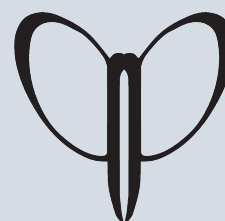


GALILEO UPLIFT

BY
KENNETH
HITE



GUMSHOE

Pelgrane Press

KEN WRITES ABOUT STUFF

GALILEO UPLIFT

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Ken Hite has joined Pelgrane as a full-time writer, and we've come up with a clever way of using his considerable writing talents. Now, you can subscribe to Ken Writes About Stuff, featuring new and original Hite goodness every month for twelve months. A costs \$24.95 and as well as giving you a generous 30% discount on the individual article price of \$2.95, we'll be offering an exclusive extra later in the year to all subscribers.

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Ken describes it as so:

"A burst of Hite goodness that you can imbibe or not as you see fit, secure in the knowledge that there's another one coming down the pike in a month at a reasonable price. I'll be putting about 4,000 words worth of fun together every month — maybe an optional rules system, maybe a longish DramaSystem Series Pitch, maybe a "ripped from the headlines" mini-scenario, maybe a campaign frame or a mini-setting, maybe an extended riff on some worthy intelligence organization or serial killer or astrophysical anomaly. Leave requests in the comments, and I shall take them most indubitably under advisement."

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AN EXPANSION FOR MOON DUST MEN

To fight aliens, one must use the alien. Take it apart, reverse-engineer it, rebuild it, turn it into armor and sensors and weapons and aircraft good enough to win a war against an enemy from the stars. This expansion presents new tech and gear for your high-powered Moon Dust Men game, powered by a new GUMSHOE “tech tree” subsystem for bootstrapping invention and development.

PROJECT GALILEO

“When the Romans first undertook to send their forces across to Messene not only had they not any decked ships, but no long warships at all, not even a single boat ... On this occasion the Carthaginians put to sea to attack them as they were crossing the straits, and one of their decked ships advanced too far in its eagerness to overtake them and running aground fell into the hands of the Romans. This ship they now used as a model, and built their whole fleet on its pattern; so that it is evident that if this had not occurred the Romans would have been entirely prevented from carrying out their design by lack of practical knowledge.”

-- Polybius, *The Histories* (I.20.13-16), ca. 120 B.C.

“I was introduced to my supervisor and a co-worker and then given a stack of briefings on various projects, including Project GALILEO, which was devoted to the study of nine disc-shaped extraterrestrial craft that were somehow acquired by the U.S. government. I was assigned back engineering tasks on the reactor and gravity-propulsion system of one of the discs--essentially to help figure out what made it work.”

-- testimony of Bob Lazar, 1989

The scientific minds on the MAJESTIC committee immediately turned their attention to the question of alien technology. While most of the devices and even the physical concepts in the Roswell saucer were beyond comprehension, the men who had split the atom a decade ago gave it the old post-doctoral try. The USAAF Air Materiel Command took charge of the recovered items, parceling the more promising ones out between

independent scientific “tiger teams” at a number of MAJESTIC-cleared military and civilian laboratories.

John Bardeen at Bell Labs derived the concepts of “surface physics” from a redundant alarm system on the Roswell disc, and Sanford Garrett of the Sandia Z-Division discovered a new form of silicon in a desiccant pack. The two technologies combined opened Bell Labs researchers’ path to the transistor (germanium transistor demonstrated December 1947, the commercially viable silicon transistor in 1954) and eventually to a new technological revolution. The transistor also demonstrated the need for a coordinated research system across all MAJESTIC scientific facilities: President Eisenhower authorized Project GALILEO in 1953. AT&T began laying secret transmission cables between the main research facilities, eventually declassified on a rolling basis from 1963 to 1969 as the ARPANET system.

GALILEO: 1978

The Air Materiel Command became the Air Force Systems Command in 1961, but remains the central “clearinghouse” feeding recovered alien technologies to GALILEO facilities. Those facilities include Sandia Laboratory, Area 51 and S-4 in Nevada, Brookhaven National Laboratory on Long Island, Bell Labs in New Jersey, and the Foreign Technology Division at Wright-Patterson AFB. The main Wright Labs facility for GALILEO is inside Building 470 surrounded by concrete, supposedly to contain a decommissioned nuclear reactor. (Actually, GALILEO converted it to run a fusion bottle recovered from the 1965 Kecksburg crash.) Wright-Patterson is also the headquarters of the 4950th

Test Wing, the cover unit for Project BLUE FLY, which has responsibility for transporting recovered UFOs and EBEs to various Majestic-12 depots and labs.

“Galilei” are supposed to stay safe inside the subterranean bunker, hollow mountain, or blank-walled military hangar – but the need for field assessments often outweighs the need for complete safety. Some GALILEO types even profess to prefer field duty to lab work, as if the sight of the open sky compensated at all for tunneling deeper into the secrets of the universe.

PLAYING GALILEI

Build Project GALILEO personnel like regular Moon Dust (*KWAS: Moon Dust Men*, p. 4) or Majestic-12 agents (*KWAS: MAJESTIC Overwatch*, p. 6) with the following changes:

- In addition to your 1 free rating point in Ufology, put 1 free rating point into any scientific ability: Aircraft Engineering, Astronomy, Biology, Chemistry, Cryptography, Diagnosis, or Physics.
- You receive 60 (not 65) General build points.
- You receive 4 free Backslash points (*MDM*, p. 7) in Investigative abilities, which you may assign at character generation or at any time during the game.
- If there is a disagreement about what special gear your team receives, you make the call. If two GALILEO eggheads disagree, the tie goes to the one with the highest total rating in all Science abilities.

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WEIRD SCIENCE

Reverse-engineering alien technologies and puzzling out arcane sciences sends GALILEO researchers down a number of possible pathways, called “technics.” (GALILEO came up with the term in the late 1940s, when it was the coming new buzzword meaning “technologies.”) Each Technic has a level, arbitrarily set between 0 (Earth in 1947) and 6 (the best observed or inferred alien systems). These values interoperate with some game systems in *KWAS: MAJESTIC Overwatch*, and can affect even regular *Moon Dust Men* missions on the ground.

“Successful 6” means the player rolled a natural 6, and the contest was a success. “Failed 1” means the player rolled a natural 1, and the contest was a failure.

TECHNICS

Earth in 2015 has publicly reached (or nearly) level 2 in Infotech and Avionics, and level 1 in Biotech, for example; an argument could be made for Materials as well.

Of course, most of those advances came from deliberately leaked alien technologies prototyped and perfected decades earlier by GALILEO.

The GM can decide Majestic-12’s current Technics levels for dramatic effect, or play out the *Big Glowing Table* strategic game (*MO*, p. 6) for awhile to set levels. Each 1 rating point in the Research & Development Program in that game increases Technics by 2 levels in one field or 1 level in two. The default Soviet psiwar program has reached Psychotronics 2 (or at least 1 higher than Majestic-12) in 1978.

Each fully recovered intact saucer adds 1 free rating point to R&D. The GM should decide how many fragments, fuel pods, robots, EBE bodies, etc. equals one saucer for these purposes. She may also rule that a specific recovered item can only be applied to a specific pathway: EBE corpses can only aid Biotech or Psychotronics, for example. She can also rule that raising the Energy level (or Paraphysics, or Avionics, or Materials, or ...) is impossible without more Element 115 or trillithium or alien navigation tunics or other specific samples,

triggering one or two more aggressive missions for the player Moon Dust team.

STEPS

On the tables below, some Technic levels grant steps in other Technics. A step is a bonus that cannot take the dependent Technic higher than the granting Technic.

Paraphysics 3 grants +1 step in Avionics and Sensors. Increase both Avionics and Sensors 1 level to a maximum of level 3. If you already have Sensors 3, it doesn’t increase.

AVIONICS

The field of directing and controlling objects in flight, and of constructing advanced airframes; everything except the fuel.

| LEVEL | NOTES |
|-------|--|
| 1 | Satellite navigation; grants Location pool (p. 9) |
| 2 | Stealth, expert-system controls, tactically re-taskable satellites |
| 3 | Total Pilot Awareness; +1 to Patrol Program tests (<i>MO</i> , p. 7); can counter alien Air Supremacy (p. 10) |
| 4 | Antigravity airframes; can contest alien Air Superiority (p. 10) |
| 5 | Reactionless thrust |
| 6 | Inertial dampers |

BIOTECH

The field of living organisms, their design and improvement.

| LEVEL | NOTES |
|-------|--|
| 1 | Genomic modeling |
| 2 | Cloning, gene therapy |
| 3 | Cyborgs, androids; +1 step in Infotech |
| 4 | Bioroids, designer cryptids |
| 5 | |
| 6 | Cellular immortality |

ENERGY

The basic physics and engineering of a power source for the rest of the gear; also incorporates directed energy weapons.

| LEVEL | NOTES |
|-------|---|
| 1 | Fast-cycle fission, lasers, masers |
| 2 | Fusion, beamed power, superfuels, particle beams; +1 to Point Defense Program tests (<i>MO</i> , p. 7); can counter alien Air Supremacy over Majestic-12 installations |
| 3 | Cold fusion, broadcast power, plasma weapons, nuclear dampers; +1 step in Paraphysics |
| 4 | Antimatter |
| 5 | Lased gravity power, harnessed singularity, energy conversion; +1 step in Psychotronics |
| 6 | Zero-point energy |

INFOTECH

The field of information organization, retrieval, and manipulation, especially with computers.

| LEVEL | NOTES |
|-------|---|
| 1 | Transistors, integrated circuits, microchips |
| 2 | Big data mining, memetics; +1 step in Sensors |
| 3 | Quantum computing, robots, near-AI expert systems; +1 step in Avionics, Biotech; +1 to Surveillance Program tests (<i>MO</i> , p. 7) |
| 4 | Uploaded minds, artificial intelligence |
| 5 | Hyperspatial computing |
| 6 | |

MATERIALS

The field governing what you build the gear out of, from inorganic chemistry to metallurgy to nanotechnology.

K E N W R I T E S A B O U T S T U F F

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| LEVEL | NOTES |
|-------|---|
| 1 | Graphene, Stealth |
| 2 | Molecular engineering, superconductors, diamondoid; +1 step in Sensors |
| 3 | Nanotechnology, warm superconductors; 1 free pool point in Production Program each year (<i>MO</i> , p. 7) |
| 4 | Disassemblers |
| 5 | Living metal; +1 step in Biotech, Avionics; can achieve Total Surprise (p. 10) against aliens |
| 6 | Full transmutation |

PARAPHYSICS

EBEs operate on a clearly different understanding of physics – whether they simply have a “more advanced” knowledge of the universe, or whether they can somehow “exempt” themselves from conventional physics remains an open question.

| LEVEL | NOTES |
|-------|--|
| 1 | Unified quantum theory |
| 2 | Invisibility; can achieve Initial Surprise (p. 10) against aliens |
| 3 | Gravity control, scalar physics; +1 step in Avionics, Sensors |
| 4 | Hyperspace, force fields, warp drives |
| 5 | Non-Euclidean thermodynamics, wormhole construction; +1 step in Energy |
| 6 | Time travel |

PSYCHOTRONICS

The field where psionics, mechanics, and technology intersect.

| LEVEL | NOTES |
|-------|---|
| 1 | Psi amplifiers, psychic training; allows Familiar Foe (p. 10) |
| 2 | Psi generators, psurgery |
| 3 | Telepathic devices, industrial PK; +1 to Psyops Program tests (<i>MO</i> , p. 7); Greys no longer automatically Forewarned |
| 4 | Astral/interplanar vehicles; +1 step in Infotech, Sensors |
| 5 | |
| 6 | Teleportation; can achieve Total Surprise (p. 10) against aliens |

SENSORS

The attention paid to this applied science is an artifact of the original GALILEO team’s overwhelming focus on air defense.

| LEVEL | NOTES |
|-------|---|
| 1 | Lidar, satellite imagery; can achieve Satellite Overwatch (p. 10) |
| 2 | Signal mining, full EM spectrum sensors |
| 3 | Quantum dipole sensors, gradar |
| 4 | Hyper-lenses, tachyonic sensors, probabilistic viewers; +1 step in Psychotronics; +1 to Earth Defense Program tests (<i>MO</i> , p. 7); aliens cannot achieve Total Surprise (p. 10) against Majestic-12 |
| 5 | Neutrino sensors |
| 6 | |

NEW GEAR

Much equipment available in 2015 is available in retro-tech versions to Majestic-12 operators in 1978. GMs should absolutely check out the gear sections in *Night’s Black Agents* (*NBA*, pp. 96-104) for Majestic-12 black-ops covert “blue

technology” and *Ashen Stars* (*AS*, pp. 124-146) for more alien tech possibilities.

As GALILEO begins to barely comprehend alien technology, they turn it first into prototypes, then into “black product”: weapons and equipment for sole use by Majestic-12 and Moon Dust operators in the field. Finally it becomes “blue product” (not “Grey product”) released to either private industry or to more conventionally clandestine U.S. units or both.

Prototype: Becomes available when the required Technic level is met. If it doesn’t require a roll to use (e.g., Shooting for a blaster or Athletics for a grenade), when it is used one operator must roll Mechanics (Difficulty 6) to represent its field maintenance. On a failure, the item remains inert. The Mechanics roll becomes Difficulty 5 with a 1-point spend of the most relevant ability: Aircraft Engineering, Biology, Chemistry, Physics; or Difficulty 4 with a 1-backslash point spend of that ability.

After a prototype’s first successful use in any session of play, it fails catastrophically on a failed 1 on its roll to use, doing -1 damage to user (or listed damage for weapons and explosives) if at all possible.

Prototypes are often physically bulky or awkward; the GM may rule that they require two hands or careful handling.

Black Product: Becomes available when the required Technic level is exceeded by 1. Needs no Mechanics roll to maintain in the field. After its first successful use in a session, it remains inert on a failed 1 roll involving it.

Blue Product: Becomes available when the required Technic level is exceeded by 2, or when MJ-3 (the GM) says it does. Follows normal GUMSHOE rules like normal terrestrial equipment in all respects.

GETTING AND KEEPING GEAR

For each 1 Production rating point spent (*MO*, p. 7), the team may add two pieces of advanced gear to their loadout. (If not using the *Big Glowing Table* system, allow a Bureaucracy test (*MO*, p. 6); the team gets 1 piece of gear for each 2 points by which the roll succeeds, minimum 1.) Gear that gets stolen, blows up, or explosively malfunctions is lost; there is never

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enough ultra-tech to go around, and the team does not get “make up” gear. The exceptions: replenishments of actually expendable items such as ammunition, explosives, medical paste, etc.

SALVAGE

If you can figure out what an alien item is supposed to be, you can try to use it regardless of Technics.

Salvaged gear has *at least* the level of danger and Difficulty that a prototype does. Using salvaged alien gear un-vetted by GALILEO gives the GM permission to hose you in any way she can dream up, from time cysts to summoned chupacabras.

Salvaged alien gear not turned in to the Project is contraband! It requires a successful Filch test (Difficulty 6) to smuggle past Majestic-12 security (Difficulty 5 to smuggle past conventional government security) and keep in your inventory. Some troublemakers rent a storage locker off base for their illicit salvage, which can lead to its own troubles and adventures.

INVENTION

Player scientist-engineers can absolutely try to invent or reverse-engineer gear once GALILEO achieves the relevant Technic level. **First, the GM has to sign off on the proposed device.**

After that, invention is a continuing challenge (*NBA*, p. 50) with a Difficulty pool equaling the Technic level times 13 (TL x 13). Reverse-engineering a piece of alien gear *captured intact* has a Difficulty pool of TL x 10. You can begin reverse-engineering alien gear before reaching the required Technic level, but cannot succeed until GALILEO achieves that level.

Once per adventure, a Galilean can make a Mechanics test at Difficulty 6. (Difficulty 5 with a 1-point spend of the relevant scientific ability; Difficulty 4 with a 1-backslash point spend of the relevant scientific ability.) Another PC can cooperate (*Esoterrorists*, p. 39; *NBA*, p. 50; *AS*, p. 70) with this test. Once every three adventures, a PC can make a Bureaucracy test to get more GALILEO staff and resources assigned to the invention. When the cumulative totals (rolls + spends) of the *successful* tests equal the Difficulty, the device has been invented, and the team gets a prototype version of it for free.

The device becomes black product either when GALILEO reaches the next Technic level, or after another continuing challenge (Difficulty 13).

ARMOR

The armor available to the team varies with the Materials Technic level. Each even-numbered Materials level improves all available armors by -1: at Materials 4, diamondoid has Armor -3 and nanoweave has Armor -4.

POWERED ARMOR

Prereq: Materials 2, Energy 3

Wearer divides +12 bonus ability points between Athletics, Scuffling, and Health (cannot change mix later); -3 Armor; +1 bash or claw attack.

Each extra level of Materials or Energy adds +3 bonus points; each even-numbered Materials level improves Armor by -1.

Weapon Mount: Costs 2 bonus points; must have access to weapon.

Flight: Costs 3 bonus points; prereq Avionics 2

Stealth: -2 to relevant tests (-1 per level thereafter to -5 max); costs 3 bonus points; prereq Paraphysics 2 or Materials 3

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| Armor type | Value | Notes |
|--------------------------------------|--|--|
| Police and military bulletproof vest | -2 | Bulky and obvious; -1 to Athletics; Kevlar (blue product?) since 1976 |
| Ballistic cloth vest | -1 | Concealable under clothing; Materials 1 |
| Lorica squamata | -2 (-4 vs. energy weapons) | "Scale mail" made of salvaged UFO heat shield fragments; -1 to Athletics; Materials 1 |
| Diamondoid fabric vest | -2 | Concealable under clothing; Materials 2 |
| Nanoweave "smart mail" tunic | -3 | Powered by bio-electricity; Materials 3; -1 to Infiltration (hide, sneak) Difficulty while wearing it; Nordic technology |
| Halo armor | Immune to kinetic energy (-2 vs. energy weapons) | Paraphysics 5; Grey technology |

Suitcase: Folds into a slim-line Euro-style briefcase; costs 1 bonus point; prereq Materials 3

EXPLOSIVES

Use whichever explosives rules you prefer. For each level of Materials and Energy achieved,

the potential explosive power of a grenade increases by one: one Class in **Night's Black Agents** or **Mutant City Blues**; by +6 in **Trail of Cthulhu**, tripling each level. Yes, that means that at Materials 4 and Energy 4, you can have a thermonuclear hand grenade (+162 ToC damage). Except you can't have it, because Majestic-12 won't issue it no matter

| Weapon | Damage | Notes |
|-----------------|-----------------------|---|
| Laser | Pistol +0 Rifle +1 | Very accurate: no range penalties, automatic +1 to Shooting roll; Energy 2 |
| Disruptor | Pistol +1 Rifle +2 | Particle-beam weapon; Armor halved; explodes or shuts down tech on target on successful 6; Energy 3 |
| Blaster | Pistol +2 Rifle +4 | Plasma weapon; half damage past 100 yards; hits start fires; Energy 4 |
| Pressor-Tractor | Pistol -1 Rifle +0 | Gravity weapon; pushes or pulls target as Athletics equal to total roll + Shooting spend (doubles at Paraphysics 5); Energy 3, Paraphysics 3 |
| Railgun | Pistol +2 Rifle +3 | Silent but heavy; -2 Athletics at end of scene; can fire grenades; Energy 2, Materials 2; at Materials 3+ no Athletics penalty |
| Needler | -2 | Injects target, silent; no damage past 40 yards; Energy 2, Materials 1; at Materials 3 holds cassette of 20 damage points that user can selectively fire (choose damage first then roll Shooting) |

how good your Bureaucracy roll was.

WEAPONS

Beam weapons (laser, disruptor, blaster) improve as the Energy level increases. Each level of Energy increases rifle damage by +1; each even-numbered Energy level increases pistol damage by +1: at Energy 4 a laser pistol does +1 and a laser rifle does +3 damage.

CECM

Prereq: Biotech 3, Infotech 1 and completed Project BANDO (*MO*, p. 8)

The Counter-EBE Chemical Munition is usually issued as a gas bomb. Each species of EBE has a specific CECM formulation. Onset is in 1-6 rounds inhaled; 1 round if injected. Target must make a Difficulty 7 Health test or take +7 damage and become incapacitated; successful Health test means +2 damage and Hurt.

EMP GUN

Prereq: Energy 2

Shooting success stops electronic machinery. In 1978, that's mostly aircraft, radios, and big room-sized computers. At Paraphysics 2, it stops *electrical* machinery, including automobile engines. At Energy 4, it stops atomic fission reactions.

GABRIEL

Prereq: Energy 2, Paraphysics 3

Sonic stun weapon affects anything that perceives sound waves, including most major EBE species. The first hit with Gabriel drops the target's Hit Threshold by 1; the second hit drops the target unconscious for 1-6 hours. (Weak targets or mooks with Health < 4 drop at the first shot.) Ear protection allows a Consciousness roll against the second shot. Initially, Gabriel is not a quiet weapon; using it alerts everyone in earshot. At Paraphysics 4, Gabriel is entirely ultrasonic and more suitable for covert actions.

MISCELLANEOUS

Not everything is a weapon, at least not until Majestic-12 operators get their hands on it.

AGRAV BELT

Prereq: Materials 3 and *either* Avionics 4 or Paraphysics 4

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Belt allows antigravity movement. Unless combined with a jetpack (p. 8) or similar, it does not allow powered flight, but an Athletics or Parachuting test can shift direction, catch wind currents, etc.

BIOSUIT

Prereq: Biotech 2, Materials 2, Psychotronics 1 or completed Project REDLIGHT (MO, p. 8)

Whole-body self-sealing and recycling coverall (including face plate) provides protection (but not oxygen) against hostile environments, pressure, heat, cold, radiation, vacuum, etc. Also allows wearer to attempt to fly a UFO. Armor -1.

GILL IMPLANT

Prereq: Biotech 3 or completed Project ROCK SITE (MO, p. 9)

Surgically implanted, bioengineered gill system allows the user to breathe water. At Biotech 4, gills are invisible when not in use.

HYPERSCOPE

Prereq: Infotech 2, Sensors 4

Scans and depicts a target area up to 200 yards away in three dimensions and full energy detail. "Sees" through all but Materials or Energy (force fields) higher than its Technic level. Interpreting its readout requires the spend of 1 (backslash or regular) pool point: Biology for life signs, Physics for energy signatures, Architecture for building layout, etc. (Your spend is refunded if the GM puts a core clue on the scope.)

INVISIBILITY CLOAK

Prereq: Paraphysics 2, Sensors 2; or just Paraphysics 3

Approximately 2.5m x 2.5m square "brilliant fabric" processor either bends light around the wearer or projects a "false transparent" image removing the wearer. Grants a +6 bonus to wearer's Hit Threshold, and to tests such as Infiltration and Surveillance, modified by the difference between the cloak's highest Technic level and the spotter's highest Sensors level.

Diana's Paraphysics 3 invisibility cloak grants her a +4 bonus against a Nommo Sensors 5 scanner (5 - 3 = 2; +6 - 2 = +4)

With Psychotronics 3, also cloaks mental emissions, as above.

JETPACK

Prereq: Avionics 2, Energy 2

Just like it sounds: allows the pilot to carry 90 kg at 100 kph for 30 minutes. Each additional level of Avionics increases top speed by 100 kph; each additional level of Energy doubles flight time. Piloting a jet pack takes up a Piloting slot.

MEMEX JACK

Prereq: Infotech 1

This device looks like a small television mounted on a heavy microphone. When its cable is screwed into a telephone receiver (or tapped into a phone line with a 1-point Communications spend or a Difficulty 4 Mechanics test) it sends a special signal to the covert AT&T cable system and connects the user with the Memex installed by Vannevar Bush in the secret sub-basement of the Carnegie Institution in Washington. This allows the use of Data Retrieval to obtain the (usually microfilmed) answer to any question that might be answered in a book, periodical, or government record of any sort.

Plug the Memex jack into a fax machine or teletype and it can produce a printout.

PROTOFLESH

Prereq: Biotech 3

This beige-brown paste looks like hummus but feels like ground fish. It is a "universal receptor" for human genetic material and grows into skin, muscle, blood vessels: anything except an entire organ or limb. It requires no skill to smush protoflesh into a wound; it instantly stabilizes most traumatic injuries (gunshots, burns) and restores Health by the next scene. Majestic-12 issues it in 10 oz. caulk tubes; conveniently 1 oz. restores 1 Health point. It can be eaten in extremis, but eww.

PROTOFLESH MASK

Prereq: Protoflesh, Materials 1

Allows the creation of a lifelike human (or Nordic) mask. With a 3-point spend of Impersonate (and the proper wigs, costumes, etc.), the wearer can use it

to disguise herself as a known human target, although Photography, Research, Surveillance, etc. may be needed to make the mask truly lifelike and the disguise truly accurate. At Biotech 4, allows the creation of a Grey, Nommo, or Reptoid mask.

If protoflesh masks turn up a lot in play, the GM may want to add the Disguise ability from **Night's Black Agents** to the General abilities list. Allow players to shift points from Infiltration, Surveillance, and (at a 1 for 3 basis) Impersonate into Disguise. Protoflesh masks reduce the Difficulty of such an impersonation (Difficulty 7) by -4.

PSI HELMET

Prereq: Psychotronics 2

Increases the wearer's point pool for psionic abilities by +5. Each additional level of Psychotronics adds +3 to that pool.

STONESKIN VIRUS

Prereq: Biotech 3

Infects the user's subdermis with mineralized extended-collagen fibers that clump together around trauma to stop bleeding and resist damage. Provides innate Armor -1; not halved by disruptor fire. Each even-numbered Biotech level increases Armor by -1. Used by Reptoids.

TRANSLATREX

Prereq: Infotech 2, Psychotronics 1 and completed Project SIGMA (MO, p. 9)

Headphone, processor, and microphone kit provides simultaneous translation for any EBE language or code broken by Project SIGMA.

PREVAILING CONDITIONS

These modifiers provide a rules-mechanical interface between the abstractions of the Technics system and the nitty-gritty of **Moon Dust Men** adventures. They are relatively harsh, because the UFO conspiracy genre (and the 1970s) feature implacable, terrifying foes. GMs who want to coddle players may want to look at the copious special refreshes and other maneuvers (such as TFFBs and TTTBs; **NBA**, pp. 107, 110) in **Night's Black Agents**.

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MODIFIERS

Each condition provides the Moon Dust or Majestic operators or their foes with:

- Contest advantage or disadvantage: -1 or +1 to Difficulty (including Hit Thresholds unless noted) of General ability tests for the PCs.
- Surprise (p. 10).
- A team pool of points in the parenthesized Abilities. The number listed is the number of points granted per player character. Players may spend those points as they see fit; they do not have to divide them equally. Any player may spend them as if they were her own; once expended, they do not refresh.

Modifiers, by and large, are cumulative, but only to a maximum of +3 Difficulty.

The GM can apply these modifiers in whole, in part, or in any other fashion that takes her fancy. She is encouraged to come up with more one-off modifiers based on specific player character loadouts or pieces of tech featured in her campaign.

LOCATION

In 1978, reliable satellite navigation is a serious tactical advantage. Avionics 1 grants a 3-point pool (Infiltration, Surveillance) and -1 to Difficulty (Driving, Piloting) for all missions that a UFO is not actively jamming.

Urban Area: Humans all look alike to EBES. Against any alien foe, operators get a 3-point pool (Infiltration, Surveillance) and -1 Difficulty on the first test to surprise an EBE.

Rural: Operators suffer +1 Difficulty on all surprise tests against UFOs and EBES until Sensors 4.

Desolate: Deserts, tundras, etc. Greys find these homelike; surprise as Rural.

Ocean, Lake, Swamp: +1 Difficulty against Nommos; +1 Difficulty against Reptoids in swamps; surprise as Rural.

Impassable: Mountains, jungles, glaciers, etc. All operators without Outdoor Survival are at contest disadvantage (+1 Difficulty). Also, +1 Difficulty against Reptoids in jungles; +1 Difficulty against Nordics on glaciers and ice caps.

In U.S.: 4-point pool for any General abilities; operators are well-supplied and close to support. Also applies if at sea with a U.S. Naval task force.

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GALILEO UPLIFT

In an allied nation: 1-point pool for any General abilities. Also applies if at sea with a U.S. or allied naval vessel.

In a neutral nation: Treat as enemy nation (below) if operators attract the attention of the authorities.

In an enemy nation: Mostly the Communist bloc. All operators without Tradecraft are at contest disadvantage (+1 to Difficulty) unless the GM rules otherwise for that specific test.

In a war zone: In 1978, potentially includes Ethiopia, Angola, Rhodesia, Western Sahara, Lebanon, Cambodia, Mozambique, Kurdistan, Uganda, Northern Ireland, Chad, the southern Philippines, and parts of eastern India. All operators without Military Science are at contest disadvantage (+1 to Difficulty) unless the GM rules otherwise for that specific test.

TACTICAL

Initial Surprise: Surprised side goes last in combat; suffers +2 Difficulty to all General ability tests for their next action. Only possible against EBEs after Paraphysics 2.

Total Surprise: Successful 6 on the test to surprise (Infiltration or Surveillance) or failed 1 on the test to avoid surprise (Sense Trouble). The GM may also rule that a specific clever plan (usually accompanied by an Investigative spend or two) might achieve Total Surprise. Surprised party cannot act for a number of rounds equal to the margin of success (or failure). Initial Surprise follows for the first round after Total Surprise wears off. After Sensors 4, EBEs cannot achieve this against properly equipped agents or facilities. Only possible against EBEs after Materials 5 or Psychotronics 6.

Forewarned: If warned of a specific strike at a specific time (by time travellers, psychic visions, dreams, informants, etc.) the operators receive contest advantage (-1 Difficulty) on tests against surprise, and on the first round of action. Greys are forewarned until Psychotronics 3.

Familiar Foe: Operators who have fought the same species of EBE in three scenarios and survived get a 2-point pool (Infiltration, Preparedness, Scuffling,

Sense Trouble, Shooting, Stability, or Surveillance) on the fourth encounter. Each further encounter adds 1 point to the pool (maximum 5). Only possible after Psychotronics 1.

AIR COVER

Satellite Overwatch: Satellites tracking operators' actions in real time, so Majestic-12 can provide guidance or send emergency extraction or reinforcements if needed. Missions must be timed to satellite windows. Provides 2-point pool (Infiltration, Parachuting, Piloting, Stability); requires Sensors 1. At Avionics 2, satellites can be retasked in orbit to suit any mission.

Aircraft Overwatch: Reconnaissance aircraft or drones tracking operators' actions in real time; as Satellite Overwatch. Cannot occur in secure Soviet or Chinese airspace or under Alien Air Supremacy; only 1-point pool available under Alien Air Superiority.

Air Superiority: Most things in the sky above the mission are UFOs; after the first shot is fired (or other alert) EBEs have contest advantage (+1 Difficulty) in each scene if operators don't spend 2 Infiltration (from any PC or combination of PCs) to counter. With Avionics 4, Majestic-12 can contest alien air superiority with a dogfight.

Air Superiority also applies if the operators are in a place where a human enemy can use aircraft to spot or hunt them: Tibet, say. The PCs get contest advantage (-1 Difficulty) if their foes are, e.g., a Soviet Spetsnaz team in Alaska and they've alerted Majestic-12 or the USAF.

Air Supremacy: Everything in the sky above the mission is a UFO, actively hampering or monitoring the operators. As air superiority, except operators must spend 4 Infiltration per scene to avoid contest disadvantage. With Avionics 3, aliens cannot get air supremacy on Earth without a fight; with Energy 2, aliens cannot achieve air supremacy over Majestic-12 point-defense sites.

TECHNICS

EBEs have superior Technics and therefore receive automatic contest advantage (+1 Difficulty) in any contest involving

technological items, from gunfights to chases to sneaks. At level 4 of the specific Technic involved (Avionics for a Piloting chase, for example), an operator can test Mechanics (Difficulty 6) to remove this penalty. At level 5, the Difficulty drops to 5; at level 6, no penalty applies.

ONE-OFF ADVANTAGES

Serious energy discharges such as lightning storms, nuclear tests, or solar flare events can blank out or cripple alien devices. The GM should remove the Technics and alien Air Superiority or Supremacy advantages in such cases.

