

Welcome to a messed-up world.

Of course, you already know that. You live here, too. But you haven't seen the half of it. Everything I'm going to tell you is true. If someone tells you different, they're lying to you. Or, like you, they have no idea what's really going on.

Right now, you could have an electronic chip implanted behind your ear. Can you feel it? It feels like a little pimple or lump on the bone. If you are one of the ten million already chipped, the Grey aliens who are harvesting us can monitor you and everything you hear. Removal is simple; unfortunately, only about 20 doctors on the planet even know the chip exists. Not all of them work for us.

Right now, your closest friend may have, instead of his brain, a parasitic creature buried in his cerebral cortex and controlling his body. Of course, the body only lasts about a year after infestation, but by then the creature has lured five or six victims to the undercity, new hosts for its children. Is someone you know looking a little ill and acting strange: Maybe he's been brainsucked.

Or maybe he's a vampire. No, if he were a vampire, you'd be dead. Vampires don't have friends. They even hate each other. All they want to do is feed. If you're normal, the only time you'd see one is right before it killed you, drank your blood and ate your internal organs, leaving you to steam like roadkill in the moonlight until you died... or worse, became one of them.

Sounds like a load of crap, doesn't it? I must be pulling your leg. I wish. See, it's my job to kill all of these creatures. I'm a Combat Black Op. I work for an organization so secret that even the U.S. government has no idea that we exist. The Company pays me to keep the world safe from all the bizarre terrors that the powermongers are too afraid to let society know about. Aliens, bigfoot, Walt's frozen body - it's all true, and worse. Things they couldn't possibly print in the tabloids. Things that look like they came from some lunatic's sketchbook. You pray that you're hallucinating. You beg for the sweet release of death.

So come on. Join in the fun. There's only two kinds of people in the world: hunters and prey. If you don't start hunting then you will be prey. Pick the right side. Don't worry; it's not as bad as I make it sound.

You'll get to kill a lot of things before they finally get you.

# Company Introductory Whitesheet

Argus Company Personnel Only

March 4, 1998

## 1 Company History

### 1.1 The Grey Menace

In 1942, an American pilot named Johnny Franklin was shot down over Hamburg, Germany. He was flying a P-51 Mustang in fighter escort for a B-17, and everything was going smoothly when he broke away to check out a bogey in the distance. That bogey, he reported later, looked for all the world like a hovering, spinning black spider, with shiny legs and a glass dome for a head. As he approached, it flashed two lights at him in quick succession ("like a car flashing its headlights to warn you of something"). Then his engine was on fire, and he was going down. He never heard any gunshots or saw anything come from the UFO.

After a harrowing escape from behind enemy lines, Franklin reported his experiences to his CO. The major was doubtful of the boy's story, having heard several tales of these enigmatic "foo fighters," but he took it up with his own CO, Colonel Davis Steele. Colonel Steele recognized certain similarities between Franklin's story and a story he had heard from a General Stateside at a cocktail party two years earlier, something about a "floating spider." He wanted to interview the young pilot himself. The major was told never to discuss this with anyone. He didn't.

After hearing Franklin's testimony, Steele flew to Washington to meet with General Samuel Carrington, who, in the previous two years, had set up a covert task force to investigate reports of unusual occurrences on the battlefield, or in the air. This task force, under OSS command, was primarily concerned with occult and paranormal activities within the German command hierarchy. Franklin's case was one of about a hundred similar reports, though several pilots reported the foo fighters shooting down Luftwaffe planes. There were also reports of deranged "half-men" roaming the battlefields and devouring the blood and organs of the newly killed. These creatures didn't die when shot; they just ran off. The only sure way to kill one was to burn it. The words "vampire", "ghoul", and "demon" were used often and interchangeably. Carrington had also uncovered a slew of similar reports, in secret military files, through every major conflation, dating back to the American Civil War, and other legends going back much further.

Carrington met with Senator Harry S. Truman, who at the time was chairman of a special investigating committee created to root out corruption in the national defense infrastructure. Carrington convinced Truman that all manner of paranormal activity was taking place all around them, all over the world, perhaps stirred into action by the fighting in Europe. Whatever the reason, the nation's well being was at stake. Something had to be done.

Truman gathered together twelve trustworthy people of power – scientists, money-men, even a mystic or two. The roster included Albert Einstein, Karl Jung, Robert Oppenheimer, Howard Hughes, Roy Chapman Andrews, Gen. Carrington, Col. Steele, Truman himself, and others.

They developed the organization known as the "Company" to deal with this menace. The Company's goal, from the beginning, was to "kick alien ass" as Roy Chapman Andrews succinctly put it.

It didn't take them long to get their chance.

On September 17, 1946, five Company operatives (originally known as "Protection Agents") flying experimental proto-types of F-89 Sabre jets managed to track and shoot down one of the spider flyers over the Nye Valley in Nevada. Three of the agents were shot down themselves.

When the wreckage was examined, the Protection Agents found the spider flyer, with the entire rear section blown off. In the sand were the bodies of four small, gray humanoids. One was obviously alive, but unconscious, the others had been ravaged by coyotes and crows.

The craft was moved to Hanger 18 in the newly created Area 5 secret airbase (this is not the same as the Air Force Area 51). The bodies and surviving Grey were taken to a facility on the Atomic Energy Commission's reserve at Los Alamos. The facility, known as YY-II or the ICE CAVE became the Company's first xenobiological test laboratory. The alien was to be treated as a guest of the U.S. Government, albeit one who could not leave.

The Company, and President Truman, agreed that until the nature, capabilities, and intentions of the aliens could be discovered, along with some method of dealing with them, the public should be kept ignorant of the facts in order to prevent a national panic. So while analysis of the bodies and wreckage continued, the Company began looking for more incidents of extraterrestrial visitation, and covered up any evidence of those incidents.

## 1.2 The Surviving Grey

Communication with the surviving Grey proved to be impossible. Although it obviously understood both spoken and written English, it could not or would not talk, and refused to write.

The breakthrough came when another Company operation uncovered an unusual Grey artifact. It was a small metal triangle about four inches per side. It was inscribed with a variety of strange hieroglyphs, and seemed to be immune to inertia. When thrown or dropped, it would just hang in midair at the point of release. When certain people held this artifact when near the Grey, they began having bizarre visions and flashes of dreams. Eventually, it was discovered that

those individuals were latent Telepaths, and the device was a communication enabler, which somehow translated the different thought-forms of the Greys and the humans.

Although communication was possible, it was not easy. The Grey seemed to understand the concept of plurals poorly at best. When asked the questions of identity or name, it always referred to itself as "we". When asked "who are you", it responded with "we are". The team finally decided to measure its intelligence using the standard battery of tests. Since it refused to write, the tests were administered verbally. The doctor who gave the mathematics portion later committed suicide after scrawling on the wall in his own blood one of the answering equations the creature had given him.

That equation - along with all the answers to the math section - was responsible for several deaths over the next forty years. No one could prove or disprove the alien's responses, as each formula and answer made some sort of sense. Some of them made far too much sense. The alien's mathematics snapped physics and geometry into a chaotic mess (in fact, Chaos math grew out of research into the Grey equations).

Shortly after this test (which proved inconclusive as far as IQ went) the Grey collapsed into a catatonic torpor from which it could not be roused.

During this time, several events occurred involving the disappearance of personnel at the base. Two soldiers, a scientist of some repute, and an entire lab full of animals simply vanished one night. (When contact was made with the Greys in later years, the soldier's dog tags were returned along with several dental fillings and some personal effects. When asked where the men were, the Greys responded, "They were").

### 1.3 The Bucket

The study of the alien craft, code-named "the Bucket" continued at Airbase 5. The Bucket was about ten feet in diameter, with six shiny "legs" which could apparently be retracted into the vessel's body (although the team was never able to activate this function). It hovered approximately a foot and a half off the floor at all times (although with a severe list to the rear), and appeared to have no mass. A man could throw it against a wall, but neither the wall, nor the craft would be damaged. Several sources of light and sound indicated that the power system, whatever that might be, was still functional. The hull was frictionless, and highly resistant to penetration.

The interior was small and cramped, and poorly suited to humans, who had to work hunched over or squatting. The fixtures and hatches in the ship all seemed to have been organically grown. There were no nuts or bolts, the entire ship was a single piece.

No seats or beds could be detected. What seemed to be the "controls" for the craft were little more than odd geometric markings on a free floating plate in what the team called the "bridge". The top of the dome, as well as several smaller windows, could be made transparent by touching them.

It was soon discovered that Earth-like gravity (1.0015 G) was maintained inside the craft at all times. This fact was accidentally stumbled upon when a small push cart loaded down with heavy materials struck the side of the Bucket after rolling down a short incline. The Bucket (with people still inside it) rebounded swiftly and flipped over. Inside, although the craft was now floating upside down, nothing changed. The scientists remained on firm footing, completely inverted, staring out the dome at the concrete floor and their worried colleagues. Several scientists were injured, however, while trying to get out of the craft, and passing from one gravitational field to another.

## 1.4 Linguistics

Study turned to the alien's language. The hieroglyphs which were found on many Grey artifacts were analyzed for similarities to Earth languages. No one was really terribly surprised when similarities to ancient Mayan, Sumerian and Egyptian languages were found. Several symbols proved to be nearly synonymous, and proved to be the key to unlocking a partial structure.

Certain recurring themes were predominant throughout the translated writings, including the image of eternity and the afterlife, as well as symbols for both humans and animals.

The final analysis seemed to point towards the language being little more than a derivative pidgin that could not serve as a full language, but was used merely as marking symbols.

## 1.5 Stephen Curtis

Stephen Curtis was a young Science Op who took special interest in the sigils inscribed within the Bucket. These markings would at times glow or change colour, seemingly in response to the presence of people within the craft and to the actions that they took. Eventually, he was able to work out how to manipulate the sigils by touch. In doing so, he was able to start up the Bucket's source of power. Lights came on, and a throbbing, humming sound was heard. Curtis was unable to move the ship, but was confident that operation of the craft was within his grasp.

As his work continued, Curtis became increasingly withdrawn and irritable. It was obvious he was on to something, so his odd behaviour was overlooked.

One of Curtis' key discoveries was recognizing the sigils which were connected to the ship's gravitational powers. These sigils glowed softly when any movement occurred within the ship, and flared brightly when the ship was inverted.

Soon, he made other discoveries. He recorded a sequence of sigils which, he believed, could activate some sort of a warp through space, and possibly time. The source of his inspiration was unknown. No one else could duplicate his work, and his theories could not be readily tested. Two other Ops on the Bucket Brigade, Wexler and Malbayam, suspected that he was being telepathically

influenced, possibly by the ship, the captive Grey, or other Greys, but could not prove anything.

The gravitational sigils were Curtis' undoing. On December 12, 1949, Curtis inscribed a complicated sigil on a wooden overhang within his work room. The sigil was fourteen inches in diameter, although the sigils in the craft were never larger than one inch or so. Late that night, his mangled corpse was discovered splashed about the floor directly beneath the sigil. He had been crushed to death by an unknown force.

Examination of the sigil and the area of his death quickly revealed that the sigil formed the point of a cone shaped field of intense gravitation, in excess of 190 G. The cone was clearly visible to the naked eye as an area of distortion. A circular area of concrete floor beneath the sigil was sunk 1/4 of an inch. The weight and position of the plank was not changed.

The plank was later removed, and it continued to exert force in the direction the sigil was pointed. A counterforce was not generated (at least in this dimension), so the plank could be freely moved. This defied all understanding.

Extensive testing led the Company to suspect that a false bend in space/time was caused by undetectable matter or energy. Light-bending effects such as photoelectronic and magnetic scrambling occurred in the area of the cone, resulting in a slight blurriness within the field.

One Combat Op was enamored with the weapon potential of the plank, and would often try to launch rocks into orbit using the field as a propulsion device. This generally ended up with red hot gravel being pelted across the countryside. Human flesh in the field would disintegrate like a snowflake in a rocket exhaust.

The range of the plank is astounding. When placed face-up, the sigil could destroy a target radiosonde fifteen miles aboveground. Further testing was curtailed, as even limited manipulation of the plank frequently resulted in the collapse of walls, floors and so forth. Eight Ops were killed in the brief period that experimentation was allowed. Two more were killed just moving it to a secure vault on Airbase 5.

Wexler and Malbayam continued the task of analyzing Curtis' notes and trying to replicate his work. It was hoped the buddy system would offer safeguards against unwise experiments and mental duress. This proved wise. While attempting to replicate Curtis' sigil drawing efforts, Malbayam had some sort of hysterical fit, and began destroying Curtis' notes. Wexler was forced to intervene, and was attacked. He was forced to shoot and kill Malbayam to save his own life.

By 1960, the Bucket and its secrets had killed or mentally incapacitated three dozen of the Company's brightest operatives. It was all for naught. The deaths of Curtis and Malbayam brought an end to meaningful developments in the study. Whatever special insights had been granted to Curtis were no longer to be found among the rest of the staff.

## 1.6 Continued Activities

While the study of the alien devices and bodies was underway, the Company was forming into shape. The Departments and Projects were set up, and Directors chosen. Facilities were built, and the framework of the conspiracy was set up.

Most of the time was spent gathering information. Researching report after report of strange encounters and late-night abductions. Most of them were false leads, but a few turned up real leads, and a few scattered alien artifacts. The Technology department got to work collecting and redesigning the highest technology available.

In 1947, the Technology Department decided that the Company would need some nuclear bombs, both for research, and to complete their arsenal. At the time, the 509th was the only bomber group in the world armed with atomic weapons. On July 7, a plan was implemented to get some of those weapons. A fake UFO crash was designed and orchestrated at the nearby town of Roswell, New Mexico. This hoax, which utilized some actual alien artifacts, and a replica of one of the Grey bodies, was highly successful. The Air Force was so distracted that the Fallen Angel was not even noticed for almost a week. Unfortunately, it also spurred the creation of Project Majestic, the Air Force's UFO investigation group, which is still a minor annoyance in Black Op activities.

A number of early missions were in investigating and covering up UFO sightings. These uncovered a handful of alien abductions, and a lot of false leads. They also revealed several other unusual forces at work in America. From vampires in Kansas, to giant cockroaches in a tire factory in Akron. The Company's directives were expanded to include these new menaces.

On December 18, 1952, President-Elect Eisenhower was briefed on the existence of the Company, and its purpose. Eisenhower authorized the continuation of research into the intentions, capabilities and plans of the extra-terrestrials, as well as the disinformation campaign to keep the public in the dark.

On November 23, 1953, a fighter jet was observed by USAF radar crews being "absorbed" into an unidentified radar contact. No trace of the fighter or its two crewmen were ever found. This incidence, as well as the earlier disappearance of personnel in New Mexico reinforced the need for absolute secrecy. The fact that the U.S. military was completely powerless to protect U.S. airspace was the most sensitive secret the Company possessed. No method of maintaining this secret was too extreme.

Even the Company's own men were not above termination in order to preserve the organization's secrets. On May 22, 1949, Secretary of Defense and Company co-conspirator James Forrestal "jumped" from a sixteen-story window of the Bethesda Naval Hospital. He had been sent to the Hospital for treatment of emotional strain. After his death, it was decided that very, very few people would be told about the Company's existence.

## 1.7 Contact

In 1954, the Company had their next big breakthrough. NSA listening posts and electronic eavesdropping stations had been picking up odd signal noise for a number months. The Company was able to determine that the signal noise was actually fragments of intelligent and systematic communications originating from deep space. On July 14, 1954, Abner Rosewood, a Company Science Op finally deciphered the transmissions.

The transmission was from the Greys, indicating they were ready to initiate contact whenever we were able to translate the message and send a response. This would indicate to the Greys that we had become "sufficiently advanced enough" to warrant direct contact. The response should be a coded laser transmission aimed at specific coordinates on the moon, using prearranged light frequencies.

It took more than a year for the Technology department to build a working laser powerful enough, and to tune it properly. Eventually, a face-to-face meeting was arranged on October 31, 1955, at the ICE CAVE, where the catatonic Grey had suddenly revived.

When the Grey ship suddenly appeared out of nowhere in front of the assembled greeting committee, three shots were fired by nervous Combat Ops. No one was injured, but for several tense moments, the committee feared they'd unintentionally started an interplanetary war. Security Op Arnold Lepus immediately drew his sidearm and shot the two trigger-happy grunts dead. Fortunately, the Greys seemed unfazed by the incident and didn't even mention it.

(Some analysts later conjectured that perhaps the Greys assumed this was a diplomatic greeting, a symbolic gesture, and even recommended that Combat Ops be shot at each subsequent meeting. Although favoured by Security and Science, this was never done.)

## 1.8 The Accord

The Greys explained their history, as survivors of a ship crash in 1908, who were trapped on Earth, with no means of getting home, and no way of reproducing. They had need of human genetic material (among other things), and desired to enlist aid of the Company in covering up their activities. The two peoples would form an Accord of mutual support and protection. In return, the Greys would provide knowledge and technology.

As a token gesture, the greys brought with them what became known as "the Cookbook". It was a hefty, bound book, made of a thin leather-like material. Written inside across its 3500 pages were the keys to human genetics. Written in a dense style, and accompanied by puzzling illustrations and formulae, the Company is still grappling with the possibilities and issues raised by the document, even forty years later. Only recently has even experimental applications of the theories been attempted.

The Greys also offered advanced technology to the humans. They did this in hopes of raising our understanding and industry to the point at which we

might be able to help them reach Faster-Than-Light travel again. Off-shoots of these technological gifts accelerated the space race, allowing manned space flight much quicker than could have been predicted, and led to the creation of such vehicles as the SR-71 Blackbird, the F-117 Stealth Fighter, and the later B-2 Stealth Bomber.

They also intimated that there were other sentient races among the stars, and if the FTL drives could be developed, contact could be made with these beings as well.

In return, the Greys would be free to operate within the U.S. They could "harvest" U.S. citizens temporarily, provided they did no lasting harm. They could conduct biological and psychological experiments on U.S. soil. They could have free flight over U.S. airspace. And so on.

Over the next few years, the Company was kept busy by the Greys, primarily concealing Grey activity. They would get word from the Greys that they had been up to something, and the Company would have to go clean up the mess. On rare occasions, the Greys would request assistance at the outset of a project, such as providing security for a month-long on-site experiment or the like.

It slowly became apparent that the Greys were not living up to their end of the Accord. Humans harvested by the Greys were frequently injured or killed, and many were simply never returned. Cattle mutilations and a wide variety of other strange phenomena turned out to be the work of the Greys, and went well beyond what the Company agreed to.

Dr. Robert Oppenheimer was so disillusioned with the Greys, that on November 3, 1959, he betrayed the existence of the aliens to the military through Project Majestic. The Air Force managed to shoot down two Grey ships over Bryce canyon, and the Company had devil of a time covering it up.

After this incident, the Grey abuses of the Accord grew even worse. Finally, in 1963, the Company requested another meeting to discuss the situation. The Greys offered no explanation or justification for their actions, and stated simply that the U.S. would continue assisting the aliens as agreed. The Company took that as a threat. The four Greys at the meeting were mowed down in a hail of automatic gunfire (which also claimed the life of one Security Op), and the war was on.

President Kennedy was in favour of revealing all that had happened to the public, and declaring all out war on the Greys. Shortly after that, he was shot dead in Dallas by one or more gun-men. No one is sure whether the Company was responsible, or maybe the Greys, or any number of other possibilities, but the Greys and the war against them were not made public. President Johnson was not informed of the existence of the Greys or of the Company.

## **1.9 The Company Today**

Today, the Company employs thousands of Operatives, or Ops, like yourself. These are divided among three main branches: Administrative (White) Operations, Research (Gray) Operations, and Field (Black) Operations. Each of these branches is divided in turn. You have all been recruited as Black Ops. Attached

to the back page of this document, you will find an aptitude test. Based on the results on that test, you will be assigned to one of the Directorates:

**Combat** The front lines of the Company, Combat Ops or “Thruds” are the ones with the guns, the flamers, and the heavy weapons. The average Combat Op can handle almost every weapon ever designed, and can improvise new ones on the spot. With a Combat Op, what you see is what you get.

**Intelligence** Somewhat less violent than their Combat brethren, Intelligence Ops or “Spooks” specialize in infiltration, disguise, and information retrieval. As the smallest directorate, Spooks are often able to requisition equipment unavailable to their teammates.

**Security** The Directorate of Security is in charge of protecting the Conspiracy. If a Security Op says an operation is too risky, it won’t happen. ‘Scops are feared or even hated by most other Ops. They are a cross between the Nazi SS and the B5 PsiCops.

**Science** Science and Medical Ops (“Spocks” and “Docs”) are highly educated professionals. They are responsible for the physical well-being of their team and for analysis and identification of all the aliens and other weirdshit the team encounters.

**Technical** Technical Ops (“Techies”) maintain the team’s equipment in working condition and design new equipment to better meet the team’s needs. Techies often find themselves issued strange new equipment, with instructions like “Test this out; let us know how Mode 2 works! Oh, and make sure you point it the right way.”

**CLASSIFIED** You’ll find out more about them later.

You will be assigned to a multi-Directorate team and undergo training with them. Your time will be split between team general skill training and Directorate-specific training. When your superiors see that you’ve advanced to proper Black Ops competencies, you will be assigned an area of the country and sent off to protect Humanity from the universe which threatens to overwhelm it, and to protect the Conspiracy from Humanity. Good Luck... you’ll need it.

## 1.10 Current Operations

The major Company campaigns today are focussed on the Grey menace, the Brainsucker infestations, vampire and demon hunting, and exposing and disempowering the paranormal activities behind much of the organized crime in the world (including the World Crime League, the Lectroids, and rogue psychics).

A smaller amount of energy is aimed towards research – discovery and capture missions, as well as psionic and psychotronic technology. These are mostly spearheaded by the Science and Technology departments.

Lately, it has been noticed that the number of “supernatural” activities in the world has increased dramatically. This includes a variety of phenomena

which make Grey technology look simple and straight-forward, including shape-shifting werewolves, mind-bending astral entities, and people wielding what can only be termed “magical powers”.

Public interest in the unusual, including both UFOs and occult activities is growing. New Age cults, and other, far more bizarre cults are becoming more popular, and gaining in power. Enough information has leaked that the public is even aware of the name and appearance of the Greys. These are making Black Operations more difficult, and false leads even more common.

What this shift in supernatural occurrences and occult awareness means is anyone’s guess, but the signs and portents all point to one thing.

Death Stalks Us

## 2 Company Timeline

- 7000 B.C.E. to 1000 B.C.E.: Height of Prima involvement in the development of human culture. They were influential in the Mid-East, Egypt, Indian and Chinese cultures, and may be responsible for the creation of human civilization. Some speculate that they may, in fact, be responsible for human sentience.
- 1908: Grey Mothership crashes in the Tugunska region of Siberia, trapping the Greys on Earth.
- 1938: Dr. Emilio Lizardo pierces the Eighth Dimension, and is taken over by Lord John Whorfin, head of the Lectroids. Whorfin frees many other Lectroids on Oct 31, 1938 in Grover's Mill, New Jersey.
- 1942: American pilot Lt. John Franklin shot down over Hamburg, Germany by a "floating spider".
- 1943: Harry S. Truman, Gen. Carrington and Col. Steele set up the Argus foundation to deal with the menace. They form the Company to "kick alien ass".
- October 1, 1945: The OSS and its paranormal investigation unit are disbanded. Several of its agents become the first Company "Protection Agents". The OSS files are lost before the Company can retrieve them.
- September 17, 1946: The Company shoots down an alien ship. Three Ops are killed in the dogfight. One alien survivor is taken into custody. The wreckage and bodies are studied.
- July 7, 1947: The Roswell crash is manufactured by the Company to distract the Air Force while the Company steals a nuclear bomb from the 509th bomber group.
- May 22, 1949: Secretary of Defense James Forrestal "jumps" from the sixteenth floor of the Bethesda Naval Hospital.
- 1949: Five Ops are killed while hunting a demon in the forests of rural Tennessee. Plans start for a training academy for Company operatives.
- 1950: Company Security foils an attempt to assassinate President Truman by Puerto Rican nationalists Oscar Collazzo and Griselio Torresola.
- 1950: A glowing, purple gelatinous blob falls to earth in Philadelphia. Two people who touch the blob go on a murderous spree, killing eight people before dissolving into goo when sunlight hits them.
- September 1, 1951: The Academy is opened to train Company Operatives to superhuman competence.

- 1952: Six Ops are captured by Hanoi Xan's Legion of Death in Nepal. They are taken to Hanoi Xan, and interrogated. The Ops manage to escape Xan's elaborate death trap, and are chased by Legion of Death all the way to Calcutta. Two Ops are killed along the way.
- November 1952 - February 1953: The Company runs an operation in Siberia which destroys an NKVD project researching longevity and life-extension. Two Ops are killed during the operation.
- 1953: Soviet Premier Josef Stalin dies after a protracted illness.
- 1953: Company Scientist Dr. Frank Olson commits suicide in New York after taking LSD as part of the CIA's MKULTRA program.
- November 23, 1953: A fighter jet is absorbed into an unidentified radar contact. No trace is ever found. This incident reinforces the need for secrecy.
- 1954: NSA listening posts detect unusual signals. The Company determines the signals are communication fragments from deep space.
- July 14, 1954: Abner Rosewood deciphers the transmissions. They are from the Greys, indicating they are ready to initiate contact.
- October 31, 1955: Contact is made with the Greys in New Mexico. An Accord is worked out, and the Company begins relations with the aliens. Two Combat Ops are killed at the meeting.
- May 6, 1957: Intelligence Op James Van Loorde steps into a ring of strangely glowing fungus in the Adirondack mountains and disappears.
- 1958: First U.S. satellite, Explorer 1, is launched into Earth orbit.
- 1958: A gelatinous mass falls to earth in the Irish county of Westmeath. When Company Ops arrive, they can find no remains of the blob.
- 1959: The Company discovers a *Tyrannosaurus rex* in Madagascar. It is killed with a .30 Browning after it kills one Science Op.
- November 3, 1959: Dr. Oppenheimer betrays the existence of the Greys and the Accord to the Air Force. Two Grey ships are shot down.
- 1960: A Company plan to assassinate the anti-western, occultist prime minister of Zaire, Patrice Lumumba, is aborted when rebel troops murder him first.
- 1961: The first viral vampires are discovered and identified. Two Ops are killed by the vampire gang before they are destroyed.

- 1961: Information gained from former Mob boss Vito Genovese reveals paranormal activity within the Organized Crime underworld. President Kennedy expands the FBI's powers to investigate racketeering and organized crime. Company Intelligence begins to infiltrate and investigate on its own.
- 1962: Four Ops killed by a pack of gargoyles in Lisbon.
- 1962: Cuban missile crisis. Despite personal appeals by President Kennedy, the Greys refuse to assist, although they are unusually active in the area.
- April 10, 1963: USS *Thresher* sinks with all hands a hundred miles east of Cape Cod. Company investigation reveals the involvement of a group of hostile Fishmen. One Op is killed by the Fishmen, who appear to only want to be left alone.
- September 24, 1963: A meeting with the Greys ends with the Greys mowed down with automatic weapons. One Security Op is caught in the crossfire. Diplomatic relations with the aliens are ended.
- November 22, 1963: President Kennedy is assassinated. He was the last President to know of the Company's existence.
- 1964: Company operatives, flying B-26 and T-28 bombers assist the government of Zaire in defeating nationalist rebels.
- 1964: The Company eliminates the Ahtu cult of the Simba and Mule'le in the Belgian Congo. Seven Ops are killed in the operation.
- 1965: Raid of a Grey base in Watts, Los Angeles. Destruction of the base is covered by the race riots nearby.
- 1965: A fight with a pack of wolf-men in upstate New York results in the death of two Ops and a power failure that blacks out much of the American northeast and eastern Canada.
- After an abduction on April 12, 1966, there is no more confirmed Grey activity on U.S. soil. Briefly, it is thought that perhaps the Greys had escaped Earth. Much debate occurs over what to do if they return in force.
- 1966: A Company secret army in Peru largely eliminates the Tupac Amaru guerillas, who are assisted by gargoyles, and jaguar-men. Four Ops are killed.
- February 9, 1967, Miss Agnes Ringman of Fargo, North Dakota is abducted, and Grey activity restarts as though there has been no interruption. No explanation for this hiatus is ever discovered.

- 1967: A U.S. Army LRRP team in North Vietnam is shredded by a pack of *Deinonychus*. Similar attacks plague both American and NVA forces for two months before the beasts are captured by a Science team. They are killed when they escape from their cages in transit and kill several crew members on the transport boat.
- 1967: Company Ops, under guise of Bolivian rangers, capture Cuban revolutionary Ernesto "Che" Guevera. He is found to be a powerful psychic and occultist. Despite CIA requests to keep him alive, the Ops are forced to execute him. One Op is killed.
- 1968: A small cult known as "The Family of Thought" begins distributing an unusual form of LSD in San Francisco. This LSD, known as "Grey Acid" produces bizarre images very similar to those produced by handling the Grey "communication enabler". The Family of Thought is broken up, and several of its members turn out to be Breederbugs. Analysis of Grey Acid reveals that it produces a state of "Grey Attunement" in humans. Those who already possess a measure of Grey Attunement find their ability to think in "Grey Code" greatly enhanced. One psionic Op commits suicide after overdosing on the acid.
- June 13, 1968: Several sewer workers in New York disappear. Investigation into this uncovers the existence of Brainsuckers.
- 1969: Georgia farmer and businessman James Carter is abducted. Seven years later, he is elected President of the United States.
- July 9, 1970: A Department of Fish and Wildlife ranger is killed by a swarm of frogs in South Carolina. Eventually it is discovered that Xerotech, a pharmaceutical research company in the area has developed a drug which cause animals to enter a beserk, killing rage directed towards humans. The drug works best on vertebrates, and the Ops soon face an army of angry birds, snakes, lizards, frogs, mice and even some cougars and bears. A large forest fire reduces the menace to manageable proportions, but not before three small towns are wholly depopulated, and four Ops are killed.
- 1970: Investigation into Xerotech uncovers the existence of Lectroids for the first time.
- 1970: Apollo 13, which includes Company Op Kevin Bacon heads to the moon. Part of their mission includes searching for a suspected Grey base on the dark side of the moon. The flight encounters a variety of mechanical failures, and barely makes it back to Earth.
- 1971: A creature described as a "protoplasmic predator" hatches out of a meteor being transported to Edmonton from the Yukon. Four Ops are killed pursuing the creature, and it is finally destroyed with flamethrowers,

but not before it absorbs and assumes the identity of a geologist, a herd of sheep, a rancher, a sheepdog and three RCMP.

- 1971: Hanoi Xan teams up with the CIA's Air America to smuggle drugs around the world. The first non-Orientals are trained as Legion of Death.
- May 6, 1972: Intelligence Op James Van Loorde steps out of a ring of fungus in the Adirondacks. Although fifteen years have passed since he was last seen, James remembers only taking one step.
- 1972: Investigations into sightings of a "huge, shambling swamp creature" in South Carolina results in the discovery of Cipher Scarabs. Their nest is destroyed, and the beast is tracked down and captured.
- 1972: An attempt to restart the Bucket's power source results in an explosion which destroys much of Hanger 18, as well as claiming the lives of four Ops.
- 1973: Director of Central Intelligence James Schesinger orders a report on all illegal or improper CIA activities known to the CIA. The seven hundred page report known as "the Family Jewels" contains several Company cover operations. No activity or investigation is ever taken by the CIA against any of these operations.
- 1973: Cattle mutilations on the rise.
- 1973: Combat Op Bruce Lee commits suicide after contracting the vampire virus.
- 1973: It is discovered that growth hormones developed by the U.S. Department of Agriculture have been accidentally dumped into several landfills and sewer systems throughout the country. Shortly afterwards, giant rats, cockroaches, beetles, flies and grasshoppers begin appearing in these areas. The hormones appear to affect the genetic code of these animals, and the gigantism can remain repressed in a population for many generations before expressing itself again. Even today, sporadic outbursts of giant insects and rodents keep popping up. Three Ops are killed in the first outbreaks of giant fire ants.
- 1974: California Governor Ronald Reagan and his wife Nancy are abducted. Six years later, he is elected President of the United States.
- 1974: The Department of Defense, utilizing the growth hormones developed by Dept of Agriculture, *deliberately* creates a swarm of giant cockroaches, ostensibly for use against the North Vietnamese. Many of these cockroaches escape into the Chicago sewers. When the Ops were sent in, most of the scientists weren't allowed to live either.

- 1974: Black Ops uncover a large Grey base in the jungles of Brazil. After a month of observation by satellite and spy plane, not much information is gained. The site is hit with an Arcflight strike, but it is later discovered that the Greys abandoned the base hours before.
- May, 1974: Six ops are killed by Sewer Flukes while attempting to assault the Number Three Water Tunnel in New York.
- 1975: Lynette "Squeaky" Fromme, a former Manson family member, attempts to kill President Gerald Ford in Sacramento. Seventeen days later, Sara Jane Moore attempts to shoot the President in San Francisco.
- 1975: Three Ops are killed by a pack of Gargoyles in the German Black Forest.
- 1975: By this point, the CIA's Project MKULTRA has developed practical mind-control and amnesia drugs that soon gain frequent use by the Company.
- 1975: A release of a mysterious gas turns the entire town of Spalding, Oregon into Chemical Zombies. Two Ops are killed before the town is blown up with a small nuke. Eight more Ops die destroying the Zombies which are created when the explosion spreads the chemical to other towns.
- July 4, 1976: In the largest single operation in Company history, one hundred Ops invade the Number Three Water Tunnel in New York to wipe out the Brainsucker base there. Twenty Ops are killed, and fifteen more permanently injured, mostly by Sewer Flukes, but the nest is destroyed.
- 1976: Twenty-nine people in Philadelphia are infected with a bizarre, alien disease. This disease greatly enhances the victim's precognitive abilities before killing them.
- 1976: Company Ops investigating a series of gruesome deaths off Amityville uncover a *Charcharadon megalodon* over sixty feet long. One Op is eaten before the giant shark is blown up.
- 1977: Legion of Death kill ten Ops who are searching the jungles of China for Sabah. Several of the Legion of Death are former members of CIA's Project PHOENIX.
- 1978: Damian Holcroft, the first known viable Grey hybrid, is born. Damian, his mother, and two Ops are abducted by the Greys three days later. They are never seen again.
- 1978: Archaeologists in Asia Minor uncover Hittite scrolls dating back 3500 years which describe Brainsuckers and their powerful, godlike masters, the Prima.

- 1978: Ops investigating a Sasquatch sighting run into a Gorp in northern British Columbia. Two Ops are killed when the Combat Op angers the beast by shooting it.
- 1979: Joseph Ryan kills Chris Ridley, a Secret Service agent who was also a Company Op at the Service's Denver office before being shot dead. Ryan had previously been committed for trying to crash his car through the White House gates. Autopsy reveals that Chris Ridley was controlled by a Brainsucker, and that Joseph Ryan had at one time had a Brainsucker which he had killed by trepanating himself.
- 1979: A careful internal audit reveals two more Ops controlled by Brainsuckers. They are regrettably killed, and Security tightened.
- 1980: Combat Ops track and kill a giant wolf in London, England. On death, the wolf transforms into a young man, identified as American David Jacobson.
- 1980: A virtually unstoppable assassin begins to track Combat Op Sarah Conner. The creature turns out to be a flesh covered android. Eventually, it is destroyed in an 80-ton press.
- 1981: Lectroid chief John Whorfin manages to steal a dimension-spanning Oscillation Overthruster device from the Company. He attempts to use it to re-open the dimension where his Lectroid buddies are kept captive. Company Operatives manage to kill John Whorfin and many of his Lectroid minions, as well as destroy Yoyodyne Propulsions, a cover company which had developed a space ship. The remaining Lectroids are scattered all over the globe. One Op is killed raiding Yoyodyne.
- 1981: With information covertly supplied by Company Intelligence, the FBI arrests Wayne B. Williams, subsequently convicted as the Atlanta child murderer.
- 1982: The Cadre is formed, a group of Combat Ops whose sole mission is to kill beasts in all their unusual forms.
- 1982: A humanoid android similar to the one which tracked Sarah Conner is found guarding a Grey outpost in Iowa. A killer robot cow is also found. One Op is killed battling the cow, which turns out to have extensible jaws.
- 1982: A release of gas in Philadelphia turns an entire neighbourhood into Chemical Zombies, including a well-armed street gang. Three Ops killed containing the mess.
- 1982: Ops discover a town populated entirely with 6'5" blonde warrior women in the Kola peninsula. Two days later, no trace of the village can be found. One Op, who remained in the town, is never seen again.

- 1983: A Company Science Op, two doctors, and Miss Jeannette Forrest are killed by a psychically active Grey hybrid foetus carried by Miss Forrest. The foetus dies with Miss Forrest.
- 1983: Information collected during a close encounter with a ghost in the New York City Library leads to the development of the Proton Pack, which allows physical interaction with spectral beings. Previous to this, ghosts could only be fought with psionic abilities.
- 1984: The Containment box is developed, allowing ghosts to be captured and contained. New missions are undertaken to combat dangerous spectral entities. A special squad, called the "Ghostbusters" sets up shop in New York.
- 1984: Robert Mathews, founder of the white supremacist group The Order, dies in a fire caused by gyrojet rounds fired by a Company Op. The fire is blamed on an FBI tear gas grenade. Mathews was wanted for murdering Jewish talk show host Alan Berg, as well as robbing an armoured car and shooting an FBI agent. He was also a practising "sorcerer", and displayed a variety of unusual powers.
- 1984: A U.S. *Trident* class submarine, while on maneuvers off the Phillipines, receives a moving sonar echo which seems to be about the size of an aircraft carrier. Contact with the echo is lost ten minutes later.
- 1985: A section of Little China, San Francisco is destroyed in a ball of green fire, centered on a whorehouse. Witnesses report a trio of flying men in unusual garb.
- 1985: A pack of *Deinonychus* ravages several towns in the Northern Territory of Australia. One Op is killed and another seriously injured hunting the pack. The attacks are blamed on crocodiles.
- 1985: A Company Intelligence directed investigation culminates in the indictment of the heads of New York City's five Mafia families. Four Mafia dons - Philip "Rusty" Rastelli, Carmine "the Snake" Persico, "Fat Tony" Salerno, and "Tony-Ducks" Corallo - are convicted under the new Racketeer Influenced and Corrupt Organizations Act (RICO). "Big Paul" Castellano is assassinated by his successor, John Gotti to prevent his becoming a government witness. During investigation into the Five Families, Company Op Matthew Carpenter kills Mafia capo Salvatore "Fat Sally" Casparo who has grown into a thousand pound mass of hungry, roiling flesh. This is the first field test of the G-11 X.
- 1986: The Loch Ness monster "Nessie" is temporarily captured using harpoons and stunned with explosives, but breaks free and escapes.
- 1986: One of the Grey's killer robots is captured. It turns out to have been a young soldier who was transformed somehow into a loyal robot. Science names the creature a Fabricant.

- 1987: A group of High School students in San Dimas, California find a Grey artifact. They accidentally activate it, and it opens "time tunnels" into their school. Ops arrive in time to fight a Mongol horde, a pack of ravenous *Andrewsarchus*, and several Aztec gladiators. They manage to escort several stragglers back to their home lines. The device implodes when a Security Op shoots it, closing the holes. One student and a science teacher are never seen again. Two Italian Renaissance merchants and a Cro-magnon hunter are trapped in this timeline.
- 1988: George Bush is elected President of the United States. From his days in the CIA, it is thought that he may be aware of the Company's existence.
- 1989: Damian Holcroft, the first known Grey hybrid, resurfaces in Toronto. He is completely sociopathic, and psychically powerful. Although only eleven, he forms a cult around himself. Six Ops are killed destroying his cult, and Damian disappears.
- February 9, 1990: Two Ops and four Greys killed when the Ops interrupt an abduction attempt in Wyoming.
- 1990: The Sasquatch nick-named Jack is captured in the Pacific Northwest. He lives briefly with Ops in Seattle before being returned to the woods.
- 1990: A Prima calling itself Bast surfaces amongst a religious cult in Egypt. The cult is revealed to be led by a group of Brainsuckers. Eight Ops are killed before Bast is neutralized with a large FAE.
- 1990: The Secret Service raids Steve Jackson Games and confiscates several computers. They claim that they thought the in-development *GURPS Cyberpunk* RPG supplement was a computer crime manual. The fact that Steve Jackson Games is a Company front makes this move highly suspicious. No evidence of the Company's existence is found by the Secret Service.
- 1991: Ogotogo injured by a group of Combat Ops on vacation.
- 1992: Bill Clinton is elected President of the United States. Although he has never been briefed on the existence of the Company or Greys, he seems to have knowledge of their activities. By not interfering, the Company infers tacit approval.
- 1992: A small herd of Woolly Mammoth are found living on Wrangle Island, north of Siberia.
- 1992: A U.S. Army shipment is intercepted by the Company. The shipment includes three Chemical Zombies sealed in oil drums.

- 1992: A young Grey hybrid is abducted by the Greys after the mother, Karla Paszkowski, manages to escape Company custody. The hybrid is never seen again.
- April, 1993: Company investigations into cult activity surrounding rogue telepath David Koresh ends in the destruction of the Branch Davidians.
- May, 1993: A young man is arrested by Waco police for trespassing on the grounds of the Branch Davidian Compound. A Company Op later recognizes his photo as being Damian Holcroft. A manhunt ensues, but he is not found.
- October 7, 1993: A *Smilodon* is killed by two hunters outside of Nashville.
- 1993: Combat Op Brandon Lee is killed while fighting a demon in Philadelphia.
- February 25, 1994: The Company murders Major General Reginald Fairfield, U.S. Army (Ret.) when Fairfield uncovers the existence of the Company and threatens to expose them. Five Combat Ops are killed in the incident by unknown means; the bodies are never recovered. Security Op Arnold Lepus is the only survivor.
- 1994: Francisco Duran is arrested for spraying the White House with gunfire. His defense that he was attacking a "strange mist" on the White House lawn does not prevent his being convicted for attempting to assassinate President Clinton.
- 1994: A series of deaths near Nome, Alaska is tracked to a man who is able to transform into a huge bear. He is captured, but disappears into thin air in front of four Ops. Science is at a loss to explain this.
- 1995: Four Black Ops captured by Brainsuckers are saved when a pack of Gargoyles rips apart the Brainsuckers, and then departs.
- 1995: The Mind puts together their own paranormal investigation units.
- 1996: Former CIA director (and former Director of the CIA's Project PHOENIX during Vietnam) William Colby drowns while canoeing on the Potomac.
- 1996: A gang war between the St Louis and Chicago Mafias starts, fomented by Company Ops. The warfare grows to include New York and Miami Mafia, Chicago street gangs, and even the Russian mob.
- 1996: A Lectroid hell-kitchen biological warfare laboratory is uncovered in the Zairian jungle. It, and a related World Crime League plot to take control of Zaire are destroyed. One Op is killed by a Legion of Death sniper.

## 3 Enemies

The members of the Company see themselves as the unseen protectors of society. And we have quite a task, given the number and variety of mysterious and unexplained enemies that threaten the well-being of our world. If the truth were fully known about the depth of this war, no one would be able to sleep at night.

### 3.1 Aliens

There are three races of alien beings living among us on Earth. It's a hard fact that we have to live with. They are not friendly visitors, come to show us the way, nor are they harbingers of Armageddon. They are the insidious middle ground, gnawing at the edges of our society, eating away at us from the inside like a mutant tapeworm, and it is only the work of the Black Ops that keep them from getting out of control.

#### 3.1.1 The Greys

Forget everything that you've read in the tabloids or seen on the movies about these aliens. Like most good lies, those stories contain just enough of the truth to fool us into belief, but most of the rumours about these aliens are spread by the Company, to keep society looking the other way. The Greys are malicious and cold-hearted. They have very little of what we call human emotion. They are analytical, systematic, thorough, inquisitive and heartlessly cruel. They think of humans as cattle, and would gladly enslave the entirety of humanity if they had the forces. As it is, they manage to capture and modify enough humans to keep the Black Ops extremely busy. They venture forth in their spider-like flyers from several secret bases scattered about the world (the American southwest, the Antarctic ice fields, the Siberian plains, the red canyons of Madagascar to name a few suspected possibilities), and some rumours even have them making forays from the far side of the moon. Physically, the Greys are tall and lean, with compact, muscular frames and surprising agility for their height. They look somewhat lanky, but are unbelievably strong. Their weakest could arm-wrestle Schwarzenegger to a standstill. Each one is incredibly crafty, surpassing the human levels of genius. They are closest to us in terms of physical hardiness. They live a little bit longer than us (about 120 years), but a few slugs from a .45 will put one down as easily as it will a healthy man. Their faces are dominated by two large oval eyes. They have no discernible mouths, but their chins end in a large flap of grey skin, which folds open to reveal four concentric rows of acid-producing pustules. They use these to devour their food, but they can also spit burning acid up to four feet. Their auditory organs are where our noses would be, two long, thin slightly indented membranes. The entire surface of their skin is covered in chemically sensitive glands, which smell everything they come in contact with. They will know a human has been in the room hours after he has left. Recently, the Science department has determined that they

have a form of rudimentary communication through pheromones. They primarily communicate psychically, transmitting their thoughts as a complex series of images, using a language that is semantically rich and nearly impossible to translate. They can, with effort, read surface thoughts and emotions from humans (though not from each other), and can send crude messages to any human with the smallest amount of psychic ability (about 70% of us). These humans can, with effort, send thoughts and images back to the Greys, allowing for a rudimentary communication. Only basic ideas can be transmitted, however, and much of what is sent and received seems to be gibberish to the other party. The Greys are trapped on Earth. Their mother ship crashed into the Siberian wilderness in 1908, leaving only 1 500 of the aliens alive in their escape ships. They want nothing more than to get off this primitive world and head back to their home planet, but Earth's technology is sadly lacking. They have been subtly advancing the technology of Earth in an effort to spur the development of faster than light travel before the Greys all die out. You see, the Greys can't breed. Due to their system of on-ship cryogenics, and their rigid breeding cycle, all the females of their species were killed when their mother ship plowed into the Siberian wilderness. All the Greys that survived in the escape ships, and that are still active today, are male. They have, for the past 90 or so years, been experimenting with human females in an attempt to create viable offspring. Their attempts have so far been futile, although in recent years, they have managed to create several *hybrid* forms. These hybrids are often psionically gifted, and usually quite insane. The Greys seem to have had higher success with Caucasian women, although why this would be, no one can say. As a sideline, the Greys are simply curious, in a very clinical fashion. Many of the experiments they perform on humans seem to have nothing to do with either leaving the Earth or reproduction. This might point to a third, undetected motive. It might also be their idea of a good time. The Greys are fully aware of the Black Ops campaign against them, and have been since the 1950s, when an uneasy alliance was created. The alliance was developed by Argus and implemented by the Company. It lasted until 1959, when Robert Oppenheimer, in a fit of misguided conscience betrayed the existence of the aliens to the military. Two alien flyers were shot down by the Air Force in an ambush over Bryce canyon. Luckily, Black Op agents had a few hours warning of the betrayal, and were able to remove the alien corpses (as well as any usable technology), and produce three sheepish aviation experts who claimed they had privately developed these aircraft in an attempt to perpetrate an elaborate hoax. The hoax never made it to the public because the military destroyed the only flyers they had. The Air Force believed them. The wreckage and the experts were snatched up by the Air Force, but the hapless aviators could not duplicate their amazing flyers, though they tried for years. (illustrating the irony of life, the famous 1947 Roswell crash was an elaborate hoax designed by the Company to distract the Air Force from a highly sensitive operation. It worked.) After the downing, the Greys cut off all relations with Argus and doubled their efforts in abduction and experimentation. Argus had no choice but to go to war. Oppenheimer, by the way, was privately scandalized and lost his security clearance. He was also tied down, tortured,

and told that if he ever revealed anything ever again he and everyone that he ever cared about would be painfully killed. The war with the Greys is a guerrilla conflict, raging in the back woods and remote jungles of the world. The Greys appear to avoid the cities, and stick to remote wildernesses. They have the advantages of technology and guile, and we have the overpowering advantage of being able to appear in public.

**Technology** The Greys travel in their small, fast spider-flyers. These are equipped with antiparticle and gravitic weapons, highly manoeuvrable contra-grav systems, and stealth and sensors that make military men weep. As far as personal weapons go, there are a few common items.

- One is a device known as a Heater. This is a silver chin guard which is able to superheat and pressurize the Grey's natural acid spit. This increases the range and damage of the acid, although it doesn't burn as long, as it boils away faster.
- Another is called a Force Rod. This is a slender steel rod which projects a beam of gravitic force. It hits like a battering ram, and armour is almost useless against it. The Force Rod also does considerable knockback damage, and the Greys often use it to push someone off a cliff or building. It can also be used as a light tractor beam, pulling objects or victims towards the Grey.
- Many Greys also carry an unusual looking pistol which fires microwave laser beams. This is highly effective against soft targets and electronics, but is easily deflected by metal. It is for this reason that Company body armour is primarily made of monocrys, a metallic fibre which provides excellent protection.
- They also have another weapon, shaped something like a Coke bottle, which fires an unusual energy beam. This beam scrambles the neural circuitry of any living thing (and scrambles electronics as well), and paralyzes the individual. A layer of metal sheathing the nervous system is quite effective protection against this effect, even a layer of tinfoil in your hat is helpful.

All of the Grey weapons seem to require telepathic commands to trigger. So far the Company has been unable to make any captured weapons operate.

### 3.1.2 The Lectroids

The Lectroids are another alien race attempting to get off our planet. The Lectroids were a group of criminals and revolutionaries from another world. After an unsuccessful war on their home-world, the losers were imprisoned within a pocket dimension (the Eighth Dimension). Back in 1938, Dr Emilio Lizardo was able to penetrate the Eighth Dimension, and had his body taken over by the

Lectroid's leader, John Whorfin. Whorfin was then able to open a hole, and free some of the Lectroids still trapped there. This occurred on October 31, 1938. Since then, the Lectroids have been trying to free the rest of the Lectroids, and return to their home-world. Like the Greys, they are hampered by the lack of technology on Earth, but they are further handicapped by their need for dimension spanning, as well as FTL technology, and the fact that they have no technology to start from, only their knowledge. About 15 years ago, the Black Ops managed to destroy John Whorfin, along with many of his followers, and the ship they had built in an attempt to get home. At the time, it was believed that the rest of the Lectroids were killed with him, but this turned out not to be true. Many survived, and have factionalized into several groups.

**Washington, D.C.** These Lectroids have begun to infiltrate the halls of power in an attempt to influence money and power towards themselves.

**Sao Paulo, Brazil** These Lectroids have teamed up with the World Crime League, seeing them as a more reliable source of income and research.

**Greys** Some of them have allied themselves with the Greys, acting as covert agents and assistants. They have access to higher technology than the other Lectroids, but may have difficulty convincing the Greys to work on inter- dimensional research.

**Los Angeles** A few Lectroids seem to have abandoned the cause, and have dedicated themselves to enjoying themselves. John Tesh is believed to be the leader of this faction.

**Unknown** There appears to be another group of Lectroids who are dedicated to thwarting the efforts of the other Lectroids. These may be "police" forces from the winning side back on the home-world. If the other Lectroids do look like they are succeeding in their quest, these Lectroids would probably sooner destroy the Earth than allow the Red Lectroids back home. These Lectroids appear to have access to higher technology than the other Lectroid factions.

The Lectroids do not share the Grey's unemotional mind set. They tend to be highly emotional, and often act impulsively. They are also proud, and squabble constantly for status. The Lectroids have nothing but disdain for humans, calling them "Monkey Boys", and often under-estimating their intelligence. Some Lectroids have turned their efforts towards ruling humans, but quickly tire of it (just as a human dictator would get bored leading a chimpanzee troop). For some unknown reason, all Lectroids have taken human names which start with 'John' (i.e. John Whorfin, John Smallberries, John Yaya, John Bigboote, John Tesh, John Parker). It is believed that the Lectroids somehow associated this name with a title, and are now too proud and stubborn to change. Vegetarianism, art collecting, bathing and consorting with the 'daughters of men' - all these offences are grounds for the favourite Lectroid punishment: beheading in reverse order; that is, from the feet up. They lust for more power, their only

fear is being ridiculed, and they have an extraordinary propensity for inflicting and suffering cruelty. Physiologically, Lectroids are remarkably close to humanity. They have two arms, two legs, one head etc. Their eyes are large and oval, covered in a dark brill. They are more sensitive to light, and less sensitive to colour than human eyes. Their nose is almost human, but with one large nostril. The Lectroid's sense of smell is highly acute, and they can communicate through pheromones. Their pheromonal control is very fine, and can be used to induce several emotional states in humans (including fear, trust, and lust). The most remarkable pheromonal ability they have is the way they can make people believe they are humans. Anyone smelling Lectroid pheromones will believe that the Lectroid is actually a human. The Black Ops have developed an antidote to this pheromone, and a sealed helmet will also keep the wearer immune. The Lectroids must still be stealthy, as photographs are not affected by the pheromone, but it does allow them to interact with humans much more effectively than the Greys. They are slightly stronger than the average human, but not by much, their other stats are human norm. It is believed they live much longer than humans. Although they have been around since 1938, and it is believed that most if not all of the Lectroids on Earth are male, they do not seem to be worried about reproduction, and have made no attempts to breed with human females. They would probably consider this beneath their dignity in any case. No psionically sensitive Lectroids are known. They communicate through a vocal language, which is quite possible for humans to pronounce. No one has been able to translate it yet, as there is not enough samples. All Lectroids speak English, and some have learned other languages (most notably Portuguese and Japanese). It is not known how the Lectroids communicate with the Greys, but they seem to be able to.

**Technology** The Lectroids have no technology of their own, as they did not bring anything with them when they escaped from the Eighth Dimension. Everything had to be recreated using Earth technology, and not much could be recreated. Of the stuff they did have, much of it was poorly designed, experimental, or just didn't work, and most of that was destroyed or captured 15 years ago with the defeat of John Wharfin and Yoyodyne (the Lectroid's cover company). The Lectroids now use the best human technology they can get their hands on, or Grey technology, for those allied with the other aliens.

### 3.1.3 The Prima

These aliens are still among the greatest mysteries Mankind has ever encountered, and one of the greatest secrets that Argus has decided that Mankind needn't be clued in on just yet. Until recently, it was thought that the Prima were no longer among us. The Prima inhabited the Earth from about 7 000 to 1 000 B.C.E. They were very influential in the development of the Incan, Mesopotamian, Phoenician, Babylonian, Chinese, Ganges, Mayan, Egyptian, Celtic and Greek cultures. Some Company historians believe that the Prima actually spurred the hunter-gatherer tribes of the world into forming agrarian

communities, setting what we call civilisation in motion. The Prima used the human race as slaves, setting themselves up as gods. They were able to change shapes, and were capable of teleportation, and fundamental manipulation of matter and energy. Perhaps they were talented psychics, or they performed their feats with sufficiently advanced technology. Their principal legacy on Earth is their genetic manipulations and animal creations. Many of the fabled beasts of antiquity are now thought to have been Prima creations, and many are still around today. Some of these creatures are modifications of native Earth animals, and others appear to be livestock the Prima brought with them from wherever they came from. The most dangerous of the Prima heirs is the Brainsucker. Apparently bred for the specific function of creating docile, loyal zombies, the little wigglers are still carrying out their task today, devoid of their master's guidance. In 1978, archaeologists working in Asia Minor uncovered Hittite scrolls dating back 3500 years. Couched in fable and arcane symbols, these scrolls described the use of the Brainsuckers. They were docile slaves to the Prima, who ordered them about using what the scrolls describe as 'phrases', 'verses', or 'songs', depending on how the scrolls are translated. The Brainsuckers weren't just workers or servants – they were human leaders, tribal chiefs, and thinkers, and prophets. They were the priests who led the humans into the arms of the Prima masters. Like the Greys, the Prima seemed to view humanity as little more than laboratory fodder, but, unlike the Greys, they seemed interested in what they could make of us, rather than what we could be made into for them. It seems plain that the Prima were never trapped here, and did not come by accident. Our societies, in many ways, are their very deliberate creation. Until a few years ago, no one knew what had happened to the Prima, or why they had abandoned their experiments. Then the Company uncovered a number of cults which appeared to continue the worship of several of the Prima "deities". These cults were found to be led by Brainsuckers, and were working to free their former masters. It seems that somehow, most of the Prima were forced into another dimension and trapped there. A variety of rituals and unusual energies are required to break them out of their prisons. One of these Prima managed to break out back in 1990. Fortunately, a Black Op team was there to try and stop it. Unfortunately, the Prima turned them into goo within seconds. Eventually a large FAE explosion was needed to kill the enraged "deity" (and some think it may not have been totally killed), which required a lot of explanations to the Egyptian government. Science Department would give anything to try and study a live Prima, but it seems unlikely. From the descriptions of the survivors, it seems that the Prima are made of psychically active silly putty. They can change shape instantly, and at will, forming a variety of weapons with their arms. Their body is highly resistant to injury, and regenerates what damage is done very quickly. Flame-throwers seemed to be the most effective weapon, but even these barely annoyed the being. The Prima displayed a variety of talents, including telepathy, telekinesis, pyrokinesis (blowing up the napalm tank on one Op's flame-thrower), and teleportation. The Prima called itself Bast, and seemed to operate as if it truly was the legendary cat-headed Egyptian goddess. Perhaps other Egyptian, Greek, and Celtic deities were also

Prima, and knowledge of those myths may give insights into fighting them.

### 3.1.4 Brainsuckers

“Brainsucker” is the nickname given when these aliens were first discovered. It’s pretty obvious why. When a Brainsucker leaves its host, there’s not much grey matter to speak of. The creature starts out life as a smooth greenish worm, about the size of a paper clip. Its skin looks flat and smooth, but in reality, it’s made up of millions of scalpel sharp scales. When in pain or startled, the Brainsucker flares its scales and flops about like its having a seizure. Getting near one at this time is very ill advised. When calm, it moves like a tadpole and is impossible to get hold of. When one of these younger aliens happens upon a helpless or sleeping human, it burrows into his brain through any of the soft access ports. The burrowing is so quick and precise, the victim often has no idea he’s been infected. The worm scoops out a little hollow for itself between the two hemispheres, and sends out special tendrils which take over nearly every voluntary function of the body. Within hours, the victim’s body belongs to the worm. The Brainsucker’s sole purpose seems to be to lure other hosts to the Brainsucker nest, so they can propagate the species. Some have recently been found leading cults worshipping their old Prima masters, and may be working on their return. The worm has access to all of the victim’s memories and skills, and seems to have some recollection of several of the previous hosts memories and personality. They can impersonate their victim almost perfectly, and a few have managed to infiltrate the Black Ops for a short time. Fortunately, they seem to suffer from both Agoraphobia and Heliophobia, which tends to limit their effectiveness in human society. They have set up nests in the sewer systems of every major city in the world, even to the extent of forming a virtual underground city beneath New York in the Number Three Water Tunnel. The Brainsuckers seem to have some form of rudimentary communication with other Prima creatures, and their lairs are usually swarming with various nasties. After about a year, the Brainsucker host will die. This is unavoidable, and the Brainsucker must then seek out a new host, often it is accompanied by about half a dozen offspring. Brainsucker society seems to be run by the most senior worms, with new-borns, still trying to learn how to control their new hosts, at the bottom of the scale.

## 3.2 Wigglers and Beasts

The Science Department has come up with a wide variety of classifications to sort out the vast array of strange creatures that the Company has had to deal with over the years, but most Field Ops (especially the Combat Department) tends to classify most of them as “wigglers” or “beasts”. Wigglers are small, squirmy, brainless, and tend to be easy to kill, although they come in swarms. Beasts are big, hairy, slightly smarter, and usually harder to kill.

### **3.3 Wigglers**

#### **3.3.1 Big Bugs**

One of the most common type of wiggler is an oversized insect. Some of these creatures were released upon the world by careless government scientists, some were accidentally created by chemical spills and toxic waste, and some were the creation of Prima science. Big bugs range in size in number from the small white cannibal stoneflies that swarm by the millions through the sewers to cockroaches the size of a rotweiler and spiders the size of a horse.

#### **3.3.2 Brainsquid (Brainworms)**

A Brainsquid is an extremely rare aquatic wiggler that starts out the size of a mosquito. It burrows into the skin and works its way to the nearest nerve. Brainsquid eat nerve tissue, growing larger as they work their way to the spinal cord, and eventually to the brain. If not discovered by this point, the victim is as good as dead. They seem to be related to the Brainsuckers, and are sometimes found in the fetid water of the sewer systems infested with Brainsuckers.

#### **3.3.3 Breederbugs (Corpse-kissers, Bugbastards, Necropedes, Taxi-dermites)**

Breederbugs are centipede like worms who take over corpses and animate them. Thousands of Breederbugs will clean out the insides of a corpse, animal or human, fill the husk, and then bind themselves together with mucous. The mucous also acts as a preservative, preventing the further decay of the corpse. The collection of bugs forms a hive mind, with basic instincts and motives. Often the bugs will attempt to imitate the movements of the type of animal or human which they occupy. Their actions will appear jerky and uncoordinated, but will improve with practice. Humanoid colonies can sometimes hide amongst humans (though they can't talk), they are hard to detect if they wear sunglasses and don't open their mouths. Although they appear to be of Prima origin, the Breederbugs seem to have long forgotten this. Most are independent, living quiet lives among the homeless, elderly, and insane, but some have been recruited by various other factions. There are Breederbug agents which work for the Greys, the Lectroids, and the Brainsuckers, and probably other groups as well. Breederbugs need white noise to survive on. When deprived of exposure to white noise, they slowly dry out and die. Many Breederbugs wear earphones tuned to off channels, or watch TV sets tuned to static. In the wilderness, they will not be far from a waterfall or raging river. Bullets are nearly useless when fighting Breederbugs. They are very vulnerable to and greatly fear flame. A flame attack on a Breederbug will cause the colony to vacate, creating a rats-leaving-a-sinking-ship image as the slimy bugs pour by the hundreds from the mouth of the collapsing corpse.

### **3.3.4 Batshrooms (Mynocs, Boombats)**

These ugly little critters seem to be small, greyish green manta rays, about the size of a crow. They are able to fly, and infest the tunnels of many subway and sewer systems. Their bodies are made up of diffuse, tough mycelia-like connective tissue, now recognized as a hallmark of Prima heritage. Like other Prima creatures, they are highly resistant to conventional injury. They also have the usual Prima vulnerability to flame, but flame-throwers are not recommended for use against them. Batshrooms feed on moss, lichen, algae and slime. They are often found on cave walls, sucking them clean. They greatly fear light. They will not venture out into sunlight, and even the light from a flashlight beam will cause them to freak. They will fly around wildly, trying to escape or extinguish the light. One of the most effective ways they have of maintaining darkness is by spewing a cloud of spores from their body. This spore cloud will completely block out light in the area, and will even block most infrared light. It is very thick, and will choke anyone who tries to breath it. The cloud also happens to be highly flammable. Virtually any spark will set it off, igniting the entire cloud with explosive force. The effect is very similar to a small FAE. Each Batshroom has enough spores to jet a few clouds, but usually they will spray once, and take off, deeper into the darkness. If the conditions are right, many of the spores will develop into Batshrooms. The conditions include darkness, moisture, nourishment, and heat. Unfortunately, one ideal place for the spores happens to be inside human bodies. Anyone breathing or swallowing spores may find Batshrooms growing inside him. This is highly painful, and is often mis-diagnosed as a fungal infection by non-Company doctors. A Batshroom killed by flame or explosive attacks will explode with a force equivalent to a hand grenade.

### **3.3.5 Cipher Scarabs (Devil ants)**

Pale, bloated insects which live in large swarms in secluded areas. They attack when they sense fear. The flesh they tear from their victims remains alive, and is collected to support their young. Cipher scarabs fly only at night after a violent storm. Each cipher scarab bears on its back a simple symbol. Some of these are recognizable, and often of occult significance (astrological symbols, Greek letters, futhark runes, etc.). The significance of these marks is unknown. The flesh they steal is added to a large mass of flesh secreted within their hives. When the flesh grows too old, the scarabs abandon it. Often it just dies, but sometimes it gains mobility, and a semblance of intelligence. These flesh-beasts are often quite violent. The scarabs seem to prize the flesh of those who are psionic, sensitive or well versed in the occult. Why this is, no one can say. Cipher scarabs live far from man, preferring wet, dark forests. A huge swarm was destroyed in South Carolina, and others are often found in Florida, and Louisiana as well as in the far flung rain forests of Africa, Indonesia and South America. The drug Suspend was created in part from analysis of Cipher Scarab spittle.

### **3.3.6 Lynchlichen (Deathmoss, Green Death)**

Beds of living, thinking moss. They thrive in dark, damp places, and feed on flesh. They control humans by infection. The victims slowly grow more lynchlichen in their bodies until they die. To prolong their lives, they must feed the creature. Any physical contact with a lynchlichen can spread the infection. It can easily be washed off, so those infected tend to be those who are perpetually dirty. Once in the bloodstream, the lynchlichen grows stronger, eating away the insides of the subject. Sufferers often become deranged by their affliction; paranoia, delusions and violent behaviour are all common. The main bed of lynchlichen can retard the growth of the infection, if it so chooses. The bed is intelligent, although very alien, and can send rudimentary telepathic signals to those infected. If the infected victim sacrifices living humans or animals to the lichen, it will retard the growth for a while. Once someone dies from the infection, they become a new patch of lynchlichen, and will search out a suitable growing space. Like many subterranean critters, the lynchlichen are believed to be of Prima origin. They are often found in the same areas as Brainsuckers. It should be noted that Brainsuckers are not immune to lynchlichen infection, and are often infected. Someone in the advanced stages of lynchlichen infection will be more plant than animal. They will move slowly, and their diffuse bodies will be almost immune to physical damage. Like the swamp thing.

### **3.3.7 Sewer Flukes (Centislimes, Gator snakes, Gastropedes)**

A sewer fluke looks like a giant white centipede, about the size of an alligator (which it is sometimes mistaken for). As their name implies, sewer flukes live in the sewers, and only in places where they are unlikely to be discovered. They feed off human waste, but are aggressive and dangerous enough to kill anything that disturbs them. Sewer flukes are extremely hardy and resistant to injury, a legacy of their Prima heritage. Their skin is leathery and segmented, like a carapace. They heal very quickly as well, regrowing limbs within days. Like most Prima creatures, they seem to be vulnerable to flame, however, their aquatic habits make these weapons less effective. Some sewer flukes seem to be vulnerable to ultra-high frequency sounds, becoming immobile while the sound is broadcast. This does not work on every sewer fluke, and it does not always last very long. Black Ops often have run ins with sewer flukes when they venture into the undercity to destroy a Brainsucker lair. They are straight forward in combat; they move by half-running, half-swimming in sewage and water, and attack with their mandibles. They are long and highly flexible, and can double over and twist their bodies for maximum effect in combat. Clusters of sewer flukes range from small pockets of a dozen or so animals to huge nests of a hundred or more. Many times they are encountered singly. These are actually more aggressive than communal flukes, and some Science Ops think they may be rogue males or the equivalent. Especially clever sewer flukes have been known to draw foes into deeper tunnels, or towards nests. They can also attack from concealment, or grab a victim with their mandibles and haul him

into the sewage. Sewer flukes move on dry surfaces as well as they do in water, and can crawl up walls and on ceilings at full speed. Some have been known to drop from above in ambush.

### **3.3.8 Slitherwens (Gut Snakes)**

Slitherwens look like thick black moray eels with no eyes. Each is between 2 and 6 feet long, with a maw filled with wickedly sharp teeth. They hide in shadows, and feed on small animals and infants. They secrete a thick mucous which allows them to slither along walls and ceilings. They have a cunning intelligence, and possess an Empathic ability which allows them to detect emotions. It is not known how they sense their environs. Slitherwens travel through foul portals called 'fleshings' or wens. These are sphincter-like orifices that grow on those affected by a slitherwen's venom. The slitherwen can use one of these fleshings to teleport through any other fleshing. One could crawl into a fleshing on the back of a man in New York, and emerge from a fleshing on the neck of a girl in London. The mechanism of this transport is completely unknown. The passage of a slitherwen is very painful, but there is a sense of relief afterwards (like MOAD). Some people have formed a bizarre slitherwen cult, swearing to serve the slitherwens, believing they are intelligent beings from another world. Slitherwen physiology is quite bizarre, and appears to have no relation to any other known creature, including Greys and Prima.

## **3.4 Beasts**

### **3.4.1 Vampires (Bloodsuckers, Leeches)**

The legends about these creatures are all wrong. They are not stylish aristocrats, or punkish goths. They are monsters - evil, nasty, hungry monsters. Victims of a specific, hard to detect virus, vampires require human blood and raw organ tissue to survive. Vampires avoid all light (not just sunlight), because the virus causes their skin to become extremely sensitive to light. Given enough time, you can actually burn a vampire to death with a table lamp. Vampires are disgusting creatures, lurking in back alleys and living in cheap motels. They are barely able to keep their natures hidden, and they do this by wearing sunglasses, hats and thick, baggy clothes. They avoid contact with humans as much as possible. They usually go out only to kill. When they do venture forth to hunt, they are unstoppable. Their craving for blood is worse than any crack or heroin junkie. When hungry, an uncontrollable rage takes over, and they leave their victims mutilated and unrecognisable. In this state, they have inhuman strength and quickness, able to rip a man limb from limb. Anyone unfortunate enough to survive a vampire attack will nearly always contract the disease. Black Ops investigating vampires will keep track of survivors, ready to destroy the unlucky sucker should the symptoms appear. Most Ops live in fear of becoming vampires, and will suicide before transforming. This is how Bruce Lee died. Science desperately wants to get a live specimen, in order to run tests on it, and see

if they can develop a cure for the virus, but so far, it has not been possible. Vampires are not immortal, but they do appear to regenerate damaged tissue, healing ten times faster than normal. They also do not suffer the debilitating effects of severe injury (shock, loss of movement, etc.). many a Black Op has turned his back on what he thought was a dead vampire, only to find the monster gone when he turned back around. Usually its best just to burn them. They could care less about holy water, crucifixes, garlic and running water, and driving a stake through their heart works reasonably well, but no better than shooting them in the head. They appear to be able to see in complete darkness, and in fact prefer it. Any amount of light appears to be painful to them. Their vision seems to be primarily thermal in nature, and they can sometimes be led astray by a large heat source, but there is also a psychic, extrasensory element to their senses. Some sensitives have been able to detect faint psychic traces. Some have speculated that older vampires may be able to develop these psychic senses to a greater degree. Light is one of the most effective weapons against them. A handheld spotlight acts like a laser, burning them down, and the off-road lights on a jeep can make short work of them. One favourite tactic is to harpoon the vampire (using a special, modified light ballista), and then winch the sucker out into the open where the floodlights can be turned on it. For the most part, vampires are solitary. Gangs of them do exist, but they tend to be short lived as competition for food drives them apart, or makes them so visible that the Ops have little difficulty finding them. It should be noted that someone infected with the vampire virus does not forget their skills, and (as discovered by a squad hunting a vampire in Tulsa last winter) they don't lose any Psi powers they might have, either.

### **3.4.2 Fabricants (Terminators, Killer Robots from Venus, Mandroids)**

The victims of a bizarre technological virus, Fabricants are humans who have been transformed by alien technology into high tech sentient robots. After ingesting an amount of alien machinery, the victim begins to transform into a machine himself. The robot maintains a layer of living flesh over it's metal body, but everything underneath has developed into a technological facsimile of organs and bones. Fabricants hate living things. Some become hermits. Others secretly try to destroy life to sate their hatred. They love technology, however, and will surround themselves with high tech gadgets. An injured fabricant cannot heal, but must repair itself. Because the fabricant is made of advanced alien technology, spare parts are hard to come by. The easiest way to get parts is for the fabricant to infect another person or creature, and then cannibalize it. They can remove their flesh covering, and often prefer to go 'nude' when fighting or alone. The flesh grows back in a few hours. Fabricants are very tough, with superhuman strength, agility and armour. Their senses usually extend into infrared, and even radar. Some have built in weapons, especially retractile blades. They are believed to be a Grey creation, and some have been known to co-operate with Greys. Fabricants made from other creatures (most notably dogs, cats and rats) seem to be under rudimentary control of the original

Fabricant, and often act as guards and scouts, as well as spare parts.

### **3.4.3 Werewolves (Beastmen, Catmen, Wolfmen, Lycanthropes)**

Anything that is half-man, half-beast is usually lumped into the werewolf class. Some werewolves start out as humans, and become beasts at some point in their lives, or switch back and forth at specific times. Others are beasts who occasionally make their way into human company. Either way, most of them are brutally violent. Actual shape-shifters are included, as are creatures that might be called yeti or bigfoot in the popular press. Goat-men, cat-men, and anachronistic neandertals fit here too. Some turn out to be undiscovered species of normal animals. The Mngwa of Central Africa turned out to be one of these. The shape-shifters are the ones that give the Science guys the fits. A variety of theories have been put forth to explain how a man can turn himself into a grizzly, as one captured subject was seen to do, just before he vanished into thin air. A lot of mumbo-jumbo about cross-dimensional rifts and switching bodies in different points in space time, and they are really no further to an answer. Werewolves tend to go down hard. None have been found that specifically require silver to kill them, although it has rarely been tested. Flame-throwers and heavy weapons are usually sufficient. Generally, the werewolf category is a waste-basket that Ops use to describe anything hairy.

### **3.4.4 Sasquatch (Bigfoot, Yeti, Abominable Snowman)**

There are at least two races of beings that live in the Pacific Northwest, and fit the description of Sasquatch. One is a peaceful, terribly shy hominid race, thought to be distantly related to the Australopithecines. They are smarter than any animal, and seem to have their own language and culture, but no tool technology. They live simple lives in the forest, and try to avoid conflict. There was one captured several years ago, and he lived at the Science base in Seattle for a time. It was apparent that it could understand quite a few words of English, and seemed to love music. This gentle giant, nick-named Jack had incredible strength, but was a strict vegetarian, and seemed horribly upset at the sight of violence. Eventually, he was returned to the forest when he seemed to be pining away for his family. The Company has adopted a policy of avoiding and protecting these Sasquatch whenever they are encountered. This has led to operations where captured Sasquatch were broken free, and even a campaign of eco-terrorism against a logging company that was threatening a group of Sasquatch (including Jack). Most Ops take heart that there is some beasts out there that don't want to kill or enslave people.

### **3.4.5 Gorp (Sasquatch II) (Gorth, Stinkbear, Fartsloth)**

The other form of Sasquatch is considerably less peaceful. It is a Prima beast, called either a Gorp or Gorth by field ops, due to the noise it makes. It is a huge, shaggy, reddish brown scavenger, weighing a ton or more. It has a long,

prehensile snout which it roots around with, and several small beady eyes. Its paws bear huge, foot long claws, which it can use to rip open burrows, nests, trees and hibernacula. The Gorp's most potent defense is its horrific stench. It has been described as smelling like "a rotting mound of skunks dipped in pig manure, coated in egg salad, topped with tequila vomit and then left in the sun for three days." The stench alone can be harmful to those not wearing respirators (it contains an amount of H<sub>2</sub>S). In addition, the Gorp itself is very tough, with diffuse Prima organs, and a thick hide. The Gorp prefers to be left alone, but when provoked, it goes into a killing rage which can be very hard to stop. Like a wild boar or cape buffalo, it seems to keep fighting past the point when it should reasonably have died. A combination of flame-throwers, high explosives and anti-armour infantry weapons seem to be the best way of dealing with them. Fortunately, they seem to be even rarer than true Sasquatch.

### **3.4.6 Chupacabra (Goat Sucker, Vampire-monkey, Bloodsucker)**

The Chupacabra, or Goat-Sucker is a small, bipedal creature that lives in Central and South America. Its diet consists of mammalian blood, much like a vampire bat. The creature itself is about three to four feet high, and appears to be primate-like in design. It has very large, oversized eyes, and is primarily nocturnal in habitat. The fur is pale grey, even white, on the belly and face, and sandy brown on the back. The fur on the back is very long, and stands up straight when the animal is frightened. It lacks a tail, which is very unusual for a South American primate. The upright stance, large eyes, and grey colour cause this beast to bear a certain resemblance to a Grey, and many reports of the Chupacabra become hopelessly muddled with reports of Grey activity. The secretive nature of the Chupacabra contributes to this confusion. The locomotion of the Chupacabra is primarily arboreal, with vertical clinging and leaping. They are able to leap great distances in a single bound, and can fling themselves between trees at amazing speeds. On open ground, they are less capable, hopping about like drunken lemurs. In fact, their locomotory style, and body plan is very similar to the Indri of Madagascar. To feed, the Chupacabra will sneak up on an unsuspecting prey, grapple it with its powerful arms, and begin sucking. They have very sharp fangs, anti-coagulant saliva, and a tube like tongue which they use for this purpose. They will drain an immense amount of blood, doubling their weight if possible. After feeding this deeply, they will find a hidden place to digest the meal. They need to feed like this only every month or so. Individually, the Chupacabra will not do enough damage to kill large livestock, such as cattle, but will completely drain smaller livestock, and even people. Even cows will be rather weakened. A troop of Chupacabra can decimate an entire herd. Thankfully, the Chupacabra is primarily solitary, except during infrequent mating periods. It is also rather cowardly. It will attack only sleeping or unaware prey, and if attacked, will quickly flee into the woods. One of the dangers is the beast's ability to transmit a variety of diseases, including AIDS and vampirism.

### **3.4.7 Gargoyles (Beasts, Demons)**

A gargoyle is a dark, frightening monster. No one knows how or when they appeared, but they are bloodthirsty and crafty creatures. Gargoyles come in all shapes and sizes, and their skins are the colour and texture of rough grey stone. Some appear as attractive humans, while others look like misshapen animals, with claws, wings and barbed tails. They are exceedingly strong, quick moving and hard to kill. They have the ability to hide among rock and stone, changing their skin chameleon like to blend into any mineral background. They do not eat their victims, seeming to kill for the pure pleasure of it. Those gargoyles with wings can fly, or at least glide, and most drop to all fours, and run at terrifying speeds. They are stealthy, capable of almost perfectly silent flight and movement, and standing stock still for hours on end. Most use their claws and teeth to kill, but a few have been known to use weapons. They seem to be afraid of sunlight, or at least, none have ever been seen during the day. Sunlamps and spotlights cause them no damage or even consternation. Some have speculated that they turn to stone by day, and could be smashed to rubble or captured if found in this state. A single gargoyle can be a challenging foe for an entire squad of Ops, unfortunately, they are rarely found alone. They usually run in packs of up to a dozen. Although they are not made of stone, their hide is thick enough to turn most small arms fire. When they die they quickly dissolve into a puddle of green goo. No one has ever captured a live gargoyle, and the corpses are pretty useless.

### **3.4.8 Gremlins**

Resembling smaller versions of gargoyles, these little nasties are not nearly as tough. Small, misshapen little trolls, they love to get into things and break them apart. They are especially hard on technological gadgets, and seem to have an intuitive sabotage sense, knowing exactly how to make a device go wrong at the worst time. These guys run in packs, just as the gargoyles do. They are incredibly stealthy, and seem to be able to get into even the most secure installations. They may be able to teleport, although this ability has never been proven. Others theorize that they may be able to enter the astral plane, and can even sabotage items from there, without a physical presence. Although they are not powerful or dangerous physically, they seem to take delight in sabotage, and get ecstatic glee when one of their malfunctions causes human death. They have been captured a few times, but never held long, as the locks keep falling apart. They are vulnerable to sunlight, but normal lights do not bother them. In full sunlight, or whenever they are killed, they quickly dissolve into goo, just as the gargoyles do.

### **3.4.9 Ghouls (Necrophage, Sarcophile, Anubisites, Jackals)**

Wiry, pale grey humanoids with a vaguely canine cast, ghouls thrive on carrion and offal. Although smaller than a man, they are very tough and strong. They usually live beneath the earth, in barrows or tunnels. They come out at night

to feed. Cowardly, they prefer carrion, but will attack people if they are too hungry. Rare in North America, they are more numerous in Europe. There was a population boom during the two World Wars, and ghouls are naturally attracted to battle fields. Ghouls are carriers of disease and filth, and are very cunning.

#### **3.4.10 Chillers (Frost Demon, Wendigo, Snow Gargoyle)**

A chiller resembles a furry gargoyle the size of a human child, with large bat-like wings. They are encountered in rural areas and wilderness in the coldest parts of the world. Normally solitary, they have been seen in groups up to six. They avoid warm areas, and are afraid of fire. They are violent gluttons, and eat livestock, forest animals, children, and infants. They will attack full grown men, but prefer easier prey. Chillers are active only at night, and are ineffective fighters in daylight. During the day, they hibernate underground, and defend their lairs with beserker rage. The bite of a chiller injects a venom which seems to attack the body's ability to thermoregulate, and also acts as an anti-coagulant, which greatly lowers the freezing point of blood. Combined with the cold environment the chiller lives in, the victim often dies of hypo-thermia within minutes. Like gargoyles and gremlins, the body of a chiller dissolves to goo upon death.

#### **3.4.11 Fish Men (Creatures from the Black Lagoon, Fishies, Lochathah)**

Primarily marine, these creatures appear like a cross between man and fish, with gills, scales, large buggy eyes, and webbed hands and feet. Generally shy, they can become violent if cornered. Sometimes, for unknown reasons, a fish man will take an interest in a certain person, and will attempt to abduct that person and drag them beneath the waves. They will ignore others, unless they get in the way of the kidnapping. Fish men are stronger and hardier than humans, and can be dangerous in a fight. They require water to survive, but can remain on land for hours as long as their skin is moist. Although generally marine, they can survive in fresh water, and have been found in lakes and rivers many miles from the sea. No one knows what the fish men want, or if they have a culture or technology of their own. Perhaps they have underwater cities just waiting to be discovered. Telepathic communication has so far been unsuccessful. It is believed that the U.S. Army had some sort of operation against a large number of fish men off the coast of Massachusetts in the 20s, but no details are known, as all records were destroyed, and all survivors have since perished.

#### **3.4.12 Demons (Devils, Killers)**

Without going into religious significance, it can be said that demons do walk the Earth. There just isn't any other word for these vaguely man-like beasts who roam the night and perpetuate evil in the world. Many demons can't be

distinguished readily from normal humans, as long as they are fully clothed. But all of them have some type of distinguishing feature - slit pupils, extra limbs, tails, horns, bony carapaces, even wings - that they have to work to conceal. Demons seem only to enjoy causing mischief and spreading evil. They have no conscience, and seem to live for the pleasure of causing pain and wanton destruction. There is no set pattern, beyond their irredeemable evil. Some are stupid and careless, zombie-like psychotic killers. Others are subtle and smart, often perpetuating elaborate plans to humiliate and degrade their victims. These ones are the most dangerous. Often they are entrenched in human society, hidden in corporate offices, or creating vicious rings of organized crime. Most are slightly above average human in ability, and sometimes have a few unusual abilities as well. One demon was able to blend almost perfectly into shadows, another had superhuman strength, some have tough hides, or bizarre weapons. An Op team in Toronto had to fight a demon with the ability to vomit a jet of acidic bile. In general, though, they are not that tough physically. The difficulty lies in detecting them, and dealing with them or any minions they have. Some beings that are classified as demons are actually ghosts that have managed to psychically take over another person's body. Sometimes these beings can be Exorcised, other times, the host must be killed, which frees the entity.

#### **3.4.13 Ghosts (Poltergeists, Spirits, Shades, Wraiths, etc.)**

The Science Department prefers to call these beings "Psycho-Kinetically Active Entities", but basically, they are ghosts. A remnant of human consciousness that survives death, and remains active in this world. Not all ghosts are bad. Actually, most of them are pretty harmless, and they get where they're supposed to be eventually, without causing any trouble. But when a truly evil person leaves a ghost, that spirit is big-time trouble. The first type of ghost (Type I) is almost entirely harmless. It is a psychic "footprint" saturating an area. When something very traumatic and emotional occurs (such as a violent death or suicide), the psychic emanations are sometimes strong enough to linger for years or centuries with enough strength that even non-psi can perceive them. Sometimes, these recordings carry with them an emotional effect that can be genuinely dangerous (a depressive gloom, an urge to violence), especially to vulnerable or sensitive individuals. More often than not, they are simply a disturbing psionic echo of the past. These ghosts are known as Psychometric Emotional Place Attunements (PEPA). The second type (Type II+) is an actual entity. The mind of a human being no longer among the living. Somehow, some people - particularly those who are strong willed, highly emotional, or psychically powerful - manage to keep their consciousness past their death, existing in a kind of etheric form, a living field of psychokinetic energy. Most of these ghosts are also harmless, if startling creatures. Most are trapped in the repetition of their last deeds, attempting to complete a task left undone. Some simply drift across the moors at night, howling mournful cries. They often frighten, but rarely bother to interact with the humans around them, if they are noticed at all. Some ghosts can only be seen by psychics, while oth-

ers can be seen by everybody. Unfortunately, some of the 'unfinished tasks' of ghosts include the warped agendas of serial killers, and the habits of malevolent tyrants. Combined with dangerous psychic abilities, these ghosts can be bad news indeed, and their numbers seem to be increasing every year. Ghosts tend to have strong psychic powers and can interact with living humans both physically and mentally: throwing objects around, adjusting ambient temperatures, erasing memories, causing hallucinations, or even taking over other people's bodies. Generally, a ghost is a spectral image which cannot be touched by blades, bullets, fists or fire. They can pass through walls, fly around, and make a general nuisance of themselves. Black Ops dread facing ghosts because they generally don't respond to automatic gunfire. Tactically, they are a free-floating set of malicious psi powers that can't be shot at. There are a few devices that the Technology Department has whipped up to deal with ghosts, but they are pretty buggy. Still, they are better than nothing.

#### **3.4.14 Brine Furies**

A form of ghost which rests on the ocean floor, and feeds on souls. They are able to create bad weather around them, and a group can create violent storms. They feed on souls, and are more attracted to those with psychic abilities. Their touch can drain the soul from a being, or even another ghost. Sometimes, after the brine fury has stolen a soul, it will return it the body. The reasons for this are unknown, but Those whose souls have been returned are able to retain memory fragments from the brine fury, and are able to sense nearby brine furies for a time.

#### **3.4.15 Cryptlings**

A cryptling is a graveyard ghost which feeds on fear. Normally invisible and insubstantial, it must take possession of a corpse to affect the material world. Normally, a cryptling will haunt a graveyard, and use the corpses buried within as bodies. They live off the fear they can cause in humans. Young ones will leap out of the earth and howl at humans, causing them to flee in fear. Older ones will lure people in and trap them, terrifying them over and over until they die from fright. Destroying the body that a cryptling is inhabiting will not kill the cryptling, merely drive it to an insubstantial state again. It will be unable to inhabit another a body for a night or more. Bodies inhabited by a cryptling are physically powerful, and regenerate damage quickly. The older a cryptling is, the more powerful they become. Over the years, they gain psychic abilities, and become more intelligent and subtle. Some come to be worshipped by local cults. Viking legends tell of an ancient cryptling called Norjinsuld, a wise and demonic spirit with near limitless power. A cult which worships Norjinsuld is still active in northern Norway. Cryptlings are vulnerable to silver. They cannot inhabit corpses wearing silver, nor can their vessels heal damage caused by silver weapons. When insubstantial, they are highly resistant to proton packs and solidifiers. They can sometimes be caught just as they are leaving

their vessels. More often, they must be fought psychically, or Exorcised from the graveyard. If the cryptling can be kept from feeding from New Moon to New Moon, they will die.

#### **3.4.16 Lonesouls**

Another form of ghost, the lonesoul is the remains of someone who was lonely in life, and was buried alone. They do not want to rejoin the living; they want others to die nearby, to relieve the silence of their grave. Highly sensitive telepaths seem to be most susceptible to becoming lonesouls. A lonesoul is unusual in that it is not insubstantial. They can touch, and be touched; they cannot walk through walls, they can be seen if covered in dust or ash, and they can be killed with normal weapons (at least temporarily). They are massless, however, and can float on the wind, and walk on walls. If their body is destroyed, it will awake again the next night. If killed with silver, it will rest until the next full moon. Once the lonesoul has collected enough bodies buried near its own grave, it will rest forever. The number of corpses is different for each lonesoul, from one to dozens. Lonesouls are resistant to the effects of proton packs and containment fields, and solidifiers have no effect (they are already solid). They can be captured, but no one has been able to figure out what to do with them. The containment facility at Whitehall has three in permanent custody.

#### **3.4.17 Lodgers (Haunted House, Killer Car, Killdozer)**

Sometimes a ghost will manifest itself in a structure, rather than as a free-floating apparition, or as a zombie. The inhabited structure (house, castle, hotel, RV, even one B-17 aircraft) becomes the lodger's body. They feed off human emotion, and use this to develop their own latent psychic powers. Although lodgers require human emotions to build their powers, they also find human contact painful to themselves, as they are reminded of their own un-lives. Some lodgers try to drive all humans away from themselves. They will usually try to scare them away rather than kill them, feeding on the emotion as they flee. Some will try to trap highly emotional or disturbed people within itself, feeding off them as long as they can. Those trapped in a lodger are usually prodded, through visions and telepathic urgings to produce strong emotions. This constant emotional stimulation and distress often drives the residents insane. Lodgers can be detected telepathically, and can be attacked psionically. They can also be fought on the Astral plane by those with the ability to travel there. Exorcism is also sometimes effective. Lodgers sometimes have agendas, just as 'normal' ghosts do, and completing these tasks may also free the entity. Attacking the structure which houses the lodger is not effective. If the lodger inhabits a place, such as a house or hospital, the lodger will become dormant, but will return if any other structures are built upon the ground. Mobile lodgers, such as those possessing cars or objects, will often be freed by the destruction of their vessel, and will seek out a new home. Disabling the object may serve to immobilize the entity for a while (i.e. putting a haunted car through a car

crusher), but it will probably return eventually.

#### **3.4.18 Zombies (Walking Dead, Living Dead, Deadites, Corpses)**

There are a variety of ways that seem to be able to re-animate a corpse. Certain types of electrical power, at the right voltage, and in the right places, can bring a body back to life. The power supply must be continuous, and the body is has barely the intelligence of a house-plant, so this rarely occurs. Sometimes, a scientist will rediscover this method (apparently the first such was a Dr. Euchor in London, England 1884), and create a few zombies. These are called Euchorians or Necroids, and are rarely of much danger. Other times, the ghost of a person will remain emotionally attached to his original body, and will move it around and animate it with their psychokinetic abilities. These puppet corpses have no real bearing on the abilities of the ghost, they are merely a crutch, used by the entity to maintain the illusion of material life. They give the Combat Ops some focus, as they blow away the entities body. This usually only enrages the ghost. Chemical Zombies are created by exposing corpses to a certain noxious gas (the Company is still trying to figure out who originally created the gas). The zombies are impossible to kill (they're already dead), but must be destroyed. The gas actually re-animates nerve and muscle tissue, so the strength, agility, and intelligence of the zombie depend on how much tissue is left. A skeleton will not re-animate, but a freshly killed corpse will be near its original condition. Chemical zombies have an unexplained hunger for human flesh, especially brain tissue. It is thought that the more tissue the zombies consume, the longer they will retain their abilities and bodies. Once again, fire seems to be the best weapons to use against them.

#### **3.4.19 Dinosaurs**

There are indeed modern remnants of prehistoric beasts running around in the far reaches of the globe. The deep, tropical rainforests of the Amazon, Congo, and Southeast Asia are home to several species of dinosaur. The Company met its first T-Rex in Madagascar back in 1959. The Ops didn't realize it then, but hey were lucky. Most of the T-Rex found since then hunt in packs. Large carnivores have been found in Madagascar, the Amazon, and in the Mojave desert. Even more dangerous than the T-Rex are the *Deinonychus*, recently more commonly known as raptors. They run in northern Australia, throughout Southeast Asia, and in parts of Africa. Recently, smaller *Velociraptor* have been seen in and around the cities in Manchuria and Mongolia. The cover up and clean up on these are getting trickier. A few Ceratopsians have been showing up recently, first in 1988 on the Russian steppes, and later on the South American pampas. These are the first herbivorous dinosaurs seen. Small coelurosaurs, such as *Compsognathus* have turned up every now and again. They are common in parts of the Amazon, and have been turning up in the slums and garbage dumps of Sao Paolo, Rio, and Brasilia. They are pesky little scavengers, with a mildly toxic bite. These are the only dinosaurs that have been captured so far.

It is believed that the dinosaurs were somehow resurrected by the Greys. For what possible purpose, no one can say.

#### **3.4.20 Extinct Mammals**

Other extinct beasts have also been found still alive. A sabre-toothed cat was killed outside of Nashville in 1993 by two hunters (it was explained as an unusually mutated cougar). A herd of mammoths was found on Wrangle Island off the north coast of Siberia. One remains in Science Dept custody in Alaska. It is believed that there may be one or more Giant Striped Hyaenas on the moors of Southwest England. Giant kangaroos have been sighted in the Outback of Australia, and Moas have been killed in the forests of central New Zealand. They seem to be getting more common, and are getting harder to keep secret.

#### **3.4.21 Hidden Animals**

A few beasts have been discovered which are simply normal animals which have not been described by modern science. The Mngwa, a large grey predatory cat related to the leopard was found about seven years ago in the Congo rain forest. The only reason these have not been disclosed to the public is that the Ops involved had no excuse for being in the region at the time, and didn't wish their presence to be known. The Science department has considered a few expeditions into the area, simply to record the Mngwa, and to follow up rumours on such creatures as the Mkele Mbembe, and the Nandi Bear, but has still not got around to it.

#### **3.4.22 Nessie**

The Loch Ness monster, and several other lake monsters (including Ogopogo), have been discovered to be an unusual Prima beast that the Ops have dubbed Nessies. The Nessie is a long, serpentine beast, with flippers along its body length. It has a reptilian head, filled with multiple rows of shark-like teeth. Its diet seems to consist primarily of fish, and it tends to ignore humans, unless attacked. They are very tough, and very hard to track. Nessies probably navigate using echo-location, and have highly acute hearing, allowing them to escape almost any boat. Like most Prima beings they are very resistant to injury, and can recover from almost any wound. The Loch Ness Nessie was almost captured once, using harpoons, and stunned by explosives, but she tore free at the harpoons, and headed for the depths. Ogopogo was injured in one expedition, but escaped capture. It is believed that the Mkele Mbembe of the Congo basin is another one of these creatures. Virtually nothing is known about these beasts, and they are not a high priority, due to their passive nature.

#### **3.4.23 Sea Monsters**

The sea is home to a plethora of giant, nameless, hungry beasts. Few have ever been seen by Company agents, let alone studied or fought. There are squid and

octopus large enough to swallow men whole. And one beast, identified only by a sonar echo, seems to be about the size of a modern aircraft carrier. Whether these are alien or native remains to be discovered.

### **3.5 Humans**

In addition to the many beasts, aliens, wigglers, and various other critters the Black Ops have to deal with, there are also several human organizations that the Company is opposed to one way or another.

#### **3.5.1 Illuminati**

This is a general term used to describe a variety of power hungry, often occult oriented secret societies. The secretive nature and global range of the Company actually may qualify it as one of the players in this bizarre theatre. The actual goals, methods, and memberships of these conspiracies is shrouded in mystery. One or more of these groups may be allied with the Greys, and there are many ties between several of these groups and various Prima. The Company is not truly set up to deal with these groups, and no clear policy is in place for when contact does occur. The Intelligence Dept spends a great deal of time trying to gather information on the Illuminati.

#### **3.5.2 FBI, CIA, DEA, NSC, NSA**

The most dangerous threat to the Company's clandestine operation is investigation by legitimate government agencies, which have considerable resources at their disposal. Both the FBI and the CIA suspect the Company's existence, and have several times come close to uncovering the truth. The FBI in particular has its own agents in the field investigating paranormal activity, and they know that some other agency is involved. The Company plays a dangerous game of cat and mouse with these agents, letting them believe that the Black Ops are part of the legitimate government. The Company tries to use the agents as pawns to uncover enough of the truth to give the Black Ops something to work with, at which time the government agents are swept aside, denied access to the whole truth. Other times, the FBI agents uncover a dangerous entity and inadvertently let it loose upon the world. The Black Ops have to step in and clean it up, all without letting anyone know they've been there. Black Ops look upon the government as inept, meddling children, who don't know what they are messing with.

#### **3.5.3 U.S. Air Force**

The Company has had more than a few run ins with the Air Force. Ever since Oppenheimer went to them back in the '50s, the Air Force has been nosing around. In the '60s, the Air Force had a special division devoted to the study of aliens, and other paranormal activity. Known as Project Majestic, they were in charge of such things as Project Blue Book. The Company managed to co-opt,

recruit, or discredit most of the individuals in Majestic, but a few still remain. Today, there is a group known as Fallen Angel which attempts to intercept or track any alien activity. So far, the Company has managed to keep them from learning anything useful, but something may have to be done about them soon.

#### **3.5.4 United Nations**

Certain groups within the United Nations seem to be aware of the Company, and some of its activities, and may move to stop or thwart them. There are persistent rumours that the UN is training its own version of the Black Ops. If these rumours are true, there may be hell to pay.

#### **3.5.5 Russia**

The USSR had its own version of the Black Ops, created under the auspices of the KGB. It is thought that they had their own agreement with the Greys, which probably continued much longer than the U.S. treaty. Some believe that the collapse of the Soviet Union was due to a conflict with the Grey masters. It is hard to pin down any real facts, as the Soviet Black Ops were fed only 'need to know' information, if that, and the only ones who knew what was going on are all dead. There is believed to be some remnants of Grey influence in the Russian government, and some of the more bizarre 'reforms' seem to reek of Lectroid involvement. It is known that Brainsuckers are virtually unknown throughout the Iron Curtain, apparently destroyed in a long, protracted battle.

#### **3.5.6 World Crime League**

The World Crime League is the ultimate control behind a wide variety of criminal syndicates, including the Cosa Nostra, the Yakuza, the Triads, and the Cali Cartels. They are ruled from a stronghold in Sabah, a near legendary relic city of caves hacked out of the mountainous jungle, teeming with brigands and assassins. The leader of the World Crime League, known to the Company as Hanoi Xan, renegade and blackguard of the 20th century, spins his nefarious webs of treachery, deceit, and misery from his hidden fortress. It is not known how old Hanoi Xan is, but he has been in power at least since the 1920s, and has sometimes claimed to have ridden with Genghis Khan. He also claims to be a sorcerer, and even a demon. Known as "The Spawn of Hell, The Pivot of Mystery, The Face That Is No Face", Hanoi Xan is the Supreme Commander of the Legion of Death, fanatical fighters known as the most lethal in the world. A typical initiatory rite is to have the aspirant nailed to a tree by his ear. Sometime later he is handed a knife with which to cut himself down. A moments hesitation or a single scream is sufficient grounds for being shot on the spot. The one-eared survivors are then taken and trained in deadly hand to hand combat, as well as sabotage and commando tactics, immersed in cruelty, and taught to view pain and suffering with delight and relish. Murder to them is an art form, torture and mutilation their esprit de corps – "walking in the hidden ways". They conjure evil and terror wherever they go.

### **3.5.7 Cults**

Throughout the world, there are a variety of religious cults. Some of these spring up around powerful rogue psychics. These tend to be short lived, and often highly visible. They rarely end peacefully. Other cults are long-lived, underground affairs. Many of these worship long gone Prima deities. Some of these cults are led by Brainsuckers, intent on facilitating the return of their alien masters. The Company tries to keep track of these and their activities, to make sure they don't get into any trouble.

### **3.5.8 Cabal**

The Cabal is a conspiracy of mages. These highly psychic humans call their powers magic, and focus concentration through elaborate ceremonies and rituals. The Cabal is ancient and highly secret. Very little is known about their exact methods and agendas. A few Ops have managed to infiltrate the Cabal, but only at the lowest levels. They could be considered one of the Illuminati groups.

### **3.5.9 Mind**

The members of the Mind are the most powerful psychics in the world. Their main goal seems to be to generate wealth and power for its members, and little else. They don't try to overthrow the government, nor do they mess with the overall economy. They simply use their powers to predict the actions of other groups, such as the Illuminati, and take advantage of the knowledge. The Mind uses elaborately untraceable schemes that funnel funds from all over the world into their hundreds of shadow corporations and offshore bank accounts. The Company might never have known of the existence of Mind, if they had not contacted the Company themselves. They had begun to set up a group of psionically talented individuals to investigate paranormal activity, and were planning a merger with Argus. Actually, what they had in mind was more like a hostile take-over, with the Company becoming subservient to the Mind. The Company refused, and the Mind did not take it kindly. Their agents are still out there, and tend to interfere with Company activities whenever they can. The Company greatly fears an alliance between Mind and the Greys. The Mind is already ahead of the Company in psychic ability and research.

### **3.5.10 Rogue psychics**

About 70% of the human population has some latent psychic ability. In some individuals, this ability blossoms into true power. Most of these folk go about performing simple precognition and base telepathy, without training or focus. A few become what the Company calls rogues. These are dangerous psychics, who either can't control their considerable power, or worse, learn to use and exploit their abilities. Some set themselves up as cult leaders or dictators. Some go insane and start killing or driving others insane. These must be taken care of

quickly and quietly. Others become thieves or vigilantes, or highly successful gamblers. These are often recruited by the Company.

### 3.5.11 Ramblers

Ramblers are groups of five to ten young psi punks who coalesce randomly at unpredictable times. They have no motives other than to cause trouble and have fun. Often, a gang of rambler will roll into a city and wreak havoc for a few days, then vanish, going their separate ways. They drink, smoke, use drugs, and let their inner demons loosed upon the unsuspecting public. Ramblers are nearly impossible to pin down because you never know where they'll show up next. One day there will be a spree in San Francisco. You get there to find ghost sightings and astral projection reports have sky-rocketed overnight, but no rambler to be found. After a few days of investigating bleeding walls and animated dog corpses, another report comes in about a wave of psychic pranks in Dallas. It never seems to end. The rambler always seem to end up in New Orleans for Mardi Gras, but its understandably hard to pick them out during the festival. No one knows whether there is more than one rambler group, or how large the membership is. The Mind seems to know more about them, and may even be in contact with some of them. Their agents always seem to show up during a rambler hunt.

## 4 Guns, Guns, Guns

The Black Ops require a wide variety of firearms to perform their duties. The tech department is always up to the task, but one requirement keeps getting reiterated over and over by the field agents: *We need more Firepower!* Even the secretive Intelligence department needs concealable weapons with more lethality than today's technology can provide. These are some of the attempts to solve this problem that are currently available.

### 4.1 Ammunition

**Hyper-Velocity (HV) rounds** Using special fast burning chemicals, the velocity of standard rounds can be increased, without increasing the size or weight of the bullet. This gives an approximate 20% increase in damage to most firearms, however, it requires a reinforced breech and chamber, or the gun won't last long. So far, the main rounds that have been made available are 9mm P, 5.56 mm, and 7.62 mm. Others could be made if desired. Reinforced Berettas, Glocks, SWs, Sig Sauers and FN GP 35s (Pistols), HK MP5s and Uzis (SMGs), and M-16s, Steyr AUGs, FN FALS, HK G3s, PSG 1s, Rem M700, Walther WA 2000, M-60s, and FN MAGs.

**Ramjet Rounds** This is a bullet round that turns into a mini-rocket in midair, giving much greater range and penetration. Unlike gyrojets, a ramjet bullet cannot carry a payload. The ramjet is a bullet filled with a solid

rocket fuel, with an air vent up front. When the round is fired, air is forced into the vent, igniting the rocket fuel and propelling the round much faster than conventional cartridges. It is a special armour piercing round, which does 1.5 times the damage of a conventional round, with armor divided by 2, and damage after penetration halved. All gun ranges are increased by 50%. The round must travel 3 yds before the rocket is ignited, so they are not popular for pistols. Ramjet rounds cannot be Hypervelocity.

**Armour Piercing** Specially capped or shaped rounds designed to penetrate body armour. Armor is halved, as is any damage that gets through it. Note that HV rounds can be Armour Piercing.

**Hollow Point** Expanding bullets. Armor is doubled against these rounds, but any damage that penetrates is multiplied by 1.5. Also increases the chances of weapon malfunction. Can be HV.

**Explosive Bullets** These have an extra +1 to power level. So a 9M heavy pistol becomes 11M. They can also start fires. Can be HV.

**Armour Piercing Saboted** These rounds use a high-density depleted uranium or tungsten-carbide penetrator encased in a much larger sheath - the *sabot* - which is designed to fall away as the round leaves the barrel. See rules under SR APDS. In general, add one damage code This cartridge works only in rifle calibre weapons, and is rarely available. Note that the Steyr Flechette ACR is designed to fire tungsten-carbide rounds such as this exclusively.

## 4.2 Standard Firearms

Virtually every standard firearm in the world is available to the Company, from revolvers, shotguns, and rifles to assault rifles, machine guns, and even mortars and howitzers. There are also a few weapons available exclusively to the Company.

**Calico AR machine pistol** A modification of the Calico 9mm pistol, which has been converted to full auto. See Ares Crusader

**Steyr Flechette ACR** A bullpup assault rifle, similar to the Steyr AUG, which fires saboted steel flechettes rather than normal bullets. These flechettes have a very high velocity, and are excellent for penetrating armour. The rifle is not equipped for automatic fire, only semi-, and a three round burst similar to the G 11. It is often modified for full auto by Techies. The basic damage is not high, so it is not popular for monster hunting, but is excellent for use on people, Greys and Lectroids. See Ares Viper Slivergun

**X-14 Tank Killer** An experimental, ultra-high power sniper rifle. It is a single shot weapon that uses the same armour piercing, depleted uranium 30 mm

round as the A-10 gatling cannon. It has incredible range and damage, and unparalleled armour penetration. However, the breech has a tendency towards back-flash, and is very prone to break down

**Folding Pistol** A highly concealable weapon, this small pistol folds into a box the size and shape of a tape cassette box. At a touch, it springs out into a Mauser-like mini-pistol. Popular with some Intelligence Ops, most Combat Ops won't touch them. See Walther Palm Pistol; also capable of firing special three-in-one flechette bursts.

### 4.3 Caseless Firearms

**G 11 X** A modification of the HK G 11 4.7 mm caseless assault rifle, this version fires 6mm caseless rounds (giving more firepower, but holding only 75 rounds), has an integral laser sight built in, and can accept most standard Grenade launchers and other under-barrel weapons. This is quickly becoming a favourite among Combat Ops, due to the high rate of fire (especially with the three round burst), reasonable damage, and lack of shell cases. The only problem is its rather distinctive 'futuristic' appearance which makes it unsuitable for covert work. See HK g123a3z.

**M 120 A 10mm Chaingun** A GPMG which fires large 10mm caseless rounds, and operates from an electrically driven chain drive, this weapon is nearly unparalleled for portable firepower and total reliability. It is rather a bit heavier than an M-60 or MAG, but can be carried by a strong firer using an Articulated Weapon Harness and looks distinctive (all flat black and smooth). It holds 200 rounds in an internal cassette. It comes equipped with a bipod, carrying handle, and sighting laser. The B is designed for tripod and pintle mounts, and the C is designed for the Articulated Weapon Harness. 55 lbs (A), 75 lbs (B, including tripod), 50 lbs (C). See Vengeance Minigun.

**GAR 12 6mm** Built around the same round as the G 11 X, this is a three barrelled Gatling Assault Rifle with a chain driven firing mechanism. It carries 160 rounds of ammo, and has an amazing RoF (fixed at 6). It is very reliable, and highly popular. Again, it is rather heavy, and is usually worn in the Articulated Weapon Harness (it is virtually impossible to control the recoil when fired from the hip), It also tends to chew through ammo relatively quickly. 8M damage.

**Other caseless weapons** The Tech department has developed other caseless weapons, including several pistols which use 7mm caseless rounds, and machine pistols which use the same. There are also 6mm and 10mm Sniper Rifles. None of these have really caught on with Field Ops however. They are available if anyone wants one

## 4.4 Shotguns

**SPAS 15 Auto** A modification of the SPAS 15 12 g Combat Shotgun, modified for burst fire. The recoil is almost uncontrollable. See Mossberg 5M-Combat.

**Shotgun Pistol** A heavy, short barrelled pistol that fires 12 gauge rounds. It is ideal for house clearing or firing from a vehicle, although the substantial recoil requires a strong wrist. While not very accurate, or long ranged, it is small enough to carry in a holster, and uses a 8 round box magazine. See Remington Roomsweeper.

### 4.4.1 Shotgun Ammunition

**Shot** The standard shotgun round. Use regular choke rules.

**Slug** Slug shells are the other standard. Use regular shotgun rules.

**Dragon** Incendiary powder round, such as phosphorus. Transforms shotgun into an instant short ranged flame-thrower. The trick isn't really hitting your target as much as it is missing everything else. The shooter must roll to miss everyone in the area of effect.

**Flechette** Shell containing several finned darts instead of pellets. Ranges are reduced by 10 yards, and flechette rules are used. Cannot be fired from some shotguns.

**Gas** Loaded with any of the CHEM warheads (see Grenades). Includes Flashbangs.

**Stun** Gel rounds. Damage after penetration is stun.

**Experimental** A few eccentric agents have tried to use a variety of unusual rounds, including APDU (pellets made of depleted uranium), Bolo (a duplex round connected by a length of strong wire), and others. These are not normally available. The agent must come up with them on his own.

## 4.5 Gyrojet Weapons

**Garelli 9E Gyrojet Carbine** A bullpup assault weapon, somewhat resembling the L-85, which fires heavy 18 mm gyrojet rounds. These rounds are very noisy, and tend to give the firer away, but are very powerful, with excellent range, and so little recoil, that bursts can be aimed like a firehose. The clip holds 30 rounds, and represents the main weight of the weapon.

**Gyrojet Pistol** There are several designs for Gyrojet pistols, both revolvers and clip fed. Some clip designs have multiple feeds, allowing different ammo to be selected for each shot.

**Garelli 900 Gyrojet Sniper Rifle** The flat trajectory and long range of the gyrojet rounds make them ideal for sniping. A few rifles have been built, with variable scopes and various doodads. They are much lighter, and more reliable than most traditional sniper rifles. Some Techs have even been working on guidance systems for the gyrojets.

**ARL 5** A heavy, full auto GPMG version of the Garelli 9E, it has improved cooling systems for the barrel and breech, and fires from special disintegrating link Gyrojet belts. Not very popular, due to the high weight of the ammo.

**Garelli XM-82 Gyrojet/Shotgun.** A modification of the Franchi SPAS 12 shotgun, which can fire either 12g rounds or modified gyrojet rounds. This makes the weapon very versatile. Unfortunately, it cannot fire APEX or SEX rounds, and the gyrojets are not powerful enough to work the action.

**Wrist Rocket** A single shot gyrojet which straps onto the firer's wrist. It can be mounted either under or over the wrist. It is fired by a sharp snap of the wrist, and the rocket bursts forth. Popular as a holdout weapon, it can be easily concealed within a long sleeve.

**Garelli XT-9** An under barrel mount which fires four gyrojet rounds from an internal magazine.

#### 4.5.1 Gyrojet Ammunition

There are a variety of gyrojet rounds available, depending on the needs of the mission.

**Standard** Basically a huge, rocket propelled slug, the gyrojet round hits with high velocity and incredible hydro-static shock. The damage is much greater than any conventional assault rifle round, and approaches that of a .458 Magnum, although penetration is poor. 6S vs ballistic or twice impact armor, whichever is higher.

**APEX** (Armour Piercing Explosive) are highly streamlined, penetrator rounds with a very powerful rocket, and an explosive charge in the head. Very effective against armoured, or tough opponents, they tend to blow right through unarmoured foes. 9D, as above.

**SEX** (Standard Explosive), a popular round, which certain Techs prefer to call 'vehicle stoppers', but the current designation has stuck. It is basically the same as the APEX round, but without the penetrator sheath. A compromise between APEX and HEX, they have better penetration than a HEX round, but less explosive. This makes them ideal for use on lightly armoured foes, and have a better chance of exploding in an unarmoured target than APEX. 7S but is always vs. Ballistic armor.

**HEX** (High Explosive): Explosive warheads, designed to be used on unarmoured targets. They will blow a man in half, but have little effect on a Sewer Fluke. 7D, as above.

**Penetrator** Shaped charge warhead, like a miniature anti-tank rocket. 9S

**Salvo** after reaching maximum velocity, the warhead splits into eight penetrator darts. This is highly effective against unarmoured targets, and is very nasty in full auto. The light weight of this round means that max. velocity is reached quickly, making this round popular for holdout gyrojets. Fires 2 bursts of 4 Flechette rounds at 9S.

**CHEM** a variety of chemical warheads can be fitted on a gyrojet engine. Treat as gas minigrenades, with 1/2 radius of effect

**Stingray** highly charged super capacitor sheathed in an insulator that is discarded in flight. It delivers an electric shock which can stun or incapacitate a person. The rocket is less energetic than other gyrojet rounds, remaining sub-sonic, and having almost no penetration ability. Rarely used, even on Science capture missions. Doesn't work well on most beasts. 10S Stun

**Injector** Similar to the Stingray, but instead injects a single dose of any one drug. Mostly used as a tranquilizer, although other uses may come up. Normal chemical effect if 4 successes vs. TN of 9 are not achieved, aided by half impact armor.

## 4.6 Flame-throwers

**FR-9 Flame-thrower** A light, three shot napalm launcher and igniter, designed to be mounted under the barrel of most assault rifles. Does 8S Flame to a 60 degree arc, falling off at 1 power level per half meter.

**AFR-10 Flame-thrower** The standard issue Company flame-thrower, it is basically the same as the U.S. Army flame-thrower, but with the addition of an armoured line, armoured tanks, and a more reliable igniter. 25 lbs. 20 shots. 8S Flame to a 60 degree arc, falling off at 1 power level per meter.

## 4.7 Grenades

The grenades the Company uses use a more efficient explosive than standard military hardware. This gives Company grenades more bang, although they look essentially the same. Fragmentation, Concussion, and Shaped Charge hand grenades are all available. Flash-bangs are standard-issue. 40 mm rounds are also available, in HE, Canister, Flechette, HEAT, HESH, Tangler, Stun Baton or other varieties.

**Tangler Grenades** These release a number of strong, sticky strands which wrap around and completely immobilize all foes within 2 meters of the detonation. These are popular, as the armour of the subject does not matter, and the strands tighten the more the victim struggles. The strands are destroyed by flame, or by special tangler solvent. Available in hand, and 40 mm varieties.

**Incendiary Grenades** Similar to molotov cocktails, these are basically small canisters of napalm with a small explosive/igniter. They are useful for starting fires, and fighting flammable creatures. Available in hand, mini, and 40 mm versions. 8S Flame.

**Plastic Grenades** Concussion, CHEM or Incendiary hand grenades can be made with plastic instead of metal casing. This allows them to be snuck past metal detectors.

**Mini Grenades** Small grenades, about the size of a golf ball. Available in all modes, they can be thrown or launched with a sling-shot. Available in air-timed versions for grenade-launchers with rangefinders.

#### 4.8 CHEM loads

There are a variety of chemical fillers which can be used in hand grenades, 40 mm grenades, gyrojet and arrow heads, mini-grenades, or loaded in aerosol sprayers.

**Smoke** Fills area with thick smoke. Can be any colour.

**Tear Gas** Burns eyes and lungs. Very nasty.

**Nerve Gas** Very nasty, rather lethal, rarely used.

**Flare** A bright magnesium flare. Mostly used for signalling. Parachute rounds used for illumination.

**Blackout** Utterly dense black smoke which blocks all vision, and even far IR. Chokes those who breathe it.

**Prism** Slightly opaque cloud of prismatic crystals. Blocks any lasers and radar, really painful to breathe. Prolonged exposure can cause permanent lung damage.

**Retch** A concoction of putresene, this gas load makes most people retch violently. It has not yet been tested on Lectroids or Greys, but with their heightened senses of smell, they may be more vulnerable.

**Sleep Gas** Lingering cloud of knockout gas. Prolonged exposure can be fatal.

**Pepper** A non-lethal round, containing capsicum and CS. Incapacitating.

**Tangler Solvent** Dissolves the strands of tangler grenades or cuff tape.

## 4.9 Other Weapons

**Paxton V** This weapon is a heavy anti-armour infantry rocket launcher. Basically, it is very similar to a bazooka, but with a five round clip (which rests behind the firer's shoulder). There are several rounds available, with HE, HEAT, WP, and Chem heads, and some are infrared guided. Laser guided rounds are in development.

**Lasers** Portable laser weapons have been developed by the Company, but they are very experimental, highly buggy, and low powered. They also tend to vent poisonous gases, and burn out at inopportune times. On the other hand, they slice through most armor and have no recoil.

**Memory plastic knives** A knife can be made of a special memory plastic. Normally, the knife appears as any other innocuous plastic object (Sesame Street figurines are popular). When tapped vigorously on any hard surface for about 5 minutes, it will take the form of a sharp polycarbonate plastic knife. When heated in a microwave for a minute, it will resume its innocuous form. A sword made of memory plastic might take the form of a garden gnome. This looks very amusing when you try to transform it.

**Shock Stick** Also called an electro-zapper, stun-wand, or prod, this is a night-stick like baton, with an electric current running through it. Anyone hit by the stick is likely to be incapacitated by the electric shock delivered. Useful primarily against humans, Greys and Lectroids. Most beasts are too tough to notice. Note that the hit need not be hard, a mere brush will electrocute someone. Not recommended for use as a tonfa, unless you like electrocuting yourself.

**Zap Glove** Essentially the same as a Shock Stick, but in the form of a heavy glove resembling a ski glove. The increased contact area makes the electric shock even more effective, but care must be used when activated. The Battery is good for five zaps.

**Arrow Warheads** An arrow or bolt can be modified with a variety of heads, similar to Gyrojet rounds.

## 4.10 Body Armour

**Combat Infantry Dress** A system of hardened ceramic and resin bonded plates within a monocrystalline weave suit, with a sealed helmet, internal air supply, and built in gadgets. It is only issued on highly dangerous missions with no chance of non-Company scrutiny.

**Monocrys** A two phase, single crystal metallic fibre, monocrys provides better protection, with less weight than Kevlar. It is available in vests and whole suits, in light, medium, and heavy. Most Ops wear at least a light vest at all times, and even a medium vest can be hidden under civilian clothes.

Kevlar is only worn when the vest may come under scrutiny. As the fibre is metallic, it gives excellent protection from the microwave lasers of the Greys, and give some protection from their neural weapons, although they are also electrically conductive.

**Light Vest** Wearable under almost any clothes. Ballistic 1

**Medium Vest** Heavier, needs bulkier clothes (such as a suit coat or trenchcoat) to conceal. 2/0

**Heavy Vest** Can't be hidden. 4/0

**Light Suit** Black bodysuit. Without the arms and legs, it is popular as underwear by most Ops (2 lbs). 1/0

**Medium Suit** Bulky, awkward. 2/0

**Heavy Suit** Like an EOD suit. 4/0

**Cerametal Inserts** are available for Medium and Heavy Armour. These give impact armor of 2.

**Tactical Gloves** Thin monocrys gloves. Useful for searching crime scenes or performing searches without fear of fingerprints or impaling yourself with dirty needles or broken glass. Thin enough that they do not hinder dexterity much, though they do obstruct very fine touch (Reading Braille, for example).

**Light Armoured Boots** Looking similar to motorcycle boots, these include a layer of Monocrys, which makes them highly resistant to penetration, even by small arms fire. They are also useful in protecting against a wide variety of foot injuries and crawling critters. There are even swim fins which are designed to be worn with these boots. 4/0 for the feet

**Heavy Armoured Boots** Although these resemble ski boots more than anything else, these articulated, resin bonded hard shell boots are the ultimate in foot protection. They can even turn most rifle bullets, and are virtually uncrushable. They can be fitted with crampons, or even built with retractile toe spikes. They come with built in knife scabbards, holding vibroblades. 6/3 for the feet

**Infantry Helmet** Looking very similar to the standard U.S. PASGT helmet, but using resin bonded monocrys rather than kevlar. +2/+1 to main-body armor.

#### 4.10.1 Popular weapons

Pistols: Virtually every Black Op carries a pistol at all times. The most popular are various 9mm auto-pistols, firing HV rounds. Some agents prefer .45s, or even .44 Magnums. A few are even eccentric enough to prefer revolvers.

**Submachine Guns** These are rarely used, as when overt action is required, the Ops usually prefer heavier weapons. The most commonly used SMG is probably the HK MP5, particularly the silenced SD3 model (which cannot use HV rounds, as their are definitely supersonic). It is quite useful in tight quarters where silence is needed, such as in Brainsucker lairs.

**Sniper Rifles** The Barret 82 is probably the most requested sniper rifle, but the Remington M700, HK PSG1, and Walther WA 2000 are probably the most commonly used. Gyrojet rifles are highly accurate, very damaging, and have excellent range, however, they are noisy, and tend to give away the firer's position. The X 14 Tank Killer is only used on very nasty beasties. The rounds are expensive and heavy, and the gun is horribly slow and prone to break downs and back flash.

**Assault Rifles** The M-16, and the Steyr AUG are the main weapons of most Combat teams. The M-16 almost always mounts an M-203 or an FR-9. FN FALS, and HK G3s are also popular, for their higher damage. When they are available, the HK G 11 X is very popular.

**Machine Guns** The 10mm M 120A Chaingun and the 10mm GAR 12 are the weapons of choice when firepower is needed. The M-60, and the FN MAG are probably the most common. Some Ops like to carry the 5.56 gatling mini-gun, but it chews through ammo like a rabid weasel.

**Harness weapons** A few weapons have been modified for use with the Articulated Weapon Harness system. These include the .30 Browning, 5.56 mini-gun, Barret 82, M 120 Chaingun, GAR 12, ARL 5, and the X-14 Tank Killer.

**Flame-throwers** Virtually every Combat mission includes one guy armed with a flame-thrower. The vulnerability of many creatures to flame makes these a necessity. The Company has developed its own flame-throwers, called the AFR-10. It is more reliable than standard flame-throwers, and the tanks are armoured.

**Knives** Some Ops carry vibrating blade knives, known as hummers. These blades can cut through flesh like butter, and can slice through almost anything, given time. Other Ops refuse to use them, saying they are always off balance, and the vibrating numbs their hand.

## 5 Other Toys

Almost everything manufactured on Earth is used by the Company (although availability for field operations may vary). Virtually anything, from a nuclear submarine to a Newt suit, to EMT clothing or pencil sharpeners can be requisitioned. These are some of the unique items which the Tech department has come up with.

## 5.1 General Use

**Antiglare Glasses** A pair of sunglasses that darken automatically to cut out glare or ultrabright light. They add +2 to rolls to resist the effects of blinding light, and have become something of a badge among the Black-Ops.

**Nasal Filter Plugs** While not as effective as a full gas mask, they are better than nothing, and a good deal more portable. As long as the wearer keeps his mouth closed and breathes only through his nose, the filter plugs subtract 6 from TN on all rolls to protect against breathed gases, and avoid infection from airborne nasties. The filter is only good for about 4 hours of breathing, so normally they are carried in a small plastic case (like a contacts case), and placed only when needed.

**Plastex** A powerful, mouldable plastic explosive. It is very stable, and about four times as effective as TNT. It is used in Company grenades, and accounts for the higher explosive power of these weapons over standard military ordnance.

**Inner Ear Radio** This is a small, short range radio transmitter and receiver which fits entirely within the ear canal. It uses the eustachian tubule and mastoid bone as sounding boards, so that it can transmit and receive sounds as quiet as a whisper. It has an effective range of about a kilometre, and is normally scrambled. Usually each member of an Op team will wear one of these at all times, all tuned to the same scrambled frequency. It is virtually undetectable without an actual examination of the ear canal. They are also a pain to get out when the mission is done.

**Diving Light** A hand-held spotlight with 60 000+ candlepower. Very handy for vampire hunting, and for sewer operations. 1 lb.

**Shoulder Light** A smaller, less powerful light, that can be worn on the shoulder, strapped to a wrist, or a helmet, or slung under a weapon. Everyone carries at least one of these. 0.5 lb.

**IR and UV Lights** Any flashlight, diving light, or shoulder light can be built to shine in the near infrared, or ultraviolet frequencies. This makes the illumination of these lights invisible to anyone not equipped with the optics to perceive those wavelengths. Near IR is most often used for this, as UV lights can cause some substances to fluoresce in visible wavelengths. Some lights can be built with variable wavelengths. This means that normally they shine in white light, but can be adjusted to shine only in IR or UV. This makes the light very versatile.

**Cuff Tape** A roll of tape, very similar to a roll of duct tape. Cuff Tape is made from the same material as Tangler grenades, and will tighten if pulled against. This is very useful for binding captives. Sometimes a

strand of strong wire is imbedded in the tape, so that if the victim does break free, he will damage himself with the wire.

**Molecular Glue** Basically a super super-glue, this stuff will almost instantly bond any two surfaces with over 400 lbs. of tensile strength. Normally an insulator, with the addition of metallic particles when manufactured, it becomes a fair conductor.

**Protective coveralls** Insulated, chemically treated, flame retardant coveralls. Blocks direct contact with outside substances

**SecureSkin** A spray on rubberized coating which will protect an Op from some of the slime and filth found in most sewers and toxic waste dumps. Reduces power of touch-chemical attacks by 4. It comes in aerosol cans, each one of which is suitable for coating one person. 0.5 lbs.

**Televiewers** Binoculars which use an electrostatically held lens of suspended oil instead of glass. This allows magnification of 20x50, and general rangefinding, but are susceptible to outside electrical fields.

**Teleglasses** Using the same principle of the Televiewers, but in sunglasses form. These allow only 7x magnification, and there is no rangefinding readout.

**Tactical Sensory Array** A backpack sensor package which includes a flip-down optic visor and a periscope. The periscope includes a variety of enhanced visual imagers (including telescopic, IR, UV, and Thermoimaging), and can be used to look around corners, or over cover. It is very fragile however.

**Probes** Audio and Video bugs with excellent reception and good broadcast range. They are about the size of a pack of smokes, and have enough power to transmit continually for about 48 hours. Normally left on, they are used to cover sentry areas (escape routes, hotel rooms, safe houses) when a person cannot be spared. The data can be linked to a Comm panel, or to a pair of video glasses. 0.25lbs.

**Watchdog** Passive infrared sensor designed to provide warning against animals or unsophisticated intruders. It sets off an alarm if any moving heat source larger than a mouse approaches within 3 to 20 yards (as set by user). A slow moving individual can approach without setting the system off. The lower threshold can also be adjusted up, so that every mouse and rat passing by doesn't set it off. A chain of Watchdogs can be used to set up a perimeter fence. 3 lbs.

**Portable Sonar Unit** Looking remarkably like a standard walkman, the body of this device is an active sonar sensor, with the earphones giving an audible pulse when an object is detected. With practise, someone wearing one of these can distinguish moving objects (when he is still) within a kilometre, and even navigate in the dark without running into walls. 0.5 lbs.

**Sensor Visor** A large, heavy set of goggles which can be attached to a helmet or head strap. It acts as a Televiewer, with IR, UV, Thermoimaging, and image enhancers with light intensifiers. 1 lb.

**Light Intensification Goggles** About the size and weight of ski goggles, these provide excellent night vision (although with a green tint).

**Silent Rope Ladder** Actually, not a rope ladder at all, this ladder is actually a chain of linked elliptical ceramic rings. The ceramic is insulated and self damping, and the links make almost no sound, even when struck together. It is highly portable, and useful for sewer delving and breaking and entering. Holds up to 300 lbs. 5lbs./20 ft.

**Slipspray** An aerosol which quickly congeals into a virtually frictionless surface. Useful for creating instant slick areas, for impromptu (non-flammable) lubrication, and even for additional swimming speed. Also available as a CHEM load.

**Folding Grapple** A small grappling hook which folds into a small cylinder, about the size of a cigar. This can be carried in a sleeve, or in a small holster alongside a boot. Usually connected to a tough, monofilament line.

**Aerosol Spray** Any Chem load can be loaded into a small five shot sprayer. This sprayer can be disguised as a number of innocuous objects, carried in a pocket, or strapped to a wrist like a wrist rocket.

**Blackout Paint** A spray paint specially formulated to absorb infrared radiation. It isn't as good as a true infrared cloaking system, but gives a +4 penalty to any attempt to spot anything painted with it by thermographic sensors. Available in matte black or transparent, it can be applied to flesh, but is rather uncomfortable. A tube contains enough to cover two people, while a spray can has twenty times as much (enough for a tank or three cars).

**Monocular Sights** Small, easily concealed or disguised vision devices, these are available in Telescopic, near IR, UV, Light Intensification, and Thermo Imaging. Also available as weapon sights.

**Portable Radar** A backpack sized radar unit which displays the area scanned on a fold-out monitor screen. It takes 30 seconds to set up. It may scan a 60 degree arc in front of the radar, or a 360 degree field with 1/5 range. With line of sight, it detects moving man-sized targets or stationary vehicles at 3 kilometres (700 m), moving ground vehicles at 8 kilometres (1.6 km), or moving aircraft at 30 km (6 km). A skilled operator can detect objects at greater distances. 16 lbs. Backpack.

**Inertial Compass** A hand or belt unit that indicates the direction and distance travelled from any pre-set point on the planet's surface. Can be set with present location, or with a set of co-ordinates. Accurate within 1 meter per 1 000 kilometres. 1 lbs.

### 5.1.1 Intelligence Gear

**Stealth Luggage** Elegantly styled armoured luggage with several concealed compartments and ECM gear. It also includes thumb-print locks, and a coded GPS tracker. Available in briefcase (20 lbs, 2 cf), suitcase (100 lbs, 5cf) and steamer trunk models (200 lbs, 10 cf), all have 4/3 armor. The hidden compartments can hide objects up to 1/20 of the capacity, TN to notice is 18.

**Communications Pack** A backpack or suitcase which includes a variety of electronics for receiving signals from audio and visual bugs. Includes field strength meters, radio direction finders, and recording devices. Comes with a laser listening device, folding parabolic mike, and a variety of probes, listening devices, keyhole mikes, telephone bugs, tracers, and miniature video cameras. 20 lbs. Suitcase or Backpack.

**Modulator** A compact, portable sound studio, acting as a synthesizer, sound mixer and recorder (using standard computer disks). On a successful Electronics Operation (Communications) roll it can record any sound, analyze it, duplicate it, or modify it. It can also synthesize, alter and record speech; on a successful skill roll, it can make a good enough recording to fool a voiceprint lock. A modulator is usually worn on a shoulder strap. 2 lbs.

**Parabolic Pen** A parabolic microphone dish which looks just like a fountain pen until activated. A collapsed fan spreads out to form the parabolic dish, and the microphone connects to an inner ear listening device. The dish can be modified by Tech Ops for use in radios, microwave sending and receiving, or other purposes.

**Miniature Camera** About the size of a cigarette lighter, this is available in film, and digital media.

### 5.1.2 Science and Medical Gear

**Science Kit** A backpack sized kit which includes a variety of sample and collection jars, dissection equipment, a small microscope, chemical test strips, radiation counters, and a bunch of other cool gadgets for analysis and testing of specimens. 20 lbs. Backpack.

**MedKit** A backpack sized kit, filled with everything needed for field surgery, and treatment of Op related trauma, including Suspend, Juice, high power antibiotics (to wipe out Batshrooms and Brainsquids), and Hypercoagulin. 20 lbs. Backpack.

**Science Bandolier** This has become something of a badge of the Science Dept, sort of like a pocket protector full of pens. The bandolier hangs over the shoulder, holding twenty shotgun rounds, gyrojet rounds or sample vials.

A pouch at the bottom is ideal for carrying dissection kits, forceps, larger sample vials, and small scientific equipment. 1 lb. Curious looking.

**Geology Hammer** This can actually be a highly effective melee weapon, and will not be looked at with much suspicion in most areas. 2 lbs.

**Chemlab** A portable chemistry lab, it allows anyone with Chemistry or Biochemistry skills to analyze complex compounds including wonder drugs, exotic alloys, and alien biochemistry. It can also manufacture simple chemical compounds (e.g. drugs, chemical explosives) in small quantities. 14 lbs. Backpack or suitcase.

**Hellkitchen** A suitcase lab containing all the equipment necessary to transform an ordinary kitchen into a biowarfare laboratory. Includes a miniaturized gene machine, cell cultures, and genetic engineering computer software. It can modify existing disease cultures so that they are resistant to antibiotics or create special target seeking viruses. It can also create countermeasures to such plagues, or create additional doses of an existing disease. The Hellkitchen is so compact because it lacks safety features. 40 lbs.

### 5.1.3 Drugs

**Neurovine** A highly effective nerve toxin antidote. It actually works to break down the toxin, rather than block receptors (like Atropine).

**Lethe** Induces total amnesia. The user loses all memories of everything that occurred before the dose was administered. Often wears off after several months, but is sometimes permanent.

**Oblivio** Induces temporary amnesia. Each dose wipes out about 10 weeks of the user's recollections, starting at the moment the drug was injected, and counting back. Also renders the subject unconscious for about half an hour. Lasts about a week before memory starts returning. Large doses can cause coma or death.

**Hypercoagulin** Stops bleeding. Multiple doses can be fatal. Company First Aid kits come with 2 doses.

**Juice** Combat drug, increases strength, agility, speed and pain tolerance, but gives horrible hang-overs.

**Suspend** Puts a person into a state of suspended animation. Useful on wounded comrades, and on abduction victims. Multiple doses increase time suspended. Can also induce coma or death.

**Sin** A designer drug developed by the Science department. It is often used at Company parties, and many first year trainees are addicted to it. It acts as an anti-depressant, aphrodisiac, and uninhibitor without a hangover. Overuse can create paranoia, bloodlust and sadism. There has been some talk of the Company releasing this onto the streets.

**Blue Fire** see PsiTech. Very rare bordering on legendary

#### 5.1.4 Security

**Six-in-one Axe** A highly useful, multipurpose copper/beryllium axe, pick, prybar, hydrant wrench, spanner, nail puller and a gas-valve shutoff. This has become a popular weapon/tool among the SecOps. 4.5 lbs. Obvious.

#### 5.1.5 Technology

**Toolkits** Available for Mechanical, Electronic, and Chemical, these allow a variety of repairs and modifications to any device that fits into the category. Minor repairs are no penalty, major repairs and gadgeteering -2. 20 lbs. Backpack or Case.

**Mini-Toolkits** As above, but designed to be carried on a belt or bandoliers. Routine repairs -2, major repairs -4. Specialized kits for Surveillance, Vehicles, Firearms, and Computers are popular. Other specialized kits are also available.

A specialized kit gives no penalty for minor repairs, and -2 for major within its field, but a -5 for any repairs outside the specialization. 5 lbs.

**Cistron** A small, very powerful hand-held computer. It is about the size of an Apple Newton, but can run Quake without downgrading the graphics. The terminal is miniature, including a small full-colour LCD screen, fold-out touch-button keyboard, and a pressure pen which writes directly to the screen. It includes a 15 km scrambled radio capable of using local cell-phone networks, and a top speed cellular modem, allowing it to access the Blacknet. It can pickup local TV signals, and can communicate with the Company's private Global Positioning System, allowing the user to pinpoint his location to within 5m anywhere in the world. Detailed maps or LandSat photos can then be downloaded of the area. 2.5 lbs. Available only to Tech Ops.

**Duct Tape** Useful for affecting a wide variety of repairs. A Tech Op with a roll of duct tape, and a paper clip can fix almost anything.

#### 5.1.6 PsiTech

**PKE Meter** A small, handheld device, this detects the strength of psychokinetic energy fields in the area. This is useful for detecting ghosts and other PKAE, as well as any actual use of PK powers in the vicinity. PK fields drop quickly away from the actual area affected, so the device must be close, or the field must be very strong to be detected at a distance. By using hot and cold methods, the field can be tracked to its source. 0.5 lbs. Small wand with lights and arms.

**Psi-Amplifier Backpack** A heavy, very touchy backpack power and helmet unit which can augment the power of a single psionic ability, but at the risk of feedback and loss of control. The amplifier must be fine-tuned to the brainwaves of a specific individual (a process requiring a room full of equipment and several technicians over two to three hours), or the augmentation will be decreased, and feedback more likely. 20 lbs. Heavy, conspicuous backpack and helmet.

**Brainscanner** (Psychoactive Electro EncephaloGraph - PEEG): A sophisticated dedicated computer and electrodes which fits in a briefcase sized case. The brainscanner can connect brain activity with specific emotions or types of thought, revealing the emotional or physical reactions a subject is currently feeling, whether the subject is consciously or subconsciously using psi powers, or is being affected by psi powers. A skilled operator can detect conditions such as Brainsucker possession, Brainsquids, tumors, or other unusual circumstances. A reading takes about four hours. 4 lbs. Briefcase sized case. Easily disguised.

**Psi Bomb** Generates a field of irritating, distracting psychic noise, powerful enough to be detected by non-psis. It is the psychic equivalent of nails on a chalk board. They are often used as a sort of stun munition. They are more effective against those with psi powers, and the field is unhindered by armour. Unfortunately, they are somewhat unreliable, and can only be used once. Grenade. 1 lb. Affects 12 ft radius. 12- Satchel. 10 lbs. Affects 70 yd radius (enough for a building).

**Null Field Generator** Projects a field of psychic interference which disrupt or absorb psionic power within its area. This makes psionic powers much more difficult, and appears to be physical painful to PKAE and the like. Useful as protection against psis, and for herding ghosts. They are, of course, prone to overloading, and are unreliable. 10 lbs. Suitcase sized. Affects 5 yd radius for up to 5 minutes.

**Blue Fire** A powerful neurotransmitter drug that enhances the brain's ability to handle psionic energy. However, it is also a deadly poison, and likely to kill within 10 minutes. It is easily neutralized by an injection of Neurovine, but is only for use in emergencies. Hypo or pill.

### 5.1.7 Ghost Hunting

**Proton Pack** A particle accelerator, hooked to a heavy power pack. It fires a stream of charged protons. It is woefully inaccurate and hard to control, with very limited range. The stream actually does little damage for the amount of power put into it. What it is useful for, is hunting ghosts. The stream itself interferes and traps psychokinetic energy, including ghosts. The stream can be used to capture and immobilize an entity, which can then be solidified or trapped in a capture box.

**Containment Box** A small box which projects a field of Psychic Vampirism when activated. This field will draw in the psychic resonance, the 'soul' of an entity or being. This is primarily of use for trapping ghosts, but can also be used to drain the soul from a person, leaving an empty shell. The entity must be kept in the field for several seconds for the draining to be effective, and the stronger the will and Mental Shields of the victim, the less likely it will work. The power pack will only maintain the field for about 20 seconds, so care must be used in activation. Once captured, the entity can be contained in the permanent facility in Utah, or released. 3 lbs.

**Solidifiers** These boxes, which must be used in pairs, project an energy field which causes psychokinetic energy to coalesce into a solid form. This allows PKAE to be affected by physical means, such as firearms. The PK energy coalesces slowly, so the entity must be held in the beam for several seconds to be effective. The projectors must be within 20 feet of each other, and have a tendency to short out, and interfere with psionic powers in the area. 5 lbs/box.

#### 5.1.8 Vampire Hunting

**Lights** All Vampire hunters should carry bright lights at all times.

**Harpoon** Used to snag a vampire, and then drag it into daylight, or into a ring of vehicles with Off Road lights. If the line is attached to a winch, even battle frenzied vampires have difficulty avoiding being hauled.

**Harpoon Crossbow** Essentially a small ballista designed to fire a harpoon. This means even greater distance from the nasty vampires you are fighting. Very clumsy, benefits greatly from a stable mount (tripod, pintle mount), also useful for various capture missions.

#### 5.1.9 Lectroid

**Pheromonal Antidote** An asthma-style inhaler which contains a drug which neutralizes the Lectroid's pheromonal ability to appear as normal humans. Unprepared people may freak if they see a person suddenly turn into a Lectroid. The drug has a tendency to dull the sense of smell, but most Ops are not too concerned. Only lasts about 5 min/puff.

**Imaging Glasses** A pair of sunglasses, with a polarized, phase shifted optic filter which allows people to see Lectroids as they are, regardless of whether they breathe pheromones. They are still experimental, and tend to give users severe headaches after prolonged use, and have only black and white optics, but are useful in situations where both hands are required, and the wearing off of the drug could be very dangerous.

### 5.1.10 Sewer Delving

**Lights** Required for any sewer delver

**Hazmat Suits** Permanent versions of SecureSkin, these suits are fully sealed, black poly-vinyl with a layer of Monocrys. They are highly resistant to tearing, and are insulated (useful if firing Proton packs in water). The hood includes an armoured visor, and an internal oxygen supply for four hours. Some suits have environmental controls (cooling and heating), but these are notoriously touchy. The suits also include a mount for a shoulder light, plenty of external pockets, and harness attachments.

**Screamer** A box about the size of a hardcover textbook, when activated it warbles with a variety of ultrasonic frequencies. This is very annoying to humans, may repel insects and small animals, and can stun a Sewer Fluke. The batteries will power it for about 5 minutes of continuous warbling. 3 lbs. Bulky and obvious.