the threshold. In the high sensitivity form, the injury is actually physical in nature manifesting as a Flesh (Fl) rather than a Thwack wound. This injury is caused by the burst of Static ripping through the delicate psychic mind of the hybrid and, therefore, it occurs regardless of the manifestation of power.

WEAK PSYCHIC POTENTIAL: Not all hybrids exhibited heightened psychic capabilities. For some, the mixture of Reticulan and human psi-genes produces an overall inhibitory effect making psychic powers difficult and strenuous to use. In the use of any psi-training, the difficulty of any Rhine test is increased (-1R), any other test requiring an attribute test is also far more difficult (+1Df) and any training that requires the expenditure of Psi Points requires one more than normal to be spent.

PSI-TRAININGS

	Prof	Non-P	Brk
Communion [Telepathy]	5	20	12
Gestalt [Telepathy]	Special Availability		
Lens Tuning [Telepathy]	15	30	6
Visitation [Clairvoyance]	5	10	4

COMMUNION (TELEPATHY): Communion is more than simple telepathy -- it is also the natural language of the Reticulans. Like many languages, it makes use of a symbolic code with transformational rules. Unlike most human languages, the code is neither auditory nor visual in nature. It is purely psycho-energetic. This form of communication is very difficult for humans. Even hybrids that have not been raised with it find it difficult to comprehend due to the need to interpret the code into an understandable form, even before trying to decode what has been communicated.

Communion is the Reticulan's primary language and they automatically communicate with any member of their gestalt without need for tests. To Commune with other Reticulans requires an R5 test, which is modified by the proximity of supernatural phenomena (-1R for Pools, -2R for Loci, -1R if an Incarnate is close by) or emotional states (-1R for strong emotional states, -2R for violent emotional states). Reticulans encounter problems when trying to Commune with humans and are only able to send or receive on the most basic levels, often leading to vague sensations or pictorial impressions. This may be due to the construction of the Reticulan language rather than the psychic connection itself. Hybrids are able to Commune across the species gap with little problem because they are usually versed in both a terrestrial language and Communion.

GESTALT (TELEPATHY): The gestalt was until recently believed to be a purely Reticulan phenomena, but hybrid gestalts are now beginning to emerge after years of training and living together. Few are actually able to muster the discipline that such close personal contact requires, or control the power that it permits. Only hybrids that have been socialized by the Reticulans and raised to form a gestalt can ever learn this psi-training. The most limiting factor in developing hybrid gestalts so far has been the difficulty in molding the psycho-neural interface for a mental structure as divergent from the Reticulan norm as a hybrid mind. Although classified as a psi-training, Gestalt is more of a way of thinking and a way of living. There are no mixed Reticulan/hybrid gestalts at present, nor do the Reticulans seem to want to elevate the hybrids to their level by permitting them into their gestalts.

The effect of Gestalt is to provide every member of a group with a psychic link (SotM, p. 42) to every other member. In addition, all members of the gestalt may automatically succeed in gaining telepathic contact (no Rhine test) with each other and may transfer Psi Points between themselves at a cost of 2 to 1 (the sender must spend 2 Psi Points for the receiver to obtain 1 Psi Point). Reticulan Gestalts are more efficient and are able to share Psi Points on a 1 for 1 basis. Attempts at psi-interception against intra-gestalt communications by an outside source has a -2R associated with it.

LENS TUNING (TELEPATHY): The psychic lens is one of the principle "technologies" of the Reticulan race. To any human, a lens would take the form of an intricate melding of carved or twisted coral mounted on a shaped metallic bracelet (there are other forms but this is the most common). To a Reticulan with the correct training, the psychic lens is an extension of its psychic self. To use any lens, the psychic (human, hybrid, or Reticulan) must first take some time to attune with the device. Attunement usually takes about an hour; the psychic must have the lens tuning psi-training and make an R4 test, -1R for hybrids, -2R for humans. Once the attunement is completed successfully, the lens may be used so long as the character still has the use of their telepathic psi capabilities (psi-interception might conceivably be used to try and block a link with a lens).

Psibot tuning is an intermediate level of complexity between the relatively simplistic single lens and the extremely complex ships that can be composed of literally hundreds of interconnected lens systems. The difficulty for such attunement is R3 for a Reticulan, -1R for a hybrid, -2R for humans and takes approximately a day.

Ship tuning is an advanced form of the basic lens tuning skill and is covered by the same psi-training. To attune to a ship requires a week of familiarization. The difficulty for such complex attunement is R2 for a Reticulan, -1R for a hybrid, -2R for humans. In both cases, Psi Points may be used to achieve the tuning without need of a Rhine test.

VISITATION (CLAIRVOYANCE): Visitation is the Reticulan form of Bi-location. It allows them to psychically view any location in space, as long as they can find it. For a Reticulan to find any target point is an R1 test—this becomes an R3 test if the subject has a tracking implant. The Reticulan is free to move its point of view around the immediate location of the target and to use other psi-trainings as though physically present.

SKILLS

LENS BREEDING: This extremely complex skill requires the character to be a psychic proficient in both Telepathy and Bio-PK in addition to having the Lens Tuning psi-training. This particular skill is highly prized by the Reticulans, and is rarely taught to hybrids. Growing existing psychic lens or developing new lens configurations is conducted as a long-term research project. To grow an existing lens type takes at least eight breakthroughs, to design and breed a new configuration of lens may take as many 12 breakthroughs, and to grow even a small spacecraft would take at least 50 breakthroughs.

PILOT: RETICULAN CRAFT: The process of controlling a Reticulan spacecraft is fundamentally different from piloting human, Atlantean or Saurian craft. For a start, the pilot must be a psychic with Telepathy and the Lens Tuning psi-training. Even once the pilot is attuned to the ship (using Lens Tuning), control must be maintained over the numerous lenses and systems that compose the ship. Reticulan ships are designed to be flown by a Reticulan gestalt, though a lone pilot may attempt to maneuver the vehicle at a +1Df.

PILOT: PSIBOT: Psibots are a melding of Reticulan psychic lens with human psychotronic technology. The result is a robot-like machine that operates using psychic energy. In general, these devices are simply programmed to conduct a task (using this skill). In times of great emergency, a Reticulan who is attuned to the psibot can reach out telepathically and take direct control over the device.

INFRASTRUCTURE

RETICULAN BASE: This infrastructure covers Professions operating from one of several Reticulan base ships that have landed in secured locations across the Earth, including the facilities at Dulce. Only those who are loyal to the Reticulans may choose this Infrastructure. Servants of the Reticulans who work unknowingly for their inhuman masters use other Infrastructures, usually Business - Science & Research (Sybil Systems).

Sphere of Influence: Paranormal

Pulling Strings: Access to Reticulan Technology, Discreet Staff (SR, p. 85), Reticulan Psi-Training

META-HUMAN PULLING STRINGS

ACCESS TO RETICULAN TECHNOLOGY: This pulling string allows the character to gain access to Reticulan technology, usually psychic lens or psychotrons. The resource cost of each item is reduced by 5 RPs, to a minimum of 1 (see BoL1, p. 22).

RETICULAN PSI-TRAINING: This modification of the normal Psi Labs pulling string (SR, p. 95) refers only to the elite training facilities operated by the Reticulans from one of the base ships on Earth.

Reticulan Psi-training requires a Df4 Influence test to access but is capable of teaching all psi-trainings, excluding those related to Empathy and Precognition. These laboratories are the only places on Earth where the psi-trainings Domination, Gestalt and Lens Tuning can be learned. This lab provides a -2Df for all psi-related research tests and the number of breakthroughs required for the development of psi-trainings is reduced to half normal (rounded up), except for Domination, Gestalt and Lens Tuning. Note that attempting to research Domination requires a Luck test for each week of research. Bad Luck indicates discovery by the Reticulans; Domination is used to correct the researchers!



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SAMPLE CHARACTERS



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Paula Leto—Reticulan Slave

METAHUMAN, OMEGA GENERATION 76, RETICULAN ASSISTANT

STR: 3 SIZ: 3 REF: 3 AGL: 3 PER: 3 WILL: 2 INT: 3 LUCK: 2/12

Q-INF: Reticulans 3

Skills: Athletics 1, Computer Programming 2, Computer Use 2, Diplomacy: Negotiation 2, Parapsychology 1, Pilot: Reticulan Craft 1, Pilot: Psibot 2, Psychotron 2, Research 2, Science: Reticulan Psychology 2, UFOlogy 2, Visualization 2

Trainings: Awareness: Reticulan Emotions, Zero-G Movement

Psi-Trainings: Communion, Lens Tuning, Visitation

Traits: Heavy Indoctrination: Reticulans, Implant: Reticulan Tracking, No Records, Pacifist, Prejudice: Humans, Reticulan Biology: Slight, Reticulan Features: Odd, Supernatural Susceptibility: High, Watched: Reticulans

Psychic Traits: Greater Telepathy, Lesser Clairvoyance

Infrastructure: Reticulan Base

Pulling Strings: Access to Reticulan Technology, Reticulan Psi-Training



Bill McDermott—Free Hybrid

METAHUMAN, BETA GENERATION, BIHER

STR: 3 SIZ: 3 REF: 3 AGL: 3 PER: 3 WILL: 2 INT: 3 LUCK: 2/12

Q-INF: BIHERS 3

Skills: Athletics 1, Autofire 1, Brawling 2, Cartography 2, Drive: Automobile 2, Drive: Motorcycle 3, Engineering: Automotive 2, Repair/Build: Motorcycles 2, Small Arms: Pistol 1, UFOlogy 3

Trainings: Navigation

Psi-Trainings: Bio-Information Transfer

Traits: Abductee, Implant: Reticulan Tracking, Reticulan Biology: Extreme, Reticulan Features: Slight, UFO Group Connection, Watched: Reticulans, Weak Psychic Potential

Psychic Traits: Latent Telepathy

Infrastructure: Business - Civilian

Pulling Strings: Cheaper Ground Vehicles, Travel Connections [Perk], Vehicle Workshop [Perk], Funding—Scarce, Fringe Culture, Safe House

Rebecca Bryce—NDD Operative

METAHUMAN, BETA GENERATION, DIVISION 7 - CERRES CONSULTANT

STR: 3 SIZ: 3 REF: 3 AGL: 3 PER: 3 WILL: 2 INT: 3 LUCK: 2/12

Clearance: MJ3

Skills: Athletics 1, Autofire 1, Brawling 2, Computer Use 2, Drive: Automobile 1, Diplomacy: Persuasion 3, Hypnosis 2, Language: German 2, Language: Russian 3, Language: Spanish 2, MHIC-EDOM 3, Parapsychology 2, Research 3, Science: Psychology 4, Small Arms: Pistol 2

Trainings: Awareness: Mental Imbalance, Mind Control, Savoir Faire

Traits: Heavy Indoctrination: NDD, Implant: Sentinel, Light Sleeper, Lost Hybrid, Pseudo-Foci, Supernatural Susceptibility: Moderate, Watched: NDD

Psychic Trait: Latent Telepathy



DULCE BASE

At a casual glance, Dulce resembles a small military installation. It is even listed in the Department of Defense records as a research post, staffed primarily by DOD personnel. From the air, a small landing strip can be seen, and flights to and from Dulce are fairly regular. Dulce is also accessible by ground, passing through a gate manned by DDS personnel. The NDD carefully oversees all ground and flight traffic to insure the cover of normalcy is maintained.

The surface levels of the base are MJ1 clearance and suitable for viewing by high ranking military personnel and most individuals requesting access for a valid purpose. The SubLevels of the base are accessible only to NDD candidates and operatives, and this is monitored by the Sentinel security system.

THE PRIMARY SUBLEVELS

Recruits are personally escorted in and out of SubLevel 1 until they receive Sentinel implants that allow them greater freedom of the base. SubLevels are accessed by one of several elevators, some within the central complex and some positioned along the base's periphery. The Sentinel system assures the individual has the appropriate clearance for a given SubLevel upon his exit from the elevator. If not, a second series of doors, just beyond the elevator, closes and a security team is dispatched to investigate.

SubLevel 1 contains barracks for most NDD personnel, training rooms for candidates, large meeting rooms, classrooms, a cadre of DDS offices, and a dining hall. In order to access SubLevel 1, an individual must hold a MJ2 clearance or better, or be walked through security

with an operative from DDS, RAT, or any operative holding MJ7 clearance or better.

SubLevel 2 requires an individual to possess a minimum of MJ3 clearance. Located on SubLevel 2 are the bulk of Ops offices, including the Quartermaster's office. Also on SubLevel 2 are a series of mission planning and debriefing rooms, and a large auditorium for presentations and training. Offices representative of each division are on this level. This allows new operatives contact with their assigned division while maintaining security. These offices typically serve the function of relaying information to and from operatives.

SubLevel 3 contains the bulk of R&D construction facilities, more out of necessity to reduce logistical headaches than any expectation of security. As such, these facilities have security clearances recoded when higher-level projects are constructed on this level. The remainder of the level, including offices of the Watchmakers, many IA departments, and facilities for P&P, requires a MJ5 clearance to access.

SubLevel 4 requires a MJ7 clearance to access. It contains about 75% of SRD research and testing facilities, the remainder of the EI offices not located on SubLevel 3, and a number of advanced training facilities overseen by RAT. It also houses barracks for individuals possessing MJ7 or higher clearances, as well as a lavish dining unit and a recreation facility.

THE DEEP SUBLEVELS

Beginning with SubLevel 5, the remaining SubLevels are accessed through a separate elevator system. Thus, SubLevels 1-4 do not give any indication of any SubLevels lower than SubLevel 4, and the alternate elevators access only SubLevels 5-7.

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SubLevel 5 can be accessed with individuals possessing MJ9 clearance or higher. It is primarily an administrative level, housing offices for all Divisions' higher security programs, projects, and missions. SubLevel 5 is home to IA's data entry and retrieval, and a few select offices are encoded for higher security when working on data classified at MJ10 or higher.

SubLevel 6 is home to the members of the 12th Directorate when they are in residence. Each member of Central Command has his or her own private living quarters and meeting rooms, as well as access to more general facilities. At any given time, it is rare to have more than three members of Central Command in residence. Present at all times, however, are representatives of each member, in the form of MJ11 attachés. Access to SubLevel 6 is restricted to individuals with MJ11 clearance or higher, the only exceptions made by specific command of a member of Central Command.

SubLevel 7 holds the Reticulan base. Only individuals who have specific clearance for this level can access the base. Individuals must possess a minimum of MJ9 clearance and have received authorization from the Reticulans' duly recognized representative. Even members of the Central Command, although granted free access, are loath to visit SubLevel 7 without announcing their intent. The entry to SubLevel 7 is guarded by the Sentinel system as well, and access is denied to any individual who has not registered the authorization to enter.

OTHER CONSPIRACIES WITHIN THE DIRECTORATE

Although the Directorate presents a front of unity and purpose, a small number of minor groups pursue separate goals, some contrary to that of the Central Command.

THE DOUBTERS

The largest of these conspiracies is led by Major Ronald Dents from EI, and consists of a small group of field operatives who suspect that the Directorate is in trouble and that the aliens are leading the Central Command. As yet, this group is unknown to the Central Command, although some members of the Command secretly suspect its existence.

The Doubters are a threat to the conspiracy, as its members would be willing to endanger the entire NDD in order to prevent alien control. The conspirators are unlikely to tell any secrets unless it is essential. At present, there have been a few minor incidents, and some purist has leaked information to FBI agents not under the Directorate's control.

HORUS

Threading through the NDD is a very small faction of agents who call themselves the Human-Organized Resistance of the United States (HORUS). This aging group is composed of individuals who doubt the wisdom of allying with the EBEs, and as a consequence, have engaged in developing a number of secret research programs to create new technologies and combat resources that may be effective against EBEs turned traitor.

Members of HORUS walk a very fine line. It is relatively easy for the Reticulans or Gna-Tall to investigate their activities by making a simple request to the appropriate personnel. Additionally, any of their moves may be catalogued through the Sentinel system without their knowledge.

Almost all HORUS activities are conducted outside the watchful eye of the NDD, and all recruiting is done in a complicated layered system. If the candidate is suitable, a number of off-base meetings are arranged under the guise of a field mission or exercise, which is initiated by a HORUS member in RAT.

OTHER FACTIONS AND FACTORS

Most other internal conspiracies rise and fall based on the needs of the moment. Supervisory personnel looking to protect their jobs (or lives) from overly ambitious underlings often succumb to the temptation to form a private army of sorts, composed of agents loyal directly to them. Other factions are created by dissatisfied employees, or by disgruntled field operatives. In at least three different cases, factions have been formed for personal profit or criminal activity.

DDS operatives are constantly trying to weed out the "illegals," but cannot keep the organization completely clear. The continued factionalization of the Directorate is a big problem, but the political and espionage training of its operatives makes internal intrigue almost automatic.

Until quite recently, gaining a promotion through backstabbing a superior was unofficially condoned. Many complicated plots were hatched in back rooms, with conspirators plotting the disgrace of their boss with as much zeal as Caesar's assassins. Similar actions took place near the end of every quarter, when budgets for the next quarter were being reviewed. Competing divisions would actively sabotage each other's work; several valuable projects were sacrificed on the altar of budgetary struggles. There were even occasional casualties, although these were kept to a minimum. Healthy paranoia was a necessary job skill.

Within the last ten years, Central Command has cracked down on the more cut-throat ways of doing business, and the lower ranks of each division no longer suffer the brunt of these machinations. In the upper levels of the Directorate's command, struggles over budget and personnel still occur, but they are much more subtle, rarely evoking memories of open warfare. It is best for junior operatives to remember that selection of the proper mentors can vastly impact a career within the Directorate.

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