

MAJESTIC OVERWATCH

BY KENNETH HITE

GUMSHOE



Pelgrane Press

KEN WRITES ABOUT STUFF

MAJESTIC OVERWATCH

KEN WRITES ABOUT STUFF

KEN WRITES ABOUT STUFF

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.

Any time you order, you'll get all the issues of the current Kwas to date. The latest edition will be added to your order receipt page when it is released, so all you need to do is click on the link in your order email. (If you can't find your receipt email, you can get another one sent to you by entering your email address here).

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."

Publisher: Cathriona Tobin

Author: Kenneth Hite

Layout: Cathriona Tobin

Cover: David Winship

Interior artwork: Jeff Porter

CONTENTS

Majestic-12	3	Playing Majestic Men	5
Majestic: 1978	3	Character Building and Abilities	6
The Twelve	4	Patron Pools	6
MJ-1: Central Intelligence Agency	4	Bureaucracy (General)	6
MJ-2: Department of Defense	4	Playing at the Big Glowing Table	6
MJ-3: Defense Advanced Research Projects Agency	4	The Black Budget	7
MJ-4: Project MOON DUST	4	Programs	7
MJ-5: United States Air Force	4	Projects	7
MJ-6: Department of Energy	4	Earth vs. the Flying Saucers	10
MJ-7: National Aeronautics and Space Administration	4	Alien Operations	10
MJ-8: National Security Council	4	The Year Under the Skies	11
MJ-9: Psychological Operations Group	4		
MJ-10: National Security Agency	5		
MJ-11: Sandia-Livermore Laboratories	5		
MJ-12: National Reconnaissance Office	5		

© 2015 Pelgrane Press Ltd. All rights reserved.

MAJESTIC Overwatch

AN EXPANSION FOR MOON DUST MEN

The Moon Dust Men are the tip of the spear. Majestic-12 aims it. You are the Men in the very deepest of Black, fighting – and perhaps even directing -- the shadow war against the aliens.

MAJESTIC-12

“OPERATION MAJESTIC-12 is a TOP SECRET Research and Development/Intelligence operation responsible directly and only to the President of the United States. Operations of the project are carried out under the control of the Majestic-12 (Majic-12) Group which was established by special classified executive order of President Truman on 24 September, 1947, upon recommendation by Dr. Vannevar Bush and Secretary James Forrestal.”

-- purported briefing memo from Rear Adm. Roscoe H. Hillenkoetter (MJ-1) to President-elect Eisenhower, 11/18/52

“Based upon DOD representations made to SSA [REDACTED] which, incredibly, tended to buttress a portion of the document, he discussed this matter with [Deputy Assistant Director] Brandon on 10/30/91.”

-- FBI Special Agent in Charge, Salt Lake City, airtel to FBI Director William S. Sessions, 10/31/91, regarding the Majestic-12 briefing memo

Shortly after the UFO crash at Roswell in 1947, U.S. Secretary of Defense James Forrestal and presidential science adviser Vannevar Bush convened an ad hoc group of twelve of the top intelligence, scientific, and military men available. Its code name: MAJESTIC. As the true scope of the alien presence in the universe – and more, of the alien incursions into terrestrial airspace – became clear, the group became less ad hoc. At first, the Majestic-12 committee tried to cover up all evidence of, and prevent all investigation into, the reality of the UFO threat. But as the threat grew, they realized they needed more resources than one committee could command. They needed a permanent presence in the U.S. military-intelligence-scientific bureaucracy, and they needed a dedicated

team of trustworthy, confidential investigators.

In the transition from Truman to Eisenhower, Majestic-12 began to shift from a committee of top minds to a full-scale operation of its own. The newly chartered National Security Agency horned its way into MAJESTIC clearance in 1952; USAF General Nathan Twining managed to get his pet, new-fledged Project MOON DUST elevated to a core agency at the same time. Eisenhower allowed the Truman appointees on the committee to continue their work, but in 1961, Secretary of Defense Robert S. McNamara officially changed the committee structure to the new “MAJIC” (MAJESTIC Intelligence Committee) system. McNamara and Kennedy intended to clean house and replace the committee heads with newly appointed technocrats answerable directly to the White House. Kennedy’s assassination (and escalation in Vietnam) ended this transition halfway through: Majestic-12 remains heavily dependent on lifetime intelligence and Air Force staff for continuity, but “MAJIC-cleared” political and scientific personnel often assume independent leadership roles. Branch operations more and more come under the sway of aggressive deputies, even when the titular heads of the agencies are MAJESTIC-cleared. By now, the administrators of half the agencies on the Majestic-12 committee don’t even know it exists; it is well on its way to complete bureaucratic invisibility.

MAJESTIC: 1978

At present, the Majestic-12 committee meets at the COUNTRY CLUB, an underground facility beneath a CIA-Army training ground at Warrenton, Virginia. Its permanent command facilities, however, remain at (and under) Kirtland Air Force

Base near Albuquerque, New Mexico. The Majestic-12 scientific establishment has grown too large, and too conspicuous, to operate so close to a major city. The main MAJESTIC experimental and research facility is a cavern complex in the S-4 zone of Area 51, a major Air Force test range for foreign aircraft north of Nellis AFB in Nevada.

However, there are MAJESTIC-clearance (or MAJIC-clearance) offices or laboratories in most major Federal installations, from the Pentagon to the Hanford Nuclear Site in Washington. Majestic-12 “spotters” work in almost every military base and intelligence or government archive, looking for signs of UFO and EBE activity. The CIA’s Domestic Collection Division and the Air Force Office of Special Investigations manage security and office interoperations (distributing intel on a need-to-know basis) when needed, under the rubric (since 1966) of Project AQUARIUS. This project, established in 1953 as Project GLEEM to covertly coordinate all government information about aliens on an ongoing footing, disguises itself as an information security operation.

Majestic-12 personnel have clearance (legitimate through AQUARIUS, or CIA-forged) for almost any government facility or archive, and operate (on the thinnest of legal grounds) all over the territory of the United States, its allies, and the world at large. And perhaps beyond it: institutional rumor describes something called Project SERPO, a human-alien exchange program. According to the story, twelve Majestic-12 personnel traveled to Serpo, a planet of Zeta Reticuli, in 1965. They were supposed to stay for 10 years, but they haven’t come back yet. Majestic-12 still guards the hangar in Holloman AFB near Alamogordo where they left, on the chance they might come back late ... or changed ...

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

MAJESTIC OVERWATCH

THE TWELVE

"There exists a shadowy government with its own Air Force, its own Navy, its own fundraising mechanism, and the ability to pursue its own ideas of national interest, free from all checks and balances, and free from the law itself."

-- Senator Daniel K. Inouye,
8/3/1987

MAJESTIC comprises twelve branches (MJ-1 through MJ-12), each by now mostly (but not entirely) drawn from and operating within a single U.S. government agency. The twelve commissioners (also called MJ-1 through MJ-12) from those branches don't always get along. Institutional rivalries held over from other missions, resentment over the NSA and MAJIC shakeups, and standard bureaucratic backstabbing are as rife inside the COUNTRY CLUB as they are in any other government organization, especially interagency groups.

MJ-1: CENTRAL INTELLIGENCE AGENCY

Rear Admiral Roscoe Hillenkoetter, first Director of the CIA, also chaired the first MAJESTIC committee, and the CIA has claimed "first among equals" ownership of the program ever since. The original MJ-5 and MJ-8, Hoyt Vandenberg and Sidney Souers, had previously directed the Central Intelligence Group, and CIA Director Walter B. Smith took over as MJ-2 after Forrestal's death. After DCI and MJ-1 Richard Helms fell on his sword in 1973 and covered up MAJESTIC during the Church hearings, the branch went through a power struggle between interim DCI James Schlesinger and long-time deputy MJ-1 Virginia Hall, who "retired" from the CIA's Special Affairs Division in 1966 in favor of full-time Majestic-12 work. Hall won, and has been MJ-1 ever since.

MJ-2: DEPARTMENT OF DEFENSE

The first Secretary of Defense, James Forrestal, originated the Roswell investigation with Vannevar Bush. The strain of managing MAJESTIC broke him: institutionalized after his resignation from DoD, he fell from the 17th floor of Bethesda Naval Hospital on May 22, 1949,

an apparent suicide. His mysterious death remains a nagging wound to Majestic-12's self-image and morale. Defense Secretary Harold Brown has asked the previous MJ-2, Donald Rumsfeld, to stay on in the job while Brown manages President Carter's defense buildup.

MJ-3: DEFENSE ADVANCED RESEARCH PROJECTS AGENCY

Vannevar Bush, science advisor to FDR and godfather of the atomic bomb, modern computing, and NASA, died in 1974. He had continued as official MJ-3 until removed in 1962 by McNamara; DARPA took over the "empty chair" from Bush's National Science Foundation. Princeton physicist and mathematician Freeman Dyson has been MJ-3 since 1969, fueling his continuing research in astronomy.

MJ-4: PROJECT MOON DUST

Brigadier General Nathan F. Twining commanded the Air Materiel Command and took quick action to contain the Roswell incident. For his efforts, he was shuffled off to Alaska Command, but managed to involve himself in Project SIGN, the forerunner to MOON DUST. Cantankerous and in failing health, he remains MJ-4 and MOON DUST commanding officer, although he officially "retired" in 1960.

MJ-5: UNITED STATES AIR FORCE

Young, handsome, politically connected USAF Chief of Staff Hoyt Vandenberg died in 1953, shortly after securing the leading role of the Air Force in MAJESTIC military operations. Twining combined MJ-4 and MJ-5 until he could establish a solid continuity for Majestic-12 within the Air Force Staff. The current titular MJ-5 is USAF Chief of Staff David Jones, but his (very active) deputy on the committee is Captain Lester Lyles, a rising star in the space-launch and aeronautical systems divisions of the USAF.

MJ-6: DEPARTMENT OF ENERGY

Biophysicist and expert in aviation physiology Detlev Bronk served as the first MJ-6 and helped found NASA and

the Brookhaven National Laboratory. The Atomic Energy Commission, which managed the BNL and all the other atomic power and research facilities in the country, was essential to Majestic-12 operations; Bronk brought them on board, in the process establishing the AEC's ecological systems analysis programs. The DoE replaced the AEC in 1977, and its Office of Energy Research (which incorporates biological and genetic bureaus) took the committee slot. Former CIA Director and Defense Secretary, and current Secretary of Energy, James R. Schlesinger returns as MJ-6 (he was MJ-6 from 1971 to 1973 while AEC Chairman).

MJ-7: NATIONAL AERONAUTICS AND SPACE ADMINISTRATION

MIT aerodynamics expert Jerome Clarke Hunsaker chaired the National Advisory Committee for Aeronautics until Congress converted it to NASA in 1958. Pushed out of MJ-7 in favor of Wernher von Braun in 1960, Hunsaker remains a behind-the-scenes patron for dissenting agents and bureaucrats. Von Braun died in 1977; the third MJ-7 is Dr. James H. Kellaway, head of the NASA Planning Office.

MJ-8: NATIONAL SECURITY COUNCIL

First executive secretary of the NSC and former DCI, Rear Admiral Sidney Souers acted as Truman's man on the Majestic-12 committee, although Eisenhower kept him on as MJ-8 and operated through the military membership. LBJ appointed Columbia geopolitics scholar and Council on Foreign Relations member Zbigniew Brzezinski as MJ-8 in 1965, and he has remained in that position despite repeated bureaucratic ambushes ever since. Since becoming President Carter's National Security Adviser in 1977, he has turned most Majestic-12 work over to his deputy Dr. Madeline Albright, a former student of his. Born in Czechoslovakia, she aggressively seeks to expand MJ-12 operations (both covert and diplomatic) behind the Iron Curtain.

MJ-9: PSYCHOLOGICAL OPERATIONS GROUP

Assistant Secretary of the Army in 1947, Gordon Gray eventually headed both

KEN WRITES ABOUT STUFF

MAJESTIC OVERWATCH

Truman's Psychological Strategy Board and Eisenhower's top-secret 5412 Group for intelligence operations. He served as MJ-9 until 1974. With the exposure of the CIA's MK-ULTRA mind-control project in 1973, most MJ-9 staff and facilities now operate out of the U.S. Army's Special Operations Command. The current MJ-9 is USAF Major General and CIA veteran Edward Lansdale.

MJ-10: NATIONAL SECURITY AGENCY

Head of the Harvard Observatory and UFO debunker Donald H. Menzel is doubly qualified to be the first MJ-10; he also provided expert cryptological advice to the ONI and the Director of Naval Communications. After 1952, the NSA slowly took over the branch, but does not quite dominate it entirely. The current MJ-10 is mathematician, cryptographer, and theoretical physicist Diptimat Narayan Singh. Born in Bihar, India, he earned a Ph.D. in mathematics from Berkeley in 1969 and consulted with NASA and the NSA. The two agencies secured his appointment as MJ-10 in 1972 as a compromise in their bureaucratic warfare. His occasional weird pronouncements (that Einstein was wrong about relativity, that Vedic astrology is highly predictive, that he is his own reincarnated self from a future timeline, that he has a bilocated "psychic twin" in India) attract ever more ambitious NSA deputies anxious to sideline him in pure research and succeed him as MJ-10.

MJ-11: SANDIA-LIVERMORE LABORATORIES

The engineering team that assembled and tested the atomic bomb, "Z" Division, became the nucleus of the Sandia Base laboratory, which merged with Kirtland AFB in 1971. The commander of Sandia Base, Army General Robert Montague, was the first MJ-11. AT&T now operates Sandia-Livermore Laboratories for the Defense Nuclear Agency and the DoE. The current MJ-11 is Anthony York, an independently wealthy pioneer in robotics and high-energy physics. He avidly supports both high security and civilian scientific participation in Majestic-12.

His protégé and deputy is a young (30-year-old) USAF technological and engineering



genius, Captain Leslie F. Kenne, currently a program manager at the Air Force Test and Evaluation Center at Kirtland. Her youth and gender (and her even-for-MJ-12 blue-sky program suggestions) make her a lightning rod for the more conservative and risk-averse board members.

MJ-12: NATIONAL RECONNAISSANCE OFFICE

Vannevar Bush brought his protégé, the pilot, Antarctic explorer, and atmospheric physicist Lloyd Berkner, into MAJESTIC as MJ-12. His branch worked with several agencies, from the DoD's Weapons Systems Evaluation Group to the Carnegie Institute's Department of Terrestrial Magnetism and the National Weather Service. Berkner

served as MJ-12 until a heart attack in 1964, after which the NRO (founded in 1961) gained pride of place. That said, it remains one of the more interdisciplinary branches: aircraft company executive (and secret UFO contactee) Charlene Farrish is the current MJ-12. She strongly supports psychotronic research programs, both for their own sake and to catch up with the Russians.

PLAYING MAJESTIC MEN

The Special Operations Groups in Vietnam, which combined military, civil-affairs, and intelligence specialists, acted as the model

MAJESTIC OVERWATCH

for Majestic-12 field team staffing in the 1960s, as opposed to the almost entirely military *Moon Dust Men* practice. A Majestic-12 team comprises three to six discipline- and agency-balanced operatives – you never know what a report is actually going to be, and no agency wants to be left out if it turns out to be the next Roswell crash. This makes Majestic-12 teams generally more gender-balanced than most covert operations teams due to the critical need for highly trained medical and scientific minds in the field.

CHARACTER BUILDING AND ABILITIES

Build Majestic-12 characters just like Moon Dust Men, with the following differences:

- In addition to your 1 free rating point in Ufology, put 1 free rating point into either Military Science, Tradecraft, or Bureaucracy. If you wish, civilian characters may swap out 5 General build points to receive 2 Investigative build points.
- Rather than 4 free points of Parachuting, each Majestic-12 character receives 4 free build points in her Patron pool.
- Add Explosive Devices to the General ability list.
- Bureaucracy is now a General ability.

PATRON POOLS

Select the branch of Majestic-12 that you came up through, the one that sponsored you and looks after your well-being: your Patron, in other words. In some games, the GM may even want you to pick (or you might request) a specific federal agency as your Patron.

If you want more than the free 4 points in your Patron pool, they come out of General build points.

You can spend Patron pool points:

- **Investigatively** to know operating procedures, trade secrets, what time the guard shift changes, which personnel are vulnerable to blackmail, etc. Patron acts as a dedicated point pool covering or equating to any

Investigative ability used about your agency: Criminology, Military Science, Traffic Analysis, etc. plus all the little fiddly bits in between or on the margins.

- **In General tests** to get other things done involving that agency or its facilities: if you're trying to break into a CIA black site, you can spend from your Patron (MJ-1) pool on the Infiltration test. If you're trying to follow an NSA cryptographer, you can spend from your Patron (MJ-10) pool on the Surveillance test. Patron points spent on Bureaucracy tests or contests within your own agency *count double*.

BUREAUCRACY (GENERAL)

Bureaucracy now becomes a General ability. It can be used investigatively as normal, but it also creates your pool for tests to get a bureaucracy to do something for you: re-task a satellite, block an opponent's dangerous mission or funding probe, authorize the rescue of a captured asset, release a classified file to you (or bury one away from someone else), send in Delta Force, or anything else. In other tests, you may try to thwart or prevent your agency from doing something it has decided on: trade a prisoner, investigate missing equipment, bug a laboratory.

A standard task that you have clearance for is Difficulty 3; something you have to pull strings to get is Difficulty 5; something you have no business asking for is Difficulty 7. Raise Difficulties by 1 for other branches of Majestic-12, by 2 for other federal agencies, and by 3 for agencies of other governments.

The Director may build NPC bureaucrats who oppose you often enough to get their own pools, and set the parameters for your operations based on the results of full contests of Bureaucracy.

Bureaucracy is an ideal ability for continuing challenges (see *Night's Black Agents*, p. 50); you make one test per operation, with a bonus or penalty depending on your performance on the mission.

Bureaucracy only refreshes at the end of an operation; it cannot be refreshed during.

Friends Upstairs

If your Bureaucracy rating is 8 or more, you are protected from on high by powerful actors. Or perhaps you've been around long enough to know where some particularly savory bodies are buried. In any case, the Difficulty rating for any attack on you (or your funding, authority, etc.) in a contest of Bureaucracy is 1 point higher than normal.

Note that NPC bureaucrats with Bureaucracy ratings of 8+ also have Friends Upstairs.

PLAYING AT THE BIG GLOWING TABLE

Do you build retro-engineered Aurora craft, or bioroids to fight on the Moon? Do you launch satellite screens or dig in anti-saucer lasers? You decide where the black budget goes — and who it goes after.

This strategic subsystem gives the players a chance to briefly take the roles of the Majestic-12 policymakers whose decisions may well get their regular characters killed. First, a few defaults and assumptions: The numbers in this system apply to an ongoing secret war between EBEs and the United States (and its closest allies). Like many American wars, it is not fought exclusively on American soil. The Soviets may or may not be fighting their own version of this war, or they may have negotiated a non-aggression pact (explaining why their official UFO programs got started so late, perhaps). In campaigns where Majestic-12 conspires with the aliens to sell out humanity, this system is mostly irrelevant.

Players needn't stick with the actual identities of the branch heads or deputies named in *The Twelve* (p. 4). They can change the bureaucratic backstory as they wish. It may be easier to create new deputies for the "Majestic-12 Steering Committee for Strategic Operations." To allow for proper bureaucratic infighting ("I was just roleplaying my agency!") each player's deputy should ideally represent a different branch. The GM can reuse the players' deputies as NPCs in her ongoing

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

MAJESTIC OVERWATCH

Majestic Overwatch campaign, or leave them as sacrosanct player property.

The goal of this system is to present a “living backstory” of secret war against which the main Moon Dust or Majestic-12 player characters (referred to for simplicity as “the player Moon Dust team” or similar) carry out their operations. Bring macro events down to the tabletop, and let player triumphs inform or even alter the strategic picture.

Some of these rules interoperate with the *GALILEO Uplift* Technics systems in that *KWAS* single (*GU*, pp. 4-5).

THE BLACK BUDGET

Majestic-12 begins with a Black Budget of 12 points, which the players can use to buy rating points distributed among any of the nine ongoing programs, below (or to specific Projects, p. 7). Assign 1 free point to Point Defense, representing the defenses around Kirtland AFB and Los Alamos, and 1 free point to Research & Development, representing the original Roswell saucer. This represents a Majestic-12 that has expended great effort and resources mostly resisting the major UFO “waves” of 1952, 1965-1966, and 1973-1975.

Each “year” (or whatever other period you decide one round represents) Majestic-12 gets 6+1d6 more Black Budget *pool points* to assign. For *each operation* during the previous year that the player Moon Dust team failed, reduce the Black Budget by -1. If they failed dramatically (mass panic, allowed EBEs to get away with it, etc.), reduce it by -2. If they triumphed *dramatically*, increase it by +1. Their competence serves as a synecdoche for that of the whole MAJESTIC umbrella program. No pressure.

PROGRAMS

Programs mostly act like GUMSHOE abilities: they have a rating and a pool. Their pools may exceed their ratings; in fact, this happens quite often. A program’s rating never goes down, even if its pool is empty, spent, or destroyed.

Players usually roll and spend from a Program to defeat alien Operations, although some spends simply affect force

profiles or other factors. If a Program has a 0 rating, all rolls are at -2.

Moon Dust operatives may find themselves assisting agents of any of these programs in the field. Their likely Majestic-12 controllers appear in parentheses.

PATROL

This is the ongoing combat patrol against EBE incursions. Mostly air-based, although the Navy and Army sometimes contribute. If the aliens operate outside NATO or core US allied airspace, Difficulty is +1. (MJ-2, MJ-5)

SEARCH AND DESTROY

This program responds to alien activity, or hunts it down on Earth. Project MOON DUST (“Research and Deny”) generally falls under this program, as does Project POUNCE or any other direct-action unit or operation. If the aliens operate outside NATO or core US allied airspace, Difficulty is +1. (MJ-1, MJ-2, MJ-4)

SURVEILLANCE

This program incorporates satellite, aircraft, SIGINT, and CIA/DCD investigations, watching America and the world for signs of alien activity. (MJ-1, MJ-7, MJ-8, MJ-10, MJ-12)

PSYOPS

This program keeps the American populace from panicking: an open war spells the end of America one way or the other. Psyops funds Spielberg movies and plants phony UFO stories to discredit dangerous outside investigators. Each rating point spent from Psyops allows 1 pool point of Surveillance or Psyops to become 1 rating point. (MJ-9)

RESEARCH & DEVELOPMENT

This program investigates alien technology. Project GALILEO is the best-known umbrella project in R&D. The higher the R&D rating, the more Technics the player characters (and Majestic-12) have access to (*GU*, pp. 4-5). (MJ-3, MJ-6, MJ-11)

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.

PRODUCTION

This program actually produces hybrid alien technology. Each *rating point* of Production can either be leaked into the domestic economy (or gray arms market) to increase the *next year’s* Black Budget (spend 2 rating points for 3 Black Budget), converted into 1 Earth Defense rating point, or applied directly to the player Moon Dust team: for each 1 Production rating point spent, the team may add two pieces of advanced gear to their loadout. (MJ-2, MJ-11)

TRAINING

This program trains select cadres of U.S. and allied military to effectively fight EBEs, UFOs, etc. Each rating point spent from Training allows 1 pool point of either Patrol, Search and Destroy, Training, or Point Defense to become 1 rating point. (MJ-2, MJ-5, MJ-8)

POINT DEFENSE

This program installs, maintains, and upgrades top-of-the-line defenses around one strategic target. Each rating point covers one target: Washington DC, Bell Labs in New Jersey, New York City, Area 51, etc. Rating points need not be assigned to a target until an alien attack, but once assigned they cannot be changed. Point Defense cannot be tested with a 0 rating, or to protect a target without points assigned to it. (MJ-2, MJ-6, MJ-11)

EARTH DEFENSE

This program of radar and hunter-killer satellites (which began with Projects SAINT and BLUE GEMINI in 1962) defends the entire Earth. (MJ-7, MJ-12)

PROJECTS

Majestic-12 can also put Black Budget into major Projects. Once assigned to a Project, these points cannot be transferred to another, or to a Program. Each Project requires a certain number of points for completion, as well as at least one successful mission by the player Moon Dust team. Suggested missions appear under each Project.

The effects generally add bonuses to rolls to counter alien Operations (p. 10); GMs may also want a successful Project

KEN WRITES ABOUT STUFF

MAJESTIC OVERWATCH

to pay dividends for the player Moon Dust team in terms of tech or tactics.

Before a Project is complete, Majestic-12 must make a Difficulty 4 Surveillance test to root out alien saboteurs; +1 Difficulty per successful alien Infiltration or Abduction Operation (maximum Difficulty 8). On a failure, the Project loses 1d6+2 Budget points to serial sabotage or to an exciting disaster, which might trigger a Moon Dust or Majestic Men adventure in its own right. However, the failure still roots out the current batch of saboteurs and “resets” the Difficulty to 4.

To complete a Project, make a Production test against a Difficulty of 6. Each Project also has a Technic level (*GU*, pp. 4-5) prerequisite, and sometimes more than one. Players may begin a Project before reaching that Technic level, but may not complete it.

BANDO

Genomic sequencing of EBE corpses, growth of EBE flesh-matter samples, synthesis of a biological weapon usable against EBEs only. (+2 to Search and Destroy tests.) BANDO can be remounted against a different EBE species for a Budget Cost of 5. (MJ-6)

Technic Prereq: Biotech 3, Infotech 1

Budget Cost: 8

Effects: +2 to Search and Destroy contests against that species of EBE; reduces Budget Cost of SAHARA by -2. One free CECM gas bomb (*GU*, p. 7) for player Moon Dust team.

Missions: Capture and retrieve a live EBE; field-test a bio-weapon; capture a cryptid built by alien genetic modification; dig up an alien-astronaut mummy in a Middle Eastern dictatorship.

CRYSTAL

Mount quantum dipole hyper-lenses on deep-space probes to create a lattice observatory. (MJ-7, MJ-10, MJ-12)

Technic Prereq: Infotech 2, Paraphysics 1, Sensors 4

Budget Cost: 10

Effects: +1 to all Earth Defense contests. One hyperscope (*GU*, p. 8) for player Moon Dust team.

Mission: Steal a prototype hyper-laser from a laboratory in Japan; covertly insert a lens payload onto a Soviet rocket; recover the navigational sensors from a UFO; guard a top-secret MJ-12 space launch in Zaire against alien infiltration or attack.

GARNET

Investigate extraterrestrial influence on human history and evolution. (MJ-1, MJ-8, MJ-9)

Technic Prereq: Infotech 1, Biotech or Psychotronics 1

Budget Cost: 6

Effects: +1 to all contests (except Earth Defense) against alien Infiltration or Colony Operations; +1 to Surveillance contests against alien Abduction Operations. 1 free backslash point in Archaeology and History for one PC (or 1 and 1 for two PCs).

Mission: Kill all the cryptids and alien guard-beasts infesting a Mayan pyramid so the experts can photograph its bas-reliefs; steal an ancient scroll from the Egyptian Museum in Cairo; find the alien biowarfare lab in Antarctica.

HORIZON

Build, staff, and arm a covert U.S. Moon base. The Budget Cost drops by -1 for each Technic prerequisite raised to 2, and by another -1 when raised to 3. (MJ-2, MJ-7)

Technic Prereq: Avionics 1, Biotech 1, Energy 1, Materials 1

Budget Cost: 25

Effects: +3 to all Earth Defense contests; reduces Budget Cost of ROCK SITE by -2.

Mission: Track down surviving Nazi super-soldiers and discover location of Nazi moon base; sabotage Soviet lunar probe launches; suit up and fight aliens on the Moon!

LOOKING GLASS

Create a time viewer capable of delivering strategic intelligence, build a time machine (Paraphysics 6; +4 Budget). (MJ-3, MJ-11)

Technic Prereq: Energy 2, Paraphysics 4, Sensors 1

Budget Cost: 13

Effects: +2 to Patrol and Point Defense contests (+2 to Search and Destroy contests with a time machine).

Mission: Secure Eglin AFB (the future? Project site) against chrono-cryptids; discover the whereabouts of the Nazi Bell (see *KWAS: Die Glocke*); steal Fr. Pellegrino Ernetti's chrono-visor from the Vatican; investigate weird temporal anomalies associated with UFOs; accidentally get caught in the Philadelphia Experiment.

ORION

Build a self-sustaining nuclear spacecraft suitable for deep-space missions in the Solar System. (Energy 2, Materials 3, Paraphysics 1 each reduce Budget Cost by -2.) (MJ-5, MJ-6, MJ-7)

Technic Prereq: Avionics 2, Energy 1, Materials 2

Budget Cost: 18

Effects: +3 to two Earth Defense contests per year; reduces Budget Cost of CRYSTAL, HORIZON, and PLATO by -3 each.

Mission: Recover sunken experimental Soviet submarine before UFOs can; help out Navajo elders against a horrible skinwalker Reptoid to gain their permission to dig for thorium on their land; infiltrate anti-nuke movement to discover if they're run by secret Greys or Nordics; uncover UFO involvement in Three Mile Island meltdown next year.

PLATO

Create a usable parapsychical and inter-planar map of Earth and the Solar System. (Paraphysics 3, Psychotronics 3 each reduce Budget Cost by -2.) (MJ-3, MJ-12)

Technic Prereq: Infotech 1, Paraphysics 2, Psychotronics 2, Sensors 1

Budget Cost: 10

Effects: +1 to Earth Defense contests against *interdimensional* alien Operations; +1 to Search and Destroy contests against all EBE Colony Operations; reduces Budget Cost of CRYSTAL, STAR GATE by -1 each.

KEN WRITES ABOUT STUFF

MAJESTIC OVERWATCH

Mission: Install quantum theodolites in Communist-occupied Tibet; survey flight over Bermuda Triangle during Martian storm season; copy Soviet GZ navigational archives; find the Black Stone of Chintamani; investigate saucer cult on Mt. Shasta.

REDLIGHT

Create interfaces or train pilots and mechanics to allow USAF operation of captured UFOs. (Project SNOWBIRD involves the construction of a "flying saucer" as public-press disinformation.) (MJ-3, MJ-4, MJ-5, MJ-6, MJ-7)

Technic Prereq: Avionics 3, Biotech 1, Energy 2, Infotech 2, Psychotronics 3

Budget Cost: 12

Effects: +1 to all Earth Defense and Patrol contests. One free biosuit (*GU*, p. 8) for player Moon Dust team.

Mission: Uncover EBE-human hybrid breeding program; stop Grey saboteurs infiltrating Area 51; recover Nordic UFO; handle and protect defecting Soviet test pilot with knowledge of UFO crash sites in Sverdlovsk and Mongolia.

ROCK SITE

Construct an undersea base on the continental shelf, possibly off Point Dume near Malibu. The Budget Cost drops by -1 for each Technic prerequisite raised to 2. (MJ-2)

Technic Prereq: Biotech 1, Energy 1, Materials 1

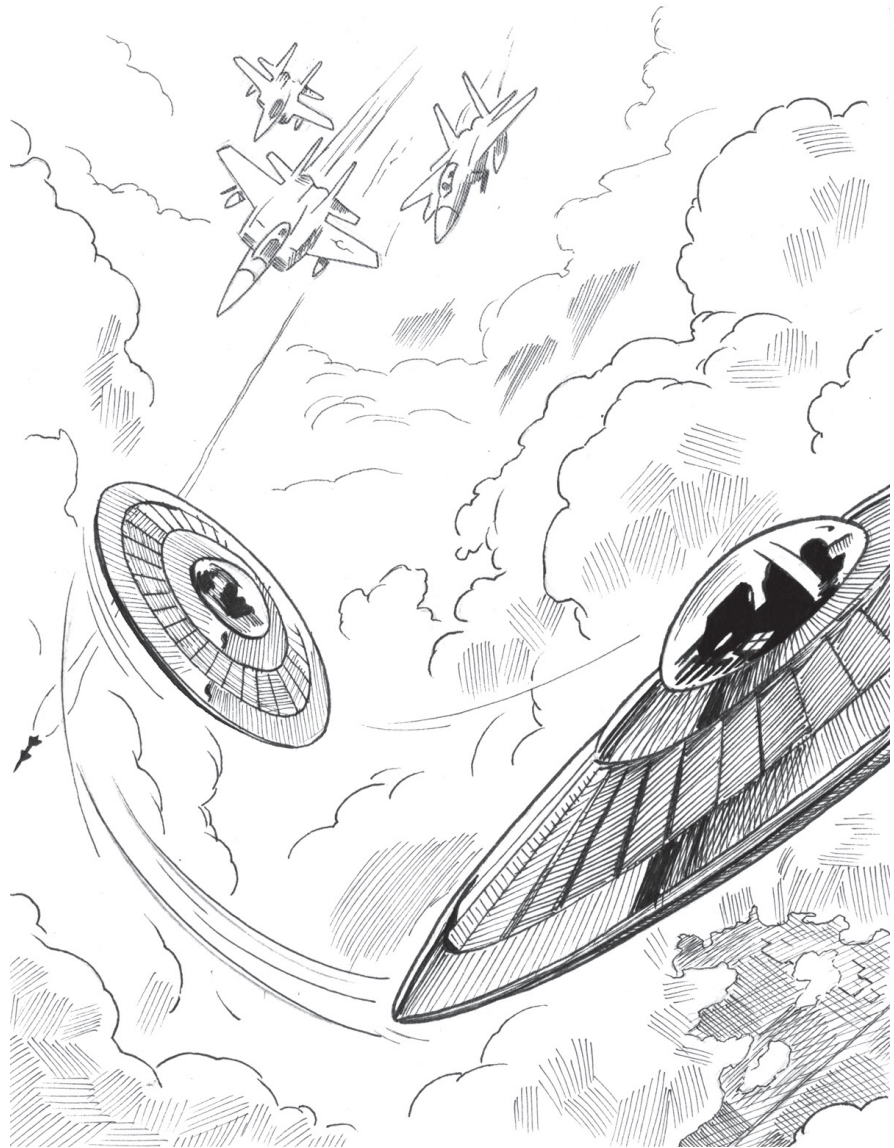
Budget Cost: 18

Effects: +1 to all contests against Nommos; reduces Budget Cost of HORIZON by -2. One free gill implant (*GU*, p. 8) for player Moon Dust team.

Mission: Determine who in ONI and U.S. Naval Staff can be trusted; investigate USO (Unidentified Submarine Object) sighting in the Adriatic Sea (23 Oct 1978); recover UFO crashed in Shag Harbour, Nova Scotia (1967).

SAHARA

Construction of bioroids who can operate on hostile planets; may involve cloning



or genetic modification of human test subjects. (MJ-6, MJ-7)

Technic Prereq: Biotech 4, Infotech 3

Budget Cost: 12

Effects: +1 to Training contests; reduces Budget Cost of HORIZON and ROCK SITE by -3. One free stonesskin virus (*GU*, p. 8) for player Moon Dust team.

Mission: Capture EBE bioroid pilots – alive, of course; find Alexis Carrel's 1936 prototype Homme Eugenique; capture a yeti; recapture escaped bioroid killbots – alive, of course.

SIGMA

Decipher alien languages and codes; MJ-8 wants to use SIGMA to open diplomatic negotiations with aliens, while MJ-10 believes that reveals too much about Majestic-12 capabilities. After Project completion, players must spend an additional 2 Budget per EBE species targeted by SIGMA cryptonauts. (MJ-9, MJ-10)

Technic Prereq: Infotech 2, Psychotronics 1, Sensors 2

Budget Cost: 8

Effects: +1 to all Patrol and Surveillance contests against *one* EBE species. One

KEN WRITES ABOUT STUFF

MAJESTIC OVERWATCH

free translator (*GU*, p. 8) for player Moon Dust team.

Mission: Infiltrate an alien channeling cult; defeat MJ-10 cryptologic computer after it gains sentience and goes mad; escort epigraphers to a 10,000 year old ruin in Burma; thwart alien attack on Arecibo Observatory.

STAR GATE

Create and train “total human potential” warriors; weaponize psionic talents; utilize remote viewing for actionable intelligence (Project GRILL FLAME). (MJ-1, MJ-2, MJ-9)

Technic Prereq: Psychotronics 4

Budget Cost: 8

Effects: Each 1 Training rating point spent converts 2 pool points to rating points; reduces Budget Cost of PLATO by -2; PCs can gain first point in psionic powers for only 2 build points instead of 5 and can spend Athletics on the Health test after using them (*MDM*, p. 6).

Mission: Rescue a Tibetan avadhuta from a Chinese prison; capture a “brain caste” alien; steal Soviet psychotronic research from the Filatov Eye Institute in Odessa; harvest a rare Brazilian psychoactive drug without touching it and entering the entheic plane.

EARTH VS. THE FLYING SAUCERS

Each year the EBEs carry out a certain number of major Operations: what counts as “major” is a style question best left up to the GM. The 1961 Barney and Betty Hill abduction, after all, only kidnapped two people, but it undermined a decade of MJ-9 psyops.

The GM rolls 1d6 to see how many Operations the EBEs conduct in a year. Sixes “explode”: on a roll of 6, roll again and add the new result. For each 6 rating points Majestic-12 has in R&D and Production combined, add +1 to the final result: the aliens take America more seriously if it shows signs of technological uplift.

ALIEN OPERATIONS

The GM then rolls randomly to determine each Operation, and if she'd like, which alien species has launched it. Adjust the odds based on the frequency of EBE types in your campaign; there may only be one alien enemy, of course. She picks its target area either randomly (spin a globe and point!) or dramatically.

Each Operation lists the Majestic-12 Programs that might oppose it, in order. The players decide whether to oppose the Operation; if so, they roll a player-facing contest of the relevant Program, or forfeit that contest and move onto the next Program.

The unmodified Difficulty number to oppose an alien Operation is 5, but each EBE species has its own modifier to the Difficulty, as listed. If the opposing Program succeeds, the alien Operation fails. If all opposition fails, the aliens succeed. Remember, if a Program has a 0 *rating*, all rolls for it are at -2.

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

Ties can either be resolved with a scenario for the player Moon Dust team, or they go to the aliens.

1: OBSERVATION

UFOs deployed over a major city or region to study and spy on humanity.

Oppose With: Earth Defense, Patrol (success lowers Difficulty by -2 for next Programs), Search and Destroy, Point Defense, Psyops.

Difficulty Modifiers: Greys +3, Nommos +1, Nordics +1, Reptoids +2

Alien Success: Adds +1 to Difficulty of all future Program contests in that area that year.

Alien Failure: Successful 6 on Search and Destroy or Point Defense results in a crashed saucer.

2: INFILTRATION

EBEs land and infiltrate some human population.

Oppose With: Earth Defense, Patrol (success lowers Difficulty by -1 for Surveillance), Surveillance (success allows Search and Destroy), Search and Destroy (only possible after successful Surveillance).

Difficulty Modifiers: Greys +1, Nommos +2, Nordics +3, Reptoids +1 (+3 if they're shapeshifters)

Alien Success: UFO cults, implants, who knows? Adds +1 to Difficulty of *all* future Program contests in that area; reduces either Surveillance or Psyops by 1 rating point; better send the player Moon Dust team to root the EBEs out! Adds +1 to Difficulty of all Surveillance tests for Project completion.

Alien Failure: Add 1 pool point to either Surveillance or Psyops.

3: ABDUCTION

EBEs abduct one or many humans to interrogate, probe, experiment on, implant, replace with bioroids, etc.

Oppose With: Earth Defense, Patrol (success lowers Difficulty by -1 for Surveillance), Surveillance (success allows Search and Destroy), Search and Destroy (only possible after successful Surveillance), Point Defense (only possible for military targets).

Difficulty Modifiers: Greys +3, others +2

Alien Success: The aliens can reduce future Majestic-12 die rolls by their margin of success. Investigating the “mysterious failure” can be a mission for the player Moon Dust team.

If the aliens succeed by 4, they can reduce four future Majestic-12 die rolls by -1, two rolls by -2 each, one roll by -3 and one by -1, two rolls by -1 each and one roll by -2, etc.

Also adds +1 to Difficulty of all Surveillance tests for Project completion.

Alien Failure: Successful 6 on the Surveillance or Search and Destroy contest lets MAJESTIC fully debrief the abductee. Automatic success on one Patrol or Surveillance test or contest this year.

MAJESTIC OVERWATCH

4: TERROR

UFO flap or alien attack designed to terrify or panic a human (usually civilian) population.

Oppose With: Earth Defense, Patrol (success lowers Difficulty by -1 for Search and Destroy, Point Defense), Training (success lowers Difficulty by -1 for Search and Destroy, Point Defense), Search and Destroy *or* Point Defense, Psyops.

Difficulty Modifiers: Greys +2, Nommos +1, Nordics +1, Reptoids +3

Alien Success: Reduce Psyops by 1 rating point; remove 1d6 rating points from among Patrol (downed aircraft), Psyops, Production (expended weapons stocks), and Search and Destroy (casualties) *or* Point Defense (devastation).

Alien Failure: Add 1 pool point to either Training or Psyops. Successful 6 on Search and Destroy or Point Defense results in a crashed saucer.

5: COLONY

The aliens plant a hidden base or colony somewhere on Earth, possibly staffed by mandroids or replicants. Nommos can plant undersea colonies.

Oppose With: Earth Defense, Patrol (success allows Search and Destroy), Search and Destroy.

Difficulty Modifiers: Greys +2, Nommos +3, Nordics +2, Reptoids +1 (+2 if shapeshifters).

Alien Success: Any Operation in this hemisphere (Eastern, Western, Northern, or Southern) by this EBE species cannot be opposed with Earth Defense. If the player Moon Dust team doesn't find and perhaps destroy this colony, all future Program contests against such Operations are at +1 Difficulty.

Alien Failure: Successful 6 on Patrol adds 1 pool point to Training; successful 6 on Search and Destroy captures one saucer intact.

6: COUNTERSTRIKE

The aliens attack a Majestic-12 facility, most likely one emitting characteristic alien technology signatures.

Oppose With: Earth Defense, Patrol (success lowers Difficulty by -1 for Search and Destroy and Point Defense), Search and Destroy, Point Defense.

Difficulty Modifiers: Greys +3, Nommos +1, Nordics +2, Reptoids +2

Alien Success: Remove 1d6+1 rating points from among R&D and Production; remove 1d6 Budget points from among incomplete Projects; remove 1d6-1 rating points from among Patrol (downed aircraft), Search and Destroy (casualties), and Point Defense (devastation).

Alien Failure: Add 1 pool point each to Training and R&D. Successful 6 on Search and Destroy or Point Defense results in a crashed saucer.

THE YEAR UNDER

THE SKIES

Play out any Moon Dust or Majestic team missions inspired by the year's events. The GM should feel free to adjust the effects of the alien Operations based on the player team's actions and outcomes. She may want to play out one mission per Operation, allowing the players to attempt to thwart each successive Operation. As a rule of thumb, a successful mission means a success (or at least +2 to the roll) on one relevant Program contest.

Discard all unspent pool points in Patrol, Search and Destroy, Surveillance, Psyops, Training, Point Defense, and Earth Defense.

Convert all unspent pool points in R&D and Production into rating points. Refresh half (round down) of *spent* Program rating points; refresh *none* of the Program points reduced or destroyed by alien activity.

