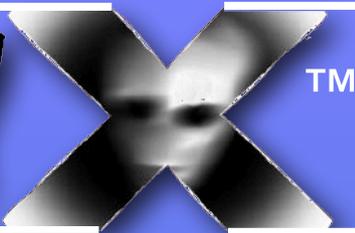


CONSPIRACY



UK-CONSPIRACY



**Angus McNicholl,
Duncan I MacLeod
& Steven Ward**

UNOFFICIAL

BOLTYGUARD OF LIES

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This file is an **unofficial layout** of the UK-Conspiracy Sourcebook for Eden Studios' *Conspiracy X*.

This file has been **authorized** to publication by both Angus McNicholl and George Vasilakos.



UK-CONSPIRACY

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CHAPTER SUMMARY

Chapter One: Introduction

You're reading it now, a few introductory remarks and notes from the designers.

Chapter Two: The Archive

The presentation of a time line and brief essays concerning events in Britain primarily from the turn of the twentieth century to the present day.

Chapter Three: The Service

The presentation of the usual additions to the *Conspiracy X* system, skills, trainings and traits, followed by a section on detailing the Thirteen Conspiracy and a number of British credentials that it recruits from.

Chapter Four: The Gadgets

New locations and equipment, with notes on translating existing gear to the UK setting.

Chapter Five: The Outsiders

Description of the operations of both Aegis and the Black Book in Britain including rules for building Cells who wish to incorporate British agents into them.

Chapter Six: The Covert Agenda

Specifically the Game Master's Chapter, this information is indented for those who need to know the truth. Each of the Extraterrestrial Influences is discussed in addition to the Faerie question. Two minor groups are also detailed here that Game Master may allow to be used as player characters if looking for that different feel to a game.

Chapter Seven: The Operations

Short scenario summaries, giving a flavour of the UK and how to link them together to produce a campaign with a distinctly British flavour.



CHAPTER ONE:

INTRODUCTION

WELCOME TO BRITAIN

The United Kingdom of Great Britain and Northern Ireland is an island group north of Continental Europe. Throughout its chequered past, it has always been a land of storytellers and empire-builders, explorers and academics, soldiers and sailors. The islands are rich in history, with many diverse opportunities for adventure. From the cutting edge of new technology to delving through tunnel complexes beneath the streets of our towns and cities; Britain may be small in comparison to the United States but it is no less diverse because of this.

In this supplement for *Conspiracy X*, we present one view of this society onto which Game Masters can graft their own stories. This world you will read about can be found beneath the veneer of society, it will illuminate some people and destroy others. From the tales of Arthur to the next stage in space flight, the UK has every setting desired. It is a place for the imagination to investigate.

HOW TO USE THIS SOURCEBOOK

This sourcebook gives Game Masters a setting for their work that mixes together real life and fiction into that blend that is *Conspiracy X*. Although we have detailed the Government's conspiracy, the Game Master is free to use their own background, or amend the history to allow for Aegis being a world-spanning organisation. Whatever you choose, we hope that you find this supplement entertaining, enlightening and educational.

For players, we have listed a wide variety of professions to draw on, with more diverse sources than either Aegis or the Black Book uses. This is because the UK does not have the manpower that a large country like America has. This is an important point, without the socio-economic resources available to countries like the USA and the USSR, the UK defences had to develop in a way that best utilised the resources it did have.

UNDERSTANDING BRITAIN

There are a few things that should be borne in mind when using this sourcebook, firstly it has been written in British English, which means that it will be full of unusual spellings (if you're not used to the Queen's English, that is!). Secondly

Britain is a very small place in comparison to America or Continental Europe which is the normal playground for *Conspiracy X* gamers, despite its limited area the vast proportion of the population live in Southern England, in fact the population of London is greater than the entire population of Scotland. While often referred to as a single country, Britain is in fact four countries that have come together under the banner of the United Kingdom. Scotland, England and Wales form the big "mainland" with Northern Ireland to the west. A number of smaller islands exist, principally off the North, Western coasts of Scotland and in the English Channel.

DESIGN TEAM NOTES

This project was developed by a virtual trinity using a mixture of the Internet and real meetings. It started as a few offbeat comments on the *Conspiracy X* mailing list and grew from there. Initially, we felt that, for the sake of geographical completeness, the project should also include Ireland. As we researched our various areas of interest, we all agreed that we could not do Ireland the justice that it deserved and that it would feel like an "add-on" to the British Sourcebook. Furthermore, as we developed the symbiotic conspiracy within the British Ministry of Defence, it became impossible to allow any other country to be involved in the deepest layers of our ultimate secret.

Hopefully we have done the country justice, but it is just a snapshot of the current state of affairs. We have not mentioned the political situation in any part of the country, as that is constantly changing and partly irrelevant to the organisation of the Thirteen Conspiracy. We also rejected the idea of including a catalogue of UFO sightings, occult events or other weird stuff – you can get books on these at your local library or bookshop. For reference, we have included an incomplete listing of books, videos and Web sites for your information.

As a final note, this supplement is part of a growing body of work dedicated to the *Conspiracy X* gaming world and has been written to allow for the release of future specialised sourcebooks. This places an additional burden on GMs who will have to use their common sense when ratifying PCs and setting up their game world.

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CONVENTIONS

[INSERT STANDARD CONSPIRACY X CONVENTIONS]

TV AND FILM

The following film list has been selected because they are staged in Britain and filmed with British actors. This list should provide a good idea of how the British speak and allow you to see some parts of the country.

Brave Heart

Excalibur

Highlander (The first one only)

MacBeth (the one with Mel Gibson in it, filmed on the East Coast of Scotland)

Mona Lisa (Images of London and Brighton)

Neverwhere (Filmed in many of the old and disused tunnels under London)

Restless Natives (Images of Edinburgh the Scottish Countryside)

The Avengers (The original TV series not new movie!)

The Crying Game (Images of Northern Ireland and London)

The Full Monty (Images of Sheffield)

The Long Good Friday (Images of London)

The Paradise Club (TV series, Organised Crime in London)

Local Hero (Images of Scotland)

Patriot Games (Images of London)

Shallow Grave (Set in Edinburgh)

Sliding Doors (Set in London)

Trainspotting (Set in Edinburgh)

Ultraviolet (TV series, British Police vs. Vampires, set in London)

Invasion Earth (TV series, RAF vs. Aliens)

Whisky Galore (Set in the Hebrides)

This is only a brief glimpse, additionally almost anything made by Ealing Films, by the Comic Strip, starring Michael Caine or directed by David Niven.



CHAPTER TWO:

THE ARCHIVE

Tom Watson checked his Walther PPK again, safety off, round chambered, He gave a brief nod to Beams who nodded back at him and flashed an encouraging grin at him. Christian stood opposite the door the other two flanked, he gave a thumbs up. Beams held up his hand and counted off with his fingers three, two, one...

Christian's foot sent the door wide, they entered slowly in a standard covering formation, like you see on those cop dramas, only this was for real. The first room was a mess of clothes, rubbish and the remains of several TV dinners slowly rotting where they had been left, the curtains allowed only a narrow beam of light to penetrate the gloom. The air smelt musty, old and heavy with an orgy of rotting food.

They moved slowly through the main living area, the kitchen was rank, the bin in the corner had been overturned and its contents spilled across the linoleum floor covering, the garbage moved, Beams tensed, the cat hissed before rushing out passed him. He relaxed letting out an audible breath and motioned the others to search the bedroom, he moved to cover the bathroom.

Christian took point nudging the ajar bedroom door fully open with the muzzle of his PPK, the rotting stench the wafted out was almost too much for Watson, who was close behind. The room looked as if it had been ransacked, the bed tipped over on one side against the wall, broken furniture under foot. On the wall opposite was a life-sized effigy of Christ. No not our savoir but another man pinned to the wall, pieces of broken curtain rail forced through the palms of his hands like nails, the dark stains on the once light coloured wall paper was most likely blood.

This was his first active operation, he'd never smelt death, or seen such mutilation before, his stomach kicked violently, clasp one hand over his mouth in an attempt to stop the inevitable and vomit cascaded through his fingers. The acrid smell of bile burned at his eyes forcing tears to cloud his vision.

"One corpse otherwise clear." Came Christian's voice from beside him, he spoke to Beams, "Take Tom here out for some air, looks like he could use some and I don't want him through up all over any more evidence."

Watson could feel a firm hand take hold of his shoulder and guide him away, "Don't worry about it Tom." Jef Beams sounded faintly amused "Happens to everyone the first time, happens to everyone." Funny how he always remembered that day when he felt sick, it stuck in his mind and refused to go away, that was six months ago and several operations behind him now, but it was still there.

Watson crouched in the alleyway, the smell of piss and puke from the old mans corpse was nauseous, he swallowed hard trying to fight back his reflex. The rain was coming down harder now and soon the foulness would be washed away. But that would not be soon enough, the man lay face down in a pool of dark liquid, under the orange glow of the near by street lighting it could have been almost anything but instinct told Watson that it was blood. His stomach churned again at the thought and he steadied himself against the wall.

Beams was close by, he could make out his faint outline in the darkness a few metres away. Watson pulled on a pair of latex examination gloves and gingerly rifled the old mans pockets in the hope of ID. A few scraps of newspaper and a handful of loose change, the wino's bottle lay broken near by, Whiskey the cheap and cheerful kind.

"Cause of death?" Beams voice was low almost a whisper, Watson shrugged and rolled the body over, even in the poor lighting it was obvious. The man had been opened from neck to groin, in the light all that he could make out was a morass of coiled tubes and pulpy tissues that may or may not be organs. Watson staggered back away from the victim, narrowly avoiding slipping in the mess. Deep breaths fight the urge to be sick, this happened every time, it was becoming something of a joke amongst the other members of his Section. How many bodies had he seen in his time? To many but always the same reaction, even other recruits with less experience than him didn't react like this.

Beams was muttering something under his breath and shaking his head. "Go back to the car and call for a pick-up, I'll finish up here." He was crouching next to the body now, "Looks like our M.O., hell all this rain is going to play havoc with forensics."

TIMELINE FOR THE UK

574 St. Columba of the Celtic Church crowns and anoints King Aedan of the Scots, father of the legendary King Arthur.

1307 The Knights Templar is declared disbanded by Pope Clement V, except in Scotland where the Papal Proclamation is never made.

1314 The Knights Templar fights along side Robert the Bruce at the Battle of Bannockburn to regain Scotland's independence from Plantagenet England.

1859 Sir Bastable forms Gentlemen's Explorers Club [Cryptozoology]

1874 Winston Leonard Spencer Churchill born, son of Lord Randolph Churchill and the American heiress Jennie Jerome.

1886 Jules Verne publishes his novel "The Clipper of the Clouds".

1896-97 Mysterious Airships seen in US.

1903 The Wright brothers make first successful powered flight.

1903 First Grey explorers arrive in Earth's environs. [Nemesis]

1909 Cigar-shaped UFOs seen in UK.

1912 The sinking of the Titanic after striking an iceberg.

1913 Winston Churchill asks parliamentary questions about UFOs.

1925 Walter Stein moves to Munich.

1932 Churchill warns of Germany's rise in armaments.

1933 Hitler becomes Chancellor of Germany (January).

1933 Churchill fails to prevent plans to reduce Air Force (March).

1933 Hitler formally imposed Nazi rule on each of the German States (April).

1933 Stein warns Churchill of Hitler's interest in occult (September). [Rulebook]

1933 Stein meets Roosevelt and Watch is formed (October). [Rulebook]

1933-45 Watch researches occult; assassinates by mundane and arcane methods; recovers artefacts, including Spear of Destiny. [Rulebook]

1934 Churchill calls for the creation of a single Ministry of Defence.

1934 Churchill begs government not to neglect the "scientific side of defence against aircraft attack".

1935 Bawdsey Manor (on Deben Estuary just north of Felixstowe and near RAF Brentwaters) begins radar experiments.

1937 Britain commences secret research project into advanced metals.

1941 Foo Fighter "had been retrieved in England" by British military in WW2. Sent to USA strapped to a B-17. Rumoured to have been overseen by a member of the royal family.

1941 The Lammas Night ritual in Britain. Hundreds of British magicians gather to perform a ritual to protect Britain from invasion. [Forsaken Rites]

1945 Neither Allied nor Axis admits to "Foo Fighter" craft. [Rulebook]

1946 British Air Ministry reports on Scandinavian "ghost rockets".

1947 Ministry of Supply commissioned the Mach 0.95 Avro 710.

1947 "UKUSA Agreement". Signals Intelligence shared between UK, USA, Canada, New Zealand and Australia.

1947 Discussion between the governments of Britain and the USA on the UFO mystery.

1950 George Maidwell founds the Order of the Hearth to continue to protect Britain from occult threats even in times of peace.

1950 Charles Husband presents Bernard Lovell with the first drawings of a proposed giant, fully steerable radio telescope.

1950 Gentlemen's Explorers Club renamed RCS. [Cryptozoology]

1951 Avro 710 becomes operational.

1951 Churchill re-elected as Prime Minister (until 1955).

1951 UK Government's special study into UFO sightings.

1952 Churchill meets Truman in America.

1952 Memo from Churchill to Secretary of State for Air "What does all this stuff about flying saucers amount to? What can it mean? What is the truth? Let me have a report at your convenience."

1953 New policy implementation after the Operation Mainbrace UFO sightings.

1955 UFO seen landing at Lord Mountbatten's Hampshire estate.

1956 A 710 is sent to Australia by ship to "protect" the nuclear test areas.

1956 Following UFO interception attempt, gun camera film shown by S4, attended by Meteorological Office, Director of Air Defence, and various Air Staff.

1957 Death of Walter Stein.

1957 The Mark 1 telescope becomes operational at Jodrell Bank, Cheshire. It is the only Western telescope able to track the carrier rocket of Sputnik 1.

1957 Britain explodes an H-bomb at Christmas Island. US begins to treat UK as a partner again, initiating joint war plans. The British were invited to join other top-secret projects. PM Harold MacMillan agreed to UK crews in USAF U-2 planes.

1958 An incident at Woomera Test Range, Australia: Foo fighter retrieved and taken to Wright-Patterson Airbase, US.

1962 British agent, John Mason, fails to make his rendezvous at the Canadian border after stealing US Government files containing information on alien landings.

1962 British military carried out extensive autopsies on 12 dead Grey's who crashed at Timmensdorfer Strand, West Germany.

1964 Cumberland spaceman incident.

1964 Air Ministry and branches, plus War Office and Admiralty merge into MoD. Both S6 and S4's work transferred to S4 Air and Defence Secretariat 8 (DS8). AI (Tech) 5b combined with other intelligence divisions into the Defence Intelligence Staff (DIS). Studies material provided by GCHQ and NSA. Overseen by Chief of Defence Intelligence (CDI).

1964 UFO crashed in two parts, one near Penkridge, Staffordshire (west of Cannock Chase), the rest in West Germany. Air Force Intelligence retrieved parts and occupants and shipped them to Wright-Patterson, US; other NATO investigators were involved.

1965 Death of Sir Winston Churchill.

1967 British Embassy in Moscow was directed by London to co-operate with USSR in observation teams for UFOs.

1971 Death of Sir Desmond Morton.

1972 SIS agent, John Wyman, arrested in Dublin while trying to obtain information about the Irish government's unofficial alien policy.

1972-3 Black helicopters seen around Derbyshire; Cheshire and Staffordshire. Special Branch and RAF investigated helicopters.

1973 George Maidwell founds the Black Library, and later this year destroys his protégé in a magical duel losing the use of his legs in the process.

1974 Cader Bronwen crash.

1974 Alien breaks into Marconi facility, Frimley.

1975 Two Vulcan bombers sold off for scrap to a cover organisation. Refitted with advanced motors and electronics.

1977 Craft seen in Cumbria.

1977 The RAF Provost and Security Services (P&SS), move to RAF facilities at RAF Rudloe Manor, Wiltshire.

1978 Cine film in Leicestershire of a "Silent Vulcan" aircraft.

1979 Lord Louis Mountbatten murdered in Donegal Bay, Ireland.

1980 Rendlesham Forest incident.

1981 Joint meeting RAF Lakenheath, Suffolk to discuss Cyprus sighting.

1984 "Barrel-like object" crashed at Hepton Hill, Worcestershire.

1984 Britain allows America the use of her air bases in the bombing of Libya. After the fatal shooting of WPC Fletcher outside the Libya Embassy in London.

1985 Secretariat (Air Staff) 2a becomes focal point of public UFO reports.

1985-86 Peace campaigners protest the installation of nuclear cruise missiles on British soil at the US base at Greenham Common.

1987 King's Cross tube station fire in London.

1988 Cannock Chase sightings.

1988 Pan Am Flight 103 explodes over Lockerbie, Scotland. The wreckage is scattered across the town, 270 people die in the disaster, including 3 DEA agents and a Pentagon Nazi Hunter.

1989 Belgian UFO sightings.

1990 British Government called meeting to discuss crop circles.

1991 Todmorden, West Yorkshire becomes a major sightings hot spot.

1992 Flying Complaints Flight division stopped handling UFO reports. UFO data transferred from RAF Rudloe Manor.

1993 RAF Fylingdales Incident.

1993 At NASA's request, the Lovell Telescope at Jodrell Bank searches for the lost Mars Observer spacecraft, the only instrument able to do so.

1994 TD-121 Black Manta crash at RAF Boscombe Down, Salisbury Plain. The wreckage was recovered and returned to America by a C5 Galaxy transport plane. There are three reported such events this year.

1995 Faerie kidnappings in Ireland. [Cryptozoology]

1995 Triangular aircraft sightings increase.

1996 The Fife Event.

1997 Amateur photographs taken of a secret British aircraft code-named HALO.

1998 Prominent UFO researcher Ron Halliday claims that the sinking of the Titanic in 1912 was caused not by an iceberg but by an encounter with a USO (Undefined Submersible Object). He claims that analysis of the damage to the ship is inconsistent with collision damage and much more like the cut produced by a high energy weapon.

STEIN'S STORY

Walter Stein was working in a Munich factory when he was first approached by British Intelligence. Britain was worried about the re-armament of Germany, and was secretly compiling dossiers on all aspects of German industry. The information came from many sources, one of these being targeted were factory workers.

Stein was born in Venice, Italy in 1891. His parents were both Austrian, but his mother raised him after his father died of cancer. Spending much of his formative years in the libraries of Venice, he learnt French and English languages (to add to German and Italian) and it was there that he developed an interest in the occult. He had been fed on a

diet of tales from his homeland and also the stories from the place of his birth, so it was only natural that he started to develop an interest in finding out more about legends and mythology.

An inheritance allowed the young Stein move to Austria and study science at the University of Vienna. His first year studies included German Literature, and it was whilst searching for a second-hand classical German book that Stein's life was to change irrevocably. In a dingy shop owned by Ernst Pretzsche in 1911, Walter Johannes Stein bought a copy of Wolfram Von Eschenbach's "Parsifal". The book had been owned and annotated by one Adolf Hitler. Intrigued by the depth of knowledge that the note-writer displayed, Stein returned to the shop and elicited Hitler's details from the owner. The two became friends, with Hitler able to discuss his theories and knowledge with the younger Stein; Walter soaked up the enthusiastically delivered talks like a sponge. In the Habsburg Treasure House, they both stood transfixed by the sight to the Spear of Destiny – Stein felt welled with healing power, and Hitler was filled with evil. This was the barrier between the two men, and it shows Stein's strength of character that he never crossed to the "dark side", despite Hitler's many attempts. In 1912, Hitler left Vienna, and Stein was left believing that he had met "the chalice for the Spirit of the Anti-Christ" (as he later recounted).

During the Great War, Stein worked in a Viennese hospital, completing his medical training. A bookish man, he would study anything from mathematics to history and the arts. After his mother died in 1925, Stein requested a transfer to Munich, as he had relations there. The management consented, giving him a letter of introduction and a good reference. He also had some documents from the librarian of the inner sanctum of one of Venice's libraries and introductions from some of Vienna's occultists. With his few possessions and many notes and books, Stein set off by train to Munich.

As a quick learner and hard worker, Stein quickly gained prominence in his job and within his occult society. His friends found him important projects within the factory that would utilise his encyclopaedic knowledge. It was there that Mr Morton of the British Industrial Intelligence Unit found Stein. As well as noting his job and friends, Morton had noticed that Stein would go quiet when his friend talked about their nationalistic ideals during their coffee house discussions. There was a deeper level to Dr Stein, one that could be exploited for the good of the anti-Nazi cause.

Back in London, Stein's controller was finding it increasingly difficult to get anyone to listen to his warnings about the re-armament issues, in fact the British Government seemed only too willing to let Germany catch up with the other world powers. The person whose policies he agreed most with was no longer in the Cabinet, but was happy working on his biography of Marlborough and voicing his concerns about the government's foreign policies. That man was Winston Leonard Spencer Churchill, soldier, statesman and reporter; escapee from a Boer POW camp, president of the Board of Trade in 1908, home secretary in 1910, first lord of the Admiralty during 1911 to 1915, friend of T.E. Lawrence (of Arabia) and many airmen.

Himmler already signed the order for Stein's arrest, only to discover that the chicken had flown the coop. As soon as Stein had discovered the full extent of Hitler's occult designs he had fled to Britain. Morton took Stein to meet Churchill, bringing all the available information. It was a fascinating tale that Stein told, of gods, demons and magic, and the growth of an unstoppable Reich, with fighters empowered by the occult and the power of destiny. Nothing in his collection of H.G. Wells' books had prepared Churchill for this. He was speechless. It had only been in April that he had broadcast his radio message warning: "If we lose faith in ourselves, if we lose our will to live, then indeed our story is told." Nothing in all the facts and figures and visits had prepared him for Stein's revelation. He asked the pair to return the next evening.

Churchill spent that night and the next day deep in thought, and when Stein and Morton returned, the study reeked of cigar smoke. To Stein he gave an envelope and an attaché case, Morton was presented with a sealed manila folder, and he then told them puzzled men to go home and talk to no-one about the contents, not even each other. Stein departed the next day to America.

MORTON'S STORY

Morton went back to his home, poured a glass of malt whisky and then opened his folder. Inside were a bundle of addressed envelopes, and a letter of instruction from Churchill. He was to give one envelope to each of his most trusted companions, they were to go to the person named and introduce themselves as an individual interested in learning about the occult sciences. The letters would explain the rest to the society. Morton's future briefings to Churchill would include what his network had learnt from the societies. These steps were necessary, Churchill explained,

since the government was blind to the physical threat from Germany, there was little chance of them believing in a magical threat.

During the next year, "moles" like George Maidwell worked inside the various societies and occult orders that were rife in Britain at the time. Mostly the agents found that there was nothing to the group except parlour tricks and hot air. But on some occasions they would discover something special, whether it was a magical ritual, numerology, psychic powers or a new healing plant, all was reported to Morton.

As the physical war approached, some of the agents were able to subtly direct the research areas of their society, or even that they merge with other orders into a stronger society. When the Second World War started in 1939, the agents suggested that they help the war effort in whatever way they could. Churchill ordered that they save their energy for the defensive that would surely be needed. He also wanted to avoid the occult attack that would surely follow if Germany discovered his plans. This was the reason that Churchill had sent Stein to Roosevelt: to draw any occult attention away from Britain.

When Churchill became Britain's wartime leader, Morton worked as his personal assistant, feeding him reports from his various contacts, including those at Bletchley Park, home of the code-breakers. To co-ordinate the large amount of work, Group Captain Maidwell, was re-tasked to handle the reports coming in from the occult researchers and process the growing number of reports about "Foo fighters" and the like. Even in its darkest hour, Britain remained secret about its growing studies into advanced flight and the occult. Dealing with the Watch and other American organisations set the ground-rules for later years. If the facts were undeniable, then the event would not be hidden from our Allies, but the complete truth about Britain's involvement would not be disclosed. Thus, it was the RAF who retrieved a crashed UFO with American aid, but didn't mention the technological advancements that had enabled them to intercept it.

This attitude may be difficult to understand with hindsight, however, Britain was in danger of being over-run by the German military might. American public opinion was in favour of a neutral stance, even after the Japanese attack on Pearl Harbor in 1941, some Americans were only in favour of a Pacific war. When Roosevelt openly declared war on Germany, it was Morton who advised Churchill not to reveal British interests to the US for two reasons. Firstly, the US intelligence community might be questioned why this intelligence was being openly shared, when other

intelligence was being divulged – raising suspicions on what else wasn't being shared. Secondly, Britain needed its own arsenal of weapons in case of invasion and America withdrawing, especially as Roosevelt was not a healthy man, and might not be leader for the course of the war. As the war went on, Maidwell started to look to the post-war political map, and wanted Britain to be as independent as possible.

Watch operations based in Britain met a similar level of deception. They were never told about Britain's undercover operations and their level of occult knowledge or activities. The growing British organisation never considered their American allies to be anything other than a cover operation, allowing themselves to work in secrecy and relative safety. Britain took pains to ensure that the Watch operating within the allied sphere of operations was under close surveillance.

After WWII the intelligence communities underwent significant restructure and reorganisation. Watch activities in the UK were significantly reduced between 1945 to 1947. With the Roswell Incident, Watch operatives were completely recalled to America.

THE RETURN OF STEIN

Walter Stein returned to England in late 1947, having stood back to watch the Watch fragment following the Roswell Incident. Having been debriefed by British Intelligence and reporting the dissolution of his organisation Stein retired to continue his work that the war years had interrupted. In the United States both the fledglings Aegis and Black Book assumed the Stein had joined the other side, never thinking that he may have left the country and returned to Britain. Stein passed away 10 years later, a hero of the darkest hour, his funeral was attended by Sir Winston Churchill and Sir Desmond Morton. The ceremony was brief and none commented on his war service, those secrets remained so.

PLAYERS IN THE GREAT GAME

There were other lines of research that had been brought to a head by the war. The Royal Society had been following the progress of writers like Jules Verne and H. G. Wells and some members had formed a subcommittee dedicated to furthering research on aviation and related practices. Worried that their work would fall into unfriendly hands, they commissioned an American engineering firm to build an airship to their specifications in the mid 1890's. A team was dispatched to monitor proceedings and report back to

London. Five airships were constructed and test flights carried out, unfortunately two of these ships crashed, killing the crew. In 1897 the remaining aircraft were flown to New York State and the engineering firm was paid off. The team disassembled the three craft, crated them and sent them north to Canada, before being shipped across the Atlantic. On arrival at Liverpool government officials intercepted the team and they were removed to the Midlands of England, where they were debriefed and made to reassemble the airships and display them. The military decided to keep the inventor's work separate from the Army's Balloon School, allowing the work at Aldershot to capture the attention of the press and foreign powers.

This team became the civilian advisors to the Royal Flying Corps and its successors. They drew on the best engineering brains available to the UK, outsourcing tasks to unwitting universities and the Royal Society. When a better component replaced the current system, the older design would find its way into official projects, allowing the secret projects to maintain its technological advancement. With the rearmament of Germany in the 1930s, the project's work started to feed straight into overt projects like radio, radar, lightweight metals and weapons advances. At the end of WW2, the project scientists were among the groups interrogating the German technicians, trying to learn as much information as possible, before most of them were removed from Europe.

After the war, Britain was left in the cold, as German expertise was divided between America and the USSR. Military intelligence retained its network of occult contacts. The UK reverted to its pre-war operations and in 1947 the Avro 710 was secretly commissioned undercover of a research project for the nuclear V bomber series. The 710 was a V-wing Mach 1 fighter and would be used to intercept alien craft. One of the secret components was an altimeter that could detect energy emissions from ley lines, allowing the pilot to maintain a steady altitude while night flying at nap-of-Earth.

Only a few of these craft were built, the first being commissioned in 1951 (one was sent to Australia in 1956 to protect Britain's nuclear programme). The aircraft were rotated through a number of secret bases, so that they would appear to be UFOs flying over different parts of the country. Base locations included Wales, the Peak District, Cannock Chase, and Falkirk. The 710 has gone through several different revisions and is now only recognisable because its

characteristic shape, operating under the current Silent Vulcan designation (see page 74).

In 1951 the Conservative Party ousted the post war Labour government. Returning Churchill to power as Prime Minister once again. In what was to be his final term of office Churchill met with his advisors from the "alternative" intelligence community. They laid the foundations for bringing their research under one organisation. Maidwell stressed that this would have to be done slowly so as not to raise suspicions among the infiltrated groups. This would bring together all the knowledge that had been collected over the years, rationalising the resources would enhance the speed and quality of development to give Britain the edge she desired. The plan was completed in 1964 with the formation of the Ministry of Defence. The MoD rationalised all of the armed forces and related research, both overt and covert, and would be pro-active rather than re-active.

All this work nearly amounted to nothing when, in 1964, a 710 shot down a Grey craft. The UFO split into two parts, one crash landing in West Germany and the other kept on flying towards the 710's Cannock Chase base. Luckily the remains overshot the surface part of the base and crashed into the Staffordshire moor some 5 miles away. American radar had detected something and help was offered by the US Air Force. As per policy, that help was welcomed and a joint RAF / USAF retrieval operation was mounted. The MoD got new data from the American analysis of the craft and occupants: but their Allies are still unaware of the extent of the British operations. The files already contained extensive biopsies on Grey's, and intelligence about Atlanteans, among others. As for the section of saucer that crashed in West Germany, no trace of it could be found.

THE HIGHGATE VAMPIRE

As the 60's closed British Adepts from Maidwell's Order of the Hearth became aware of several unusual happenings around the area of High Gate in London. Initially local residents reported pet animals going missing and police eventually recovered several mutilated carcasses. This unusual mutilation of local animals continued for a period of several years to the fear and annoyance of residents. It was not until a young occultist took personal interest in the case and began a somewhat indiscreet enquiry of his own did the situation reach the attentions of the Order of the Hearth and several other mystical groups.

NIGHT HUNTER

It was reported in the Daily Express newspaper, September 1970, that Mr. David Farrat, 24, had been arrested after having been caught in the act of scaling the walls of High Gate Cemetery, London. Mr. Farrat the founder of the British Occult Society was charged with the intent to do damage to coffins located in the cemetery, in his possession he had had a crucifix and a sharpened wooden stake.

Magistrates at Clerkwel found him not guilty after his solicitor, Mr. Jeffrey Bayes, successfully argued that it was not unlawful for a person to hunt the vampire. Mr. Farrat, he said, had only intended to await for the creature to emerge from the catacombs and was not intent on the damage of cemetery property.

A team of investigators from the Order of Hearth was immediately dispatched to look into the case, by the time their initial investigation was concluded two local residents had disappeared and the police were getting very anxious to be seen to be making progress. The turn of events led to several magical confrontations between the Order and at least two other magical circles, one of which was believed to be Titanidae sponsored. The Order agents had been reduced to under half strength by a combination of magical duels and corruption, before they finally tracked down the predator to an old house over looking the High Gate Cemetery.

With the death toll currently a twelve, two members of the Order and the others being of rival groups killed in the cross fighting, they sat back to like their wounds only to discover that the Vampire had come for them. The Order team lost yet another member, who gave his life to buy the remaining two time to prepare. The battle seemed one sided and doomed to fail, had it not been for the timely arrival of a third party, in an unexpected twist of fate a Catholic Priest, Rev. Shawn Manchester came to their assistance. In that night the Incarnate Vampire and its two Forsaken progeny were exterminated.

IF YOU GO DOWN TO THE WOODS TONIGHT

The Rendlesham Forest incident in December of 1980 is now one of the best known British UFO cases in history. Chapel Green, the area on the edge of Rendlesham Forest where these events took place is sandwiched between RAF Brentwaters and RAF Woodbridge. Over three consecutive nights both military and civilian witnesses observed unusual lights in that area. On the third night a detachment of troops left RAF Brentwaters base to investigate, lead by an officer who was also a member of the Black Book. A second group lead by an Aegis operative also decided to investigate. The truth about what actually occurred that night may never be fully known or understood but what is certain is that this case demonstrates the confusion caused when several groups work at cross purposes.

The two groups spent that third night blundering around in the dark both seeking what they believed to be an extra-terrestrial craft, while trying to miss-direct the other. A Section of Thirteen operatives were both surprised and alarmed when their activities came under scrutiny as members of the Aegis lead group emerged from the tree line into the field where the Thirteen Section were conducting tests within the highly concentrated seepage loci. The lights and other strange phenomena reported that night was not UFO activity but a series of field tests conducted by Thirteen that had inadvertently triggered the magical activity.

Though both Aegis and Black Book have conducted follow up investigations of the site in addition to Remote Viewing the target area during the propertied alien landing nether has been able to establish with any clarity what actually occurred and who was in attendance. Naturally Aegis believe that this is due to Grey psychic interceptions while a CAPS field unit have determined that the area contains no locus or indication of supernatural activity.

PEACE PROTESTS AT GREENHAM COMMON

The deployment of American nuclear cruise missiles to bases in Britain caused an outrage amongst Green groups and student idealists alike. Thousands of British women encamped themselves around US bases and lay down in the roads to prevent the convoys of weapons from reaching their intended destinations. While the weapons did get through they were delayed in their deployment, the efforts of these women attracted attention from around the world.

The peace camps remained in place for more than two years, during which time the women experienced unusual

patterns of illness and fatigue. That ranged from severe headaches, drowsiness, menstrual bleeding at abnormal times (even in post-menopausal women), to bouts of temporary paralysis and faulty speech co-ordination.

PEACE WOMEN FEAR ELECTRONIC ZAPPING

Electronics Today magazine carried out a number of measurements and in December 1985 published their report that concluded. "Readings taken with a wide range of signal strength meters showed marked increases in the background signal level near one of the women's camps at a time when they claimed to be experiencing ill effects." They noted also that if the women created noise or a disturbance near the fence, signals rose sharply.

It was reported in the Guardian newspaper, March 1986, That the American military at Greenham Common have an intruder defence system called BISS, Base Installation Security System, which operates on a sufficiently high frequency to bounce radar waves off a human body moving in the vicinity of the perimeter fence.

The Greenham Common protesters became an unfortunate testing ground for joint USA / UK (Black Book / Thirteen) microwave weapons tests. Several different weapons were deployed to test the effects of different frequencies of non-ionising radiation to cause malignant illnesses, typically cancers, that could not be traced to a root source and might make an excellent assassination tool.

BURNING FEAR

The King's Cross Station Tube fire in 1987 was the single greatest disaster to ever occur on the London underground. The fire swept through the station during the busy rush hour, many were killed and hundreds were admitted to hospital with burns and suffering from smoke inhalation. An investigation in to the tragedy concluded that a cigarette butt landing in rubbish beneath one of the escalators started the fire. The truth of the matter has been classified and should never be released to the public.

Duncan Forbes had been initiated into George Maidwell's secret magical fraternity, the Order of the Hearth, attached to the Ministry of Defence since the close of WWII. Forbes

himself was an accomplished Magician, dedicated to both his work and protecting his nation. Like so many before him, he became caught up in his work, corruption was inevitable, about this time he began to have a recurring dream.

In his dream he was standing in a tube station, it looked very new, perhaps recently refurbished? On the wall he could see was a poster which attracted his attention. The face on the poster was his face and a caption read "Do you know this man?" He spend what little time he could spare from his work to try and analysis his vision, little details would reveal themselves slowly to him. He was certain that something had happened, that he was going to die under mysterious circumstances. Perhaps he had been removed deliberately, his paranoia began to manifest and in the end he decided that someone in the Order, one of his compatriots had killed him to get his hands on his life's work.

If he could not complete his work, then no one would have it! Acting quickly Forbes resolved to destroy his work and those other books he had been using so that none might follow his path and find his secrets. He set a fire in the Black Museum and intended to escape through the access ducts into the underground, but the fire spread much faster than he had expected, quickly consuming the two hundred metre "disused" access duct between the Library and King's Cross Station. In the resulting confusion Forbes was trampled by fleeing commuters and burned to death in his own blaze. As his prophetic dream had shown him his body was unidentified, his face reconstructed and placed on a poster requesting information on this unknown man so that he could be buried under his own name, no one has come forward and nor will they.

THE FYLINGDALES INCIDENT

Two animal rights protesters on Ministry of Defence land at RAF Fylingdales caused a stir in the UFO community when they later revealed their story. Both women claimed to have witnessed three unusual aircraft two triangular shaped ones seemed to be in pursuit of the first more traditional saucer shaped object. These objects passed directly over head and moved of out of sight beyond the crest of the hill. A sound like a loud sonic boom started the women walking in that direction.

After trekking across broken moor land for over an hour the women came across a large metallic mass partially imbedded into the ground. As the approached, what they described as a small grey child came running towards. Both women took fright and fled the odd scene. Within a few days

of this one of the women vanished and the second narrowly evaded an attempt to kidnap her. The first woman was subsequently discovered in France suffering from a form of amnesia. After several sessions of regression hypnotherapy the woman revealed that a darkly dressed man carrying a metallic rod confronting her was all she could remember.

Again this is something greater than it may appear to be, this incident never actually occurred and both women are agents of Division I. The purpose of this little excessive was to divert the attention of the USAF personal from a recovery operation under way several miles distant of a Silent Vulcan that had experienced difficulty and been forced to crash land in a farmers field. While the USAF (Aegis) team spent valuable time searching for this supposed crash site to no avail. While the women's story initially caused some interest it was written off as hoax when no physical evidence came to light.

THE FIFE EVENT

Fife is an area of Scotland that is only lightly populated in comparison with southern England, small towns are present across a countryside that is predominately farmland. So it is not altogether surprising that there are only a few witnesses to the events that transpired there in 1996. Over the course of several weeks one particular family witnessed the comings and goings of large triangular UFO's and even encountered the beings from the craft during a landing close to the farmhouse where the lived.

When interested UFO researchers arrived on the scene no physical evidence could be located even on the site where the craft had touched down. The family was adamant about what had happened and claimed to receive further visitations from tall humanoid grey aliens. The family's only son Malcolm (aged 7) seemed to be the focus of their attention and had made numerous drawings of these beings. While the case was documented and filed by civil UFO groups and journalists the investigations of Thirteen had only just begun. Three members of Section O3 performed occult and psychic investigations of the area. What they uncovered was a seepage pool centred on the farmhouse and that both Malcolm and his mother Beth had strong seepage connections.

The family has been provided with counselling for the events they witnessed but the Thirteen case file was designated a paranormal event not an alien incision. Many extraterrestrial sightings through out Britain are believed to actually be manifestations of the supernatural.

MODERN BRITAIN

INFORMATION FROM THE CIA WORLD FACT BOOK

<http://www.odci.gov/cia/publications/factbook/uk.html>

Some Vital Statistics

Population: 58,970,119 (July 1998 est.)

Ethnic groups: English 81.5%, Scottish 9.6%, Irish 2.4%, Welsh 1.9%, Ulster 1.8%, West Indian, Indian, Pakistani, and other 2.8% Languages: English, Welsh (about 26% of the population of Wales), Scottish form of Gaelic (about 60,000 in Scotland)

National capital: London

Area-comparative: slightly smaller than Oregon

Government type: constitutional monarchy

Constitution: unwritten; partly statutes, partly common law and practice

Suffrage: 18 years of age; universal

Dependent areas: Anguilla, Bermuda, British Indian Ocean Territory, British Virgin Islands, Cayman Islands, Falkland Islands, Gibraltar, Guernsey, Jersey, Isle of Man, Montserrat, Pitcairn Islands, Saint Helena, South Georgia and the South Sandwich Islands, Turks and Caicos Islands Independence: England has existed as a unified entity since the 10th century; the union between England and Wales was enacted under the Statute of Rhuddlan in 1284. In the Act of Union of 1707, England and Scotland agreed to permanent union as Great Britain; the legislative union of Great Britain and Ireland was implemented in 1801 adopting the name the United Kingdom of Great Britain and Ireland. The Anglo-Irish treaty of 1921 formalised a partition of Ireland; six northern Irish counties remained part of the United Kingdom as Northern Ireland and the current name of the country, the United Kingdom of Great Britain and Northern Ireland, was adopted in 1927.

BRITISH CLIMATE

If one word could be used to sum up everything about the British climate then that word would be “changeable”. It is not unknown to experience brief flurries of snow even during the height of the summer. The general unpredictability of the British weather is probably the basis behind the British preoccupation with discussing it. Volunteer mountain rescue teams and RAF Search & Rescue helicopters are called in to find those who do not consider the weather.

Spring: Typically characterised by cold rain, periodic snow showers with bright spells as summer approaches.

Summer: Varies considerably with latitude from warm dryness of southern England that has led to water shortages in recent years to the generally cooler and wetter north of Scotland.

Autumn: As the summer wanes the weather again becomes colder as the warm southern winds give way to the frosty coldness of the northern winds from the Arctic Circle. Autumn is also the beginning of the gales and storm weather that has caused considerable property damage in addition to flooding in southern areas.

Winter: Often bitterly cold due to the winds that blow in from the Arctic and Siberia, considerable snow falls on inland areas while the coasts often experience less. This is a hazardous time for road users and hill walkers, who are advised to travel prepared for any eventualities.

BRITISH CITIES

The character of British cities and indeed European cities in comparison to their American counterparts are quite striking. In the US the cities are all very modern, constructed relatively recently and laid out in nice neat grids or blocks, in Britain the cities are old, many having stood for centuries, which despite redevelopment and expansion since the middle ages often display signs of their ancient past. The city streets rarely follow the ordered grid of American cities but instead twists and turns around and through the forest of buildings. In most cities there is an old quarter where the streets are still cobbled and the old buildings are crowded together to make the streets narrow, sometimes only a single traffic lane. Often redevelopment and continued building can leave large areas of the city buried below the new streets, still usable but for the most part lost, forming warrens of snaking tunnels and passage ways.

LONDON — THE SPRAWLING HEART OF BRITAIN

Founded by the Romans around AD43, London now has a population of around 7 million and spreads out over the countryside. The encircling M25 motorway currently marks the boundary of the city, travel within which is slow and tedious during working hours, even if one knows the roads. As the capital of Britain, London is home to the embassies of countries and offices of multinational enterprises. As an ancient, living rural expanse, it offers many of the dichotomies that a more modern city does not allow. Prestigious theatres are nestled between run-down buildings, stylish offices are housed on pot-holed roads, and futuristic tower-blocks look out onto historical monuments marking past triumphs of Empire.

The city has much depth of character. Built up over the years, there are many hidden underground passages, and quiet buildings that locals just ignore. Like many city-dwellers, Londoners tend to rush around a lot, ignoring events that do not affect them directly. If an undisguised Saurian were to walk through Hyde Park, the tourists would take photographs, and the locals would just think it was another media ploy or advertising gimmick.

BRITISH CLASS

Since the close of the Great War, the United Kingdom has become a classless society, or so many people might have you believe. In truth the British class system still exists today, though it is perhaps somewhat less noticeable than it was. In modern day America the social standing of an individual is determined by his level of income; in Britain the situation, while similar, does have an extra dimension added to it, in that Britain has a Royal Family and a number of related noble houses.

While it is possible for the common man in the street to have almost any level of income and thus a social standing of low, middle or upper class. He can never achieve the standing of the Lords – who are all upper class by virtue of birth irrespective of their earnings. The only means of moving between Commoner and Lord status is by marriage, very unlikely even today, or by receiving an honour from the Queen, usually for a life times dedication to a particular field of endeavour. Even so, this is a title, rather than the status that the nobility has.

BRITISH GOVERNMENT AND THE ROLE OF THE MONARCHY

The United Kingdom is a constitutional monarchy, governed by Ministers in the name of the Sovereign. The role of the monarch is to participate in the ceremonies of state, and to offer advice to “their” ministers. The Prime Minister, who appoints the cabinet of ministers to oversee the various government departments of parliament, heads the elected government. Famously, parliament also has a non-elected House of Lords. These peers of the realm are not professional politicians and their influence on legislation and the workings of the country attempts to provide a balance with the elected political parties in the House of Commons. In the late ‘90’s central government’s power was devolved to the regions, with Welsh and Northern Irish assemblies, and a Scottish parliament; these each have their own elected members.

The role of the modern Monarch is to rule but not to govern. Essentially the Monarch is a figurehead, a representation, a symbol of the nation united. While no Monarch has political authority that does not mean that they cannot influence those around them. Simply by showing an interest or by making a few off-hand remarks can bring considerable influence to bear. The Royal Family has come under significant pressure in recent years to effect some kind of reform on its members. While many people have a feeling of pride and heritage invested in the Royal line a growing minority is questioning the relevance of the Royal Family in the light of recent scandals.

BRITISH EMERGENCY SERVICES

Britain operates four emergency services, the Police, the Fire Brigade and the Ambulance Service. A single 999 telephone call connects the caller immediately with an operator who will request which service is required. Regardless of which of the other services are called, the Police are always dispatched as well and usually arrive on the scene first.

The Police Service despatches a standard car and two officers to a call out unless the situation described by the caller warrants a higher level of reaction. Reports of armed robberies will typically bring two or three armed response cars to the scene. For more information on the Police Service see page 51.

The Fire Brigade, particularly in the less densely populated areas, are primarily volunteers who work within a normal

career until they receive a call to action. Though volunteers, these men and women are no less well trained than their inner city compatriots who are full time Fire Fighters. The number of Fire Engines sent depends on the emergency reported. In the cities this is typically two, with other specialised vehicles as required.

Depending on the situation, the Ambulance Service may only send a single vehicle or more as required. Some Ambulances are specially equipped for specific emergencies, some carry specialised heart or burns equipment. Two paramedics staff an ambulance; one will also be the driver.

BRITISH LAW AND JUSTICE

Like the rules of cricket, the British legal system is difficult to understand. The system is split between civil and criminal law, as is standard in most nations; however, England and Wales [jointly], Scotland and Northern Ireland have their own laws, police forces, prison services, court organisations and practices. This division reflects the historical differences between the countries and how they were eventually united.

Recent years have seen a tightening of the criminal law procedures, entitling the stopping of persons on "suspicion" of committing a crime, seizure of assets on the premise that they were obtained by monies earned by nefarious acts. Recent changes in the firearms laws have made it illegal for private individuals to own handguns, and more difficult to obtain rifle and shotgun licences.

CCTV

In attempts to deter crime, many police forces (usually in partnership with local businesses and local government) have installed Closed Circuit Television cameras (CCTV). These are positioned to monitor busy road junctions, stretches of motorways, and, increasingly, in town centres. With an increase in the number of shopping centres being built in cities (with their own cameras), it is likely that any "activities" in their vicinity will be caught on tape. Luckily, the picture quality is not that good. If people are carrying out criminal acts within the zone of one of these cameras, there is a chance that at least one will be caught on tape in enough detail to give a reasonable description to the authorities. Computerised systems that compare faces on tape with a database of known "villains" are being tested at present in a few town centres, but are not currently reliable.

INTERPOL

Interpol was set up in 1923 and has to date 177 member States of which the UK is one. It is a global clearinghouse of criminal information. Interpol has no powers of arrest, since the states sovereign laws handle all arrests. Each member state has established a National Central Bureau (NCB) which is staffed by its own police force.

When a criminal suspect is suspected to have left the country it is possible through the co-operation of Interpol to locate, detain and extradite in any of the 177 countries who signed on with the Interpol program. This is done by first sending a report about the suspect to Interpol's HQ (The Interpol General Secretariat), located in Lyon, France. Information concerning the suspect is then sent by electronic mail to all police forces of the Member States. Once the suspect has been located, the Police Force seeking him will be contacted and arrangements made.

The national police forces of member states conduct investigations under their own sovereign laws and Interpol plays an important role in providing criminal information of a transnational nature to these national police forces.

DEFENCE ADVISORY NOTICES (FORMERLY D-NOTICES)

This is a system that offers guidance to the media on information that, if published, might harm national security of Great Britain. The government department contacted by the media about sensitive matters will alert the DA-Notice Secretary. The Secretary will then contact the programme editor as to whether the item would be likely to damage national security. Although the advice has no legal force, if prosecuted, the defendant's case may be weakened if the advice is ignored. Furthermore, a programme cleared by the Secretary may still be affected by the Official Secrets Act.

THE OFFICIAL SECRETS ACT

The majority of people working for the Crown will have signed the Official Secrets Act, preventing them from disclosing sensitive information. Breaching the terms laid down in the Act will lead to criminal prosecution, and this includes third parties handling the information. The obligations of the Act do not stop if a person leaves the service. Of course this has not stopped several ex-services spies and spy catchers from trying to publish their memoirs.

BRITISH RESEARCH

Britain has always been at the forefront of scientific and technological research, and there are R&D laboratories in many different parts of the country. The three main areas of research are electronics (semiconductors, lasers, etc.), chemicals (plastics, pharmaceuticals, etc.), and aerospace (holographic displays, engines, etc.). Many of these facilities are attached to one of the many Universities and other academic institutions that Britain is famous for.

The government oversees science and technology issues through the grandiosely entitled "Chancellor of the Duchy of Lancaster", who is supported by the Chief Scientific Adviser and the Office of Science and Technology (OST). The OST is responsible for the government's science budget and the work of the six Research Councils. The councils award grants and contracts, funds research, supports study and has links to international scientific bodies. The six councils are the Engineering and Physical Sciences Research Council; the Particle Physics and Astronomy Council; the Medical Research Council; the Natural Environment Research Council; the Biotechnology and Biological Sciences Research Council; and the Economic and Social Research Council.

The Ministry of Defence carries out research via the Defence Evaluation and Research Agency (DERA) and other agencies. DERA is subdivided into a number of specialised divisions, from the lowest level of applied research to the highest level of strategic planning. The agency subcontracts projects to industry and universities, and can "requisition" new work from private individuals for defence purposes.

BRITISH NATIONAL HEALTH SERVICE (NHS)

It is the source of some national pride that Britain as a whole benefits from a health service that is free to the needy and the point of delivery. This means that everybody is involved in paying for the service though their tax contributions, but all treatment is provided to those who need it when they need it. In reality things don't quite run as smoothly as might be liked. All emergency cases are dealt with as speedily as possible while non-life threatening disorders and operations may require the patient to be placed on a waiting list for anything up to two years prior to treatment.

BRITISH MONEY

Britain uses a single currency throughout the four different countries that comprise the United Kingdom called the pound sterling (£) or more simply referred to as the pound. Pounds sterling issued from various different banks across Britain have a variety of differing designs on the bank notes. Coins however always bear the head of Queen Elizabeth on one side, the so named heads side, the reverse is the tails side which usually depicts the British Lion or a coat of arms.

The pound is divided into 100 pence (p) that are issued as metallic coins. The smallest denominations are forged of seal and copper plated these are the 1 and 2 p's. Intermediate values are made from a silver coloured metal, a nickel alloy and make up the 5, 10, 20 and 50 p coins. Lastly there is the £ 1 coin made of a golden coloured alloy, there is also a £ 2 coin, which came into circulation in late '98., which is made from a central silver coloured alloy with an outer ring of the gold alloy, giving it a strange almost toy money appearance.

British paper money starts with the £ 1 note (green), this note while legal all across the UK is produced now only by the Royal Bank of Scotland and is consequently not normally used outside Scotland. Other notes are the £ 5 (blue), £ 10 (brown), £ 20 (purple), £ 50 (red) and £ 100 (red).

BRITISH TIME

The United Kingdom makes use of Greenwich Mean Time (GMT), named after the English village through which the meridian was established, and is 6 hours ahead of the American Central Time. To confuse the issue, GMT is only used for half of the year, between late October and early April, the rest of the year uses British Summer Time (BST) which is 1 hour ahead of GMT. This is referred to as putting the clock forward (spring) or back (autumn) as the case may be.

The British dating layout is also somewhat confusing for those used to the American system. British dates are laid out Day/Month/Year, thus the 27th of January 1997 would be 27/01/97.

FOREIGN MILITARY POWERS IN BRITAIN

The only foreign military presence in Britain is the United States, with their remaining detachments of the Army, Air Force, and Navy. These units are stationed in their own bases, or more usually ones jointly run with the MoD. During a NATO or EU exercises, it is common for units from countries other than the US to be temporarily stationed in the UK; at other times, the only presence is via liaison staff and embassies or consulates. Of course, units may enter the country covertly and operate in an undercover capacity, whilst trying to avoid detection by the UK's Secret Service.

Many of the superstitions in Britain have some link to the number three: third time lucky, trouble comes in threes, and a birth, death and marriage occurring within a short space of time. This is not unusual among human mythology, from the Holy Trinity of Christianity to the three meanings of Buddha. The Celts too were fascinated by the number three, often their deities and shamans were depicted in threes or having three heads or three faces on a single head. This may have been a representation of a man capable of seeing in both the mortal world and the Otherworld and being able to reconcile both visions. It cannot be coincidental, then, that the Atlanteans took the DNA from three sources (Adlan's, Neanderthals and Grey's) to create Homo sapiens. Is the importance of the number three a link back to the threefold genes of our past?

NORTH ATLANTIC TREATY ORGANISATION (NATO)

As one of the original signatories to the North Atlantic Treaty of 1949, the United Kingdom has worked within NATO through the Cold War and into these times of a divided Europe. The Alliance has been restructured to provide security for the whole of Europe, and as an international peacekeeping organisation. The current membership is Belgium, Canada, Denmark, France, Germany, Greece, Iceland, Italy, Luxembourg, Netherlands, Norway, Portugal, Spain, Turkey and the United States, though several other countries have applied for membership.

As part of NATO, British forces can be posted to other member countries, or to those affiliated with the Organisation. One future possibility that will give freer movement within the European Community, is the establishment of a European Security and Defence Identity (ESDI). This would be a joint security force for the EC, with Britain playing a role in the united defence of Europe.

THE EUROPEAN COMMUNITY

Britain has been a member of the European Community since the mid 1970's, however, the island mentality has a strong isolationist effect on the people. There are over 70 elected UK Members of the European Parliament (MEP's) and numerous committee members and civil servants. This allows relatively free movement within the countries of the EC, and the ability to work in almost all areas of governmental interest.

As part of the Ministry of Defence, there is much scope for people to be posted on assignments to any of the countries within the European Community, and also to former Eastern Blok countries that are interested in joining. NATO also provides similar opportunity, and UN sanctioned missions can take place anywhere in the world. The postings will not always be of a military nature, as research and development, tuition and fact-finding missions are more prevalent.

THE BRITISH COMMONWEALTH

The United Kingdom is the founding member of the Commonwealth. Seen by many as a remnant of the Empire, this is now a voluntary association of 53 states, including Britain. All members profess a "common commitment to promoting human rights, democracy, and economic development." If the Game Master desires to set a mission overseas, the players could easily be sent under the cover of providing civil or military aid. If sent officially, the Section should liaise with the British high commissioner (equivalent to an ambassador).

COMMONWEALTH MEMBER STATES

The current list of members are the United Kingdom, Antigua, Australia, the Bahamas, Bangladesh, Barbados, Barbuda, Belize, Botswana, Brunei, Cameroon, Canada, Cyprus, Dominica, The Gambia, Ghana, Grenada, Guyana, India, Jamaica, Kenya, Kiribati, Lesotho, Malawi, Malaysia, Maldives, Malta, Mauritius, Namibia, Nauru, New Zealand, Nigeria, Pakistan, Papua New Guinea, St Kitts and Nevis, St Lucia, St Vincent and the Grenadines, the Seychelles, Sierra Leone, Singapore, the Solomon Islands, South Africa, Sri Lanka, Swaziland, Tanzania, Tonga, Trinidad and Tobago, Tuvalu, Uganda, Vanuatu, Western Samoa, Zambia, and Zimbabwe. Many of these countries are republics, and only a few recognise the reigning Monarch as their head of state.

BRITAIN OF THE 80'S

The Britain of the 80's can be remembered for many things, most notably that the position of Prime Minister was filled by a woman. The first female Prime Minister ever in Britain, Margaret Thatcher earned herself the title "The Iron Lady" and this decade is commonly referred to as "The Thatcher Years". This decade began with the Falklands War fought against Argentina, a foreign aggressor serving to unite Britain briefly behind a banner of national pride and patriotism. Before the hardships of the Miners Strikes in the mid-eighties as the Trade Unions, viewed to be increasingly obsolete, battled against Government-sanctioned pit closure and privatisation of national industry. The economic recession that followed caused more hardship and ill feeling.

BRITAIN OF THE 90'S

From the anti-nuclear protests of women campaigners who encamped themselves around US bases in Britain, in the mid 80's, would grow the Green movements of the early 90's. Growing sufficiently strong to cause all major political parties to fight elections based on their green (ish) agendas. The 90's looked like an opportunity to put the hard, bitterness of the 80's behind and look to the future. The Green party received credibly in the eyes of the voter of the first time ever.

In the mid 90's the strangle hold of the Conservative Party was finally broken and a Labour government entered office for the first time since 70's. After the initial up swing of optimism with the ascension of the Labour Party and a new Prime Minister in the form of Tony Blair, came the realisation that New Labour was just the same as Old Conservatism.

As Britain enters the new Millennium, its internal nature has changed to a more federal country. Referendums in Northern Ireland, Scotland and Wales brought in new assemblies which will change the relationships between the countries. Whether true independence follows or not, the intermediate stage of the devolved regional governments will come into their own in the next few years.

A DAY IN THE LIFE...

Jackie falls out of bed when the radio alarm goes off. She grabs a quick bite to eat while watching a breakfast television programme, while looking through the day's mail for something interesting, bills, bills, junk mail and a letter from her mother. The junk mail goes unopened into the bin, the brown-enveloped bills to one side. Still no results from the hospital, she opens her mother's letter while juggling a mug of coffee and a slice of toast.

She straightens her skirt and checks her hair in the mirror before leaving the house, another day at the office, she considers the day ahead as she reverses the car slowly out of the driveway and on to the street. Traffic is light this early in the morning its always best to leave for work early and avoid the rush which is about 30 minutes away.

Must remember to buy petrol on the way home, well at least today is pay day...

A scene familiar to many the world over, in the UK the government's influence may be felt in many different ways in this scenario:

Housing: Many rent accommodation from Local Authorities though the goal is to own your own home. In many cases home ownership is viewed as a symbol of status as much if not more so than the car you drive or the places you shop in.

TV / Radio: An annual licence must be purchased for the use of a television. Money raised goes to the British Broadcasting Corporation (BBC) who operate two TV channels (imaginatively called BBC1 and BBC2), 5 national radio channels (you guessed it, Radio1, 2, 3, 4 and 5) and numerous regional broadcasting stations (with distinctive names like Radio Scotland or BBC Scotland). Two other TV

channels and numerous radio stations are funded by selling advertising slots and thus get no part of the licensing fee. Satellite or Cable services can be rented separately in many areas, though the BBC has started offering digital satellite television via bandwidth rented from Sky TV.

Post: The Royal Mail delivers to premises once or twice a day. Moves to privatise the service has been halted, but there is an increase in the use of private delivery companies, especially for the delivery of parcels to customers.

Motor Vehicles: Every motor vehicle in the UK must display a valid tax disc and in order to be able to buy the tax disc the vehicle must have passed a road worthiness examination by government-licensed mechanic (most garages are capable of performing this examination).

Value Added Tax: The government levies a sales tax of 17.5% on most goods and services, commodities exempt from this tax are considered non-luxury items, like food and heating fuels.

Income Tax: Most employees have their income tax deducted from their pay. This is the Pay As You Earn scheme (PAYE). The actual amount of tax levied is dependent on the earnings of the individual and students are exempted from taxation.

Social Security: There are many different benefits available to UK citizens. Allowances are paid to the unemployed, to parents for their children, to the sick and to the elderly. Part

of the money for this comes from a deduction from the waged, the "National Insurance" payment.

Public Services: The government funds hospitals, schools, libraries and other public services, like the Legal System and Refuse Collection and Sanitation. Increasingly these services are being moved from government control to private companies.

BRITISH LANGUAGE (ENGLISH – AMERICAN PHRASE BOOK)

There are several points to note about the English language as spoken in Britain. Invariably the British covet personal privacy, so conversations are not usually conducted loudly unless required by the situation. The British are masters of sarcasm and understatement, for example when things are going well for a Brit then life is "not bad" or "so, so", on the other hand if things are not working out as planned then things are "not good". Sarcasm is something that many foreigners fail to understand or appreciate in its complexity, sarcasm is almost as great a national pastime as football (soccer) or walking the dog, a subtle vocal inflection, hand gesture or facial expression can mean more than the words in providing meaning. The table below gives a list of some of the differences, but ignores the basic ones of spelling, like axe (ax), and centre (center); it also ignores the various slang names and regional variations – after all, this is a role-playing supplement, not a lexicon!

British English

Accident and Emergency (A&E) or Casualty

American Football

Autumn

Biscuits

Bonnet of Car

Boot of Car

Bumper

Car

Cash Machine / Cash Point / Hole in the Wall

Chemist

Chips

Crisps

Estate Car

Football

Ground Floor

Lager

Marrow [vegetable]

Metro / Tube / Underground [depends on the city]

Motorway

Number Plate [vehicle]

Pants / Knickers

Pavement

Petrol

Prostitute / Whore

Railway

Round About [noun]

Shopping [noun]

Squash

Sweets

Tap

Taxi

Trousers

Van

Vest

Windscreen

Zebra Crossing

American English

Emergency Room (ER)

Football

Fall

Cookies

Automobile Hood

Automobile Trunk

Fender

Automobile

ATM

Drug Store

French Fries

Potato Chips

Station Wagon

Soccer

First Floor

Beer

Squash

Subway

Freeway

Licence Plate

Underpants

Sidewalk

Gasoline

Hooker

Railroad

Road Circle

Groceries

Diluting Fruit Cordial

Candy

Faucet

Cab

Pants

Pickup

Undershirt

Windshield

Cross Walk



CHAPTER THREE:

THE SERVICE

Watson studied the report he'd spent the last hour trying to write, there it was in black and white on the monitor in front of him and no matter how he worded it, it didn't look right. He rubbed his eyes and glanced across the room to the coffee pot that was still half full, he was contemplating his third cup of the morning when Beams came through the door leafing through yesterday's autopsy report.

"Have a guess." It was directed at Watson though Beams himself was making a bee line for the coffee pot, he sniffed at it "Colombian?"

"Yeah it has a better kick than that other stuff, as for last night's body, we have Jack the Ripper mark two running around reading the future in people's entrails?" he was trying not to remember the scene too graphically and put a little humour into his voice.

"So it was Prof. Plum in the alley with a big knife?"

"Yeah, that's as close as I want to get to that one." Watson grinned.

"Well according to this the corpse was opened with a surgical instrument, probably a scalpel or similar item. The internal organs were removed from the body and later returned to the body cavity prior to disposal, obviously there was considerable blood loss. There is bruising to the wrists, ankles and neck that suggest the subject was tied down and probably died during the procedure."

"Someone just... uggg? Enough... you're making me feel sick just thinking about it."

Beams rolled his eyes and closed the report, dropping it onto the desk at which Watson was seated, before sitting himself on its edge also. "Tom... I have to ask you this... because we're partners. Tom I need to know that you have what it takes? I mean I know we see things that people should never have to see, it's our duty to protect people from this stuff."

Watson, taken by surprise said nothing but just widened his eyes in a gesture of innocence. Beams look nervously away for a moment, then finding strength continued. "Tom,

if it came down to it I need to know that you could pull the trigger? That you could do what might have to be done. We're partners, we each have to trust the other and I need to know that if it came down to it you could defend me... I can't go out there with you day after day if your going to flake out on me at the last moment... because it will be my life and perhaps yours as well..."

Watson was nodding slowly he understood but he avoided Jeff's stare all the same, "... I don't know."

"Well not to put too fine a point on it you'd better find out, you've been with the Section 6 months. We expect people to flake out the first time but not every time, fortunately we haven't had to defend our selves from anything more violent than abusive language, but..." Beams was passing the floor now.

Watson eyes down cast at the floor, he swallowed hard and tried to make his voice sound firm and certain, "I could do it Jeff, I think I could do it." He'd managed to pass all the tests and evaluations that are a requirement for Thirteen, there had been no problem back then. And shooting at paper targets was no problem, he was quite an accomplished marksman it was just that blood, gore and the evils of the world always managed to shock him. Christian had once joked about him being the eternal innocent, perhaps.

"... don't want to see you RTU'd, its just... I need to know, I need to have confidence in our partnership..." Beams was looking out of the window now with his back to him.

"I can do it Jeff." It came out, it sounded far way like some else was speaking and not him, it took a moment for the fact that he had spoken to sink in. He said it again this time it was loader, stronger and cut through Beam's continuing rant. He felt oddly calm, oddly collected, at peace with himself as the words came out again, this time while holding eye contact.

He changed the subject, "What's our next move?"

NEW SKILLS

RITUAL (REVISED AGAIN)

While the ritual skill is tradition-specific it is possible for a psychic who has been indoctrinated to his power by occultists to make use of the skill to activate the psychic potentials more easily. The ritual methodology used is specific to the tradition the psychic has been trained with (usually Western Ceremonial or Taoist) and will focusing the mind to the task at hand. A successful ritual will culminate in a bonus to the psychic power's Rhine test: Ritual Df4 for a +1R, Ritual Df5 for a +2R.

NEW TRAININGS

ADVANCED DRIVING

As part of their job, or out of personal interest, the character has undertaken an advanced driving course in a selected vehicle, e.g. automobile, motorcycle. This gives a bonus of -1Df to all Driving tests that involve that sub-skill. The character must have at least Drive 2 in the sub-skill, and the Difficulty Level will never be reduced below zero.

DRIVING ON THE OTHER SIDE OF THE ROAD

For those who are unused to the British road system, that is driving on the left, suffer a penalty of -1t to all driving actions for the first week by which time they will have acclimatised. This penalty affects British drivers who have to drive on the right when abroad as well. Those who are trained in Advanced Driving do not get this penalty. Note also that vehicles in Britain are designed for left hand drive, if driving a left hand drive car on a right hand drive road systems, or vice versa an additional -1t to all driving tests is added.

BIOPHYSICAL PSYCHOTRONICS

The approach of British psychic researchers to the field of applied psychic energy is quite different to that of both the US and USSR. While all forms of psychotrons operate on the same basic set of principles it can be argued that British lead

the field in this area of understanding. In accordance with the theories of Project Rasputin (thus both Aegis and Directorate X) a psychotron is a physical object, which is capable of storing psychic energy and while the theory appears to work this is not actually how it works. In traditional psychotrons a biophysical field is tethered to a physical object thus creating the effect, in biophysical psychotrons no such physical component is required. Essentially this training allows the Psychotron skill to be used for the control of both biophysical and normal psychotronic devices. For more on British psychotrons see page 72.

PILOT SILENT VULCAN

The unique flight characteristics of the Silent Vulcan combined with the initially disorientating perspective in comparison with that of a normal aircraft make it particularly difficult to master. The pilot must have access to the SV to learn this training and must have a Pilot skill of at least 3.

BRITISH PSI TRAININGS

GROUP AUGMENTATION (Telepathy)

The idea of linking a number of psychics together to form a more powerful and capable whole is hardly a new idea, but the British team has found it to be an invaluable capability. Linking a number of psychics together allows the gestalt entity to make use of all their psychic abilities. Example: An RV trained clairvoyant links with a retrocognisant team mate in order to RV a past event. Theoretically there is no limit to the number being linked, though a practical maximum is usually four. It is also possible for two or more psychics with the same psychic trainings to link together to increase their chances of success.

"When more than one psychic gets together, since their biophysical fields have reached high-order consciousness a melding of field effects can take place. This is akin to the merging of energy orbitals when atoms combine to form molecules. This group mind has many more potentials than that of a single person, so access to reality altering states may become possible."

- T. Rifat

Linking into a group costs 1 psi point from each participant, after which they may act as though they are a single entity with access to all the groups various psychic abilities. For each individual involved in the gestalt with the same ability a bonus +1R is applied to any test involving that power or training. Each member of the group must have this training.

REMOTE SENSING (Empathy)

Remote Sensing is a specialised form of RV, in which the operator is trained to locate people by their biophysical field resonance. The training methodology, like that of RV, begins with specialised relaxation and visualisation training. Like RV, the operator must have Precognition or Retrocognition to locate a target which is temporally dislocated or must be part of a gestalt that possess the appropriate talents. Locating a target is considerably easier if they have a strong aura (biophysical presence) though it is impossible to locate psinks with this ability, any location attempt with RS costs 1 psi point.

Locating a lesser or greater psychic	R4
Locating a latent or strong ESPer	R3
Locating a normal:	R2
Locating a void:	R1
Locating a psink:	not possible!
Locating a specific individual:	-1R
Locating a Grey:	-Target's Wil R

Once the target has been located the psychic may use empathy or any other psychic power he is trained with to scan the target.

A note on Empathy and Auras, it is possible to perform a medical diagnosis purely by viewing a subject's aura. Illness and disturbances are visible in the aura as discoloration, blackening or tiny holes, depending on the illness' severity and are usually visible up to 2 weeks prior to the appearance of physical symptoms. Atlantean nanotech is not natural to the body and will show up in the subject's aura (only humans have auras). Unless aware of the existence of nano-technology, the viewer will probably just report the findings as some small illness.

REMOTE VIEWING (Clairvoyance)

The basic premise of RV assumes the existence of the universe in a dualistic perspective, that humans in everyday life experience only the physical aspects of existence and ignore the much more subtle emanations of the biophysical world. RV aims to train the operator to experience and enhance his natural psychic (biophysical) field that surrounds his physical shell. It is this biophysical field that is the basis of all psychic phenomena. Biophysical fields interact with the neurones in the human brain allowing the transfer of data from one to the other, this is possible through the regulation of calcium efflux in the brain. This scientific explanation aids in the understanding of telepathic illusions and communications as these work in this way.

"In the early part of the century, Einstein formulated his General Theory of Relativity. It linked the curvature of space-time with gravity. In formulating the field equations to link curvature of space-time and gravity, Einstein found that the Energy-Momentum tensor did not equate to the Ricci tensor. To balance his equation, Einstein had to subtract from the Ricci tensor R, a sort of one term summary of curvature, which varies from point to point. As a scientist, I was intrigued by the question why this should be so, it would seem to indicate that reality is not singular but has a duality. The Einstein tensor only balances, when one subtracts the mathematical summation of the curvature of this other reality from the curvature of physical space. Could RV be a biophysical field effect moving in this parallel reality?"

- T. Rifat

Remote Viewing is unlike any other form of RV training. Primary differences in the initial stages of training and development are critical to the nature of this skill. Under normal circumstances an individual training in CRV or ERV can expect to achieve competence with about a years experience. RV involves a number of specialised training techniques, namely the use of meditation, visualisation and advanced relaxation techniques, in a marked departure from all other RV training programs is generally learned faster when taught to a group rather than on an individual basis (termed the hundredth monkey principle). Candidates are trained without the specialised equipment or drugs that characterised both American and Russian psi projects.

The work of Dr. Ross Adey indicated that neuronal calcium efflux is inhibited at beta level brain activity (>20 Hz). Alpha training teaches people to work in the 7-14 Hz range and seems to open up some level of psychic activity. Major Ed Dames has stated that American military remote viewers exhibit a brain frequency of 4-7 Hz (theta state). Less energy is required to think at lower brain states thus freeing much needed energy for psychic operations that are now operational through calcium efflux, physical – biophysical transfer, in game terms psi points.

Once the candidate has been trained to manipulate his own brain rhythms and can now enter a deeply relaxed state at will, he is taught to project his “biophysical vehicle” to any point in space and time. He may then observe what is occurring as though he was physically present, he also remains in perfect awareness of his actual physical surroundings. The operator may also make use of any other psychic capabilities he has as though he was physically present. In this respect this form of RV is more like Bilocation than techniques like CRV or ERV.

A character may travel to any point in space and time, as these are irrelevant concepts to a psychic. Making any attempt to RV costs the operator 1 psi point. It is easier to locate a target that is only separated by physical space, R2 test. Locating a target through both space and time is an R1 test, and requires the operator to be skilled with either Precognition or Retrocognition dependant on the temporal location of the target. There is one further facet of this skill, it is possible to enter other dimensions, often called IRV or

Interdimensional Remote Viewing. The use of this particular ability is inconsequential to the *Conspiracy X* game world and is mentioned only for completeness.

NEW TRAITS

PSYCH PROFILE TRAIT DESCRIPTIONS

Trait	Cost	Value
Cranky		5
Gadget Junky		10
Psychic Parasite		10
Puzzle Player	10	
Ritualised Psychic		10

CRANKY

The character is easily upset at certain times, or under certain stimulus (player’s choice). Examples include PMT, cigarette craving, having missed a meal. All social interaction tests that require the person to get along with someone are at -2t until the stimulus is removed. The character will tend to be hypercritical of others and rub them up the wrong way.

PUZZLE PLAYER

The character has a love of games and puzzles in general, he is the one who always takes the time to solve the Mensa Brainteasers or the Sunday Times Crossword. He has a natural gift for lateral thinking and linking seemingly unrelated topics together, the character receives a +2t on all intelligence tests, just like physical fitness the mind has to be exercised on a regular basis.

GADGET JUNKY

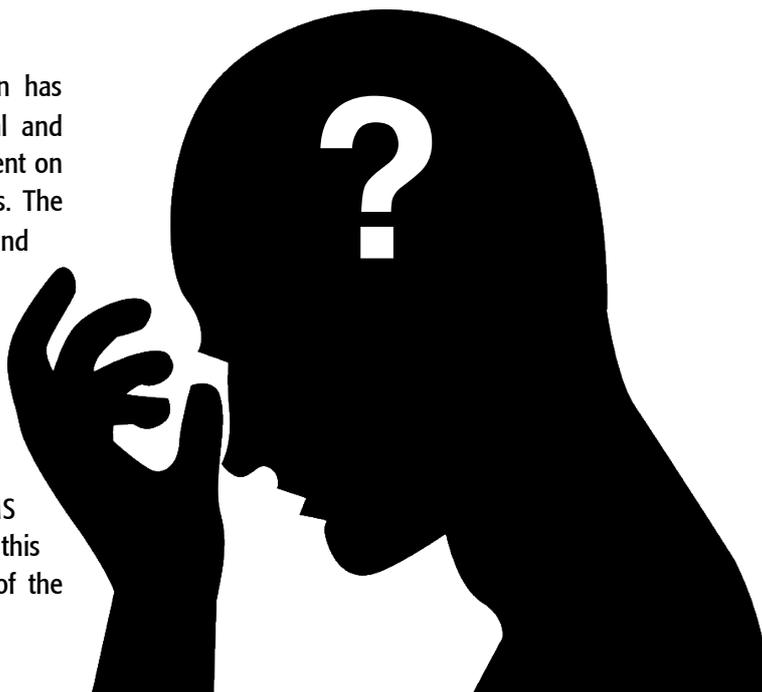
The character has a passion for new and improved toys, they must have the latest high tech gadgets at any cost. Of course if you need to find someone who knows about high tech kit then this nerd is your man, with a tendency to speak quickly and with excessive techno-babble these people are rarely accepted on the social scene. Consequently they receive a -2t on all social interaction tests, except with other techno-junkie’s in which case they receive +2t. Finally keeping your collection of gadgets right up on the cutting edge is an expensive hobby, the character must spend 1RP every month or be out dated.

PSYCHIC PARASITE

The character has been unfortunate enough to have been exposed to a psychic parasite that has taken up residence in his aura and slowly feeds on his psychic energies. These parasites are attracted only to those who have powerful psi potentials. Once the parasite begins to feed, the character will be more susceptible to general ill health, often irritable and tired, but most importantly he will only recover his psi points every two weeks not every week as normal. This trait can only be taken by characters who are latent, lesser or greater psychics.

RITUALISED PSYCHIC

The character’s psychic training and indoctrination has been carried out under the auspices of occult ritual and methodology. He has become psychologically dependent on the occult rituals as a means of activating his powers. The character has the skill Ritual automatically at rank 1 and may add this skill to his professional skill list. Activation of a psychic power using psi points is permitted with no ritual requirement, but only in a situation which is considered life or death; for example having a gun pressed to your temple! It is the GM’s discretion as to which situations are considered stressful enough to allow this. Characters that have trained in PMS methodology (MI13) training programs may not take this trait, psychics trained in the methods of the Order of the Hearth commonly possess this trait.



MEDICAL HISTORY TRAIT DESCRIPTIONS

Trait	Cost	Value
Seriously Unfit		10

SERIOUSLY UNFIT

The character leads a particularly unhealthy life style, poor diet, lack of exercise, often smoking or drinking to excess. As a result the character’s physique has suffered, he is most likely overweight and prefers to use a remote control when changing channel. The character is so unfit that he adopts a -2t on all tests concerning physical excretion and movement. Obviously having this trait prevents the character from having any of the “healthy” options like Runner or Swimmer. The character must also dedicate several hours a day doing as little physically strenuous activity as possible. If the character is unable to get their fix of couch potatodum he will become irritable and seek the first opportunity to relax.

TALENTS AND ABILITIES TRAIT DESCRIPTIONS

This new CP values listed in the table below reflects the significant higher probability of psychic ability or supernatural understanding possessed by British characters.

Trait	Cost	Value
Psychic Link	15	
Psychic Sink	20	
Psychic Void		20
Sensitive	8	
Strong ESP	4CP per point / ability	10

Psychic Ability	Lat	Lsr	Gtr	Prof	Non-P	Brk
Bio-Psychokinesis	5	15	30			
Bio-Energetics				8	15	4
Bodywork				14	25	6
Clairvoyance	5	15	30			
Channelling				5	10	3
Dowsing				5	10	3
Remote Viewing				10	20	5
Scrying				3	5	2
Empathy	5	15	30			
Psi-Warfare				10	20	5
Remote Sensing				8	15	4
Precognition	5	15	30			
Divination				5	10	3
Precognitive Dreams				3	5	2
Psychokinesis	5	15	30			
Retrocognition	5	15	30			
Psychometry				5	10	3
Telepathy	5	15	30			
Bio-Information Transfer				3	5	2
Dream Telepathy				5	10	3
Group Augmentation				10	20	5
Psi-Interception				8	15	4
Remote Influence				8	15	4

Only the Psi-Trainings used in this sourcebook are given on this table, *Shadows of the Mind* contains more.

BACKGROUND AND RESOURCE TRAIT DESCRIPTIONS

Trait	Cost	Value
Academic Connection	15	
Advantaged Upbringing	10	
Advantaged Upbringing: Royalty	25	
Broad Accent		10
Disadvantaged Upbringing		10
Fey Ancestry	20	
Masonic Connection	20	
News Junky	10	
Old School Tie	20	
Veteran: British Operative	10	
Watcher	15	

ACADEMIC CONNECTION

You need something analysed, no problem, anything from crash debris to cutting edge brain scans. The character will always be able to get someone to look at his problem and offer some form of opinion. Difficulty should be assigned by the GM based on how hard the puzzle is to solve and may take some time, anything from a few hours to a few days.

ADVANTAGED UPBRINGING

A character from an advantaged upbringing will have been given the best education his parent's money could buy. This means he's probably of upper or upper middle class. Education probably occurred at one of Britain's more prestigious Universities (Oxford, Cambridge or St. Andrews). The character will automatically have the traits code and highly educated.

ADVANTAGED UPBRINGING: ROYALTY

As well as all the benefits of Advantaged Upbringing, the character is a low-ranking member of the royal family. In addition to the traits code and highly educated, the character also has notoriety and +1 Influence. Besides having an entry in "Who's Who", there are not many benefits to be gained.

The family seat is probably open to the public, or is heavily farmed, to earn a decent income. A title and a seat in the House of Lords may be inherited if the head of the family passes it on to the character.

BROAD ACCENT

The character has a very obvious accent and mode of speech, which when in home territory is extremely advantageous, -1Df on all interpersonal interactions. However when in other parts of the country can cause problem and miss understandings, +1Df on all interpersonal interactions. Broad accents are extremely noticeable and will characterise an individual's background. Examples include: Doric (Aberdeen), Glaswegian (Glasgow), Cockney (London), Liverpoolian (Liverpool) etc. On a role-playing note if a character has an accent try to get the player to deliver his lines in the appropriate voice.

DISADVANTAGED UPBRINGING

Your family always lived in the poorer end of the city. The character may not have any background that requires formal qualification, may not become a military officer for example. All academic skills are limited to an initial value of no more than 2.

FEY ANCESTRY

Somewhere in you ancestry the blood of the Piloni was introduced to you family line, perhaps your great-great-grandfather was a sorcerer, seer or wise-man for these things run strongly in the families of mixed heritage. The chances are that you will never know the truth of this but many of the figures of history were said to have the blood of the Fey in their veins. The character has a characteristic Fey look about him, often tall and slim, with fine chiselled features, the ears are sometime pointed or at least tapering. This provides a -1Df on any interaction tests involving Piloni. Those related to the Fey are often skilled with magic, poetry or arts, any skills or traits from the list below bought during character generation at half their normal character point cost. Having a Fey Ancestor is not the same as being the off spring of a Human / Piloni pairing.

- **Traits:** Supernatural Focus, Sensitive, Sharpened Sense
- **Skills:** Fine Arts, Forgery, Diplomacy, Language, Ritual

MASONIC CONNECTIONS

Approximately half a million men in Britain and about five million more around the world are members of a Masonic Lodges. These secretive groups thrive throughout Britain and while many operate openly to benefit themselves and others

still more prefer to operate covertly. The Freemasons are a typical example of one such brotherhood but they are by no means the only group. The Game Master and the player who wishes this connection should work out the exact orientation of the brotherhood. Remember also that the brotherhood should exert its influence through the character and may have interests in the characters line of work, which might lead to an interesting conflict of interest.

Brotherhood: Masonic Lodges can be found all across the world, with a membership extending into the many millions. It is possible for a Brother to make temporary contacts in almost any area of the world by using the Brotherhood. A Df3 Influence test will get the character a contact within the police force or media or other legitimate organisation, while a Df4 Influence test is required for a criminal contact. All contacts are temporary and any attempt to use the same contact more than once will require another Influence test at the normal difficulty.

Mystical Teachings: At the heart of the society is a nugget of esoteric wisdom. These teachings are only revealed to the most senior and promising members of the brotherhood. A Df5 Influence test is required to gain access to this sacred knowledge.

- **Trainings:** Awareness, The Protective Circle (others as deemed appropriate by the Game Master)
- **Skills:** Cryptozoology, Occult, Parapsychology, Ritual: Ceremonial Magic

NEWS JUNKY

Being interested in current affairs, this person will buy quality newspapers, relevant magazines, watch's TV documentaries, news shows, and surfs the Net for the latest information. The team may find this person useful, as a Good Luck roll will result in some obscure connection being remembered; however a Bad Luck roll means the person has jumped to the wrong conclusion. Make the luck rolls even if the character has a photographic memory, as the person may not have read about the item in the first place. This trait can be a good way for a GM to introduce a new plot line of keep an adventure up to pace when things get slow.

OLD SCHOOL TIE

The Old School Tie is only available to those characters that have Advantaged Upbringings. You possess extensive connections with influential and powerful members of government and industry. When you need to have something done you know the right people to speak to. Your Influence

may be extended into any area. You may make use of any Non-MoD puling string with you Influence test at +1Df and any MoD pulling string with a +2Df. But things can work in reverse, others with the old school tie may require things of you, perhaps to throw a crucial investigation astray or some other risky business.

VETERAN: BRITISH OPERATIVE

Veterans of the Thirteen Conspiracy are much like their Aegis counterparts, they have considerable experience dealing with the strange and unknown. They are permitted to have the following skills at professional levels: Cryptozoology, Diplomacy, Martial Arts, Occult, Parapsychology, Small Arms: Pistol and UFOlogy. Additionally Trainings in Advanced Driving, Communications and Surveillance are available. Veterans also receive -1Df to all Fear tests, lastly a Veteran may purchase his Security Clearance up to level 3 during character creation.

WATCHER

Only those who are part of the Thirteen Conspiracy may take this trait. You are an agent recruited to Division E, the Intelligence and Espionage Division of Thirteen, most of the time you do a normal day's work within the credential you were recruited from and just keep your eyes and ears open. That's the way you normally work, but now you have been assigned to an Operations Division Section, your mission is as always to watch and report and, of course, to fit in seamlessly with the rest of the team. It is entirely likely that you may have a Security Clearance higher than the Section Leader, but you are there to watch, not to lead. Watchers receive +1 Security Clearance, if this trait is combined with Veteran then the maximum Security Clearance for a starting character is 4. Watchers will be expected to make reports to their controller at the close of a Section's operations and may be required to misguide or even work at cross purposes to the Section in order to achieve mission objectives that others know nothing about.

GM Warning: Allowing a player character to be a Watcher may cause friction within a Section. The character must operate with and maintain his secret from the group, he may also be privy to information and special objectives that others are not and this can cause a lot of problems between players if not handled with care.

CONSPIRACY: THIRTEEN

THIRTEEN (AS A SUB-ROSA CONSPIRACY SUMMARY)

CHARACTERISTICS

Anti-Alien / Supernatural Group: Universal- Britain is at war with forces that everyday people simply do not believe exist, Thirteen leads the defence of the nation.

Investigation: Territorial- Many members of Thirteen are trained investigators actively headhunted for their skills and to propagate the goals of the conspiracy.

Magic Circle: Territorial- Magic is a prominent force in the British Isles and Thirteen needs to make use of every available resource. Those members who do not themselves make use of magic often believe in it or know some of the theory surrounding it.

Psychic Network: Individual- Thirteen makes use of advanced paranormal training programs designed to provide them with the best psychics in the world, their numbers are however very limited.

Paramilitary: Individual- Some facets and activities of this group call for extreme measures, military recruitment ensures that there is a reasonable number of agents who will do what is required.

PROFILE

Group Identity: Shadow- Thirteen always works through other covert but officially existing groups in British Intelligence, usually MI5 and MI6.

Leader's Identities: Covert- The Thirteen after whom the conspiracy is named are known only at the highest levels of the organisation, usually they are referred to only by a code letter.

Members Identities: Covert- Members of Thirteen, as with all of the British Intelligence and Security Services, are required to operate under false identities and to conceal their true affiliations from everyone who is not a member of their Section, including family members.

Group Goals: Covert- 1) Protection of the British People and State (Britain is under assault from all sides, Aliens, Supernatural Entities and Human Conspiracies are all threats to the future.) 2) Acquire Intelligence (He who understands a thing can control or destroy a thing,

information is always the ultimate weapon.) 3) Maximise Resources (Thirteen is always on the look out for promising recruits and sources of support.).

ORGANISATIONAL STRUCTURE

Power Structure: Universal- All Divisions and Sections within those Divisions are overseen by the Directorate and the Thirteen themselves. Territory: Multiple Entity: Country- Thirteen is primarily oriented to working within Britain, this does not mean that they do venture beyond its boundaries only that this is the exception rather than the rule. Most overseas operations undertaken by Thirteen are usually limited to the territories of the British Commonwealth.

Membership: Large- While the Operations Division of Thirteen would be just over a 150 operatives the extensive network of informants and bureaucratic facilitators is what constitutes 95% of the conspiracies personnel.

Loyalty: Dedicated- Operatives are in the front line to protect their country and serve the Queen, a certain amount of national pride and patriotism is the norm. Aside from which only the most suitable are recruited in the first place.

	Resources	Knowledge
Mil	Decent-Restricted	Major Contacts
Int	Decent-Limited	Deep Infiltration
S&R	Decent-Restricted	Major Contacts
Law	Minimal-Select	Major Contacts
CrM	None	None
Med	None	Minor Contacts
Par	Good-Select	Major Contacts
Civ	Decent-Full	Major Contacts

FOUNDATIONS OF THE THIRTEEN

The conspiracy now known as the “Thirteen” had its beginnings just prior to the declaration of War given in 1939 by Churchill to Germany. Initially called “The Thirteen” this was a reference to the secret cadre of advisors that assisted Churchill through those difficult and dark times. The initial Thirteen named so because of the number of advisors who served Churchill, included amongst them Sir Desmond Morton and renowned psychic Jean Dixon. It was Morton who would later be responsible for expanding the group from an advisory role to something more resembling a spy hunting secret police force targeting foreign or dark mystical powers on home soil.

During the war years with Germany, while the Watch was conducting forward operations from British soil, Walter Stein often came to Britain to co-ordinate these surgical operations personally. While in this country he would take the opportunity to report his progress to Churchill directly, though he was never introduced to “The Thirteen” his intelligence information and reports of the Watch were given critical review by this group. As the Second World War came to a close the allied powers began grabbing talented former Axis scientists and other technicians and technologies, Thirteen organised a number of operations onto foreign soil so as not to be left out in the cold.

Though Churchill himself was to come and go in the public favour, losing the general election after the war but returning to office again as Prime Minister in 1951. The Thirteen were not an elected group and thus did not have to answer to the whims of public opinion. They had dug themselves in to the highest levels of the British Intelligence and Military Services it was obvious to them that the closure of the War Office had done much to sap their power to defend their nation. The Thirteen collectively took a decision to push forward Churchill’s proposal for a single Defence Ministry, this would permit them much greater access to information and resources in the defence of the state. Though the process of convincing, blackmailing and controlling various officials it took a decade to see the fruition of this dream when in 1964 the Ministry of Defence was formed, Thirteen’s power base multiplied almost over night.

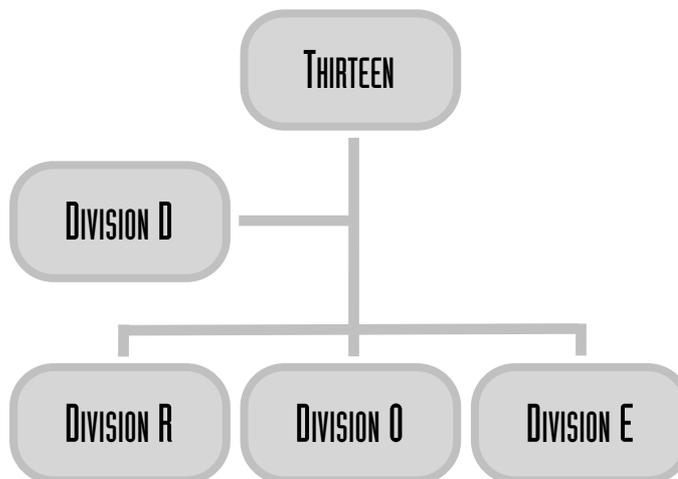
Up until the formation of the MoD, Thirteen had been a very small operation with the former advisory group leading several units of agents who were usually specialised for either spy / magician hunting or technical analysis. By 1967 Thirteen had diversified further into different divisions

providing specialised capabilities in the areas of espionage, operations and technical analysis. Each of these divisions in turn had a number of operative units called Sections which were designed to operate autonomously from all the other agents and branches. While over the years the different Divisions have had their names changed and their exact jurisdictions tweaked here and there the modern structure of Thirteen is essentially the same as it was.

NAMING CONVENTION

It has become the custom within the British Intelligence community to refer to an individual or department by only a single initial. Usually the first letter of the person’s first name. Writer Ian Fleming adopted this when he wrote his James Bond novels, hence the titles M and Q. Though it was in fact in use long before he popularised it.

STRUCTURE OF THE THIRTEEN



THE THIRTEEN

At the top of the pile is the group after which the entire conspiracy has been named, only the members of the Thirteen know who each of the others are and they meet on a semi-regular basis to discuss current operations and group policy. To confuse matters a little there are not, nor have there been in a long time thirteen members of this group, currently there are only six though operatives who distinguish themselves may one day be invited to join this group and again swell its ranks.

DIVISION DIRECTORATE (D)

The Division D is essentially all the administrators, accountants and civil servants who are required in order to fund, supply and perform all the general logistics work that the conspiracy generates. Most of these people have no idea about the conspiracy that they help to maintain and compartmentalisation and security clearances are taken very seriously. Most of these staff work out of the MoD Offices in Whitehall, London, a small group with higher level security clearance are trusted to run the more sensitive aspects of the conspiracies bureaucracy and do so from a facility based at RAF Rudloe Manor.

OPERATIONS DIVISION (O)

The mainstay of Thirteen operations, the Division O is currently composed of fifteen Sections, the conspiracy is aware that it is drastically undermanned and has recently undertaken a large recruitment operation with the intention of expanding its ability to counter threats to other Commonwealth allies. While the day to day work of these operatives tends to be mundane paper work, research and training, these Sections are the conspiracy's business end. It is these groups what must face demonic horrors or track down alien infiltrators, it is these groups that must be ready for any eventuality.

The creation of Section O14 during the early part of 1999 brought together a number of Special Forces personnel to act as security, a trained practitioner of the occult arts, a computer encryption specialist and a linguist formally assigned to Section R06. This new team has been assembled with the specific task of locating and breaking Saurian computer systems, most Sections never see this degree of specialisation. As a field operations group Section O14 has been despatched to Australia to assist the ASIO under the cover of an MI6 operation.

TECHNICAL RESEARCH DIVISION (R)

Thirteen relies heavily on technical innovation and scientific observation to give it the edge it desperately requires. Each Section operating under Division R is involved with one of the conspiracies covert development programs. Projects undertaken range from technical development on Silent Vulcan and HALO to groups working with a wide open agenda conducting analyse of alien devices of studying seepage interactions and effects.

The recent creation of Section R37 has brought together several talented psychics with extensive knowledge of physics of psychotronics to study the interaction of the seepage energy with psychic thought forms, to better aid the war effort against various types of supernatural entities.

INTELLIGENCE AND ESPIONAGE DIVISION (E)

Division E has two specific types of operations, the espionage part recruits lone operatives who are in potentially useful positions with in the British MoD or government structure, these agents operate as facilitators to assist in covering the tracks of Thirteen and as a valuable information gathering network. These agents usually perform the recruitment of new operatives.

The intelligence part of this Division operate in the traditional Section arrangement conducting either analysis of data received from within or without of the espionage network and correlating it with any other relevant or related news. Also Sections within Division E may be required to conduct internal security operations, investigating Sections form other Divisions and ensuring that the conspiracy remains as well hidden as is possible. While agents working for Division E are principally interested in the actions of other conspiracies and extraterrestrial groups much mundane intelligence information is gathered from highly placed operatives inside MI5, MI6, GCHQ and their close working relationships with the American FBI and CIA. This gives the Division a worldwide intelligence net to draw upon without endangering or even placing a single agent into the field.

INDOCTRINATION INTO THE THIRTEEN

Becoming a member of Thirteen is no easy process, indoctrination has been designed to weed out those who are unsuitable through a variety of tests which can be administered without the subject ever knowing about it. Psychological profiles are compiled and analysed, service histories and personal associations are investigated. Medical records and histories are also scrutinised, with particular reference to mental instability. Obviously membership of other conspiracy oriented groups will bring special attention and scrutiny on the potential recruit after which a career with Thirteen will be limited to a Division E informant and never trusted with the truth about Thirteen.

AURA TESTING

Thirteen has become aware that only a few humans do not have psychic auras, those that don't are usually involved with the criminal element present in society. It is known that none of the currently identified extra-terrestrial races encountered to date have these psychic emanations. Furthermore, it is understood that a human who has been implanted with Atlantean nanotech may be unaware of this fact, but the presence of this foreign matter causes a disruption in the subjects aura, often visualised by a psychic as tiny perforations or holes through the psychic field. As a consequence of these discoveries no one is admitted to Thirteen who does not have an aura or displays signs of Atlantean tampering. This test is conducted as part of an agent's yearly medical examination, so Atlantean tampering of operatives after they've been indoctrinated may be identified.

Players should note that this means that characters must be Humans who are not Voids, Psinks or Psychic Burn-outs when they begin play, nor may they have Atlantean nanotech systems. Becoming a Burn-out during play or starting as a Veteran Burn-out is permitted.

While most Thirteen operatives are drawn from various branches of Britain's intelligence community, those most easily recruited are already serving in one of the armed forces as part of the MoD. Recruitment from the armed forces is actually surprisingly limited, with career officers, NCO's and military intelligence specialists being the usual targets. Thirteen requires individuals who can think fast and adjust to situations as they begin to occur, not grunts that only know how to shoot at things. Selection is usually made on the basis of service history and any requirement for specialist skills or training. Once the candidate has been evaluated and found to be suitable, the MoD simply issues an assignment transfer order and the new agent is briefed and instructed to report to an Operations Section.

For all other services beyond the military, recruitment is somewhat more stringent. As mentioned earlier prospective agents are subject to a battery of psychological and medical

tests usually performed under the guise of a routine medical evaluation. Even passing all these stringent examinations does not guarantee being brought into the conspiracy. Once an agent has proved his potential he will be issued an assignment that will bring him into contact with unusual information concerning the existence of UFO's and the Supernatural. Dependent on how that agent responds to this potentially reality-shattering knowledge, will determine whether or not he has a future with Thirteen. Those who respond well are initiated into the truth and begin to work with Division O, those who don't, are returned to their normal jobs.

Nick Pope is an example one potential operative who didn't make it. Given the opportunity to work with UFO phenomena, he felt it was his duty to write the book "Open Skies, Closed Minds" and tell the world. He was moved shortly after this event in to a less sensitive area. Fortunately he had not been initiated directly into the conspiracy or he would have had to have to have been silenced. This is one of many of the tests designed to tempt a potential operative with false, yet mind-broadening information.

Inter-service rivalry is not tolerated within Thirteen; indeed, in the early 80's seminars and policy documents were introduced to officially stamp on it. There is a code of conduct to be maintained at all times, bullying and rivalry in what is already a high-stakes stress-filled job can lead to bitterness, resentment and carelessness, none of these out comes are of any advantage to Thirteen. Early in the formation of a new Section team building is actively pursued and rewarded. Most rivalries stem from the mixing of military and civilian careers within a Section and the classing of these two very different mindsets. Still, punishments are swift and severe and where his as failed both offenders are RTU'd (Returned to Their home Unit) only when all other options have been exhausted.

OPERATIONAL FOCUS

Thirteen conducts investigations of many strange and normally unexplainable events, in doing so operatives are routinely exposed to supernatural and extraterrestrial foes. Due primarily to the current interest from the general

population in the subject of aliens and abduction phenomena, agents have a tendency to view themselves in the light of alien hunters. However the number of operations which pit operatives against and extraterrestrial menace are remarkably few and far between, accounting for only 10% of all operations launched. Operations involving a supernatural threat are considerably more prevalent accounting for almost 35% of missions. Most other operations can be grouped into hoaxes, rival human agencies and abnormal events (cryptozoology or other fringe science).

INTERNATIONAL RELATIONS

While Thirteen is primarily interested in protecting the British State this does also mean that sometimes it has to take an active role in international affairs. Britain itself is under siege by immensely powerful supernatural threats and Thirteen can rarely spare more than one or two operations sections for international operations. Britain does by dint of extensive diplomatic treaties require to render aid to foreign governments who are part of the British Commonwealth, the former colonies of the British Empire.

While these globetrotting missions are rare they do require that participating agents be particularly careful when contacting known conspiracy groups. Extensive co-operation has in the past been extended between Thirteen (under cover of MI6) to the Australian ASIO, some of whom have received training at the hands of Thirteen operatives.

As a general rule no other conspiracy group in the world has ever acquired a strong lead on Thirteen, though both the Black Book and Aegis suspect that such a group exists. Because Thirteen has its fingers in so many pies within the British Intelligence Services many operations that are not expected to encounter information or direct intervention from alien or supernatural threats are conducted by agents who have no connection or knowledge about the conspiracy or the truth about the world they live in. In addition the close, almost friendly, working relationship between British and American Intelligence groups, principally the FBI and the CIA, often means that American agents are spying for the British without ever releasing what is going on.

Thirteen is aware of the existence of both the daughter conspiracies of the Watch, though has difficulty in keeping track of Aegis due to its constantly changing cell structure. Black Book on the hand are significantly more regimented and easier to infiltrate, and a close watch is maintained over

American service personnel working in Britain for signs that they have allegiances to one of these groups.

SECURITY CLEARANCE

Security Clearance (or SC) is the title associated with character's covert influence trait. In all ways it functions as Influence allowing the use of Thirteen specific pulling strings. Security Clearance also functions as a neat way to determine rank within the conspiracy, usually the agent with the highest level Security Clearance is the leader of a Section, though occasions do arise now and then that flies in the face of this.

Unless an operative has purchased certain traits during character generation that permit him to have a higher Security Clearance all characters should be assumed to be newly or at least recently recruited, consequently they will have a Security Clearance of 1. For those permitted to have a higher Clearance it costs 15CPs per point after the initial 1.

The permutations of Security Clearance in the game are up to Game Master depending on the level of deception he wishes to promote. The Section Leader does not necessarily have the highest SC level and may not have access to all the facts about an operation. At the same time he will probably have an SC level higher than most of the rest of his Section meaning that he has access to facts that they should not be told.

Ideally if the Game Master wishes to promote an atmosphere of paranoia and compartmentalisation then the Section leader should receive a security briefing prior to beginning an evenings session of play and that this player should then conduct the briefing of his team. In play tests this method worked extremely well.

SECTIONS

A Section is a group of operatives who function together as a team to achieve a set of objectives. Members of a Section have little contact with other agents outside of their group, a typical Operations Section can consist of up to twelve of more operatives, there is no upper limit though practicality dictates twelve. Because in part to the number of agents working in a Section and the typically wide range of expertise usually leads to Sections being broken into smaller groups to handle multiple investigations simultaneously.

The Section Leader should be the agent within the Section with the greatest operational experience and Security Clearance in game terms he should have the trait Veteran: British Operative. Mission Leaders are appointed by the Section Leader to leader various operations, on occasion the Section Leader will also be the Mission Leader if he himself is assigned to the mission group. Otherwise the selection of Mission Leader is made on the basis of passed successes and operational expertise.

MISSION: IMPOSSIBLE

Sections have the potential to be of almost any size and could simply be formed on the one player, one character basis. Alternately players could generate two or three characters each and have them all belong to the same Section. At the beginning of each operation the assigned Mission Leader would receive his briefing and then select which of each of the players characters he requires to perform his mission. This is the "Mission: Impossible" approach. Success or failure of a mission may be dependant on which characters are picked and thus which skills and abilities the mission group has access to. Characters not select for a mission may not provide support to the mission group as they will be busy handling other aspects of their covert lives, sifting reports and doing paper work etc.

While it is intended that player groups should be Division O agents this may be waived at the Game Master's discretion. Running a solo game with only a single player might be more applicable to a Division E espionage mission than the normal group-oriented missions of Division O. Equally characters may be reassigned to other Sections for a temporary period of time, such as assigning an RAF Pilot to a Division R Section to test pilot a Silent Vulcan or the like. In this way Thirteen operatives can gain significant experience and cross training with other areas of the organisation.

EQUIPPING SECTIONS

Equipping a Section for action should be performed through the appropriate channels, there is little that Division D's logistics people cannot provide if given enough time. All requests for access to Thirteen's resources should be made as described on the chart in the sidebar.

THIRTEEN LOGISTICS

Resource Type	Security Clearance	Resources Available
Mil	Df3	2RPs / month
Int	Df2	2RPs / month
S&R	Df3	2RPs / month
Law	Df4	1RPs / month
Par	Df4	3RPs / month
Civ	Df1	2RPs / month

MISSION: IMPOSSIBLE TEAM RESOURCES

Sections that have been established using the Mission Impossible approach, have potentially vast resources to call upon, this can easily over balance play. To prevent this being abused by power players the operations group does not have access to the full resources of the Section, after all other operational groups within the Section need to be equipped as well. Each Character should donate 1 RP for every point of Security Clearance to a communal pool that is then used to buy the Sections base of operations and any other large scale equipment items. The remainder of the characters resource points are used to buy his personal equipment that he will be taking with him on missions.

GOLDEN HANDSHAKE

When Thirteen personnel retire, they are either returned to their units or leave government service; dependent on their age or competence. They know that they must never mention Thirteen, even in notes after their death: a frequent mission for new teams is to inspect the papers of dead and dying former members for incriminating evidence. The threat of security leak is nothing new, it is just made easier in the Information Age. The mental health of all operatives is assessed on a regular basis and reviewed prior to retirement

from the service, agents prone to depression, or degenerative neural disorders are particularly dangerous to the Conspiracy. Naturally the lives of those other agents working in the service and the need for secrecy has been used in order to sanction "Black Bag Ops" in the past. In reality a common sense of duty and loyalty prevents transgressions and security leaks.

For those who do leave the Conspiracy after a life of service to their Queen and County can expect a handsome pension, while remaining on the reserve list in case their talents and experience should ever be required by their nation again.

THIRTEEN PULLING STRINGS

Specialist Training Program: Cross training and expanding the skill base of their operatives is an important element of the Thirteen Conspiracy. The better trained the agents the greater the range of situations that they will be able to deal with. Being granted access to specialist training facilities requires a Df2 Security Clearance test.

- **Trainings:** Advanced Driving, Awareness, Communication, Investigation, Pilot Silent Vulcan, Surveillance
- **Skills:** Cryptology, Cryptozoology, Demolitions, Drive, Forensics, Language, Occult, Parapsychology, Photography, Science, Small Arms, UFOlogy

ESPer Training Program: Any operative can request access to this project with a Df3 Security Clearance test, Df2 if the agent already has a Strong ESP trait. While ESP is often viewed as being a low-level capability its contribution to agent survivability and mission resolution has been profound. Success with this program will increase the level of the character's Strong ESP trait by one, up to the maximum of level 4. Under this development program it is also possible to gain a Strong ESP trait in an ESP ability that the character previously had not developed. This should be resolved as a long-term research project (see *Conspiracy X* page 110-111) and requires Parapsychology research test (x2). The specialists conducting the training should be considered to have a Parapsychology rating of 3. To have a more experienced Trainer (Parapsychology 4) +1Df.

Mission Identity: Prior to setting out on a mission each agent should establish an identity, he will be granted identity cards, bank cards, drivers licence all with his fake mission identity. Usually mission identities claim to be from an office or government ministry (like the Communicable Diseases

Surveillance Centre). During the active time for the mission any identity checks conducted on the mission identity will show that the character does indeed work with that government group. Identity checks made after the identity has been cancelled, usually at the close of the mission, will result in inquirer being told that no such person as ever, nor currently works for said government branch. Establishing a mission identity requires a Security Clearance test of Df1, unusual or high profile identities may require greater Security Clearance. Failing the influence test indicates that there is some flaw in the identity, perhaps when some checks up on the mission identity they are informed that no such person exists? Hot water for the agent involved. The mission identity can be penetrated if his fingerprints or dental record are used to identify the agent.

Information Application: Thirteen makes maximum use of compartmentalisation and data security is considered to be paramount. All reports and records for the organisation are held on an isolated computer at RAF Rudloe Manor, under the physical protection of a military site and the paranormal protection of Psychotronic Defences (see page 72). Gaining access to this information requires the agent to visit the site and log in. Information can only be accessed up to the agents Security Clearance level. The other way to gain access to information without actually going to the site to submit an application, again information is only available within Security Clearance limits. The application can be processed with a few hours and a tagged document made available to the agent at any other secure site (military base, embassy or government building).

THIRTEEN RECRUITMENT CREDENTIALS

DEFENCE EVALUATION AND RESEARCH AGENCY (DERA)

DERA is currently the largest research organisation in Europe, employing a staff of 12,000 among whom are many leading scientists and internationally acclaimed experts, from many different disciplines and fields. DERA maintains two overseas offices, one in Brussels and the other in Moscow, in addition to a close working relationship with the US Defence Technical Information Centre (DTIC).

DERA has been renamed and reorganised several times since the close of the Second World War and was formally known as the Royal Armament Research and Development

Establishment with recognisable links that can be traced back to the 14th Century. Though at that time it was called the Office of Ordnance and was based in the Tower of London.

DERA's current mission is to harness science and technology to UK's defence needs and to be recognised as the world's foremost defence science and technology organisation. Currently divided into four main sections: Defence Research Agency (DRA), Defence Test & Evaluation Organisation (DTEO), Centre for Defence Analysis (CDA) and Protection and Life Sciences Division (PLSD). These four sections are themselves arranged into a number of sub-sections that deal specifically in one area of technology, these currently are: Air systems, Land systems, Sea systems, Weapons systems, Command & information systems, Electronics, Structural Materials Centre, Centre for Defence Analysis, Centre for Human Sciences, Biological & chemical defence, Chemical and electronic systems, Test and evaluation: ranges, Test and evaluation: facilities, Aircraft test and evaluation, Project management team.

DERA PROFESSIONS

• DERA Scientist / Researcher

Professional Trainings: Awareness, Biohazard Controls, Surveillance

Professional Skills: Computer Programming, Computer Use, Diplomacy, Drive, Engineering, First Aid, Forensics, Humanities, Medical, Photography, Repair/Build, Research, Science, Teaching, Video

Influence Icon: S&R

DERA PULLING STRINGS

Acknowledged Expert: DERA Scientists often have considerable experience in their chosen field of study. To reflect this the character automatically receives his primary professional skill at rank 4, free of charge.

Biohazard Access: Some of the work done by DERA centres on biological warfare and countering its effects, it is possible to gain access to some of these most dangerous materials. Accessing samples of these materials can be done with a Df4 Influence test, -1Df if the character's expertise is in this area.

DERA Database: Access to an extensive database with details from the many diverse projects conducted by Researchers for DERA. Access to the Database requires a Df2

Influence test and permits a +1t on all Research tests, of each additional +1Df to the Influence test an additional +1t may be gained. This Database contains no information concerning nuclear or alien technologies as these are two fields that DERA has no mandate over.

Experimental Equipment: DERA have hundreds of projects running in many different fields of science and technology, it is possible to gain access to some of these items. What exactly the character is looking to obtain should be stated and be realistic, no phased plasma rifles! An Influence test will be required starting at Df3 for relatively mundane items up to Df5 for the more unusual ones.

Laboratory Access: A successful Df2 Influence test is required to be granted access to a lab to conduct research. A Df3 test is required to get a lab with skilled staff to assist (skill level 4).

GOVERNMENT SPECIALISTS

The government is the biggest single employer of scientists, technicians and engineers of all fields and areas of expertise. Literally hundreds of government authorities and agencies exist and operate throughout Britain, performing all manner scientific tasks. Because the duties and responsibilities of these agencies are so divergent from one another it's very difficult to generalise responsibilities and pulling strings for this career path. The Game Master is invited to be creative and make what ever changes he sees fit to the skill lists and trainings below to adapt it to the agency the character is portraying.

Listed here are the profiles for those people following non-military careers. The character will work for an agency that specialises in the general field that the person is interested in. If you do not have access to the Civil Service Yearbook, just make up the name of an agency following just a few the examples of the real ones below.

Sample real agencies: Central Veterinary Laboratory, Communicable Disease Surveillance Centre, National Rivers Authority, Air Accidents Investigation Branch, Laboratory of the Government Chemist, Power Reactors Inspection Branch of the Nuclear Safety Division.

GOVERNMENT SPECIALISTS PROFESSIONS

• Scientist / Technician

Professional Trainings: Awareness, choose 2 others related to expertise

Professional Skills: Cartography, Computer Programming, Computer Use, Engineering, First Aid, Humanities, Language, Medical, Photography, Repair/Build, Research, Science, Teaching, Video

Influence Icon: S&R

• Field Researcher / Liaison

Professional Trainings: Awareness, communication, navigation, savoir faire

Professional Skills: Boating, Cartography, Computer Use, Diplomacy, Drive, Engineering, First Aid, Humanities, Language, Medical, Photography, Pilot, Repair/Build, Research, Sailing, Science, Tracking, Video

Influence Icon: S&R

GOVERNMENT SPECIALISTS PULLING STRINGS

Cross-agency assistance: The type of work the Specialist can expect to have analysed or lab being accessed depends on the agency worked for. If the Specialist requires assistance from another agency, then they must first pass a variable Influence test, and then one of the rolls below.

Jurisdictional Quarantine: the type of quarantine depends on the agency employing the Specialist. An archaeologist may call for excavation to be halted, for a dig to take place; a veterinarian may quarantine herds of cattle. When a character uses this pulling string the Game Master should use common sense as to whether or not the group the character works for has the appropriate jurisdiction. After all a scientist working for the National Rivers Authority isn't going to be able to quarantine a crash site. The quarantine is enforced by local officials, and may last from 24 hours to a full week, depending on its nature. Quarantining an individual or family requires a successful Df3 Influence test; a home, office building or complex is Df4; small town or neighbourhood is Df5. Anything larger will draw too much attention on the enterprise, so is prohibited. The increased Difficulty level is indicative of the seriousness with which such a public display is viewed, and the background resources required for the back-up to such a venture. The

Difficulty level is dropped by 1 if there is actual evidence on the site that can be produced; and raised by 1 if the quarantine is requested within 24 hours of the request.

Research Lab Analysis: Technicians are on call to work on the problem on behalf of the character. Once a sample is returned to the lab, the results will be returned to the character in a week. Each increase in the Df of the Influence test halves the testing time (Df2 = 84 hours, Df3 = 42 hours, Df4 = 21 hours, Df 5 = 10 hours).

Laboratory Access: A successful Df2 Influence test is required to be granted access to a lab to conduct research. A Df3 test is required to get a lab with skilled staff to assist (skill level 4).

HM CUSTOMS AND EXCISE

King Charles II appointed the first customs officers in 1671. In 1909, the Customs Department and the Excise Departments of the Inland Revenue were amalgamated into a single government office. The Department has offices all over the United Kingdom and work with Customs services abroad. It employs approximately 23,000 staff.

The workload of the HM Customs and Excise falls into three broad categories. The VAT (Value Added Tax) Officers move around the country visiting businesses to ensure that they're are maintaining their books properly and that they understand and adhere to all relevant laws.

Customs Officers form the first line of defence against all forms of smuggling, and ensure that health and trade regulations are obeyed. The move towards the Single European Market, and changes to the way we work, mean that there are fewer jobs available in this area than previously.

Excise and Inland Customs staff visit business premises (such as distilleries and oil refineries) to ensure that regulations are being correctly followed and that the correct amount of duty is being paid.

Headquarters' staff is responsible for overseeing any changes in the rules and procedures that are needed – for example, because of laws passed by our Parliament or the European Community. The Department also gives advice to Ministers on indirect tax and Customs matters.

HM CUSTOMS AND EXCISE PROFESSIONS

• Customs Officer

Professional Training: Awareness, Communication, Investigation, Navigation, Surveillance

Professional Skills: Boating, Brawling, Computer Use, Diplomacy, Drive, Forgery, Humanities, Language, Lockpicking, Photography, Repair/Build, Shadow, Stealth, Video.

Influence Icon: Law and Crm

• Inspector

Professional Training: Awareness, Investigation

Professional Skills: Brawling, Computer Use, Computer Programming, Cryptology, Diplomacy, Drive, Forgery, Humanities, Language, Photography, Repair/Build, Research, Science, Stealth, Video.

Influence Icon: Int and Crm

HM CUSTOMS & EXCISE PULLING STRINGS

Asset Seizure: People try to smuggle things past customs every day of every year and most of them get caught. Consequently Agents drawn from this credential may gain access to equipment at a reduced resource cost. The character may draw equipment from the Criminal Influence at -1RP cost.

Detaining Suspects: The character may arrest a person and hold them for 24 hours (Df1). Increase Df by the Influence of the target (or greatest Influence in a group), and by +1Df for

each person after the first. Without pressing charges it is not possible to hold someone longer than 24 hours.

Litigation Pressure: A Df2 Influence test will commence an investigation against a person / company in 2D days (+1Df to shorten it to 1D). A second Df3 test will get the pressure turned up and a legal suit started; taking 2D days. To have materials confiscated or for the agent to be included in the investigation, a Df3 test is required. To end the case, a Df2 test is required. Search and Seizure: The character can apply for a warrant to search and seizure materials and goods from a private residence or company with a Df3 Influence test. -1Df if the character is able to present good evidence in support of the warrant that illegal substances or materials may be located. This cannot be used be brought to bear on a military site as such areas are under military law not civil law.

Smuggling: Smuggling is very easy when you're one of the inspectors but there is always the chance that one of your colleagues might notice your illicit activities. Any use of the smuggling pulling string should also require a Luck test, on Bad Luck result your operation has been rumbled and your in hot water. Moving small items is easiest, Df2 Influence test, moving drugs, weapons, dangerous chemicals or other medium sized objects requires a Df3 Influence test. Large items or vehicles will require a Df4 Influence test.

HM FORCES

The armed forces of the United Kingdom comprise the Royal Navy, the Army and the Royal Air Force. The Queen is commander-in-chief of all the armed forces. The Ministry of Defence (the MoD), headed by a Secretary of State (a Cabinet post), provides the support structure required by the armed forces; it is based in Whitehall, London. Within the MoD, the Defence Council has overall responsibility for the running of the armed forces. The Chief of Staff of each service reports through the Chief of the Defence Staff to the Secretary of State on matters relating to the running of his service. The ranks held by the Chiefs of Staff for the Navy, Army and RAF are, Admiral, General and Air Chief Marshall, respectively.



OTHER RANKS/RATINGS**Navy**

Able Rate
Ordinary Rate

Leading Rate

Petty Officer

Chief Petty Officer

Warrant Officer

Army

Private, Trooper, Gunner, Sapper, Signalman,
Guardsman, Fusilier, Kingsman, Rifleman,
Ranger, Airtrooper, Driver, Craftsman

Lance Bombardier
Lance Corporal
Bombardier
Corporal
Corporal of Horse
Sergeant
Staff Corporal
Staff Sergeant
Warrant Officer Class 2

Warrant Officer Class 1

RAF

Junior Technician
Senior aircraftman/woman
Leading aircraftman/woman
Aircraftman/woman

Corporal

Sergeant

Flight Sergeant
Chief Technician

Warrant Officer
Master Rank (Aircrew, etc.)

OFFICERS**Navy**

Midshipman

Sub-Lieutenant
Lieutenant
Lieutenant-Commander
Commander
Captain
Commodore
Rear Admiral
Vice-Admiral
Admiral
Admiral of the Fleet

Army

Second Lieutenant

Lieutenant
Captain
Major
Lieutenant Colonel
Colonel
Brigadier
Major General
Lieutenant General
General
Field Marshal

RAF

Acting Pilot Officer
Pilot Officer
Flying Officer
Flight Lieutenant
Squadron Leader
Wing Commander
Group Captain
Air Commodore
Air Vice-Marshal
Air Marshal
Air Chief Marshal
Marshal of the RAF

ROYAL NAVY

The history of the Royal Navy can be traced back to the Saxon king, Alfred the Great (849 – 899). Nowadays, the “senior service” keeps in the forefront of technological developments. Nuclear propulsion provides greatly enhanced speed and endurance for submarines – which are now being used in the role of covert observation. Guided missiles have replaced guns as the warship’s primary weapon, and many ships can carry a helicopter and the aircraft carriers have the Sea Harrier all-weather aircraft.

During the war of the Spanish Succession, the Royal Marines played a decisive part in the capturing of Gibraltar in 1704 and its defence during the subsequent 9 month siege. This mobile fighting force helped hold the British Empire together, providing, in modern parlance, a rapid deployment force. The force is currently divided into Number 3 Commando Brigade (self-contained amphibious brigade trained to operate in arduous environments), Comacchio Group (provides security for nuclear weapon facilities) and the Special Boat Service (maritime Special Forces). Each of their operational units is self-contained, and is capable deployment by sea or air.

The Fleet Air Arm (FAA) provides air support for the Royal Navy. The battle for the Falkland Islands in 1982 illustrated the importance of this branch, and showed how wrong the Admiralty had been in 1907 when they turned down the Wright Brothers who had offered the patents for their aeroplane. Harriers of both the FAA and RAF fought to achieve air superiority, searched for and attacked enemy ships, carried out sea and land reconnaissance and supported land forces as a close support bomber. Meanwhile, Sea Kings and Wessex helicopters operated in harsh weather, away from friendly land bases and close to enemy land forces, delivering men and materiel, with the Sea King and Lynx helicopters kept in the air continuously in the anti-submarine and anti-surface roles.

THE ARMY

Although many regiments in the army were formed in the 17th century, the end of the Cold War allowed the government to merge some of the regiments, and further “restructuring” is being promised. Basically, the combat units of the British army consist of the Royal Armoured Corps, the Royal Artillery, the Infantry, the Special Air Service, the Parachute Regiment, the Royal Engineers, the Royal Signals and the Army Air Corps. Support services provide additional

facilities, from the Intelligence Corps to the Royal Army Medical Corps. The Territorial Army consists of an administrative core of regulars and a full complement of part-time volunteers.

THE ROYAL AIR FORCE

Tracing its history through the Army’s School of Ballooning (1892) and the Royal Flying Corps (1912), the Royal Air Force was created in 1917 to give the new aviation service some independence from Army and Navy politicking. The vision of its leaders during the 1920’s and 30’s enabled the RAF to stand against the might of the German Luftwaffe, as they attempted to destroy Britain’s defences as a precursor to invasion.

Today’s RAF provides Britain’s air defence, providing continuous radar cover and Tornado interceptor aircraft. The air force also contributes units to NATO and the UN, whether as part of a rapid reaction force or making humanitarian airdrops. The RAF consists of three commands: Strike Command (responsible for all the RAF’s front-line forces); Personnel and Training Command (handles, unsurprisingly, the personnel administration and training); Logistics Command (oversees all logistics, engineering and materiel support).

THE CIVIL SERVICE

Civil Servants are “Servants of the Crown”. They work in departments formulating government policy, or in agencies that provide to the services, which carry out these policies. The Ministry of Defence is the largest single employer of civil servants, who fulfil many roles, from administration to industrial work. This career path allows a person to work in the defence field without joining the military.

HM FORCES PROFESSIONS

• Pilot

Professional Training: Awareness, Communication, Navigation, Parachutist, Survival

Professional Skills: Athletics, Cartography, Computer Use, Engineering, First Aid, Gunnery, Martial Arts, Languages, Photography, Pilot, Repair/Build, Science, Small Arms: Pistol

Influence Icon: Mil

• Special Forces

Professional Training: Awareness, Communication, Navigation, Parachutist, Rappelling, Survival, SCUBA Diving

Professional Skills: Athletics, Autofire, Brawling, Demolition, Engineering, Escape, First Aid, Gun Fu, Gunnery, Heavy Weapons, Martial Arts, Melee Weapon, Pilot, Small Arms: Pistol, Small Arms: Rifle, Stealth, Tracking
Influence Icon: Mil

• Engineer / Technician

Professional Training: Awareness, Communication, Survival

Professional Skills: Athletics, Brawling, Computer Programming, Computer Use, Demolitions, Engineering, Humanities, Martial Arts, Repair/Build, Science, Small Arms: Pistol, Small Arms: Rifle, Teaching, Video

Influence Icon: Mil and S&R

• Medic

Professional Training: Awareness, Biohazard Controls, Communication, Parachutist, Survival

Professional Skills: Athletics, Brawling, Computer Use, First Aid, Martial Arts, Medical, Photography, Science, Small Arms: Pistol, Small Arms: Rifle, Research

Influence Icon: Mil and S&R

• Intelligence Officer

Professional Training: Awareness, Communication, Investigation, Navigation, Surveillance, Survival

Professional Skills: Athletics, Boating, Brawling, Cartography, Computer Programming, Computer Use, Cryptology, Diplomacy, Engineering, Humanities, Martial Arts, Melee Weapon, Languages, Photography, Research, Science, Small Arms: Pistol, Video

Influence Icon: Mil and Int

• Staff Officer

Professional Training: Awareness, Communication, Politics, Savior Faire

Professional Skills: Athletics, Cartography, Computer Use, Cryptology, Diplomacy, Engineering, Humanities, Martial

Arts, Languages, Research, Science, Small Arms: Pistol, Teaching, Video

Influence Icon: Mil

• MoD Civil Servant

Professional Training: Awareness, Communication, Politics

Professional Skills: Athletics, Cartography, Computer Programming, Computer Use, Cryptology, Diplomacy, Engineering, Languages, Photography, Repair/Build, Research, Science, Teaching, Video

Influence Icon: Int

HM FORCES PULLING STRINGS

Base Clearance: A Df1 Influence test grants access to the non-public areas of a recruiting office or a Territorial Army base. A successful Df2 test is required to enter any base with normal security, Df3 for high security bases and weapons testing sites, and Df4 for any other official MoD bases (excluding the offices of people who are at least two ranks above the character). PCs will not get access to secret bases this way.

Bomb Disposal Unit: A bomb disposal team will be sent to the given co-ordinates from the nearest military base. The GM will determine the most appropriate mode of transport available from the base, thus determining the response time. Bomb disposal units are commonly called to investigate suspicious packages or vehicles, only a Df1 Influence test is required.

Covert Observation: A Df3 test will authorise the establishment of a covert observation post of 4 people providing 24 hour surveillance of a stationary location (e.g. house, docked boat). Photographs will be taken of all people entering or leaving, and of any movement inside. A starlight camera is provided for night use, and an audiotaped log is kept of times and descriptions of events. A penalty of +1Df will add a team from the Royal Corp of Signals, who will monitor all radio, cell-phone and telephone communications. Intensive Military Training: Receive and additional 20CP's of professional skills due to superior training given to all recruits. Unit Mobility: The Ministry of Defence can arrange for the transportation of personnel and equipment anywhere in the world. A Df1 Influence test is required for movement within mainland UK. Travel to any of the UK islands, Commonwealth, NATO, EU or other allied countries requires

a Df2 Influence test, travel to a non-allied country demands a Df3 Influence test. If the destination country is openly hostile towards the UK apply an additional +1Df, +2Df if there are open hostilities going on (not necessarily with Britain). Apply a +1Df if the team includes any non-military personnel and another +1Df if the travellers are bringing more equipment than they can carry (e.g. vehicles). A further +1Df is added if the team request the use of specialised insertion / extraction vehicles, e.g. submarine, gunship cover into a "hot LZ", stealth ship.

Map Library: A Df1 Influence test is required for any general map of domestic areas. +1Df if the map desired includes service roads, trails, and detailed landmarks, or if it is to include geographical details on private property. Increase difficulty of all tests by +2Dfs if the map required covers a foreign country.

Medivac: A medical team will be sent to the given coordinates from the nearest military base. The GM will determine the most appropriate mode of transport available from the base, thus determining the response time. The exact situation will determine the Df of the Influence test.

Military Labs / Workshops Access: The Ministry of Defence has a number of research laboratories that can be made available to the character. With a successful Df2 Influence test, the character gets access to a good Quality Rating laboratory or workshop (+2t to any skill tests performed). A Df3 test will grant time in an excellent Quality Rating lab or workshop (-1Df to any skill tests performed).

Military Satellite Data: A successful Df2 Influence test will secure a satellite photo of any 2 km by 3 km area on the planet, or section of the heavens (resolution at GM's discretion) that is 48 hours old. The age of the information can be modified (Df3 = 24 hours, Df4 = 12 hours, Df5 = 6 hours, Df6 = 90 minutes). Live satellite feeds are not used, as there is too much of a chance of alerting other intelligence communities.

Military Training Facilities: Britain maintains a relatively small military presence in comparison to many countries around the world. Arguably the British Armed Forces are the best-trained, motivated and equipped military in the world. During downtime a successful influence test, Df 3 (Df1, +1 level per person if more than one character attempts to get training from the same base at the same time), can get the character instructed in the following:

- **Training:** Awareness, Communications, Parachuting, Rappelling, SCUBA Diving, Survival, Swimming.

- **Skills:** Autofire, Boating, Brawling, Demolitions, Drive, First Aid, Gunnery, Heavy Weapons, Martial Arts, Pilot, Repair/Build, Small Arms, Stealth

- **Traits:** Combat Experience

SECURITY AND INTELLIGENCE SERVICE

The Security and Intelligence Service is the term used to describe the co-operative nature of Britain's post-Cold War security services. It is not uncommon to find members of MI5 working next to specialists from GCHQ. Britain does not possess the extravagant resources of the US that allows multiple seemingly autonomous agencies to exist and operate. The Security and Intelligence Service represents this level of co-operation primarily between GCHQ, MI5 and MI6, buried deep in this montage of intelligence gathering still exists the remnants a number of other MI designated intelligence operations.

REMAINING MI OPERATIONS

MI1	Administration and Personnel
MI2	Intelligence on Northern and Eastern Europe, USSR, Middle East and Asia
MI3	Intelligence on Western Europe and the Americas
MI5	Secret Service
MI6	Secret Intelligence Service
MI11	Field Security
MI13	Remote Viewing Unit
MI16	Scientific and Technical Intelligence
MI17	Joint Intelligence Committee
MI19	Interrogation

DISBANDED MI OPERATIONS

MI4	Maps	Transferred to Directorate of Military Operation (DMO), 1940
MI7	Press	Transferred to the Ministry of Information, 1940
MI8	Signals Intelligence	Amalgamated with GCHQ after the close of WW2
MI9	Prisoner of War Intelligence	Abandoned at the close of WW2
MI10	Technical Intelligence	Amalgamated with MI6 after the close of WW2
MI12	Postal and Telegraph	Abandoned at the close of WW2
MI14	Intelligence on Germany	Abandoned at the close of WW2
MI15	Photographic Intelligence	Transferred to the Air Ministry, Air Defence Intelligence, 1943

GOVERNMENT COMMUNICATIONS HEADQUARTERS (GCHQ)

GCHQ is a Civil Service Department under the ministerial responsibility of the Secretary of State for Foreign and Commonwealth Affairs and is based in secure facilities in Cheltenham, England. The work of GCHQ is regulated by the Intelligence Services Act 1994.

The work performed by GCHQ is essential to the national defence of the country and the interests of the British State. GCHQ can be viewed as the British equivalent of the NSA, primarily conducting interception and specialist analysis of a wide range of telecommunications transmissions. In addition to research work on topics of interest to GCHQ, currently involved with the research being performed at a number of British Universities concerning all manner of computer technology and cryptographic systems. Often this requires for them to work closely with UK communication companies like British Telecom, Atlantic Telecommunications and Mercury Telecommunications.

GCHQ also plays a vital role in protecting the security of the United Kingdom's official and military communications and advising the British government and industry on communications and computer security.

MI5 (SECRET SERVICE)

Thames House at Millbank in London is the current home of MI5. While these offices have in the past belonged to several other government departments they are now home to about two thousand civil servants working for the Secret Service.

The assigned mission of the Secret Service is to deal with threats to "national security". What exactly constitutes national security has been the focus of some debate recently. MI5 primarily engage in counter espionage, anti-terrorism in addition to pre-emptive tasks such as the watching of foreign nationals on British soil. With the close of the Cold War and the Northern Ireland peace talks, MI5 have began to expand their operations to include that of serious crime, in doing so the service has become more akin to a British version of the FBI than its earlier role as spy catchers.

Current operations see MI5 resources distributed as follows: 39% at Irish and domestic counter-terrorism; 33% at International counter-terrorism; 25% at counter-espionage; 3% at counter-subversion.

Modern day recruitment centres on the acquisition of intelligent, well-balanced, committed, trust worthy and discreet individuals. The service insists that its employees do nothing to draw attention to their careers. Working for MI5 is about quiet satisfaction, celebrate success with ones colleagues, but never ones friends. It is strongly encouraged for an employee to tell only their spouse and parents about whom they actually work for, if indeed they feel they must tell anyone at all.

MIS ORGANISATIONAL STRUCTURE



Each branch is headed by a Director, and these directors, together with the Director-General and Deputy Director-General make up the service’s management board. Each branch consists of a number of GI officers (General Intelligence) who run agents, monitor investigations, etc.; as well as administrative, technical and other specialist staff.

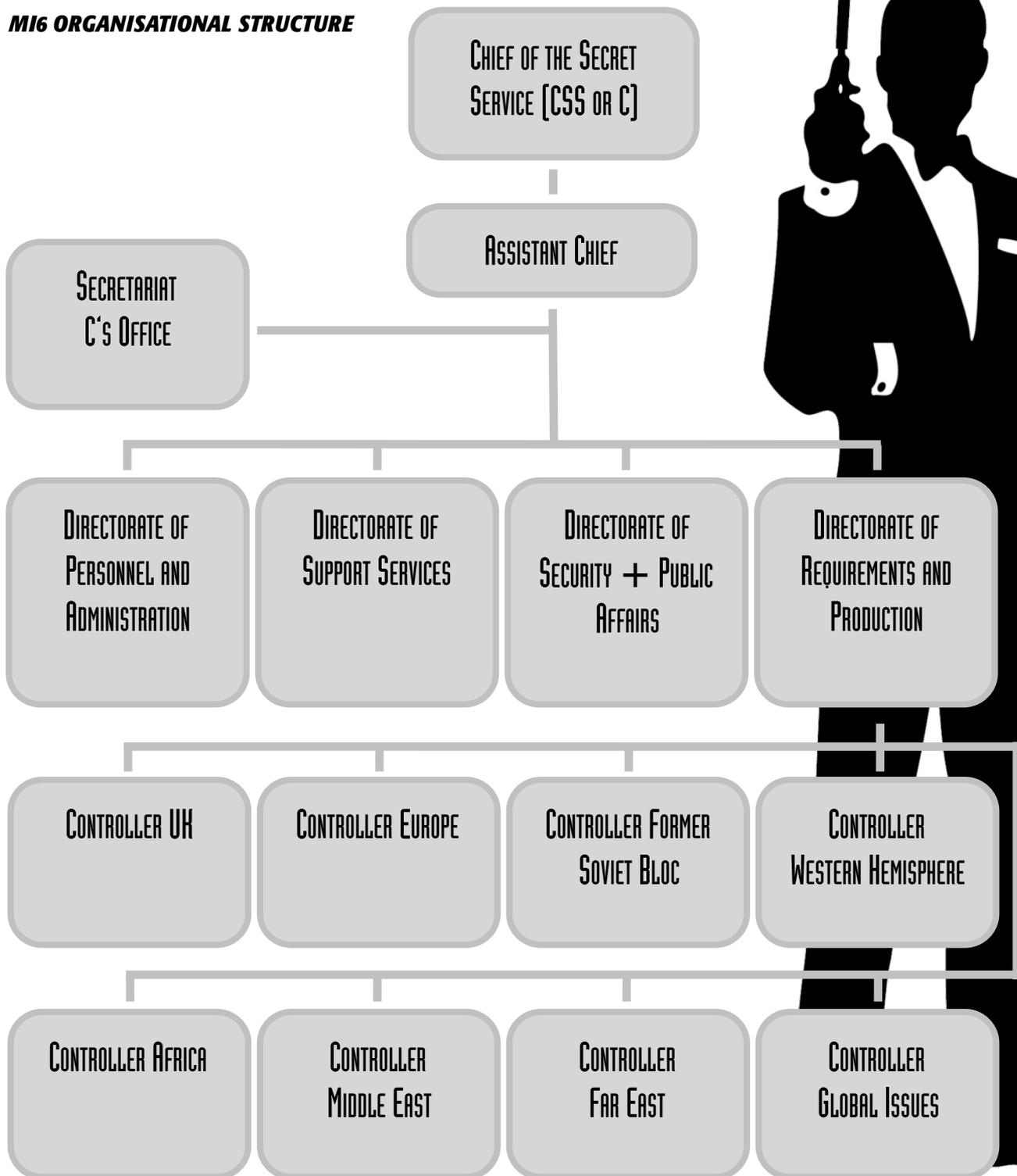
MI6 (SECRET INTELLIGENCE SERVICE)

The Secret Intelligence Service is assigned the mission of external activities and covert operations, the handling of foreign agents and covert information gathering. MI6 recruits agents to infiltrate foreign groups and governments who it perceives as a treat to British national security. With the close of the Cold War, MI6 has been forced to shift its activities more towards terrorist groups and states. Networks of new

agents are being established with this new requirement. Industrial espionage, furthering British trade interests has also been moved into national interest. Gathering intelligence data on friendly governments to obtain advanced knowledge of their negotiating positions is also a new target.

Operations like the infiltration or exfiltration of agents or defectors or any mission with real danger of being compromised are usually carried out by Special Forces (SAS

MI6 ORGANISATIONAL STRUCTURE



or SBS) working along side the SIS. The agents making up these teams are giving a cover identity and told to use this identity even with the other members of their team. The SIS also routinely recruit outsiders for one off operations, where cover may better be maintained by individuals of certain nationalities or appearances.

The Secret Intelligence Service is located at 64 Vauxhall Cross in London, on the South Bank of the Thames. This building was purpose built for MI6 and is said to be architecturally “interesting”, a reference to its neo-Egyptian pseudo-toaster look.

SECURITY AND INTELLIGENCE SERVICE PROFESSIONS

• Agent

Professional Training: Awareness, Communication, Investigation, Politics, Savoir Faire, Surveillance

Professional Skills: Athletics, Computer Programming, Computer Use, Cryptology, Diplomacy, Forgery, Languages, Lockpicking, Martial Arts, Photography, Shadow, Small Arms: Pistol, Stealth, Video

Influence Icon: Int

• Computer Specialist

Professional Training: Awareness, Communication

Professional Skills: Computer Programming, Computer Use, Cryptology, Engineering, Forgery, Humanities, Repair/Build, Research, Science, Teaching, Video

Influence Icon: Int

• Intelligence Analyst

Professional Training: Awareness, Communication, Investigation

Professional Skills: Computer Programming, Computer Use, Cryptology, Forensics, Humanities, Photography, Research, Science, Video

Influence Icon: Int

• Spy

Professional Training: Awareness, Communication, Investigation, Politics, Savoir Faire, Surveillance

Professional Skills: Athletics, Computer Use, Cryptology, Diplomacy, Drive, First Aid, Forensics, Forgery, Humanities, Languages, Martial Arts, Pilot, Shadow, Small Arms: Pistol, Stealth

Influence Icon: Int

Spies are really outsiders to the intelligence operation and as such will never be identified as being involved in any way with any intelligence service. The spy does not have access to the normal Security and Intelligence Service pulling strings. However they are recruited for their useful positions and connections, so the character may receive 25CPs worth of Connections (see *Aegis Handbook* page 46) for free and is advised to spend additional CPs on this trait.

SECURITY AND INTELLIGENCE SERVICE PULLING STRINGS

Ghost Identity: Working in the field often requires a number of faked yet verifiable identities. This allows the character to set up false businesses with ghost lines and “verifiable” histories. The difficulty is related to the complexity and visibility of the ghost identity. Df3 would set up Ghost Company on a national scale, Df4 if the Ghost Company actually required to be visited, with offices and staff.

International Access: With its network of contacts worldwide it is relatively easy to move or place a team at a required location. Df3 influence test is required to place a team at the required location within 2D days. A failed test means that the team has attracted the unwanted attentions of some other intelligence group. Placing the team faster increases the difficulty, while taking longer reduces the risk of discovery.

Key ESCROW: All data encryption software systems sold within the British market must be compatible with Key ESCROW. Essentially this system creates and stores a back door through all data encryption systems in use in Britain. The idea being that individual’s may protect their electronic data from each other but not the government. In order to avoid abuses of power the back door passes are held by a third party and considerable paperwork and bureaucracy must be negotiated to get access. Several hours and a Df4 Influence test will allow access to almost any computer in Britain.

Network of Agents: The Intelligence Service maintains a vast network of agents across the world operating in many different countries and performing many different missions. The information from these agents is may be accessed with a Df4 influence test.

Safe House: These are maintained for hiding away defectors or agents who have be compromised. Access to one of these buildings can be arranged with a Df3 Influence test and are available in most countries across the world.

Telephone Taps: It is often necessary to make use of telephone taps in the name of anti-terrorism and counter intelligence. With Britain's modern digital telephone exchanges phone taps and traces are particularly easy. With powers granted recently by parliament, MI5 may also tap the mobile phone GSM system that covers most of Europe. With a successful Df3 Influence test a tap can be up and running within an hour, Df4 will get a tap anywhere in Europe.

POLICE SERVICE

Britain's 43 police forces have developed around the country since the success of the original London Metropolitan Police Force that was established in 1829, by Robert Peel. These other police forces have always preserved their separate identities and serious concern has been voiced that some criminals, especially those working at an international level, were managing to avoid arrest by taking advantage of breaches in the system.

With the continuing rise of violent crime within the inner cities it is now becoming more common to issue body armour to better protect again villains armed with knives and guns. While uniforms have variations across the country, the basic blue-black uniform is worn universally. In England the standard uniform is domed hard hat, shoulder lapels with the individual officers number and rank, belt radio with handset worn on the left shoulder and belt containing handcuffs, canister of CS gas or pepper spray and truncheon. In Scotland a soft cap and a telescopic baton similar to the US night-stick replace the truncheon and the hard hat. Unless the officer is a member of an Armed Response Unit, no firearm is carried.

Police Officers may undertake specialised training in one of several areas.

Although the British Police do not carry firearms as a matter of course this does not mean that they are not trained to use them when the situation warrants. For those who do

choose to under take this training they may be called upon to perform as part of an armed response unit, these are the officers who are called to armed robberies, with SO19 being called if the situation requires them. A typical Armed Response Vehicle is a modified patrol car, carrying two Smith and Wesson .38 pistols in a small locker beside the driver / passenger. As soon as the weapon compartment is opened an alarm is triggered back at the station. The boot locker contains two H&K MP5's.

The job of a Police Diver is a difficult one, most of Britain's rivers and water ways are cold and murky, giving little visibility. Working in these conditions can be extremely hazardous, having to enter the water bare handed to search for bodies and other evidence mostly by touch. The only perk being that anything found not related to the investigation may be kept.

The Mounted Police are seldom seen in action, when they are it is usually patrolling large city parks or involved in riot duty. The basic equipment of these officers includes a riding hat styled helmet and a special long truncheon that is sheathed on the horse's saddle. While the mounted police are considerably rare, the Police Dog Handlers are relatively common, with most large police stations having a kennel. The dogs themselves are usually German Shepherds and are trained to track and immobilise criminals. A strong emotional bond usually forms, meaning that dog and handler become life long companions, after retirement the dog stays with its handler turned owner.

Police Drivers, nicknamed "the black rats", are some of the most competent and experienced road users in the world. They are trained to conduct vehicular pursuit while minimising the risk to bystanders. Perfect vision is required and awareness of events transpiring around the police vehicle is perfected. This training is above and beyond that available to uniformed police officers.

Britain has its own equivalent of the US SWAT teams, the SO19, often-called "the men in black". These officers primarily see service against armed organised crime and counter terrorist raids.

The Criminal Investigation Division (CID) are the plain clothes detectives responsible for investigating all manner of serious crime. The evidence gathered through interviews and forensic examinations will be presented to the Crown Prosecution Service (CPS).

POLICE FORCE PROFESSIONS

• Uniformed Police

Professional Training: Awareness, Communication, Investigation

Professional Skills: Athletics, Brawling, Computer Use, Drive, Humanities, Melee Weapon, Research, Shadow

Influence Icon: Law

SPECIAL POLICE TRAINING: COST 10

Special Police training is only available to the Uniformed Police Credential and only one of the following may be selected.

Police Armed Response: Add Small Arms: Pistol to professional skills and receive it automatically at level 2.

Police Dog Handler: Add Animal Handling (Dog) to professional skills and receive it automatically at level 2.

Police Driver: The Police Driver must have a driving skill of at least level 3, and automatically receive the training: Advanced Driving. Police Diver: Add Blind Manoeuvres to professional skills, and automatically receive the training: SCUBA Diving.

Mounted Police: Add Animal Handling (Horse) to professional skills and receive it automatically at level 2.

• SO19 Officer

Professional Training: Awareness, Communication, Investigation

Professional Skills: Autofire, Animal Handling, Brawling, Computer Use, Demolition, Drive, First Aid, Melee Weapon, Research, Small Arms: Pistol, Small Arms: Rifle

Influence Icon: Law

• CID Officer

Professional Training: Awareness, Communication, Investigation, Surveillance

Professional Skills: Athletics, Animal Handling, Brawling, Computer Use, Drive, Forensics, Humanities, Melee Weapon, Research, Shadow, Small Arms: Pistol

Influence Icon: Law and Crm

POLICE SERVICE'S PULLING STRINGS

Access to Evidence Lockers: Evidence lockers store all evidence taken from crime scenes and suspected criminals. If the police have managed to take a piece of damning evidence before the PCs could get at it, this is the place to find it. Df3 to gain access. Access to Forensic Labs: Police forensic labs are usually small but well equipped. They will not support more than a few researchers (fewer than 6) but are well furnished with equipment, particularly in the fields of pathology, ballistics, chemistry and toxicology, Df3.

Backup: The Police always have access to immediate backup, simply calling the station are requesting it is Df0, this will bring 2 police cars to the scene within a few minutes (1D+10). Getting more back at any one time will require an Influence test with a +1Df of each additional police car after the first two. Calling for an Armed Response car is also a +1Df.

Bomb Disposal Unit: A bomb disposal team will be sent to the given co-ordinates from the nearest military base. The GM will determine the most appropriate mode of transport available from the base, thus determining the response time. Bomb disposal units are commonly called to investigate suspicious packages or vehicles, only a Df1 Influence test is required.

Close Case File: Closing a case file is not an easy thing to achieve without people asking questions about why you want it closed, A Df4 Influence test is required as is a Luck test. On a Bad Luck result someone is going to ask a lot of questions or place you under investigation. A Df5 Influence test negates the need for a Luck test.

Interpol: It is possible to acquire information on a suspected criminal from the Interpol network, the co-operation of 177 Member States of this program means that this is the closest thing to a global police force, acquiring information about a suspect is a Df2 Influence test. Issuing requests to have suspects detained on foreign soil is possible with a Df4 Influence test.

Safe House: These are normally used to house important witnesses, but can be used by the character to hide his acquaintances from prying eyes, Df2, Df3 will get police protection as well.

Vehicle Checks: Access may be gained to the Police National Database and the Driver Vehicle Licence Centre (DVLC) to reveal vehicle and owner registration data, Df2.

NATIONAL CRIME SQUAD

The National Crime Squad was created on 1st April 1998 as an equivalent to the FBI in the USA. Its mission is to target multi-national and international crime as well as Britain's "Mr. Big", the nickname applied to Britain's career criminals. The department has been set up with an annual budget of £ 100m and an operational staff of 1,500 detectives with 250 civilian support staff backing them up.

At the same time as the National Crime Squad was established, the Criminal Intelligence Service was also being granted complete independence from the Home Office and will enter into a close partnership with the NCS.

This is the first time the UK has had a nationally organised crime fighting force, the new national squad is assigned with taking over from the old regional crime squads. Its primary purpose is to identify the country's most serious criminals, including arms dealers, currency forgers, illegal immigration, drug traffickers, and sex offenders. The National Crime Squad will not be dealing with terrorism since that is now MI5's jurisdiction. The initial targets of the National Crime Squad will be 180 of the most unwholesome lawbreakers in Britain and will focus attention on the offenders rather than individual criminal acts.

Detectives are being recruited to serve in the NCS from the regular Police Service and those who served in the now disbanded six Regional Crime Squads. Many of the Detectives working in the NCS are trained to use firearms and undercover surveillance techniques, some are further authorised to carry concealed weapons.

All applicants for this prestigious organisation must have served in the police for at least two years, hold a rank of detective and officers entering the new squad will be required to give a special "loyalty" oath. The oath is one of a number of procedures to help keep corrupt police officers out of the national crime busting force and to portray the officers to the public as honest, upstanding, beyond reproach and of the highest integrity.

NATIONAL CRIME SQUAD PROFESSIONS

• Detective

Professional Training: Advanced Driving, Awareness, Communication, Investigation, Savior Faire, Surveillance

Professional Skills: Athletics, Brawling, Computer Use, Drive, First Aid, Forensics, Humanities, Melee Weapon, Research, Science, Shadow, Small Arms: Pistol, Stealth, Video

Influence Icon: Int and Crm

NATIONAL CRIME SQUAD PULLING STRINGS

Access to Evidence Lockers: Evidence lockers store all evidence taken from crime scenes and suspected criminals. If the police have managed to take a piece of damning evidence before the PCs could get at it, this is the place to find it. Df2 to gain access. Access to Forensic Labs: Police forensic labs are usually small but well equipped. They will not support more than a few researchers (fewer than 6) but are well furnished with equipment, particularly in the fields of pathology, ballistics, chemistry and toxicology, Df3.

Interpol: It is possible to acquire information on a suspected criminal from the Interpol network, the co-operation of 177 Member States of this program means that this is the closest thing to a global police force, acquiring information about a suspect is a Df2 Influence test. Issuing requests to have suspects detained on foreign soil is possible with a Df4 Influence test.

Police Raids: At the culmination of long term investigations it often falls to the Police under the supervision of the NCS Detectives to actually make the raids and arrests. These are often meticulously planned in advance. Depending of just how much force is required determines the influence required. Using regular Police Officers as back up requires a Df2 Influence test. Armed Officers require a Df3 test, to call in SO19 is a Df4 test. If the operation requires to be performed a at short notice (a few hours) a +1Df should be aided, planning operations well in advance (at least a week) will reduce the difficulty of the test by -1Df. Close Case File: Closing a case file is not an easy thing to achieve without people asking questions about why you want it closed, A Df4 Influence test is required as is a Luck test. On a Bad Luck

result someone is going to ask a lot of questions or place you under investigation. A Df5 Influence test negates the need for a Luck test.

Criminal Intelligence Service: The CIS database collates and cross-references numerous criminal activities from all across Britain looking for links between crimes and associations with known serious criminals. A Df2 Influence test will gain access to information of related crimes and individual suspects. This service will also match shell casings in shooting incidents.

ORDER OF THE HEARTH

During the war years Walter Stein and his Watch were responsible for combating directly Hitler's increasing occult arsenal, primarily within the territories occupied by the Nazi forces. But the Watch were not the only players in this dangerous game, many British agents were inserted into Occult Orders throughout the British Isles and helped to unify an occult defence against the Dark Forces rising throughout Europe. This culminated with the success of the Lammis Night Ceremony performed in 1941 and attended by hundreds of British occultists dedicated to the White Path.

When the war came to an end with Allied victory this only symbolised the close of open hostility; many of the Dark Cults Hitler's rule had spawned still existed though their power and hold was temporarily broken. The many occultists who had banded together to protect their nation were no longer unified by a common cause and began to return to their normal lives and activities. George Maidwell released the danger and began to recruit his own Society who would continue to protect Britain and maintain a network of occult contacts should another conflict require them.

The Order of the Hearth was formally founded by compact in 1950, the newly founded Order was required by its mandate to provide occult protection and training to those who would swear their loyalty to King (then in 1952, to Queen) and Country. Mandated to research and expand understanding of occult forces and methodology, but most importantly to give no quarter against any who threaten the security of the British Realm by occult means or malpractice.

With the formation of the Ministry of Defence in 1964 and the organisation of Thirteen, the Order of the Hearth has become an integral part of Britain's defences. Unknown and unseen, these dedicated Adepts work to undermine and destroy Incarnates, Forsaken and the poisons spread by the Dark Cults of the Black Path. Over the years since its

formation, the Order has endured its fair share of strife and internal problems, more than one member has fallen from grace and power struggles and magical duels have been fought between angered members but the Order goes on. George Maidwell lost the use of his legs and has been confined to a wheelchair ever since a duel with a young protégé in 1973, since then guidelines for resolving disputes have been laid down and direct conflict between members now forbidden.

In the same year that George Maidwell lost the use of his legs he founded the Black Library, essentially a collection of works and mystical objects recovered from Dark Cults that the Order had vanquished over the years. While study of these objects was initially restricted to the high echelons of the Order this rule was later relaxed to permit mid level initiates access to the collection. Unfortunately it was this relaxation that led to the corruption of at least two adepts, who were subsequently ostracised from the Order, in the 80's one of whom was directly responsible for the Kings Cross tragedy in 1987.

INCARNATES AND THE ORDER

While the Order finds its self at the heart of many anti incarnate operations its mandate does not forbid them membership. While no Incarnate will ever be permitted to join the Order, those that become corrupted while part of the Order are not automatically hunted down, provided that their goals are in line with those of the Order. In real terms this only really allows membership to those who have become Adepts and the occasional Prophet, Predators are considered to be far to unpredictable and dangerous to be permitted. Those of the Order who become Forsaken or Incarnate into an unacceptable form are destroyed for the good of all.

From the time of the close of the war years the Order has been responsible not only for training and research into occult phenomena but also psychic powers and related abilities. While a great deal of the research done in this area was conducted by occultists and psychics trained by occultists this has led to a peculiar flavouring of the methodologies employed by the Order's psychic practitioners. Many are psychologically dependent on occult

ritual and ceremony for the use of their powers. While the Order still continues to train psychics in this manner most now fall under the jurisdiction of the Thirteen that conducts training in accordance with more modern psychic development programs.

The Order has grown to a considerable size in recent years, numbering almost a hundred fully trained adepts. While Thirteen has recruited many of these individuals, more than half their number still are not affiliated with the conspiracy. While knowing little about Thirteen these non-affiliated adepts still have an active role to play in the tracking and extermination of occult powers and often receive missions directly from Maidwell and the Thirteen without ever knowing who they are truly working for.

ORDER OF THE HEARTH NOMENCLATURE

For the most part the Order makes use of standard terms as used by the Western Hermitic Tradition, several terms and theories have recently been introduced due to the Order's close working relationship with PMS and MI13 psychic programs. The discovery of Voids (termed Husks) has led to the examination of the nature of the Human soul, it is believed that Husks lack a soul and are thus not truly human. "Never trust a Husk", is a common saying within the Order.

ORDER OF THE HEARTH PLAYER CHARACTERS

• Occult Adept

Professional Training: Awareness, Ritual: Cause Wound, Ritual: Dispel Magic, Ritual: Prophecy, Ritual: Protection from Magic, Ritual: Reading the Past, Ritual: Scrying, Ritual: Stabilise Wound, The Protective Circle

Professional Skills: Computer Use, Cryptology, Cryptozoology, Diplomacy, Humanities, Hypnosis, Language, Meditation, Occult, Research, Ritual (Ceremonial), Science

Influence Icon: Par

• Occult Assassin

Professional Training: Awareness, Ritual: Cause Wound, Ritual: Dispel Magic, Ritual: Induce Cardiac Arrest, Ritual: Protection from Magic, Ritual: Scrying, The Protective Circle

Professional Skills: Athletics, Computer Use, Cryptology, Disguise, Drive, Hypnosis, Language, Lockpicking, Martial Arts, Meditation, Occult, Ritual (Ceremonial), Science, Small Arms: Rifle

Influence Icon: Int and Par

• Psychic Adept

Professional Training: Awareness

Professional Psi Trainings: Bioenergetics, Bio-Information Transfer, Bodywork, Divination, Dowsing, Dream Telepathy, Psychometry, Precognitive Dreams, Scrying

Professional Skills: Computer Use, Cryptology, Cryptozoology, Diplomacy, Humanities, Hypnosis, Language, Meditation, Occult, Research, Ritual (Ceremonial), Science

Influence Icon: Par

ORDER OF THE HEARTH PULLING STRINGS

Black Library: Heavily damaged by the Kings Cross fire the library collection has been salvaged as best as was possible and moved to a new location at RAF Rudloe Manor. Access to what remains of the collection is now considerably more restricted than it was previously, requiring Df4 Influence test to gain access to the site and a Df5 test if anything is to be removed. Access to the collection can allow the Occultist to study any ritual training. Once a superb quality library is now reduced to excellent. Sanctuary: The Order maintains a number of magical safe houses, these places of which there are many across the country are protected by powerful enchantments that will prevent magical interference from other Occultists.

Synchronicity: Events seem to conspire to aid the Order, this could be related to a number of potent rituals used to aid the occult defence of Britain or some other mysterious intervention. All members of the Order receive +1 to Good Luck. If they ever break with the Order this bonus is instantly lost.

Ritual Assistance: Sometimes the situation demands the enactment of powerful rituals that a single Occultist cannot possibly perform alone at these times the character may call for the assistance of their fellows within the Order. A Df3 Influence test is required to gather together sufficient practitioners within 2D hours. A Df4 Influence test is required to form a gathering within 1Dx10 minutes. Influence tests are made at +1Df if the ritual is of a dangerous nature and at -1Df if performed in one of the Order's secure facilities (RAF Rudloe Manor or Whitehall in London).

MI13 (REMOTE VIEWING UNIT)

Rumours occasionally circulate concerning a secret MoD organisation who are conducting supernatural and psychic research, in the main the finger is usually pointed at MI5 or MI6, but this type of work is beyond both of these groups. While trained psychics are recruited to MI13 the training and methodology is not of their creation, but the accumulated research and development by a small company based in Britain called "PMS" or "Paranormal Management Systems".

Paranormal Management Systems is a company recently launched into the commercial arena, being the culmination of fifteen years of research and investigation into the nature of the supernatural and human psychic capability. The company currently offers an expanding range of courses and training on paranormal phenomena and technologies to interested business and military interests. The man behind PMS began his research in 1982 when after graduating from University with only an ordinary level degree in physics he thought to question the validity of established scientific dogma. Close examination of Biophysical Field Effects, yielded to an understanding of the mysterious world beyond, the Seepage and psychic phenomena.

The training methodology expounded by PMS and adopted by MI13 makes use of advanced relaxation, meditative and visualisation states that act to inculcate psychic effects through the feelings of peace and well being induced upon the user by his own mental reprogramming exercises. Essentially learning of these unique skills and abilities is made that much easier and faster if the learner enjoys the experience of learning.

PMS came to the attention of MoD in 1988 and commenced formal training of MI13 personnel shortly thereafter. PMS did not stop there but pioneered the development of psychotrons commencing with the unveiling of the PDSBAI, which is assessable to all PMS methodology trained psychics, both military and civilian. Since 1990 the protection of sensitive military areas has been contracted out to PMS Psychotrons. PMS of course refuses to discuss with anyone the work they perform for MI13 and the MoD.

MI13 vs. Directorate X

In the race for psychic supremacy two major powers eclipse the others, Directorate X is at this time the world leader having extensive knowledge, facilities and a large number of trained psychics. Their work has focuses on the development of physical effect psi capability, Bio-PK and Psychokinetics. The British MI13 on the other hand are relative new comers to the field are primarily interested in the applications of telepathy and clairvoyance, in fact have done no more than theoretical work on PK. The small number of MI13 trained psychics at this time is their greatest limitation.

CIVILIANS AND PMS

PMS is a commercial business and thus will train anyone who is prepared to pay for the privilege, however the training is not as extensive as that given to MI13. Essentially civilians are taught the most basic elements of Remote Viewing and Remote Sensing only.

The psychics working with MI13 made several attempts in 1993 to unlock the secrets of PMS's biophysical psychotrons only to discover the warnings about tampering with these non-physical devices had been given with good reason. Six Remote Viewers, two of whom had been trained by PMS, had their psychic talents burned out of them as they attempted to access the programming of PDSBAI.

Paranormal Management Systems Nomenclature

Standard Nomenclature	PMS Nomenclature
Bodywork (psi-training)	Remote Healing
"Cognitive" and "Ascendant" Ghosts	Revenants
Psychic Energy	Adaptive Energy
"Recorded" Ghost	Remnant
Seepage	PDF (Psychic Damping Field)
Seepage Energy	Adaptive Energy
Visualisation (skill)	Directed Attention
Voids	Husks or Shells

• **Psychic Operative**

Professional Training: Awareness, Biophysical Psychotronics

Professional Psi-Training: Bodywork, Group Augmentation, Remote Viewing, Remote Influence, Psi-Interception, Psi-Warfare, Remote Sensing

Professional Skills: Computer Use, Cryptology, First Aid, Humanities, Hypnosis, Meditation, Parapsychology, Psychology, Psychotron, Photography, Research, Science, Visualisation

Influence Icon: Par

PARANORMAL MANAGEMENT SYSTEMS PULLING STRINGS

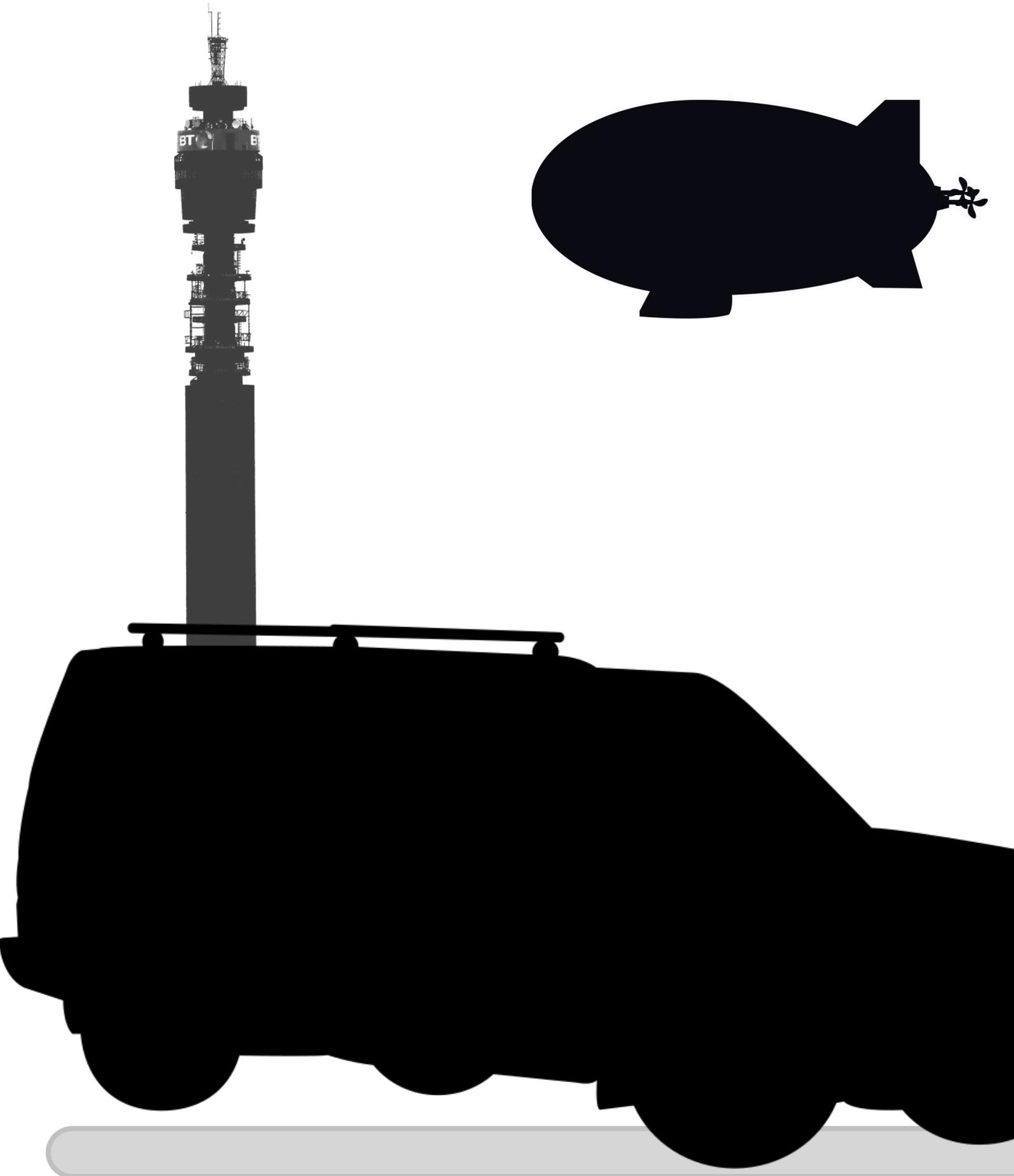
PMS Methodology Training: PMS is a business and thus training is always available to those who are prepared to pay for the privilege. A Df3 Influence test will get the character onto a training course. Reduce the test difficult by -1Df if the character has the trait Wealthy. A character may seek also to have his psychic talents up lifted. This should be resolved as a long-term research project (see *Conspiracy X* page 110-111) that requires Parapsychology research test (xWil). The specialists conducting the training should be considered to have a Parapsychology rating of 3. To have a more experienced Trainer (Parapsychology 4) +1Df.

• **Training:** Biophysical Psychotronics

• **Psi-Training:** Bodywork, Group Augmentation, Remote Viewing, Remote Influence, Psi-Interception, Psi-Warfare, Remote Sensing

• **Skills:** Meditation, Parapsychology, Visualisation

Paranormal Defence System Biophysical Artificial Intelligence (PDSBAI): The PDSBAI appears to psychic vision as a massive roiling storm front of grey clouds lit periodically by internal lightning. It's an impressive sight that never fails to awe the observer. This is the greatest and most impressive application of Psychotron technology to date. Accessible only to those who have trained with the PMS methodology the PDSBAI is quite capable of defending it's self from attack or tampering. The PDSBAI requires an enormous quantity of psychic energy to carryout its programming, this it gains by "feeding" of the ambient seepage level in Britain. To access the PDSBAI the psychic must consciously reach out to it with his mind, a technique that is taught early in paranormal training, if the PDSBAI recognises the psychic, an Influence Df3 task, it will allow a link to be forged. While linked with the PDSBAI the psychic receives a +1R to any psychic operations undertaken. The second function of the PDSBAI is that it functions as a psychotron for the linked psychic, the psychic may draw upon extra psi-points from the PDSBAI equal to his Influence attribute in any one week.



CHAPTER FOUR:

THE GADGETS

The inky darkness gave way to cold but bright illumination at the flick of the switch. The morgue was chilled compared to the corridor outside, their breath became plumes of steam. Watson shivered against the cold and wished that he'd brought his jacket down from the comfortable office up stairs.

Two ominous lumps lay beneath white sheets, the bodies they were here to examine. The customary autopsy had been performed last night but today's examination was going to be far from ordinary. The pathologist had concluded that both victims had been alive and awake at least at the beginning of their dismemberment, their wrists were restrained on both wrists and ankles and that the corpses had not been killed at the locations they had been found.

Christian, only recently promoted to Section Leader, took a moment to lift the sheets and look at the faces of the victims before beckoning forward Tompson and Forbes. Watson knew that they were both adepts from a mystical order within the MoD but that's all he knew and that's all he wanted to know. He shivered again but not from the chill in the room, but from the piercing look Tompson afforded him, she was beautiful but in that up tight and dangerous kind of a way.

"The first one is Frank Hurst an MoD Civil Servant, he is on holiday leave and is due back at work next Monday." Christian spoke softly, as always but everyone was listening to him. Beams was standing off to one side, absently scratching his chin, "The second was Martin Charmers he worked for us, we need to know who killed them and why."

"If you would return in about half an hour we should be able to provide you with what you need to know." Tompson's voice was absolutely flat, monotone and quite unpleasant to listen too. To Watson's considerable relief Christian nodded his ascent and waved Beams and himself out of the room.

They call it Forensic Sorcery, perhaps only so that the information gained has some level of credibility with those non-magicians within Thirteen. Of course modern day psychics have been granted a certain level of respect in last few decades as plausible theories have begun to emerge to explain the phenomena, magic still prefers to keep its status as an art rather than become a science.

"J" Beams spoke up as the three of them trooped back up the stairs, "You think someone's on to Thirteen?" J was Christian's official designation, it was customary to take the first letter of your first name as your designation once you'd become a Section leader and Jonathan Christian was no exception.

"To find us, or indeed anyone, all you have to do is look in the right place at the right time, the dead if you know what your doing can give up a vast amount of information. It may have been easier to simply kill them then take the information than it would be to torture it out of them."

"You've seen this before?" Watson queried.

"Yes, once..." Christian paused a moment as if reviewing some distant memories "If I'm right we need to locate this man and prevent him from reselling or using the information he may have gained and if possible we need to know who he's working for."

LOCATION RESOURCE DESCRIPTIONS

Resources	Cost								
Bulk Carrier	15RP		X						X
Farm	4RP			X		X	X		X
Shopping Centre	5RP		X	X	X	X			X
University Campus	10RP			X					X

BULK CARRIER: The bulk carrier is a large sea-going container vessel, moving from port to port. With falsified papers and many false containers suitable for hiding equipment, the Bulk Carrier can provide a secure base of operations for certain missions. The ship contains living quarters and supplies suitable for maintaining continued operations for several months at a time. The ship's command centre is equipped with a radar array, GPS terminal and base radio. The deck includes a helipad and room to accommodate up to two additional watercraft, such as mini-sub or speedboats (must be purchased separately). The ship's crew includes an Engineer and a Medic. Due to the nature of this base, the crew has been indoctrinated as operatives (e.g. seconded from the Royal Navy)

Restrictions: Five Large facilities may be built into the ship (but no airstrip).

FARM: This is a large farm, located in its own grounds, with a legitimate agricultural front [type of crops and animals agreed with GM]. The farm provides the Section with a garage (20 Size levels), stables (10 horses), an adequate supply of farm hands and six bedrooms (dormitories) at no extra RP cost. As the buildings are spread out over the grounds, the Game Master should agree a location plan of the farm. An airstrip for light prop aircraft or any helicopter is possible simply by having cleared a grassy field, military aircraft and civilian jets require a more solid runway.

Restrictions: No more than two large facilities.

SHOPPING CENTRE: This is an updated version of the Storefront base. Due to the size of the modern shopping centres, it is easy to conceal a Cell amongst the shops, offices, storage spaces and car parks. It can be located anywhere in a city or large town. The office suites provide ten inbound phone lines, a computer workstation, a fax machine, copier and a paper shredder. Living quarters are easily incorporated behind the front of a motel. Location is all-important, as it affects the type of facilities that can be incorporated.

Restrictions: May not have an airstrip, and can have no large facilities.

UNIVERSITY CAMPUS: Academic establishments have numerous advantages over other bases, it has ample room for large facilities, with considerable high tech utilities. Almost any facilities may be passed off as belonging to the University and there is a plentiful supply of recruitable research staff and laboratory assistants. This location complete with a computer workstation, phone lines, fax machine, Internet access, a gym and a pool. Other facilities may be possessed by the University but the characters cannot gain access to them until they purchase them for the Section. The Campus may be spread over a large area and a location plan should be agreed with the Game Master.

Restrictions: May not have an airstrip or a killing house, a storage vault should be purchased if the characters wish to maintain stocks of weapons that would otherwise draw attention.

FACILITIES RESOURCE DESCRIPTIONS

Resources	Cost								
Stables	2RP			X		X	X		X

STABLES: This building contains stalls for 10 horses and storage for their foodstuffs. The stable is purchased complete with 10 horses, 1 stable-hand, and all the necessary tack and implements required for riding and mucking out.

HORSE

Str: 5 Agl: 3 Int: 2 Per: 3
Siz: 5 Ref: 2 Will: 2 Luck: none

Combat: Savagery: 2 Bite (Wn3) Dodge Kick (Wn5)
Ram (Sp1) Trample (Bk4)

Skills: Sixth Sense 2

SUPERNATURAL RESOURCE DESCRIPTIONS

Resources	Cost								
Supernatural Pool	3RP							X	
Supernatural Locus	6RP							X	
Benevolent Site	+1RP							X	
Malevolent Site	-1RP							X	

SUPERNATURAL SITES: Britain has literally thousands of supernatural sites scattered all across the country, from Scottish Highlands to the high-tech industrial centre of London, these sites come in many forms from enigmatic standing stones to haunted office buildings. Depending on the location of the site the players and GM should agree on the nature of the supernatural resource. Unless the characters purchase a site with a particular orientation (Benevolent or Malevolent) the site will be neutral. Supernatural Nexus sites are far to few and well known to be owned by a section.

WEAPONS RESOURCE DESCRIPTIONS

Resources	Cost								
Riot Armour	1RP/4 units	X			X				
Riot Shield	1RP/10 units	X			X				
Sword Cane	1RP/5 units		X			X			
Poison Umbrella	1RP/5 units		X						

RIOT ARMOUR: Combining a flame resistant overall, padded gloves, high leg combat boots, and strap-on pads providing AR3 cover to the shins, knees, forearms, elbows and groin.

RIOT SHIELD: These are full body clear plastic tower shields used by the British Police during riot control situations. They provide an Armour Rating of 3, which may be bypassed with a called shot.

SWORD CANE: The sword blade is concealed within the body of cane or umbrella. The blade has a sharp slashing edge and a point for stabbing. Requires the Martial Arts manoeuvre: Weapon Strike and damage is Wn(Str).

POISON UMBRELLA: A hit with this weapon causes no combat damage, but it does activate an automatic syringe, releasing its contents into the target. Requires the Brawling move: Improvised Weapon Strike. The syringe can hold one vial's worth of drugs in suspension (refer to *Shadows of the Mind* page 74-76 for a complete list of drugs and their effects).

ESPIONAGE RESOURCE DESCRIPTIONS

Resources	Cost								
Camera, Digital	+1RP	x	x	x			x		x
Drone, Civilian	1RP/4 units		x	x			x		x
Drone, Military	3RP/1 unit	x	x	x					
Video Camera, Digital	+2RP	x	x	x			x		x

CAMERA, DIGITAL: State-of-the-art technology, allowing the capture and storage of 50 images in digital format. The pictures can then be stored on a standard 1.44 MB floppy disk and imported into a computer for editing/manipulation, printing, transmission, or just storage for later use. The cost is +1RP to the basic price of the type of camera required (e.g. micro, infrared, submersible, starlight, thermograph – see *Aegis Handbook* page 134). To decompress the images [Computer Use Df 1], the computer being used must have the “bundled” software installed (comes on CD-ROM and can easily be copied).

DRONE, CIVILIAN: A radio controlled miniature helicopter, the drone makes an ideal platform for stills camera or video camera (purchased separately). The film is kept in the camera, for retrieval when the drone lands.

DRONE, MILITARY: Called an Unmanned Aerial Vehicle by the military, this large drone requires a runway-length clear strip for take-off and landing (though, for 1RP, a truck-mounted launching platform can be obtained). The drone has a 30 foot wingspan, and is 20 foot long; it has an operational radius of 100 miles or 12 hours, and a top speed of 110 knots. The pack comes with two portable ground control units, and the drone has an IFF transponder, GPS system, space for a stills camera or video camera (purchased separately) and an infra-red sensor, RF and digital data links, and radar array.

VIDEO CAMERA, DIGITAL: As with Digital Camera, but the images are stored on a high-density Zip disk (about the same size as a floppy disk, but slightly thicker). Decompression software [success requires a Computer Use Df 1], is supplied on CD-ROM, but is a different program to that used by the Digital Camera. The cost is +2RP to the basic price of the type of video camera required (e.g. micro, infrared, submersible, starlight, thermograph – see *Aegis Handbook* page 135).

ELECTRONICS RESOURCE DESCRIPTIONS

Resources	Cost								
Advanced Portable Radar	4RP	X	X	X					
Digital Hand Scanner	1RP		X	X	X				X
HPC	1RP	X	X	X			X		X
Wearable Computer	2RP			X					

ADVANCED PORTABLE RADAR: This system is identical to the Portable Radar (see *Aegis Handbook* page 137), except that it uses British technology. Britain is renown for its exceptional electronics equipment. All British radar installations are able to detect stealth aircraft; this is made possible using frequencies that the stealth coating does not absorb. This system does not circumvent the stealth fields used by the Saurians or Atlantean nanotech stealth coverings, only human stealth technology (e.g. F-117).

DIGITAL HAND SCANNER: The modern version of the roll-over camera. The digital hand scanner is the size of a “Game Boy”, is powered by batteries (good for 1,000 scans), and stores the images on a standard 1.44 MB floppy disk. The protective cover is first removed from the scan-head, and the unit is passed over the document being scanned. Three passes over an A4 document will capture the three images on disk. Importing the images into a computer, decompressing them, and joining them together all requires a Computer Use Df1 roll, as the accompanying software is easy to use (supplied on CD-ROM, and is different from those used by digital cameras and digital video cameras).

HPC: The newest range of personal data assistants and hand-help personal computers contains the power of an “entry-level” laptop computer. You can connect them to portable telephones so that you can check your e-mail and surf the Web, write letters, play games. The model discussed here includes a colour digital video camera and modem.

WEARABLE COMPUTER: The ultimate in portability (and nerd chic) – a computer that you wear. The main unit is a waterproof / shockproof grey box worn on a belt, a small baton has a trackball built into the end and two control buttons on the side. The screen is built into one lens of a pair of spectacles – cabling leads from the frame to the belt-unit; the spectacles also have a fold-down microphone (for voice control) and earphones. Although it has the power of a laptop computer (*Aegis Handbook* page 137), it has no floppy disk or compact disk unit, an infrared communication system allows the transfer of data to all laptop units and some other computers. Internal batteries last 36 hours and take 1 hour to recharge; unit can be plugged into an electrical outlet for unlimited use.

SCIENCE RESOURCE DESCRIPTIONS

Resources	Cost								
Telemedicine Unit	2RP			X					
Transportable Recompression Chamber System	3RP	X		X					

TELEMEDICINE UNIT: The shoebox-sized unit comes complete with a colour TV camera, and analytical equipment. The unit needs to be connected to a computer and communication system so that the data can be sent to the relevant medical centre. Requires a Computer Use Df2 test to successfully set up (if the other equipment is available), and gives a +2t to First Aid or Medicine tests.

TRANSPORTABLE RECOMPRESSION CHAMBER SYSTEM: The TRCS is a transportable recompression chamber, 7 foot long and 4 foot high, weighs 1,000lbs., and has integral oxygen/air tanks. It allows the treatment of decompression sickness and provides the means of transporting injured divers under pressure to a diving medical facility. The chamber can hold one patient, and has room for one medic. A transfer lock is used for entry/exit.

GEAR RESOURCE DESCRIPTIONS

Resources	Cost								
Mine Detector	1RP/5 units	x				x			
Parachute, HALO	1RP/3 units	x	x						
Sniper's Gillie Suit	1RP/6 units	x	x						

MINE DETECTOR: Hand-held metallic mine detector, it can also detect objects such as small firing pins in plastic and wooden mines, and up to a depth of 20 inches under the surface (land or water).

PARACHUTE, HALO: This parachute equipment is used when free falling from 10,000 metres, deploying the parachute only at 760 m – High Altitude, Low Opening. Each unit comes with a parachute fitted with an automatic opening device, helmet, goggles, mask, altimeter and oxygen tank.

SNIPER'S GILLIE SUIT: A specialised version of the combat fatigues, the gillie suit is designed to break up the outline of the sniper, and not to show any piece of skin. Due to the materials from which the suit is made the emission of IR is considerably reduced. The suit includes a helmet cover, face veil, neck cover, gloves, jacket, trousers, knee-pads, camouflage cream and secateurs. Stealth tests are at -2Df when wearing the suit appropriate to the terrain. Available for forest, jungle, desert, arctic and night (black).

VEHICLE RESOURCE DESCRIPTIONS

Standard Vehicles	Cost								
Small Car	1RP		x	x	x	x	x		x
Medium Car	2RP		x	x	x	x	x		x
Estate Car	3RP		x	x	x	x	x		x
Sport Car	4RP		x	x	x	x	x		x
People Carrier	3RP		x	x	x	x	x		x
Van	3RP		x	x	x	x	x		x
Microlight	2RP								x

VEHICLE RESOURCE DESCRIPTIONS

Special Vehicles	Cost								
ATV	3RP	x			x	x			x
Special Forces Land Rover	6RP	x	x						
Airship	5RP		x	x			x		x
Airship Module, Cargo	1RP		x	x			x		x
Airship Module, Intelligence	4RP		x	x					
Airship Module, Medical	3RP			x			x		x
Airship Module, Personnel	1RP						x		x
Airship Module, Tourist	2RP								
Bomb Disposal Van	8RP	x							
Outside Broadcast Vehicle, Compact	7RP						x		
Outside Broadcast Vehicle, Large	12RP						x		
TV Detector Van	4RP		x						
Lifeboat	5RP				x				x
Rigid Raider	3RP	x							
Riverine Assault Craft	6RP	x							
Subskimmer	3RP	x							
Special Forces Kayak	1RP	x							

STANDARD VEHICLES

Standard equipment carried aboard vehicles: Britain doesn't have strict regulations regarding what each car must carry as safety equipment. A safe assumption is that there will be a multi-band (AM/FM/MW) radio, most vehicles will carry a spare tire and a basic tool kit. There is also the good chance these days of it having a cassette or CD player as an option. Some people fit car alarms, not that they actually deter car thieves but they are great for disturbing your neighbours at three in the morning! One last point all British cars will be designed for left hand drive.

SMALL CAR: Examples of this class are the Mini, Mini-metro, VW Golf and Renault Clio. Small, typically two door; they can be had in four and five door versions.

Speed: 1 **Handling:** +0 **Size:** 5 **Crew:** 1 **Passengers:** three at a push

MEDIUM CAR: Examples of this class are the Ford; Escort, Mondeo, Sierra; Rover 200, Vauxhall Astra. A family usually owns these vehicles with 2.4 children and 1.2 legs.

Speed: 2 **Handling:** +1t **Size:** 6 **Crew:** 1 **Passengers:** four at a push

ESTATE CAR: Examples of this class are the Ford Escort Estate, Volvo 340GL, Rover 400 Estate. Large families, people with green wellington boots who live in the country and hunt small mammals with big dogs or outdoors sportsmen, typically fisherman, own these.

Speed: 2 **Handling:** -1t **Size:** 6 **Crew:** 1 **Passengers:** five at a push

SPORT CAR: The ever popular drive as fast as the British roads will allow i.e. anything from 30-60 MPH on a good night in towns, in the country you can move faster, but the Police have speed traps (radar cameras) on fast stretches of road. these flash and expensive vehicles are Porsche 911, Ford Cosworth*, Lotus Esprit, Jaguar XJS.

Speed: 3** **Handling:** +2t*** **Size:** 6 **Crew:** 1 **Passengers:** 1

* The Cosworth is the only mass-produced vehicle on the roads to use a rally car engine! It is also the most stolen!

** The Jaguar XJ220 has a speed of 4! Not many British roads are capable of accommodating this fast car.

*** The handling of the Lotus Esprit is -1DF, since this is an incredibly responsive car. Some say too responsive! Examples of these flash and expensive vehicles are Porsche 911, Ford Cosworth*, Lotus Esprit, Jaguar XJS.

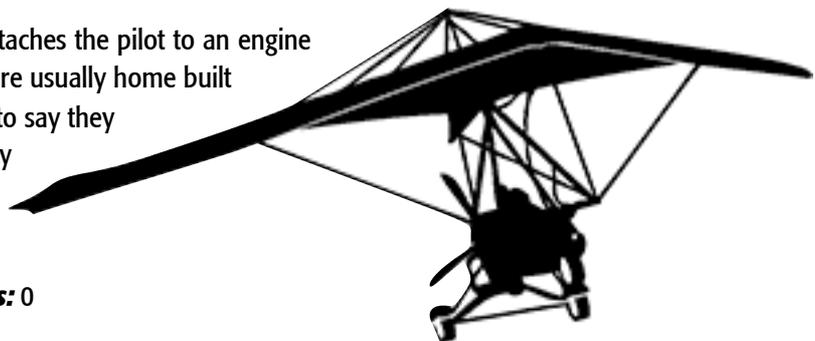
PEOPLE CARRIERS: These are large vehicles owned by individuals who have a big family or many friends to move around.

Speed: 1 **Handling:** +0 **Size:** 6 **Crew:** 1 **Passengers:** 9

VANS: There are many vans on the roads; two of the most common are the ubiquitous Ford Transit and the Luton Box Van. Vans are used by small to large business to move stuff around. You may find one or two in service as private vehicles but since there isn't much seating space in the back this is unlikely.

Speed: 2 **Handling:** -1t **Size:** 7 **Crew:** 1 **Passengers:** as many as you can squeeze in the back, but typically 8

MICROLIGHT: Essentially a light framework that attaches the pilot to an engine with a few steering controls. These flying machines are usually home built and powered by two lawnmower engines, needless to say they can't carry much in the way of equipment but they don't require an airstrip for take off.



Speed: 3 **Handling:** – **Size:** 5 **Crew:** 1 **Passengers:** 0

SPECIAL VEHICLES

ATV: Both the military and civilians who have heavy loads to transport over difficult terrain use the all-terrain vehicle. Examples of civilian use include hill farmers and fish farmers. If the payload is carried, then there is only space for the driver and 1 passenger. The hull is watertight, allowing the vehicle to be amphibious, being propelled by the wheel treads.

Speed: 1 **Handling:** +1Df* **Size:** 5 **Crew:** 1 **Passengers:** 5

* Handles at no penalty when use off road.

SPECIAL FORCES LAND ROVER: Popular with the SAS and other Special Forces, this modified long wheel base Land Rover is used throughout the world. A soft-top is provided, but it is normally stored, and the windscreen is locked down. The vehicle is lightly armoured (AR2), but has a fully armoured under-chassis (AR6). There are no off-road penalties, and gets a +1t bonus for off-road handling. There are plenty of racks for fuel, ammunition, radios, food, etc. Each vehicle comes with a camouflage net, smoke discharges at front and rear, two detachable searchlights, 2 steel channels (to provide a grip to bogged in tyres), GPS system, vehicular radio, winch, fire extinguisher, shovel and pick-axe. The commander and gunner's seats each have a heavy machine gun fitted and a total of 250 rounds.

Speed: 2 **Handling:** – **Size:** 6 **Crew:** 1 **Passengers:** 5

AIRSHIP: Modern dirigibles are much safer than their illustrious ancestors were. Using a helium mixture to stay aloft, and advanced plastics to reduce the weight of the ship to 4 tonnes unladen, and can carry 3 tonnes in payload. Operational statistics are cruising speed 100kph; maximum speed 130kph; flight range 3,000 km; maximum flight duration 50 hours; maximum altitude 2,000 metres. The gondola has a modular bay system, allowing the re-tasking of the airship (note, the modules are purchased separately). Standard equipment includes a vehicle radio, radar array, GPS terminal, survival kit, 2 bunk dorm, WC, and minimalist galley.

Speed: 3 **Handling:** +2t **Size:** 8 **Crew:** 3 **Passengers:** see below

Replacing a module takes 3 hours in a hangar with heavy lifting equipment, 2 persons and a successful Repair / build Aerospace Df2. Each module is Size 7 when being stored separately.

AIRSHIP MODULE, CARGO: Empty cargo bay, with wall, floor and ceiling mounts for straps and nets (provided). The module can hold 3 tonnes of compact cargo, or Size 7 in motor vehicles.

AIRSHIP MODULE, INTELLIGENCE: a popular configuration for police and navy work. The module is fitted with a vehicle radio connected to a satellite uplink and scrambler, four hands-free radios, one cellular phone and scrambler, a tape recorder, a video recorder, three remote monitors, a laser eavesdropper, a shotgun microphone, two video cameras, a thermograph video camera and a starlight telescope.

AIRSHIP MODULE, MEDICAL: Provides the same facilities and bonuses as a Field Hospital. Fitted with 5 beds and the contents of a medical kit, it provides a +2t bonus to Medical and First Aid tests (performed by the caregiver). If this test is successful, then the bonus also applies to stabilisation and healing tests (performed by the patient).

AIRSHIP MODULE, PERSONNEL: Optimised for the carrying of 25 personnel from point A to point B, comfort is minimal. Benches and storage nets are provided for the passengers and hand held baggage/weapons. For convenience, a toilet is provided.

AIRSHIP MODULE, TOURIST: Designed for 12 day-trippers, the module is glazed on three sides, has 1 WC, a refreshment bar and aircraft galley. A big-screen television and piped music are standard.

BOMB DISPOSAL VAN: This unmarked van contains much of the equipment required for modern bomb-disposal work. In addition to the standard medic's kit and vehicle radio, the van has a roof-mounted telescopic mast with a floodlight (auxiliary generator is contained within the vehicle). The vehicle holds non-magnetic electrical and electronic toolkits, traffic barriers, telemetry robot (see *Aegis Handbook* page 137), 3 kevlar body suits and helmets with visors. The following specialised equipment is carried: Stethoscope, Electronic: this device amplifies sound waves emanating from clockwork fuses or similar. A cable reel permits the user to be a safe distance away. Explosive Detector, Portable: draws in air through a probe, then analyses it for the presence of explosive vapour. Personal Detector: baton-sized hand-held device, capable of detecting hidden metal objects. Inspection Set: non-ferrous lightweight probes, extension rods, round mirrors, recovery magnet, hook, lock viewer and illuminated inspection mirror, stored in an attaché case. Hook and Line Set: 100 m line, selection of hooks, strops, extension rods, pull handles and snatch blocks, stored in attaché case. Safety Light Probe: 15 cm long fibre-optic light probe. Lamp is in the handle, and light is transmitted from probe to the head (thus, the head is "cold"). Search Endoscope: sectional in length can be extended up to 3 m. Lenses used to focus light for clearer view of target. Under Vehicle Inspection Mirror: pivoting mirror with fluorescent light on end of pole. Allows inspection of underside of vehicles. Portable x-ray: compact, portable (9 kg), battery-powered pulse x-ray unit. Produces positive radiographs in seconds. Bomb Blanket: heavy kevlar blanket designed to absorb bomb fragments and minimise damage from blasts. Endoscope Attachment: fits onto any camera to allow photographs to be taken through small holes in packages, keyholes, and similar.

Speed: 2 **Handling:** -2t **Size:** 7 **Crew:** 1 **Passengers:** 2

OUTSIDE BROADCAST VEHICLE, COMPACT: Specially designed around a mini-van chassis, the "micro unit" supports as much broadcast and recording equipment that is currently physically possible. The vehicle permits the recording and transmission of radio and television from any location that the van can drive to. The unit includes a workstation, 1 remote monitor, 2 tape recorders, 2 video cameras (player's choose type), 2 video cassette recorders, 2 hands free radio sets, 1 satellite uplinks, electrical and electronic tool kits.

Speed: 2 **Handling:** -1t **Size:** 6 **Crew:** 1 **Passengers:** 4 **Special Equipment:** Auto-safety kit, vehicle radio.

OUTSIDE BROADCAST VEHICLE, LARGE: Based on a tractor-trailer rig, this impressive vehicle is the nerve-centre for any outside broadcasting operation. Known as a Digital Mobile Central Control Room (DMCRR), it incorporates state-of-the-art digital audio and vision facilities – allowing the transmission of both radio and television. The sides of the trailer can be expanded, allowing the unit to be used as an interview studio, and giving more working space to the technicians. The unit includes a workstation, 3 remote monitors, 3 tape recorders, 3 video cameras (player's choose type), 3 video cassette recorders, 6 hands free radio sets, 2 satellite uplinks, electrical and electronic tool kits.

Speed: 1 **Handling:** +1Df **Size:** 8 **Crew:** 1 **Passengers:** 5 **Special Equipment:** Auto-safety kit, vehicle radio (in driver's compartment).

TV DETECTOR VAN: This vehicle strikes fear into the hearts of one of the most common criminals in Britain, the TV licence evader. A small yearly fee of £ 72 can save you the heartache of one of these things coming around to your street. The vehicle is fitted with an RF signal receiver and it patrols streets checking signals being broadcast from television sets in houses. It is in some ways similar to the NSA's Magic Van but it is widely known. If you don't pay for the licence, they send one of these vehicles into your neighbourhood scanning. If they catch you, you can be prosecuted and fined up to £ 4,000 for non-payment.

Speed: 1 **Handling:** +0 **Size:** 5 **Crew:** 1 **Passengers:** 2 **Special Equipment:** RF-Scanner and monitor

BOATS: You can find a good many unpowered dinghies and yachts moored near the seaside towns of Britain. In Cornwall, Lowestoft, Great Yarmouth and other places around the British Isles fishing boats operate, they are identical to the ones in the Aegis Handbook (page 146) except they have an average speed of 1.

LIFEBOAT: This is a generic 15 m (50 ft) long lifeboat, as operated by the world's rescue services. In the UK, HM Coastguard co-ordinates these vessels, which are operated by the RNLI (Royal National Lifeboat Institution). The players can decide to keep the original colour scheme (RNLI: deep blue hull and bright orange superstructure) or repaint it. The boat comes with: radar array, GPS terminal, base radio, 6 survival suits, 18 life jackets, first aid kit, 50 signal flares and a boson's winch.

Speed: 2 **Handling:** -- **Size:** 8 **Crew:** 6 **Passengers:** 12

RIGID RAIDER: Fibreglass/polyurethane flat-hulled boat powered by a 140 hp engine; it appears to plane across the water, giving a fast but bumpy ride. When fully laden (10 people plus 900 kg of equipment) it can reach 20 knots; unladen it can reach 35 knots.

Speed: 1 **Handling:** -1Df **Size:** 6 **Crew:** 1 **Passengers:** 9

RIVERINE ASSAULT CRAFT: Used by navy forces, the Riverine Assault Craft (RAC) can operate in a foot of water. The aluminium hull and twin water-jet engines allows a top speed of 43 mph, offering speed and manoeuvrability. This makes the craft suitable for a multitude of tasks, from armed patrol to electronic warfare (purchase equipment separately). Swivel mounts are provided fore and aft, and there are machine gun mounts port and starboard. Comes with a GPS system, depth finder and vehicular radio as standard.

Speed: 1 **Handling:** -- **Size:** 7 **Crew:** 4 **Passengers:** 15

SUBSKIMMER: A combination of inflatable boat and submersible powered by a 90 hp outboard motor, giving a speed of around 25 knots on the surface. The buoyancy tank is located in the centre of the hull, allowing the boat to run just below the surface when the tank is emptied and the sides deflated (speed drops to 2.5 knots).

Speed: 1 **Handling:** -- **Size:** 5 **Crew:** 1 **Passengers:** 3

SPECIAL FORCES KAYAK: A 2-man canoe used by the world's Special Forces. It can store around 450 kg (1,000 lb) of equipment, can be easily dismantled and carried by the crew. Special Forces train to assemble the kayak in the sea.

Speed: 0 **Handling:** -- **Size:** 4 **Crew:** 2 **Passengers:** 0

FIGHTER AIRCRAFT: The RAF operates five different interceptor aircraft: the Tornado ADV, Buccaneer, Jaguar and the Bae Harrier Jump Jet. The RAF is phasing in the Harrier 2. The Tornado forms the backbone of Britain's long range air defence, of the 385 originally ordered in 1976, 165 are interceptors and 38 of these are fitted with dual controls for pilot training. The Tornado can reach a top speed of Mach 2.3, whereas the F-14 can only achieve Mach 2.

Speed: 5 **Handling:** +2t **Size:** 8 **Crew:** 1* **Passengers:** 0

*The Tornado has 2, 1 Pilot and 1 GIB (Guy In Back), that's navigator and radar operator.

VEHICLE ACCESSORIES RESOURCE DESCRIPTIONS

Resources	Cost								
Auto Gravity Ejection System	1RP	x							
Camouflage Netting	1RP	x	x						
Covert Radio	1RP		x		x				
Head Up Display	1RP	x		x					
Hostile Fire Indicator	4RP	x	x						
Parachute, ARS / CADS	1RP	x							
Portable Roadblock	1RP	x			x				
Radar Scanner	1RP		x			x			x
Remote Ground Sensor	3RP	x							
Instant Logos	1RP/10 units		x		x	x			

AUTO GRAVITY EJECTION SYSTEM: The Auto Gravity Ejection System is installed in large fixed-wing aircraft and allows the ejection of pallets of equipment (Size 6 maximum) from the rear ramp of the aeroplane. The aircraft must be moving slowly and at low altitude, the RAF in conjunction with the Red Cross often uses this equipment for famine relief work.

CAMOUFLAGE NETTING: Enough to cover one SIZ 7 object or combinations thereof. Stealth tests are at -1Df when making use of netting appropriate to the terrain. Available in forest, jungle, desert, arctic or night (black).

COVERT RADIO: This modified Vehicle Radio is invisible to the casual observer, as the aerial and transceiver are built into the vehicle itself. Output is through the vehicle's loudspeakers, microphones are concealed in the upholstery and are controlled by foot switches. The intelligence community often uses these in unmarked "Q cars". Range is approximately 20 kilometres, and the fine details of the system should be agreed between purchasing player and the GM.

HEAD UP DISPLAY: This MVCE is displays the vehicle's instrumentation on the lower part of the windscreen. In practice, the driver does not have to glance at the instruments, improving their driving ability by +1t. Cost includes updating any instruments incompatible with the system.

HOSTILE FIRE INDICATOR: A low-powered all-weather 360-degree radar system that can detect up to twelve missiles simultaneously, it is possible to detect all projectiles moving faster than hand thrown. It has four shoebox sized radar heads that are fitted to the vehicle, the display is mounted according to the users instructions (front passenger or rear compartment are popular). A Repair/build Automobile Df2 is required for the attachment/removal of the unit. It can be fitted into the bodywork of a saloon car (+1Df). Projectile direction is indicated by a liquid crystal display, and an in-built orientation system updates the direction if the vehicle is moving.

PARACHUTE, ARS / CADS: This heavy-duty parachute Airdrop Rigging System allows the dropping of vehicles and equipment up to and including Size 7 (GM's discretion). The Controlled Air Delivery System component allows the load to be steered remotely to the landing site – the radio transmitter is provided with the system.

PORTABLE ROADBLOCK: This is an expandable spiked metal framework used to block vehicular access. Trying to run the roadblock is going to damage your car, a driving test is required with a Df4 to maintain control of the vehicle. Failure means its time to roll on the Out of Control Table (*Conspiracy X Rulebook* page 126).

RADAR SCANNER: Most of the major roads in Britain are now watched by Police speed traps, essentially a radar operated camera that photographs the offenders number plate and records the speed at which the vehicle was recorded as travelling. A radar scanner will give off a tone when it detects the radar pulse from a speed trap or a hand held radar gun. Whether or not you get caught is then down to your speed of reaction.

REMOTE GROUND SENSOR: System comprises one monitor and 8 sensors. The sensors have two modes of detection, by geo-phone (detecting vibrations of ground, fences, etc.) or passive infrared (can differentiate a human from background heat at 100 m). Data is transmitted by VHF FM and displayed on an LED display on the monitor.

INSTANT LOGOS: This may seem like a bit of joke, but these things are a lot faster than a re-spray. Each of these sets of sticker logos is printed on a transparent plastic sheet, simply wetting the sheet and brushing it on to the vehicle of choice can give you the instant pizza delivery van, garage tow truck or private security firm. These designs should be agreed with the Game Master. The logos can simply be peeled off after use, unfortunately the plastic deforms as it is removed, meaning that they are one shot items. Changing the logos on a vehicle can take less than ten minutes.

INFLUENCE ICON TYPES							
							
Military	Intelligence	Science/ Research	Law	Criminal	Media	Paranormal	Civilian
Mil	Int	S/R	Law	Crn	Med	Par	Civ



THIRTEEN SPECIALIST RESOURCE DESCRIPTIONS

Resources	Cost	Notes
Psychotronic Defences	25RP	Only available to Sections operating from Military Installations
Psychotronic Shields	10/20RP	The first cost will buy a Rating 1 Shield the second cost is a Rating 2 Shield
Silent Vulcan	25RP	Only available if psychotronic defences are in place and a suitably trained pilot is available in the Section to fly it

BRITISH PSYCHOTRONICS

Possibly the most critical British development in the field of psychic warfare is a method to prevent the snooping of enemy Remote Viewers. The Russians and their Project Rasputin were very close to developing these capabilities themselves, the primary difference in focus between Rasputin and PMS is the fundamental definition of what a psychotron is. The Russian project defined psychotrons as devices that could react to biophysical fields, hence the idea that a physical item could hold or influence a biophysical field and releases its energy to a psychic upon command. The PMS understanding of psychotronics steamed from the esoteric concept of the thought-form, essentially a biophysical field that is not limited by a physical vessel. Both of these approaches are, by definition, psychotrons.

PMS created PDSBAI, essentially a massive non-physically limited psychotron. This creation was programmed to collect

ambient psychic energy and was slowly altered in programming and complexity as it grew and its energy increased. Initially more of a toy or pet project to see if it was possible to create a self sustaining biophysical psychotron, the PDSBAI has been modified and reprogrammed several times to bring it up to its current level.

The PDSBAI is not the only psychotron to have been built by PMS; the perfection of anti-tamper routines programmed into the PDSBAI opened up potential military applications. Initial applications centred around the concept of overwriting the Remote Viewer's perceptions with false information, but this is time consuming and a strong operator can often recognise when he is picking up a strange result. The second concept was that much simpler, simply induce a large psychic feedback that will render the operator incapable or unconscious, this basic defence mechanism is programmed into all PMS created psychotrons.

PSYCHOTRONIC DEFENCES

A designated area, usually a sensitive base, person or concept can be designated to be protected by psychotronic defences. Essentially a biophysical field is established around the target. Remember also that psychic phenomena like biophysical fields are not limited by space or time, so trying to out-manoeuvre psychic defences by observing the target site prior to the establishment of the defence has no real meaning, because time is an irrelevant concept in the psychic field. Something is either protected or it is not protected regardless of temporal or spatial concepts.

The use of any psychic ability from within or against a protected target will result in an immediate and hostile response targeting the unauthorised psychic. The target of this attack must make a Df5 Willpower test each and every time he tries to gather information, that is ask a question about the target or perform a Rhine test to observe the target. Passing the test indicates to the psychic that he has drawn some unwelcome attention that's trying to invade his mind, Failure requires a roll on the table below and assumes the immediate withdrawal of the psychic from the target.

Psychotronic Backlash Table (2D)

2D	Backlash	Mental Stability
2	Headache	No points
3	Shaken	+1 points
4	Shaken	+1 points
5	Brain Burned	+2 points
6	Brain Burned	+2 points
7	Brain Burned	+3 points
8	Burned Out	+3 points
9	Burned Out	+4 points
10	Comatose and Burned Out	+4 points
11	Comatose and Burned Out	+5 points
12	Death	It doesn't matter

Headache: For the next hour the psychic experiences a chronic brain pain, causing a +1Df on all tasks undertaken.

Shaken: The psychic recoils and abject horror from the target, for the next D6 days he suffers from a chronic headache and fatigue resulting in a +1Df to all actions.

Brain Burned: The psychic suffers the same result as Shaken, in addition to which he temporarily loses his psychic capabilities, they recover D6 days after the headaches are gone.

Burned Out: As Brian Burned except that the effect last 2D6 days and the psychic faculties are permanently lost, the character gains the trait Psychic Burn-out.

Comatose and Burned Out: The character enters a coma and may never reawaken. Each week of coma the character may make a Willpower test against a Df4 a successful result will awaken the character after which the results of Burn Out are applied.

Death: Self-explanatory really, generate a new character.

At least on a theoretical level is possible to rebuild the biophysical fields of a psychic burnout. However this would require extensive knowledge of the problem and theory behind the nature of the attack that with out inside knowledge might well take years to learn. Creation of a new biophysical field could be performed in the same manner as building PMS psychotrons, which could then be tied into the neural pathways of the brain that the psychic formally used to use to create psychic effects by biophysical-neuronal control. In essence this is a form of possession, so be very careful what kind of biophysical field gets attached to your wet-ware. By a similar method it would be possible to un-Void a Void through this process but this would be much more difficult to achieve due to biophysical control neurones in the subjects brain having atrophied, never having had to have used them.

PSYCHOTRONIC SHIELDS

Since May 1997, PMS built Psychotronic Shields have been used to protect all members of parliament and some high ranking members of Thirteen. The use of one of these devices is not absolute protection against Remote Influence or Grey Domination but it can certainly help.

Each Psychotronic Shield comes with a protection value, the first generation had a protection value of 1, the most modern devices have a value of 2 and development is expected to increase this capability with time. The protection value of the shield is added to the Target's Willpower for the purposes of resisting all forms of psychic or magical influencing.

PSYCHOTRONIC WEAPON

Currently in the early stages of developments a number of biophysical weapon systems similar in concept and basic design to the Psi Lens, but again not limited by the necessity for physical anchoring. Of particular interest are psychic / seepage inhibitors that can temporarily disrupt the flow of energy around a psychic or prevent an Incarnate from drawing power from the seepage. The first active permutations of this technology are expected to be in active use by 2005.

SILENT VULCAN

Speed: 6 **Handling:** -1Df **Size:** 7 **Crew:** 1 **Passengers:** 0

Silent Vulcan is the modern name given to aircraft that began its life as the Avro 710. Initially developed as a jet propelled V wing aircraft, capable of deploying Britain's growing nuclear strike capability at speeds beyond Mach 1. Since this original requirement was stated in the late 1940's only the aircraft's characteristic triangular shape now remains, all other systems have been up graded and modernised and now in all cases completely redeveloped.

The initial Avro 710 aircraft was modified to carry the most advanced radar and detection systems of the times and pressed into service to evaluate the flight characteristics and potential threat to British airspace of Churchill's Foo Fighters in 1952. Several Avro 710's were modified for an air to air interception role and move to Australia to protect the British missile tests at Woomera, on several occasions these aircraft were scrambled to intercept aerial intruders over that area. It wasn't until 1958 that one of these aircraft performed a successful interception resulting in the destruction of an extraterrestrial craft.

The Avro 710 reached the end of its useful life span in the late 60's and was completely up dated and re-engineered to make maximum advantage of more modern systems, and again in the late 70's and early 90's. The existing aircraft are no longer built by Avro and now only has a passing similarity to the original but the old name seems to have stuck with it though all these redevelopment's.

The current Silent Vulcan is entirely constructed of state of the art technology and what can only be termed "experimental systems". Unlike its Aegis counterpart the Aurora and the Black Book's TD-121 Black Manta, it is entirely composed of Human technology. The craft is

triangular in shape with the fuselage merging into the wing structures like the body of a Manta Ray. The cockpit is at the rear of the aircraft between the engine assemblies and is completely enclosed with no visible space for the pilot to see out from.

The pilot himself lies inside the cockpit with his head towards the plane's rear thus vastly reducing the effects of G-force. He is hooked into a life support and monitoring system and submerged in a kinetic reactive gel, this provides additional support to internal organs and bones to the extremes of G-force. The flight control is provided by a complete fly-by-wire and computer processing system that provides him with a virtual heads up display. The virtual world head up display system has several unique features that allow the pilot to perceive the aircraft from exterior positions by means of computer simulation of current flight conditions, this has lead several pilots to comment that flying the SV is more like playing an advanced video game. Initial experiments with Remote Piloting systems found that the communications time lag was critical flaw to the idea, it was scrapped shortly after initial test flights.

The primary structure of the Silent Vulcan is composed of ultra light carbon fibre materials and most importantly a development termed the "air sponge" that essentially permits the Vulcan almost friction-free movement through the atmosphere even at near hypersonic speeds. Sliding through the atmosphere in a friction-free state has numerous advantages, firstly the aircraft does not cause ripples in the air and thus is almost silent in flight, nor does it display the characteristic sonic boom experienced when crossing the sound barrier. Friction heating of the flight surfaces is thus negligible making the SV particularly difficult to locate with thermal equipment. The flight surfaces on both the upper and lower wing assemblies have a number of thrust vectoring outlets permitting unparalleled manoeuvrability in comparison to a conventional aircraft in addition to being able to hover near soundlessly and make use of vertical take-off and landing.

The SV carries a payload of six missiles, when assigned the role of an interceptor. A number of experimental weapons are being tested for effectiveness, including several rail gun designs, laser and beam weapon developments tend to be prohibitive because of either their mass or energy requirements. There is some work being performed of psychotronic weapons centring on the effectiveness of telekinetic weapons.

CHAPTER FIVE:

THE OUTSIDERS

The dark blue transit van rocked gently from side to side as it took the corner of the road and came coasting to a quiet halt in the deserted lay by. The passenger side door opened and a tall figure dressed in a workman's reflective jacket stepped down and looked about. It was just after dusk and the sound of cars passing on the main road about half a mile away meant they would not be easily spotted.

He walked towards the back of the van giving its metal panelling a familiar thump, thump. The rear doors swung open immediately and several black clad figures emerged, their exposed skin smeared with camouflage cream moved quickly towards the high wall the surrounded the targets estate. The wall was easily scaled and the figures were out of sight. The workman yawned, stretched and reached for his flask, they could be here some time.

The tree line became open lawn about one hundred yards from the house, Beams signalled his team to take cover and wait, then lay down amongst the autumn leaves, he was briefly thankful that it hadn't rained today and that the undergrowth was relatively dry. He tapped his microphone gently to indicate his team was in position, Christian would be watching everything through the micro-camera mounted on the side of his head.

Watson checked over his weapon again, the SA-80 was the standard British Army weapon and it felt heavy and unfamiliar in his hands despite the amount of practice time he'd put in at the firing range. He hoped beyond hope that this was unnecessary and that everything would be called off at the last minute but he knew in his heart this was for real. They had been ordered to capture their target if possible, terminate if necessary.

The days warmth was retreating as darkness closed in further, an hour passed and Watson could feel his back begin to ache, he tried to flex his shoulders to banish the dull throb. A car pulled into the long gravel drive way that lead up to the front of the residence, the sweeping beam of the head lights cast its glare out across the darkened garden for a moment. Damn, in that moment his night sight had been ruined, he'd not been fast enough to close one eye and preserve part of his night vision, it would be another half-hour before he adjusted to the gloom again.

The car came to a gentle stop at the front steps of the house. The driver assisted a lady in expensive looking evening-wear from the rear of the car and she mounted the steps alone, stopping half way to cast a look about before continuing into the house.

"Target acquired." Beams whispered below his breath into the microphone.

"Alpha team." Christian was his ever-relaxed confident self, "Beta team is in place at the rear of the house begin your approach now."

Beams waved one of the team towards the car in the driveway, whose driver was by the appearance of a faint orange glow enjoying a cigarette. The others followed him towards the darkened patio doors they would use to gain entry to the house.

The operation was underway, the clock was ticking, if all went to plan they would have three prisoners and be gone in under ten minutes...

>HERMES QUERY: ■

CONSPIRACY: AEGIS

>HERMES QUERY: BRITAIN

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>SUMMARY

//Historic co-operation with the British Government.//

The foundation of the Watch has its roots in Britain so it is expected that there would be a large degree of co-operation between Aegis and the British government. The Watch made considerable use of Britain during the years of the Second World War as a staging area for despatching operatives in to Nazi Germany, and many continued to operate there up until the time of <Operation Dove>, which saw the recall of all Watch operatives from forward areas.

Aegis has made a number of gestures of aid to the British Government with respect to the recovery of UFO crash wreckage being given over for analysis in return for information concerning UFO technology and the nature of the Alien Visitors. This offer has been taken up on several occasions, including one in 1958 with the crash of a Grey saucer at the British run Woomera Test Range, Australia and again in 1964 with a second Grey saucer near Penkridge, England. This second crash noted the first co-operation between Aegis and the then fledgling British Ministry of Defence.

The existence of a single government Ministry overseeing the defence of Britain has allowed Aegis to strengthen its ties through the presence of USAF equipment and personnel being based in Britain. Aegis currently conducts two basic types of operation on British soil, several cells are involved with joint R&D projects with the MoD, though their true nature and affiliation to Aegis has not been disclosed. The second type of operation is very similar to our US operation, covert cells investigating unusual occurrences and extraterrestrial activity, both of which seem to be at epidemic proportions.

While the British seem to be co-operative in their work with us this is not always the case. Several incidents have transpired over the years that lead us to believe that either the British have a covert organisation similar in purpose to ourselves, or that the <Black Book> is in operation and possible collusion with elements of the British government. Both of the above options are uncomfortable and potentially disastrous to our operations. Any evidence concerning the existence of such a group should be forwarded immediately to Aegis Prime.

Cells working on R&D projects with the British MoD are primarily involved with project <Aurora> test flights and project <HALO> (High Altitude Low Observability) a joint Aegis / MoD development making use of state of the art developments in stealth technology. The HALO will form the next generation of stealth interceptors at the turn of the century. While Aegis has brought significant back engineered technologies into this project, analysis of the British contributions indicates that they are of advanced but terrestrial design.

Aegis has made a number of attempts to form cells within Britain composed of British agents; this has proved to be more difficult than originally anticipated. The legendary British concept of loyalty to the both Queen and Country has proved to be a significant foil for us. In addition to which it should be remembered that while Britain is an ally they do not take kindly people spying on them. Operating in Britain has a number of problems over working in the US. Firstly that Aegis cannot exert pressure on elements of the government or the various intelligence groups to allow an agent to operate as freely as is possible in the US, extended periods of leave from a agent's everyday employment will be noticed very quickly.

>HERMES QUERY: CHURCHILL

76 matches found. <Number> <Summary> <Annotation> available.

>SUMMARY

//Observations of the life of Sir Winston Churchill.//

Note: The information presented here is as accurate as our sources could provide. There are many rumours concerning the private life and interests of this pivotal political figure, which we have been unable to substantiate.

Sir Winston Leonard Spencer Churchill, (1874-1965)

Born to an American mother and English father he possessed the best qualities of both nationalities. During World War I he held the title of Lord of the Admiralty and helped the United Kingdom prepare for war. While the Tank was the idea of <H.G. Wells> it was Churchill who pushed it forward as an instrument of modern warfare.

He came into his own during World War II, with a lifetime of experience as a soldier, sailor, writer, pilot and diplomat. He secured an alliance with <Roosevelt>. His peers considered many of his decisions made during World War II to be controversial. He was a great believer in <Remote Viewing> and other psychic abilities. In records that have been passed to us by researchers in the public record office in Kew, we have discovered also that Churchill was frequently advised by the renown British psychic Jean Dixon during the war years and may himself have been a gifted individual. It is known that Churchill was initiated in a Masonic Lodge in 1903 though departed their ranks a decade later, he was also initiated in to a Druidic Circle sometime prior to 1905.

Churchill was a prolific writer and in 1953 received the Nobel Prize in Literature. Through his association with <Walter Stein> was directly responsible for the creation of the <Watch>. It is believed that Stein may have provided significant intelligence to the British in general and Churchill in particular concerning many of the covert operations of the Watch.

>HERMES QUERY: BRITAIN, PARANORMAL

112 matches found. <Number> <Summary> <Annotation> <Restricted> available.

>SUMMARY

//Summary of Paranormal activities in Britain, prepared by CAPS Researcher.//

Great Britain has forever been known as a place of mystics and supernatural happenings, and is perhaps one of the most haunted places in the world today. Scattered all across the British countryside are numerous ancient structures and sites tracing the paths of the supernatural energies or ley lines. Though the best known of these is of course <Stonehenge>, these sites are so numerous that only a few actually appear on regional maps. It is not uncommon to find a single standing stone in the middle of an arable field that the farmer has simply ploughed around.

As might be expected with such a high level of ambient supernatural energy flowing through the land most people in Britain have experienced some form of supernatural manifestation in their lifetimes. Most consider these experiences to be intensely personal and private events and usually only share knowledge of their experiences with close confidants. Psychic experiences abound also in Britain and it is possible, though at this time unsubstantiated, that Britain may have a higher incidence Supernatural Focus's and Psychics in the population at large than other developed nations. The War Hypothesis would explain this in terms of the natural selection of those who fought in the world wars as being more likely to survive by making use of their latent psychic potentials, simple psychic Darwinism.

Britain has a number of institutions of note what are involved in the study of psychic and supernatural phenomena. Edinburgh University in Scotland maintains a small but highly active research group. This organisation is interested in population wide ESP events rather than the study of one specific psychic element. The Society for Psychical Research based in London, England holds what can only be described as a vast archive of paranormal events. Currently believed to be researching the practical applications of psychic phenomena, particularly that of psychic healing and the powers of intercessory prayer. The British Association of Remote Viewing and Paranormal Research (BARVPR) was founded in early 1997, this group is composed of civilian Remote Viewers trained by

Paranormal Management Systems a commercial business based around the training of interested civilians in the psychic techniques of RV. The work begun by BARVPR involves the practical application of RV particularly in the areas of medical, forensic and criminal investigation. It is believed at this time that PMS is a government sanctioned extension of British Paranormal Research being conducted by the MoD and holds a similar position to **<Psi-Tech>** in the US.

>RESTRICTED

Project Rasputin authorised terminal detected, request approved.

5 matches found. **<Number>** **<Summary>** **<Annotation>** available.

>SUMMARY

//Restricted information concerning British psychic countermeasures.//

Specific locations within Great Britain have been discovered to display unfortunate side effects on Remote Viewers provided with these targets. To this date five viewing operations have been undertaken of British military installations we believed to be involved with work of a sensitive nature. Two Remote Viewing operatives suffered intense migraine experiences that forced them to withdraw from their targets. Three other agents were hospitalised after experiencing what can only be termed mental trauma; these agents later recovered to discover that they had had their psychic abilities burned out. One of these men later took his own life.

Given that these events only occur at specific locations there are two possible explanations for them. Firstly the British are aware of these special properties, which are inherent because of the supernatural nature of the land and have built secure facilities upon them deliberately to take advantage of this. Or secondly the British are operating a psychic warfare program that is capable of combating our agents as they attempt gather information about the location. Physical examination of the site would be desirable to ascertain which of the above is correct, unfortunately this is not possible at this time. So we should assume that the British are operating an advanced psi-war project and be on our guard.

AEGIS OPERATIONS IN BRITAIN

Aegis has little influence outside of the US; this is primarily due to some short-sighted decisions taken early on in its organisation. While Cells may operate from almost any USAF base across the world they have almost no influence with foreign governments or intelligence agencies. While this is true of their operations in Britain until recently, the close working relationship between UK and USA intelligence communities has allowed for considerable expansion over the last decade.

For all the closeness of the British and US intelligence communities Aegis has still had some considerable difficulties trying to recruit British nationals into the fold. After all, service to Uncle Sam has little meaning to a Brit, unlike duty to Queen and Country. For all the difficulties encountered, Aegis does operate seven cells in Britain, two of which are directly involved with R&D work surrounding Aurora and HALO. Of the remaining five cells only one is completely composed of British Agents, though the others have a few scattered amongst them. Of course Aegis is always recruiting so this may change in the future.

There are two basic ways of running Aegis player characters in Britain. The first, a cell founded in the US may be given an assignment that requires travelling to and conducting investigations on British soil. This is the easiest as while it means the characters will have to operate under cover with little back up or pulling strings at their disposal, it does provided them with the full range of Aegis specialist credentials to generate characters from. Also it allows a Cell that has been operating for sometime to experience Britain.

The second option assumes that the Aegis Cell has been formed in Britain and may composed of British agents with British credentials. This however will cause limitations to be placed on which Aegis credentials may be selected for play. As ever at the Game Master's desecration he can prevent or allow any of the normal career options from the Aegis Handbook. Below are a number of Aegis credentials that could be easily integrated in to a mixed cell of British and American agents.

RECOMMENDED AEGIS CREDENTIALS FOR CELLS IN BRITAIN

CAPS Affiliated Parapsychologists: (*Shadows of the Mind* page 68-71) The SPR is based in England, members of this organisation who are CAPS Affiliated would be easily incorporated in to a Cell operating in Britain.

Groom Dry Lake Research Facility: (*Aegis Handbook* page 60-61) Currently conducting test flights with the Aurora at RAF Machrihanish, in addition to co-operative development work with the MoD on Project HALO.

Project Moondust: (*Aegis Handbook* page 64-65) Project Moondust has a number of teams placed across the world ready for rapid, stealth deployments to recover crashed alien craft, one such team is currently placed in Britain at one of the USAF bases.

USAF: (*Aegis Handbook* page 70-71) The USAF still maintain a number of bases on British soil, all are jointly shared with the RAF and there is a good deal of co-operation between the two airforces. It would be particularly easy to insert an Aegis Cell into Britain as Air Force staff.

Defence Intelligence Agency (DIA): (*Aegis Handbook* page 74-75) Primarily operating as liaison staff between the British and US armed forces.

National Security Agency (NSA): (*Aegis Handbook* page 78-79) Is there anywhere these guys don't get? Acting as advisors and liaison with British Intelligence Services, often work closely with GCHQ.

Drug Enforcement Agency (DEA): (*Aegis Handbook* page 84-85) Often work closely on specific tasks with Customs and Excise of various EU countries.

Federal Bureau of Investigation (FBI): (*Aegis Handbook* page 86-87) Often found working with embassy staff in London, they co-operate extensively with groups like Interpol and the police CID.

Central Intelligence Agency (CIA): (*Aegis Handbook* page 102-103) The CIA has strong links with elements of the British Intelligence Services including Military Intelligence.

PULLING STRINGS IN BRITAIN

Aegis is primarily oriented towards working on US soil where the agencies they recruit from have their individual power bases. Trying to use a pulling strings connection outside of the US is thus made that much harder. To reflect this increase the difficulty of any non-British pulling string by +1Df while operating from UK soil, credentials with international mobility may waive this penalty. The Game Master may choose to waive this penalty if the character has made special arrangements or is pulling a string from a US base or embassy.

OF COURSE ALL THIS WORKS IN REVERSE FOR BRITISH AGENTS WORKING IN THE US.

There is another potential problem with trying to pull influence while in a foreign country. Being detected by British Intelligence could have disastrous implications, or spark international furore over spying on ones allies. Each time a non-British pulling string is used also call for a Luck test. Bad luck means that someone has detected your use of influence (but your pulling string still works), who has detected you is up to the Game Master, it might be Thirteen or it might be the Black Book or some one all together different. To take extra precautions and thus avoid the Luck test will increase the difficulty of the pulling strings even more, another +1Df.

EQUIPPING AEGIS CELLS IN BRITAIN

Setting up and equipping Cells in Britain works pretty much the same way as usual, but with perhaps more caution attached. People will sit up and take notice if putting together a Cell's base is not done on the quiet. Setting up a base can be done easily and quietly so long as nobody wants lots of heavy construction, this makes underground and underwater bases impractical or at least twice the normal cost of having them. Military Bases can also be problematic as USAF bases are shared with the RAF.

Getting equipment and supplies in Britain is a little harder than in the US where Aegis has government facilitators and several large corporations who work with them to provide what ever is required, none of these conveniences are available to Cells in Britain. Getting hold of weapons, not just firearms but any weapons is more difficult in Britain this causes an automatic doubling of the normal RP cost for these items.

Acquiring equipment from any of the British Credentials or having equipment brought into Britain from American Credentials has a certain amount of risk associated with it, after all people might notice things going missing or unusual items coming into the country. So buying items at the normal costs will require a Df5 Influence test to get the equipment, failing the test means that someone (Police or perhaps Thirteen) have become aware of the operations of a "terrorist group". Doubling the RP cost of the item will reduce this test by -1Df, tripling the RP cost will reduce the test by -2Df and so on.

The last item of note is that some items are going to be impossible to get hold of, namely those items on the Credential Specific Resource List, the Game Master should judge each case depending on the circumstances. Requests for access to the Aurora will likely be denied unless the cell is operating from a USAF base and the chances of smuggling psi-drugs in to Britain is going to be slim. Of course if need is great and the characters are prepared to go to considerable effort and cost to get these items the Game Master should allow Luck tests to see if things get through without being noticed or seized. Perhaps the object of a mission might be to establish a secure means of bringing your required equipment into the country.

CONSPIRACY: BLACK BOOK

[See next page a] Transcript of Briefing given to Black Book Team prior to commencement of their assignment in Britain.

BLACK BOOK ONLINE

One of the biggest success stories of The Black Book is the development of the Internet and then popularising it with the World Wide Web. Admittedly, the ARPAnet project of the early 1970's expanded beyond its initial brief, but The Book was able to turn it to their advantage, incorporating intelligence-gathering systems into the hardware and software. It also gives the organisation a virtual presence around the world. The ground-up design of the Net entitles computer users to a +2t bonus when using a Book mainframe to hack into target systems.

The recent construction of the World Wide Web (WWW) was an accidental bonus for The Book – a chance to popularise the Internet, enticing new users into their trap. Too good an opportunity to miss, The Book covertly funded the CERN-based programmers through clean third parties. Within a few years, most of the world's data was flowing through channels designed by The Book – a veritable heaven for the conspiracy.

BLACK BOOK CO-OPERATION

The Black Book is a truly international conspiracy having expanded around the world in to many of the world's intelligence agencies. Somehow Britain got overlooked during their expansion, perhaps it was the limited land area of the country that served to convince the Black Book of the limited return on the effort of infiltrating this country deeply. Whatever the truth the Black Book is now aware that it was a mistake and is making overtures to correct it.

While the USAF provide a convenient in road to Britain and the Black Book's limited control of this area of the US military machine has caused considerable trouble. The Aegis domination of this area has made it almost impossible to insert large numbers of agents without being discovered by their arch rival. Aegis's efforts to maintain its own power base has done much to inadvertently protect Thirteen's base of power as well. Despite all this effort the Black Book has still managed to make contact with members of the MoD and has been markedly successful in acquiring co-operation on a number of projects, primarily research oriented.

Much of the joint research work being conducted by the Black Book / MoD alliance is concerned with high technology energy weapon systems and their covert application in the production of artificial malignant illnesses and mental alteration. The installation and use of the BISS at Greenham Common for the defence of nuclear weapons deployed on British soil was an extension of this technology.

"We can alter the behaviour of tissues, cells, organs, and whole organisms... you can cause up to six times higher foetus mortality and birth defects in laboratory animals, and these fields are so weak you can hardly detect them... You can do genetic engineering with ELF (extremely low frequency) weak magnetic fields without micro-surgical techniques that are currently employed to do genetic engineering. It is known how to induce malignant diseases in human cells and how to cure them. You can entrain human beings' brain waves across a room with a very weak magnetic field."

- E. Byrd, USN, Naval Surface Weapon Centre.

Your flight leaves at 16.00 hours that gives us just less than an hour to conduct this briefing and get your kit on the plane. You are no doubt aware that there is a level of co-operation between ourselves and the British Ministry of Defence. What you will not be aware of is that we suspect that there to be a similar agreement between Aegis and the British. Being no doubt that Britain is a very dangerous place, it may seem very proper and correct but that is just the surface.

There are several points to note that our little Grey friends have made us aware of. Do not make use of indiscriminate psychic capability, there is significant evidence that the British are operating psychic defences or have teams of psychics standing by to jump on those who try to penetrate their military facilities. Being as you will be operating from a joint US / RAF base there is a significant probability of these defences being in place around you. Our little Grey allies would like to know more about this technology, as would we. Any information on this should be directed through your operations commander.

Our little Grey friends have also expressed an interest in establishing a small base on these islands to study the inhabitants. So far our efforts to assist them in this matter has been thwarted. We believe that Aegis may be behind anti-Grey operations in Britain or manipulating the British MoD into doing their dirty work for them. Again extreme caution is advised, evidence on suspected Aegis operatives or individuals forwarding their agenda should be reported to the operations commander.

You will be one of two teams deployed to RAF Brentwaters in England, we also have a small group of technicians stationed there to maintain the TD-121 Black Manta craft we have there. This allows us air superiority over north-western Europe, thus we are better able to protect our allies both in that region of the world and from other worlds. It is of paramount importance that you remember that we cannot act with impunity in the UK if you screw up the British will ask questions. You are there to defend Black Book interests but we have no legal authority to mandate our actions by, we can operate a no questions asked policy on US soil but we have no such authority in a foreign country, allies or not.

Right that's all you need to know, get your kit stowed.

HORUS

The activities of the HORUS (Human Organised Resistance of the United States) group, only a small proportion of the over all number of Black Book agents, while most of their operations are confined to Canada and the United States. The realisation that the Grey's are having so many problems with Britain has lead to interest at the highest levels. The small number of Black Book agents working in Britain has turned out to be a blessing for HORUS who are working to replace these agents with their own conspirators.

THE MONTAGUE CLUB

Primarily the business run by members of the Montague Club is spreading from the Pacific to the Atlantic Coast of America and most of their operations are conducted in the US. Only when the Black Book has specific requirements for a Magician outside the US do these individuals travel. In the last few years several of the clubs membership have travelled to Britain on Black Book errands and they quickly came to Maidwell's attention. He has done much to ensure that the club is discouraged from expanding across the Atlantic into Britain while avoiding direct confrontation, economic manipulation has proved to work best as these individuals are motivated for personal power and profit. Ultimately a confrontation between this two groups is inevitable.



CHAPTER SIX:

THE COVERT AGENDA



Ministry
of Defence

MINISTRY OF DEFENCE

From: Mr. K Sergeant, Defence Secretariat, Room 1473
Main Building, Whitehall, London SW1A 2HB
Telephone (Direct dialing) 0171 218 2143
(Switchboard) 0171 218 7000

Mr. B Kennedy
27 Woodgrove Road
Dingwall
Scotland

Your reference

Our reference
D/Sec/8/45/7

Dear Sir,

1. I refer to your request for information as made on 18 May 1997.
2. This office does not receive reports of 'strange phenomena' from RAF Stations etc. May I refer you to my letter dated 2 January 1997, which set out the role and responsibilities of this office.
3. Because of the above listed item 2, I am therefore unable to answer your list of questions as regards the incident that you insist occurred on the night of 25 October 1996.
4. Unfortunately I know of no Secretariat or Department within the Ministry of Defence that would be able to help you in the pursuit of your inquiry.

Yours Sincerely

K. Sergeant

EXTRATERRESTRIALS

THE ATLANTEANS

Each Atlantean is unique and distinct from every other, each has his own set of motivations and goals, in both the long and short terms. While many Atlanteans have interests and projects running throughout Britain few actually remain in the country for very long, though they are the most commonly report alien encountered within the British Isles. Preferring their human middlemen to perform mundane operations and allowing them to concentrate on the bigger picture.

Many of the mystical traditions of the early twentieth century were Atlantean experiments to assist in their understanding of the phenomena called the Seepage. But understanding of magic is not the only goal. In the past the greatest of these projects have made Britain the land it is today. It was not an Atlantean that caused the great megaliths, standing stones and ancient monuments to be raised by the primitive tribes, but they have taken great interest in these constructs, focusing and directing the Seepage forces across the land. Since that earliest time they have continued to meddle in the affairs of men, initiating magical societies, creating legends and myths to spur the human psyche to generate more pools and loci in the places of these fantastic events.

Many work to enhance, develop and explore other aspects of humanity and the world around them. The first recorded nanotech enhancement of a human being was performed in these islands with the creation of Spring-Heel Jack in 1837. Jack was the first but not the last, the work of Azek'al (see *Atlantis Rising* page 54-55) continues as he designs new nanotech that has been modified to work on humans without ill side effects.

The Rosalind Institute near Edinburgh in Scotland has become of significant interest to Voeth'am (see *Atlantis Rising* page 56-57). After the headline stories of Dolly the cloned sheep being produced by researchers there, it became a point of some scrutiny, humans developing this technology even on a primitive scale could be a danger to both themselves and the Atlanteans.

THE SOUL CATCHER

The nature of the Human soul and supernatural experiences has been a long running interest to many of the

THIRTEEN REPORT

Keyword Reference: ATLANTEANS, BLONDES, NORDICS, SPACE-BROTHERS

The operations of these beings is to state the least muddy, multiple RV operations have been launched to study these creatures that are apparently human. These operations have concluded that the Nordics have been present on Earth of at least as long as humanity and may possible be related to or interbred with humanity.

Using RV techniques it is possible to determine that these beings originated from a planet orbiting a star beyond Sirius. This planet seems to have suffered a drastic ecological disaster and is no longer habitable, possibly the reason for them being present on Earth. The Nordics we have examined seem to be psychical dead in the same way that human psychic burnouts and shells also appear to be vacant, empty and dead to psychic techniques.

The Nordics seem to have little or no social system or established methods of leadership, perhaps when their planet was devastated their social order disintegrated and never actually recovered. They do seem to be interested in our technical achievements, watching us closely. These beings are extremely long lived and have life spans measured in millennia. They may be the reality behind our myths and legends of immortals and hero's of ancient times.

Atlantean visitors. Over the millennia countless experiments have tried to bring clarity to this undefined force that Humans and Grey's seem to share. Ultimately these experiments have proved fruitless in the search for this unseen mystical power. Atlanteans it seems just cannot question in the correct manner the mechanisms at work because they cannot observe them first hand. This was the conclusion of Amal'Lipoc, a new method was required, Human experimenters who could perceive these forces and would thus be able to question their experiences in a manner that might bring about revelation and understanding.

The Corporation he has chose as his puppet is British Telecom and it is no accident that they are at the cutting edge of several fields of technology, but huddled in a small but well funded laboratory is Project: Soul Catcher. The Soul

Catcher technology is crude by Atlantean standards but it is hoped that it will allow the complete documentation of the subjects life, but most importantly allow a comparison between input from external senses and the internal mental experience of the world. What Amal hopes to uncover and quantify is this new experience and with additional work the vector by which supernatural experience reaches the inner mind without the external senses. Already he has recorded several supernatural experiences from subjects that he experiences as a virtual reality simulation. In so doing he is the first Atlantean to ever experience the supernatural even if it is not directly, his work continues trying to identify the information vector the supernatural experience utilises. One day his work will revolutionise the Atlantean way of life.

THE SECRET WAR

Open conflict between the Atlanteans and the tribes of the Pilosi has been unknown for the best part of recorded human history. Conflict has been restricted to the minor engagements and lone hunting expeditions principally pursued by the Atlantean hunter family the Am. The Pilosi have been pursued and hunted to the edge of extinction, all but the last of the Pilosi kingdoms were destroyed over the centuries.

As the Faerie Kingdoms fell one by one to the years of cold war and attrition to the superior weapons of the Atlanteans. With the last of the Fay Knights slaughtered and dying the Pilosi could see only the end of their race there was only one way to survive, they retreated into the Hallow Hills.

THE SAURIANS

ONEIROPHATOI

The Saurian tribe that calls it's self-the Dreamspeakers has been on Earth far longer than any of the others, at least 2,000 years and possibly much longer. Their numbers are far greater than any of the others and their understanding of the human cultures they have infiltrated is considerable allowing them to pass as easily and unremarked as any human. This tribe are aware that uncontrolled human / saurian contact will ultimately lead to conflict and destruction and are working towards disarming such a possibility.

The influence of the Saurian tribe is global, across the world are located many of their Abata, they prefer to locate these settlements on the fringe of human areas, remote

villages are favoured. While England is far too populous for the Oneirophatoi to be interested in it the wild and almost deserted areas of the Scottish Highlands and Islands is far more to their liking, sufficiently removed from mankind to make discovery difficult, but close enough to allow them to operate.

GNA-TALL

The first of the Saurian groups to return to Earth, the Gna-Tall have forged strong links with the Black Book. While primarily based in United States and this has allowed the Gna-Tall some access to Western Europe through their allies connections with NATO and the strong governmental link particular between the UK and America.

Black Book operations are based from RAF Fylingdales in England and this has proved to be a convenient method of moving Saurian personnel into and out of Britain. With the agreement to station TD-121 Black Manta interceptors at Fylingdales has come the necessity to maintain a small company of Gna-Tall War-techs there as well, though all these Saurians have received body-morphing so as not rouse the suspicion of British staff or RAF personnel also stationed at this base.

The stationing of the Black Book's interceptors in the UK allows the Gna-Tall a certain amount of protection and air superiority over the other Saurian nations. Through their influences within the Book the Gna-Tall are encouraging closer links with Europe, especially Britain in addition to technology exchanges and joint MoD / Black Book projects. The bigger and stronger their allies the better their position when the war comes.

KATH-YAL AND THE CROLL

Kath-Yal and the Croll are more recent arrivals, both have established bases, the Croll throughout the Middle East and the Kath-Yal in the Far East, which naturally does not lend it's self to easy links with Europe or Britain. Indeed the return of Hong Kong to China has gone a long way to closing off their access routes to the UK.

TE-MULYS

While the Te-Mulys have established their base of operations in Africa in addition to forming alliances with both the Kath-Yal and the Croll, they are the most active of all the Saurian nations in the UK. Britain was a obvious stepping stone for moving agents in to the US, in recent years there

has been a number of trade links established with South Africa since the fall of apartheid and while the Te-Mulys were not the instigators of these events they have taken advantage of them.

Currently the Te-Mulys hold property in Britain through a number of companies with trade connections across the world not just South Africa. Making use of the warehouses and offices of these companies throughout the city of London to establish a foothold in the nation prior to moving their agents into positions of power. The Te-Mulys Saurians could well become the biggest extra-terrestrial threat to Britain, over the next few years.

THIRTEEN REPORT

Keyword Reference: LIZARD-MEN, REPTILIANS, REPTILOIDS, SAURIANS

At this time these are the most mysterious of those EBE's visiting our planet, Remote Viewing of their origins and attempting to trace their spacecraft back to their point of origin has resulted in confusion from our teams. It seems they are emerging from some form of quantum singularity, which may be a gate to another dimension.

The Reptiloids themselves seem to come in a variety of shapes and forms and may be capable of shape shifting into other forms though a process of metamorphosis that is long and apparently painful. They are as psychical dead in appearance as the Nordics and seem to have little comprehension or interest in psychic capabilities. This shape shifting capability would make them deadly infiltrators.

THE GREY'S

The Grey race is naturally highly attuned to psychic energies and somewhat susceptible to injury by seepage forces. Britain with its abundance of ley lines (both earth-lines and air-lines), pools and loci is a naturally dangerous place for them to visit. With the advent of PMS and the presence of defence psychotrons at sensitive military sites, that risk as increased by several orders of magnitude. As a consequence of these factors the Grey's have never managed to establish a hybridisation project within Britain.

THIRTEEN REPORT

Keyword Reference: GOBLINS, GREMLINS, GREY'S

Psychic investigation of these creatures has been extremely difficult due in part to their own intensive psychic capabilities. The Grey's psychic capabilities make them extremely hard to Remote View, perhaps they are all masters at Psi-Interception meaning they can confuse and alter the data received by the Remote Viewing operator. With this in mind what do we know about them?

They Grey's are both intensely interested in humans and human psychic development, they are also intensely afraid of us, which is strange given their apparently powerful psychic reserves. They operate a number of bases on Earth, several in the US and Asia, from which they seem to be conducting genetic experimentation on humans and other forms of terrestrial life. Their exact purpose in doing this is unknown at this time, but some form of hybridisation does seem to be the goal. Thirteen has been particularly careful to prevent Grey tampering in the UK.

We have traced the activities from their apparent home world, dubbed Greyworld. These creatures seem to be peaceful and have a general aversion to violent confrontation (something humanity is renown for). The Greyworld seems to be in the grip of some form of disaster, we could not locate any sign of ecological deterioration but the distinct impression was that the Grey's are dying as a race and are getting desperate.

The British have also proved to be alarmingly effective at intercepting Grey craft entering British airspace and in some cases even over central Europe. Despite this there is a number of things about Britain that draw the Grey's to continue their attempts to investigate these strange islands, though this is done primarily with Grey clairvoyance rather than risking the destruction of more craft and the deaths of more Grey's.

Several groups of Grey hybrids have been despatched into Britain under the guises of American tourists or under cover of Black Book personnel involved with co-operative work with the MoD. These personnel are to examine both the supernatural phenomena of the UK and to try and gain access to strategic British installations. This is an attempt to gain a first hand understanding of the principles by which the British are defending these areas, perhaps once these techniques are understood they can be circumvented or better put to the use of the Grey's.

The Grey's have made one useful discover about the nature of British psi defences, they seem to be tripped by the use of psychic energy. This has been theorised after damage to several psibots occurred. The damage seemed to be centred on the psi-lens that was attacked after it made use of it programmed psychic function. This leaves only the hybrids and the Black Book as a practical means of locating the source of this interesting problem.

THE BLUE'S

THE BLUE'S ARE DISCUSSED IN DETAIL IN THE GREY SOURCEBOOK. SEE NEMESIS PAGE 70-83

Although the Blue's have only been abroad in the world since their escape from the Grey's Bermuda Triangle Base in 1995 they have already moved far and wide. Most remain in the Atlantic Ocean, though a small group has moved in to the Mediterranean Sea. Of those still living in the Atlantic some have found the warm waters of the gulf steam to their liking and begun a number of small settlements around the islands of the Hebrides, off the western coast of Scotland. The many caves and the sparse human population of the islands have allowed a safe haven in which the Blue culture is free to develop.

Currently the Blue's in the Hebrides are developing into a hunter / gatherer culture although they are extremely intelligent, having access to the technical skills they were taught by the Grey's during their captivity. There is, however, a lack of tools to manufacture the parts required to build specialist components. The only advanced equipment they currently have access to is a few items taken from the Grey base in Bermuda and a few human items recovered from sunken boats or taken from coastal villages. Most of the tribe

is thus armed with home-made nets, spears and a few harpoons.

Hunting expeditions have come as far a field as the coastal regions of the Scottish Highlands and Northern Ireland, leading people to mistakenly report the presence of goblins, small trolls or Grey aliens to the authorities. Thirteen is currently examining this area suspecting that there may be a Grey presence in the area.

The already formidable Blue psychic presence is being constantly honed as a defence mechanism, particularly with the fending off of the unwanted attentions of human Remote Viewers and clairvoyant Grey's. The Grey's and Humanity are not the only ones to develop and interest in this new player in the game. The Piloni (the Selkie) have recently become aware of the Blue's activities and are currently content to observe, however reports of goblins prowling the shores of Scotland will ultimately attract a lot of unwanted attention if steps aren't taken soon.

The Blue's are beginning to develop their own social system, currently there is a general cast of the tribal warriors encompasses all who are not focuses. The focuses are developing into a form of Shamanistic priesthood, they regularly engaged in divinations to guide the growing settlement through this trying time, and maintain contact with other Blue's around the world.

SUPERNATURAL

Transcript of Confidential Briefing given by George Maidwell to other Division D Heads, RAF Rudloe Manor, Security Clearance 6

In recent years much of our research and operations work has become focused on the extraterrestrial threat to our nation and our way of life. But these exotic adversaries are not the only threat we face, though certainly they are the easiest to concentrate upon due to their physical nature. A soldier can only fight that which he understands and knows he can kill, the forces of the supernatural are not easily understood, nor are they so easily disposed of with the simple application of firepower.

That is why this briefing has become necessary, to remind us all of the true measure of what we face. We face nothing less than the power and

horror of our own subconscious, for that is what the supernatural is manifested from. Our own fears give it form and power over us. As the millennium approaches so does the general level of anxiety in the population rise and so does our fear gain more power. I have not forgotten the Invasion prophecies, I have foreseen that event myself and I know that it will happen, the Extraterrestrials are a threat to us, but so is our fear. If we were to go public with what we know the up surge of seepage energy would overwhelm us long before the arrival of the alien armada. Even with the arrival of that alien menace and the development of open hostilities for us the greatest enemy will not be them but our fear of them.

Britain is a land crossed with seepage pools, loci and seepage amplifiers of ancient construction when the time comes we must be ready to harness that energy and not fall prey to it. We must not allow the corrupted to run amok, we must never allow them control of our supernatural assets. That is why we are here today, to ensure that we all understand the true enemy is ourselves and our complacency.

DOORWAYS OF STONE

Throughout the British Isles stand many imposing stone structures, the best known being Stonehenge. Many of these stone constructions are impressive stone rings, to date over a thousand of these stone circles have been discovered in Britain and Ireland alone. Many of these sites have dolmens comprising of two or more standing stones supporting a lintel stone placed atop and stand like vast empty doorways that appear to lead nowhere.

It was believed that the Celts and their Druidic Priesthood had been responsible for raising these structures. But we

know today that these megaliths were built before 1,000BC and must have been erected by those who dwelled in Britain prior to the arrival of the Celts. Many historians, archaeologists and new age travellers come to these sites seeking spiritual meaning or some great discovery that will reveal the purpose of these sites, few could begin to guess the truth.

In times long ago the Fomorian raised these places of power to aid their magic and studies of the Otherworld. Now the Fomorian are long gone only their constructs remain to tempt those who might want the truth. Each of these impressive stone doorways is just that, a doorway to the Otherworld. It was through these doors that the defeated Fomorian travelled when they left this world and though these portals others may follow if they have the knowledge, power and will to do so.

Interconnecting these hundreds of mystical places are lines of supernatural force called ley lines. Dotted at intervals across the landscape are lone standing stones, these usually mark the crossing of two of these lines of supernatural energy, when this occurs a small pool develops. At locations where many lines converge we find the impressive stone rings, circles and dolmens, each of these places mark a supernatural locus. The most impressive of these structures are super loci, they hold a tremendous force of supernatural energy and only a very few of these sights are known to exist.

THE POWER OF SEEPAGE

Seepage Pools:	1
Seepage Loci:	2
Seepage Nexus:	3

Agitation of the seepage in these areas can increase the power level in the area by 1 level.

Opening the Stone Door	Df	Thrd	Rng	Dur	Area	Lng	Par	Prof	NonP
Opening the Stone Door	4	20	R	1	1T	3h*	5	10	15

* This ritual may only be performed on specific auspicious dates.

OPENING THE STONE DOOR

Effect: This ritual is similar in many ways to the teleport ritual, except that the recipient does not move between two physical points. Instead the ritualist opens a gate to the seepage and enters into that realm. This means that the ritual removes the target from physical space and impresses them on to the seepage. For the Fomorians who created this ritual there are no inherent problems, they cannot be corrupted by the seepage and simply become equivalent in status to demons but not so limited by their single focusing principle.

For a Human to attempt this is sheer stupidity, entering the seepage flow in mind and body will immediately cause their complete corruption, the character entering the Otherworld should accept the immediate effects of all stages of corruption and test to see if he becomes incarnates or forsaken. Those that achieve incarnation become demons and those that are forsaken may at best be remembered as ghosts.

This ritual is only known to the Fomorians who have actually used it. Naturally therefor it is very difficult to even find out that it exists and learning it would mean contacting and making deals with these Deceivers. Expect strange quests and corrupting influences.

Description: This ritual must be performed on specific auspicious dates at a stone circle with a dolmen present as the ritual is completed the subject may pass through the dolmen into the Otherworld, he vanishes as he crosses the threshold.

GATES OF WATER

Water has long been considered to have mystical and healing properties. Like the doorways of stone, lochs, lakes and other bodies of water all across Britain and Ireland are infused with the power of man's belief, the power of the seepage. In many of these cases lochs, wells and other places have become both pools of water and pools of seepage. Some of these places become known as places of healing and others of tragic events.

LOCH NESS

A wide chasm of water often called "the great glen" that cuts a diagonal line across Scotland, deeper than the treacherous North Sea and home to the legendary monster of Loch Ness, or Nessy as the locals refer to it. Loch Ness is a powerful seepage locus created by the fears of mankind in the distant past. Explored countless times in search of the monster by some of the most technically advanced equipment in the world. The high tech cryptozoological hunters failed to find anything, yet the monster continues to be sighted year after year. Perhaps it is a manifestation of the seepage or some awakened beast that can hide it's self in the dark depths.

PATH OF WOOD

Much of Britain used to be covered by forests, where druids would use their ancient groves to host their magical castings. The Romans during their occupation destroyed many of these, modern groves are puerile modern interpretations of the elder groves, missing the pools of energy used by the druids. Under the guise of the RAF, Thirteen has enlarged the perimeter of RAF Valley on the Welsh Island of Anglesey to include the site of a pre-Roman druid grove. Thirteen's researchers are now deciding how they can return the grove to its former glory and power.

PASSAGE OF FIRE

Depending on the ceremony and with particular relevance to Celtic Shamanism or Druidic Practice, additional power can be obtained by the use of large bonfires. Usually arranged in ritual patterns, these fires can be seen for miles around, and from aircraft flying overhead. The fires are prone to the weather, as the moon must remain clear of clouds for the duration of the casting, if successful the caster to obtain a +2SP bonus. The relevant phase of the moon depends of the type of spell being cast: full moon for benevolent spells (doing no harm to anyone), and new moon for malevolent spells (someone gets hurt).

THE SUPERNATURE OF THE FEY

In the main there are two different types of Fey, those that are real and those that are products of the human consciousness. Those that are real are the Piloni and their related half breeds with humanity. Those that are unreal are the products of either Piloni illusions or more likely in the present day the distant memory of those Piloni illusions and glamour's recreated through the seepage manifestations.

Many of the malevolent and twisted Fey of the so-called Unseelie court is in fact warped memories of what might once have been. Focused and sharpened by folk tales and the influence of the Christian Church that turned many of the Celtic wood and water sprites in to vengeful demons and not the helping beneficiaries they once were.

THE SUPERNATURE OF UFO'S

Every year there are hundreds of reports from members of the public and the armed forces of UFO's and associated strange phenomena. Many of these sightings can be put down to mundane, quite ordinary events that have been misinterpreted for what they are. A portion remain unsolved and UFO organisations often make the mistake of assuming that because something remains unexplained after investigation that it must have been an alien spacecraft.

Most UFO sightings in Britain are nothing to do with Extraterrestrials and far more to do with the Human psyche. In the modern age, UFO's and little green men represent the unknown to the human subconscious. Consequently many of the close encounters reported within Britain can actually be put down to supernatural manifestations and not Aliens. This also helps to clarify why there is such a wide variance in the types of Alien beings encountered.

THE FALKIRK TRIANGLE

Bonnybridge has been labelled "the UFO capital of Scotland" situated within what has become known as the Falkirk Triangle which extends from Sterling in the east to the fringes of Edinburgh in the west. Of the 5,500 strong population of Bonnybridge there are over 2,000 witnesses who claim to have seen everything from strange lights to flying triangles. This is a prime example of seepage's effects, manifesting literally hundreds of unusual objects in the skies over this area of West Lothian.

GHOSTS OF THE MACHINE

Over the decades since the two world wars ravaged Europe a new supernatural phenomenon has begun to make an appearance. Although not common by any stretch of the imagination, this new type of manifestation has challenged the way in which Occultists and Mystics look at the Seepage and the concept of ghost in particular.

Prior in the industrial revolution there was never any possibility of a machine becoming a ghost or having any kind of reflection in the Seepage. In fact it has only really been since the turn of the century that these Seepage creations have begun to make themselves known. That is not to say that ghost cars, planes and trams have begun to appear because they have souls but because people invest a great deal of themselves and their emotional being into these artificial creations.

At the site of a fatal car accident the emotion, pain and fear generated by the event can press the vehicle and its passengers on to the Seepage. They form a collective spirit of the event, which is doomed to re-enact their last moments. In this way all ghosts of inanimate objects come under the "recorded" ghost classification described on *Forsaken Rites* page 93.

The most common form of inanimate ghost in Britain is Second World War aircraft, these have been both encountered in the air usually by light aircraft enthusiasts, the big commercial jets fly far to high to encounter these phenomena. The ghosts of Spitfires, Hurricanes and even large bombers from Mosquitoes to Lancaster's have been recorded. Ground observers often claim to witness the last moments of these phantom planes, usually they fly overhead and out of sight followed by the sounds of the crash that imprinted them forever onto the Seepage.

At this time there is no recorded encounters with inanimate ghost objects that display conscious activity, but is probably only a matter of time until such creations are formed and possibly achieve an ascendant status.

SPIRITUAL TECHNOLOGIES INC. – PARAPSYCHOLOGISTS

Dr. Steven Hatfield spent his younger years working for NASA, he was a telecommunications specialist who was enlisted to work with long range telemetry and communications contact with the Apollo and Saturn series rocket programs. He didn't consider that there was anything

special about his life or his work, he got married and his wife gave him a son in the summer of 1970. Six years later tragedy struck and both were taken from him in a horrific car accident. Dr. Hatfield wasn't a religious man, he believed in the power of science to explain all things, but for all that belief he was devastated by the loss of his family.

He sought out various mediums over the next several years in an attempt to communicate with his family on the other side. Most of the time he discovered charlatans who were only after his money, his life changed forever at a party thrown by a colleague when someone drunkenly suggested that if a medium were receiving signals from the other-side then surely they were just human antennas. The idea firmly in place Dr. Hatfield began making serious enquires to mediums about how it was that they thought they were receiving signals.

By 1986 Hatfield took early retirement and moved back to his native Skye to conduct his research full time. Working on the theory that there is a form of signal coming from the other side he began his search for some method of detecting these transmissions. Initial work saw Hatfield pairing up with a Clairvoyant by the name Duncan Simpson, the idea being that if Simpson were receiving signals then Hatfield would at least know there was something present to be detected. Work progressed very slowly until in 1991, he had a device that could detect what he termed the vibrational motions of the Ether, effectively he had created a prototype spirit radio or as the phrase was then coined the "Spiricom".

In 1992 the Spiricom was tested on a live radio broadcast and attracted to Hatfield a number of other interested inventors. Shortly after he founded Spiritual Technologies Inc, a small company based in Hatfield's garden shed, on the outside a somewhat rickety wooden construction with a large padlock and on the inside something akin to Houston mission control. The company is dedicated to establishing verifiable communications with the other-side but in order to keep its head above water and to fund its continuing research it conducts component design and development of specialised equipment for larger corporations like British Telecom and the BBC.

The Spiricom system despite continued development and the reduction of its size from the prototype that is non-portable, being about the size of a filing cabinet. Down to the most recent device that can be built into a standard phone, hence its new name of "Spiriphone" has one major drawback, you can't just dial the spirit you want to talk too. You need a clairvoyant to locate the required spirit and persuade

it to make use of the device. Yes you can simply lift the receiver on the Spiriphone and see what you get but the chances are that you don't get the spirit you want to talk to and you probably will winded up with one that doesn't speak English. Work is progressing in this direction but only slowly.

SPIRITUAL TECHNOLOGIES INC. - PLAYER CHARACTERS

STI is a small company with less than ten employees most of these are Parapsychologists but there are a couple of Clairvoyants. STI Parapsychologists should all take Engineering and Repair / Build specialities in "Spiricom" and electronics. Those Psychics that work with STI should all have some level of skill in Clairvoyance and its associated psi-training Channelling.

• STI Parapsychologist / Inventor

Professional Training: Awareness, Communication, Surveillance

Professional Skills: Computer Programming, Computer Use, Cryptology, Diplomacy, Engineering, First Aid, Medical, Meditation, Occult, Parapsychology, Repair / Build, Research, Science, Teaching

Influence Icon: Science

• STI Medium

Professional Training: Awareness

Psi-Training: Channelling

Professional Skills: Computer Use, Cryptology, Diplomacy, First Aid, Humanities, Medical, Meditation, Occult, Parapsychology, Research, Science, Teaching

Influence Icon: Science

SPIRITUAL TECHNOLOGIES INC. – PULLING STRINGS

Cutting Edge Electronics: STI perform a lot of research work on various electronic components for larger corporations, so when it comes to equipping with the latest gadgets, they can be obtained or built specifically for the task. -IRP from the cost of obtaining any electronic, surveillance and communications equipment.

Spiriphone: The latest developments for talking to the other-side, this is essentially a technological means of

reproducing the Channelling Psi-Training. It has a few drawbacks associated with it at the moment. It is not yet possible to dial for the spirit you want to speak too. Simply picking up the Spiriphone and seeing who is there is possible but it involves a Luck test. On a Good Luck result you get a spirit that is at least helpful. On a Bad Luck result you've got one that isn't, it may be a contact with the Deceivers (see *Shadows of the Mind* page 90) it maybe something that wants something done and will not leave you alone until you've done as it wants. On a neutral Luck result you get nothing that is usable, gibberish or in some foreign or ancient language. Where the Spiriphone really comes into it's own is when you know that a particular spirit haunts a specific place, taking your phone to that place the chances are you will get a contact with the desired spirit. Again on a Bad Luck you still get Deceivers or the spirit doesn't want to talk to you, a neutral or good result will get the spirit that haunts this location. Each member of STI will have their own Spiriphone, the patent on these devices has not yet been granted so STI frown on allowing outsiders to use them or even know to much about how they work.

CRYPTOZOLOGY

Faeries, elves, goblins, giants, big cats, black dogs, dragons, seal-folk, mer-people – to name but nine; the British Isles probably have more cryptozoological sightings per square mile than any other country in the world. The stereotypical image of the Cryptozoologist is one of a bespectacled professor wading through the Congo or the Amazon Basin in search of Dinosaurs or the like, the truth is somewhat closer to home. Many of the modern Cryptozoologist's spend considerable time in the library seeking literature or historic reference to the creatures they're interested in. Only once they have accumulated significant evidence do they actually go out in to the field in the hopes of finding the creature and making their fortunes.

Every year Cryto-hunters and thousands of tourists crowded the banks of Loch Ness in Inverness-shire, Scotland hoping that they will be the one to capture evidence on film of the existence of the fabled monster. Unlike the stereotype those serious hunters don't spend hours sitting on the backs of the loch with a camera and a pair of binoculars, Cryptozoology is a high tech game. More than one group of hunters has tried to use extensive sonar equipment or mini-submarines in their searches, alas to no avail.

Depending on what creature is being sought in Britain will determine whether a seeker is to be ridiculed or accepted by the locals. Moving back to the Loch Ness Monster example, the locals will laugh at a hunter but not because they don't believe in a monster but because they don't believe that hunter will ever prove it. There are many tales across Britain of animals that simply should not be able to survive in the British climate, yet there is some photographic evidence of large cats and wallabies making there homes here.

It was reported in the Blyth News, March 1905. "The Indian jackal, which was killed recently, near Seven Oaks, Kent, after destroying sheep and game to the value of £ 100, is attracting attention in the shop windows of a Derby taxidermist."

The Royal Cryptozoological Society (established 1859) is just one of many similar clubs, although it is better funded than most (see *Cryptozoology* page 12-20). Thirteen is aware of the purpose and investigations of this group, while they are considered to be an annoyance at times, they can when contacted correctly (the Old School Tie) be a valuable source of information and one or two have even been recruited in to the secrets of Thirteen.

The Titanidae (see *Cryptozoology* page 21-33) has so far managed to evade detection by the British Intelligence Services. Their Council Centre in London's Canary Wharf is merely a warehouse with an attached office. The front company "Matt Maddison Enterprises" has been unbreached, so far. The warehouse is used as a garage for vehicles and storage space is allocated for equipment that teams may require, it also houses a walk-in refrigerator (for storing kills) and a holding cell (for live finds). The office is a modern suite, complete with TEMPEST-shielded computers and secure lines of communication. The five permanent staff are all devout members, and the warehouse is used for their regular meetings.

THE PILOSI

The Piloni are a dying race their numbers slowly dwindling over the centuries until now in the modern day there are only a few places left on Earth where these beings still reside. Once there were many Piloni tribes living and travelling across the world, those days are sadly now at an end. For the

times of legend are gone now, of the tribes only a few remain, and even those are broken and scattered.

On the high cold mountain slopes of the Himalayas live the tribe, called by the Sherpas, the Yeti. Closely related to them is the Almas tribe in the former USSR and more distantly related the Sasquatch of the American Pacific Northwest. Europe has by far a much greater diversity in its Piloni population, the modern day families are primarily descendants of three great tribes, the Fomorians, the Dananns and the Selkie.

FOMORIANS

The Fomorians were the original inhabitants of the British Isles, they were a race of giants and demons often miss shaped, typically only possessing a single arm, a single leg or a single eye, though despite these short comings they were powerful magicians and great warriors. Over the centuries many peoples had tried to colonise these Isles and the Fomorians defended that which was theirs by right. The Partholons were the first humans that attempted to invade the Fomorian realms and they fought many bloody battles with the Piloni, no doubt under the instigation of their Atlantean masters. Neither could gain the upper hand, until eventually the Fomorians cursed them with a terrible plague that destroyed them to the last man, perhaps the first ever use of biological warfare?

The second human tribe to try to take the British Isles for themselves were the Nemedi, they suffered a resounding defeat at Fomorian talons at their first battle and ever after were doomed to slavery. The Fomorians demanded an annual tribute of both cattle and children. Other human tribes followed, some even managed to claim parts of Ireland and live in relative peace with the Fomorians, in some cases Humans took Fomorian wives and the children of these pairings are still remembered in folk lore as cultural heroes or demigods.

Ultimately the Fomorian hold on Britain would fall to their own kind, other Piloni. The Dananns came to the Isles and fought with the Fomorians, the two tribes battle long and much blood was spilt over the sacred sites of power that had been erected. In the end the Dananns defeated the Fomorians after centuries of struggle and bloodshed. Most of the Fomorians were banished to the outer darkness, the few that remained were scattered and lost, small groups went into hiding and have survived to the present day.

The outer darkness is the realm of the Seepage, the Fomorians or at least those powerful enough to do so impressed themselves onto the seepage still reside there to this day. Remote Viewers often speak of the Deceivers and of their dark whisperings, claiming to be masters of the Earth, once even they were, but no longer.

TUATHA DE DANANN

The Piloni are often seen as short hairy trolls or great abominable snowmen types, the Dananns often worked illusions to appear human, often of incredible beauty. The Dananns when they arrived in Britain already possessed a strong tradition for interbreeding with mankind and it is these off spring that are remembered as the tall beautiful people for they required no such glamour's or magic to appear as such.

The arrival of the Milesians in Britain toppled the rein of the Dananns much as their arrival had toppled the Fomorians, though rather than being banished to the outer darkness they retreated instead to the hollow hills. While the Dananns retreated in to the hills they often returned to the world to interact with the mortal peoples. The descendants of the Tuatha De Danann and mortal men are now remembered as the Sidhe (in Scotland) or the Daoine Sidhe (in Ireland) those tall and beautiful Faerie peoples who continued to dominate Celtic folklore, eventually too the Sidhe have gone into the hollow hills as well.

SELKIE

The Selkie are the seal-folk of Celtic legend, they are said to be able to take the shape of man or seal as the will takes them, and to confer this power to humans they invite to their watery realm. Of course legend and truth are often at odds with each other. The Kelpie of Scots folklore essentially had the same powers but would take other animal forms rather than that of a seal, often appearing as horses when on dry land.

While the Kelpie were mischievous or in some cases malevolent the Selkie have always preferred their relative isolation. Rarely would they come ashore to interact with the world of man though there are tales still told to this day of men who took Selkie brides.

"I am a man, upon the land,
And I am a Selkie in the sea,
And when I'm far and far frae land,
My dwelling is in Sule Skerrie."

from the ballad, "The Great Selkie of Sule Skerry"

IN THE MODERN AGE

Ireland is the last bastion of the once great Pílosi tribes, only three other settlements remain in Britain, the first on Mount Snowdon in Wales. The second in the Cairngorm Mountains of Scotland and the last belongs to the Selkie who still reside in the waters around Orkney and Shetland. Many of the different Pílosi tribes have, over the millennia, interbred with mankind which leads the possibility that now and again a throw back can be born, one who physically resembles the Pílosi rather than man. Though this occurs only rarely, the consequences of these births can be profound. In Tibet or Nepal such a throw-back would be considered a great blessing or a spiritual gift from Heaven, but in not amongst British nobility.

IRELAND THE LAST FAERIE KINGDOM

Ireland is now the only place in the world that can claim to have multiple tribes of the Pílosi still living and sometimes working together. Both a few remaining Fomorians left in Ireland and the Dananns of the hollow hills form the last Faerie Kingdom. Now that Mag Mell, Mag Mor and Tir Tairngire are gone, over run by the humans, only Tir Nan Og remains. Now and then the Selkie still visit their distant cousins and bring news of far places.

In ancient times each and every Faerie mound had its own King and Queen who in turn paid respect to the High King of the Fey. This tradition is still in place though very few of the old Faerie mounds and hills remain free of human intrusions. From the Faerie Hill of Knockma rules the Dananns High King Finvarra, he is one of the Daoine Sidhe, as are most of the remaining Dananns the true bloods are few and far between.

The Fey kidnappings of '95 were made at the behest of Finvarra he has commanded that a new troupe of Fey Knights be prepared for the coming battle with Intruders. In readiness of this time the Fey are again making their influence felt, the abduction of Detective Inspector Jervis had not been intentionally part of the plan.

Fey PLACES AND THEIR NAMES

Fey Names	Translation
Mag Mell	Pleasant Place
Mag Mor	Great Plain
Tir Nan Og	Land of the Young
Tir Tairngire	Plain of Happiness
Tire Nam Beo	Land of the Living
Tirfo Thuinn	Land Under the Waves
Tirn Aill	The Otherworld

FOMORIANS OF THE CAIRNGORMS

While most of the Fomorians were destroyed or exiled to the outer darkness some few remain even to this day in the Cairngorm Mountains of Scotland. Once known as the great giants of Scotland, they're stature is still large in comparison to the average human. Often standing over 2 metres in height but stooped now from living in the cramped tunnel ways under the mountains. Their hair is more human in proportion rather than the all-over body fur of their Tibetan cousins. They typically fashion simple clothing from naturally available materials.

The bloodthirsty ways of the ancient Fomorians have long since passed into the more passive state of these spiritual begins. That is not to say that they cannot be terrible when angered or enraged by the trespass of mortals on their lands, they are still the masters of magic that their ancestors were and have possible grown in understanding of the mystical energies.

A few of these Pílosi still go abroad in the world of man, though often in disguise, on the highest mountain in the Cairngorms the infamous Ben MacDui, which peaks 1,309 metres (4,296 feet) above sea level, there wanders the "Big Grey Man". "Am Fear Liath Mór" as he is remembered in the old Gaelic tongue, he is a master of elements often calling down thick fogs to cloak his movements as he studies the human trespassers on his home. Beneath the mountains is an immense network of tunnels that link the curious grotto living spaces of the Fomorians together in to a small community, a few of these grottoes even have human

luxuries and beds, for the occasional visitor they receive from the Celtic Knot (see page 97).

There are many folk tales that come down to the modern day that speak of the fantastic wealth of the Fey. Stories of pots of gold at the ends of rainbows and the like are but a pale reflection of the true Pílosi treasure. To the uninitiated this wealth would suggest vast hoards of gold or gemstones, and while these things may indeed look pleasing and some of the Pílosi take pleasure in them it is not the true Pílosi treasure.

Only in certain places across the world can the mineral Orichalcum be found and in such cases it must be purified and refined to give it its legendary properties. In the Scottish Cairngorms there exists small veins of this priceless material. In the deepest of the Pílosi mines the Orichalcum can be mined in a pure form. The Pílosi make use of the incredible powers of this mineral to maintain their spells that hide them from prying eyes. Though they do have contacts and alliances with at least one Occult Order, The Celtic Knot, who are known to have reasonable access to and training with this mineral.

BLACK ANNIS

Black Annis, as she is now called, is a Fomorian Pílosi; she was born and raised under the mountains a long time ago. She mastered the powers of magic and walked the Otherworld where she encountered her ancestors. They taught her terrible secrets and she followed their guidance, in time she left the place under the mountains and wandered the highlands practising the ancient ways of the Fomorians. Her diet is mainly of sheep and deer but when she can get it she will lure human children or even lone adults to her table. In the Middle Ages the whisper of her closeness would send mothers to hide their children indoors and even the bravest Highlander to walk in company.

Black Annis has a distinctive appearance that cannot be mistaken when seen without her glamours. She is a hag with blue skin and matted grey hair; her grotesque face is marked with the characteristic single eye. Often she is robed only in dirty sack cloths and cares nothing for appearances.

DANANNS OF SNOWDON

Outside of Ireland there are only two small remaining groups of these Pílosi, one in the central European Black Forest and this one in the tunnels, passageways and caves under Snowdon. Once these Pílosi dominated all of Wales and much of Cornwall and are the source from which the many and diverse tales of the Fey in those areas are drawn. Even after their retreat in to the hollow hills they remained friendly towards man often assisting him though the use of their magic.

It is said that Merlin was a man born to the pairing of one of the Danann princes with a mortal woman, and he would be one of many such men to walk the paths of magic and power in Britain over the ages. Even down to the modern day the Dananns still hold a special place for humanity despite the wanton destruction of Pílosi under Atlantean guidance.

SELKIE OF THE ISLES

The Selkie are a breed of Pílosi who have adapted to living in a watery environment, much like the Gill Men of the Amazon Basin (see *Atlantis Rising* page 20-23). While their powers of transformation are nothing but illusion they prefer to wear the guise of the seal allowing them considerable mobility without raising the notice of mankind. The Selkie are hairless and often insulated against the cold by a layer of fat deposit under the skin, much like seals. Unlike the Gill Men, the Selkie have not evolved the capacity to breath underwater but like the seals are capable of holding their breath of long periods of time, sometimes up to 40 minutes.

The Selkie are content to continue their existence except for the environmental problems that have begun to cause increasing risks for them. Pollution was responsible for decimating northern seal populations during the '80s and while they have recovered under the watchful eye of marine biologists and conservationists this leads to an increased chance of being discovered. While the Selkie have not yet chosen a course of action, it is only a matter of time until their true nature is discovered and they know it. For the most part they are a deeply spiritual people who are sorrowful to see the last days of their kind.

THE MONSTER OF GLAMIS

Glamis Castle stands near the town of Forfar, Scotland; it is the ancient seat of the Earls of Strathmore and Kinghorn.

Also the childhood home of Elizabeth Bowes-Lyon, the Queen Mother and through its long and bloody history has become known as the most haunted Castle in Scotland if not the world. The Castle of Glamis has been modified several times over its long history and while the walls and outer defences have been moved to expand the grounds the ancient fortress still stands with its own outer walls some fifteen feet thick.

Lord Thomas George, the 12th Earl was once quoted "If you could only guess the nature of the secret, you would go down on your knees and thank God it was not yours."

The tale of the monster of Glamis states that the heads of the family have long lived with a terrible secret. It is recorded that in October of 1821 that a child was born to the 11th Earl, Lord Thomas and his wife the Lady Charlotte a child who died within a few days of his birth. In September of 1822, Lady Charlotte bore a second child who would become Thomas George the 12th Earl. It is believed that their first child was what is now referred to as the monster of Glamis and that this unfortunately deformed child did not die but was hidden away in the many dark recess's of the Castle.

The Queen Mother once asked the Factor of her day what the secret of Glamis was, she got the reply "Lady Strathmore, it is fortunate that you do not know it and will never know it, for if you did you would never be happy."

Since this time only the head of the house, the Lord of Strathmore and his Factor have been privy to the truth of this matter. There is an area of the Castle roof referred to as the "Mad Earls Walk" were the creature was supposedly exercised at night. The head of the house took personal responsibility for the care of the unfortunate child that grew to a great stature. It has been noted that since that time none of the Earls of Strathmore have been happy men. Lord Halifax records that at one time, work was being done in the Castle when one of the workmen located a secret passageway and notified the Factor, whom in turn recalled the Lord from business in London. All work was immediately ceased and the workman was paid very handsomely to emigrate and never speak of what he had seen.

While the Lords of the House of Strathmore may consider the monster of Glamis to be a considerable blight on their house or some devils prank or curse, none of these are true. The unfortunate monster was certainly deformed by human standards, apparently extremely hairy with a barrel like body and arms that came down to past his the knees of its stubby legs. In truth many of the noble houses of Britain have breed with the Pilosi in the distant path and the monster of Glamis is a throwback to those roots.

Despite the reclusive life style that was force upon the unfortunate monster he lived an incredible life span and in fact is still live today, sealed away from prying eyes he has done little but read, study and refine the magical talents that come so easily to the Pilosi. Much of his time is spent in a trance like state as his awareness wanders the Otherworld locating and speaking with others of his kind.

THIRTEEN REPORT

Keyword Reference: FAERIES, LITTLE PEOPLE, SIDHE

Other than folk tales, legends and dubious eyewitness testimonies there is little solid data on the existence of these creatures. Examination of Mr. Jervis, a detective of Scotland Yard who disappeared in 1995 while investigating the supposed Faerie kidnappings of young children in the Republic of Ireland, is only recent information of these beings. A psychological profile of Jervis indicates that he at least believes his explanation to be true, he is still confined the "Happy Home Sanatorium".

The use of military Remote Viewers to try and obtain information on this subject has lead to vastly contradictory reports with no seeming pattern between them. Each Viewer seems to describe his own ideal of what a Faerie is, which ranged from Elves and pixies to hideous nightmare creatures. There is some evidence to correlate the appearance of the modern Fey with the race of EBE's called the Grey's and the victims of the Faerie kidnappings of '95 may simply be cloak cast across the now somewhat popularised abduction phenomena associated with the Grey's. In addition popular and folk art often depicts the Faeries as being possessed of large dark eyes that are characteristic of the Grey's we have examined to date.

THE CELTIC KNOT – PILOSI ALLIES

The traditions and practices of the Celtic Knot have been passed down through the generations of Celtic Shamanism and the Druidic Priesthood; since the earliest Celts came to the Isles of Britain and Ireland. Though the organisation, the Celtic Knot, is only about 300 years old itself. Since its foundation, the Celtic Knot has had close ties with the Piloni, both of Ireland and Scotland, indeed the Piloni were responsible for guarding the traditions of the Druidic Priesthood and passing them on to the human shamans of the modern Knot.

All members of the Knot are trained in the ways of the Celtic Shaman. They hold the traditions in safe keeping, revering as those before them have the symbols of the Otherworld. The skull as the vessel of human consciousness and the soul is considered to be sacred and often depicted in their carvings on their alters and on the sides of their cauldrons. Water in its many forms from wells to lochs is considered to contain portals to the Otherworld and are often held in reverence and respect.

CELTIC KNOT NOMENCLATURE

The spirit world of the Seepage is referred to as the Otherworld. The Deceivers are known as the Formorians who dwell in the Outer Darkness. The expression "The Fay have taken him" is commonly used to denote the seven year illness suffered by many Shamans prior to the opening of their mystic gifts. While this malaise may last longer or less, seven years is typical, during this time of spiritual trial the Shaman will be close to death or be extremely confused, this is typical of all Shamanistic traditions across the world.

The Celtic Knot is not limited to any particular area in the world and it is common for its membership to travel far and wide in the course of their various quests. The Knot maintain several locations that are of considerable importance to them, these are usually close to Piloni sites. Located primarily throughout Ireland but with one or two scattered in Scotland and mainland Europe.

There is no official training for membership to the Knot, when one is ready then one admits ones self. Shamanism by its very nature is an individual thing and while an older more experienced Shaman may coach a younger one this usually takes the form of guiding him and watching over him rather than actually instructing him. Insuring that he comes to no harm during his questing.

Currently the Celtic Knot are working to promote primarily Green living and spirituality, they are the sponsors behind a number of experimental Eco-villages across the UK (and the Republic of Ireland). "The Findhorn Foundation" is one example of this experiment, founded in 1962 by Dorothy Maclean, Peter and Eileen Caddy it is designed to promote the growth of global consciousness infused with spiritual values, though there is no formal creed or doctrine.

The Celtic Knot is an extremely loose organisation but that does not mean that they are loners, when one is in trouble others will come to his call for aid. All their members are initiated into myths and legends of the Celts and ultimately will come into contact with the Piloni themselves with whom the Knot maintains a close relationship.

CELTIC KNOT – PLAYER CHARACTERS

Shamans of the Celtic Knot must have an excellent knowledge of the Celtic traditions and mythology, to reflect this the character may not have his Ritual (Shamanism) skill higher than his Humanities (Celtic Myth and Legends) skill. Being able to speak the language Gaelic is an advantage but is by no means mandatory.

• Shaman

Professional Training: Awareness, Ritual: Bind Spirit, Ritual: Dispel Magic, Ritual: Mind Riding, Ritual: Prophecy, Ritual: Questioning, Ritual: Summon Ghost, Survival, The Protective Circle.

Professional Skills: Athletics, Cryptozoology, Diplomacy, Humanities, Hypnosis, Language, Meditation, Melee Weapon, Occult, Research, Ritual (Shamanism), Science, Teaching

Influence Icon: Par

- **Faerie Knight**

Professional Training: Awareness, Savior Faire, Survival

Professional Skills: Athletics, Cryptozoology, Diplomacy, Humanities, Language, Meditation, Melee Weapon, Occult, Research, Science, Teaching

Influence Icon: Par

CELTIC KNOT – PULLING STRINGS

Geas: This is a special prohibition or taboo placed upon the Shaman, if he violates the taboo he will die shortly afterwards. The Geas is the result of Pilosi magic, in times past many different prohibitions were placed on the various walkers between the worlds, but these day there is one that is given to them all, Geas: Do not reveal the Pilosi to the uninitiated. To have a geas may seem very bad but they are considered to be marks of respect and compacts of trust and as such a geas provides a -1Df interaction bonus with any Pilosi or Initiated peoples who understand its meaning. Of course violating the geas means death within 2D days of the violation. The Shaman may voluntarily take additional geas at the value of 10CPs each. Examples in legend include a

prohibition against eating dog and refusing a meal, the unfortunate hero who had both of these consequently could not refuse when he was offered a meal of dog meat and died shortly after, pick additional geas with care! Each additional geas does however accumulated additional modifies to interaction tests with those in the know.

Pilosi Teachings: There is a close working relationship between the Celtic Knot and the Pilosi of Ireland and Scotland. The Pilosi have been known to act as mentors to those they take a liking too. To attract the attentions of the Pilosi may require the successful undertaking of some task of their devising (Game Masters can focus a story around this). Once the task is completed the Pilosi may be called upon with a Df4 Influence test to teach the Shaman about the Otherworld. A -1Df may be applied if the Shaman will perform another service for the Pilosi.

Training: Any Ritual, Orichalcum (Consuming), Orichalcum (Fashioning)

Orichalcum Resources: After the Shaman has received training with Orichalcum he may receive a small supply at the cost of 5 milligrams per 1RP.



CHAPTER SEVEN:

THIRTEEN OPERATIONS

What follows is a series of investigations designed to be run with a Thirteen Section, only the first "The Dark Tower" has been given any real level of detail to make it ready to run. The others are principally story seeds that will require a bit of work on the part of GM. This is allows each of the mission seeds to be tailored much more closely to the capabilities and orientation of the players.

THE DARK TOWER

Thirteen conducts many wide-ranging investigations not just into extraterrestrial and supernatural activities but into events or actions by mundane groups that may affect the security of the Conspiracy or the British State. The death on any important member of government or society is looked into as a matter of routine. In this case the corpse is Sir James Sinclair a retired Brigadier of the Royal Corps of Signals and a high level member of Thirteen, in fact one of the Thirteen.

The truth of the situation will not become apparent for some time, but it appears that Sir James may have taken his own life. If this is the case there must be some reason as to why he would have done such a thing.

THE REAL STORY

A former Thirteen operative presumed MIA has returned and this time he is working to expose the truth. In order to gain access to the sensitive materials and evidence, Michael Marsden tracked down one of the top ranking cryptographer and programmer who is responsible for much of the electronic security in use with the Conspiracy. Something unforeseen occurred during the attempt to take control of Sir James's mind, his burned and damaged by the assault he performed the his final duty to ensure that he would not become a leak.

Sir James knew that he had avoided the attempt to get at truth more by luck than ability and took steps to ensure that he could not be compromised in the future. First he destroyed all the information on his laptop computer using a government level wipe that makes all information

unrecoverable even to software designed for such a purpose. With this information destroyed it only existed in his head. A sudden chill came over him as he realised that his daughter might become a hostage in order to get at the access codes he knew, he was the last link in the chain. Remove himself and both his daughter and Thirteen would be safe, the only two things he ever really cared about. He took his own life to protect these things.

These things were done in haste for he suspected that his mental assailant might come for him any moment, he didn't leave a suicide note or any other indication of what he knew. He only hoped that Maidwell and the others would be able to deal with the situation in the appropriate manner.

THE HOOK

The Characters Section will be drawn for this assignment, they should be given a feel for the importance of the situation as they will be briefed personally by George Maidwell, one of the mainstays behind Thirteen. Sir James was a personal friend and also a high ranking member of Thirteen has his sudden death is being treated as suspicious as a matter of caution, rather than on the possession of evidence. Still Maidwell wants the Section to take a trip to Sir James's estate in the Hampshire countryside and establish that there are no suspicious circumstances, if the characters find anything unusual they are to follow it up. Maidwell has already pulled some strings of his own to ensure that the Police enquiry has been put on hold until the MoD have conducted their own investigation. The characters briefing will be minimal and more in line with a set of instructions, Maidwell will only tell them they are to investigate the death of Sir James Sinclair and report their findings to him directly.

AVAILABLE INFORMATION TO THIRTEEN

- **Security Clearance 1:** This is the basic briefing as given by Maidwell.
- **Security Clearance 2:** Sir James Sinclair was an operative for Thirteen, his death is being treated as suspicious simply as a precautionary measure.
- **Security Clearance 3:** Sir James Sinclair wasn't just another Thirteen agent he was one of the head people at Division D.
- **Security Clearance 4:** Sir James Sinclair was instrumental in the establishment computer and electronic security in addition to being a master cryptographer.

GEORGE MAIDWELL

Str: 3 **Agl:** 3 **Int:** 3 **Per:** 3
Siz: 3 **Ref:** 2 **Will:** 5 **Luck:** 4/12 **SC:** 6

Trainings: Awareness, Ritual: Blessing of Protection, Ritual: Cause Wound, Ritual: Induce Cardiac Arrest, Ritual: Prophecy, Ritual: Protection from Magic, Ritual: Scrying, Ritual: Warding Circle, The Protective Circle

Skills: Athletics (Wheelchair) 3, Brawling 1, Cryptozoology 3, Diplomacy 2, First Aid 2, Humanities (Biblical Scholarship, Grail Lore, Occult) 4, Languages (Latin, German, French, Arabic) 3, Meditation 4, Melee Weapon 2, Occult 4, Parapsychology 2, Ritual: Ceremonial Magic 5, Small Arms: Pistol 2

Traits: Advantaged Upbringing, Aged, Combat Experience, Confined to Wheelchair, Infiltrator (Priory of Scion), Masonic Connections, Sensitive, Veteran: British Operative

Background: Now an elderly man in his mid-eighties, former RAF Air Commodore George Maidwell continues to carry out his duty to Queen and Country. Since the Second World War, Maidwell has been involved with the occult defence of the United Kingdom and has no intentions of quitting now, despite being confined to a wheelchair since 1973.

He founded the Order of the Hearth, helped to found both the Ministry of Defence and Thirteen, and while he is officially retired from the RAF he is still a guiding principle within the conspiracy. Maidwell still takes an interest in the workings of the Order and is present at portentous ceremonies usually held in a special underground wing of RAF Rudloe Manor.

Deep Background: George Maidwell has been collecting, collating, interpreting and cross-referencing prophecies for, as long as he can remember. He spends much of his time producing his own prophetic verses. His interests developed during the war years when as a training exercise he would predict troop positions and deployments prior to receiving intelligence briefings as verification of his abilities. It was in the years after the close of the war that he stated to note certain alarming portents and reported them to Churchill. Consequently Maidwell has been at the forefront of preventing alien influences from taking hold in Britain. To his considerable dismay he can see a day when the war will become an open one, and the humans will have to fight or face extinction, he hopes his efforts will have prepared Britain to face such a threat.

Secrets: Maidwell knows that a war is coming, most of the prophecies he has produced point to an extraterrestrial source, though his predictions place the beginning of this conflict at least 60 years after his own death, he wants to leave Britain prepared for what is to come. The invasion prophecies are currently classified at the level 5 Security Clearance and are thus only known to the most experienced and trusted British agents.

ALTERNATIVE POSSIBILITIES

If the Game Master chooses the players could generate characters from the Police Service with no connection to Thirteen. If they then uncover the truth behind this story they may be made an offer they should not refuse and become integrated in to an existing Section or form the basis of a new one.

THE ESTATE

Sir James Sinclair's county estate includes a large house in the centre of the 100 acre ground that is open to the tourists during the summer months. Though this estate has belonged to the Sinclair family for generations Sir James does not actually live in the house proper. He prefers the small cottage tucked away behind the house that would have been the home of the grounds keeper in years passed. When the Section drives up the driveway to the house they will find two police cars, an ambulance and expensive looking Mercedes parked there. The Police have cordoned off the cottage and not touched the scene since Maidwell's request came through a few hours ago.

Once the Section have identified themselves as being from the MoD they will be permitted to enter the cottage and conduct their investigations in addition to interviewing various of the Manor's staff including the housekeeper who discovered Sir James this morning.

THE MORBID SCENE

Sir James can be found slumped in his chair in his small study on the cottage's ground floor. In his dead hand is an old army service revolver, a single round has been fired from it, apparently entering through the mouth and exiting through the back of the head, the bullet is now lodged in the ceiling. An exhaustive forensic investigation will only indicate that Sir James killed himself, there are no marks on the body to indicate that he may have been forced into his course of action. There are several anomalies in the cottage that would indicate that suicide is unlikely and point the investigation into new directions.

The Broken Mobile: At Sir James's feet the investigators will find a mobile phone that appears to have been intentionally crushed or stamped upon. It is unworkable but if the characters contact the Telephone Company (Cellnet) they can trace the last call made to it, which would seem to correlate with Sir James's approximate time of death. The last call was made from a public telephone box several miles away.

The Laptop Computer: Also lying on the floor is Sir James portable Laptop, the internal batteries are long dead having been left switched on for the last sixteen hours or so. If the characters recharge it or plug it into the mains power they will find the hard disk has been wiped clean, using a government level wipe. This means that nothing is recoverable from the hard disk even programs designed to recover deleted files will be unable to recover information.

Holiday Brochures: In the living room of the cottage can be found several glossy brochures for a holiday in the South of France on the Mediterranean Coast. Checking with the travel agent it appears that Sir James booked a holiday for two people only hours before his death.

INTERVIEWING THE STAFF

Mrs. Erica Potter, the Housekeeper: Mrs. Potter has worked for Sir James for more than 20 years and she was the one who discovered his body when she arrived to clean the cottage as she does twice every week. She is elderly in her

JUST WHO WAS SIR JAMES SINCLAIR?

Born in 1934, Sir James Sinclair was educated and reared to be both an officer and a gentleman. In 1958 he joined the Royal Corps of Signals and served until his retirement in 1994 holding the rank of Brigadier. It was in 1965 that he was inducted into Thirteen for his extensive expertise in code and cipher systems, more recently in the late 70's he was instrumental in the design and development of computerised data systems for Thirteen and his knowledge of that system was unrivalled. Since 1983 Sir James had been one of the top men at Thirteen, as a member of Division D he had access to all the projects and operations of the conspiracy.

70's and has taken quite a shock at her discovery. She is being counselled by a women police officer when the characters come to interview her. She saw nothing suspicious as she approached the cottage, but she does know that Sir James was planing a holiday with his daughter, Prudence Sinclair, formally Prudence Walkington but she as reverted to her maiden name now that she's getting a divorce from her husband.

Jef Greene, the Gardener: Though Jef has not been up to the cottage in the last two days because he has been busy in other areas of the grounds, he and Mrs. Potter are the only members of staff that regularly see Sir James. He is shocked and surprised that such a thing could happen to so fine a man as Sir James, while Jef is an exceptional gardener he's not very bright. He has no useful information, though might be used to throw a red herring on to the characters laps. He could claim to have seen a man he didn't know walking in the gardens near the cottage, not that unusual with the house being open to tourists at this time of year.

THE PHONE BOX

The public phone box from which the last call that Sir James received was made offers no exceptional clues, being a public phone dusting for finger prints will get a the prints of the last person to use the phone and a great many others as well. So there is nothing helpful there? Not entirely a door to door enquiry of the local houses will yield up a lead. Some will remember seeing a stranger using the phone

box at about the time the characters are interested in, they will not get a clear description of the man but his car was parked right next to the box. They can get a description of a dark blue Ford Escort and a partial number-plate. Police pulling strings would be very helpful in finding out about the car, which is registered to and hired from car rental company, called Ferguson Car Hire.

FERGUSON CAR HIRE

A relatively small company it has branches in several towns across Hampshire but not beyond. Ferguson Car Hire will release details of their customers only if the characters have some legal authority. Hacking their database is of course the other way of doing things a Df4 Computer Programming test or using a pulling string like Key ESCROW.

The car was hired under the name Roland Carson and the drivers licence number: CARSO 672399 R67JX. Checking this licence number with the DVLC will indicate that no such licence has ever been issued. However Ferguson Car Hire does have an address of Roland Carson, he is staying in a local Bed and Breakfast House.

BLUEBELL BED AND BREAKFAST

The Bluebell Bed and Breakfast is an old house build of locally quarried granite with a slated roof, a two storey building with a modern extension added to the rear. The owners Peter and Judy Atkins will be both helpful and concerned if the characters come calling and using MoD or other official ID's. Roland's rented room is at the back of the house on the upper floor, his window opens on to the roof of the extension. He will use this to escape if he discovers the characters are closing in on him.

Even if Roland manages to give the characters the slip at the B&B all is not lost, a forensics examination of the room will yield some interesting information.

- **Fingerprints:** Roland Carson's fingerprints can be obtained from the area around the window, the door handle and the light switch. Running a standard police check on these will bring up the police record of Michael Marsden, he had one drink driving offence at Christmas 1992, for which his licence was suspended for a year.

Making a request to Thirteen for information on Marsden will lead to a second briefing by Maidwell, who will be able to provide the information in Marsden's background.

If Roland Carson has escaped the characters at this point he will write off his operation and go to ground for several months before returning under a new alias. Only a Remote Viewer will have any chance of locating him during this time and he would make a good recurring foil for the player characters. During his down time he will continue to develop his RMA system, his paranoia will prevent him from recruiting helpers but his expertise with RMA and his developing knowledge of hypnosis may yet provide him with useful pawns.

RMA

Marsden developed the Remote Mind Alteration Technology (RMA) in only the last year. Essentially it is designed to emulate the function of the infamous MHIC-EDOM which he was able to study during his time performing co-operative work between the Black Book and Thirteen. RMA is a complex computer program, currently running on his laptop, designed to take advantage of the growing use of mobile phones. Each and every mobile phone is a portable microwave transmitter system, the RMA simply dials the target phone and instructs the transmitter to generate the required microwave pulses. In this way Marsden has overcome the basic flaw in the MHIC-EDOM, that of range.

Of course the technology is far from perfected and still has a few bugs in the computer code. While Marsden is only really interested in inducing a suggestible trance state on to the target the other functions of the MHIC-EDOM could be developed for the RMA software with only a few weeks of research and coding. Each time Marsden uses this device he must make a Luck test on a Bad Luck result the subject comes out of the trance and may be subject to some form of temporary mental instability as happened to Sir James.

If the characters are about to capture him, Marsden will take steps to destroy the RMA software or the Laptop, he has it all backed up and held somewhere safe so it's no loss to him.

Michael Marsden (aka: Roland Carson)

Str: 3 **Agl:** 3 **Int:** 4 **Per:** 3

Siz: 3 **Ref:** 3 **Will:** 3 **Luck:** 6/12 **SC:** 0 (was formally 3)

Trainings: Advanced Driving, Awareness, Surveillance

Skills: Athletics 2, Brawling 2, Computer Programming 4, Computer Use 3, Cryptozoology 1, Diplomacy 3, Drive 4, Engineering (Microwave Systems) 4, Hypnosis 3, Medical 3, Repair/Build (Electronics) 3, Research 4, Science (Psychology) 3, Small Arms: Pistol 3

Traits: Conspiracy Buff, Dead, Paranoid Delusions, Veteran: British Operative

Equipment: Autopistol with 2 clips, Laptop Computer.

Background: Michael worked for DERA prior to his recruitment into Thirteen. He served with an operations section for six months prior to being re-tasked to Division R working on one of the joint MoD / USN (read: Thirteen / Black Book) microwave programs. For almost two years he worked on microwave-brain rhythm interface technology. Until in 1993 he was returned to an Operations Section involved in a covert investigation of the outback fireball phenomena observed in Western Australia. The results of the mission were inconclusive and the mission was aborted after one agent lost his life and two others were missing in action, one of whom was Marsden.

Deep Background: In the years since his disappearance Marsden has become considerably paranoid about the world, he believes in or at least has a theory about every conspiracy going. During the operation in Australia his paranoia first manifested itself, he began to believe that his own government, his own superiors already knew exactly what was going on behind the scenes. He began to believe that he and the other members of the Section were nothing more than pawns in some giant conspiracy, that was when he walked away vowing never to be the underdog again and to expose the truth to the public.

Secrets: Marsden knows that he cannot go public until his case is 100% water tight, he needs vast amounts of evidence before that can happen. Over the last five years Marsden has worked extensively on his own projects based on the analysis of MHIC-EDOM technology he once had access to as part of the joint UK/USA research. His creation while workable still has a few bugs in it but the RMAT should allow him to gain access to the proof he is seeking.

GREY LADY DOWNED

Silent Vulcans were scrambled to intercept an incoming unknown radar contact. The flight leader identified the contact as being an aerodynamic saucer-like craft configuration suggesting that it may be Grey in origin. The flight leader is ordered to engage and destroy the target, as a crash recovery team was being rapidly assembled. The interception completed, the flight leader reports the map coordinates of the wreckage and begins his return to base.

Hook: Thirteen Sections are often assigned to a particular geographic location, the section assigned will be expected to deal with all sensitive occurrences as quickly as they arise.

While back up is on its way it is several hours behind the PC's. In this case the players team be first Thirteen section on the scene of a crash recovery operation. They will be expected to conduct a cursory examination of the craft, insure that all occupants are accounted for and secured. Most importantly however they are to keep things quiet, the last thing that Thirteen wants is a front-page story or our American allies finding out about this.

Antagonists: In this story there are no real antagonists, there will be a lot of people wanting to be helpful and everyone wants to know what has happened. It's only a matter of time until a Journalist turns up looking for a story. If you want to cause the players a lot of grief, then have one of the Grey's survive the crash and hobble away from the site.

A wounded Grey temporarily psi-blinded by the death of the others in his gestalt can't get too far nor be the cause to many problems, can it? Wrong, given a few days to get psi-faculties back into working order again and it'll phone home for help. While the Grey's themselves will not risk making a pick up in person, they will ask the Black Book to locate their friend. In the meantime the local people may be reporting sightings of a goblin or some kind of gnome-thing pottering around in one of the local villages. This should give the Players a hint and allow them to prevent the Grey making its call for help.

Once the Black Book enters the scene a confrontation is not too far away. While these guys are under orders to locate the Grey and recover saucer from the crash site, of course they will realise that they have been beaten to the prize and settle for locating the Grey and bugging out. Once they have completed that part of their operation they will make an anonymous phone call and report the crash to a UFO interest group that will send in their investigators, to cause the PC's lots of upset. And be sure Aegis probably isn't that far behind.

Background: The UFO has crashed in the Scottish Highlands, into a mountainous region near the town of Fort William. The wreckage now lies on the eastern slope of Ben Nevis. While the region is sparsely populated the explosion of the crash echoed down into the valleys and several concerned locals have phoned the police to report a plane crash. The Police have in their turn called out the Lochaber Mountain Rescue Service to locate survivors. The section's insertion onto the hill will not go unnoticed and preventing the search and rescue teams and the local police from finding anything out will be a major head ache.

Characters with the appropriate credentials may try to pull a bluff on both the police and the mountain rescue with the story about a crashed RAF fighter plane. These people are all into being helpful, after all the RAF are often called in to assist in mountain search and rescue, so its almost like a favour is owed in return. Most of what the players will be doing is not so much recovery but cover up, have the players compose their stories and have the NPC's locate any obvious holes in what their being told. Better yet if different groups are given different stories someone is going to notice and take it upon themselves to find out what is really going on.

Twists: The weather is something that is of ever changeable in the Highlands of Scotland, it is possible regardless of the time of year to have storms or blizzards that prevent or at least delays the characters back up arriving or prevents other

groups from leaving. If the weather is truly bad the Grey that survived the crash may have died of exposure in someone's shed, when the body is found all kinds a trouble would hit the fan.

The characters have no real way of knowing how many Grey's should have been on board. So if the spacecraft was under manned they could launch a search for one or more missing Grey's believing that they walked way from the wreckage when in fact there were only two on board and both accounted for.

Additional problems for the recovery operation could be caused by the craft having come down a few miles to the east into Loch Treig or to the south east into the Blackwater Reservoir. If the craft sinks it would take some time to locate even knowing the approximate point of impact, again the weather and time of year could cause significant problems, particularly if you have to retrieve the ship from a Loch that's freezing over.

Resolution: This adventure comes to a close when the crash site has been cleared, of course there could be severe repercussions depending on how good they player's cover up was. The capture of a live Grey would be a major feather in the cap of the section. If Aegis hear about what is going on they will want in on the operation and as per British policy that means they get everything handed to them on a plate, this can be considered a marginal victory so long as Thirteen is not exposed from its shadowy lair.



THE MEDUSA AFFAIR

Aliens and the Supernatural aren't the only enemies out there in the world. Some of the most dangerous adversaries can be humans, particularly if they know about the truth. While both Aegis and the Black Book co-operate with the MoD both suspect but cannot prove the existence of a secret group operating within the British government but that doesn't stop them from attempting to find out.

Hook: There has been a security breach at an MoD sponsored research facility, the player characters will be brought in to handle the situation as government security professionals. Initially they should have no idea that they are

up against a rival conspiracy, they will be lead to believe that it is terrorists or more like green rights protesters who have taken over the labs to release the test animals form there.

Antagonists: The Aegis Cell antagonists should be tailored to be a challenge to those they are facing. At least five cell members should be involved and they are not necessarily all on the inside of the lab. One might be a helicopter pilot who will fly in to pick up his compatriots if they are unable to escape any other way. Ideally one of the agents should be a computer specialist and a psychic might be handy to help cover tracks or prevent the Thirteen psychics from getting it all their own way.

Background: An Aegis Cell has penetrated a research establishment conducting microwave weapons research for the MoD and the Black Book. They are hoping to demonstrate that elements of the British Armed Forces are co-operating with there rival and to gain access to the research work conducted thus far.

Access to the laboratory's database has been slow and they are working as fast as possible to break the file encryption but it could take hours or days, as soon as the code is broken they will up load the file to HERMES and try to escape.

Twists: The Aegis Cell has managed to take several hostages, these may be key researchers who the government wants returned in good health. The Aegis group may decide that staying at this location is far too risky. They could simply remove the hard disk from the computer and take it with them when they try to run – this could lead to a vehicle chase and a gun battle as the Cell tries to reach either its base or exit Britain altogether.

This is also a chance for Thirteen to get their hands on Aegis technology. HERMES units would make for interesting examinations and demonstrate that the group behind this attack is both well funded and well equipped.

Another option if you have enough players would be to run this story from both angles, with Aegis and Thirteen character groups opposing each other. This can be a pain to do but rewarding if carried off properly.

Resolution: The characters must prevent the Cell from breaking the encryption and up loading the file to HERMES, if this happens it will be a major loss for both the Black Book and Thirteen. If the Cell escapes this could lead to an on going story as the character's Section are sent after them, possible tracking them back to the US.

A HAUNTING TALE

The British Isles is known to be the most haunted and supernatural islands in the world. Many normal people have seen strange and ghostly events, which they seldom talk about. However during a daytime TV phone in, on ghosts, a particularly large number of calls are received that tell of unusual events on one particular stretch of motorway, the M15 near the Ruskington turn-off. So many of the callers in fact speak of events on this stretch of road that the BBC (British Broadcasting Corporation) announce that they will send a group of investigators to look into the mystery and report on their findings in one weeks time, on the same programme.

Hook: Thirteen and the player character's section only get involved when things start to happen to the BBC film crew. A Division I operative within the Police Service for the area will contact Thirteen and make a report to the effect that last night one of the BBC film crew was discovered wandering along the M15 looking lost, apparently scared out of his wits and muttering inanely about demons. The PC's section will be given the assignment to look into the matter, with care; this could have national TV exposure. If the characters think carefully about things before they go charging off to investigate they might want to establish fake identities as psychic investigators or the like.

Antagonists: The BBC investigation team consisted of five individuals: the producer (Alex Scott), the presenter (Emma Day), the cameraman (Ronald Birrell), the sound engineer (Greg Mould) and an independent psychic (Alistair Campbell). Mr Campbell was brought in to provide insights on the area of interest.

Background: The BBC team had decided to set up their equipment on the stretch of road near the Ruskington turn off and were preparing to spend the night at that location to get some spooky atmospheric night shots. When Mr. Campbell had wandered off, amongst a thicket of trees and bushes he had discovered an over grown building not 20 yards from the roadside. Investigating he called the rest of the team over to take a look at his find.

While it is difficult to tell what the building is from the outside due to growth of foliage that covers it, on entry it is evident that it was once a small chapel, any sensitive can feel the Seepage is strong in here with a pool of level 2. Mr. Campbell called in the other members of the team and after they had looked around and filmed some good shots, he

announced that he felt this place was the haunting activity that had been reported by so many passing motorists.

Campbell states that in order to end the haunting a rite must be performed to allow the trapped spirits to leave the earthly plane and ascent to the heavenly realms. This ritual he claims to be adept with and that he is prepared to perform the rite while the other investigators watch and film the proceedings. Naturally things don't work out and the ritual fails, in the hurried set-up Campbell had failed to take appropriate precautions. He cannot control the sudden upsurge in the seepage and corruption of all present is the result.

The following day the Police will call by looking for the BBC team, after the producer has been picked up, their van is still parked by the side of the road. They find Campbell, who is quite dead, an autopsy will reveal that he died of a heart attack possibly brought on by fear. Birrell, Mould and Day are no where to be found.

Twists: Campbell died in an area of intense seepage agitation, it may have been this heard attack that caused him to lose control of his ritual, who knows? Well perhaps his ghost might remember, after all it now resides in the little chapel along with several others. A banishing ritual will be required to lay him and the others to rest.

The others of the team scattered in all directions and the progress of their individual corruption is up to the Game Master, though they are all likely to follow the path of the Prophet and most if not all will simply become Forsaken.

Don't forget also that the Police are now in possession of video evidence of the ritual that Campbell performed and its rather spectacular failure. If this tape were ever to see airtime, it would cause minor interest, most people would assume it's a hoax. But there is always someone who will take it seriously or try to re-enact the rite and possibly corrupt yet more people and making the lives of Thirteen agents very busy with an upsurge in the number of Forsaken and Incarnate prowling the streets.

Resolution: Naturally a lot of people are going to want answers after this incident. The characters will have to devise a good cover story for what occurred and may have to appear on morning TV to perpetrate this deception. They're guises as psychic investigators will probably cause them trouble should this happen, after all there is always some crack pot out there who is going to want their help or recognises them at a later investigation when they just might get their cover blown.

SATANIC CIRCLES

While ice and snow circles are reported from all over the world, the phenomena known as crop circles were first identified in England. Since the mid 80's the occurrence and complexity of documented crop circles has escalated dramatically. While scientist scramble to be able to explain these patterns as the work of natural weather conditions such as the proposed "Plasma Vortex" or the "Vorton Theory", the public are regaled by mystics who visit these places of alien visitors or angelic signs. Or the handy work of the local Rugby Club and all the while the tourists come flocking to see them.

Hook: Ordinarily Thirteen doesn't bother to involve itself in cases like these, preferring to document the scene from a distance and let the various schools of thought on the matter battle it out for public opinion. In some cases when Thirteen does decide that it'll send in investigators it is done under the guise of government sponsored experts.

Antagonists: While in this story there is no one pitted directly against the player's section they are going to get caught in the middle of a wrangle between two opposing factions in the crop circle debate. In this case the local Vicar David French and the farmer who's field the circle has appeared upon Mr. Peter Whitely. A vast number of tourists and new age travellers will also arrive at the site and may cause problems for investigators.

Background: Over the last few years the Vicar has examined the problem of these crop circles and has been conducting experimentation with blessings and prayers to prevent them from afflicting the crops, to no obvious effect. This year, armed with his research, a number of old wood cuts, historical and biblical evidence, he claims that crop circles are work of "mowing devils" in the service of the Satan and is intent on having the unholy blight incinerated.

Obviously this is causing a great deal of friction between the land owning farmer, Peter Whitely and his vicar. Mr. Whitely claims that enough damage has already been done to his livelihood in making the circle in the first place and that he cannot afford to lose an entire field of crops. While the vicar asks at what price his soul? A meeting has been called in the local town hall to debate the issue. Mr. Whitely has called the National Union of Farmers to come to his aid and they have sent along a delegate to nether wants to let down the farmer or oppose the Church of England.

The debate is going to be hot and furious, if you have enough players divide up the roles of the Farmer, the Priest, the Union man and the Government Experts (the PC's) amongst the players. Let them debate it, offer an extra week of down time to the character who's player wins the debate, that should prove incentive enough to a full on argument.

While the national press has little real interest in crop circles, various local chronicles will be seeking interviews with the government investigators and wanting to know who they are and what they think about the phenomena of crop circles in general.

Twists: Of course Satan isn't the one blamed for destroying farmers crops the local Rugby Club were celebrating a recent victory in local pub the night the circle appeared and could be easily blamed for the damage. It is up to the Game Master as to where this crop circle has been faked or not. If the circle is genuine then there should be a seepage pool close by that a sensitive would be able to pick up on.

After the Characters have been investigating for a day or so a second crop circle will manifest, this time there will be a witness to come forward. Iain Simpson just happened to be in the field during the night, he is quite naturally alarmed about his experience. He himself is a supernatural focus and actually caused the manifestation he witnessed. He doesn't really understand what happened to him but he recalls a ground mist and a twisting wind of force about him. This claim will have the plasma vortex theorists jumping up and down with excitement until they actually see the circle and its immense complexity.

Resolution: If the characters are able to pick out Simpson as a supernatural focus, he will be studied and watched for the rest of his life. How ever solving puzzle isn't so easy as locking up one man, there is adamant Rev. French and Mr. Whitely who doesn't want to loss his crops. If they chose one side over the other they will likely make an enemy. What they have to do is defuse the situation so that both parties are happy with the action undertaken. How they do this might involve paying the farmer compensation for his field or simply bribing someone to come forward and take responsibility for the circles or backing up the plasma vortex theory and putting everything down nature or an act of God. Who knows maybe a Crop Circle Cult will grow out of their actions.

OLD BONES

For those interested in archaeology there are a wealth of digs all around Britain, may in Southern England are of Roman structures. In the North however the remains of villages from the Scots, Picts and Vikings can be found. Archaeological remains of towns and villages are often well preserved in the Scottish Highlands where the growth of the peat bog will have preserved them to an uncanny degree. In this case a small team of Archaeologists has made a discovery on one of the smaller Outer Hebrides Islands and is about to make an unfortunate discovery.

Hook: A small news article appears in one of the more respectable tabloid papers, tucked away on page 12 is a short article about the dig and a few photographs of a few of the artefacts so far recovered. This in its self is not enough to get Thirteen interested in a remote dig sight. The report a few days latter that several of the recovered artefacts were removed to Strathclyde University, Glasgow for dating and materials analysis and that the experts there were unable to identify the alloy of which the spear tips and axe heads were made will definitely provoke some interest.

Antagonists: Firstly the three man, two woman team of Archaeologists will not be kindly disposed to government experts poking around in their discovery. How the player section approaches this situation will be critical to how they are received and treated for the remainder of the story, first impressions last! Claiming to be academics interested in the properties of the materials so far recovered might be the best angle, claiming to be fellow Archaeologists would involve the idea that the characters are trying to poach the discovery and will be received very poorly.

While the Archaeologists are no physical threat to the characters if alienated they could make their investigation difficult, denying them access to the site and artefacts. If the characters reveal their MoD connections this should prompt more questions than any operative should ever want to answer. It is not inconceivable that one of these scientists may have some kind of pulling string that could start a investigation targeting the characters, the police would be interested if their ID's were forged for example.

The biggest overt threat in this story will be the occupant of the tomb, a long forgotten warrior king, he speaks only old Gaelic, which limits communication possibilities. Feon as he is called will be disoriented following his re-genesis and will likely respond with violence as a first option. Naturally

the recovery of someone who should have been dead for hundreds of years will have the rational scientists either panicking that this sort of thing cannot happen, or revealing in what might be discovered if communication can be opened.

FEON

Str: 4 **Agl:** 4 **Int:** 4 **Per:** 3
Siz: 3 **Ref:** 4 **Will:** 4 **Luck:** 2/12

Skills: Animal Handling (Horse) 4, Athletics 4, Boating 3, Brawling 5, Escape 2, First Aid 2, Melee Weapon (many) 5, Stealth 3, Throw 4, Tracking 2

Traits: Impulsive, Psychic Void, Flashbacks, Dark Secret, Watched

Nanotech Internals: Memory Preservation System, Bio-Battery System, Emergency Nanite Reserve, Blood Surgeons



Background: A small team of Archaeologists has uncovered an ancient Scots burial cairn, unnoticed and unremarked for hundreds of years, the cairn was thought only to be a small hill long over grown with grasses and bog plants. The tomb was only located by accident when a child of one of the Islanders discovered it while out playing on the hill. The Archaeologists arrived within the week to begin the excavations.

Within the next few days they will be preparing to open the main burial chamber having contented themselves with the examination of the antechamber from which the unusual alloy samples were taken. The chamber is sealed airtight and once opened the presence of oxygen in the air will begin the revival process of the barrow's inhabitant, though recovery will take about twelve hours.

Twists: What sleeps within the barrow will certainly be unexpected, the discovery of a mummified human form will excite the scientists no end, what will excite them even more is when the regeneration process started by the presence of oxygen in the air allows an Atlantean to be revived. The Atlantean is, fortunately for all concerned, one of the Forgotten, nevertheless he is extremely dangerous and doesn't speak a word of English! So communication will be the first problem as will overcoming his naturally aggressive warrior king instincts.

To complicate matters once Feon is up and about his Atlantean Accuser will become aware that he is again active and may have plans for him, even if this plans are simply to prevent the humans from capturing him. His hand may be felt through the action of his human agents who may try to kidnap Feon to keep him out of the public eye, people don't just come back to life without these humans taking an interest.

Resolution: How this ends is very much up to the characters, capturing Feon and issuing a cover story is the standard, but can the scientists be trusted to stay quiet about what they have witnessed, after all this could be their ticket to fame. Simply trusting them to stay quiet is all very well but one of them will eventually retell his story, either to a publication like the Fortean Times or simply having had too much to drink one night in the pub. Equally the characters can't just make them disappear without a lot of questions.

APPENDIX I, II & III

APPENDIX I: UK MAP

[Note: A UK Map showing locations of major cities, RAF stations and supernatural sites (Stonehenge, etc.)]

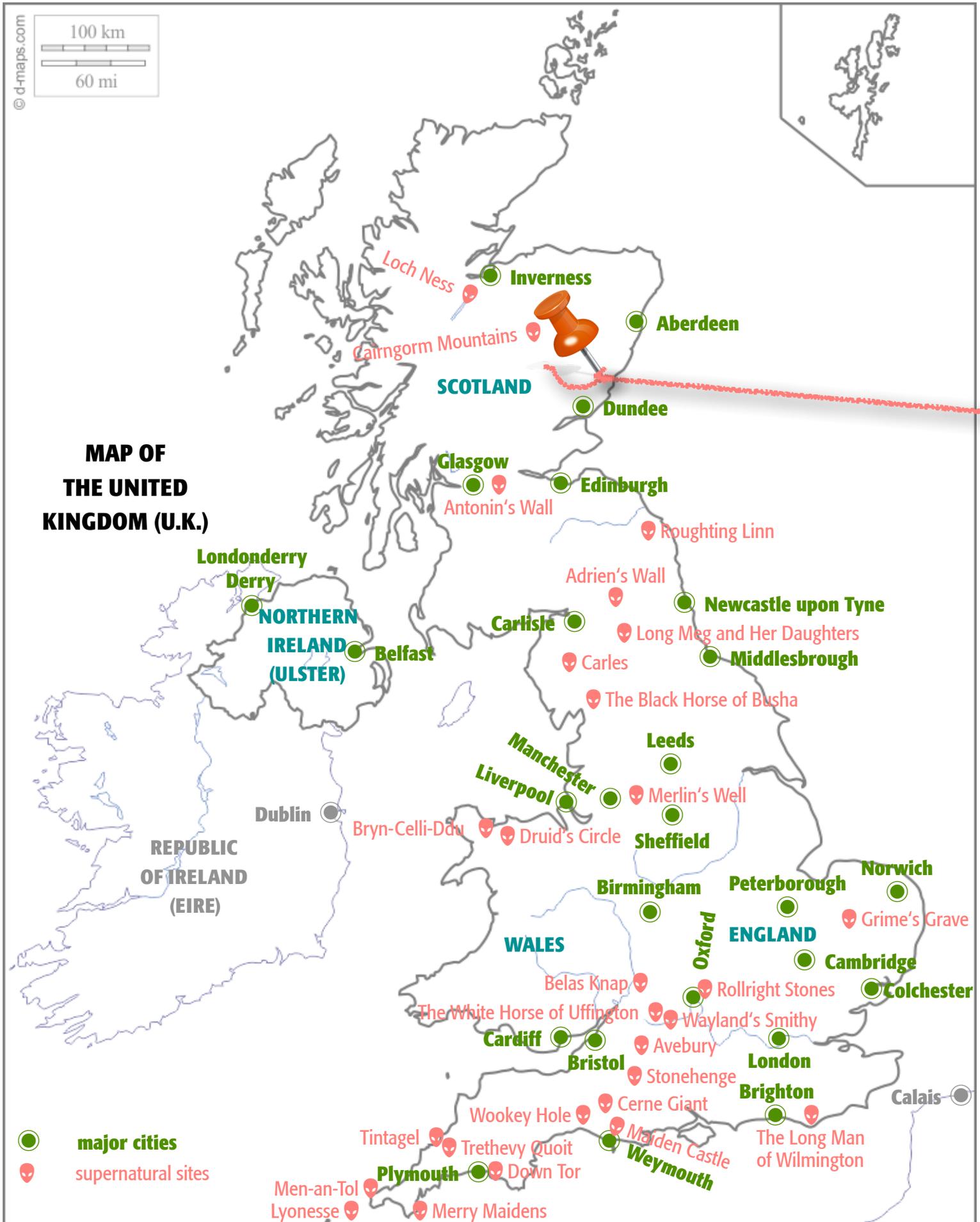
APPENDIX II: CHARACTER CONCEPTS

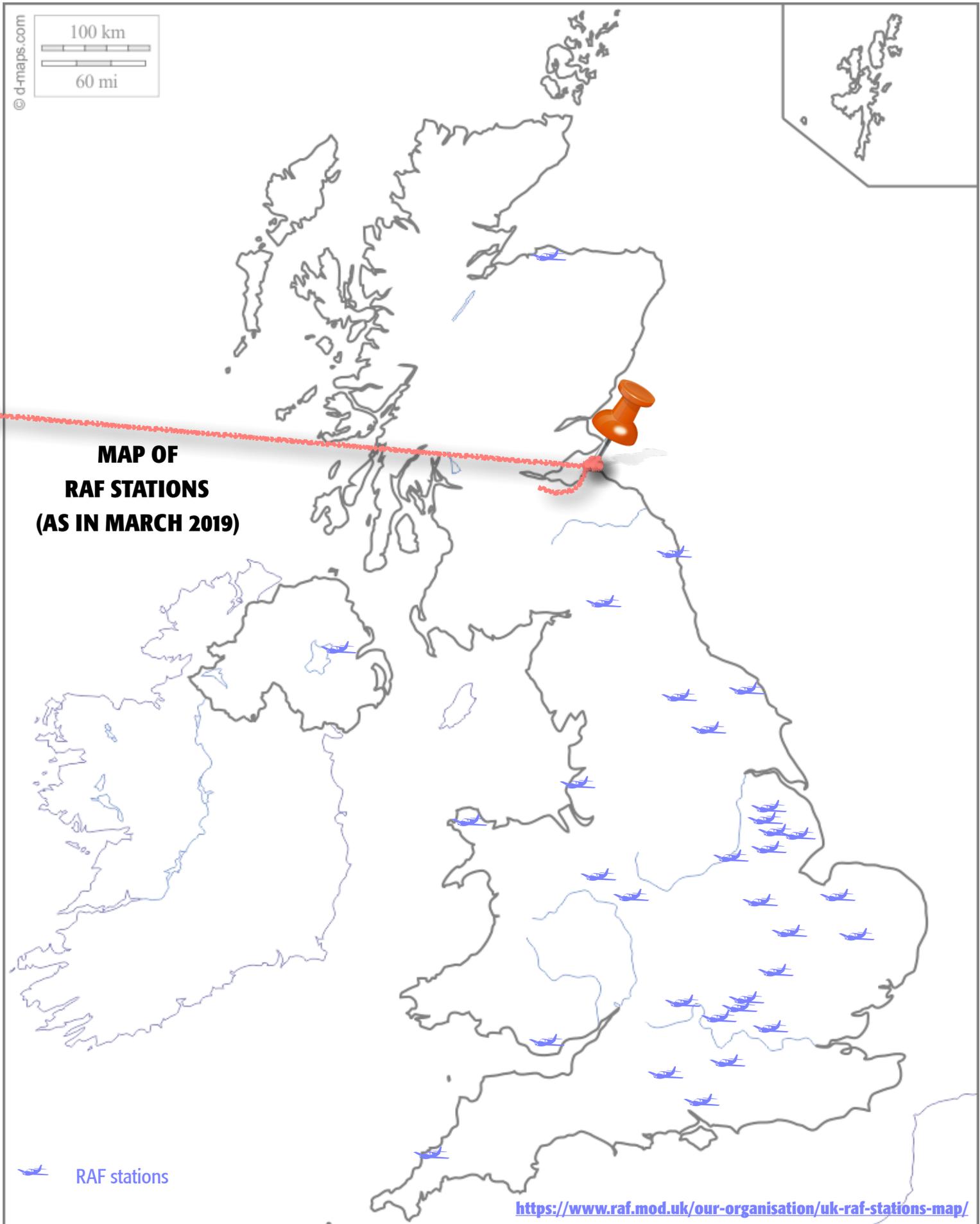
Based on the work of two psychologists: Costa and McCrae, the following is an alternative method of using the character concepts system described in the *Conspiracy X* Rulebook. While this is completely optional inventive Game Masters make use of this system to help bring to life both NPC's and Player Characters alike.

For each of the five personality traits roll 1D6 and record the score for that trait. With a low score, the character is more likely to exhibit the traits listed. A variable Willpower test will be required to stop the character's personality coming through in extreme situations (e.g., an introvert at a party, a reactive in a covert observation post).

APPENDIX III: CHARACTER & CELL SHEETS

[Note: A newly designed character sheet with additional space for multiple Influence scores and Security Clearance.]





CHARACTER CONCEPTS

Based on the work of two psychologists: Costa and McCrae, the following is an alternative method of using the character concepts system described in the *Conspiracy X* Rulebook. While this is completely optional inventive Game Masters make use of this system to help bring to life both NPC's and Player Characters alike.

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NEUROTICISM: refers to the number and strength of environmental stimuli required to elicit negative emotions in a person. Some people “crack up” when one thing goes wrong, others remain calm while coping with life-threatening situations.

1 (“REACTIVE”): most susceptible to negative emotions and become discontent with life.

Terms: worrying; uneasy, quick to feel anger, easily discouraged, more easily embarrassed, easily tempted, difficulty coping.

Examples: Common among social scientists, customer service professionals, academicians.

2-5 (“RESPONSIVE”): able to choose the most appropriate behaviour for the situation. Finds it difficult to maintain an emotion for any prolonged period of time.

Terms: worried/calm, some anger, occasionally sad, sometimes embarrassed, sometimes yielding, some stress.

6 (“RESILIENT”): experiences life on a more rational level than most people and who sometimes appear rather impervious to what’s going on around them.

Terms: relaxed; calm, composed; slow to anger, slowly discouraged, hard to embarrass, resists urges easily, handles stress easily.

Examples: air traffic controllers, airline pilots, military snipers, finance managers, engineers.

EXTRAVERSION: refers to the number of relationships with which one is comfortable. Some people have many friends and colleagues, while others have only a few, or none.

1 (“EXTRAVERT”): tends to exert more leadership, to be more physically and verbally active, and to be more friendly and outgoing.

Terms: affectionate, friendly, intimate, gregarious, prefers company, assertive, speaks up, leads, vigorous pace, craves excitement, cheerful, optimistic.

Examples: important in social roles, sales, politics, the arts and the softer social sciences.

2-5 (“AMBIVERT”): able to move comfortably from outgoing social situations to the isolation of working alone.

Terms: attentive, works alone or with others, stays in the foreground, average pace, occasional need for thrills, moderate exuberant.

6 (“INTROVERT”): tend to be more independent, reserved, steady, and more comfortable with being alone than most people are.

Terms: reserved, formal, seldom seeks company, stays in background, leisurely pace, low need for thrills, less exuberant

Examples: production managers, the harder physical and natural sciences.

OPENNESS: refers the number of interests to which one is attracted and the depth to which those interests are pursued. This is the difference between breadth of interest and depth of interest.

1 (“EXPLORER”): has broader interests, has a fascination with novelty and innovation, would generally be perceived as liberal, and reports more introspection and reflection. Explorers are not unprincipled, but they tend to be open to considering new approaches.

Terms: imaginative, daydreams, appreciates art and beauty, values all emotions, prefers variety; tries new things, broad intellectual curiosity, open to re-examining values.

Examples: entrepreneurs, architects, change agents, artists, and theoretical scientists (social and physical).

2-5 (“MODERATE”): explores the new with interest when necessary, but too much would be tiresome; on the other hand, the moderate can focus on the familiar for extended periods of time, but eventually would develop a hunger for novelty.

Terms: occasionally imaginative, moderate interest in art, accepts feelings, likes a mixture of actions, moderate curiosity, moderate.

6 (“PRESERVER”): has narrower interests, is perceived as more conventional, and is more comfortable with the familiar. Preservers are perceived as more conservative, but not necessarily as more authoritarian.

Terms: focuses on here and now, uninterested in art, ignores and discounts feelings, prefers the familiar, narrower intellectual focus, dogmatic, conservative

Examples: financial managers, performers, project managers, applied scientists.

AGREEABLENESS: refers to the number of sources from which one takes one's norms for right behaviour. Some people listen to what many people say before making a decision, others may only listen to themselves.

1 ("ADAPTER"): prone to subordinate personal needs to those of the group, to accept the group's norms rather than insisting on his or her personal norms. Harmony is more important.

Terms: see others as honest and well-intentioned, straightforward, frank, willing to help others, yields under conflict; defers, self-effacing; humble, tender-minded; easily moved.

Examples: teaching, social work, psychology.

2-5 ("NEGOTIATOR"): able to move from leadership to followership as the situation demands. Commonly, is able to exhibit the altruism of the adapter and the egocentric behaviour of the challenger.

Terms: cautious about trust, tactful, willing to help others, approachable, equal modesty, responsive.

6 ("CHALLENGER"): more focused on his or her personal norms and needs rather than on those of the group. The challenger is more concerned with acquiring and exercising power. Challengers follow the beat of their own drum, rather than getting in step with the group. Known as tough-minded, in the extreme become narcissistic, antisocial, authoritarian, or paranoid personalities who have lost their sense of fellow-feeling.

Terms: cynical; sceptical, guarded; stretches truth, reluctant to get involved, aggressive; competitive, feels superior to others, hard-headed; rational.

Examples: advertising, managing, military leadership.

CONSCIENTIOUS: refers to the number of goals on which one is focused. A person may have a few goals on which they are focused, while others have more goals, but spend less time on each.

1 ("FOCUSED"): exhibits high self-control resulting in consistent focus on personal and occupational goals. In its normal state, the focused person is characterised by academic and career achievement, but when this focus turns extreme, it results in workaholism. The focused person is difficult to distract.

Terms: feels capable and effective, well-organised; neat, tidy, governed by conscience, reliable, driven to achieve success, focused on completing tasks, thinks carefully before acting.

Examples: leaders, executives, and, in general, high achievers.

2-5 ("BALANCED"): finds it easier to move from focus to laxity, from production to research. A balanced profile would make an ideal manager for either a group containing "flexible"s or "focused"s, providing just enough of the opposite quality to keep a balance.

Terms: prepared, half-organised, casual about priorities, serious about success, mix of work and play, thoughtful.

6 ("FLEXIBLE"): more easily distracted, is less focused on goals, is more hedonistic, and is generally more lax with respect to goals. The flexible is easily seduced from the task at hand by a passing idea, activity, or person; i.e. they have weak control over their impulses. "Flexible"s do not necessarily work less than focused people, but less of their total work effort is goal-directed. Flexibility facilitates creativity, inasmuch as it remains open to possibilities longer without feeling driven to closure and moving on.

Terms: often feels unprepared, unorganised; unmethodical, casual about obligations, low need for achievement, procrastinates; distracted, spontaneous, hasty.

Examples: researchers, detectives, consultants.

SUMMARY		SCORE		
Dimension	1	2-5	6	
Neuroticism	Reactive	Responsive	Resilient	
Extraversion	Extravert	Ambivert	Introvert	
Openness	Explorer	Moderate	Preserver	
Agreeableness	Adapter	Negotiator	Challenger	
Conscientious	Focused	Balanced	Flexible	

TRANSLATING THE ORIGINAL CONCEPTS FROM THE CONSPIRACY X RULEBOOK

GENERAL	DIMENSION				
	Neuroticism	Extraversion	Openness	Agreeableness	Conscientious
The Inquisitor	Reactive	Any	Explorer	Challenger	Flexible
The Leader	Resilient	Extravert	Any	Any	Focused
The Scientist	Any	Any	Explorer or Preserver	Challenger	Focused
The Driven	Reactive	Introvert	Preserver	Challenger	Focused
The Explorer	Any	Any	Explorer	Challenger	Flexible
The Brute	Resilient	Introvert	Any	Challenger	Any



UK-Conspiracy

(Permission to copy granted)



Agent Name

Profession Stat/Mod Attribute

Credential / Strength

Department / Size

Physical Description

Sex / Agility

Race / Reflexes

DoB / Intelligence

SSN / Willpower

Ht/Wt / Perception

Hair / Good/Bad Luck

Eyes / Influence

Skill Level Att CPs

Influence Icon Type

Trait

Training Training

Training Training

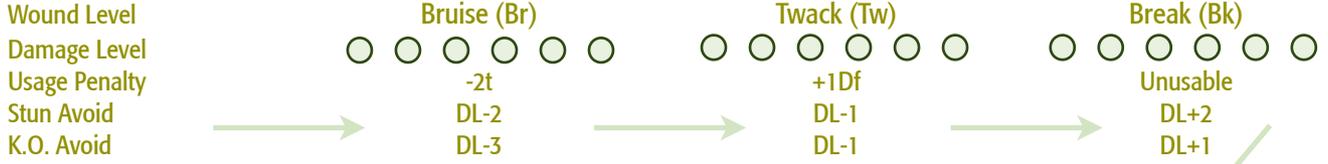
Training Training

Pulling Strings Security Clearance

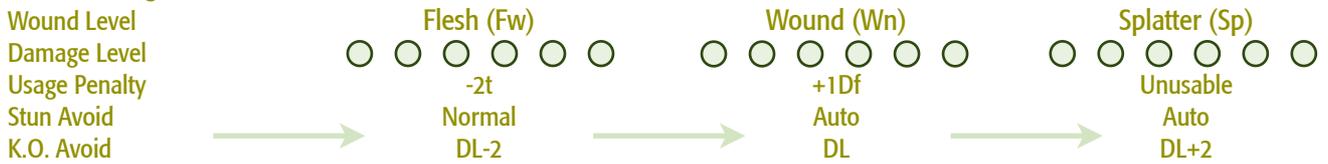
Weapon	Mod	Pb	Cl	Ef	Ln	Ex	Dam	Rof	Ammo	Spent Ammo	Location

Current Medical Stats

Non-lethal Damage



Lethal Damage



Stun Test: Size (Willpower) vs. Damage Level (modified by Wound Level) to avoid losing next action.
 K.O. Test: Size (Willpower) vs. Damage Level (modified by Wound Level) to avoid becoming unconscious.

Brawling / Martial Art Manoeuvres

Brawling / Martial Art Manoeuvres

Equipment

Miscellaneous

Notes

Character History



ICONOGRAPHY

Front Cover: UK-Conspiracy Logo By Me* Using 2 Characters From 2 Fonts (Webdings and Arial Black)

Front Cover: Union Jack / Free Wallpaper

Page 2: House Of Parliament Silhouette / Public Domain Clipart Image

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Page 98: Verschlingung / Source Wikipedia

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Page 112: Logo From The Avengers T-Shirt / With Negative Treatment By Me* / Using GraphicConverter 9 App

Pages 60-71, 116, 119: Coloured Influence Icon Types By Me* / After Original Black Icons From *Conspiracy X*

* Me = David Duke OVNI

NEVER WAS SO MUCH

There are many hidden societies, fraternities and orders throughout the world, they cling to the fabric of shadow and walk in the dark and lonely places men fear to look. But some men do look, some seek to know, others blindly hurry past and hope to go unnoticed in the world. The rain hurls its abuse down upon the city's streets, crouching in the ally a man pulls his coat closer against the damp, examining something in the mud. He calls to his companion who emerges from the darkness into the orange glow of the street lamp.

"It was here"

*High above the pair something watches, a predatory gleam in its no longer human eyes...
...the hunt was on.*

OWED BY SO MANY

Orwell was right Big Brother is watching...
...waiting, a flicker of light in the dark.

TO SO FEW

An examination of a history immersed in lies, deceit and covert intentions...
...the true history of Britain.

Become one of the few to take up the cause, for Queen and Country...
...be recruited from one of over twenty careers.

Or become of the outsiders groping in the dark, seeking clarity where none exists...
Aegis and Black Book operations disclosed.

Six introductory adventures seeds...

