GURPS®

ESPIONAGE

The Secret World of Assassins, Spies and Counterspies

By Thomas M. Kane

STEVE JACKSON GAMES

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The Secret World of Assassins, Spies and Counterspies

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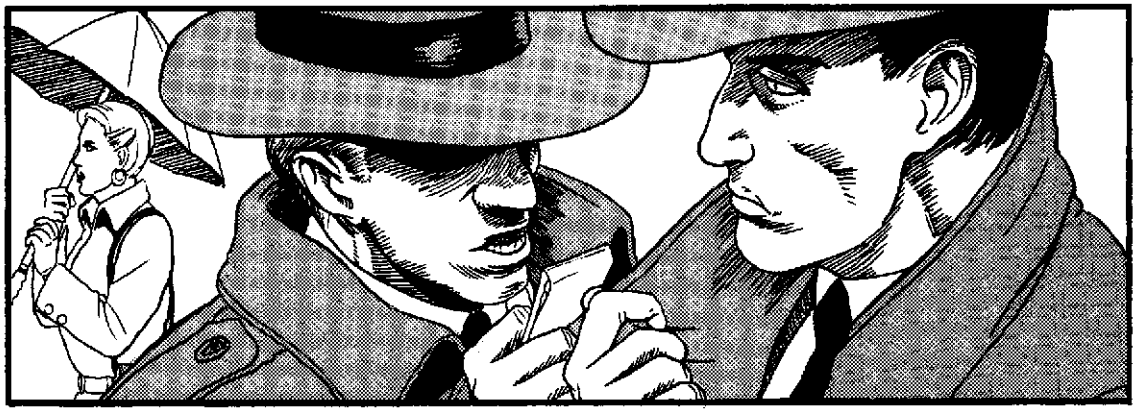

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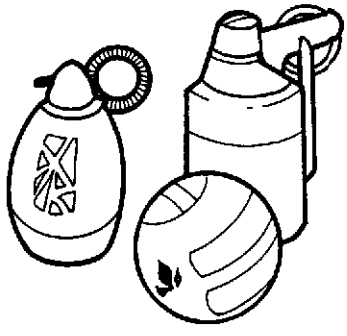

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INTRODUCTION

Espionage ranks not only among humankind's oldest occupations but among its favorite topics for adventure tales. A spy story can combine the intellectual stimulation of carefully plotted treachery with the animal thrill of gunfight on a misty pier. What fictional figure is so glamorous as the secret agent, alone among the enemy?

Espionage adventures emphasize adventure and action. A secret agent is a sanctioned outlaw, always at war with enemy agents and always running from capture. People associate spy stories with gunfights and car chases. Even gamers who emphasize realism may not wish to deny themselves the excitement of daring feats and raging battles.

Nevertheless, ***Espionage*** is not merely a game of combat. For a simple commando raid, the planners of secret operations would employ the military. ***GURPS Special Ops*** provides information on this sort of adventure. ***Espionage*** emphasizes mystery and intrigue.

An ***Espionage*** game can be extremely realistic. At this moment, real secret operations are taking place. Any GM who wished could base a campaign on current affairs, taking adventure ideas out of newspapers. By stressing the secrecy of the PCs' operations, a skillful GM can create the illusion that the adventures might actually have happened.

Science fiction offers another type of ***Espionage*** adventure. A secret operation can become exciting very fast if agents discover some sort of technological or supernatural breakthrough. Psionics, sorcery and advanced technology could all revolutionize a secret agent's world. In the hands of villains, such assets present a threat the heroes cannot ignore. In the hands of friendly agents, these devices offer a way to undertake missions generally regarded as impossible.

Both realistic and cinematic spy campaigns can take place in other eras. The World Wars provided a wealth of espionage history and fiction. This sourcebook applies as much to 1915 or 1943 as it does to 1992.

Veterans of established intelligence organizations try to make spying sound almost dull. Readers of "authentic" books on espionage learn that field operatives do not infiltrate enemy organizations in disguise. According to these books, real spies do nothing more exciting than tender money to traitors who know secrets and are willing to sell them. As for the more sensational missions, the kidnappings, the midnight break-ins, the parachute drops into hostile territory, official sources dismiss these as myths.

None of this debunking need discourage gamers. In the field of espionage, reports from "official sources" are not necessarily true. Clandestine operations occur in a shadowy, violent underworld of agents and organizations which officially do not exist. Therefore, a ***GURPS Espionage*** campaign can meet the requirements of both drama and realism. Just remember that both the heroes and villains of the spy world keep their exploits out of the press.

Whether the setting is real or cinematic, historical or fantastic, a spy's business remains the same. ***Espionage*** is a game of secret wars, fought beneath the surface of society. Spies employ deception and cunning to accomplish what direct action cannot. These dangerous, secret missions provide ideal challenges for a ***GURPS*** game.

About GURPS

Steve Jackson Games is committed to full support of the ***GURPS*** system. Our address is SJ Games, Box 18957, Austin TX, 78760. Please include a self-addressed-stamped-envelope (SASE) each time you write us. Resources now available include:

Roleplayer. This bimonthly newsletter includes new rules, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer or write for subscription information.

New supplements and adventures. We're always working on new material and we'll be happy to let you know what's available. A current catalog is available for a SASE.

Errata. Everyone makes mistakes, including us – but we do our best to fix the errors. Up-to-date errata sheets for all ***GURPS*** releases, including this book, are available from SJ Games. Be sure to include a SASE with your request.

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Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book in later printings.

BBS. For those of you who have home computers, SJ Games operates a multi-line BBS with discussion areas for several games, including ***GURPS.*** Much of our playtest feedback for new products comes from the BBS. It's up 24 hours per day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

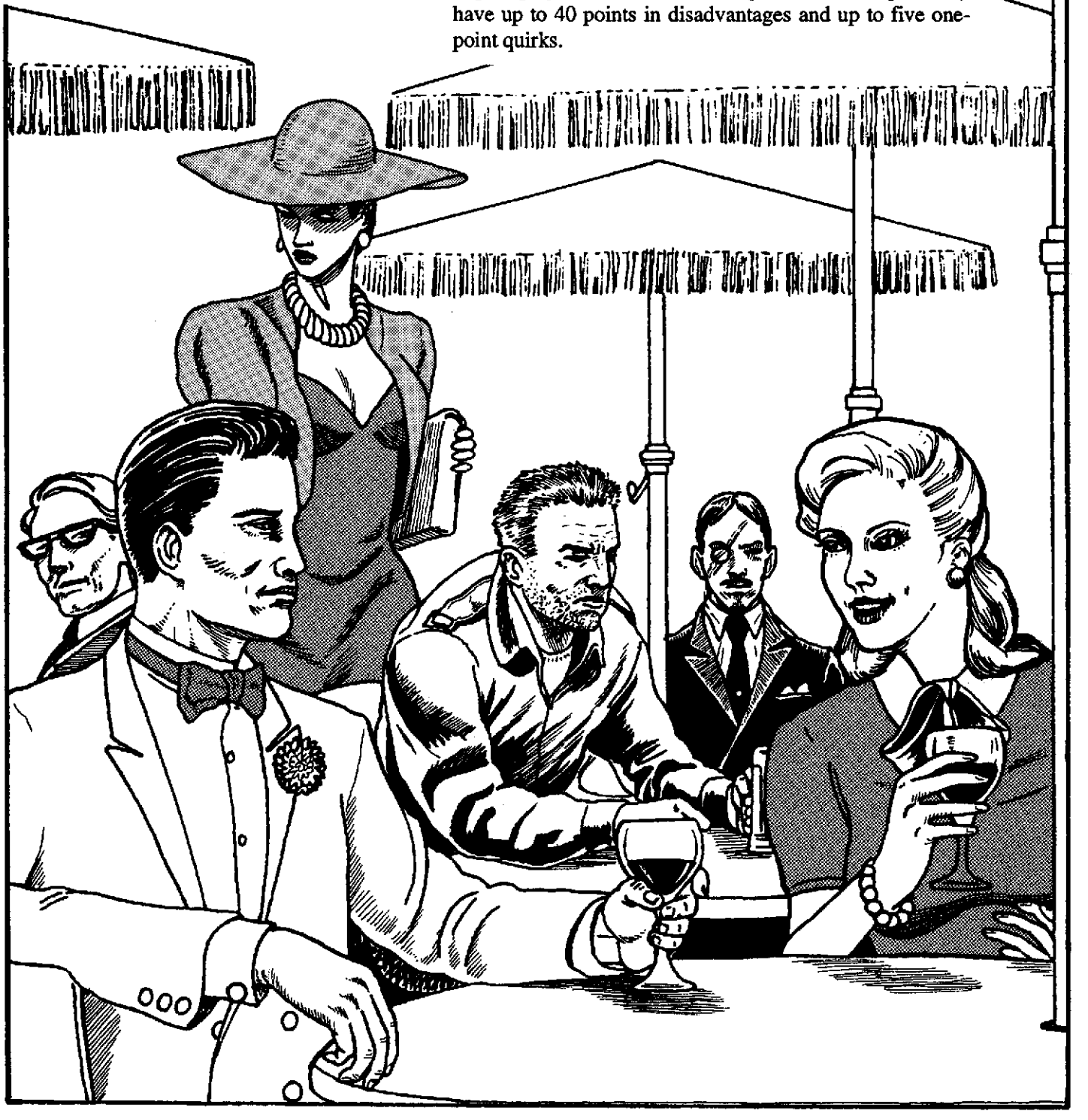
Rules and statistics in this book are specifically for the ***GURPS Basic Set***, Third Edition. Any page reference that begins with a B refers to a page in the ***Basic Set*** – e.g., p. B102 means p. 102 of the ***Basic Set***, Third Edition. Page references that begin with an SO refer to ***GURPS Special Ops***, and UT designates ***GURPS Ultra-Tech***.

About the Author

Tom Kane enjoys strategy and roleplaying games of all kinds, and publishes materials for both sorts. Among other publications, he wrote the ***GURPS China*** supplement for SJ Games. He also contributes to Atlas Games' licensed ***Cyberpunk*** line. As a contributing editor for ***Command*** magazine, Tom maintains his interest in wargaming. With regard to this book, Tom recalls that the first thing he ever published concerned the ***Top Secret*** game. Tom wrote this book at his safehouse in the Maine woods, beneath the rotors of passing helicopters.

1 CHARACTERS

The strength of a beginning ***Espionage*** character varies with the atmosphere of the campaign. In a typical campaign, the party is an elite team, assembled for missions requiring both force and cunning. An agent of this nature begins play with 100 character points. These spies may have up to 40 points in disadvantages and up to five one-point quirks.



Agents of all types deserve higher point totals in cinematic campaigns. In these cases, 150 points becomes the norm for all characters.

The veteran of rigorous training, whether in a "spy school" or military commando camp, might begin play with higher point values. The ***Special Ops*** rulebook contains rules for characters with up to 400 points. However, most of these points must go into *the skills picked up in training. Even a 400-point character cannot* put more than 100 points into attributes, and the GM may limit this to 80.

Gamers should also remember that the ***Special Ops*** rules cover warriors who spend their lives in training. Most spies spend their time working instead. In a campaign allowing characters with over 150 points, players should develop extensive character histories. The PCs must choose skills and advantages which reflect their personal histories, not the players' plans for a super-agent.

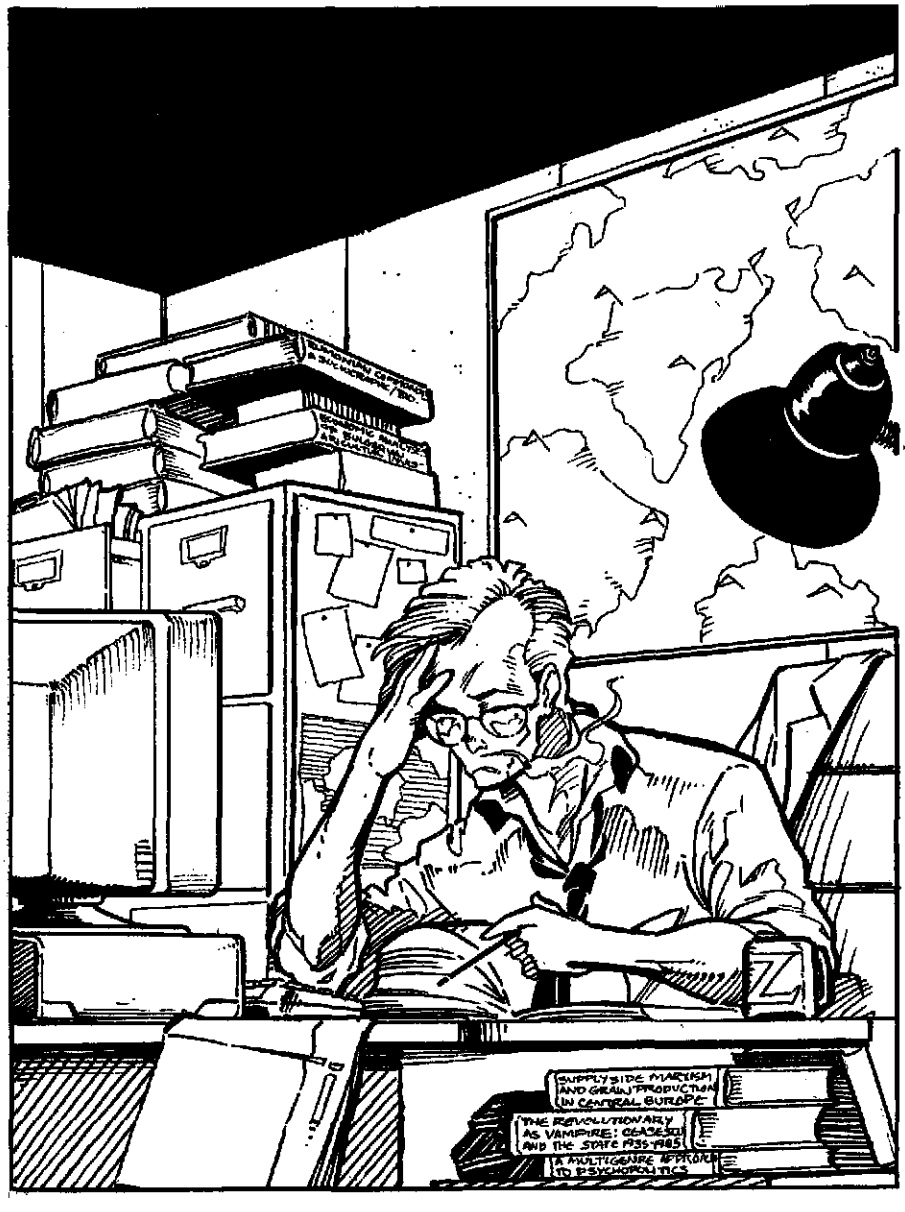
Game Masters might also design a game specifically for less experienced characters. A spymaster does not always want the most competent agents available. When a spy must pose as an innocent civilian, no amount of training can compensate for a touch of genuine naivete. Furthermore, spy handlers consider inexperienced spies much easier to control. Those who enjoy the challenge of playing ordinary civilians might generate characters of 25-50 points, who have special skills useful to some espionage agency.

How to Roleplay a Spy

All ***GURPS*** worldbooks advise players to hone their skills at roleplaying. Espionage requires *real-life* spies to do just that. Spying is a roleplaying game played for keeps, in which one's life depends on one's ability to feign whatever identity or emotion the moment demands. These truths apply even when everyone knows an agent's identity. Spies live by plying contacts for information. They must be able to alternately assume the roles of confidant, superior, seducer, partner-in-crime or whatever other personality-type their informants find easiest to talk to.

Gamers in an ***Espionage*** campaign must roleplay roleplayers. The key to portraying a spy lies in knowing how and why the character lives a life of lies. Is she a trained actress? Does he believe passionately in some cause? Is he pathologically deceptive? Does the spy's cover identity reflect some hidden fantasy? Well-played spies live in constant tension between their real selves, their false selves and the zone where the two merge.

Espionage can accommodate any sort of character players desire. One need not base their backgrounds on any particular stereotype. Spies never want to seem like spies. Secret agents with completely unexpected backgrounds and personalities not only have an easier time developing cover stories, they provide lots of fun in the game.



Character Types

Analyst

Perhaps the greatest difference between movie spies and real operatives lies in the data they collect. Real secret documents *seldom contain plots to rule the world.* Instead, spies collect reams of bureaucratic files, trivial anecdotes and technical documents on impossibly esoteric topics. Many of these documents prove false, irrelevant or available to the public. Many others seem absolutely worthless until cross-referenced with other findings.

The intelligence analyst takes the data spies produce and condenses it into truly valuable information. This involves a little deductive logic in the fashion of Sherlock Holmes. However, most analysis work consists simply of sifting through mind-numbing quantities of data, noting contradictory reports, picking out useful information and organizing it all.

Intelligence analysts do not limit themselves to stolen documents. Many of their most useful discoveries come from newspapers. Spy agencies employ numerous agents who do nothing more clandestine than living in a foreign country, keeping abreast

of local news and asking people more or less innocent questions about politics.

The typical intelligence analyst is well educated, with fluency in one or more foreign languages. These officials must be proficient in science and engineering in order to make sense out of technical documents. An ability to write clearly helps as well. Therefore, analysts usually resemble scholars more than men of action. Indeed, many become classic ivory-tower intellectuals. The interplay between the "wise men" of the analysis department and the field agents can lead to some interesting roleplaying.

As an office-worker with a legitimate occupation, the analyst makes a poor PC. However, these experts can play a crucial role in any adventure. Intelligence analysts trade in information, some of which can save a secret agent's life. Analysts uncover clues to enemy operations and gold mines of intelligence. They also provide the first warning when a contact starts producing phony documents. This usually indicates a compromised source, a double agent, or some even more devious scheme by the enemy.

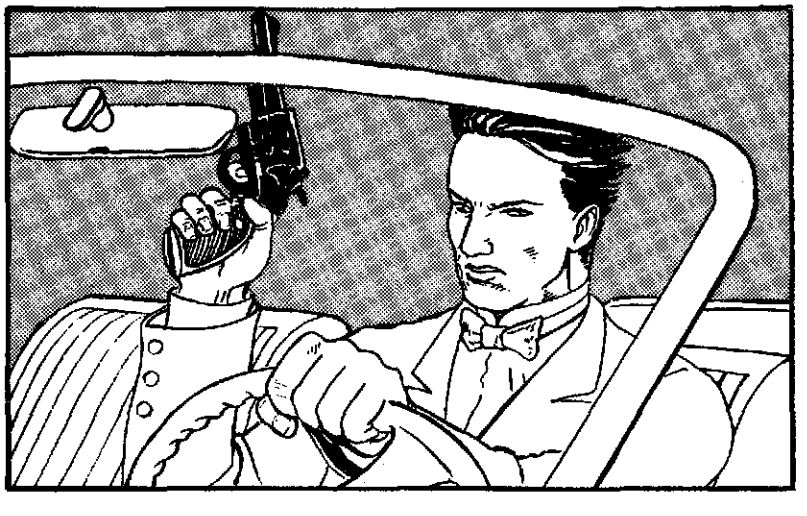
Intelligence analysts can also serve as objects of clandestine operations. The fact that all secret information passes through the hands of the analysts makes these experts attractive targets for kidnapping. Furthermore, analysts wield great political influence. They write the reports read by directors of the agency and leaders of the country. Therefore, their opinions can affect the course of future operations and the entire foreign policy of a nation. The blackmailing, seduction or corruption of an analyst would be a coup for any spy.

Typical Advantages, Disadvantages and Skills include Common Sense, Eidetic Memory, Language Talent, Mathematical Ability, Shyness, Accounting, Area Knowledge, Computer Operation, Cryptanalysis, Intelligence Analysis, Languages, Law, and Research.

Cinematic Spy

Everyone knows the cinematic spy. He drives hot sports cars with fancy gadgets. His work takes him to Rio, Las Vegas and Monte Carlo. He dallies with beautiful women on every mission. He knows the customs of every land and can seem informed on the most abstruse of subjects. When carried to extremes, the cinematic spy can become a parody. However, this type of agent can appear even in realistic campaigns. Espionage attracts daredevils, and competent daredevils can become successful indeed.

The cinematic spy of movies is a professional. He may conceal his identity on a mission, but he draws his paycheck as a secret agent. He works for a government agency, which supplies him with technological gadgets. His employers also assign him his missions, which usually involve direct action against clear villains. Action, not politics, dominates the adventures of the idealized spy.



In real life, the flashier a spy's career, the more likely he is to be an amateur. Actual spy agencies take secrecy far more seriously than movies make it seem. Flamboyant agents represent a liability. Furthermore, in the real world, spies seldom enjoy the luxuries of simple operations or clear-cut moral boundaries. Therefore, those with a penchant for swashbuckling must operate outside of established agencies, and forge a career of their own.

Real-life agencies use cinematic spies for the most dangerous and questionable of operations. They want no ties with these unreliable operatives. Controllers of daredevil spies hesitate to give their agents any traceable equipment. If the real-life cinematic spy fails, he finds himself completely alone.

Agencies dispatch the cinematic type of spies as troubleshooters. These highly visible operatives can seldom maintain a believable cover for any length of time. Instead, they travel the world, going to places where their employers need sudden, extraordinary action. Cinematic spies perform break-ins and assassinations. Cinematic spies snatch defectors from enemy territory and make secret forays across hostile borders. Cinematic spies set up smuggling rings which feed arms to guerrillas. Cinematic spies can do almost anything – except operate the quiet, long-term undercover operations which produce genuine espionage data.

Whether one wants a realistic campaign or not, the cinematic spy makes an excellent PC. The Game Master may send these agents on adventures of any sort. Cinematic spies can operate in Paris one week and Ecuador the next, bringing variety to the game. Players need not give all their characters Hollywood personalities, but their assignments should reflect the color of the cinematic spy.

Typical Advantages, Disadvantages and Skills: Attractive Appearance, Charisma, Combat Reflexes, Strong Will, Lecherousness, Overconfidence, Carousing, Disguise, all combat skills, Fast-Talk, Forgery, Holdout, Languages, Savoir-Faire and Sex Appeal.

Cut-Out

Cut-outs are the unsung heroes of espionage. They serve as messengers and troubleshooters for the actual spies. Espionage professionals look down on the cut-outs. Cut-outs operate blind, seldom if ever knowing the reasons behind their missions. Nevertheless, these agents make all the rest of espionage possible.

Cut-outs perform the work which would blow a real spy's cover. Some of this work is rather blunt. A controller might hire local thugs to intimidate a wavering agent. However, the vast majority of cut-out work involves delivering messages, often in excruciatingly subtle ways. A cut-out may simply smuggle documents from one spy to another. In some cases, cut-outs do not even have anything to deliver. They simply receive orders to appear at certain places at certain times, performing some seemingly innocuous activity. This activity, of course, is part of a code. Cut-outs in such operations have no idea what their messages mean or who receives them.

Cut-outs can receive actual espionage assignments. These jobs sometimes represent a sort of promotion. More often, when cut-outs receive unusually important missions, it means that they have become decoys or sacrificial lambs in support of some more shadowy operation. An untrained spy who honestly believes in a fictitious mission makes an ideal vehicle for leaking false information about this "mission" to the enemy. When a real spy makes a mistake, he can often save

himself by offering the enemy a fake spy to kill, namely some hapless cut-out.

Agencies acquire cut-outs from many sources. Ordinary travelers make ideal couriers. All established secret organizations maintain a few criminals, private detectives or even simple citizens as outside help. Agencies may also train professional cut-outs for especially sensitive missions, or when the social climate makes recruitment of outsiders impossible.

Cut-outs can work as PCs. However, the GM must remember that few players enjoy being pawns. Therefore, the agents must have a chance to learn more than their masters intend. In one exciting plotline, professional agents find themselves tricked into the role of expendable cut-outs. They must extricate themselves from their doomed assignments, and take revenge upon those who conspired to betray them. Some groups of players might enjoy a campaign along the opposite lines, in which the PCs begin as part-time spies who never intend to be more than nameless messengers. Then, somehow, they learn too much. Quite by accident, they find themselves forced into the role of professional spies.

The party's enemies should also make use of cut-outs. When agents investigate an enemy spy ring, the most obvious agents are nearly always unimportant. Only by piecing together the activities of many peripheral agents can investigators develop a picture of the entire operation.

Typical Advantages, Disadvantages and Skills for a cut-out are fairly flexible. They depend on the cut-out's background and the sort of missions the character expects to undertake.

Controller

The controller, usually called the "principal," makes the spy business work. These agents go into foreign countries and recruit citizens there to betray secrets. The heroes of any espionage tale have a principal as their boss. PCs may need to act as controllers to lesser informers, either occasionally or as a regular part of the campaign.

The typical controller acts as a "legal." Legals recruit spies but do not commit crimes themselves. Some operate only in friendly or neutral countries, while others hold embassy positions which confer diplomatic immunity. They need their protected status, too. The enemy usually has no difficulty recognizing them. Anyone with experience in the field can recognize which embassy jobs are real and which exist as cover jobs for spooks. As diplomatic staff, these spies drive cars with distinctive license plates. With nothing to fear and little to hide, legal controllers can afford to treat espionage as a gentlemanly game. For more on this subject, see *Counterspies*, below.

Most agencies employ "illegals" as well. Often, these agents do the same thing as the legals. However, acting without restrictions, illegals can maintain far closer secrecy than their embassy-bound counterparts. Furthermore, they have the freedom to take risks, to enter restricted areas, and, at least in fiction, to perform raids and break-ins.

Controllers come in many sorts. Cinematic spies usually have a fatherly superior who assigns them missions. He may be a wise patron or a gruff commander. Such controllers usually take their jobs after years working as spies in the "field." The heroes of less romantic fiction often work for despicable bureaucrats, who cower behind desks and betray their own agents over matters of political finesse.

Most real secret agents have less businesslike relationships with their controllers. Controllers must have some sort of personal hold on their agents. This may involve blackmail, but more often the controller attempts to cultivate a friendly relationship with the agent, in which the agent obeys orders without ever really considering them. A principal plays the role of confidence man.

Typical Advantages, Disadvantages and Skills: Cryptanalysis, Diplomatic Immunity, Empathy, Language Talent, Voice, Duty

(to agency), Administration, Computer Operations, Detect Lies, Fast-Talk, Intelligence Analysis and Streetwise. On some occasions, Sex Appeal may play a role as well.

Counterspy

Of all the varieties of professional agent, the counterspy comes closest to holding a regular job. Counterspies work for their nation's equivalent of the Federal Bureau of Investigation, tracking down spies as a matter of law enforcement. They may operate undercover, but their job descriptions explain exactly what they do. (Professionals always refer to this as counterintelligence.)

As police, the counterspies enjoy legal permission to make arrests, interrogate suspects, carry weapons and use electronic bugging devices. In the extremely rare event that an enemy spy resists with force, they can call on the unlimited support of their country's police establishment. However, for the same reason, counterspies must obey the privacy and reasonable-search laws of their country. For this reason, those agents operating outside the law seldom cooperate with them. See p. 17.

In theory, a counterspy has the same job as any policeman. He must try to collect sufficient evidence to prosecute or deport enemy agents by legal methods. However, espionage professionals know that such legal measures seldom achieve much. An enemy spy agency can always replace eliminated spies. Therefore, those with a background in espionage prefer to "turn" enemy agents, using them to feed their masters lies, or, if possible, to actually spy on the enemy spy organization. Therefore, the counterspy may become a spy himself. The FBI or a similar domestic agency, as part of its counterintelligence mission, might cultivate double agents.

Counterspies spend much of their time watching embassies or consulates. Because the foreign spies in such places enjoy diplomatic immunity, they have no need for desperate measures of self-protection. They may attempt elaborate tricks to escape surveillance, but seldom break laws other than those concerning espionage. Enemy agents treat each other with considerable professional courtesy.

Counterspies have no such courtesy for the traitors who sell information to foreign agents. They view such criminals with disgust. They like to think that even foreign agents have no respect for these people. In consequence, the arrest of traitors involves as much grit and danger as any police work.

The fact that counterspies must act within the law does not make their lives boring. An excellent game could include all the PCs as counterspies. This sort of campaign permanently solves the problem of motivating adventurers. As employees of an organization, counterspies expect to receive regular assignments, any one of which could become an adventure.

Another sort of campaign might include a single counterspy, for a specific mission, or as a recurring character. The

counterspy's belief in legal procedure may lead to interesting conflicts within the team. Counterspies could also learn to break the rules, as they encounter the grim realities of espionage.

Typical Advantages, Disadvantages and Skills: Combat Reflexes, Legal Enforcement Powers, Duty (to government), all combat skills, Interrogation, Law.

Femme Fatale

Few figures in espionage are more inherently fascinating than the Femme Fatale. Always adventurous and always enchantingly beautiful, this sort of agent works by seduction. She represents the ultimate player in the game of emotional manipulation. Femme fatales have appeared both in real and fictional espionage since spying first became a profession.

The femme fatale can serve as an effective spy in her own right, charming her way into forbidden places or inveigling secrets out of unwary men. Furthermore, she can create an endless number of new spies. Her more ardent lovers may willingly become her agents. Far more find themselves vulnerable to blackmail. And no matter how she betrays them, the femme fatale's victims can seldom stop loving her.

Any agent can participate in a sexual "honey trap." However, the true femme fatale is far more than simply another kind of spy. She is a woman of passion and mystery. When times grow dull, she will risk anything to regain a life of intrigue. Indeed, it is probably her thirst for romance which first led her into her espionage career.

The femme fatale enchants friends and foes alike. Her charm allows her to be the most brazen of spies. She may directly proposition enemy politicians or steal documents from beneath the very noses of their custodians. To an enemy entranced by her beauty, the femme fatale's boldness seems proof that she could not be a secret agent.

As a PC or friendly agent, the femme fatale may behave with that impulsive unpredictability which leads to constant crises for the characters, but makes the game so much fun. As an enemy, the occasional femme fatale brings a hint of danger to every romantic encounter. An agent never knows who his lover works for. Once recognized, the femme fatale remains a dangerous opponent due to her powers of persuasion and to her sheer audacity. Furthermore, she leaves a tangle of mixed emotions wherever she goes, which those with a taste for roleplaying should enjoy exploring.

The femme fatale need not be a female. As women obtain more positions in government, business and espionage, the masculine Don Juans of spycraft may find their services in demand. Furthermore, a seducer of powerful mens' wives could be a spy in the most chauvinistic times and places. Archaic laws concerning adultery may make both him and his victims particularly vulnerable to blackmail.

Typical Advantages, Disadvantages and Skills: Attractive Appearance, Empathy, Voice, Compulsive Carousing, Lecherousness, Overconfidence, Carousing, Disguise, Forgery, Holdout.

Guerrilla

A symbiotic relationship exists between guerrillas and intelligence organizations. Armed insurrectionary movements nearly always rely on secret aid from foreign powers. Secret agencies, in turn, find guerrillas useful for conducting proxy wars against unfriendly governments. A guerrilla movement also offers a way to launder money and weapons shipments intended for other operations.

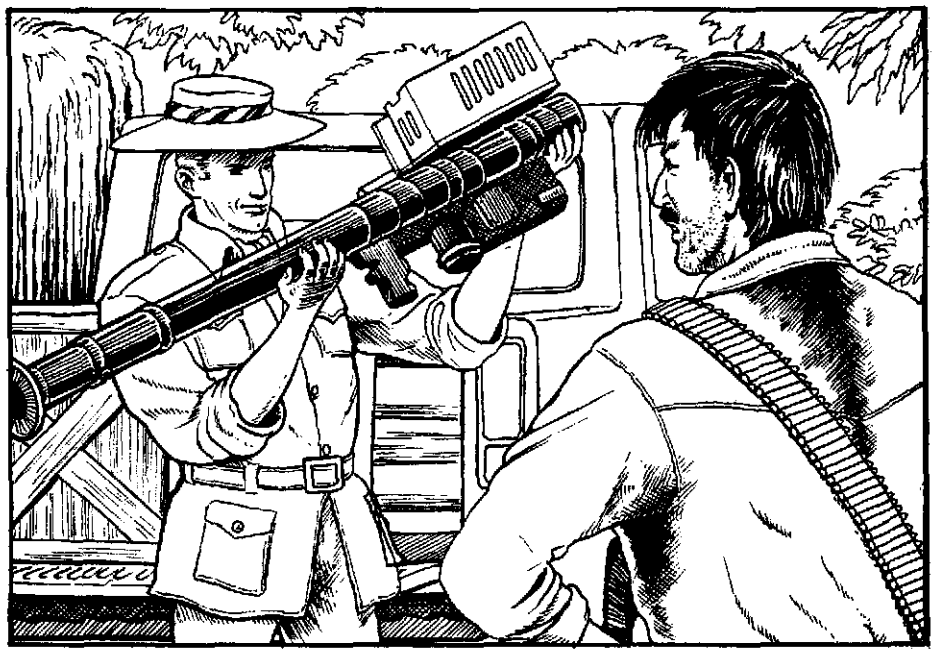
Secret agencies spy on guerrillas of all sorts, both hostile and friendly. No matter how strongly a government supports guerrillas, it may recruit some of them to spy on the others. Intelligence specialists want an honest appraisal of the guerrillas' capabilities and probable political role. Furthermore, as long as the possibility exists that the guerrillas could take over their country, spies want insights into their plans. By cultivating agents within a guerrilla movement, one can often lay the foundations for penetrating the highest levels of a new-born government.

Guerrillas themselves run espionage operations. Their form of warfare depends almost entirely upon thorough intelligence work. Furthermore, both sides share the same language and culture. Given the presence of friendly civilians, a spy can vanish into the population at will. The absence of defined front lines makes it easy for spies to travel from friendly to enemy territory

and back. The typical war of insurrection is a spy's paradise. *GURPS Special Ops* provides a wealth of information for a guerrilla warfare game.

Naturally, government secret police spy on the guerrillas too.

Typical Advantages, Disadvantages and Skills: Combat Reflexes, Danger Sense, Toughness, Bloodlust, all combat skills, Demolitions, Psychology (Agitprop), Scrounging, Stealth, Strategy, Survival, Tactics.



Mickey, the Walk-In Spy

The "Mickey," or walk-in-spy, is someone with access to secret information who decides on his own initiative to offer his knowledge to an enemy power. A walk-in is an unvarnished traitor. No enemy agent inveigles Mickey into espionage. Walk-ins begin their careers by intentionally seeking out spies. They approach an embassy, providing their name. After making contact, a Mickey must prove his value to a skeptical principal. If the Mickey actually provides information, his chosen agency operates him as a freelance spy. Agencies keep Mickeys under strict control.

Agents hate dealing with Mickeys. The overwhelming majority of would-be spies have no secrets to reveal. These untrained agents easily fall prey to counterintelligence operations. Furthermore, agents must contend with the personality of the Mickey. The stereotypical walk-in behaves like a spoiled brat. However, if the Mickey produces useful information, it is a professional spy's duty to humor him.

The motivations of a Mickey are questionable at best. Walk-ins tend to spy out of recklessness, a fatal trait for a secret agent. Other Mickeys work out of greed. When successful, these mercenary spies cajole, whine and withhold information in an attempt to wheedle more money out of their job. As an operation grows perilous, Mickeys tend to panic, desert, or attempt to double-cross their employers.

The Mickey makes a suitably slimy enemy. People who sell out their own country are hard to like. A Mickey, being unprofessional, offers a suitable opponent for rookie spy catchers. On the other hand, a Mickey can easily panic and resort to violence that more sophisticated agents would avoid.

One can also use Mickey as a PC. The walk-in agent would need a background which makes him useful to the rest of the team. A Mickey makes an interesting character for those who enjoy roleplaying outsiders, misfits within a group.

A campaign could start with the premise that the characters work together on some sensitive enterprise, and decide as a group to betray it. Perhaps they want money, or perhaps they discover that their seemingly innocent jobs actually have sinister overtones. A group of scientists, for example, might receive orders of dubious origin commanding them to engineer a hideous viral weapon. They band together to inform the Right People and make sure the project never bears fruit. The would-be spies' adventures in finding a sympathetic agency could lead to lots of dramatic tension. With suitable hooks, this sort of party could easily entangle itself in a web of intrigues which it cannot escape, thereby becoming involved in a permanent espionage campaign.

Typical Advantages, Disadvantages and Skills: Eidetic Memory, Addiction, Greed, Jealousy, Megalomania, Overconfidence, Holdout, some skill appropriate to job.

Sleeper

The sleeper makes espionage a lifelong career. These agents enter the service of a spy agency while young. Then they spend years or decades developing the background they need to penetrate their targets. They go to college. They marry and raise children. They accumulate all the patriotic and intellectual prerequisites for a career in the upper ranks of government, business or science in their target country. Finally, once they become high officials or noted scientists, their espionage work begins.

Many things start sleepers on their careers. They often feel an overpowering commitment to some principle such as communism, and wish to devote their lives to that cause. Others, far from being fanatics, feel no particular loyalty to anything. They are typically aimless students, with money and intelligence but no real direction in life. When foreign agents recruit them to become lifelong traitors, they see no reason to refuse, until it is much too late. These sleepers may eventually grow bitter. Therefore, their controllers take care to gather resources for blackmailing or otherwise manipulating them. Since these sleepers probably owe their education, jobs and social lives to their spymasters, such coercion is not difficult.

Sleepers suffer more psychological misery than any form of spy, if only because their missions last such a long time. For years, they must live model lives, while keeping a terrible secret from friends, family and lovers. Then, just as they establish stable, comfortable lives, their missions begin, and they find themselves plunged into international intrigue, with all their acquaintances and dependents playing the role of pawns. Those with passionate political convictions must spend their lives suppressing their beliefs. Those with less pure motives have a lifetime in which to wrestle with their consciences.

Long-term agents end their careers in an "extraction," or return to their native country. This often comes as a nerve-wracking rescue after the sleeper's cover finally disintegrates. The typical spy looks forward to the final end of his undercover career. However, others come to dread their extraction, either out of a reluctance to give up the excitement of field work or out of fear that the agency, finding them no longer useful, might decide to liquidate them. These spies become potential double agents.

Sleepers make engrossing PCs, but only if the GM carefully plans the game to suit them. Agents of this sort cannot shuttle

from one setting to another in a loosely-connected set of escapades. They must concentrate on one target throughout their careers. Therefore, in a game involving sleeper PCs, the GM must prepare this target lovingly enough so that it will remain fresh and exciting throughout the campaign.

Sleepers make useful NPC contacts in all campaigns. Their long careers as innocents allow them to penetrate extremely sensitive positions. Furthermore, the depth of their cover forces them to rely on other agents as couriers and general troubleshooters. In any mission involving these agents, the spies must take special care not to blow their sleepers' cover. Once the party works with one of these agents, the GM may wish to have enemy agents try to kidnap and interrogate PCs to learn the sleeper's identity. The extraction of a sleeper can also lead to an exciting mission.

Typical Advantages, Disadvantages and Skills: Duty (to agency), Secret, Paranoia, Shyness, Acting, Fast-Talk, Skills appropriate for job.

Special Agent

The special agent is the classic professional spy. Special agents steal documents, penetrate organizations, raid enemy strongholds and do whatever else their agency requires of them. They have no full-time job other than espionage and no permanent assignment even within their profession. As befits their versatile role, special agents receive training in a broad variety of combat, technical, linguistic and criminal skills.

Writers on real-world espionage claim that the special agent does not exist. Intelligence agencies divide the special agents' tasks among other, more specialized types of agent. In particular, intelligence agencies claim to rely on turncoats for information, rather than infiltrating their own employees into foreign organizations. However, the "special agent" type of operative may be more genuine than intelligence bureaucrats suggest. Espionage history contains countless audacious gambits of the sort associated with this sort of spy. Furthermore, the special agent assuredly exists in fiction, and makes an ideal PC for a roleplaying game. Even in a campaign emphasizing realism, one should consider giving PCs this convenient ticket into the world of espionage.

Real-life special agents may not officially work as spies. Intelligence agencies recruit them as independents. Some are "retired" intelligence officers or military special ops (see *GURPS Special Ops*. Others simply have that rare combination of a taste for adventure and the skills to survive it. Controllers contact and develop such agents much as they do other sorts of spy.

The cinematic spy is a flamboyant special agent. See above for details.

Typical Advantages, Disadvantages and Skills: Combat Reflexes, Strong Will, Lecherousness, Overconfidence, Carousing, Disguise, all combat skills, Demolitions, Fast-Talk, Forgery, Holdout, and Languages.

Stringer

The stringer is a freelance spy. Some work as criminals, mercenaries or part-time adventurers in a particular area, where they occasionally perform jobs for a local spymaster. Others travel, seeking work where they find it. A stringer usually accepts jobs on a one-time basis, for a prearranged fee.

As mercenaries, stringers receive little trust or respect. Professional spies belittle them. Controlling agents use stringers for the most dangerous missions, and the ones which they least want their own agencies associated with. Spymasters do not hesitate to sacrifice these minor agents in intrigues. A stringer is always expendable.

Typical Advantages, Disadvantages and Skills for a stringer vary with the sort of job the character performs. However, Greed always makes a likely motivation for this sort of work, as does a Secret (known by the controlling agency).

Techno-Wizard

True cinematic spies could not do without their gadgets. Penguns, jet backpacks and cars which transform into submarines allow movie spies to perform the impossible feats essential to their careers. Real-life spies depend on technicians for less flashy but equally indispensable devices. Cryptology, surveillance and, most crucial, communications, require advanced technological gear.

Most technicians work in safe shops, building equipment for agents. However, others accompany agents into the field. In World War II, espionage services struggled to provide radio operators for partisans in enemy territory. Technicians on operations must repair and operate the microphones, radio communicators, vehicles and radios assigned to a mission. Techno-wizards may also serve as experts on breaking codes, finding bugs and neutralizing security systems belonging to the enemy.

A stereotypical techno-wizard may become an introvert. These people can easily become obsessed with scientific arcana. They also may feel contempt for anyone who does not share their technical knowledge. Likewise, other agents may view technical experts as timid and helpless in the field.

Typical Advantages, Disadvantages and Skills: Lightning Calculator, Mathematical Ability, Shyness, Stuttering, Armoury, Chemistry, Computer Operation, Computer Programming, Electronics, Electronics Operations, Mechanic, Poisons, Traps.

Terrorist

For secret agents in a realistic but politically straightforward campaign, the terrorist makes a convenient bad guy. For secret agents in a realistic and politically Byzantine campaign, the terrorist makes a convenient ally. Terrorists do many things which official intelligence agencies cannot admit to sponsoring. Secret agents can also use terrorists as scapegoats or as bogeymen to justify questionable activities. Therefore, terrorists play a role in any number of clandestine operations.

One side's "terrorists" are another side's "freedom fighters." However, one can define "terrorism" as the use of violence for propaganda purposes. Unlike an army or a guerrilla movement, terrorists do not hope to actually destroy their enemies. Rather, they kill to gain sympathy, fear or simply attention.

The life of a terrorist resembles the life of a spy. For obvious reasons, terror organizations surround themselves in great secrecy. They corrupt and manage members through the same psychological techniques as secret agents. If one wanted to run a "Freedom Fighters" campaign, nearly everything in this book would apply.

An act of terrorism is frequently an act of suicide. This explains a great deal about the mentality of a terrorist. As refugees or oppressed minorities, these people have no hopes. They grew up knowing that they would endure lives of misery, and blame that misery on the monumental injustice of their foe. Terrorism offers a moment of defiance, a chance to strike one heroic blow against the ruiners of their lives.

As a terror organization grows, its mindset becomes less melodramatic. Its members come to harbor real hopes for victory, while the leaders grow crafty, pragmatic and possibly corrupt. In some cases, the movement ripens into a credible political force, which commands respect on an international scale. When a mature terror group remains continually frustrated, its members may break off to create splinter groups, which are usually far more bloodthirsty than their parent organization.

A second, far smaller, class of terrorist exists. Youths from prosperous backgrounds occasionally develop a sense of "radical chic," which leads them to plant bombs or commit other acts of nuisance violence. College students may join revolutionary groups. Teenagers may form violent movements out of boredom, anger or a need to belong. In periods of social unrest, this activity skyrockets.

Typical Advantages, Disadvantages and Skills: Combat Reflexes, Toughness, Bloodlust, Megalomania, Overconfidence, Paranoia, Sense of Duty (to the cause), all combat skills, Demolitions, Disguise, Stealth.

Wealthy Patron

In a truly secret operation, spies hate to rely on government funds. Despite the many ways in which agencies disguise their covert operations budgets, the fact remains that to obtain public money, one must apply to some sort of legislature. That entails working with politicians, risking exposure, and trying to justify the less savory requirements of a clandestine operation. To avoid these embarrassments, secret agencies turn to the very rich. These wealthy patrons may fund secret operations more lavishly than any government.

A country's bluebloods may help spy agencies for an assortment of reasons. Simple patriotism often serves as their strongest motivation. The conservative tendencies of the wealthy make them especially amenable to supporting espionage activity on behalf of the status quo. Other rich people may bankroll spies out of a thirst for the excitement their pampered lives deny them. Yet others hope to use the secret agents for their own political and financial schemes.

In real life, wealthy patrons seldom join spies on dangerous secret missions. However, this need not be true in a game. Furthermore, wealthy people often play an important role in gathering intelligence, simply because of the company they keep. The leaders of business and society often find themselves meeting diplomats, businessmen and noted scientists. Their reports on any of these figures may interest secret agents.

Wealthy patrons may become targets of espionage or assassination. PCs may find themselves called upon to conduct such

operations. When wealthy patrons find themselves stalked by enemies, they may call in favors from friendly spies.

Typical Advantages, Disadvantages and Skills include: Contacts, Wealth, Dependents, Duties (to family or corporation as well as agency), Sense of Duty (as per duty), Administration, Merchant.

Real-Life Spies

Louise de Bettignies

This Belgian governess became one of the Allies' best spies during World War I. Although she had no espionage background, she developed and operated an extensive spy ring within occupied Belgium. Louise lived in Lille before the war, and fled to Britain after the German invasion. In Kent, a Franco-British agency called the Mixed Bureau discovered that she had an extraordinary talent for languages and a keen memory for useful information. Therefore, the Mixed Bureau convinced her to work as a spy and sent her back to Lille, under the cover name Alice Dubois. There, she drew her old friends into an espionage ring. This band gathered valuable information on German forces in Belgium, which "Alice" passed on to Switzerland through a variety of original ruses. She made use of sausages, kneading-troughs, spectacles and prosthetic limbs to pass documents. On some occasions, she even employed children as couriers. Alice's career ended when German agents discovered one of her partners. Alice died in a German prison on September 17, 1918.

Dr. Elsbeth Schragmuller

Dr. Elsbeth Schragmuller was a German who completed her Ph.D. shortly before World War I. When the war began, she bombarded her country's general headquarters with requests to serve the German army as a spy. When the Army sent no satisfactory reply, she stopped sending the letters. Dr. Schragmuller disguised herself as a man and obtained a job as a censor in occupied Belgium. While pursuing this career, she unerringly picked out information useful to intelligence services. In Autumn 1914, still disguised as a male, Dr. Schragmuller took her gleanings to the ND, or German Intelligence. Only after ND officers had eagerly devoured Schragmuller's data did she reveal her true sex and identity. The ND could no longer deny her proficiency as a spy.

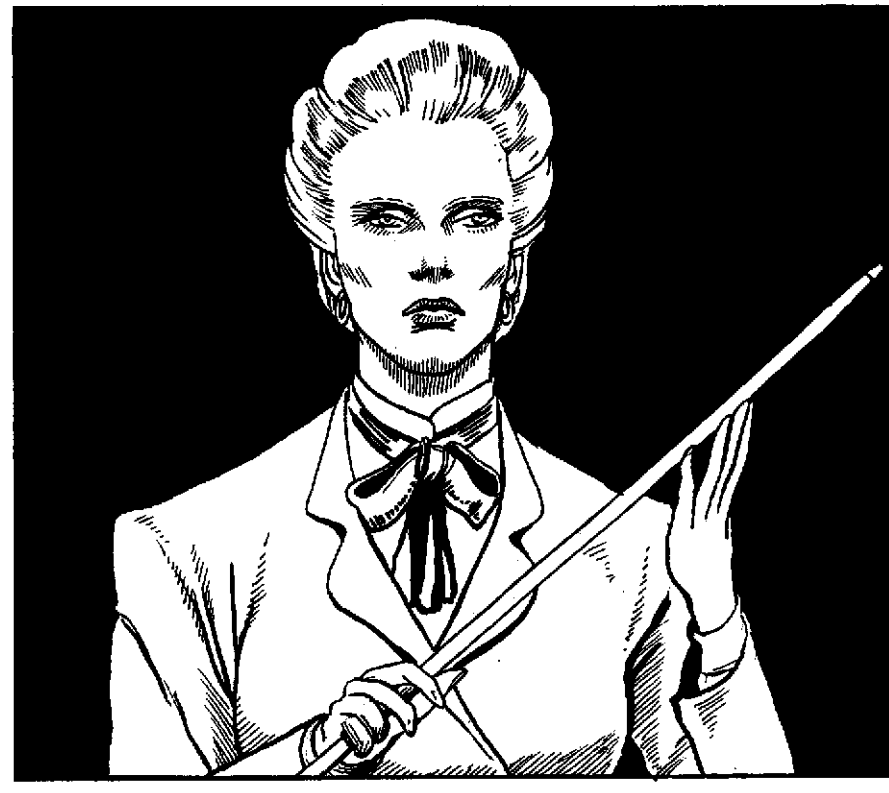
The German commanders sent Schragmuller to their famous espionage school in Baden-Baden (see p. 31). Schragmuller adapted easily to the discipline. She studied diligently – too diligently for the liking of her handlers, who felt that a woman of her seriousness would never become another Mata Hari. Schragmuller's interests lay in scholarly and military affairs, and at those pursuits, she had no equal. The ND informed Schragmuller that it could not waste her talent on dangerous missions. Instead, the Germans retained Schragmuller in occupied Antwerp to train other spies.

Schragmuller had found her calling. She ran her school mercilessly, outdoing even the Baden-Baden institution in discipline and academic rigor. Graduates of Schragmuller's school quickly became infamous throughout Europe. Even those who lost their lives seldom died without transmitting a final burst of information to their superiors. Schragmuller also worked actively at developing an espionage strategy for the whole ND. She supported the practice of sending expendable agents on suicide missions to support the activities of more valuable spies. According to legend, Schragmuller's proteges uncovered the British program to develop armored fighting vehicles long before the first tanks appeared in battle. However, high-ranking army officials ridiculed their discoveries. After Allied tanks crashed through German lines at Cambrai, Schragmuller mailed pistols to the commanders who dismissed her agents' work, in a veiled suggestion that they commit suicide.

Schragmuller quickly acquired a sinister reputation. People called her by such names as Tiger Eyes, Fraulein Doktor and the Terrible Blonde of Antwerp. Allied agencies made repeated attempts to eliminate her. She survived bomb attacks on her school, and, according to legend, once fought off assassins with a pistol. However, no outside agency ever acquired as much as a photograph of the Terrible Blonde.

Following the war, there was great public interest in the Terrible Blonde's identity. However, if people had hoped that Schragmuller would tell her story, they were disappointed. The Fraulein Doktor maintained her anonymity for almost 20 years. Then, in the 1930s, a woman appeared in a Swiss hospital requesting treatment for drug addiction. This woman claimed to be the legendary Tiger Eyes and explained that she had taken to drugs as an escape from the boredom of life after the war. When the drug addict's story appeared in print, the *real* Elsbeth Schragmuller revealed herself. Even then, she told little of her story, but she did want to make sure that nobody ever confused her with the addict.

In fact, Dr. Schragmuller lived a reclusive life after the war, with no companions but her aging mother. She supported the two



of them by teaching in a Munich university. The Fraulein Doktor died early in WWII.

Christopher Boyce and Andrew Lee

Christopher Boyce and Andrew Lee grew up as the very model of wholesome American boys. They served as altar boys at the same church and played Little League baseball together. As the two reached their late teens, their lives began to diverge. They developed the contacts and personalities needed for success as spies.

Boyce attended three different colleges as a history major. However, despite an IQ of 145, he did not like college. He grew bored easily, and did not enjoy academic work. Boyce raised hawks as a hobby, and identified strongly with the proud, high-flying birds.

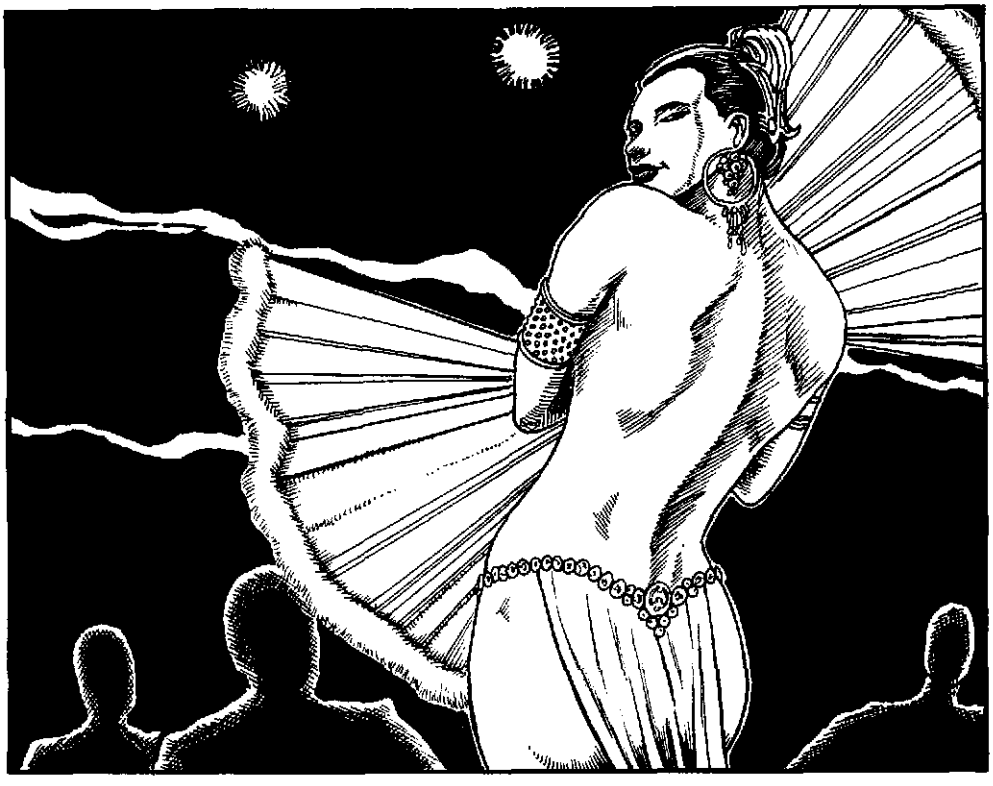
In 1974, Boyce quit college and got a job at TRW, Inc. This position gave him access to an enormous wealth of classified data, ranging from CIA communications to research on the top secret PYRAMIDER spy satellite. Meanwhile, Andrew Lee found himself involved in less savory activities. His drug addiction led to cocaine trafficking, and eventually landed him in prison.

Shortly after Boyce got his job, he met Lee at a party. They discussed a TRW project involving a CIA operation in Australia. Andrew Lee, who was desperate for money, promptly went to Mexico and approached the Soviet embassy. The Soviets recognized the pair as a useful asset, and recruited them as spies.

Over the following two years, Boyce and Lee filtered information to the KGB. The old friends fought constantly over their operation. However, Christopher Boyce had a passion for adventure, and managed to sustain the business even when Lee lost heart. Boyce eventually quit his job at TRW on the understanding that the KGB would finance his college education. Following that, he would get a job in the US government, and serve as a mole.

Andrew Lee ruined the operation through his greed. In January 1977, he began a series of frantic attempts to contact his old spymasters again. Lee attempted to make his connection by throwing a dictionary marked "KGB" through the fence of the Soviet Embassy. Mexican police saw his action, and arrested him. Under interrogation, he revealed the crucial details of the spy ring. Mexico extradited Lee to the United States.

The U.S. government put both spies on trial. Lee received a life sentence. Boyce received 40 years. However, Boyce's spirit of adventure remained strong. In January 1980, he managed to remove blocks from the prison walls, squeeze his way to freedom, sever razor wire and survive a creeping journey through the free-fire zone which surrounded the prison. Boyce survived as an outlaw in the woods of Oregon for some months. The police eventually apprehended him when he began a campaign of robbery. Boyce apparently hoped to steal enough money to escape the country, probably for Russia. The Soviets, however, showed no interest in assisting his escape.



Mata Hari, Femme Fatale

Mata Hari, the Eye of Dawn, occupies a particularly romantic spot in the annals of espionage. Before the First World War, Mata Hari made her living as a dancer. Her sultry features, almond eyes and shapely, beautiful arms supported her claims of Oriental ancestry. Mata Hari claimed to have grown up on Java, where she learned the sacred temple dances and became a priestess in the cult of Siva. According to Mata Hari, the traditions of Siva required her to dance in the nude. The beautiful dancer acquired many wealthy lovers, some of whom held high ranks in the military.

In fact, Mata Hari came not from Java but from the Netherlands. Her real name was Margaret Gertrud Macleod. She had spent time in Java, but only as the battered wife of a drunken Army captain, who served as a colonial administrator. While living with him, she became moody and given to melodramatic lies. Mata Hari's accounts of Javanese custom owed far more to her sense of romanticism than to anthropological fact.

The beginning of Mata Hari's espionage career remains a matter of debate. She had many German lovers. She had maintained a close friendship with the Prussian Inspector of Police ever since her first visit to Berlin, where he arranged for her to perform her nude dances without hindrance from the German obscenity laws. In any event, during the First World War, Mata Hari began to turn her power over men to good advantage. In 1915, the Italian Secret Service warned French agents to keep her under surveillance.

The French counter-espionage agents gradually accumulated an impressive list of incriminating activities by Mata Hari. However, unwilling to seize the famous dancer, they proposed deporting her. Upon hearing of this, Mata Hari immediately presented herself at the offices of the Secret Service. She vehemently denied working for Germany. However, she offered to work as a spy for France instead. She informed the French that she was a lover of von Bissing, the Governor-General in occupied Belgium, and offered to compromise his affections.

The French accepted Mata Hari's offer and gave her a list of six contacts in Belgium. However, the French took care only to

give her the names of low-grade spies, noted for their inaccurate reports. Just as French agents suspected, the moment Mata Hari arrived in Belgium, German counterintelligence agents rounded up the six French spies. There remained little doubt that Mata Hari worked for the Germans.

Following her visit to Belgium, Mata Hari took the inexplicably risky step of traveling to England, an ally of France. There, Scotland Yard arrested and interrogated her. She continued to insist that she was a French agent. Sir Basil Thomson, a British officer, allowed her to leave but firmly advised her to give up spying. Mata Hari then went to Spain, where she took up company with the German military attache, von Kron.

In July of 1916, German agents ordered Mata Hari to return to France. There, of course, she was known and wanted as a spy. Most historians conclude that the Germans intended for Mata Hari to be caught. Germany needed to divert attention from more productive spies, and Mata Hari, who was now recognized, had nothing more to offer them.

The Germans sent their orders to Mata Hari by radio, in a compromised code. This left the French Secret Service with no doubt about Mata Hari's profession or allegiances. Nevertheless, the beautiful dancer obeyed her orders and went to France. There, the police seized her, and confronted her with her German code-name, H21.

The trial of Mata Hari aroused a sensation throughout Europe. She furiously denied working as a spy, claiming that her many contacts were lovers, and her payments were courtesans' fees. "The War is not sufficient reason to stop me from being a cosmopolitan." Numerous highly-placed officers called for Mata Hari's pardon. However, the French courts condemned Mata Hari to death by firing squad. Onlookers noted that she accepted the sentence without a quiver.

Rumors circulated throughout France that Mata Hari maintained a plot to escape. She had reputedly arranged to have the firing squad fire blank rounds. Following the mock execution, she would feign death. Then, one of her many lovers would rescue her. This story, however romantic, proved untrue on October 15, when twelve riflemen shot Mata Hari to death. She refused a blindfold.

Emily

The woman known to espionage files as Emily never intended to be a spy. She held an office job at the U.S. State Department. Although Emily handled sensitive diplomatic documents, she lived a depressingly mundane life. She remained single and lonely. Her mother suffered from a terminal illness. Emily's job did not pay particularly well, and her mother's medical bills put a severe strain on family resources.

One evening, in a miserable and hopeless mood, Emily attended a Washington party. As she prepared to leave, a strange man approached her as if by chance and spilled a drink across her dress. At that sudden indignity, Emily burst into tears. The stranger became frightfully apologetic. He insisted on escorting Emily home and paying to have the dress cleaned. The two of them fell to talking, and Emily found herself gushing out all her troubles.

A week later, the strange man called Emily again, ostensibly to make sure the dress was successfully cleaned. Once again, they chatted, and the man proposed a dinner date. There, he insisted on giving Emily another gift of money for her mother. Emily refused at first, but finally accepted the gift. Emily's friend continued to see her. However, he showed no interest in a more romantic relationship. He simply visited her, bringing modest gifts of money and listening compassionately to whatever she wanted to say.

One day, the two found themselves talking about work. Emily mentioned her job at the State Department. At this, the man showed a flicker of real interest. He mentioned that he worked for an insurance firm which wanted to sell to long-term government employees. The man asked to know more about the people Emily worked with. Emily, delighted to have found a topic which interested her benefactor, began telling him a great deal about her job. Over the next few dates, Emily's work became the center of conversation between the two. She told the man about everything which passed through her hands.

Eventually, Emily guessed her benefactor's occupation. However, by that point, she felt too dependent on his approval and money to end the relationship. Even later, when the Soviets as-

signed Emily a different handler, she continued her work as a spy. Emily accumulated a bank account of over $100,000 in Beirut. She spied successfully for 14 years.

US counterintelligence finally caught Emily during the debriefing of a defector. They arranged her quiet arrest. At this point, Emily seemed finally to realize the full extent of what she had done. She immediately told her interrogators everything. Emily's friend, meanwhile, took the opportunity to vanish into the Soviet embassy. United States agents decided to release Emily without any trial. She left the State Department, and became a librarian in a small New England town.

Every spymaster dreams of recruiting an agent like Emily. Agents who spy for emotional reasons find it difficult to quit and impossible to betray their employers. They seldom feel the bravado which inspires other agents to take foolish risks. Furthermore, these spies know nothing about their employer's true motives. If captured, they can do their masters very little harm.

The Emily type of spy makes a more interesting NPC than adventurer. She spends years doing nothing but pilfering trivial documents for her employer. She has no training in combat. Often, she does not even realize that she is a spy. However, for exactly these reasons, agents of this type are notoriously difficult to catch. Professional agents can have hair-raising adventures trying to root out a dupe in time to preserve some vital secret. One can also base adventures around attempts to install and protect an Emily within the opposition.

In some circumstances, PCs can play the Emily type of spy. A campagn could be based on the premise that one or more PCs all served as unwitting spies for some time, and have now discovered the real nature of their work. They may want revenge on the spies who manipulated them. They may grow cocky and decide to advance from sheltered spying to a more independent, lucrative and dangerous career. Or the Emily could unintentionally discover a puzzling clue to some dark mystery. Immediately, she finds herself neck-deep in the world of espionage. Assassins try to silence her forever. Mysterious agents offer protection for what she knows. Unless she unravels the mysteries surrounding her discovery, she can never breathe easily again.

Emily-type agents can provide both high drama and comic relief. Spies must maintain warm friendships with their side's Emilys. Game Masters may devise hilarious scenarios in which professionals must put up with the infuriating habits of an amateur spy. In more serious episodes, PCs may face the moral challenges of drawing ordinary people into the deadly world of espionage. Opposition dupes present an ethical challenge of a different sort, in which the PCs must decide how to cope with people who, in all innocence, serve the enemy.

Alexandr Dmitrevich Ogorodnik

Alexandr Ogorodnik worked for the Soviet Ministry of Foreign Affairs. He became a US spy while posted to the Soviet Colombian Embassy, in 1974. Some assert that the CIA entrapped this young diplomat using sexual blackmail. Others maintain that Ogorodnik volunteered to serve as a spy, for motives which remain unclear. Whatever the case, the CIA recognized Ogorodnik as a promising subject. Not only did CIA handlers use Ogorodnik to spy on Soviet activities in Colombia, they trained him to serve as a mole when he returned to Moscow.

In 1975, Ogorodnik went back to Russia. The details of his exploits in Moscow remain murky. Some believe that the KGB already suspected him. However, other evidence supports the contention that Ogorodnik worked his way into the highly secret Global Affairs Division of the Ministry for Foreign Affairs. From this position, he continued to send information West.

By summer of 1977, the KGB clearly knew that a mole had penetrated the Global Affairs Division. By installing closed-circuit television cameras, they obtained photographs of Ogorodnik in the act of copying documents. KGB agents seized Ogorodnik.

Ogorodnik immediately admitted his activities and offered to make a full confession. He asked only to use a favorite pen. KGB counterintelligence granted this request. The pen, however, proved to contain a cyanide capsule, which Ogorodnik used to commit suicide.

Karl F. Koecher

Karl Koecher was the sort of spy who appears frequently in games but seldom in real life. He was a professional secret agent, loyal to the country of his birth (Communist Czechoslovakia) who undertook a mission to infiltrate the CIA. Koecher gathered his information, not through a web of contacts, but through his own skills at deception.

From 1963 to 1965, Koecher underwent training by the Czech intelligence service. He also used this time to do "clandestine" work for Radio Free Europe, thereby building his credentials as an anti-communist dissident. In 1965, Koecher applied to his government for the right to emigrate. He and his wife moved to Staten Island. There, Koecher became a professor of philosophy. Koecher and his wife played the role of dissidents who could speak freely at last. They denounced Communism at every turn.

In early 1973, Koecher resigned his position and got a job with the CIA. For the next two years, he worked on assignments which official files still do not describe. During this period, he passed everything he learned to the Czechoslovakian authorities. In 1977, the CIA released Koecher as part of a staff reduction. Koecher spoke proudly about his work with the CIA, and seemed quite disappointed to lose his job.

Koecher spent another seven years in the United States. He acquired another teaching job, while his wife worked as a sales representative for a jewelry store. Finally, in 1984, Koecher arranged to leave the country for Austria. Four hours before he prepared to depart, FBI agents arrested him. He made no attempt to deny their charges of espionage.

The U.S. courts sentenced Koecher to life in prison. However, in February 1986, the U.S. sent him back to Czechoslovakia. In return, the Soviet Union released dissident Anatoli Sharansky along with three captured CIA agents.

Advantages

For self-evident reasons, secret agents find the following advantages particularly desirable: Acute Hearing, Acute Taste and Smell, Acute Vision, Alertness, Attractiveness, Charisma, Danger Sense, Eidetic Memory, Empathy, Language Talent, Luck, Strong Will and Voice.

Legal Enforcement Powers *see p. B21*

True spies neither have nor want the status of police. They would rather coerce enemies into becoming double agents than arrest them. When subversion fails, secret agents still shun the publicity and inconvenience of a legal trial, where the criminal may escape, receive a light sentence or communicate with his masters. Agencies such as the KGB and CIA have more efficient ways of dealing with prisoners.

Secret agents use Legal Enforcement Powers only when serving as pseudo-police. One can run a ***GURPS Espionage*** game based on counterspies or anti-terrorist agents working for the FBI or some equivalent. Totalitarian countries may blur the line between espionage agents and undercover police. Agents of the KGB, for example, had Legal Enforcement Powers against dissidents within the former Soviet Union. Both Communist and Tsarist secret police claimed legal enforcement powers over Russian emigres, although no foreign countries recognized this claim.

Military Rank *see p. B22*

The intelligence and military communities often overlap. No section of government has a deeper interest in espionage operations than the armed forces. Furthermore, when an espionage mission involves combat, soldierly skills become essential. For these reasons, many secret agents hold military titles.

Although officer-agents might feel tempted to take advantage of an officer's authority, a spy's work is rarely anything a soldier can explain to superiors. Therefore, military commanders cannot command squads of troops to assist them on espionage missions. Officers do have special opportunities to steal military hardware at great personal risk. ***GURPS Special Ops*** discusses this activity in detail on p. 98.

Military Rank entails access to secrets. Secret agents lucky enough to enjoy Military Rank in an enemy army have their career in espionage assured. Those who know friendly secrets, on the other hand, may find themselves under additional pressure from enemy kidnappers and recruiters. Such characters may work as double agents. They may also supply their own teams with classified information invaluable to a mission but concealed because of bureaucratic concerns over security.

Not every officer has access to all information, of course. Regardless of rank, security procedures require everyone to have appropriate background clearances before viewing secret information. Even those with full authorization to view material may see it only when their assignments give them a specific "need to know." Nevertheless, even when military rank does not provide a spy with legal access to material, it offers an excellent tool for a bluff. A private may not even think to check security clearances if a general demands certain information.

Some intelligence organizations themselves use military titles. Here, Military Rank may mean authority within the agency. However, military-based agencies place far less emphasis on rank than other branches of the armed forces. Agents cannot count on privileged information because of their impressive titles, nor does a high-ranking operative automatically control the rest of a team. The specialist whose skills are most important to the mission usually plays the dominant role in an operation.

Patron *see p. B24*

A controlling agent does not count as a Patron. Real espionage agencies rarely give their agents any tools or other physical objects, on the grounds that investigators could trace equipment back to them. Furthermore, spymasters are notorious for selling out their employees. The unwritten codes of espionage etiquette actually discourage controllers from defending failed spies.

These rules change, especially in movies, for elite secret agents. If these operatives suffer capture, their agency may rescue them. Nations occasionally swap captured spies. Controllers do also break the taboo against issuing equipment. Naturally, agencies do special favors more often for actual members of their organization, as opposed to foreigners recruited as moles. Intelligence organizations, like all institutions, have extensive networks of cliques and personal friendships. Lucky agents may well have personal friends in high places.

Controllers take an interest in their employees' outside Patrons. A wily spymaster constantly schemes to use agents as levers for drawing new and powerful people into an operation. Secret agencies also prefer for spies to obtain support from personal friends, rather than official channels. Finally, if the Patron seems powerful enough the controller may beguile agents into spying on their own powerful friends.

Reputation *see p. B17*

For anyone trying to avoid detection, Reputation is a mixed blessing. Well-known agents must incorporate their fame into a sound cover story or risk capture. Whenever a Reputation does not match its owner's facade, the GM should add the value of the reputation as a bonus to all IQ rolls made by enemy agents trying to detect the spy. Note that this does not entitle a player to extra disadvantage points. Even spies can make use of pleasant Reputations if they work at it.

Wealth *see p. B16*

Secret agencies prefer agents to use outside sources of funds. If the player is willing, a wealthy PC might bankroll all of a party's activities, paying other agents and designing budgets. This gives the players a much more personal role in planning mission strategy. The GM and players should also develop a reason why the wealthy character devotes so much to the agency. Patriotism, blackmail, business interests and personal vendettas against enemy spies are all possibilities.

New Advantages

Diplomatic Immunity ***20 points***

The character holds a position which confers diplomatic immunity. This condition applies to the character's family as well. Those protected by Diplomatic Immunity may not be punished for crimes of any sort while in the country where they work. Police may arrest them, but not press charges. The only recourse a government has against miscreants with Diplomatic Immunity is to declare the criminal "persona non grata." This means that the diplomat must leave the country at once, ending his current mission and possibly his career. Nations may also request the extradition of foreign diplomats for normal prosecution. Of course, few governments grant such requests with regard to their spies.

Diplomatic Immunity also includes the right to send and receive packages in the diplomatic pouch. Customs agents may not legally inspect this receptacle. Secret agents, of course, are known to violate the sanctity of diplomatic correspondence.

Anyone with the Diplomatic Immunity Advantage must work for an appropriate government agency, and have appropriate Duties to that sponsor.

Contacts ***Variable***

A Contact is an NPC, like an Ally or a Patron. However, the Contact only provides *information*. Contacts may be anything from a wino in the right gutter to the Chief of State of a country, depending on the character's background. The Contact has access to information, and he is already known to and guaranteed to react favorably to the character. The Contact may want a price, in cash or favors, for the information. The Contact is always played and controlled by the GM and the nature of the price must be set by the GM.

The GM may assume that a Contact is, in general, well-disposed toward the PC. However, the Contact is *not* an Ally or Patron, and is no more likely to give special help than any other generally friendly NPC!

A Contact doesn't have to be created when the PC is first developed. Contacts may be added later. When appropriate, the GM can turn an existing NPC into a Contact for one or more players, possibly in lieu of character points for the adventure in which the Contact was developed and encountered.

Whatever the case, the Contact can provide information only about his own area of expertise. The technician at the forensics lab probably has no information about currency transfers, and the VP of the local Takashi branch probably can't do a ballistics comparison. The GM assigns a skill (Streetwise for a minor criminal, Forensics for a lab tech, etc.) to the Contact. All attempts to get information from him require a secret roll by the GM against the Contact's "effective" skill. Note that the effective skill is not necessarily the NPC's *actual* skill; the actual skill can be set by the GM if the NPC comes into regular play. For instance, the president of a local steel mill might actually have business related skills of 16-18, but he has an *effective* skill of 21, making him worth 20 points, because he himself has good connections!

Point values for Contacts are based on the type of information and its effective skill, modified by the frequency with which they can provide information and the reliability of the information. Importance of information is relative and the list of possible Contacts is virtually endless; a few are listed below as a guide to help the GM determine value.

Type of Information

Street Contacts. These are minor criminals, derelicts, street thugs, gang members, small-time fences and other streetwise NPCs who provide information on illicit activities, local criminal gossip, upcoming crimes and so forth. Base cost is 5 points for "unconnected" Contacts (not part of the local criminal organization; Streetwise-12) and 10 points for "connected" Contacts (Streetwise-15). If the Contact is a major figure in a criminal organization (the Don, Clan Chief, or member of the "inner circle" of the family; Streetwise-21), the cost doubles to 20 points.

Business Contacts. Executives, business owners, secretaries – even the mail room flunky – can provide information on businesses and business dealings. Base cost depends on how much the contact can be expected to know: 5 points for a mail boy or typists (effective skill 12), 10 points for the president's secretary (effective skill 15), 15 points for an accountant (effective skill 18) or 20 points for the president or Chairman of the Board (effective skill 21).

Police Contacts. This includes anyone connected with law enforcement and criminal investigations: beat cops, corporate security, government agents, forensics specialists, coroners, etc. Cost depends on access to information or services. Beat cops and regular private security officers are 5 points (effective skill 12),; detectives, federal agents, or record clerks are 10 points (effective skill 15); administrators (lieutenants, captains, Special Agents in Charge, Head of Departmental Security, etc.) are 15 points (effective skill of 18) and senior officers (sheriffs, chiefs of police, District Superintendents, Security Chiefs, etc.) are 20 points (effective skill 21).

Frequency of Assistance

Frequency refers to the chance that the Contact can be found when needed. When creating the character, the player must define the way the Contact is normally contacted! Regardless of the chosen frequency, a Contact cannot be reached if the PCs could not reasonably speak to him. No Contact may be used more than once per day, even if several PCs share the same Contact. Multiple questions may be asked each day, at a cumulative -2 for each question after the first.

Available almost all of the time (roll of 15 or less): triple cost.
Available quite often (roll of 12 or less): double cost.
Available fairly often (roll of 9 or less): listed cost.
Available rarely (roll of 6 or less): half cost (round up).

During the adventure, if a PC wants to talk with his Contact, the GM rolls against the availability number for that Contact. A failed roll means the Contact is busy or cannot be located that day. If the Contact *is* available, then the GM must roll against the Contact's effective skill for each general piece of information the PC requests. A Contact can *never* supply information outside his particular area of knowledge. Use common sense. Likewise, the GM *must not* allow a Contact to give information that short-circuits the adventure or part of it!

If a PC gets a critical failure when trying to reach his Contact, that Contact can't be reached during that entire *adventure*.

Reliability of Information

Contacts are not guaranteed to know anything useful, and are not guaranteed to be truthful. Use the following modifiers (cumulative with frequency modifiers).

Completely reliable: Even on a critical failure, the worst response will be "I don't know." On an ordinary failure he can find information in 1d days. Triple cost.

Usually reliable: On a critical failure the Contact will lie; on any other failure he "doesn't know now but check back in 1d days." Roll again at that time; a failure then means he can't find out at all. Double cost.

Somewhat reliable: On a failure the Contact doesn't know and can't find out; on a critical failure he will lie; on a natural 18 he will let the opposition or authorities (whichever is appropriate) know who is asking questions. Listed cost.

Unreliable: Reduce effective skill by 2. On any failure he will lie; on a critical failure he will notify the enemy. Half cost (round up).

Money Talks

Bribery, whether cash or favors, motivates the Contact and increases his *reliability level.* Once reliability reaches "usually reliable," further levels of increase go to effective skill; bribery cannot make anyone totally reliable!

A cash bribe should be about equivalent to one day's income for a +1 bonus, one week's income for +2, one month's for +3 and one year's for +4. Favors should be of equivalent worth. The favor should always be something that the character actually performs in the game. The GM must maintain proper roleplaying – a diplomat might be insulted by a cash bribe, but welcome an introduction into the right social circle.

Disadvantages

Certain disadvantages make a secret agent's life next to impossible. However, these drawbacks need not disqualify a character from spying. The typical spymaster overlooks his operatives' flaws as long as the agents provide services or information. Once spies become liabilities, their controllers can easily terminate the relationship. This "termination" may be literal. More often, a controller simply stops contacting an unproductive agent.

The traits which prove most dangerous in spying may actually please a spy's controllers. An agent with Weak Will may succumb under interrogation, but he will also be easy to manipulate. An honorable spy is also easy to control. One simply has to use enough finesse to make espionage seem like service to a higher cause. Controllers never feel compelled to tell spies whom they really work for. True, a disadvantage such as Impulsiveness may lead to a spy's capture, but intelligent spymasters do not trust their agents with critical secrets in any event.

Official employees of a government agency must undergo security checks. These vary greatly from agency to agency. A GM may always rule that certain disadvantages bar characters from a particular job in a particular place. However, even well-monitored institutions occasionally hire undesirables. The numerous KGB penetrations of the Central Intelligence Agency prove that.

The following disadvantages commonly lead people into espionage. Players may use them to rationalize their characters' participation in the campaign. Enemy agencies may take advantage of them to compromise intelligence operatives.

Useful disadvantages include: Addiction, Compulsive Behavior, Fanaticism, Greed, Jealousy, Megalomania, Overconfidence, Secret (see below), Social Stigma (and the resentment which accompanies it).

Compulsive Behavior *see p. B32*

One common Compulsion in spy fiction is the use of a trademark. The spy always employs a distinctive technique, or marks the scenes of operations with a personal token. For example, an agent may prefer to perform all killings with a stiletto. A clever thief might delight in carving his initials into some available surface near the target site.

In some types of game, a personal trademark might count as a mere quirk. However, a spy's life depends so heavily upon anonymity that such an ego signature is worth 5 points.

Dependents *see p. B38*

Spies often have Dependents who must not know about their secret lives. In cinematic campaigns, secret agents may hesitate to involve their loved ones in the dangerous world of espionage. Under more realistic circumstances, spies simply do not trust their relatives. Remember that the typical secret agent is a traitor, or at least a criminal. An espionage operative's spouse and children might well be horrified to discover his activity. Even if they reconciled themselves with the spying, they might accidentally tell others what they know.

In addition to creating logistical difficulties, the business of keeping a dependent ignorant generates roleplaying opportunities. The strain of deceiving loved ones surely shows in a spy's behavior. If a spy feels no compunction about lying to spouses, parents and children, that also implies something dark about the agent's personality. The GM can capitalize on these situations by actively roleplaying the dependents. When a secret agent travels on assignment, his wife may suspect an affair. Young children may snoop on their parents out of pure mischief.

The GM can award an extra 5 character points for a Dependent who does not know the character's occupation, but only if maintaining a cover identity is crucial to the campaign. GMs should only allow this bonus if they feel that the players will honestly roleplay their dual identities.

Dependents may also appear in an espionage campaign as hostages. Obviously, the enemy may blackmail agents by threatening harm to their relatives. Friendly forces may resort to the same tactic. Controllers seldom openly threaten their employees, but countless spies would turn themselves in, go into hiding or become double agents if not for the presence of their families.

Enemies

A secret agent cannot automatically claim character points for all opposing spy agencies as Enemies. With luck, these organizations do not know who the spy is. However, any hostile operative who could recognize the character personally might count as an Enemy, and a fairly deadly one. Even the briefest encounter with this nemesis can compromise an entire mission. Give these enemies the point value of the entire institution they represent.

Spies often develop interesting relationships with enemy agents. Long-time adversaries often develop a deep respect for each other. Rivalries can also spring up, in which agents may suborn mission goals in order to pursue personal vendettas. Finally, in complex adventures, agents may have personal ties to their enemies which make it impossible to oppose even the most deadly foes directly. As a classic example, a spy might genuinely fall in love with an enemy agent. Nominal enemies can also work together for less romantic reasons, such as common outside enemies, shifting political alliances or the Mercenaries' Code of Honor (never kill a potential employer).

Players and GMs should waste no opportunities to make enmities complex. Often, characters must take other disadvantages to

make the desired relationship work. For example, if a PC loves an enemy spy, the GM should insist that both partners take Compulsive Behavior or Sense of Duty, to keep every tryst from turning into an ambush.

When calculating the point value of an Enemy, total the point value of all Disadvantages which hamper the hostile agent from destroying the PC. Then subtract these from the value of the Enemy. For example, an Enemy with point value -15 who has a 10-point Code of Honor requiring him to fight the PC in single combat is worth only 5 points. Under this system, many Enemies will be worth few if any character points. The GM may even require some to be paid for as Allies. However, such characters can become fascinating elements of the story.

Secret agents may also make Enemies before ever becoming involved in espionage. These misunderstandings may be the character's reasons for entering the espionage profession. Perhaps the agent defaulted on some shady loans. Perhaps he defected from a foreign agency. An attack by old enemies can add a serious complication to a mission. However, agents may take some satisfaction in meeting old tormentors now that they have the resources of a spy organization at their disposal.

Spies may make their most dangerous enemies within their own governments. Rival agents and irate bosses make for trouble. Furthermore, operatives may irritate important judges, politicians or military officers. The nature of clandestine operations often prevents a spy from obeying normal laws and procedures. When powerful people feel left out, they may devote themselves to exposing the "rogue" agents who snubbed them.

New Disadvantage

Secret ***varies***

A Secret is some aspect of your life (or your past) that you must keep hidden. If made public, the information could harm your reputation, ruin your career, wreck your friendships, and possibly even threaten your life!

The point value of a Secret depends on the consequences if the Secret is revealed. The worse the results, the higher the value, as follows:

Serious Embarrassment. If this information gets around, you can forget about ever getting a promotion, getting elected, or marrying well. Alternatively, your Secret could be one that will simply attract unwelcome public attention if it is known. *-5 points.*

Utter Rejection. If your Secret is discovered, your whole life will be changed. Perhaps you would lose your job and be rejected by friends and loved ones. Perhaps you will merely be harassed by admirers, cultists, long-lost relatives, or the press. *-10 points.*

Imprisonment or Exile. If the authorities uncover your Secret, you'll have to flee, or be imprisoned for a long time (GM's discretion). *-20 points*

Possible Death. Your Secret is so terrible that you might be executed by the authorities, lynched by a mob, or assassinated by megacorp agents if it were ever revealed – you would be a hunted man. *-30 points.*

If a Secret is made public, there will be an immediate negative effect, as described above, ranging from embarrassment to possible death. There is a lasting effect – you suddenly acquire new, permanent disadvantages whose point value equals *twice* that of the Secret itself! The points from these new disadvantages go first to buy off the Secret, and may then (at the GM's option only) be used to buy off other disadvantages or (rarely) to buy new advantages. Any unused points are lost, and the character's point value is reduced

The new disadvantages acquired must be appropriate to the Secret and should be determined (with the GM's supervision) when the character is created. Most Secrets turn into Enemies, Bad Reputations, and Social Stigmas. They might also reduce your Status or Wealth – going from Filthy Rich to merely Very Wealthy is effectively a -10 point disadvantage. Some Secrets could even turn into mental or physical disadvantages, though this would be rare.

Similarly, if the GM allows you to buy off old disadvantages with the new points, these too must be appropriate to the Secret. The most common disadvantages that could be bought off are Duties and Dependents.

In general, a Secret appears in a particular game session if the GM rolls a 6 or less on three dice before the adventure begins. However, as for all other disadvantages of this type, the GM need not feel constrained by the occurrence roll – if he thinks the Secret should come into play, it does!

When a Secret appears, it is not necessarily made public. The character must somehow prevent the Secret from being revealed. This may require him to cave in to blackmail or extortion, to steal the incriminating documents, or even to silence the person who knows the Secret. Regardless of the solution, however, it's only temporary – the Secret will appear again and again until it is finally bought off. Secrets may be bought off either automatically through exposure (see above) or with earned character points over the course of play.

Skills

Skill Acquisition

Different types of agents acquire their skills in quite different ways. Spy schools do exist. See the sidebar on p. 31 for more details. However, as mentioned throughout this book, espionage agencies assign much of their most dangerous work to amateurs. Spymasters often prefer unskilled agents because they are easier to control. Furthermore, intensive training also leaves agents with stereotyped behavior. This may destroy cover identities.

Players and GMs should discuss the training of PCs before the game begins. Depending on the campaign, characters in ***GURPS***

Espionage may have gained some or all of their skills in previous careers. This means that players who want numerous combat-related skills must have either a military or criminal past. The diverse specialties and personalities such people acquire can make the typical *Espionage* party colorful indeed.

Cryptanalysis *see p. SO54*

This skill allows one to invent and break codes. It appears in *GURPS Special Ops.* However, while *Special Ops* dealt exclusively with state-of-the-art tactical encryption systems, spies may also find themselves dealing with less sophisticated ciphers. Spies also have special code requirements which military units may ignore. Often, a secret agent's message must not only be unreadable, it must seem to be normal.

Terrorists seldom have access to modern encoding equipment. Even professional spies often lack the equipment and training of modern cryptanalysis, owing to the amateur nature of their profession. Therefore, agents may encounter the same symbol codes, substitution ciphers and other basic deceptions used throughout history. When using these simple codes, characters may attempt Default rolls, to Mathematics -3 or IQ -5. Alternatively, the GM can actually hand out coded messages and let the players try to solve them.

Cryptanalysts may attempt to devise codes and ciphers of their own. When they create a hasty cipher, take note of the degree by which they succeed on their Cryptanalysis roll. This equals the penalty applied to rolls by enemy cryptanalysts trying to read the message. By accepting a -2 penalty on one's Cryptanalysis roll, one can devise a code that appears to be innocent conversation, thereby avoiding attention from eavesdroppers.

Those with access to a computer gain a bonus of from +1 to +5 when using cryptology. A home computer confers +1, a minicomputer confers +2, a mainframe confers +3 or +4 and a supercomputer offers a +5. One must have a trained programmer or a Computer Operations skill of 15+ to effectively use a computer in cryptanalysis. One must also have appropriate software.

Common modifiers for decoding rolls include the following.

Cryptanalyst has a sample of the code: +5
Message shorter than 25 words: -5
Anyone with a Mathematical Ability advantage may apply it to Cryptanalysis rolls.

Cryptanalytical training requires a Top Secret/Special Compartmentalized Intelligence Clearance in the U.S., and similar clearance in other armies. Therefore, those whose disadvantages pose a security risk may not learn this skill through normal channels. Furthermore, agents with this skill become targets for enemy spies. Superiors may be quite reluctant to let a trained cryptanalyst go on risky missions.

Agents may find their way around the restrictions. A spy agency with powerful connections might arrange to have some of its members trained through unofficial channels. Foreign cryptographers may find themselves forced into spying by defection.

Electronic Operations (Surveillance)/TL *see p. B58*

This skill is used to operate hidden microphones and cameras. A successful roll allows one to pick up useful information, assuming any interesting conversations took place. Normally, one attempts this roll once per day.

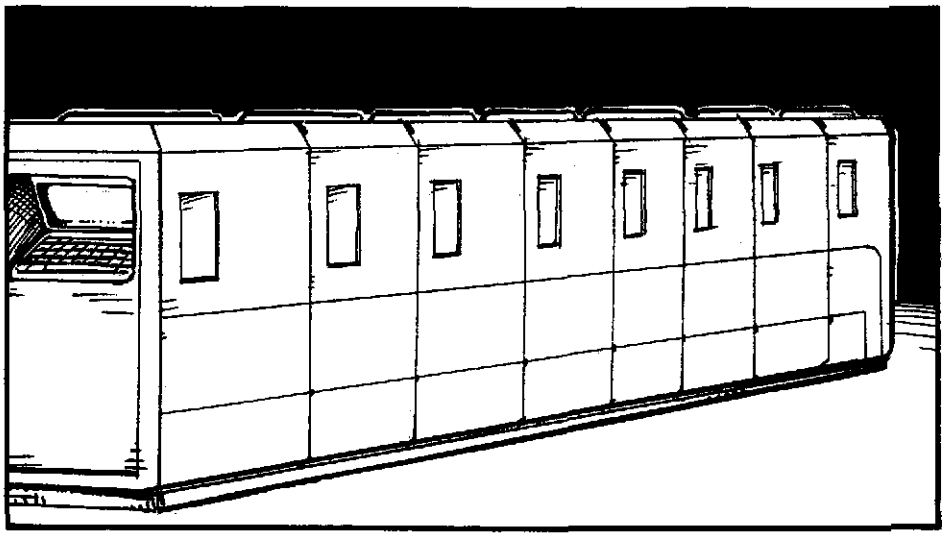
Agents suffer a -5 penalty on their Electronic Operations rolls when bugging a victim who takes such precautions as playing loud music and running water during conversations. However, bug operators gain a +3 bonus if they have friendly agents participating in the conversation in question, trying to make sure it gets recorded. This bonus applies to anyone "wearing a wire" in an undercover operation. It also applies if a prostitute seduces blackmail targets in a prepared motel room.

Forensics *see p. B61*

In theory, modern forensics can identify almost anyone. In addition to the well-known techniques of fingerprinting and matching bullets to guns, a broad range of DNA-matching techniques lie on the edge of practical application. Forensic specialists can trace blood, hairs, skin oils, clothing fibers and numerous other materials, given advanced equipment and suitable conditions. A Forensics roll can serve to identify anyone who made physical contact with a given object, or to match any bullet with the gun which fired it.

As of 1992, DNA-matching remains in its infancy. One can still give investigators a -3 penalty on their Forensics rolls by wearing gloves or similar precautions. Furthermore, one cannot use forensics at all without a file on the subjects. Linking a bullet to a gun means nothing unless you have the gun and know who owns it. DNA taken from a foreign assassin probably has no value at all.

Note also that forensic data means nothing in a classic espionage operation. It does no good to take fingerprints from the file cabinet holding secret information because the person stealing



that information is, in all likelihood, authorized to handle it. He simply takes advantage of his security clearance to make copies which he then passes to the enemy.

Forgery *see p. B65*

As bureaucracies and security precautions grow more complex, the art of forgery becomes ever more useful. A clever forger can create ID cards, magnetic identification devices, government forms, counterfeit money and bogus technical reports. Any one of these skills might serve as an optional specialization for Forgery. Details on specific types of documents appear on pp. 55-56.

When combined with Photography, this skill allows one to falsify pictures, showing things which never occurred. This can be used to discredit or blackmail enemy agents by framing them for indiscretions they never committed. False pictures can also be used to create, red herrings, fictitious spies or operations for enemy agents to waste their resources investigating.

Forgery may also aid in the creation of disinformation. Agents can attempt to trick the enemy with misleading documents about their intentions. Spies may also pass phony secrets to enemies in an attempt to build their cover as double agents. Alternatively, one may wish to create obviously false information. The addition of discernibly inaccurate material to an otherwise useful packet may discredit all the information therein, and the spy who made the report as well.

Forgery includes an important specialization, that of Flaps and Seals. (See p. B45 for more on skill specializations.) Flaps and Seals covers, not the creation of new documents, but the art of tampering with genuine ones. This skill allows one to open sealed documents and send them on their way without arousing suspicion. Flaps and Seals techniques go back to medieval times, when spies used hot knives to carefully lift wax seals and read documents without authorization.

The GM should make a secret Flaps and Seals roll whenever PCs surreptitiously open a document. Flaps and Seals work requires only a single roll. On a critical failure, the spy tears or otherwise mangles both document and receptacle. Forgers may, of course, create a new and entirely phony document. On a simple failure, the document's final recipient notices the tampering. If this person thinks quickly, and has the resources for advanced forensic work, he or she may actually manage to pinpoint the spy's identity.

Agents may combine Flaps and Seals with ordinary Forgery to open a document, make tiny modifications, reseal it and send it on its way. Note that a forger gains a +3 bonus to such Forgery rolls, because except for the changes, the document is genuine.

Intelligence Analysis *see p. B66*

Agents with this skill may attempt to analyze data in the field. Such efforts can occasionally provide insights into enemy activity. Furthermore, intelligence analysis reveals the accuracy of the information, thereby indicating the reliability of a specific source.

Game Masters should make the PCs' Intelligence Analysis rolls in secret. On a successful roll, adventurers gain information about the significance and accuracy of their data. If this information concerns an enemy organization, they may well uncover a plot against themselves. Analysis of less personal documents can appraise the value of their find.

When enemy agents intentionally give the party false information, the GM should roll a secret Contest of Skills between the PC's Intelligence Analysis and the enemy's Disinformation. Analysts who win such Contests notice any flaws in the information. However, out-of-date documents do not necessarily indicate a deliberate lie. The GM should provide precise details on what is wrong with the intelligence, and let adventurers draw their own conclusions.

The GM may always penalize Intelligence Analysis rolls by whatever seems appropriate. No analysis, however brilliant, can produce data which does not exist. Incomplete information should cause a penalty of from -1 to -5. If the intelligence information concerns an arcane scientific or bureaucratic principle, analysts without skills in the appropriate field suffer a -3 on their Analysis scores.

Standard espionage analysis relies on comparing data from several sources, in order to weed out contradictions. Agents working with a single set of data suffer a -3 penalty on Contests of Skill to find false information.

Full-time Analysts play an indispensable role in any intelligence agency. See p. 5 for a description of their importance.

Interrogation *see p. B66*

Questioning is crucial to the espionage business. Nearly all spy stories contain a scene where the hero faces grueling interrogation. Furthermore, in an adventure, prisoners often become the party's only source of information. Therefore, GMs should squeeze the maximum possible drama from interrogation scenes, using them to foster roleplaying and provide turning points in the plot.

GURPS has an interrogation system, described on p. B66. Each question involves a Contest of Skills between Interrogation and the victim's Will. If the interrogator fails a roll by 5 or more points, the prisoner tells a believable lie. However, within the framework of this system, both the interrogator and victim have leeway for a great deal of planning and roleplaying.

Each Interrogation roll concerns a single question. There is an art to resisting interrogation. First of all, prisoners may simply avoid saying any more than they must. A successful Interrogation roll forces a prisoner to answer one question, but the victim may withhold any information which the interrogators forgot to demand. Prisoners may also attempt various ruses to convince their interrogators that are not worth questioning. They may act like morons, or they may give simplistic answers which, while true, do not tell the whole story. The GM may simulate some of these tricks with Contests of Skills between Acting and IQ. However, it

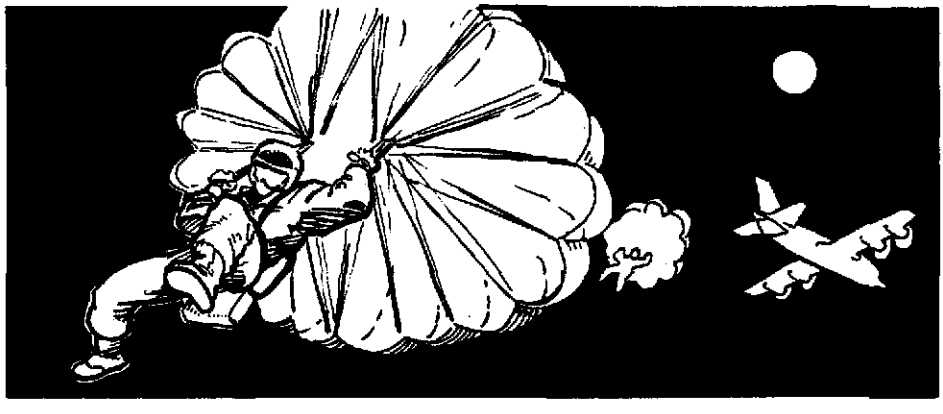
is always more satisfying to roleplay these episodes and delude the players as well as the characters.

As interrogators grow wise to tricks of resistance, they may develop strategies of their own. They may do careful research about the more important matters, in order to choose the correct questions. They may also develop subtle or leading questions, which reveal information no matter how the victim answers. At one level, this activity is subsumed by the die rolls. However, interrogators enjoy a distinct advantage if they can phrase their questions effectively.

Interrogators may also rely on threats. If given a vivid description of the interrogation scene, many players reveal information voluntarily, rather than subjecting their characters to punishment and taking the risk of failing Will rolls and losing control of their actions. NPCs should behave the same way, especially if they have low Will ratings and are unlikely to resist the actual questioning. Of course, nothing prevents a person in such straits from telling lies. This is where the Detect Lies skill becomes invaluable.

As a GM or Adversary playing an interrogator, try to ask questions which the players want to answer a certain way. This is a classic police interrogation technique. Instead of asking, "Did you shoot Haynes?" the interrogator should say, "Haynes came at you, didn't he? You were just defending yourself, right?" If the game is at a sufficient level of roleplaying intensity, players will often respond satisfactorily to this sort of treatment, even if their dice rolls do not force them to. Once again, the GM or Adversary should have NPCs respond the same way.

The interrogation of multiple prisoners offers more points to consider. Questioners can compare the answers of different prisoners for contradictions. They may also use the answers of one prisoner to invent questions for another. It is sheer folly to let prisoners communicate before or during their questioning. This merely invites them to develop lies between themselves, and to find out how much the questioners already know. When PCs find themselves captured, the GM should separate the players, or at least forbid them to talk about the game. If possible, the GM or Adversary should roleplay interrogations in a separate room.



Parachuting *see p. B48*

Agents with paramilitary training may use special parachuting techniques. These include:

HAHO (High Altitude High Opening). The jump takes place at 25,000' to 30,000', using an oxygen apparatus and a specially-designed parachute. With this system, the jumper can glide miles to the landing site. This eliminates the need for aircraft to fly close to sensitive areas. For every mile over five which the jumper must glide, the parachutist suffers a -1 to the Parachuting roll. Those who perform a HAHO jump without oxygen suffer a -4 to their roll. The typical HAHO jump lasts about 20 minutes.

HALO (High Altitude Low Opening). In this type of jump, the agent jumps at a height above 25,000' but falls freely to 4,000', where the parachute opens. A HALO jump requires oxygen equipment. Jumpers suffer a -4 penalty without it. The typical HALO jump lasts from 30 seconds to three minutes.

LALO (Low Altitude Low Opening). This terrifying skill involves jumping from an altitude of 3,000' to as little as 500'. LALO jumpers always suffer a -3 to their skill rolls. These rolls fail critically on 16 or any roll of 8 greater than needed. Furthermore, LALO jumpers rarely carry reserve parachutes, because they have no time in which to use them. A LALO jump lasts for roughly 30 seconds.

Each of these special parachuting techniques carries a -5 penalty for anyone not familiar with it. Those with the Parachuting skill may gain such familiarity after 50 hours of military training or 100 hours of civilian practice.

When someone fails a Parachuting roll, the GM need not automatically kill that character. Only a critical failure indicates an actual fall and even then a reserve parachute can save the skydiver. However, such an event may warrant a Fright Check. Most failures indicate hard landings, treatable injuries, missing the landing site or landing in a tree.

Powerboat *see p. B69*

Spies may use unusual sorts of powerboat, notably the free-flooding submarines known as Swimmer Delivery Vehicles. To pilot one of these devices, make Powerboat rolls at -2. In addition, the passengers must make Scuba or Hard-Hat Diving rolls to breathe. With 100 hours of military training, an agent may pilot SDVs without penalty.

Psychology *See p. B62*

A great number of clandestine operations aim at influencing a target's psychology. Agents may attempt to manipulate a specific individual. For example, an espionage organization might attempt to induce disaffection and bitterness in a key enemy spy, making him ripe for recruitment as a double agent. They might also discredit an enemy leader by pushing him into irrational public behavior. In other circumstances, spies may attempt to influence the psychology of a small group, such as a council of generals. Finally, the espionage psychologist may design propaganda intended to influence entire nations. In most cases, the GM should resolve such psychological ploys as problems of roleplaying. However, on occasions requiring dice rolls, the GM may treat these propaganda skills as specialties of Psychology.

In any offensive use of Psychology, the propagandists should have a clear plan of what they intend to do. Players should actually design propaganda slogans, dirty tricks, etc. Game Masters using psychological warfare against PCs should do the same. The execution of a psychological operation may require rolls against other skills, or possibly entire adventures.

For example, assume that the Agency wishes to discredit a certain politician by planting a news story about his fictitious connections with organized crime. To back up this story, the agents must pass Forgery rolls to create incriminating documents. They must then actually find a newspaper to print the story, pos-

sibly making use of Allies or Contacts in the press. Only then do the propagandists make their Psychology roll, to determine the impact of the rumor.

The mere attempt to fool someone should be treated as Fast-Talk, or as actual roleplaying. However, spy agencies may attempt to manipulate an individual's emotions. They may even drive their victim insane. Gamers should actually play through these attempts, but Psychology can provide insights into Mental Disadvantages which the agents can exploit. Successful rolls may reveal Phobias, Compulsions, Addictions, Delusions, Codes of Honor and other hangups which govern behavior. Mind control may not exist in a realistic modern-day campaign, but if agents knows enough about their target's fears and desires, they can approximate the same thing. In a game where psionic, chemical or magical mind-control does exist, the results could be fascinating.

The use of hallucinogens or tranquilizers may go even farther toward unbalancing a victim. For more on attempts to destabilize someone's personality, consult *GURPS Illuminati*, p. 116.

The use of psychological operations to delude enemy organizations usually involves careful use of disinformation, or lies. When passing Disinformation to trained spymasters, one must win a Contest of Skills of Psychology against the recipient's Intelligence Analysis. See Intelligence Analysis for more details. The liar may have to pass Forgery rolls as well.

Obviously, lying to a professional spy involves a danger of blowing one's cover or worse. Therefore, clever agents think of excuses which explain away any deceptions which their targets detect. For example, one might claim that a set of useless computer passwords was once valid, but that the owner changed the codes. When deciding whether these gambits work, the GM should consider the plausibility of the excuse, and the results of a Fast-Talk roll.

Obviously, disinformation is far more believable when it approximates the truth. Therefore, spy agencies often knowingly give double agents genuine secrets. The use of truthful material gives agents a bonus on their disinformation psychology rolls. One can gain a +1 or +2 by using data which is true but not genuinely secret. Half-truths also gain a +1. Actual secret material gives an agent +4 on such rolls.

A specialty of psychology, *agitprop*, concerns the tactics and philosophy of propaganda. It involves designing slogans, speeches and dramatic deeds to influence public opinion. A successful propagandist must find existing prejudices and capitalize on them to make people follow a cause. Real-life special agents often conduct operations for reasons of Agitprop.

Agitprop becomes useful for player characters in special situations, such as guerrilla warfare. The GM must either plan the ways agents can use this skill or make some arbitrary decisions. Examples of situations involving agitprop include:

Recruiting troops or supporters. The GM should predetermine how many people the PCs can win with a successful roll. In many situations, of course, this may be zero.

Shaking enemy morale. If the Agitprop succeeds, enemy commanders suffer a -2 on Leadership or Loyalty rolls. Individual soldiers suffer that penalty on any Fright Checks.

Interfering with an election or similar affair. If the Agitprop succeeds, the PCs' side receives a +2 bonus on whatever Politics rolls the scenario involves.

Savoir-Faire *see p. B64*

Savoir-Faire includes the optional specialty of Connoisseur. Those with this skill may discern the origins and quality of wines, automobiles, clothing, food, antiques, guns, architecture and assorted other luxuries. Connoisseurs may use their skill to exhibit impeccable taste in behavior and attire. This allows a +1 on reaction rolls in appropriate social settings and is cumulative with the standard Savoir-Faire, allowing a total bonus of +3.

One may use this skill to select an appropriate gift. A successful roll allows the connoisseur to select a present of such exquisite quality that the giver gains a +3 bonus on a subsequent Social Skills roll. This is usually used to modify Diplomacy, Sex Appeal or, under altered circumstances, Streetwise. The GM may allow gifts to grant bonuses in other circumstances as well. For example, someone who gives a new meeting-hall to the Society of Brothers may receive a bonus to Bard/Public Speaking for addressing the entire group.

When using Connoisseur to select presents, the nature and price of the gift depend upon the setting. To get the full bonus, a character must always spend at least $200 per person affected. Needless to say, the GM may ignore this roll in circumstances where the giving of gifts seems out-of-place. A bottle of fine wine cannot save the agents from a street gang.

A connoisseur also has encyclopedic knowledge of highbrow trivia. Some agents use this information to show off. "Ah, a 1823 vintage Montrachet, pressed by a man with a wooden leg." Occasionally, such knowledge may provide important clues in an adventure. For instance, the connoisseur may identify the national origin of an NPC by his taste in cigarettes.

Shadowing *see p. B67*

This tactic is invaluable to surveillance of any target. When possible, spy organizations assign multiple agents to tail the subjects of an investigation. If the victims manage to evade one tail, another may stay with them. Often, teams of several dozen agents set up a network along the expected route of their target. One may loiter by a subway station, another may watch important intersec-

tions, another lingers in an alley . . . None of them actually follows the victim. Instead, they simply observe their target, and pass messages to one another using hidden radios.

When only a few agents tail a target, each one should make an individual Shadowing roll. During operations involving over five tails, the agent in charge should make one Shadowing roll for the entire operation. This commander gains a +1 bonus for every subordinate who knows Shadowing at a skill level of 12 or better. However, commanders suffer a penalty of -1 on the roll for every tail who has an effective Shadowing skill of 8 or below.

Jobs and Income

The pay of spies varies wildly. It is seldom much, and the amount does not necessarily correlate to the value of the spy's information. Controllers consider the payment of spies to be something of an art form. One tailors the pay of secret agents to keep them in one's thrall.

A spy's pay serves two purposes. First, it whets the agent's appetite, making him eager to spy again. Second, money commits the spy to espionage. Once one accepts pay from a foreign agent, one becomes undeniably guilty of treason. Paid spies can neither go to the authorities nor give up espionage, for fear of having their crimes revealed. Spy agencies may actually demand signed receipts from agents, for use in blackmail.

Spymasters strive never to raise their agents' lifestyles. Conspicuous spending attracts attention. Furthermore, once secret agents start thinking of espionage as a way of getting rich, they develop a variety of undesirable traits. Some grow too bold, taking foolish risks in hopes of a "big score." Others save their money until they can quit their jobs, thereby ending their career as spies. For these reasons, spymasters never let secret agents earn more from espionage than they can from their ordinary occupations.

Experienced controllers also refuse to pay for individual successes. One must never let spies imagine that they can demand higher fees for better information. This only tempts secret agents to dicker with their controllers, withhold information, or even contact rival spies in search of a higher bidder. One rewards operatives for steady, reliable production.

The secret agents of recent years have received payments in the low thousands of dollars. Agents of the GRU paid $1,800 to an FBI double agent during the Karl Koecher affair (see p. 16). The FBI paid the same agent $2,000 for accepting the money. Other people involved in the incident received as little as $500 and as much as $4,000. The KGB offered walk-in agent William P. Kampiles $3,000 as an initial payment, although they feared that he might be a plant.

A more valued spy can earn more respectable sums. Between 1975 and 1976, Andrew Lee earned $70,000 working for the KGB. From that money, Lee paid $15,000 to his partner, Christopher J. Boyce. The Soviets later offered Boyce $40,000 to finance a college education, which they intended him to use in a penetration of the U.S. State Department. Jerry Alfred Whitworth, a member of the Walker ring, received annual payments ranging from $18,000 to $34,000 and coming to a total of $325,000 over his entire career.

The GM should determine salaries for PC spies on an individual basis. In many ways, the role of the GM mirrors the role of the real-world controlling agent. He wants to keep the players enthusiastic about their missions without letting them get rich enough to outgrow their job. Choose rewards to match the adventurers' lifestyles, and keep the PCs struggling.

Government Agents

Official employees of intelligence organizations receive salaries according to government pay scales. Soldiers receive pay according to the Military Pay and Allowances tables on p. SO63 of *GURPS Special Ops*. Employees of the FBI, CIA etc. receive standard civil service pay, as shown on the Job Table (see below). Use this data as a guideline for determining the payment in *GURPS* dollars for campaigns set in other countries or historical periods.

Cover Jobs

Most spies hold some job other than spying. Therefore, the following Job Table describes salaries in typical late 20th-century Western careers. The salaries are in U.S. dollars, circa 1992. Rates of pay are based on the median income for workers in a field. Needless to say, payment for all jobs fluctuates dramatically depending on the worker's education, seniority, location and luck.

Note that the jobs which interest spies are overwhelmingly middle-to-upper class. A worker at a fast-food restaurant generally gets few opportunities to practice espionage. Although this table includes a few such jobs, it emphasizes those in spy-related fields.

Some skills on the Job Table are not defined elsewhere because they have little use except for earning a living.

Job Table

Job (prerequisites), Monthly Income	*Success Roll*	*Critical Failure*
Poor Jobs		
Panhandler* (none), $200	11	2d
Part-time service industry (none), $500	11	LJ
Struggling Jobs		
Burglar* (Stealth 12+, Streetwise 12+, Lockpicking 12+ or Intimidation 12+), $1,000	PR	1d/A
Clerk (Clerical Skills 11+), $1,100	12	LJ
Full-time service industry (none), $1,000	12	LJ

Average Jobs

Architect (Architect 12+, Writing 11+), $2,600	PR	-1i/-3i
Archivist (Research 14+, Writing 11+, Administration 10+), $3,200	PR	-1i/LJ
Artist* (Art skill 14+), $1,500	PR	-1i/-3i
Accountant (Accounting 11+, Economics 10+, Law 10+), $2,200	PR	-1i/LS
Carpenter (Carpentry 12+), $1,500	PR	-1i/LJ
Computer Programmer (Computer Programming 12+, Computer Operations 11+), $2,500	PR	-1i/LJ
Customs Inspector (Holdout 12+), $2,250	PR	LJ/2d
Detective* (Criminology 11+, Law 11+, Streetwise 11+), $1,500	PR	-1i/-3i
Engineer (Engineering 13+), $2,000	PR	LJ
Factory Worker (Appropriate skill), $1,500	PR	-1i/LJ
Farmer (Agronomy 11+, Animal Handling 12+), $2,000	PR	-2i/-10i
Flight Attendant (Savoir-Faire 12+), $2,000	PR	LJ
Janitor (Cleaning 11+), $1,000	PR	-1i/LJ
Mechanic (Mechanic 14+), $2,000	PR	-1i/LJ
Medtech (First Aid 13+, Electronic Operations 11+), $2,500	PR	LJ/LS
Minister (Religion 12+, Public Speaking, 10+), $2,000	PR	LJ
Nurse (Diagnosis 12+, First Aid 13+, Physician 12+), $2,600	PR	-1i/LS
Photographer* (Photography 12+), $2,000	PR	-1i/-3i
Police Officer (Criminology 10+, Guns 12+, Law 12+, Streetwise 11+), $2,100	PR	2d/LJ
Prison Guard (Guns 12+), $1,800	PR	2d/LJ
Private Pilot* (Piloting 12+), $1,500	PR	-1i/4d
Purchasing Agent (Merchant 12+, Savoir-Faire 11+), $1,750	PR	LJ
Reporter (Writing 12+, Photography 12+, Research 10+), $2,000	PR	LJ
Restaurant Owner (Administration 11+), $2,000	PR	-2i/-4i
Quality Inspector (Mechanic 13+), $2,000	PR	LJ/LS
Security Guard (Weapon 9+, Law 8+), $1,600	PR	-1d/LJ
Secretary (Clerical Skills 13+), $1,500	PR	-1i/LJ
Social Worker (Teaching 12+, Streetwise 11+), $1,900	PR	-1i/LJ
Statistician (Mathematics 12+), $2,500	PR	-1i/LJ
Stenographer (Clerical Skills 15+), $2,800	PR	-1i/LJ
Town Official (Administration 12+, Politics 11+), $2,500	PR	-1i/LJ
Travel Agent (Administration 12+, Area Knowledge 10+), $1,800	PR	-1i/-2i
Trucker (Driving 12+, Teamster 11+), $3,000	PR	-2i/2d
Waiter/Waitress (Savoir-Faire 10+), $1,500	PR	-1i/LJ
Writer* (Writing 13+, Research 11+), $1,500	PR	-1i/-3i
Veterinarian * (Animal Handling 12+, Veterinarian 12+), $2,000	PR	-1i/-2i

Comfortable Jobs

Air Traffic Controller (ATC 12+), $3,200	PR	LJ
Biochemist (Biochemistry 14+), $3,200	PR	-1i/LJ
Chemist (Chemistry 14+), $3,300	PR	-1i/LJ
Chiropractor* (Chiropractic 12+), $5,000	PR	-1i/LS
Dentist* (Dentistry 13+), $5,900	PR	-1i/LS
Drug Runner* (Holdout 14+, Guns 12+, Vehicle Skill 13+), $6,000	PR	-3i/A
Economist (Economics 13+), $3,000	PR	-1i/LJ
Geologist (Geology 14+), $4,100	PR	-1i/LJ
Government Agent (Guns 12+, Research 12+, Forensics 12+), $4,000	PR	-1i/3d
Executive (Administration 14+, Economics 12+), $4,000	PR	LJ
Lawyer* (Law 13+, Public Speech 12+), $3,100	Best PR	-1i/-2i
Physicist (Physics 14+), $4,000	PR	-1i/LJ
Professor (Subject 14+, Teaching 11+, Writing 10+, Research 10+), $4,200	Best PR	–
Psychologist* (Psychology 12+), $3,700	PR	-1i/LS

Wealthy Jobs

Crime Kingpin (Streetwise 14+, Administration 12+), $10,000	PR	3d/A
Commercial Pilot (Pilot 13+), 6,600	PR	LJ/4d
Corporate Head (Administration 14+, Politics 10+, Economics 11+), $40,000	PR	LJ
Physician* (Diagnosis 13+, First Aid 12+, Physician 14+, Surgery 12+), $9,000	Worst PR	-1i/LS

* Freelance occupation; see p. B193. A=Arrested; PR=Prerequisite; LJ=lost job; "d" equals a certain number of dice damage from an accident; "i" equals a certain number of months income lost; LS= malpractice suit resulting in losses equal to one years' income. When two possible Critical Failures appear, the second occurs only on a natural roll of 18.

Sample Character: Ahmed Bashir

26 years old, 5' 8", 145 lbs., dark hair and short dark beard, brown eyes.

ST 10 (0 points)	**IQ** 14 (45 points)	**Speed:** 5.75
DX 13 (30 points)	**HT** 10 (0 points)	**Move:** 5
Dodge: 5	**Parry:** 8 (knife)	

Advantages

Charisma (10 points)
Language Talent (4 points)
Filthy Rich (100 points)

Disadvantages

Bad Temper (-10 points)
Dependent (Wife, 50 points, 9 or less)
Laziness (-10 points)
Paranoia (-10 points)

Quirks

Abstains from alcohol due to Islamic law (-1 point)
Abstains from pork due to Islamic law (-1 point)
Collects automobiles (-1 point)
Enjoys luxury (-1 point)
Maintains pen-pals around the world (-1 point)

Skills

Accounting-14 (4 points); Detect Lies-14 (4 points); Diplomacy-15 (4 points); Fast-Draw (Knife)-13 (1 point); Fast-Draw (Pistol)-13 (1 point); Guns (Pistol)-16 (8 points); Guns (Submachine Gun)-16 (8 points); Guns (Rifle)-16 (8 points); Holdout-14 (4 points); Knife-16 (8 points); Knife-Throwing-13 (1 point); Literature-14 (4 points); Linguistics-13 (4 points); Merchant-14 (2 points); Stealth-14 (4 points); Thrown Weapon-15 (4 points)

Languages

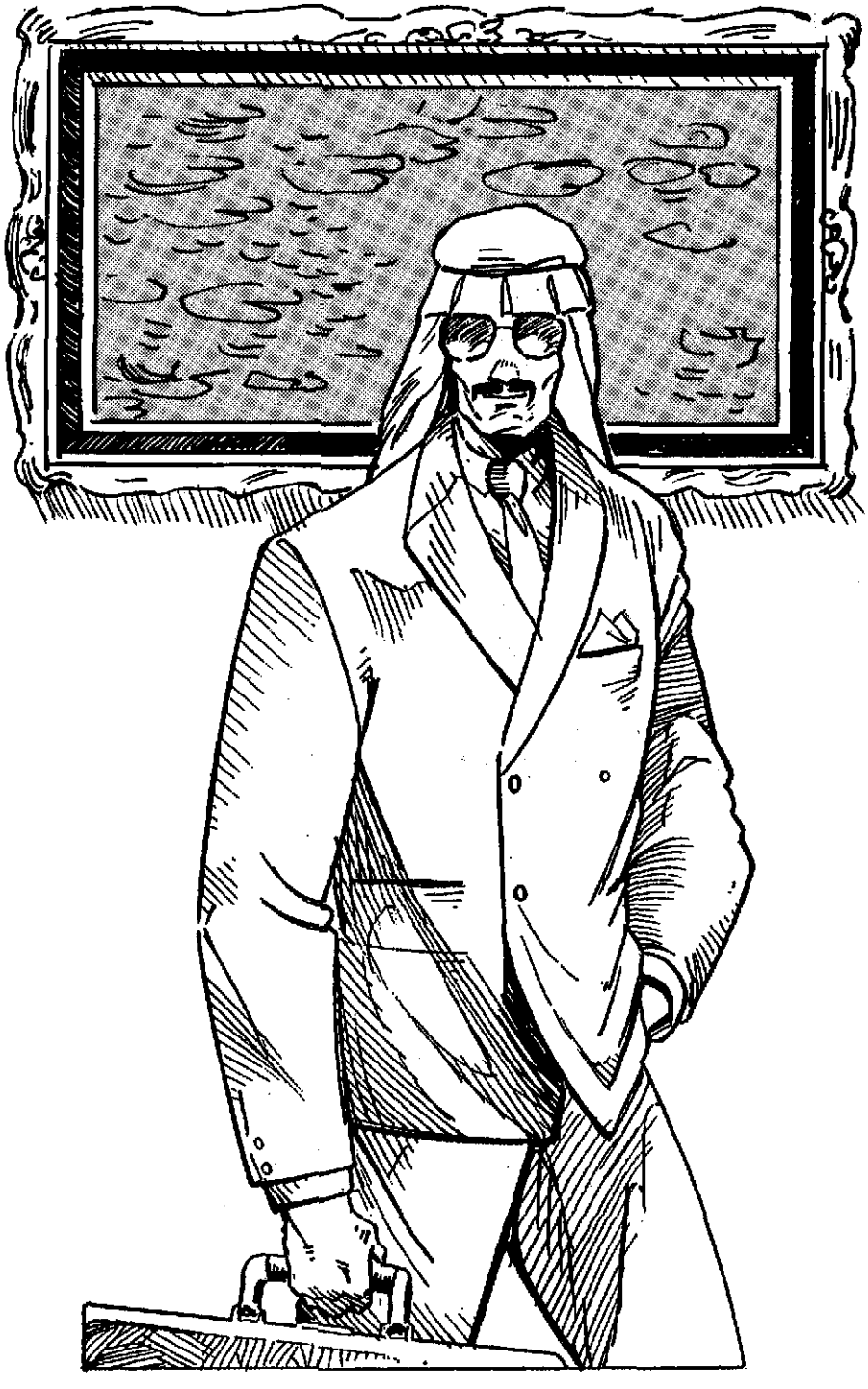
Arabic-16 (native tongue); English-16 (2 points); French-16 (2 points); Japanese-16 (2 points); Kurdish-16 (2 points); Persian-16 (2 points); Russian-16 (2 points)

Ahmed grew up the eldest son of a Saudi oil sheik. He saw much of the world by the time he reached adolescence, traveling with his father on business excursions. Ahmed found foreign countries fascinating, and developed his fondness for making friends in exotic nations. Easy wealth also made Ahmed something of a spendthrift, who collects automobiles and never hesitates to spend money on whims.

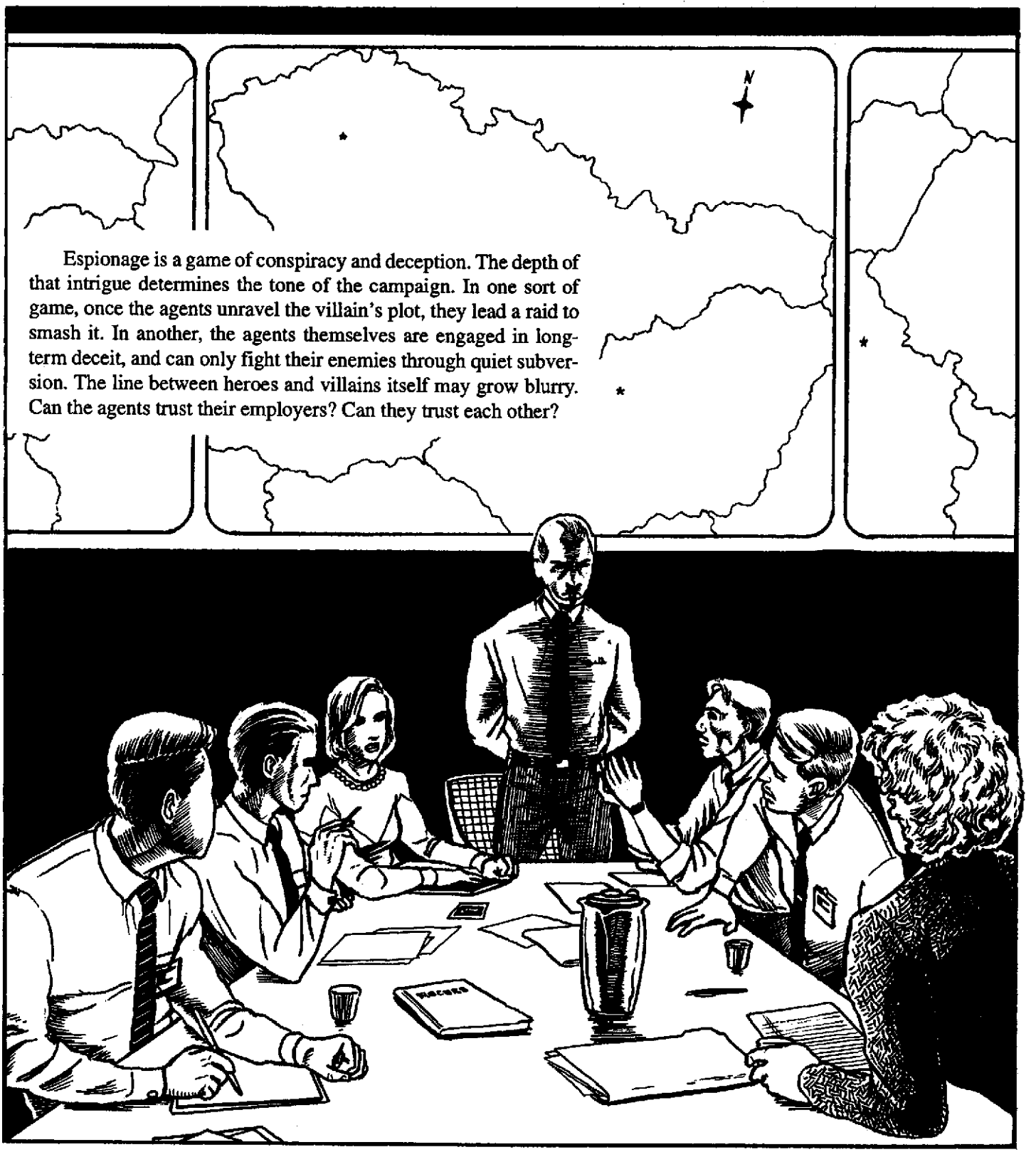
In 1987, an assassin murdered Ahmed's father. Nobody ever identified the killer. Although Ahmed had never been close to his father, the news shattered him. Ahmed felt the duty to show his manhood by avenging his father's death. Furthermore, the incident gave the boy his first real glimpse at mortality. Shortly after this, Ahmed volunteered to help the CIA.

The CIA, of course, did not send Ahmed on a mission of revenge. Instead, they used his resources to open ties with Kurdish bands troubling Iraq and Iran. Ahmed felt immediately disillusioned, but he stayed with the Company. As time passed, he grew ever more suspicious of everything and everyone in his life.

Ahmed's contacts and skills could make him a major figure of the secret world. His constant suspicions of danger may often prove to be an asset. However, if Ahmed allows his Paranoia to consume him, he will eventually become unable to trust even his own agents and employers. At some point, he may lose his grip on reality, and become a liability for the agency.



2 THE ESPIONAGE CAMPAIGN



Espionage is a game of conspiracy and deception. The depth of that intrigue determines the tone of the campaign. In one sort of game, once the agents unravel the villain's plot, they lead a raid to smash it. In another, the agents themselves are engaged in long-term deceit, and can only fight their enemies through quiet subversion. The line between heroes and villains itself may grow blurry. Can the agents trust their employers? Can they trust each other?

The essence of an *Espionage* campaign lies in what the players can never know. When preparing a campaign of this nature, the GM must decide who the rival spy organizations really are, what they want and how they might try to get it. In addition to these structural details, the GM must decide just how twisted, amoral and bizarre the PCs' world will become.

After designing parameters for the campaign, the GM must decide how to bring in the PCs. Players need not know what sort of campaign they have in store. A campaign featuring moral ambiguity and science fiction could easily begin with an apparently friendly employer and strictly mundane technology. This only makes betrayal and impossible technology more shocking when they appear.

Campaign Tone

Black and White vs. Shades of Gray

The first choice the GM must make is whether the PCs should stay on one particular side. Many spy movies feature sinister villains whom no PC would voluntarily serve. Even in more morally ambiguous situations, the PCs could have strong loyalties which keep them working for their initial employers. Sophisticated espionage fiction, on the other hand, is rife with shifting loyalties and intimate betrayals. Both options can make for an exciting *Espionage* campaign.

A game with definite friends and enemies appeals to gamers who enjoy an exciting, coherent story. Permanent loyalties give a purpose to the campaign. Players like knowing who they are supposed to be working for. The GM can also save a great deal of game-preparation time by knowing in advance which NPCs the agents are likely to fight. He can also design far more detailed adventures if he knows that the PCs will not desert their agency half way through the story.

Games with fixed loyalties can contain plenty of treacherous intrigues. Just because agents have a permanent enemy does not mean they recognize hostile spies when they meet them. Just because all the players belong to the same team does not mean that individual PCs cannot find themselves entrapped by circumstance or Mental Disadvantages and forced to work for the enemy. The hallmark of a fixed-loyalties campaign is not the absence of defections but the stability of a permanent theme.

The existence of friends and enemies promotes a healthy sense of fellowship within the party. As the world outside grows treacherous and deadly, agents grow desperate for someone they can trust. For protection, for understanding or for friendship, they must turn to those few who share their predicament. The party must work together or die. This atmosphere encourages clever teamwork and friendly relations between both players and characters.

Genuine heroes and villains play an indispensable role in cinematic campaigns. Everyone enjoys fighting mad scientists, master criminals and Hitler look-alikes. The sheer evil of these villains helps justify the rampant violence which so many players favor. Furthermore, a bona fide bad guy can indulge in horribly evil plots which real-world spy agencies would dismiss as without purpose.

Campaigns without clear allegiances appeal to gamers who enjoy intense role-playing and fashionably nihilistic paranoia. Games of this nature force the players to remain constantly alert, because their own employers could well plan to betray them. They also allow for the deepest possible intrigue, because one is just as likely to cooperate with the "bad guys" as with the "good." Agents must survive their harrowing missions without the crutch of a Cause. Strategy, victory and defeat depend not on some mission assignment but on each agent's personal emotions and goals.

A game with no heroes requires much more collaboration between players and GM. Without loyalties, each agent must have a complex web of personal

Cinematic Spying

Certain activities and personality features distinguish the true Cinematic Spy. Players and GMs who want this touch of glamour in their games should foster these traits.

First, a Cinematic Spy must be suave, cosmopolitan and confident. Cinematic Spying is largely a matter of style. One must be as ready to trade repartee as gunfire. One must have impeccable taste in all things, notably clothing and fast automobiles. Players should accentuate their characters' debonair attitudes, not merely their weapons.

Second, a Cinematic Spy must have a flair for swashbuckling. The Cinematic Spy does not escape from capture by mugging a guard. He seduces the beautiful female spy. The Cinematic Spy does not carry a cheap revolver. He (or she) has an encyclopedic knowledge of firearms, and selects the most modish and lethal weapon for the job.

Finally, a Cinematic Spy should never fear to cope with the most appalling situations. Movie spies routinely suffer capture, torture, poisoning and terrible wounds. Players of Cinematic Spies should not be overly upset if their characters suffer similar fates. Likewise, the GM in a cinematic game should give spies a chance to do something extremely dramatic and escape. Cinematic campaigns require a certain trust between players and GM, in which both sides agree not to destroy the major heroes on a whim or a bad die roll.

Agent Burnout

Many works of espionage fiction take it for granted that spies eventually burn out. The terror, isolation and moral ambiguity of espionage tend to affect an agent's personality. Certainly, many spies end their careers feeling cynical and betrayed. Constant deception can erode an agent's personality as well, leaving the spy incapable of honest emotions or stable relationships.

Both players and GMs may take bitterness into account when roleplaying characters. Spies tend to become frigid, bitter and disloyal. One can base a wonderfully grim campaign around a team of embittered spies, whose work gradually tears their lives and their missions apart. However, the GM may also wish to keep a rein on agent disaffection. From a gaming point of view, the more jaded agents become, the harder it is to motivate them into an adventure. From a spymaster's point of view, disaffected agents cannot be trusted.

A clever principal, or controlling agent, does not allow agents to grow too bitter. As a GM, keep this in mind when roleplaying the team's employers. One can use agents' Quirks, Advantages and Disadvantages as tools for manipulation, keeping spies eager for more rewards. Every agent should have a web of personal barriers to treason. The struggle of controllers to keep the agents in their grip can become a primary theme of the campaign.

A truly disaffected agent is a liability. Controllers have no choice but to sever ties with such spies. Disaffected agents also become prime candidates for missions where the agents are expendable. Therefore, players must be careful not to let their characters slide into bitterness too fast.

reasons for entering the world of espionage. Every adventure must contain enough hooks to work the entire party into the storyline. The PCs may wish to work together as a mercenary team, in which case they must agree on why they work together.

Note that both types of campaign can claim to be realistic. The annals of espionage contain plenty of double agents who neither felt loyalty nor expected it. However, the motivations of patriotism and *esprit de corps* play as much of a role in espionage as any other field. Typical CIA agents retire more or less satisfied with their careers, having never once considered defecting to Russia.

Current Affairs vs. Cinematic Flair

Spying is going on in our world, right now. Gamers must decide how closely to model a present-day campaign upon reality. First, GMs must decide whether the PCs work for a real-world intelligence agency. Then, even if the game's tone is essentially realistic, GMs must consider the advantages and disadvantages of basing adventures on ongoing news.

A campaign featuring real names and conflicts can seem intensely believable. Because these adventures take place in our own world, both players and GM will understand the setting. This type of game requires some research, but GMs need not carry their studies to the point of exhaustion. Spying is, by its very nature, unofficial, and the CIA controller who hires the PCs need not follow the established CIA procedure from some book.

The main advantage of realistic games is also their main drawback. In a real-world game, the GM must avoid earthshaking adventures. A campaign where agents hobnob with world leaders or defuse nuclear bombs in the players' home town quickly becomes either unbelievable or hilarious. Those who want a serious campaign must change the focus of game to affairs on a more personal scale. Instead of brainwashing the President, brainwash a key PC's spouse. Instead of drenching Tokyo in nerve gas, poison the refreshments at a diplomatic reception.

High Security vs. High Action

Real spies devote their careers to avoiding attention. Cinematic spies seem to do just the opposite. The typical spy movie features gunfights and car chases within major cities. Police seldom intervene. For evidence that real spies avoid this sort of behavior, one need only imagine the sort of headline news such events would create in real life. Even such bloodless spy tactics as bugging and wiretapping are generally illegal.

An exciting game requires tension. Therefore, although a real-life spy may never draw a gun, ***GURPS*** characters should face some mortal danger. The real difference between campaign styles lies not in the presence of violence but in its repercussions. The GM must decide what villains dare attempt, and how much the party can get away with.

The more furtive an organization, the fewer crimes it can commit. If people generally recognize the heroes as defenders of justice, freedom and the like, the party can get away with quite a lot. Those who are less sterling or more secretive cannot afford noisy operations. They must avoid detection and cover their tracks, often through ingenious subterfuge.

In a cinematic campaign, the party needs freedom for action. Fortunately, when the party fights obvious villains, people may excuse the PCs' own misdemeanors. The American Civil Liberties Union does not stop Agent 11 from wiretapping Dr. Diablo. This principle also applies to more realistic campaigns. During the Cold War, CIA agents seldom received much criticism for their treatment of communists.

In the real world, there is no license to kill. Supposedly, spies who break the law and get caught go to jail. Naturally, intelligence agencies try to have investigations of their crimes suppressed when it suits their purposes. But even spies who escape punishment cannot tolerate publicity. To lose one's cover means to lose one's career.

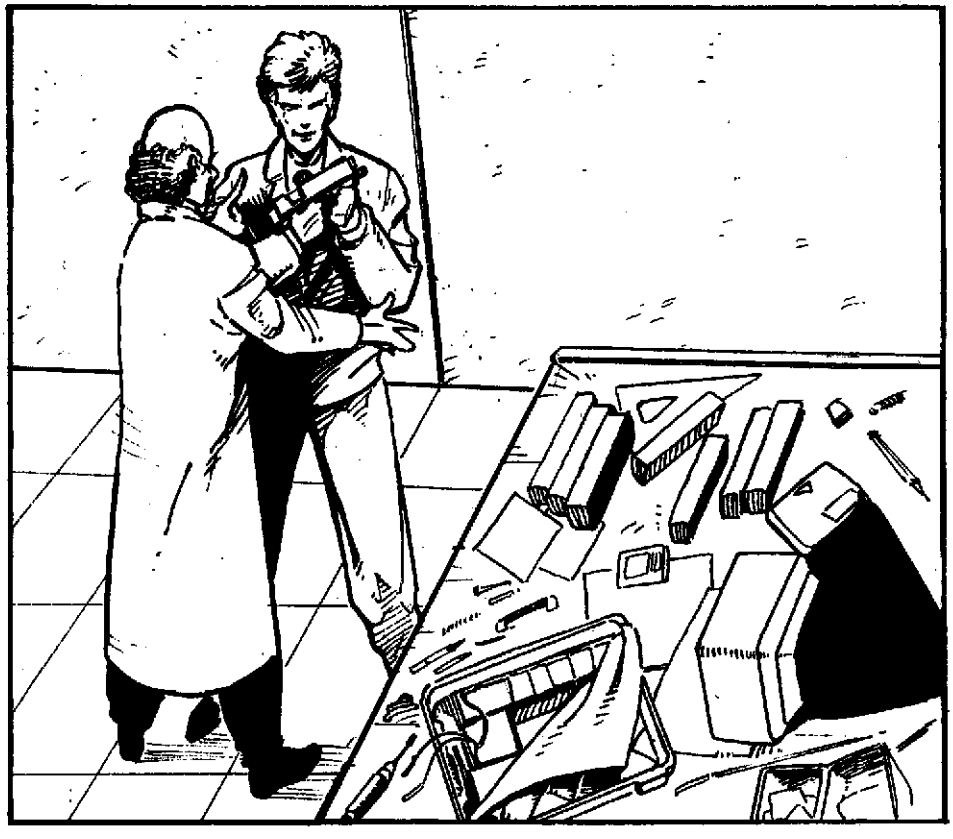
When the stakes of detection grow high, every battle, every break-in becomes a matter of great tension. Agents must develop foolproof plans and think before they act. Even as adventurers grow physically powerful, they dread confrontations with their foes. The excitement of this atmosphere has much to recommend it.

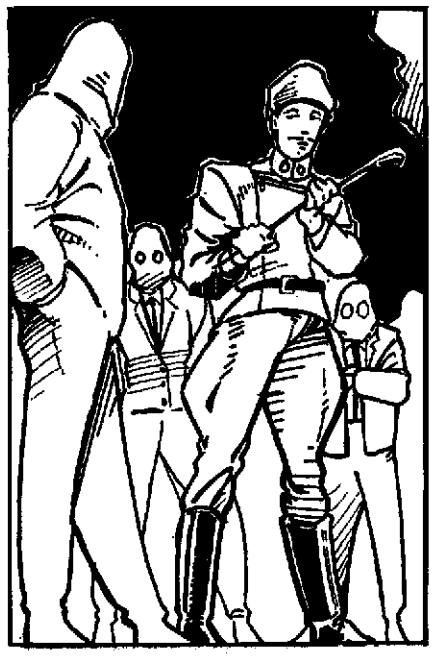
High-Tech vs. Sci-Fi

Super-advanced technology makes a wonderful prop for ***Espionage*** campaigns. Cinematic spies routinely encounter technologically miraculous devices. Since the secret weapons of World War Two culminated in jet aircraft, space travel and the atomic bomb, one cannot dismiss ultra-tech espionage as unbelievable. Therefore, the GM must consider carefully whether to allow technology that does not currently exist.

By allowing science-fiction devices, GMs open an enormous variety of story possibilities. Any attempt to steal or protect scientific discoveries provides an instant adventure motivation. Furthermore, the existence of an underground society possessing mind control, death rays or other sinister technologies sets a deliciously paranoid atmosphere for a game. Aliens, androids, clones, psychics, sentient computers, time travelers and the like can introduce delightful complications to a spy story.

The advantages of ruthlessly excluding science fiction lie in game atmosphere. In an aura of Spartan realism, one can make the story seem palpable, almost true. Realistic games also encourage serious roleplaying. In the absence of flashy gadgets, players look for more personal ways to define their characters. The GM must also keep in mind that if PCs capture high-tech devices, they will expect to keep and use them – which may change the entire tone of the game.





The Spy Schools

A professional agent may receive training from many sources. Action-oriented spies usually have a military background, often in the special forces. However, many intelligence services have maintained specialized schools for training spies. Instruction in a spy school can justify any sort of unusual skill for a PC secret agents, and may also contribute to the personality of a character. In a campaign where PCs begin with more than 100 character points, the GM may assume that they have gone through a spy school.

The best-known spy schools were those established by German military intelligence during World War I. Other agencies follow the German example. Prussian discipline prevails on the campus of most spy schools, with students required to follow a rigid schedule dictating every step in their daily routine. Students typically have no contact with the outside world, and are not allowed to associate with one another. The curriculum features lectures on codes, maps, military badges, secret inks, reading other people's mail, assassinations, etc. Like any other college, a spy school tests its students by requiring written exams and reports.

One drawback in the spy school system is that graduates of the school can recognize each other. The original German spy-school at Baden-Baden attempted to solve this problem by requiring students to wear masks. When Dr. Elsbeth Schragmuller (see p. 13) founded her famous spy-school, she dispensed with this system. Schragmuller's students lived isolated in cells on campus, without ever meeting each other. They did not go to classrooms. Instead, their instructors came to them.

The course of instruction in a spy school varies wildly. During World War I, the German spy-schools trained students for a period of 10 to 15 weeks.

Spy Gadgets

Spies both real and fictional have employed cunning gadgets since the dawn of espionage. Modern electronics add innumerable tools to the secret agent's workbox. Yet despite this abundance of technology, real-life espionage seldom features the shiny toys of the typical film. Today's spies use surprisingly few devices, and when they need questionable equipment, their controllers leave them to buy it through shady channels of their own.

In a harshly realistic campaign, most spies never see a special-devices lab. The more secret an operation, the less exotic its equipment. No controller wants to see agents captured with high-tech devices. Not only do rare instruments and devices blow the owner's cover, they alert everyone to the fact that a powerful agency is involved. If enemy forces cannot do damage with that information, nominally friendly agencies might. The typical intelligence agency fears probes by the media or the Congress as much as it fears rival spies.

The stinginess of controllers need not deprive agents of their tools. One can find even the strangest espionage devices through unofficial channels. "Security" catalogs feature devices like those seen in espionage films. Those with some electronics skill can produce any surveillance devices from standard components. In the United States, one can buy almost all small-arms legally. A thriving black market sells heavier weapons worldwide. Obtaining equipment can be an adventure, in which PCs must deal with criminals as dangerous as enemy spies.

See Chapter 3 for a detailed list of equipment and gadgets.

The Campaign Theme

Having chosen a basic atmosphere for the campaign, the GM must design the meat of the story. He must know what sort of secret war the party finds itself involved in. This begins with deciding who the main antagonists really are. The classic secret agent spies on one nation in the service of another. However, as the century draws to a close, corporations, tycoons, political movements and private adventurers of every sort play a role in the espionage world.

Conflict occurs on many levels in an ***Espionage*** campaign. To start the first mission, the party needs a sponsor and an enemy. As play continues, the agents may find themselves entangled in secondary clashes, involving agencies which played no role in the original conflict, but have found it necessary to get involved. Finally, in a world crawling with spies, agents may come across secret wars which do not immediately concern them. However, as spies develop contacts in these other agencies, they may find themselves dragged into formerly irrelevant struggles.

The following sections describe conflicts likely to inspire espionage operations. Each of these can involve the entire spectrum of mission types, from cultivating moles to paramilitary strikes.

Spy vs. Spy

The classic enemy for a spy is another spy. Espionage agencies spend a great deal of time spying on each other, both out of professional rivalry and because few other targets possess as much readily useful information concentrated in as small an area. Furthermore, trained undercover agents make much more efficient counterintelligence operatives than ordinary soldiers or police. From a GM's point of view, rival intelligence operatives make convenient adversaries for a gaming group, because enemy spies use roughly the same resources and techniques as the PCs.

The agents could spend their careers dueling with rival spies. The political ramifications may remain extremely simple. Governments snoop on each other as a matter of course, and it is the business of intelligence agencies to foil foreign operatives while planting moles of their own. Whether nations themselves make war or peace, the secret duels rage on.

Every spy agency should have established relations with several others. Some of these are clear-cut. During the Cold War, a Western agency would be at odds with the KGB. Other conflicts are less obvious. The agents might not know who their enemies work for. Neutral spies exist, ready to lean either way. Other spy rings operate under cover deep enough to completely obscure their real alignments. When agents encounter other agents, they may have no idea how to respond.

The Enemy Within

Espionage depends on unofficial deals with unsavory people. Inevitably, some of those criminals, mercenaries and professional liars turn from assets into liabilities. They may become double agents. They may take advantage of agency resources to start private arms-dealing or assassination businesses. Most insidiously of all, they may develop their own mad vision of the national interest, and pervert agency operations to suit this dream.

All secret agencies must investigate and eliminate enemies of their own creation. Note that one can seldom tell the rogues from the loyal agents. To destroy internal enemies, one must first identify them, then convince one's superiors of their guilt. *The Wilderness of Mirrors,* p. 35, provides more details on internal enemies.

Wars Hot and Cold

War provides the ultimate justification for a spy's existence. Intelligence agencies spend most of their time investigating foreign nations their own government considers a threat. Those who set their campaigns during World War Two or the Cold War have a ready-made set of friends and enemies for the agents. However, one does not require such blatant conflicts to run a military adventure.

Intelligence agencies strive to predict clashes before they begin, and influence their outcome once they start. Even when they have no real stakes in a war, spies like to have the victors in their debt. Furthermore, unlike the armed forces, espionage services can afford to intervene in every conflict around the world, whether the battle directly affects their nation's security or not. The conflicts throughout the Third World provide a perfect arena for agents to practice their trade, and to thwart the efforts of other nations.

Armed conflict can be one facet of a scenario, or the focus for the entire campaign. Consider the influence of the countries involved, and their importance to the agents' employers. Obviously, the spies may want one side to win. Their government may or may not officially support their operations. Spies may also wish to keep neutral nations out of the war, or bring them to fight. They may try to keep spies of a rival power out of the picture. Or the agents may simply be impartial gatherers of information.

Big Business

For businesses dependent on computer software, specialized techniques or chemical formulas, industrial espionage has become a fact of life. Furthermore, the theft of trade secrets is only the most innocent aspect of clandestine corporate activity. Big business has a gritty history of employing assassins and traditional espionage agents to subvert labor unions. Likewise, businesses could employ clandestine techniques to manipulate export laws, environmental regulations, and most profitably of all, the awarding of lucrative defense contracts.

One could run a campaign in which the PCs work for a corporation rather than a government. The agents themselves might be unaware of this fact. More often, the agents encounter corporate operatives as rivals or nuisances in the course of more traditional missions. Corporations, particularly those in the arms industry, may want to tap government information on foreign powers. Corporate and traditional spies could well find themselves seeking the same information, and tripping over one another's operations. Finally, those whose missions require them to spy on corporations should remember that businesses may have special agents of their own.

In a *GURPS Cyberpunk* campaign, businesses maintain spy networks as established and professional as those of governments. Those desiring a more contemporary atmosphere should remember that no corporation officially maintains an espionage department. Corporate spies must provide their own equipment and support. They work on an unofficial basis for whatever executives dare take the risk of hiring them. The corporate management can claim complete ignorance about their existence.

Special Devices Laboratories

Agents working directly for an intelligence agency may receive equipment from the organization's special devices arsenal. Access to such a facility has implications for both the logistics and the atmosphere of the campaign. The existence of a gadget lab spares the agents from shopping trips and forays into the black market. Furthermore, agencies only grant such resources to employees they trust.

Once agents receive their briefing for a mission, they probably go straight to the gadgetry department. There, they pick out the equipment they want from a selection their superiors make available. If an agency issues equipment to its agents, the spies need not pay for the devices.

The GM should make visits to the special equipment laboratories an enjoyable part of the adventure. Develop memorable quirks for one or more gadget technicians. One might be stingy and cautious, always reluctant to trust younger spies with his precious devices. Others might be enthusiastic scientists, eager to have agents test their latest experiments.

An agency may issue different equipment for each mission. The GM might allow PCs to keep one or two favorite gadgets apiece, but they must return all other devices. This means that the GM can give the PCs a great deal of equipment for some missions, while forcing them to rely on their resourcefulness on others. However, GMs who want to make some device unavailable should prepare a few stock excuses in case the PCs ask why they cannot have their favorite tools. If the item is expensive, the organization may have assigned the only functioning model to another operation. If the item is rare, the agency may fear that overuse of it would blow the agents' cover. If the item is cheap and common, the agency may simply not bother to keep a supply, although agents can probably purchase it on their own.

Experimental gadgetry is not only a tool of espionage, but a target. Even when a device involves only well-known technology, intelligence agencies like information on the specific mechanisms and tactics used by their rivals. Captured spies must take measures to keep their devices out of enemy hands. Agents may also receive assignments to capture enemy equipment, or simply to determine what equipment the enemy uses. The penetration of a hostile gadget laboratory offers spies a great variety of interesting possibilities, such as sabotaging enemy equipment.

The PC as a Double Agent

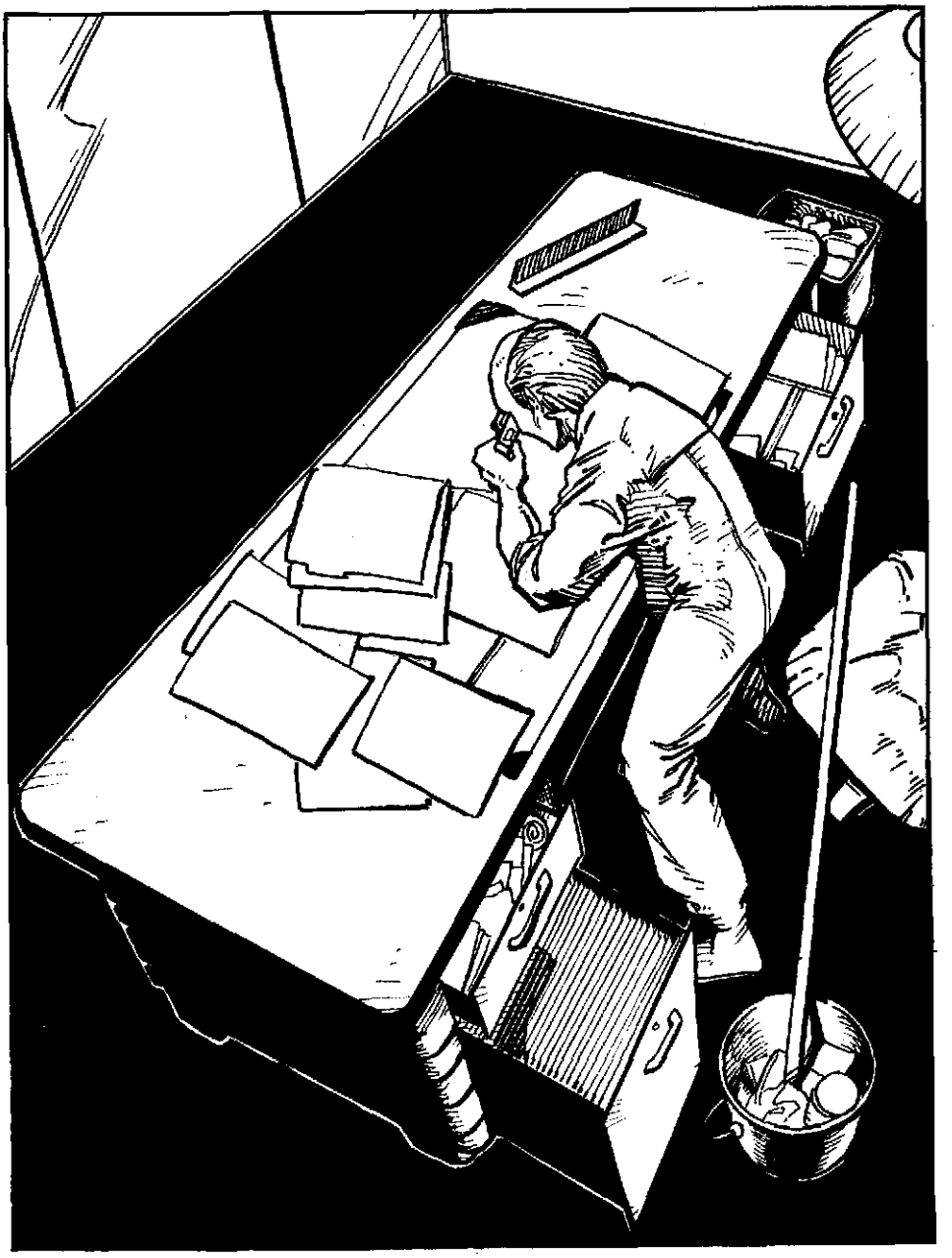
For the ultimate in betrayal and paranoia, the GM can insert a traitor into the party itself. A PC double agent can keep the villains up-to-date on party plans and activities. Such a traitor may cause delays and misunderstandings which foil the party's plots. Finally, a party of PCs will inevitably give the PC double agent remarkable opportunities to commit sabotage.

Both players and GM must be careful that PC double agents do not cause harsh feelings in real life. The person who plays a double agent must expect to lose the character. Furthermore, the GM should not use game-world traitors for a mission which would hurt anyone's feelings too severely. If the players feel strongly attached to their characters, treason should probably be reserved for NPCs.

A PC double agent can inflict devastating damage upon a party. Most players develop a habit of trusting other players, and therefore take no precautions against internal enemies. Furthermore, it is almost an axiom of roleplaying games that a PC fights more aggressively and effectively than an NPC of identical statistics. Therefore, the GM must be prepared for the PC double agent to succeed. Game Masters should not assign PCs to destroy the party unless they seriously want to see multiple PCs die.

Because PC double agents are so deadly, the GM must take special care to deal impartially with traitors. Double agents cannot pass information without some means of communication. If a traitor sabotages party equipment, other agents in the area should get a chance to notice. The traitor must also have solid roleplaying reasons to betray the party. The player of a double agent should be a skilled enough actor to portray the villain's personality while remaining subtle enough to avoid immediate detection.

In some campaigns, innocent PCs may act as double agents. A Gullible PC might pass information to a traitorous superior who claimed to be working for the Agency's internal security section. If cloning technology or magical disguises exist, enemy agents might kidnap spies and put impostors in their place. The object of this gambit might be as much to discredit the PCs and their operation as to gather information. This second option is especially appropriate in an *Illuminati* campaign. In any of these cases, an experienced player might go on controlling the character in order to keep the rest of the party from noticing any change.



Most corporate espionage takes the form of quasi-legal snooping through official records and corporate clutter. Few office workers pay strict attention to security precautions, and spies can often learn vital secrets simply by rummaging in secretarial wastebaskets. Industrial spooks attempt to hire disaffected executives from target corporations. Corporate spies may also infiltrate businesses, posing as legitimate workers or inspectors.

Rich tycoons may also hire corporate spies. These plutocrats make interesting encounters for a game, because of their eccentric personalities and fabulous wealth. Agents in the service of a plutocrat can expect more resources and more personal treatment from their employer.

Political Movements

Spies play a role in both creating and suppressing mass political movements. The nature of these movements ranges from terrorist cabals to spontaneous uprisings in support of some martyred hero. Intelligence operatives infiltrate such movements to prevent (or incite) terrorism, influence leaders, or simply suppress the uprising.

The emotional, unsophisticated members of a popular movement offer easy prey for trained spies. A mob usually accepts anyone who wishes to join and

listens to whoever shouts the loudest. Legitimate political organizations, such as U.S. political parties, also tend to be laughably open to secret agents. The danger in infiltrating such movements lies not in the movement's own security but in the public exposure of getting caught. When dealing with excited crowds, spies must also remember the potential for a riot.

Spies meet their match in political movements with a sophisticated core leadership. Most experienced terrorist or insurgent groups form networks of cells similar to those of an espionage ring. These groups consist of hardened subversives, experienced in combat and deception. Furthermore, with the exception of supreme leaders, members of one cell do not know the members of others. Therefore, agents have great difficulty in eliminating them.

The Wilderness of Mirrors

Espionage is a game where everybody lies. Spies falsify their identities. Controllers conceal the reasons behind missions. Double agents lie about their loyalties. In many ways, an ***Espionage*** campaign is the opposite of a mystery. Agents may begin the game believing that they know their enemies and objectives, but the deeper they probe their world, the more confusing the web of deceptions becomes.

Most adventures should contain misleading premises and cunning tricks. Furthermore, the GM must lace the campaign with long-term deceptions, which play a peripheral role throughout many missions. The unmasking of a mole or the defection of a prominent villain can be a watershed in the campaign. Game Masters must avoid the temptation to reveal all their secrets at once. The longer the agents trust a traitor, the more shocking his betrayal will seem.

The Double Agent

A double agent pretends to work for one side but is loyal to the other. This sort of traitor has plagued espionage since time immemorial. Double agents have the perfect opportunity to reveal an agency's most compromising secrets. Furthermore, a well-fleshed-out double can produce fascinating roleplaying.

Double agents can play any number of roles in an ***Espionage*** campaign. First, a series of missions could revolve around the search for a suspected ring of doubles within the agency. Such a campaign should promote extreme paranoia, since one of the agents' own allies is the traitor. Complicating matters further, other agents may suspect the PCs themselves of treason.

Other double agents may go completely undetected. They silently betray the party's missions, time after time. A double of this sort must have some legitimate reason to get involved in the party's exploits. Such a spy might work in the equipment arsenal or some branch which supports agents in the field. The party's own controller may actually be a traitor.

To weave the web of intrigue tighter, the party should have powerful motivations not to suspect the double agent of treachery. Personal friendship provides the most dramatic reason. If the players do not normally develop emotional attachments to NPCs, the double may provide some service which the party would hate to do without. Perhaps the double helps the party get equipment the controllers refused to authorize. Perhaps the double is a chronic snitch, who tells the PCs as much about their enemies as he tells their enemies about them.

For the ultimate in treason, the GM can run a game in which a PC serves as a double agent. See the sidebar on p. 34 for details.

Double agents within the opposition can also create some interesting quandaries. The party must avoid revealing them. Those operating in the vicinity of a double agent may encounter endless frustrations, as their controllers deny them information and veto their plans in order to protect the double. Note that for

Mixed Loyalties

Not every double agent is an out-and-out traitor. GMs who want intrigue within the party may wish to give PCs personal assignments which, while not part of the primary mission, are also not in direct contradiction to it. For example, the agency may assign some agents to keep an eye on the loyalty and performance of others. This sort of internal surveillance serves as an interesting deterrent to agents who enjoy embezzling agency resources, shooting civilians and so on. PCs may also attempt to smuggle or spy for neutral third countries in the course of their missions.

PCs must have goals which fit their character backgrounds and benefit the campaign as a whole. Do not force anybody to spend a prolonged period of time away from the party. If possible, give the double agents motivations which focus their attention on the adventure, not divert it. For example, if the party is investigating a researcher, an obscure bureau of the party's agency may assign one PC to photograph the scientist's library. This agent then cooperates closely with the other PCs, because if the party fails, his personal mission fails too.

By giving several spies minor secrets, the GM avoids many of the more unpleasant features of a game involving direct traitors. In this sort of game, PCs are less likely to kill each other. Furthermore, multiple secrets prevent players from immediately identifying the double agent as the one who keeps passing notes to the GM.

Game Master Resources

A number of other ***GURPS*** books may prove useful to an ***Espionage*** campaign.

GURPS High-Tech provides invaluable data on tools of the trade. The typical ***Espionage*** gamer likes guns, and this book provides a cornucopia of modern weapons. One can also find details on body armor, vehicles and similar devices here. ***High-Tech*** also provides guidelines on the rate of technological progress. Those running campaigns in specific historical periods may consult this book to determine exactly which spy devices had been invented.

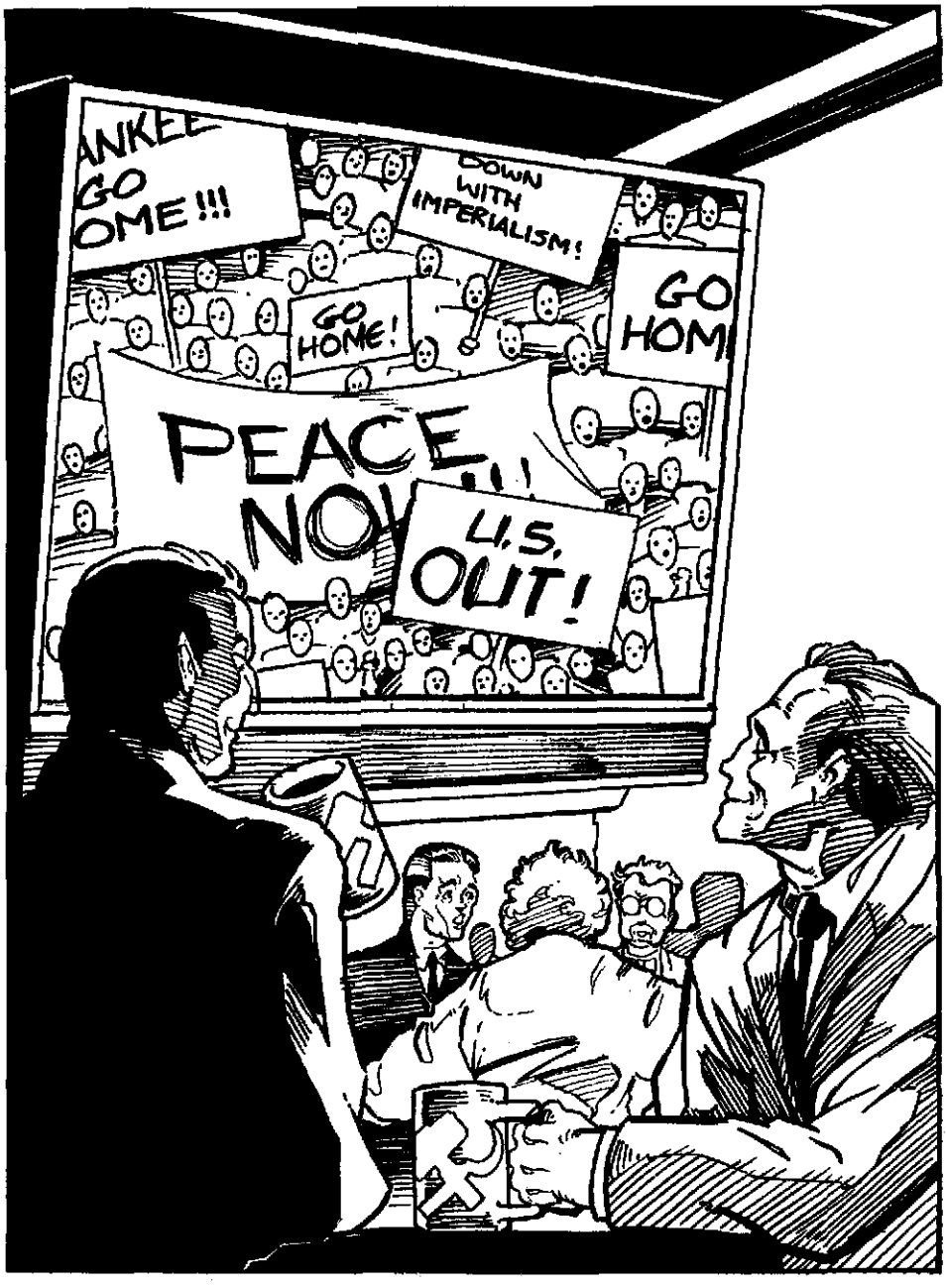
GURPS Ultra-Tech is invaluable for campaigns which allow such equipment. Such devices as the Chameleon Cloak and Suit (p. UT85), Credcard Cracker (p. UT33), Distort Belt (p. UT86), Electronic Lockpick (p. UT41), Holobelt (p. UT85), Intruder Suit (p. UT86), Laser Listening Device (p. UT41), Living Disguise Kit (p. UT95), Nanobug (p. UT56), Pheromone Spray (p. UT41), Sonic Screen (p. UT95) Sonic Probe (p. UT69), Tracer Needle (p. UT41), Memory Beta (p. UT84), X-Ray Scanner (p. UT41), Comm Tap, Bug Stomper and Detector (p. UT40), Monowire (p. UT62), Viral Solvent (p. UT96) and Security System (p. UT12) may prove especially useful.

GURPS Special Ops is a companion volume to ***Espionage.*** As mentioned in the main text, commando assaults and espionage operations inevitably overlap.

An ***Espionage*** campaign with no combat can often grow boring, while a game of military action with no intrigue inevitably becomes a mere slugfest. ***Special Ops*** describes weapons, organizations and people likely to appear in an ***Espionage*** game.

GURPS Psionics offers an invaluable resource for any campaigns which allow it. Powers of the mind have so many applications in espionage that spies need all the reference on the subject that they can get.

GURPS Illuminati is an invaluable resource for ***Espionage*** GMs. See p. 43 for more on that sourcebook's applications.



security reasons, controllers seldom inform field agents about the identity of friendly doubles.

Once spies meet friendly double agents, they must defend them. They must refrain from operations which disrupt the double's activities. Furthermore, they must avoid appearing friendly to the agent. This may entail staging a sham attack upon the friendly enemy. Since these missions must always fail, they could become "set-ups," as described on p. 38.

No two double agents need be alike. Some faithfully feed information to their real superiors. Others shift allegiances constantly, looking for the highest bidder or the most powerful patron. Perhaps the double agent works for a nominally allied institution and can disguise his activity as legitimate cooperation with a friendly agency.

The behavior of double agents depends largely on their motivations, which once again opens an infinite variety of possibilities. Doubles may have a thirst for power or adventure. They may want revenge. They may be loyal agents who

caved in to blandishments or blackmail. Controlling agents may trick doubles into providing information without realizing it.

Competent moles seldom commit any act blatant enough for their colleagues to recognize as treason. Only in dire circumstances would a double agent assassinate his supposed allies or lead them into traps. Instead, moles supply their controllers with bits of untraceable information, which allow the enemy to prepare for whatever the party intends. Nobody can ever guess whether the enemy had inside information or simply made a lucky guess.

Agents can detect moles only by great luck or long detective-work. Astute spies might notice that the enemy always seems just slightly more prepared when Special Agent Bentley issues their briefings. Spies cautious enough to set up surveillance of allied agents may also catch moles in the act. However, by spying on friendly agents, the spies risk being accused of treason themselves.

The Disaffected Agent

Not every wavering agent need be an out-and-out traitor. The party may have to contend with potential security risks. Friendly agents may have secrets or ambitions which tempt them to betray their allies. This can lead to interesting situations as the party decides how to deal with NPCs of uncertain loyalties. Agents may use a combination of force and persuasion to protect disaffected agents from enemy recruiters and bring them back into loyal service.

Disaffected agents are most dangerous when the party must rely on them for something vital. For example, agents undercover in a foreign country may discover that the manager of their safe-house is vulnerable. Agents may find their own controller under suspicion and realize that if he falls, they can expect to lose their jobs as well.

The Rogue Operation

Whenever a clandestine project becomes public knowledge, the controllers deny all knowledge of the operation. Sometimes, the controllers are telling the truth. Individual spies or entire agencies may launch unauthorized operations. Rogue agents seldom concern themselves with the law, and often undertake projects more violent and flamboyant than anything their superiors would permit.

A few rogue agents use official resources to commit crimes. Many, however, act out of idealism. They go rogue in order to sneak policies past timid bureaucrats. Even those who object to their methods must sympathize with their com-

What's the Point?

The GM should not confuse blurred loyalties with aimless plots. Adventures should always have a goal. Much of the satisfaction in a game comes from making plans to accomplish some definite objective, and the GM must supply players with objectives to accomplish. Real-life intelligence agencies may conduct pointless operations, but this aspect of realism never improves a game.

Most adventures should begin with the party's controllers assigning the agents a mission. It is in the execution of this mission that the intrigue occurs. The agents may contend with blunders, betrayals and enemies in disguise, but the PCs should know why they are on the adventure. Furthermore, the typical assignment should not be suicidal. The GM should remember that agencies consider secret agents a valuable resource, not to be sacrificed or antagonized lightly.

At some point in the campaign, it may be unwise for the party to carry out its orders as given. The agents may discover their covers blown. They may learn that their controllers are not who they once believed. They may learn that their agencies have labeled them expendable. However, even on those occasions, the PCs deserve the chance to achieve some personal goal they consider meaningful.

Agents may also have private goals of their own. If the PCs come from a mixed national or ideological background, they may see success and failure in sharply different ways. In some cases, the party may simply disagree about the importance of certain events. (The British agent considers the Falkland Islands vitally important, while the German spy could not care less.) On other occasions, PCs may receive entirely different orders before a mission. The GM should take care not to make orders so contradictory that the PCs routinely end up fighting each other.

plaints. Therefore, the party can find itself helping to protect a rogue operation from meddling outsiders. The party can also find itself caught between factions in an agency, uncertain of which side to take in a clandestine civil war.

Rogue operations enter a campaign as the party finds its missions encountering friction from supposedly friendly agents. Rogues may commandeer agency equipment for their operations. They may have to assassinate interfering officials. Eventually, the party stumbles across unmistakable evidence of subversive cells within their own agency. The rogues may well command more influence in the agency than the PCs. Indeed, the agents may discover that they themselves have performed missions which brand them as rogues.

A rogue operation creates all the paranoia of a double agent without the moral imperatives. Once again, the party finds itself unable to trust its own agency. However, even if the spies can separate the rogues from the legitimate agents, they must decide which side to support. What if the rogue agents are right? What if eliminating the rogues upsets the political balance within the agency? Few PCs obey the law on every mission. Can they afford to give strict enforcers of rules more power within the agency?

The Accidental Spy

Perhaps the PCs do not want to be spies. However, owing to their personal secrets, loves or ambitions, they find themselves trapped in the espionage business. Perhaps their occupation gives them access to secret information, which makes them a target for foreign agents. Or perhaps the agents find themselves recruited by some spymaster for assignments that fit their particular talents.

Players of accidental spies can have almost any sort of character they desire. They need not restrict themselves to the categories of people likely to become professional spies. Furthermore, these agents can inspire fascinating debates within the group, particularly in a party which mixes professional agents with ordinary civilians. One can run an interesting game in which some PCs play agency controllers, who have the duty of preventing the other PCs from leaving the profession.

A campaign involving unintentional spies requires close cooperation between players and GM. The participants must be willing to play the role of people who are not born heroes. The GM, meanwhile, must give them a strong enough incentive to keep them in the campaign. In a continuing campaign, the players and GM must also decide why the reluctant spies remain involved. Perhaps the agents succeeded well enough on their first mission to become professional operatives. Or perhaps secrets from their past still hang over them, forcing them to remain in the business.

The Set-Up

At times, an agency labels its own employees as expendable. Perhaps the agents' cover is blown. Perhaps they are incompetent. Perhaps they show a tendency toward disloyalty. Or, perhaps, they have completed their original operation, and their controllers have no more use for them. Spymasters often dispose of such agents by setting them up for suicide missions.

A set-up may unfold over the course of many operations. The party need not recognize the betrayal at first. However, gradually, the victims receive less and less genuine information. The demeanor of their controllers may grow chilly. Finally, they find themselves alone and betrayed.

Agencies accomplish a number of things through set-ups. Expendable spies can be used as decoys, to draw enemy counterintelligence away from a more useful mission. By telling set-up victims the appropriate lies and abandoning them for capture and interrogation, false stories can be planted among the opposition. Expendable spies can also become scapegoats for operations which become public. When an operation cannot avoid detection, controllers arrange for ignorant dupes to be captured on the scene.

A set-up leaves its survivors bitter. They become prime targets for recruitment by enemy spymasters. Those who have nothing to offer the opposition may seek revenge in their own ways. The agency may have to arrange for these agents' elimination.

The GM should think carefully before setting up the party. A set-up can inspire some frantic roleplaying as the agents come to grips with the fact that their own controller sold them out. Exciting adventures may develop around the betrayed

spies' struggles to survive. However, such an act irrevocably changes the foundation of the campaign. The agents can never work for their old controller again.

If they survive, the party should get chances for revenge. Future adventures should include raids against their old employer, in which they meet their old allies as enemies. The more friendships the party developed in its original agency, the more roleplaying such a scene can involve. If the set-up was the work of a single, villainous superior, the party might manage to destroy him and reconcile itself with the agency. However, the PCs are much more likely to change sides forever.

The party may also encounter a set-up of an NPC agent. If the victim happens to be the party's friend, they may try to warn him and help him out of trouble. This may bring them into conflict with their own superiors. Spies who discover an enemy spy in a set-up, of course, have a golden opportunity to recruit a defector.

Double agents or rogue operatives may use a set-up to assassinate troublesome spies. The GM can employ such a traitor to backstab the party without forcing them to permanently leave their employers. However, after such an incident, the PCs may still never trust their employers again. Furthermore, they will certainly destroy the double agent, forcing the GM to find another traitor for future missions.

The False Flag

The party's employers need not be what they seem. Spymasters customarily obscure their national loyalty, both to soothe the agents' conscience and to preserve security. Russian controllers in the U.S. may claim to work for Israel. Members of an unsavory U.S. agency may pretend to represent the FBI or other publicly-respected institution. An organization which wants its employees to act under some particular cover may trick them into thinking their facade is actually true.

As with a rogue operation, a false flag generally comes to light as agents find themselves operating against their supposed allies. The implications of a false flag recruitment depend on the campaign. Agents of a certain stripe may simply continue working for their old employers, with a new understanding of what their missions entail. Of course, mercenary agents may use the discovery that the controllers lied to them as a pretext for renegotiating their salary. In a campaign with sharper patriotic alignments, agents may feel incensed to find themselves victims of a false flag. They may view the situation as a set-up, described above.

NPC spies may also work for unexpected people. Until the party figures this out, all estimates about those agents' intentions and resources will be wrong.

The Hidden Agenda

Ideally, intelligence agencies provide pure information, allowing leaders to make informed decisions about foreign policy. However, spies have political beliefs like everyone else. Furthermore, the realities of winning promotion and funding in a government agency force spymasters to take the prejudices of their superiors into account. Therefore, spies develop unofficial agreements to modify their intelligence data, massaging it to fit some purely political view. In both democracies and dictatorships, it is never wise to discover an unpleasant truth.

At its extreme, hidden agendas lead to rogue missions, in which controllers divert agency resources to their own political conspiracies. This sort of complication can also affect a campaign in more subtle ways. Agents may find their superiors offering far more pay and support when they produce pleasing information. Political concerns may cause controllers to cancel some absolutely vital mission, leaving players with no option but to continue operations independently. Consider the situation if the party uncovers a dictator's plot to develop nuclear weapons, only to learn that important people in their agency favor friendly relations with that tyrant. The party may feel compelled to commit a bit of treason.

Keeping Options Open

The work of creating a new campaign can seem overwhelming. Fortunately, the GM need not plan everything before play begins. In fact, it would be foolish to try. Prepare the primary NPCs, including their resources and their plans. These things should not change without good reason, lest the campaign lose its internal consistency. However, the GM is under no obligation to decide exactly what the villains are going to do in advance. NPCs make their plans as the story unfolds.

In the same vein, the GM need not prepare complete details on every place the agents might visit. Modern transportation allows the spies to visit completely unpredictable places, whenever they choose. Therefore, the GM need not attempt to decide exactly what the party will find wherever it goes. Invent bars and street scenes as they become necessary. It is no more arbitrary to invent these things during play than before it. The GM may wish to prepare maps and notes on typical hotels, jails, policemen, customs agents, airports, and so on. for use wherever the spies happen to go. The players need never know that they would have seen the same scenes and met the same people no matter what city they happened to visit.

What the GM must prepare is a logical background for the adventure and motivation for the NPCs. He must know his own storyline. This way, no matter what the agents decide to do, the GM has an idea of how the villains respond. Remember, of course, that NPCs do not automatically know what the party has in mind.

Similar principles apply to the design of foreign cities and exotic locations. The GM need not map every street or design every business. However, he should cultivate an understanding of the area, with its culture and scenery. He can make up addresses and individual businesses as necessary. However, the GM should tailor behavior, scenery and events which reflect the ambience of the place. If agents produce a loaded submachine gun in New York City, they risk an encounter with hardened police. If they produce the weapon in rural Vermont, they touch off a momentary panic. (A scare that ends ten minutes later, when a deputy sheriff with a hunting rifle shoots the offender from half a mile away).

The Best of Enemies

Espionage makes strange bedfellows. At times, spies find themselves working with their enemies. This occurs most often after grand shifts in geopolitics. When the Hitler-Stalin pact ended in the German invasion of the USSR, Communists and Western democrats around the world found themselves in at least a nominal state of alliance. More recently, the collapse of the Soviet Union produced a flurry of KGB officers ready to compare notes with Western intelligence agencies. Enemy spies may arrange marriages of convenience for a variety of reasons. According to some reports, when U.S. researchers improved techniques for protecting nuclear weapons from accidental launch or detonation, they intentionally passed their discoveries on to KGB operatives.

Another possibility, uncommon in real life but rich with potential for roleplaying, is when secret agents uncover some threat so abhorrent that they set ordinary rivalries aside. Cold War politics might seem less important if agents from the CIA and KGB uncover a demon. Spies may find their parent governments unwilling to admit the existence of such a threat. The only ones who know of the threat and have the guts to cope with it are agents of the opposition.

The first meeting between former enemies provides plenty of opportunities for excitement. If the two sides both recognize the need for a truce at the same time, they might arrange a parley on neutral ground. More often, at least in games, one side wishes to arrange contact while the other remains unaware of the changed circumstances. First, that side must find its prospective allies. Then, it must approach them without starting a firefight. In other cases, a battle may be the only effective solution, if one side or the other is too stubborn to consider negotiations until dominance has been established.

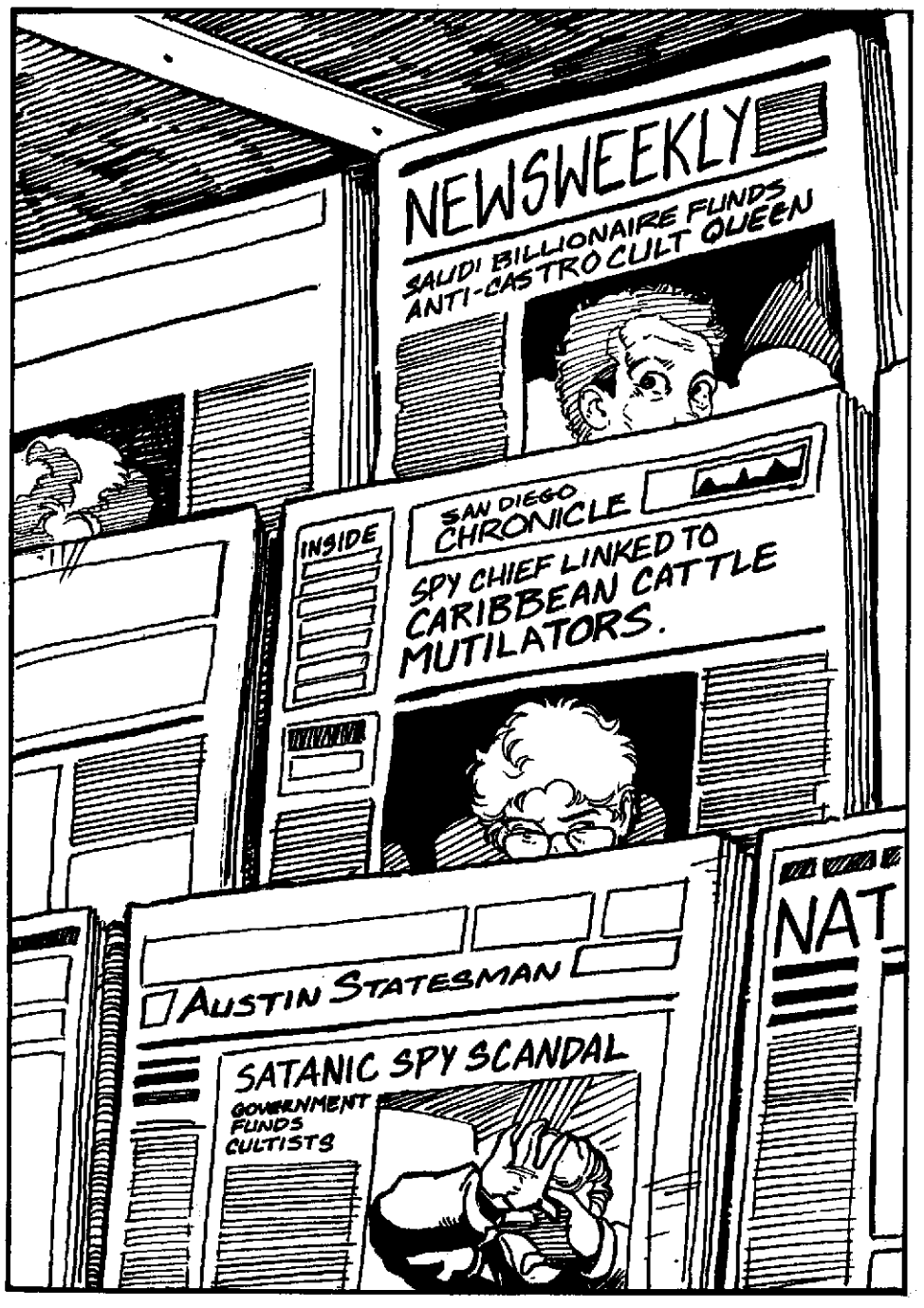
While working with the enemy, both sides must consider how much to reveal. Obviously, they cannot cooperate without sharing some knowledge. However, the truce may not last, and those who exchange information may regret it later, either when their enemies use it against them, or when their superiors accuse them of treason. During World War II, many Westerners who worked for Soviet intelligence out of hatred for the Nazis later found themselves ruthlessly exploited by Stalin's secret services. Periods of cooperation offer both sides numerous opportunities to recruit double agents. Perhaps some schemer arranged the entire incident for this purpose.

After the alliance with the enemy agency ends, its legacy can affect the rest of the campaign. Do the agents maintain personal friendships with their temporary allies? On future missions, might they hesitate to kill one another? Or do they harbor resentment over needing help from the opposition, and wait for an opportunity to humiliate their former partners?

Leaks and Scandals

No secret keeps forever. Eventually, the activities of a spy agency reach the press and the legitimate organizations of government. Minor leaks occur all the time. However, when a leak reveals a crime or blunder, a scandal occurs. Furthermore, agitators may blow any politically charged operation into a full-fledged scandal. Flaps can occur as a part of the PCs' mission or as a sideshow. These disasters may develop in the background of many adventures, as the agency shakes to its core.

A leak starts small. Perhaps a single newspaper prints a painfully accurate story, or an intrepid government investigator raises troubling questions. First, the agency attempts to cover up its problem. Those involved may try to suppress investigations of the incident, concealing its existence even from their own superiors. The early stages of a scandal may lead to break-ins and even assassinations to destroy evidence. These operations may well lack official authorization.



As a scandal develops, panic pervades the agency. Officials cut ties with compromised sources. Those who can get out do. The agency starts a search for scapegoats. Those responsible for early cover-up attempts become prime candidates for the blame, even if they acted on the tacit orders of their controller.

Finally, the full scandal blossoms. The global media revels in sordid details. Politicians may hold hearings. Key people in the flap may try to defect. In authoritarian countries, the agency may receive less publicity, but suspect persons may begin to disappear. In either event, if the cover-up attempts were thorough enough, the agency emerges humiliated but intact. Otherwise, whole departments full of agents may lose funding, or even their lives.

Agents whose departments have any connection to a scandal find themselves in an awful dilemma. By staying clear of the scandal, they risk destruction. By joining the cover-up, they risk becoming branded as criminals. Furthermore, a scandal often involves a rogue operation or a double agent, which only complicates matters further.

Scandals play havoc with secrecy. No matter how carefully the party avoids becoming involved in a flap, it may find its cover blown at a very inconvenient time. Agents must take precautions to keep their secrets away from files and officials which might become targets of investigation. This may lead the party into unauthorized action. This, of course, makes them vulnerable to criminal investigations.

The Life of a Spy

Chapter 1 describes many ways adventurers might enter the world of espionage. The PCs can be the official or unacknowledged troubleshooters of some intelligence service. They can also be freelancers, mercenaries in the undercover world. However, many sorts of secret agent have far less intentional careers. They drift into the spy business without really planning to, and find themselves involved in struggles they may not understand.

Given the unofficial nature of many espionage careers, there is no "typical" future of a spy. A spy's development depends on position, motivation and fate. Successful government employees may receive promotions to more glamorous or pleasant assignments. The typical agent would prefer to operate in Paris than sub-Saharan Africa. Independents and unofficial recruits, of course, cannot receive assignments to different locales. Their rewards must be money, respect and, perhaps, access to training or equipment.

Retirement comes in two forms for the spy. First, an agent may actually leave active service, due to promotion, burnout or declining performance. Second, a spy may leave official service to gain the independence needed for truly black operations. Retired agents do the jobs which their controllers cannot officially sanction. "Retirement" often means a plunge into the most cutthroat, violent branches of espionage.

Agents who actually wish to give up their careers may face a variety of fates. Unofficial agents generally find themselves abandoned to fend for themselves with whatever money they managed to salvage. In many cases, an agency simply eliminates retiring unofficials, either by a set-up mission or by assassination. Official agents, however, can enjoy a more comfortable retirement. They may take administrative jobs within the agency, and perhaps regale young agents with tales of their careers. Legitimate secret agents who leave service entirely may collect ordinary government pensions.

The civilian world offers several opportunities for a retired spy. Police and private security agencies may value a trained agent. Electronics and radio experts can seek jobs in a wide variety of technical fields. Embassy spies with a suitable

Historical Espionage

One can set an ***Espionage*** adventure in any era of history. ***GURPS*** worldbooks already exist for some of the most interesting periods, notably ***GURPS Swashbucklers, GURPS Japan, GURPS Middle Ages 1, GURPS Old West*** and ***GURPS Cliffhangers.*** The GM can also easily adapt these settings to less-recognized eras.

Espionage thrived from ancient to medieval times. However, the modern spy agency did not exist. Instead, spies acted as personal agents of powerful people. Espionage tradecraft remained in its infancy, which meant that secret agents could invent their own rules for the spying game. The relationship between spies and masters depended entirely on the personalities involved. One should also note that in a feudal or monarchical setting, a single spy in the royal court can subvert entire nations.

The swashbuckling period enhanced and romanticized the role of spies. Members of the newly-cosmopolitan nobility had ample opportunities to spy on one anothers' courts, and the intrigues of Church and State made secret information more valuable than ever. Furthermore, secret service became a fashionable activity. Alexander Dumas' novels contain countless depictions of secret agents, beginning the tradition of cinematic spies. Such figures as Daniel Defoe, author of *Robinson Crusoe*, and Caron de Beaumarchais, the author of the source for Mozart's opera *The Marriage of Figaro*, were noted as spies.

Certain nations, such as England, developed strong and permanent espionage services in the Renaissance. By the late 1800s, espionage took its modern form. The Ochrana of Tsarist Russia began all the domestic and foreign traditions of the KGB. In Prussia, Wilhelm von Stieber, Bismarck's director of intelligence, earned himself the title, "Master of 40,000 Spies." The grand diplomacy between France, Russia, Germany, Austria and England provided ample opportunities for espionage, while such hot spots as the Balkans offered a place for adventurers and gunmen.

World War I and World War II provide ideal settings for ***Espionage***. They take place in the modern era, thereby allowing the GM to use this book without modifications. Furthermore, each period gives the GM a ready-made set of allies, neutrals and enemies, with clear motivations for spying on one another. The Nazis offer a special appeal for those seeking dramatic villains, while the World War I period offers a quaint atmosphere which may appeal to some.

Fantasy and Science Fiction Espionage

When designing espionage traditions for a medieval-fantasy world, see the notes about medieval spying in the sidebar on p. 41. The existence of magic and nonhuman races add new possibilities to this setting. Wizards would be avid employers of spies, both because of their interest in magical secrets and because they can use their spells far more effectively when they possess timely intelligence on enemy activity. In any world where "good" races such as elves and humans fight abominations, intelligence becomes difficult to obtain. Only a magical disguise would allow humans to pass for orcs. Most spying would probably take place in neutral zones, where abominations mix freely with those humans amoral enough to traffic with them.

The science-fiction world of *GURPS Cyberpunk* is a playground for spies. The corporations, government agencies and freelance power-brokers of the *Cyberpunk* world all hire secret agents. Furthermore, *Espionage* and *Cyberpunk* adventures share the same grim, amoral atmosphere. Both are genres where treachery is routine, and where the safeguards against it are sophisticated.

GURPS Supers also offers fertile ground for spies. Comic-book heroes often undertake secret government missions. Furthermore, any organization seeking to fight super-powered enemies would certainly attempt to spy upon its targets.

In a post-holocaust setting, such as *GURPS Autoduel*, established espionage systems probably break down. Secret agents must cope with the general collapse of society, just like everybody else. Surviving spymasters must carry on activities on their own, possibly turning their old networks to personal profit. Underground networks of spies certainly play a large role in any attempt to rebuild society, and could easily end up in control of them.

Spies also thrive in the classic science-fiction of *GURPS Space*. According to SF authors, the scheming mega-corporations and rival governments continue to plot even in the most distant reaches of the future. In worlds featuring a pseudo-medieval culture, the highly personalized espionage of fantasy games may return to existence.

GURPS Time Travel offers some mind-boggling opportunities to spies. The power to snoop on enemy plans in the early or future stages of their development could be invaluable. Target individuals may be more vulnerable to subversion in different phases of their life. The enemy spymaster may refuse an offer to become a double agent now, but if only recruiters could have approached him when he was young and destitute, he might have succumbed. In some truly twisted circumstances, PCs may find themselves ordered to spy on their own team, at some different point in space-time.

background in political science may enter academics. Finally, more than a few ex-secret agents have established careers writing espionage novels.

Retired spies can never be sure their careers are behind them. Their old agencies can always ask them to offer their skills and knowledge one last time. Depending on the agency's hold on the spy, this request may be impossible to refuse. Furthermore, the enemy may kidnap or corrupt ex-agents, hoping to pump them for information. Any retiree who finds himself in dire straits becomes a prime target for cultivation. Ex-spies can also reveal what they know simply to relive their old days of excitement. And assassins may attempt to insure that a retiree's knowledge remains hidden forever. Active agents may have to keep a subtle or overt guard on retirees.

Campaign Crossovers

No campaign world lacks possibilities for spying. Espionage is a fundamental tool of politics, and appears wherever rivals vie for power. One finds spies in *Conan* and spies in *Autoduel*. Espionage, called the second oldest profession, can even appear in *GURPS Ice Age*. (Television's *Flintstones* once had an encounter with the Cretaceous Igneous Agency.) The material on campaigns and characters in this book can apply to intrigue in any setting. The following *GURPS* worldbooks offer special possibilities for espionage.

China

The *GURPS China* worldbook covers China up to the present day, making it useful as a source for Far Eastern missions. Furthermore, the Chinese have an ancient tradition of espionage, coupled with a deep respect for its value in politics.

Cliffhangers

Spies play an important role in the *Cliffhangers* genre. The cinematic secret agent is often a hero of the pulps. Villainous spies frequently appear among the opposition. This is historically accurate for the 1930s, because the growing tensions between France, Britain, Fascist Italy and Nazi Germany led to an explosion of espionage. The troubled Balkans, of course, crawled with spies.

Cops

Police may have to apprehend fugitive spies. Furthermore, a string of unsolved crimes may lead to an espionage ring. Cops who uncover spy networks may quickly learn that the traditions of spying seldom permit straightforward law enforcement. Both their enemies and their own government agencies want to play a game of international intrigue, in which the culprits may escape punishment.

Experienced agents constitute a tougher opponent than most police must cope with. This is not simply a matter of equipment. Today's street criminals may own fully-automatic assault rifles and grenades. However, trained spies know how to do their jobs efficiently, quietly and without leaving a trace. The traitors recruited by spies, however, tend to be untrained and incompetent. They may be dangerous though, largely because of their tendency to panic.

Horror

The paranoia of *Espionage* and the primal fear of *Horror* make natural companions. Visitations of the supernatural enliven any non-realistic spy campaign. Furthermore, the intelligence community plays a vital role in a paranormal-investigation scenario. Spy agencies may commission studies of the arcane, or they may participate in vast official conspiracies to suppress discoveries of the paranormal.

Obviously, government agencies would take an interest in authentic apparitions of the supernatural. Intelligence agencies would try to exploit the paranormal for their own purposes. The Soviet Union historically had an extensive program of psychic research, and the CIA attempted a smaller investigation of similar intent. Adventurers may struggle to stop a secret experiment which could culminate in the release of demonic entities. Furthermore, espionage operations could revolve around protecting supernatural secrets or stealing the results of enemy paranormal research.

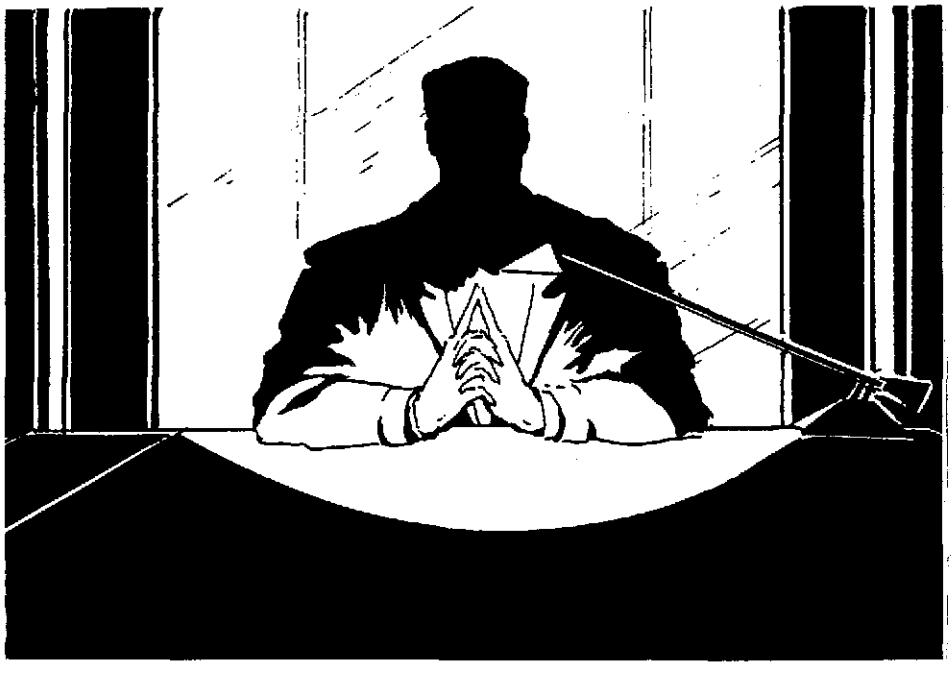
One could also run an ***Espionage*** campaign with a subtle undercurrent of terror. In this sort of campaign, the party rarely comes face-to-face with the monsters. No official believes in the supernatural. However, the agents themselves gradually learn that something unspeakable has appeared among either their own organization or the enemy. They must stop it alone.

Powerful, intelligent beings can take a direct role in espionage. A modern Dracula, for instance, might recruit spies and controllers to monitor vampire-hunters. Beings able to adopt human form could become professional agents, and use supernatural powers in their careers. The most malignant entities may infiltrate intelligence agencies simply because spies, with their heavy weapons and contempt for the law, can do so much harm.

Illuminati

Any GM who wants a campaign of conspiracy and paranoia should consult the ***Illuminati*** worldbook. The Enlightened Ones use the same tactics as spies. Several Advantages, Disadvantages and skills from ***Illuminati*** fit perfectly into the espionage genre. All of ***Illuminati's*** advice to the GM applies to a spy campaign.

Espionage agencies appear constantly in an Illuminated campaign. The CIA, KGB and their counterparts make excellent tools for conspirators, if these organizations are not actually part of the Conspiracy. Secret agents have the necessary skills and the attitude to become Men In Black. They are also accustomed to dealing with secrets, and used to undertaking missions without knowing the full story behind their assignment.



Magic and Psi

In any campaign involving psionics or magic, the GM must consider the effects of supernatural powers on spying. Obviously, magicians and psychics make effective agents. However, these powers have farther-reaching implications in such fields as counterespionage and security checking. If counterintelligence agents can read minds, a long-term infiltrator has no chance to survive in enemy territory. Furthermore, a telepathic interrogator can easily round up a whole network of spies, simply by tearing information from a few prisoners' minds.

To compensate for the omniscience of counterintelligence officers, spies minimize their contact with moles among the enemy. When possible, espionage agents resort to break-ins and kidnappings rather than collaboration with inside traitors. Furthermore, spymasters treat their agents with more treachery and mistrust than ever. One could not give accurate information even to one's top agents, for fear of telepathic incursions into their minds.

Typical spies in a mind-reading world do not know their employers or their missions. They have little control over their activities or their careers. Quite often, the spies' employers manipulate them through some form of mind control. Their enemies attempt to do the same, trapping the agents between powerful patrons, many of whom have the power to control brains.

As the *Illuminati* book itself mentions, spies could easily uncover the Conspiracy. This provides an excellent way of getting PCs involved in an *Illuminati* campaign. As PCs grow more deeply involved with the Conspiracy, the GM must decide how this affects their relationship with their superiors. If the Agency acknowledges the existence of Enlightened Ones, it might authorize an investigation of the Conspiracy, possible to further the ends of a rival cabal. More often, the agents must hide their conspiracy theories from controllers. Espionage organizations keep a careful watch on the psychological state of their employees, and a history of CIA mind-control experiments provides plenty of reasons to avoid attracting attention from Agency psychologists. In most cases, the Conspiracy controls the Agency itself, one way or another.

Enlightened Organizations make superb villains for Cinematic Espionage campaigns. In this setting, Conspiracies probably do not pervade all of society. Instead, a single Conspiracy, led by some diabolical schemer, takes the place of a hostile nation as the chief employer of enemy spies. The agency either knows of this Conspiracy's existence or quickly learns, and instructs the PCs to destroy the abomination. Conspirators in such settings should have a dramatic trademark and personal style, such as James Bond's Goldfinger or Dr. No.

Illuminated groups may appear even in a strictly realistic campaign. Societies such as the Mafia, the Masons and the White Lotus Lodge (a Chinese conspiracy analogous to the Illuminati) actually exist. In a coup d'etat, such fraternities offer a nucleus for either the usurpers or the government loyalists to rally around. Furthermore, a secret society offers a place where one can meet strangers and talk mysteriously without attracting undue attention. Spies undoubtedly use secret brotherhoods as "fronts." Perhaps this is the most paranoid conspiracy theory of all . . . that the grand plot to control the world is itself a mere facade for agents of the CIA and KGB, conducting business as usual.

Martial Arts

Every agent has a use for unarmed combat. ***Martial Arts*** makes a useful resource for any highly-trained agents, especially in Oriental settings. Martial arts make it possible for thugs and fighters to infiltrate high-security areas seemingly unarmed. Furthermore, fighters from a ***Martial Arts*** campaign may find themselves popular with a nearby spy agency.

Prisoner

The *Prisoner* television shows featured a community of captured spies undergoing brainwashing Therefore, ***GURPS Espionage*** can be used as background material for the people of The Village. Likewise, ***Espionage*** characters could visit The Village for a few adventures, or as a prolonged portion of the campaign.

Special Ops

The line between ***Espionage*** and ***Special Ops*** often grows hazy indeed. All peacetime paramilitary operations include a clandestine element. Furthermore, the spies of games and fiction regularly undertake paramilitary missions. Both ***Espionage*** and ***Special Ops*** take place in the same setting, with the same real-life backdrop and dramatic conventions. These two worldbooks complement each other perfectly.

Note that ***Special Ops*** routinely allows characters built on superhuman numbers of points. Many ***Espionage*** campaigns feature more modest characters. There is nothing inherently wrong with making trained commandos particularly tough, but the GM must avoid creating a scenario in which **Special Ops** soldiers leave the genuine spies with nothing to do. When mixing the two worldbooks, either give spies more points, commandos less, or make sure that the scenarios require extensive social and technical skills which only the espionage agents possess.

Quiet Work

Ironically, one of an ***Espionage*** GM's greatest problems is that the party may play too well. In an ideal espionage operation, the enemy never knows what happened. However, this sort of success leads to a boring adventure. Therefore, the GM must walk a tightrope. He must not deprive the players of action. However, he must always encourage characters to avoid notice.

Often, the party need not worry about lack of excitement. When the mission involves raids or penetrations of hostile installations, the party cannot avoid dealing with enemy forces. However, secrecy remains vital, because if the enemy gets a chance to prepare, it could muster far more force than the party dares fight. The party may think of a ruse by which to bamboozle guards without firing a shot, but this sort of plan is likely to be more exciting than a pitched battle.

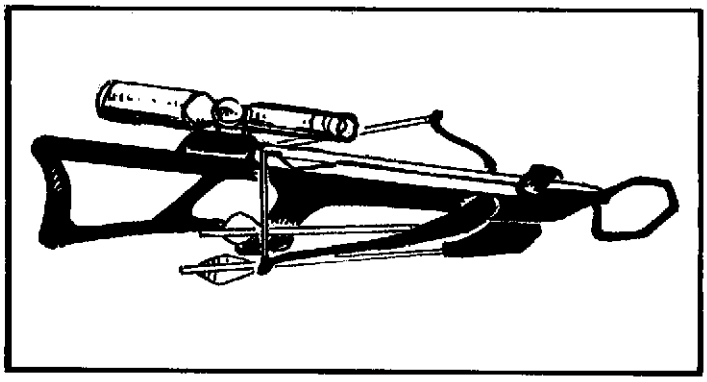
During adventures where the party could conceivably escape notice altogether, the GM must use intrigue to inject danger into the game. Perhaps a genius of counterintelligence happens to be protecting the party's target, forcing the agents to cope with insidious decoys and traps. Perhaps a double agent tips off the enemy about the party's mission, leading to encounters with counterspies and assassins. Someone in the party's own agency may have an interest in preventing the PCs from succeeding. However, whatever opposition the GM devises, PCs should always have a chance to outwit their enemies. A quiet job deserves a reward.

3 SPY-TECH

This chapter discusses some of the special devices available to modern espionage, security and military forces.

Weapons

The *GURPS Basic Set* includes typical guns for a modern campaign. *GURPS High-Tech* and *GURPS Special Ops* describes a wealth of other firearms. Therefore, the following section does not simply add details on more exotic firearms. Instead, it covers some of the special modifications spies might make to their weapons. It also includes a few miscellaneous combat devices which agents cannot ignore.



Anti-Vehicle Barriers

Many anti-vehicle barriers are permanently emplaced to protect sensitive areas. Some come in portable kits for mobile roadblocks or enterprising agents. Portable and low-threat anti-vehicle barriers consist of spiked bars, for impaling tires. Anyone who drives a wheeled vehicle across such a device must make an immediate Driving roll to remain in control. Even if this roll succeeds, the spikes puncture inflatable tires, causing a -3 penalty on future Driving rolls and reducing speed by one-third. Permanently implanted spikes can be mounted to pop up only when needed, leaving the road unobstructed at other times. A high-threat anti-vehicle barrier consists of steel plates which rise to a 30-degree angle, covered pits or concrete pyramids which rise from the road. These devices stop any normal vehicle. Those driving at reckless speeds may have to make Driving rolls to avoid a crash. Portable barriers weigh 100 pounds. $500.

Bolo Rounds

Shotgun loads consisting of two lead balls connected by a wire. The whole combination spins erratically in flight; if it hits flesh it tears through like a runaway buzzsaw. The load is wildly inaccurate (-4 to Acc) and short-ranged (halve Max but no change to ½D or ¼D). Penetration is very poor (triple the DR of any armor) but double the damage that actually hits a live target. The load is also devastating to soft and complicated inanimate targets such as computer disk drives.

Crossbow

The combat statistics of these weapons have not changed since the Middle Ages. However, the prices and weights have. As of 1992, a Trident crossbow-pistol costs $155 and weighs one pound. Bolts cost $4 each. A full-sized Ranger Crossbow costs $225 and weighs 3.5 pounds.

Det Cord

High explosive in the form of a rope; it looks much like good-quality clothes line. It has several uses; fuse trains, mine clearing, girder or tree cutting and many ingenious possibilities for ambushes. Det cord does 6d×2 explosive damage per pound; one pound of det cord is 10 yards long and costs $100. The speed of propagation of burning det cord is more than 4,000 yards per second – much faster than sound and effectively instantaneous to human senses for any reasonable length. There is a flash of fire (to human eyes, the whole length flashes at once) and an ear-splitting crack. The cord does 1d concussion damage in each hex that it passes through. Det cord is very effective at cutting things if it is looped around them (see *GURPS High-Tech* for details on blowing things apart). It also appeals to the humorous assassin, disguised as clothes line, climbing rope, boat rigging or cable jerseys. A length of primed det cord around the victim's neck should give a +3 to any Interrogation roll.

Disguised Explosives

Chemists can make ordinary plastic explosives resemble gravel, coal or any other solid substance. Make a Vision roll at -4 or a Demolitions roll at -2 to recognize it.

White-Phosphorus Shotshell Rounds

These shotgun rounds fire a cone of white-hot phosphorus, forming an instant flamethrower. They cause 4d fire damage in an area 2 hexes wide by 6 hexes long, starting at the gun muzzle.

Flechettes

Flechette means literally "small arrow." Small-arms flechettes look like a finishing nail with fins. Because of their light weight, they can be driven at very high velocity; because of their poor ballistic coefficient, they don't retain velocity well. They are mostly a short-range weapon. Fin stabilization doesn't work very well in such small sizes, so they are not very accurate. Existing flechette loads are mostly for shotguns or rifles, but they could be made for pistols.

The little darts do impaling damage. They "slip through the weave" of mail or Kevlar; its DR is only 2 against them. They tumble and rip flesh, so damage that gets past armor is doubled. On the other hand, they are poor penetrators of any rigid armor, such as steel plate or ceramic inserts; double its DR against them. Rifles and pistols have only ⅔ of their normal accuracy bonus; ½D and Max are also reduced by ⅓. Shotguns keep the same accuracy and range; each 2d of damage is applied against armor and damage that gets through armor is doubled.

Fuel Contaminants

A dose of these abrasive substances ruins any motor vehicle. Partisan movements used them extensively for sabotage in World War Two. One must make a Mechanic roll with a -2 penalty to repair a vehicle affected by fuel contaminants. The attempt takes

a base of one day. Agents may also use abrasive substances to ruin the gearbox of a vehicle, causing even more severe damage. The effects of lubricant contaminants require ten man/hours and a Mechanic roll at -4 to repair. Weight, negligible. $10.

Gas Tube

This pencil-sized tube can spray gas or aerosol droplets at a victim. It produces a cone of gas ten feet long and one foot wide at the base. Assassins use these tubes to deliver assorted drugs and poisons. Gas tubes can be hidden in almost any device. $100.

Incendiary Ammunition

Lightweight bullets filled with an incendiary compound (for instance, barium nitrate and magnesium). They do half normal damage *and* double the DR of armor. They will ignite any normally flammable material, and the incendiary compound will burn under water. They will not *ignite* living flesh, but they add 1d-2 burn damage per second for 1d-2 seconds after the hit for any bullet wound.

The incendiary needs to rest against the flammable material for a time in order to ignite it (as with any fire starter). If the bullet simply passes through (as with curtains or thin office partitions) it is unlikely to start a fire. If it is stopped by fireproof armor before it hits the flammable material, it won't start a fire. GMs have the final determination. As a guideline, the bullet should have enough damage to penetrate anything covering the flammable, but not enough to go on through it.

Subsonic Ammunition

Slowing bullets to below the speed of sound (about 1,100 feet per second at sea level) makes them much easier to silence (see *Silencer*, p. 48). 9 × 19mm Parabellum, the most common pistol caliber, usually has a muzzle velocity of around 1,100 to 1,500 feet per second, depending on exact load. With a slightly heavier bullet and a lighter charge, it can be safely subsonic. This reduces damage to 2d-1 in either pistols or SMGs. .357 Magnum subsonic loads are also 2d-1; .44 Magnum subsonic loads are 2d. Standard loadings in .38 Special, .45 ACP, .32 ACP, .380 ACP and .22 Long Rifle are already subsonic. Bringing rifle or shotgun rounds down to subsonic velocities halves damage and all ranges.

Improvised Automatic Weapons

Any semiautomatic weapon can be converted to full auto. One of the problems of semiauto design is to *keep* them from firing bursts. Some semiautos are more difficult to convert than others. Those governments that allow private possession of weapons at all tend to prefer that they be hard to make full auto.

Converting semiautos to full-auto fire requires Armoury skill at the appropriate TL; it is only feasible after the perfection of the metallic cartridge late in TL5 (after 1875). Skill is at -2 for each TL below 7. This is the skill for a fully-equipped shop, with all the necessary hand and machine tools and a good stock of parts and materials, for an armourer who is thoroughly familiar with the type of gun being converted. Skill is +1 if he has previously converted this type of gun successfully; -3 if this is his first attempt to convert *any* semiauto. GMs can impose other penalties for lack of any of these ingredients.

Conversion takes 1d days, with a successful Armoury roll for each day (this kind of conversion usually either goes without a hitch, or gets harder the longer you try). Failures don't work, and extend the conversion time by one day. Critical failures turn the gun into scrap metal. Any critical success gives a gun with Malf crit in auto fire; otherwise Malf is -1 from the pre-conversion gun.

With enough time, patience, skill and lunacy *any* cartridge gun can be converted into an automatic weapon. Time required and penalties to skill are up to the GM, but they should be *large*.

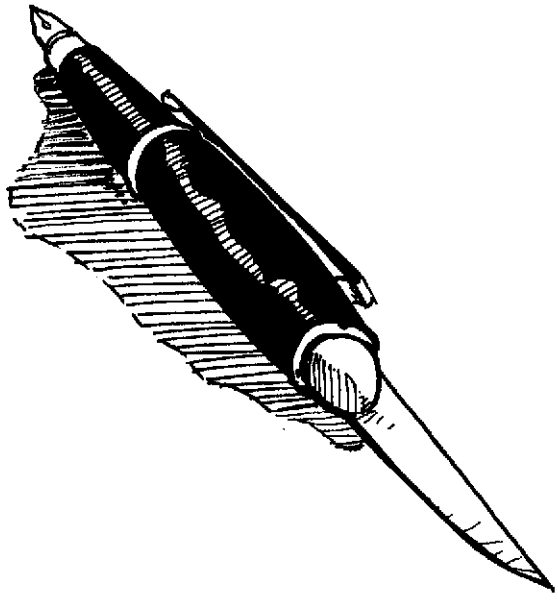
Legal conversions are rigidly controlled by government regulation, and involve the work of master machinists who bill as much per hour as lawyers. Illegal conversion from semiauto to full auto is a matter of negotiation; the price is as likely to be in favors as cash. $200 is the minimum cash price in 1990s America. (Both parties are risking 10 years in the Federal pen and a $100,000 fine.)

Since 1985 numerous gadgets that attach to the trigger (cranks, bumpers, etc.) and give the effect of auto fire have been available in the U.S. They are legal by federal law, though they may be controlled by state and local jurisdictions. This instantly gives the effect of auto fire, at -3 to Skill and to the Malf of the gun. Cost is $100 and weight is .5 pounds; installation or removal takes 2d minutes.

Extended magazines can be made for any box-magazine gun. This takes one day and an Armoury roll for each magazine; any failure ruins the materials. Magazine capacity depends on too many variables for a general rule. GMs should apply the "very like" principle. Working improvisation are "very like" working factory models. Auto rifles, SMGS and machine pistols usually have magazines of from 20 to 40 rounds because this size magazine works. Any variation from orthodoxy is less likely to work. If players insist on larger magazines, penalize both the difficulty of construction and the Malf of any weapon using one. Extended magazines are legal in most U.S. jurisdictions; an armourer would probably charge about $200 to make one. It is usually cheaper just to buy one; they are commonly available from gun dealers.

Pen-Knife

This ordinary-looking pen contains a stiletto. Treat it as a dagger in combat. $50, weight negligible.



Phone Bomb

This assassin's weapon goes inside a telephone receiver. It is detonated by telephone. When exploded, the shaped charge device causes 3d damage directly to the victim's head. The usual procedure for using this device involves emplacing the bomb, then calling the victim up, establishing his identity and triggering

the weapon. Obviously, this device does not appear on the civilian market. An assassin can improvise a phone bomb by making rolls against both Demolitions and Electronics Operations. He must make an Electronics Operations roll to implant this bomb in any event. $100, weight negligible.

Porcupine

A porcupine uses a charge to drive a hollow dart into a wall. The device then forces smoke, gas or dust into the room beyond. This device cannot penetrate armor plate, but might go through thin steel, such as the body of an aircraft. The effects of a porcupine depend on the substance fired. This device is normally available only to elite counter-terrorist teams. $500, 4 pounds.

Punching Spike

This is a spike attached at right angles to a handgrip for use in a punching attack. Treat it as a dagger and add 3 to the user's effective ST. $50, 1 pound.

Rubber-Band Hand Crossbow

Treat this WWII weapon as a normal crossbow, as per B. 207. However, the device is hand-sized. It may be concealed on a normal Holdout roll. Due to its small size, this device can never do more than 2d damage or function at a ST higher than 10. $200, 1 lb.

Silencers

A silencer is a device to muffle and disguise the sound of a gunshot. No system completely *silences* a gun. The noise is actually the sonic boom of the supersonic gases and (when applicable) the projectile. (The speed of sound is about 1,100 feet per second at sea level. 9mm pistol ammunition has a muzzle velocity of +1,200 fps; military rifles from 2,500 to 3,500; powder gases of over 4,500.) Any silencer works by confining and slowing one or both of these before they reach the exterior atmosphere.

A Hearing roll is required to hear a gunshot. However, the GM need not roll under circumstances where it is obvious the shot would be heard.

In the same room: +6!

In the next room: +4

Several rooms away, or in the next block outdoors: +2

Two blocks away: 0. Thus, the average man will notice a .38, fired two blocks away, about half the time.

A quarter-mile away: -2

A half-mile away: -4

Silencers give an additional penalty to any roll to hear the weapon, from -8 for the best commercial silencer to -5 for a good improvised silencer (see below) and -1 for a hasty improvisation.

The GM should add further Hearing penalties for background noise (-1 for conversation, up to -5 for a machine shop), or distraction (a man in the middle of a knife-fight is less likely to notice stray sounds). A further penalty of -2 may be exacted from those who do not have Guns skill; being unfamiliar with firearms, they are less likely to identify a gunshot if they hear it.

Silencers are more effective on certain types of gun. They are most effective with sealed breeches, such as bolt-actions or dropping blocks. Semi-automatics quiet the shot fairly effectively, but frequently lose some high-velocity gas from the breech and always have the noise of the action working. Revolvers of conventional design are impossible to silence. The gap between barrel and cylinder leaks high-velocity gas. It is possible to construct a revolver so tightly fitted that it can be silenced, at least for a few shots, but this is more an exercise in perverted ingenuity than in practical weapons design.

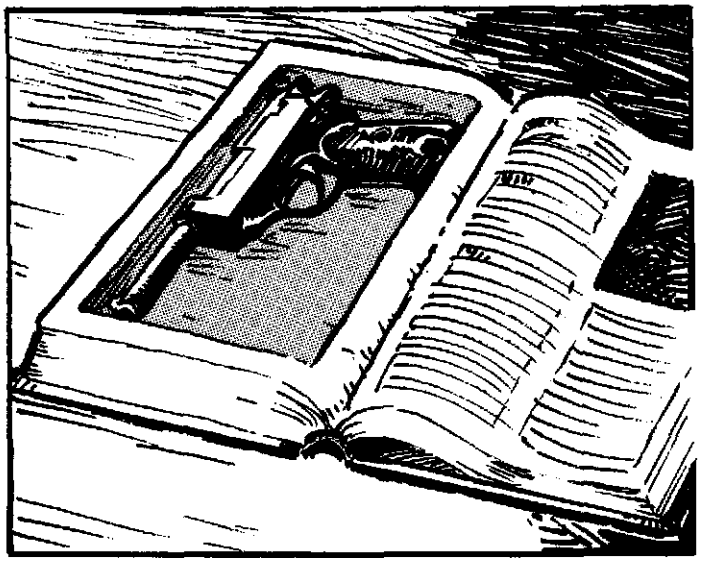
Silencers are big and awkward and wear out quickly; the more powerful the round they silence, the bigger they are. The U.S. Navy silencer, used on S & W 9mm pistols, with special, subsonic ammunition, is one of the smallest. It is a bit less than 6 inches long and less than two inches in diameter. It is good for about 30 shots with subsonic ammunition, or about six with standard ammunition before it stops silencing. The British silencer for 9mm Sterling submachine guns works much longer, sometimes for several hundred shots. It slows standard ammunition to subsonic and silences the gases. It is about 14 inches long, nearly three in diameter and surrounds and extends a special barrel with 72 holes drilled in it to bleed off gas. If the gun is fired at full auto, after three to five shots, the silencer stops working.

The first commercially available silencer was the Maxim, c. 1902. It was effective within the usual silencer limits, and was widely used for things like indoor target shooting. (In most of the world silencers were legal accessories until the gangster and subversive hysteria of the 1930s; in the U.S. they were still legal to anyone who could pay the $200 federal tax, though some states had laws against them.) Military and espionage agencies, of course, have easy access to silencers. Any machinist with the proper tools can make a silencer in four hours.

Improvised silencers are common, and can be effective within limits. Two of the best are the classic pillow held tightly between gun and target, and the one-liter plastic bottle packed with styrofoam peanuts (one shot per bottle only). Such an improvisation will give a -1 to a Hearing roll to detect the shot.

Sword-Umbrella

This perfectly functional umbrella contains a shortsword. $60, 1 lb.



Trick Gun

Almost any imaginable object can be adapted to hide a small pistol. Skinny items, such as pens and cigarettes, hold only one shot. Larger items can contain a normal clip.

Items used to conceal small-caliber guns include: books, belt buckles, cigarettes, combat knives, flashlights, gloves and pens. Larger items, such as briefcases, often contain submachine guns. These can be fired without opening the briefcase. However, this inaccurate method of aiming gives the shooter a -3 on attack rolls.

A disguised casing adds 25% to the price of a gun.

Antenn-Eye

This commercially available device resembles a standard car radio antenna. However, the knob on the top contains a pinhole lens for a TV camera, and the device can perform video surveillance of a 360-degree area. Agents most commonly use it in cars or large portable radios for discreet spying. The device rotates while in use. Wary individuals may receive a Vision roll to notice the instrument. $2,500, 4 pounds.

Binoculars

Standard binoculars are 8 power and weigh 2 lbs. Add +1 to Vision rolls and $20 to cost for each doubling of magnification; these would be +3 and $60. The most powerful hand-held binoculars are 20 power and would cost about $200.

Bugs

Concealable microphones come in a staggering variety of types and sizes. Modern technology can produce bugs the size of a shirt button, containing all necessary apparatus to pick up conversations within three yards and broadcast them to a recording device up to 400 yards away. The recording machinery itself need be no larger than a cigarette carton. Its tape lasts for 2 hours of conversation. A VOX (voice-activation) circuit can keep the bug from operating during periods of silence, thereby saving the battery. With a VOX, the batteries in a bug can function for six weeks.

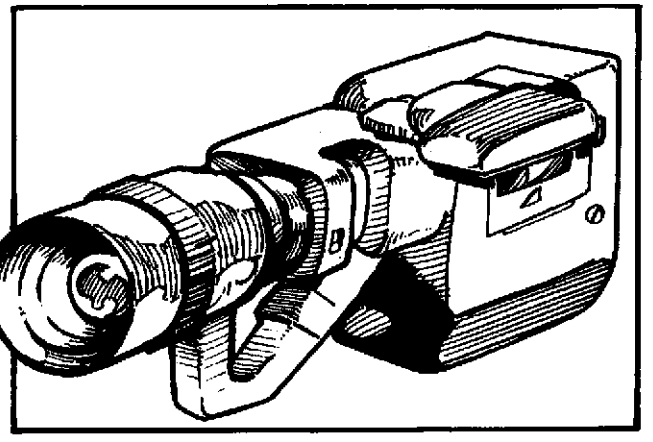
Numerous other bugs exist. A microphone as small as one centimeter in diameter can pick up the sounds of human activity, although not the words of conversations. In areas of airwave interference, spies can connect a bug to its recorder by wires instead of radio.

Civilians can easily buy the components of bugs, and often, the bugs themselves. One must make a simple Electronics Operations roll to build a tiny microphone from spare parts. An improvised bug is slightly larger than a professional model, usually about the size of a matchbox.

Any room containing a telephone is a bugger's paradise. With a few simple modifications, spies can implant a microphone to pick up conversations in the room and transmit them to any chosen phone number. This device functions even when the phone is on the hook. One must make an Electronics Operations roll to modify a telephone for this purpose.

Despite the advances in creating bugs, modern technology is equally effective at detecting them. (See *Bug Detectors*, p. 56, for details.) Therefore, the real challenge to a spy lies not in hiding a microphone but in finding ways to listen to a room without placing electronic devices within it. Laser and ultrasonic microphones (described below) offer one popular solution. Also, if an intelligence agency can contrive to participate in the architectural design of a building, it can turn the walls themselves into bugs. Properly designed acoustical beams can transmit sound from any portion of a structure to recording devices anywhere else in the building.

The price for a bug ranges from $100 to $500. When designing a building for surveillance purposes, add 10% to the building's cost. The weight of all such devices is negligible.



Camcorder

A consumer model, with telephoto lens and time/date stamp. $900, 18 lbs.

Camera

A 35mm camera, with flash attachment, light meter, zoom lens and assorted accessories. $550, 3 lbs.

Computer Tap (TEMPEST Gear)

This device, the size of a small briefcase, picks up ambient radio emissions from standard computer monitors. It can display the current screen of any computer within twenty yards. Any form of electronic shielding prevents operation of this device. The user must make an Electronics Operations roll at -3 to distinguish one computer from the many in a modern office building. $20,000, 3 lbs.

Fume Sponge

This square of absorbent tissue can come in any variety of shapes. The user exposes this sponge to the air in a target area, allowing it to collect dust, smokes, chemical droplets and other materials. A chemist can then analyze the sponge to identify the nature and sources of the airborne materials. This device can alert agents to industrial activity, such as factories, air traffic, secret laboratories producing atomic bombs, etc. An indoor model can also register the presence of particular people in a room, by means of their chemical "fingerprints" of toiletries, hair particles and body odor.

To analyze the materials on a fume sponge, make a Chemistry roll. A simple success reveals the presence of all significant contamination. More elusive materials, such as the effluent of one reasonably clean factory in an industrial area, require a roll at a -2 penalty. When agents use the indoor version of this device, a

successful Chemistry roll indicates the presence or absence of people. The sponge can also detect certain facts about a person's toilette. For example, the sponge can tell if the people had long or short hair, whether they were clean or dirty, whether they smoked and what sort of clothing they wore. A chemist who makes his roll by 3 may determine the order in which the people entered the room and the length of time they stayed.

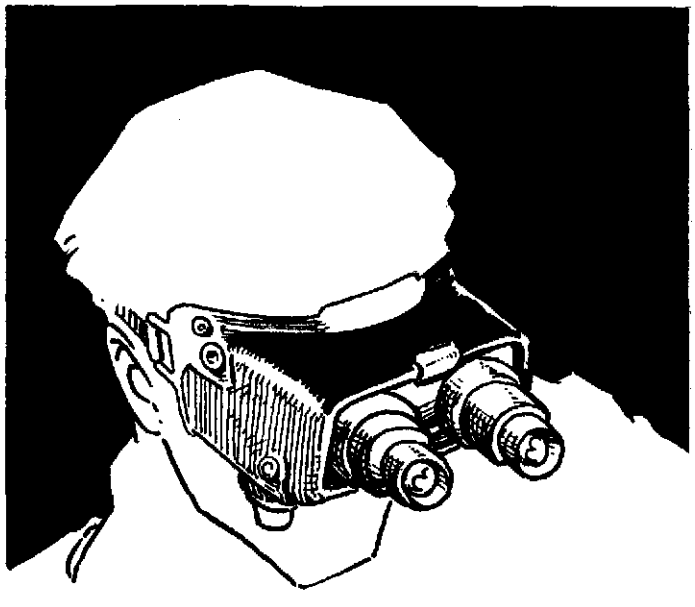
One can disguise a fume sponge in almost any fashion. Indoor varieties often resemble stamp-lickers. Soviet spies have placed these devices in the soles of their shoes. They used this particular device to analyze metal filings on factory floors. For obvious reasons, fume sponges must be kept in sealed containers before and after use. $50, ½ pound.

Electronic Stethoscope

In addition to medical uses, this device has several applications in the security field. It can detect human activity even behind massive walls or underground. Assume the stethoscope can hear through roughly three yards of loose stone or one hex of solid material. A stethoscope can also detect mechanical devices, notably the timing apparatus of bombs. The device adds a +3 to Demolitions rolls involving the detection and defusing of mechanical bombs. A stethoscope with these capabilities requires equipment about the size of a typewriter. $200, 2 lbs.

Fiber-Optic Scope

This inch-wide cable transmits images, allowing the user to see around corners and into enclosed areas. He may snake it into rooms through ventilation ducts, or use a system of cables with cameras in a security system. Fiber-optic line may be any length. It costs $100/foot.



Infrared Goggles

These devices allow the user to see in the dark for 100 yards. When surveying items at a greater range, the user suffers a -1 penalty to Vision rolls for every 10 yards beyond 100. A typical unit would be the US Army's HHI-8. $10,000, 12 lbs.

Laser Microphone

A laser microphone turns any window into a bug. These devices work by reflecting an invisible laser beam off the glass, picking up vibrations caused by speech. Normal bug detectors cannot sense a laser mike. However, such precautions as playing loud music and running the faucets drown out conversations, as usual.

A laser microphone has a range of 50 yards. $5,000, 2 lbs.

Light-Intensifier Goggles

These goggles confer the Night Vision advantage, as per p. B22. A typical unit would be the U.S. Army's AN/PVS-5A. $3,000, 2 lbs.

Palmcorder

A commercially-available video camera and recorder, about the size of a cigar box. It can record for up to 20 minutes normally, or for one hour on extra-large cassettes. The cassettes cost $20 for a package of three and weigh one-third of a pound each. $900, 4 lbs.

Thermographic Film

This film produces pictures even in complete darkness, as long as heat sources are present. It costs about one dollar per picture.

Long-Range Microphone

This device uses a parabolic dish to concentrate sound. It can pick up speech at a range of 1,500 yards. This device can intercept even whispered speech at 100 yards. Halve these ranges under noisy conditions. $450, 2 lbs.

Micro-Camera

Spies generally use cameras for copying written matter. The standard spy-camera is about 2" long and 1" wide. It holds a 24-exposure roll of film. Other, one-shot, cameras can be as small as half an inch wide. A specialized device called a "roll-over camera" takes pictures as it passes over documents. $1,500, weight negligible.

Oscilloscope

This tabletop instrument can record the dialing patterns of a telephone. When combined with a standard telephone bug, it allows spies to know any number the surveillance target dials. $1,000, 5 lbs.

Periscope

This periscope extends to one yard in length, for use in surreptitious surveillance. $100, 1 lb.

Phone Tap

See *Bugs*, p. 49, for general information on this sort of instrument. Note that anyone with access to telephone company switchboards can listen to long-distance calls without installing special equipment in the target telephones. Phone taps can also work on fax machines or computer modems. A spy without the appropriate telephone-bugging device may improvise one out of standard components by making an Electronics roll with a -3 penalty. $300, weight negligible.

Phosphorescent Powder

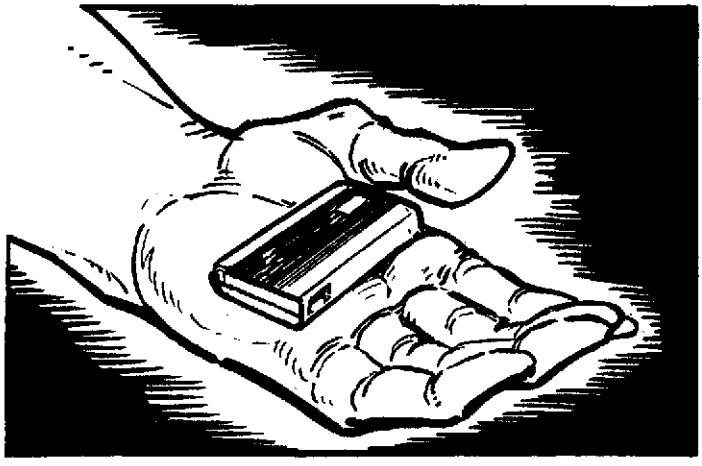
This dust looks innocuous but glows distinctively under ultraviolet light. It adheres to whatever it touches. Agents use this substance to trap thieves and trace people. For example, a bureau which suspected one of its employees of purloining files might falsely label some document "secret" and sprinkle it with this

powder. Later, counterespionage agents would examine the hands of employees under a black light to see who touched the document. Alternatively, one can arrange for surveillance targets to touch this substance, and then use an ultraviolet light to find out what the suspect has touched.

Assume that a sprinkling of this powder marks all people who touch the contaminated object or document. These people then leave traces on other objects for 2d hours. Placed on shoes or tires, this dust marks a trail for up to 1,000 yards. Tracing dust remains on the skin for 1d days under normal conditions. However, thorough scrubbing can remove this powder. Those who intend to use tracing dust against PCs may wish to establish the party's hygiene habits well enough in advance to avoid arousing suspicion. $100, weight negligible.

Scanner

This radio device rapidly searches all possible frequencies for communications. When equipped with this device, one may intercept any radio transmissions in the area simply by making an Electronics Operations roll. The range of a scanner depends on what sort of receiver one uses with it. See *Radios*, p. 54, for more details. $150, 2 lbs.



Tracking Bug

This device, roughly an inch in diameter, broadcasts a continual radio signal. With appropriate radio equipment, one can follow the tracking bug wherever it goes. Batteries in the instrument last for ten days. The bug's signal can be followed from five miles away in the city, or up to 25 miles away in rural areas. The operator must make an Electronics Operations roll to locate the bug.

A tracking bug costs $100 with negligible weight. The location equipment costs $1,000 and weighs 20 lbs.

Typewriter Bug

Any electric or electronic typewriter can be modified to make a secret recording of all correspondence. To install a typewriter bug, one must make an unmodified Electronics Operations roll. This bug can broadcast the stolen messages, transmit them by wire or record them on an internal tape. $300, weight negligible.

Underwater Camera

$500, 1 lb.

Video Camera Lenses

These lenses fit a standard camcorder. Wide-angle, $70, ¼ pound. Telephoto $300, ½ lb.

Video Camera, Miniature

Modern technology can produce a video camera small enough to conceal in a pair of glasses. The recording mechanism is larger, about the size of a standard fanny pack. $3,000, 1 lb. (fanny pack).

Wescam Camera Mount

A Wescam mount contains gyroscopic stabilizers allowing a video or still camera to take clear pictures regardless of relative motion. For example, one could photograph small print from a speeding car, or follow an individual vehicle from a helicopter over the Los Angeles freeway. $10,000, 50 lbs.

Escape and Evasion Gear

Anti-Infrared Clothing

Clothes made of this chemically treated material absorb infrared radiation, making the wearer's thermographic image fuzzy. This gives wearers a +3 bonus to Stealth rolls made against infrared security systems or guards using thermographic goggles. Furthermore, anyone using a thermographic sniperscope or goggles when attacking the wearer suffers a -3 on rolls to hit. Infrared clothing typically comes as a jumpsuit in a dark, camouflage pattern, costing $200. When agents need more specialized clothes made of this material, they must pay four times the usual price.

Audio Compass

This is an electronic compass which indicates north with a beep. It is useful in the dark. $20, weight negligible.

Bushmaster

A bushmaster is an 8" tube with a timing device, which fires a pistol bullet. One uses it to draw the enemy's fire. Unwary troops must make an IQ roll or assume the bushmaster is their target. Note that the bushmaster never fires more than one shot. In a sustained firefight, defined as one where both sides exchange shots, a bushmaster confuses troops for a maximum of one turn. During less active situations, those fooled by a bushmaster may remain misguided for longer, depending on logic. If guards returned fire with a powerful weapon, they may believe they killed the sniper. $1, weight negligible.

Hedy Firecracker

A Hedy firecracker simulates the explosion of a large bomb, serving as a decoy. U.S. technicians designed it during WWII to terrorize crowds, giving spies cover for escapes. The Hedy's inventors named it for actress Hedy Lamarr, because "Lusty young officers said she created a panic wherever she went."

Unsuspecting people caught adjacent to a Hedy Firecracker must attempt a Fright Check when the device explodes. Failure has the usual results. Furthermore, if five or more people fail Fright Checks, panic ensues and the evading agent should get a chance to hide or flee, using a Stealth roll. If the pursuers have experience with Hedy firecrackers, the escaping agent suffers a -2 penalty on this roll. $3, weight negligible.

Hollow Tooth

This piece of dental work can hold poison, microfilm, electronic devices etc. $150.

Ejection Seat

On the turn after this device is activated, the vehicle jettisons breakaway roof panels and fires the seat and occupant 150 feet into the air. A parachute then opens and brings the passenger to the ground. The rider must make a Parachuting roll or suffer normal falling damage. One can, of course, rig an ejection seat without the parachute for disposing of unwanted passengers. $10,000, 100 lbs.

Global Positioning System

With an appropriate radio instrument, users can determine their precise location anywhere in the world, using a navigation satellite. Of course, without a map, this data may not be entirely useful. The military Global Positioning System offers a far more precise reading than the civilian version. $3,000, 1 lb.

Escape Boots

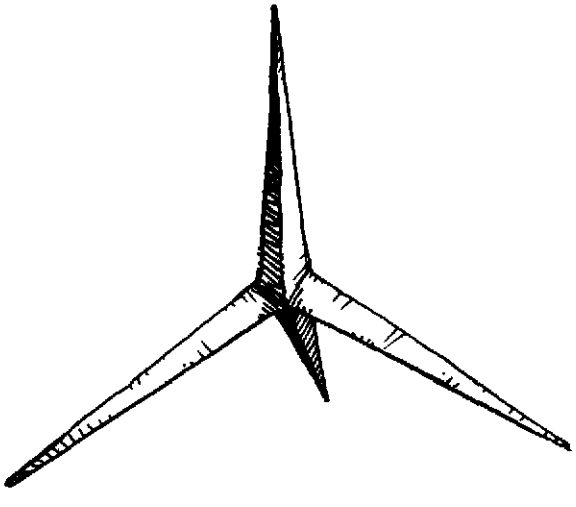
This footwear contains hidden razor blades in the soles. When captured and hogtied, one can use the knives to sever ropes. In game terms, these boots add +2 to the Escape skill in applicable situations. $50, 3 lbs.

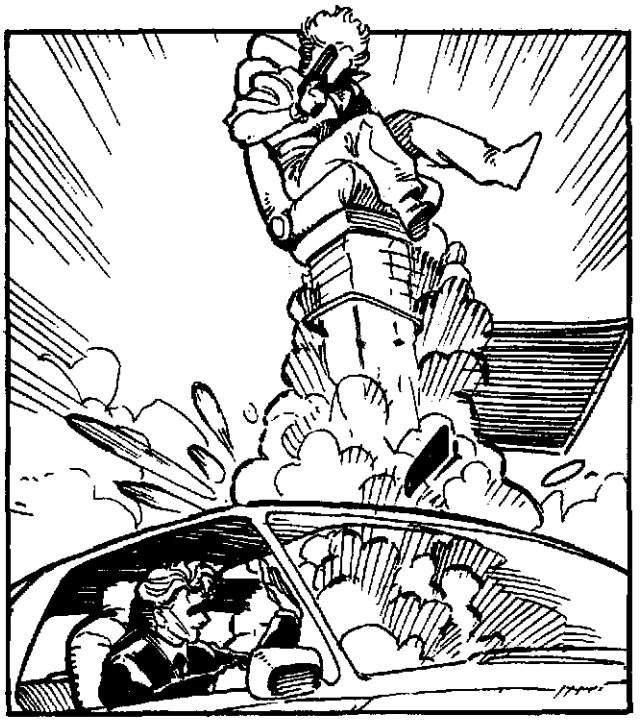
Oil Sprayer, Vehicular

This produces a five-hex by two-hex oil slick behind a vehicle. Anyone who drives into the slick must make a roll vs. Driving at -3 to stay on the road. An oil jet contains enough oil for 25 slicks. $500, 75 lbs.

Paint Sprayer, Vehicular

This produces a five-hex by two-hex cloud of paint. Those firing through the paint suffer all penalties for blind fire. Furthermore, the paint coats all windows of any vehicle which enters the cloud, causing a -2 on all future attack and Driving rolls. The cloud of paint lasts only one second. However, most cars in an ***Espionage*** campaign do not carry the high-powered scrubbers of ***Autoduel*** vehicles. Therefore, the paint lasts until scraped off by hand, which takes half an hour. A paint sprayer carries 25 shots. It costs $25 to refill it. $650, 75 lbs.





Clip-On License Plate

A clip-on license plate allows drivers to change their plates in a 15-second stop. Obviously, this device is worthless on vehicles with other prominent distinguishing characteristics. Clip-on plates cost $15. Weight is negligible. Gadget-lovers might buy a $200 swivel mount which allows them to change their license plates without even stopping the car. $200.

Smokescreen, Vehicular

This produces a five-hex by two-hex cloud of smoke. Those attempting to fire through the smoke suffer all penalties for blind fire. Smokescreens last for 60 seconds. A smokescreen unit carries 10 shots. It costs $25 to refill it. $350, 75 lbs.

Solid Tires

Solid tires can absorb three times the damage of ordinary tires. They take 30 points damage from gunfire before shredding. Each tire weighs 75 lbs. and costs $500.

Spike Dropper, Vehicular

This device drops caltrops behind a vehicle. It peppers an area 2 hexes by 2 hexes with tetrahedral spikes. Any vehicle which drives into the area risks damage to its tires. Roll a die separately for each tire on an affected vehicle. On a 1-4, the tire takes 2d damage. Ordinary tires can take a maximum of 10 points, while solid rubber tires can take 30 points. A spikedropper carries enough spikes for ten usages. $350, 75 pounds.

Spoilers and Airdams

These devices improve the aerodynamic qualities of a vehicle at high speeds. Each gives a driver a +1 bonus to Driving rolls when traveling 60 mph or faster. These devices weigh 100 lbs. each. Each one costs $500.

Wire Saw

This is a coil of serrated wire, used as a saw or garrote. One can hide it almost anywhere (+4 to Holdout rolls). $5, weight negligible.

Ultraviolet Signaller

Agents behind enemy lines in World War II used ultraviolet spotlights to signal friendly aircraft equipped with suitable detection equipment. The ultraviolet light is invisible to visual, infrared and radio detection. $100, 5 lbs.

Illegal Entry Gear

Airfoil Parachute

This device is necessary for specialized parachuting techniques such as HAHO and HALO jumping. An airfoil parachute glides at 30 mph. $1,000, 50 lbs.

Grapnel Launcher

This air-powered weapon can fire a grapnel and rope 75 yards. Characters use Guns (Rifle) when firing it, and suffer a -1 penalty to their skill. All normal modifiers for size and speed of the target apply. $500, 15 lbs.

Inflatable Raft

$4,500, 200 lbs.

JUMAR Ascender

This climbing rig allows a climber to ascend a free-hanging rope. It adds a +4 to Climbing rolls when such a rope is available. $100, 1 lb.

Linethrowing Rocket

A line-throwing rocket can carry a rope 250 yards. Standard models have no grappling hook, which means someone on the receiving end must manually tie the rope in place. An espionage technician could modify one of these to carry a harpoon-grapnel. This would require a Mechanic roll. $200, 10 lbs.

Mini-Submarine

Clandestine agencies throughout the world use miniature submarines. The Soviet Union showed a particular fondness for them. A typical mini-submarine carries a crew of eight, in addition to four passengers. It travels at 15 mph above or below water and can reach a depth of 500'. The submarine can travel up to 40 miles underwater on batteries, and carries enough fuel to go 2,000 miles on the surface. These craft are not for sale on the open market, but have a value around $1,000,000.

Pontoon Boat, Miniature

This boat carries two people and 550 pounds of gear. Its outboard motor allows it to travel at 10 knots. $600, 125 lbs.

Radar Detector

This handheld device weighs one pound. It detects radar within three miles. Note that commercial "fuzzbusters" may be cheaper but less effective. $350, 1 lb.

SCUBA Gear

Sporting SCUBA equipment makes a great deal of noise and emits a telltale stream of bubbles. Emerson, or closed circuit, gear eliminates the bubbles but shortens the diving time. Commandos and well-equipped spies tend to semi-closed apparatus such as the US MK VI, which strikes a compromise between stealth and duration.

Ordinary scuba gear allows a maximum depth of 130' and carries enough air for 180 minutes underwater. This system automatically triggers hydrophones within 10 yards. Surface observers may spot the bubbles on a Vision roll. $500, 90 lbs.

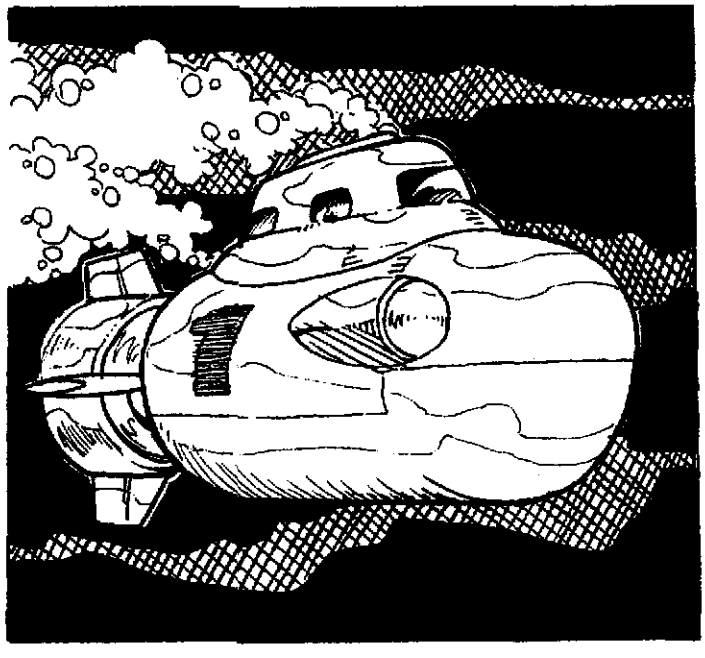
Emerson gear allows a maximum depth of 20' and has enough oxygen for 120 minutes. Hydrophones detect the diver only within one hex and surface observers have nothing to see. Users not specifically trained for Emerson gear must make a Scuba roll to even use the device. They must make a second Scuba roll at -3 midway through the dive or be forced to the surface. Untrained users suffer a -3 penalty on all other Scuba rolls. $2,000, 35 lbs.

Semi-closed gear allows a maximum depth of 180' and carries enough air for three hours. This system alerts hydrophones within five yards. Surface observers suffer a -4 on Vision rolls to notice the bubbles. Users untrained in this gear suffer a -2 penalty on all Scuba rolls $1,000, 70 lbs.

Divers in frigid water wear a "dry suit," to avoid contact with water. Spies may also use these devices to avoid looking wet once they walk ashore. Of course, unless they remove and hide the dry suit, they will be fairly conspicuous anyway. $500, 12 lbs.

Silenced Outboard Motor

This propels a boat at 25 mph up to a range of 60 miles. $4,000, 100 lbs.



Swimmer Delivery Vehicles

These submersible rubber rafts can dive 30'. They have no roof, and the passengers must wear scuba gear, although some models carry supplementary oxygen. The Excalibur-90, for instance, can supply 5 hours of air. These vehicles can be "parked" underwater while carrying out a mission ashore. A small SDV carries two passengers and their equipment while larger models can accommodate up to 10. These vehicles move at 3 mph submerged and 35 mph on the surface. $100,000.

Water Jet

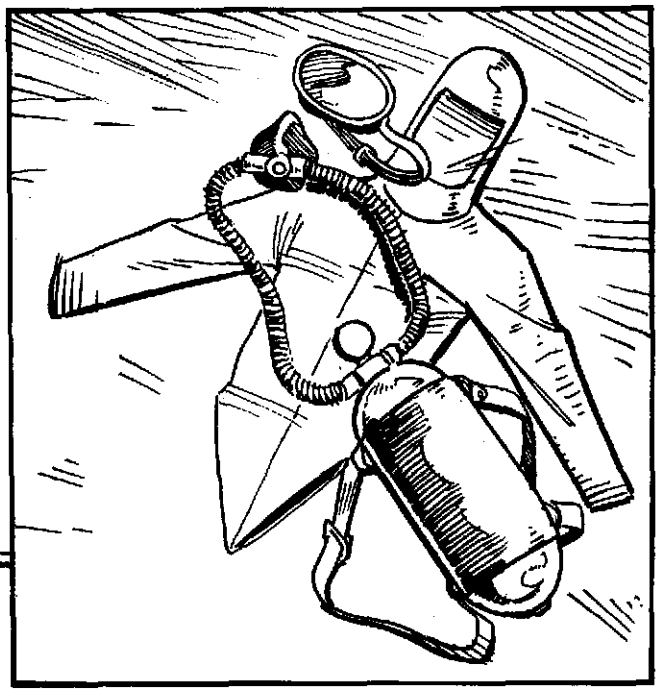
This is a battery-operated powerpack which tows a scuba diver. It travels at 2 mph. $1,000, 100 lbs.

Ultralight Aircraft

Ultralights have enjoyed recent popularity as sporting aircraft. These powered hang gliders also have the advantage of not appearing on most aircraft radar systems. Radar operators must make an Electronics Operations (Radar) roll at a penalty of -4 to spot one of these vehicles. An ultralight can reach a speed of 50 mph, and stalls at speeds below 20 mph. $5,000.

Zodiac Inflatable Boat

This rubber raft uses an electric motor for almost silent operation. It holds up to seven people. $10,000, 265 lbs.



Communications Equipment

Destructible Paper

Agents can obtain paper treated to be flammable, edible or especially susceptible to water. Ten sheets cost $1.

Laser Communicator

This device uses a laser beam to transmit signals along a clear line-of-sight. It is usually used to broadcast voice messages, although the laser communicator could conceivably send video images or computer data as well. Unlike radio signals, a laser cannot be jammed or intercepted, unless enemies manage to place themselves directly in the path of the beam.

A laser communicator unit resembles a pair of binoculars. The binoculars are used to line up one's transmitter with the receiving apparatus and broadcasts. A laser communicator has a range of one mile. $1,000, 2 lbs.

Nonverbal Telephone Communicators

These devices allow one to send typed messages by telephone. A similar machine uses an electronic pad to transmit written messages. Nonverbal communication has the advantage of being unintelligible to audio bugs. However, enemy agents with access to similar devices can listen in as usual. $500, 5 lbs.

Radio

In the 20th century, radio became the basic technique for communicating with spies in hostile territory. Radios come in the following varieties:

A hand radio with a range of one mile costs $250 and weighs 1 lb.

A man-pack radio, weighing 22 lbs., has a range of 15 miles and costs $500.

A vehicular radio, weighing 36 lbs., has a range of 30 miles and costs $1,500. With an appropriate antenna ($50) this device can be used with a satellite uplink for unlimited range.

For quadruple the normal price, man-pack and vehicular radios may have built-in scrambling systems.

Scrambler

This device turns radio or telephone signals into gibberish. A similar instrument attached to a receiver turns the messages back to their original form. When enemy agents equipped with scramble/descramble equipment attempt to decode these messages, the GM should roll a contest of Electronics Operations between sender and eavesdropper. If the sender wins, the message gets through unread. Otherwise, the snoops gain access to the information. $500, 2 lbs.

Secret Ink

Invisible ink is one of a spy's oldest tools, and it remains useful today. Lemon juice, onion juice and a variety of other kitchen recipes produce perfectly good secret ink, which appears when exposed to heat. One can also buy effective invisible ink pens in novelty shops for about a dollar. However, government agencies being what they are, espionage laboratories have invented a number of more expensive and exotic invisible inks, which they issue to agents.

One can transport invisible ink in a variety of ways. Spies during the First World War often carried it in bottles labeled "cologne." They also impregnated handkerchiefs with it, and then produced the ink by wetting the cloth. Modern agents use sheets of what they call "carbon." One uses this material in a typewriter, like ordinary carbon-copying paper, but the copy it produces is in invisible ink.

The use of secret ink requires some skill. Writers who exert too much pressure on the pen may make visible indentations. On the other hand, with too little pressure, one's message may stay permanently invisible. Therefore, when agents write multi-page messages in invisible ink, or when they use improvised equipment, GMs might make secret DX rolls for the authors. On a failed roll, the recipient cannot read the message. On a critical failure, any inspector who makes a Vision roll can. The writer of a secret message automatically fails to notice the visible writing, as part of the original critical failure. $10/bottle, weight negligible.

Tactical Headset

These improvements on walkie-talkies consist of an earplug and a slim mouthpiece. Advanced models feature automatic scrambling, voice-activation and nearly invisible microphones taped to the user's throat. Observers must make a Vision roll to

notice a concealed tactical communicator. These devices allow communication at ranges up to half a mile.

A full-featured tactical headset, as described above, costs $400. Weight is negligible. Civilian versions without scrambling or concealability cost only $50. These radios have a range of only 150 yards.

UTEL Underwater Radio

A UTEL system allows radio communication underwater. Using this gear, agents can communicate at ranges of up to 2,000 yards if they have a direct line-of-sight, or up to 500 yards if they do not. Because scuba gear prevents the wearer from speaking, users of this radio must communicate in Morse code. UTEL equipment weighs 23 lbs. It is not officially available to the public but can be assumed to have a price of $5,000.

Voice Mask

This device twists one's voice into an anonymous, mechanical monotone. $300, weight negligible.

False Identification and Documents

There are two steps to establishing false documentation. First, one must duplicate whatever badge, card, microchip or other token is used to establish identity. Second, one must ensure that official records show that the false ID is valid. No matter how realistic a false driver's license appears, it is worthless if a routine radio roll proves that the owner does not exist.

A dazzling array of technological devices exist to prevent falsification of identification. Clever forgers can thwart almost all of them. Anyone with photographic equipment can make a standard ID card. The camera and heat-sealer for producing IDs costs $1,900 and weighs 50 lbs.

Due to the ease of reproducing photographs, many IDs contain magnetic stripes or holographic images. Although the machinery for duplicating these devices is not available to most common criminals, any well-financed espionage organization could afford it. Workshops with such machines cost $10,000. The most secure ID cards include a computer chip, which responds to preprogrammed queries with an electronic password. These cards may also contain circuits which record uses, distinguishing characteristics of the user, or any other identifying information. Laboratories for reproducing chip-based cards cost $150,000.

The major obstacle to forging identification cards is the difficulty of acquiring a sample from which to work. To make a fake ID, one must study a genuine one. High-security installations will certainly notice the theft of an ID, and take measures to strengthen their identification procedures.

Physical identification techniques make forgery next to impossible. One common method requires users to sign their names on a pressure-sensitive plate. This device can see through most handwriting forgeries, because even the best forgers do not know the timing and pressure used by their subject. Those with Electronics Operations (Security Systems) and a computer analysis of their subject's signature may attempt a Forgery roll at a -3 penalty.

Another type of scanner analyzes a subject's voice. Roll vs. Acting at -4 to fool a voice-analysis machine. Furthermore, even a legitimate user's voice tends to vary from occasion to occasion, particularly if the person contracts a cold. Therefore, vocal scanners usually have backup systems capable of overriding the primary unit. Trespassers may take advantage of this loophole.

Thumbprint and retinal scanners offer a forger little hope. Even drastic surgery cannot give a spy new hands or eyes. When faced with this sort of security, intruders can only hope to get their own retinas or thumbprints registered as official.

To make an ID of any sort hold up under scrutiny, forgers must alter official records. This requires bribery, computer wizardry, or infiltration of administrative offices. Anyone who can accomplish this can often skip the business of fabricating a document by getting the appropriate functionaries to issue a genuine ID in the desired name. The GM could design entire adventures around an attempt to corrupt the bureaucrats who issue security clearances for some important target.

If agents cannot alter official records to validate their IDs, they must rely on other skills to circumvent security measures. Security guards have a boring job, and often lack adequate training. The judicious use of Fast-Talk or Seduction can prevent guards from following security routines. One cannot fool experienced police officers as easily. The GM may assess a -2 penalty to rolls for bluffing a trained inspector, and should keep in mind that if the attempt fails, the officer knows that something illicit is underway.

As with all illegal goods, the price of false documents fluctuates wildly. A smuggler of illegal immigrants may charge five dollars for a tattered Social Security card. An agency such as the CIA might spend hundreds or thousands of dollars perfecting the cover identity of an agent. Therefore, the prices here are no more than rough guidelines. PCs cannot buy documents for the listed prices without the GM's approval.

Birth Certificates

A birth certificate is required when applying for drivers' licenses, passports and many other documents, and as proof of citizenship when seeking employment. The document needed for a drivers' license or job typically contains no security measures. However, most people do not have a copy of their real birth certificate. When seeking a passport, security clearance, or other sensitive document, citizens must write to the Bureau of Vital Statistics in their town of birth. The Bureau then sends a certified copy of the certificate directly to the appropriate agency. A dedicated forger could, perhaps, mail a forged certified copy from the post office in the fictitious town of birth. The classic method for acquiring a false birth certificate involves adopting the identity of a child who died shortly after birth. Many archives fail to cross-reference birth and death records, making this trick possible. A fake birth certificate costs $50.

Death Certificate

One needs this document to legally dispose of a body. These certificates also serve a useful purpose for those hoping to stage their own deaths. Any funeral home can file for a death certificate, and will, given the presence of a body. In the case of elderly or ailing corpses, morticians tend not to investigate the causes of death too closely. With other sorts of bodies, PCs need connections or a Fast-Talk ability. Note that any mistake in obtaining a doctored death certificate raises suspicion of murder. $500.

Boating License

Each type of boating (pleasure, fishing, touring, etc.) requires a separate license or a specific notation on the license. $100.

University Degree

Numerous "diploma mill" colleges and "diploma replacement services" issue false degrees. They often charge thousands of dollars, on the pretense that they are actually providing education by some form of home study. Such a degree costs $1,000. A professional forger could make a college diploma for $100.

Driver's Licenses

These are usually plastic cards containing a photograph, although certain states and certain forms of license do not even require the picture. The chief difficulty in using a forged driver's license is the fact that police routinely verify licenses by radio. This makes false licenses useless for driving. However, one can still use a phony license to prove one's age in bars, or as a secondary ID to back up other forged documents. A fake driver's license sells for about $25.

Marriage License

$100.

Military ID

This is a simple photo ID. The lengths to which guards go to verify it depends on the area one wishes to enter. Someone pretending to be a private returning to base after a night drinking can expect few verification rolls. Someone pretending to be a general visiting a nuclear missile silo would have to survive verification, and might need more advanced forms of identification as well. $250.

Passports

A passport shows the holder's country of origin and authorizes him to travel abroad. A passport usually includes a photograph and record of previous travel. Since passports are the basic tool for traveling between nations, a healthy industry exists for forging them. The usual method involves stealing passports from tourists and replacing the photographs. $200.

Pilot's License

A pilot's license usually consists of many individual documents, which specify what sort of aircraft the bearer may fly, and whom he may carry. In times or war or terrorism, pilots must also have documents granting them access to hangars and airfields. These papers have varying levels of security, ranging from none, to color photographs, to more complex devices. $500.

Professional License

Note that someone caught practicing medicine or law with a false license may suffer civil lawsuits as well as criminal prosecution. $300.

Weapons Permit

These documents may or may not include a photograph. As with driver's licenses, police can verify a weapons permit against official records. $250.

Security Clearance

Logically enough, identification granting access to secret materials carries the highest levels of security. Furthermore, only a few, well-trusted people will have cards for any given installation. Some factories and agencies are notoriously lax, but agents can only discover that by perilous trial and error. Since common criminals have few incentives to risk the hazards of penetrating secret government organizations, one cannot buy a security clearance through ordinary underworld channels. Agents can obtain these items only as the fruits of successful adventures.

Vehicular Registration

These documents involve no security measures. Police may verify them by radio. $50.

Visa

A visa authorizes the bearer to enter a particular country. Everything said about passports applies to visas. Note that visas to certain countries are rare and expensive. $500.

Miscellaneous

Auto Ignition Remote Control

This device has a range of 40'. It allows the user to escape harm from common types of car bombs. Booby-traps rigged to explode after a certain length of time, or in response to signals other than the ignition, may still kill the driver.

Autoinjector

An autoinjector dispenses a premeasured dose of a drug, poison or antidote. It requires no training to use. $2, weight negligible.

Bomb Sniffer

This electronic device analyzes air, looking for the chemical traces of conventional or plastic explosives. It consists of a hand-held probe attached to a typewriter-sized instrument. The probe can detect explosives at a range of one foot. $15,000, 25 lbs.

Bug Detectors

These instruments detect the electromagnetic signature of microphones. They alert the user to any such instruments within seven yards. Bug detectors may be hidden within wristwatches, cigarette lighters, pens and most other objects. A bug detector may indicate the presence of microphones with vibrations, a flashing light or a beep. The basic bug-detection apparatus costs $500. A simpler device, costing $50, can detect telephone taps. Weight is negligible.

A slightly larger instrument can home in on microphones, pinpointing their location. This device is about the size of a cigarette pack. It costs $300. Weight is negligible.

Burglar Alarm

This category covers a wide range of devices. Security systems can consist of pressure pads placed under rugs or floorboards. They may include fiber-optic strands woven through walls, which trigger an alarm when broken. Sophisticated systems involve stress meters attached to stairs, floors or other parts of a structure, which detect the weight of an intruder. Outdoor systems may involve buried wires which set up a radio field capable of detecting intruders. Motion detection units may use microwaves, ultrasound or infrared radiation to detect intruders.

Many IR units are passive and detect a target's body heat. Others illuminate the area with an IR lamp.

Once security devices detect an intruder, they may respond in several ways. Some sound a piercing alarm. Others silently summon guards or police. The security systems found in large laboratory or industrial complexes often include equipment to pinpoint the intruders' location within the facility. Burglar alarms could also trigger mines or unmanned machine-guns set on preplanned fields of fire.

For obvious reasons, people conceal security sensors. Make a Traps roll to know what sort of systems protect a given area.

To penetrate different security systems, different sorts of skills are required. A successful Traps roll allows one to find a way around physical sensors. To sneak by a motion detector or buried-wire system, one must move at ¼ hex per second (or 4 seconds to move 1 yard) to avoid triggering the system. This requires a DX-2 roll from each infiltrator. Any failure triggers the alarm.

Any security system may be disabled by finding the sensors protecting an area and disabling them. Of course, it is generally necessary to enter the protected area to do that. An intruder must make a Traps roll to find alarm sensors. Then, after making whatever Stealth or Traps rolls are necessary to approach the device, the intruder must make another Traps roll to disarm it.

In theory, ultrasonic, radar and buried-cable security systems are vulnerable to jamming, because all depend on the emission of active signals. However, the sort of signal interruption a jammer causes would usually trigger the alarm. Those with access to electronic equipment may attempt Electronic Operations rolls to create a defusing device for one particular security system. However, these rolls incur a -3 penalty, and failure automatically sounds the alarm.

The GM should make all Traps and Stealth rolls in secret. Even if the alarm involves a loud siren, the intruders need not know until they set it off.

Caller ID

This commercially-available telephone unit automatically traces incoming calls to a particular phone. This device can store up to 14 caller numbers at a time, whether the user answers the phone or not. $60, 1 lb.

CBR Suits

These hot, bulky coveralls protect the wearer against poisons, pathogens and radioactive materials. They also cause a -1 penalty on all DX-based skills. Note that gamma radiation can penetrate these devices, although the suits still protect wearers from contamination by radioactive dust. $50, 4 lbs.

Document Scanner

Document scanning devices use infrared or ultraviolet radiation to examine papers or packages. By rolling vs. Electronics Operations with a -2 penalty, the operator can produce legible copies of correspondence in a sealed envelope. Furthermore, the device can see through ink, erasures, liquid white-out and similar obscuring materials. Scanning equipment is about the size of a photocopier. $300, 40 lbs.

Explosives Blanket

Demolition teams use these kevlar-and-steel shields to suppress bombs they cannot defuse. The typical blanket gives everyone in the explosion's blast radius an effective DR of 25. $2,000, 50 lbs.

File Cabinet, Armored

This lockable cabinet cannot stand up to an axe or a bomb, but resists manual assaults. Documents within can also survive a normal fire. The armored file cabinet has a PD of 4 and a DR of 6. $300, 129 lbs.

Gas Mask

A gas mask protects the wearer against inhaled gases. Note that modern nerve agents can penetrate the skin, requiring protective clothing as well. It takes an agent 20 seconds minus DX to put on a mask, or 4d seconds longer for an unfamiliar one. In addition to keeping out gas, the typical mask has a PD of 1 and a DR of 2.

Gas masks make talking, seeing and breathing difficult. Triple all fatigue penalties for mask-wearers. In addition, those wearing gas masks suffer a -4 penalty to all sense rolls. Those around them must make Hearing rolls to understand their speech. Language rolls, if necessary, are at -4 for those wearing masks.

A gas mask generally costs about $50. However, one can often find surplus models for far less, or new versions for far more. The standard gas mask and case weigh 5 lbs. together.

Gas Scanner

These optical or chromatographic devices test the air for predesignated substances, usually chemical warfare agents. $2,000, 4 lbs.

Geophone

This 6" wide disk can detect anything which moves upon the ground. One can use geophones to monitor an area or as the trigger in a trap. A geophone can detect pedestrians at a range of 30 yards and vehicles at up to a mile. Note, however, that the geophone picks up all activity within range. In urban areas, these devices may swamp the user with information.

Agents may attempt Stealth rolls to avoid triggering geophones. However, infiltrators suffer a -1 penalty to Stealth for every 50 yards beyond 400 by which they approach the sensor. For example, at 350 yards, intruders suffer a -1 penalty. At 200, they suffer a -4.

Examples of this device include the ADSID/S and SPS-1. $100, weight negligible.

Hydrophone

A hydrophone can detect scuba divers at a range of 2,000 yards. $200, 22 lbs.

Intrusion Radar System

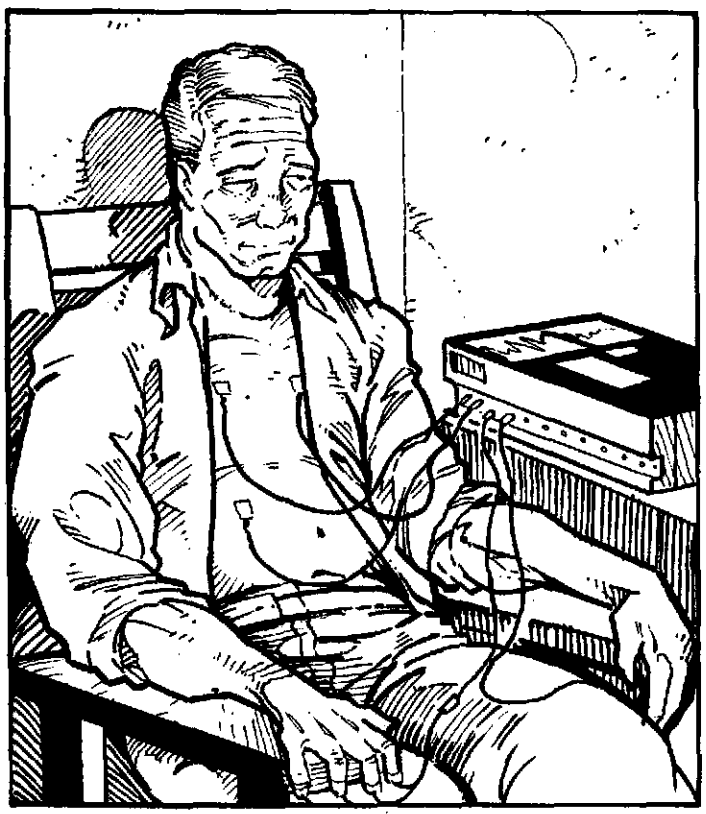
This conical device detects any moving object within 25 yards. When intruders appear, it broadcasts a radio alarm signal to an appropriate receiver. $1,500, 16 lbs.

Magnetic Media Disruptor

This device emits a magnetic pulse which destroys all computer disks and magnetic recordings within three yards. Agents use it to guard against unwanted tape recordings. The disruptor is the size of a cigarette case. $200, weight negligible.

Man-Portable Radar

This unit can detect a walking figure at one mile, or a vehicle at two miles. Military units use these devices to detect intruders beyond the range of infrared devices. However, use of a man-portable radar requires considerable skill, especially in cluttered terrain. Make an Electronics Operations roll to learn anything at all. Penalize this roll by -1 in areas with hills and bushes, -2 in wooded landscape and -4 in urban areas. If targets take precautions against radar detection, the GM should roll a contest of the intruder's Stealth against the operator's Electronic Operations. All penalties mentioned above apply. If the intruders win, the radar operator fails to notice them. $10,000, 70 lbs.



Metal Detector

A hand-held metal detector has a range of 18" and measures one foot long. Users of this device gain a +3 bonus on Holdout rolls made to detect metallic objects. Note that one uses the Holdout skill when searching for hidden objects as well as concealing them. As of 1992, all guns and bomb detonation materials contain at least small quantities of metal. The device also adds a +4 to the Traps skill when searching for metallic mines. $600, 5 lbs.

Nitewatch System

This portable security system consists of a long, fragile wire, which triggers an alarm when snapped. The alarm may involve a siren, or a vibration device to silently alert guards. A wary intruder may attempt a Traps roll to avoid triggering the Nitewatch system. This device comes with 300' of wire. $75, 1 lb.

Noiseless Button Bomblet

These devices are disguised to resemble small logs or stones. When disturbed, even slightly, they emit a warning radio signal. Make a Vision roll at -2 to notice these devices before stepping on them. Armies disperse these devices by air to monitor broad regions. Button bomblets receive their name because they are dropped by air, like bombs. $1,000 for a 1,000-hex load.

Personal Computer

Any of many common models, with at least 640K memory, a 40 megabyte hard drive, printer, color monitor, modem, mouse and other standard gadgets. $2,000, 60 lbs.

Plastic Surgery

Any surgeon with a specialization in cosmetic surgery can make a face unrecognizable. This requires a Surgeon roll. The patient needs 3d +4 weeks to recuperate. On a critical failure, the surgery works but the patient now has a Hideous appearance. On an ordinary failure, the patient looks different but still recognizable. A complete face-change costs $2,000.

Polygraph

The polygraph, or lie-detector, measures heart rate, respiration, blood pressure and conductivity of the skin. These bodily functions indicate the subject's degree of relaxation. An operator reads the results as a set of values on a paper graph or digital monitor. In principle, the act of deception causes tension, and therefore, the polygraph can detect lies.

Psychologists have debated the accuracy of polygraphs since the invention of this machine. The premise that lying causes stress may simply not be true. In many circumstances, telling the truth causes more discomfort than telling a lie. Certain pathological liars feel no compunction about telling falsehoods in any event. Furthermore, people have devised many techniques for throwing off a lie detector's calibration, ranging from relaxation techniques to stepping on tacks hidden in one's shoe. The value of these tricks, like the value of the polygraph itself, are the subject of debate.

Whether or not the polygraph really detects lies, the perception that it does not affects the use of these devices. Many institutions, including British military intelligence and most courts of law, place no value on polygraph results. The CIA, however, uses polygraphs routinely in security checks and interrogations.

For game purposes, assume that the polygraph has variable results. When used by a skilled operator upon a susceptible subject, a lie-detector is nearly infallible. In other circumstances, it

may prove useless, or may actually complicate an interrogation. The GM should make all rolls relating to a lie-detector test, thereby keeping players uncertain about their equipment's value.

A polygraph gives users either a bonus or a penalty on their Detect Lies skill. The degree of this modifier depends on a Contest of Skills between the polygraph operator's Electronics Operations and the subject's Will. When the interrogators win the Contest of Skills, they gain a +1 bonus on Detect Lies for every point of success. Obviously, if the subject wins, the reverse applies.

The polygraph operator and questioner need not be the same person. A technician with a high Electronics Operations and a trained interrogator with a high Detect Lies can work as a team to question a subject.

People with the Compulsive Liar disadvantage always appear to be telling the truth on polygraph tests. The GM should make all the usual rolls for purposes of deception. However, the interrogator automatically suffers a -5 penalty on all machine-aided rolls to Detect Lies.

If an interrogators wish, they may make two Detect Lies rolls for each question, one with the aid of the polygraph and one without. However, they have only their own intuition with which to choose the more accurate result.

A polygraph fits into a suitcase, although printers or monitors come separately. $8,000, 5 lbs.

Portable IR Spectroscope

This device allows simple chemical analysis in the field. The user may attempt Chemistry rolls to identify an unknown substance with little other equipment. $3,000, 12 lbs.

Radiation Detection Equipment

The standard Geiger counter provides a precise measurement of the radioactivity at a given moment. By placing shields over the detection wand, one can differentiate between alpha, beta and gamma emissions. This gives the user at least a partial clue about the source of the radiation. Uranium and plutonium, the prime components of atomic weapons, emit primarily alpha particles. Medical devices project gamma radiation. Note that "X-rays" are merely gamma rays. A nuclear reaction, of course, produces intense radiation of all varieties. Geiger counters come in many sizes and varieties. $1,000, 4 lbs.

Workers in nuclear facilities often wear film badges or instruments called dosimeters. These disposable devices measure cumulative exposure to radiation. They do not provide immediate warning of radioactivity. Assume that a film badge or dosimeter costs $5. Weight is negligible.

Radio Jammer

A jammer drowns out enemy communications in a blaze of static. This can be useful to keep guards from sending for help, etc. Spies can acquire two types of radio jammer, a small, disposable model and a larger device.

Note that a quirk of modern explosives makes jammers useful for defusing bombs. Many modern remote-control detonators function only when they receive a specific coded radio signal. This prevents accidental detonation. By jamming incoming radio signals, one can prevent explosives from functioning. Of course, if the radio detonator is designed to function upon receiving any signal at all, the jammer immediately triggers it. A gadgeteer could make such a hair-trigger detonator with an unmodified Electronics roll. The GM would then roll 1d, and on a 1 or a 2, the device would explode at some completely unexpected time.

An expendable jammer consists of a 6" disk. One may time it to begin jamming at any time between one minute to 100 hours after use. The device has a range of only 30', meaning that users must get it directly to the target. Skilled radio operators may broadcast through the static by making an Electronics Operations (Radio) roll with a penalty of -3 on the roll. $50, 5 lbs.

A full-sized jammer requires a skilled operator although, once activated, it does not need constant attention. The jammer user may engage in other activities until actively trying to suppress a skilled enemy operator. Anyone who wishes to override this device must attempt an Electronics Operations (Radio) check with a penalty of -3. Furthermore, the operator of the jammer may turn this test into a Contest of Skills by actively tailoring the jamming frequencies to a particular signal. In the contest, the jammer operator has no penalties. The radio operator suffers the usual -3. These jammers have a range of 600 yards. $5,000, 22 lbs.

Safe

A cheap steel vault with 2.5 cubic feet of space and a combination lock. It has a PD of 6 and a DR of 10. $260, 200 lbs.

Sonar

A hand-held sonar unit can detect obstacles at a range of 110 yards. One must make an Electronics Operations (sonar) roll to determine exactly what an obstacle is. $2,000, 22 lbs.

Voice Stress Analyzer

This audio lie-detector device detects unsteadiness in a person's voice. Supposedly, vocal tremors indicate tension, which, in turn, indicates an attempt to deceive. A VSA produces a digital readout showing frequency of tremors. One can use a voice stress analyzer without the subject's knowledge. However, the accuracy of voice stress analysis remains even more controversial than that of conventional polygraph testing.

For gaming purposes, treat the voice stress analyzer as a polygraph with half the usual effects on the Detect Lies skill.

A voice stress analyzer comes in a case about the size of a typewriter. $7,000, 8 lbs.

Videotape Editor

This computerized instrument can splice scenes, clarify pictures, cut scenes, add or delete individual items, project graphics onto the screen, etc. One can use it to separate useful data from worthless material when preparing raw surveillance data for a report. Forgers might also use these devices for falsifying video data. Treat electronic forgery as a specialization within the Forgery skill.

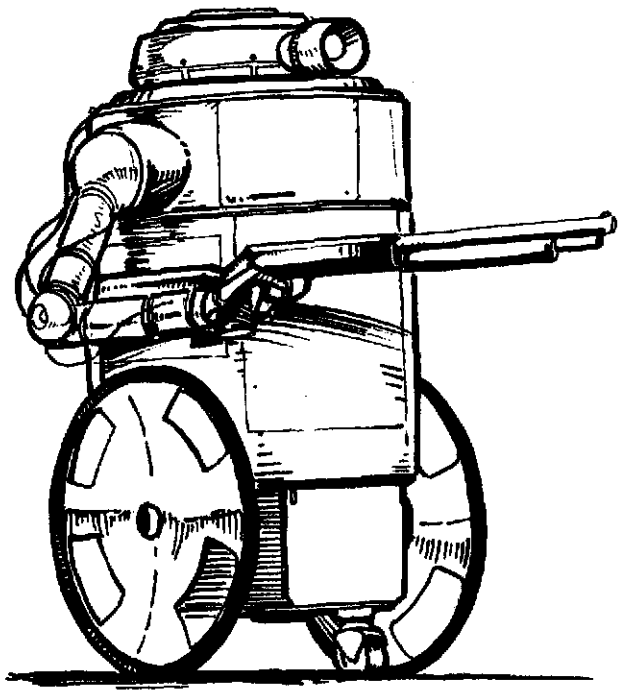
The editing system itself weighs eight lbs. and costs $1,000. However, it is useless without a pair of standard videocassette recorders. $300, 18 lbs.

Ultrasonic Mapper

A hand-held ultrasonic device can instantly measure the dimensions of a room. Contractors use such devices for planning improvements to buildings. Spies could easily use them for reading the vital statistics of sensitive installations or mapping the corridors of maze-like installations. See p. B178 for a description of the problems this device can overcome. $150, weight negligible.

Weird Stuff

The following items range from the feasible to pure science fiction. The more plausible devices might appear as super-secret new tools of a powerful intelligence agency. The agents might find themselves assigned to get information about plans for these devices. Other entries from this list appear only in futuristic or highly cinematic games. This book treats these devices in the context of a contemporary campaign. Parenthetical notes show the Tech Levels where these devices become likely.



Guard Robot (TL7)

Armed robots are usually used for disposal of extremely dangerous bombs. However, these automatons also perform security duty in such places as Latin America. The typical guard robot patrols an area in a programmed pattern. This route need not be regular, and a robot can follow a random path, confusing those who expect a pattern. The robot may also have radio contact with other security systems, which can guide it to the scene of any infiltration.

A guard robot looks like a miniature tank, with wide treads and a pod of instruments in place of a turret. It is roughly a cubic yard in size. A robot has a Move of 1. The automaton is adaptable and can even inch its way up stairs.

Guard robots can act independently, or under human control. Operating a robot requires a wire or radio link. Multiple video cameras allow the controllers to see the automaton's surroundings from a variety of angles, and audio equipment allows them to make threats or ask questions. The robots often contain X-ray equipment, chemical sniffers and radio jamming devices, depending on their intended function. Untrained users must make an Electronics Operations (Control Systems) roll to make a robot function. Even experienced operators must attempt rolls for complicated tasks.

Standard robots carry one manipulator claw, which has an ST of 12 and a DX of 5. A shotgun mounted on this claw can blow open doors or packages. However, the arm does not have enough speed to aim the gun at a moving target. A robot's manipulator arm acts only under human control, or, at the GM's option, for highly specific programmed tasks.

When operating without human control, a robot detects intruders using ultrasonic or infrared motion detectors. Intruders may hide from it, even in plain sight, by remaining still. Infiltrators must make a Stealth roll for each second of hiding.

If agents open fire on a guard robot, they must inflict 20 HT damage to destroy the main body. Gunners can neutralize the arms, weapons or special devices by inflicting 10 HT to the appropriate area. Sensors require only five hits to eliminate. Therefore, some guard robots carry multiple clusters of sensors and weapons. Due to the squat configuration of the robot, one may assume that all shots hit the main body unless firers attempt specific aimed shots to other targets, at -4 to hit.

An armed robot has no Active Defense. However, the automaton's steel construction gives it a Passive Defense of 4 and a Damage Resistance of 15. An armored version could have PD 6 and DR 25 but would cost $10,000 extra. Armed robots may mount weapon turrets for combat use. These devices can carry any weapon requiring an ST of 15 or less. Robots may discharge these weapons either automatically or by human control. When acting independently, a robot has a Guns skill of 10. It may compensate for its inaccuracy with liberal use of burst fire. When operating a weapon by remote control, one must make an Electronics Operations (Control Systems) roll in addition to each weapons check. Furthermore, one suffers a -3 penalty on all attack rolls. $100,000, 700 lbs.

Jetpack (TL7)

Proposals for one-man jets actually exist, although their practical value remains in question. These devices allow the wearer to jump up to 100' high and as far as 500' forward. $10,000, 30 lbs.

Noise Suppressor (TL7)

A computerized speaker and microphone system can cancel noise in the area, as if emitting silence. This device works on the principle that the vibrations people perceive as sound take the form of a wave, which rises and falls in a certain pattern. If one produces a sound-wave with exactly the opposite system of peaks and valleys, the two cancel each other, producing quiet. Although few consumer products employ this technology, factories use it to muffle the sound of machinery. One can also purchase noise-suppression headphones to block out specific loud noises (such as the whine of a jet engine) while leaving ordinary speech unimpeded. Such headsets cost $100. Weight is negligible.

One could easily use noise-suppression technology to foil any forms of electronic bug in an area. Unlike such expedients as playing loud music and flushing toilets, a noise suppressor does not alert eavesdroppers to the fact that their bugs have been detected. The microphones hear only silence. A pocket-sized noise suppression instrument could suppress bugs in a three-hex by three-hex room. $1,000, 1 lb.

A noise suppressor could serve as an active weapon as well. There is no technical reason why one could not use this technology to silence guards, muffle footsteps, suppress ultrasonic alarms etc. Such devices would not completely suppress explosions or gunfire, but might eliminate the cough associated with a mechanically-silenced pistol. No reports of offensive noise-suppressors have surfaced. However, the technology exists, and one can assume that such equipment would have the following game effects.

An offensive noise-suppressor comes in a backpack-sized unit weighing 20 lbs. One can direct the beam of silence using a hand-held projector device, attached to the main unit by a wire.

The silence emitter looks like a "ray gun," with a pistol handgrip and a parabolic-dish projection device. This projector emits a cone of quiet ten yards long by three yards wide (at the base). The cone is merely one hex wide at the point of emission. All people within the cone of silence are effectively deaf and voiceless. All Stealth rolls gain a +3 bonus within the cone of silence. Noises louder than a human shout may still be audible, but will be muffled.

In a campaign allowing magic, a sound suppressor may interfere with spellcasting. Mages who know a spell at 11 or under cannot use that magic in the cone of silence. Those who know a spell at 12-20 may perform the magic but require double the usual time. At skill levels of 21 and higher, a noise suppressor has no effect. $30,000, 5 lbs.

Precog Crutch (TL7)

This device works on the premise that people have an innate sense for danger, often suppressed by the conscious mind. A precog crutch uses sensors to measure pulse rate, skin conductivity and other indications of subliminal tension. This helps the user notice instincts which civilization teaches us to ignore. In game terms, the user gains the Danger Sense advantage. Psychologists have actually proposed this idea to the U.S. Army.

The value of a precog crutch depends on the GM's position on psionics. If psychic powers do not exist, a precog crutch does not work. However, if mystical intuition has any value at all, this device may function. In a campaign concerning psychic research, the appearance of a precog crutch may be a turning point in the story, where scientists finally harness the power of the mind. $30,000, 2 lbs.

With advanced electronics, one could develop a Precog Crutch to simulate the Empathy advantage as well. The user would need a Psychology score of 13 or above to operate it. $50,000, 2 lbs.

Artificial People (TL8+)

If the technology became possible, espionage agencies would certainly create artificial spies. They could use these creations as impostors, cut-outs or fanatically loyal assassins. Consider the possibilities of kidnaping an enemy agent and replacing him with a clone. Artificial people might also serve as ready-made lovers, confidantes or contacts for use in cultivating espionage targets.

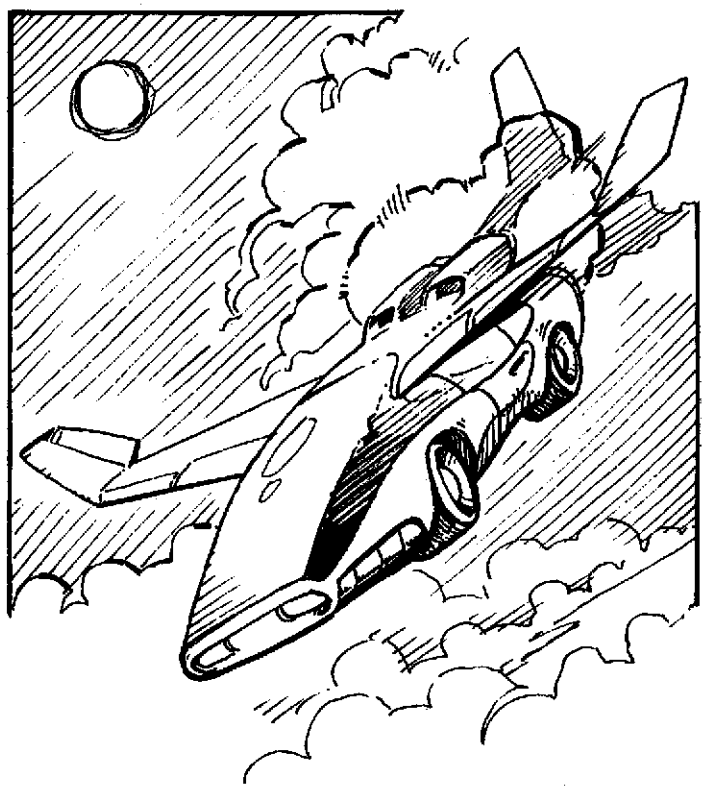
The sophistication of artificial people depends on the technology involved. An impostor could use training and disguise today. In a campaign featuring cloning, one could duplicate anyone simply by acquiring a sample of his DNA. Braintaping and genetic engineering could produce even more useful clones, fanatically loyal to their masters and able to impersonate their double's every thought.

An artificial person has statistics and skills like any other character. Whether the clone is free-willed, programmed with another person's mind or enslaved to its masters depends on the GM's whim.

For detailed rules on braintaping, cloning and other artificial-person technologies, see p. 65 of *GURPS Space*. $10,000

Automobile-Submarine (TL8)

This automobile can seal itself and function underwater. In car configuration, it has a maximum speed of 100 mph and can accelerate at 10 mph per turn. Underwater, this vehicle travels at a maximum speed of 10 mph. Most automobile-submarines must drive along the bottom. Advanced versions, costing an extra $10,000, can swim at a variety of depths. These models include a periscope for surface viewing. $100,000.



Grasshopper (TL8)

This ordinary-looking sportscar can sprout wings and fly like an airplane. It requires 500' of runway space to take off. Once airborne, the vehicle can fly at a speed of 200 mph. The engine can accelerate at 18 mph per turn. $500,000.

Behavioral Conditioning Rig (TL8)

Surgeons implant this device directly into the victim's brain. The rig can then stimulate pain and pleasure centers by radio control. The range of this control depends on the strength of the transmitter. (See *Radios*, p. 54.) A victim experiencing either pleasure or pain suffers a -2 to all rolls due to distraction. Agencies use this device to brainwash and control a subject.

When this device's operators trigger pain, the victim must attempt a Will roll. Failure causes a Mental Disadvantage which lasts for the duration of the agony. The victim may choose between Berserk or a Phobia of some item connected to the pain.

Each time the wearer of this device experiences the pleasure effect, he must attempt a Will roll. If this roll fails, the victim develops an Addiction to the pleasure function and requires a repeat experience once per day. Withdrawal has all normal effects. See p. B.30. for more details,

After implanting this device, the operators may attempt to condition their victim for utter obedience. This requires one month of "training," during which period the operators must be in daily contact with their subject. At the end of this period, the subject attempts a contest of Will vs. the brainwasher's Psychology. Victims who win retain their free will, although the controllers may use the conditioning rig to blackmail them. Those who fail in the contest become mentally enslaved to the rig's controllers. They must make a Will roll to disobey these masters at any time. This applies even when out of radio contact from the controllers.

Implanting a behavior rig requires a Surgery roll with a -4 penalty. Failure leaves the victim with a Mental Disadvantage, chosen by the GM. The rig's users must also win a contest of

Psychology vs. Will to properly train their subject. Victims who win this roll may always choose to refuse orders, although their masters may then punish them through the rig. $10,000, weight negligible.

If this device exists, characters may begin the game fixed with a Behavioral Conditioning Rig. When the agent is fully conditioned, and must make a Will check to disobey any order, treat the rig as a -40-point disadvantage. Agents who retain their free will suffer only a -30-point disadvantage. The GM and player should decide together who controls the rig. An agent controlled by the party's enemies may not survive for long.

Cryonic Tank (TL9)

Supermarket-tabloid style fiction claims that spy agencies have already developed freeze tanks for placing a human in suspended animation. In a campaign where these tanks really exist, the devices have a number of uses. One could freeze high-ranking scientists or cryptographers to keep them from divulging their secrets. Suspended animation also allows one to conceal a frozen prisoner or hostage in a small or unusual place.

Sinister agencies might freeze their elite assassins between missions. In this way, a single highly-trained killer could serve the agency effectively forever. Considering the amount spent to find and train a truly perfect killer, this might be cost-effective. Furthermore, agents who spend their free time in suspended animation have no time to develop distracting entanglements. They do not have lovers, who may be enemy agents, or spare time, in which attacks of conscience might strike them. Such social cripples become fanatical killing machines. The GM could develop some interesting roleplaying around a killer of this type who acquires a longing for the outside world and attempts to defect.

A freeze tube suspends all aging, decay and other effects of time. The victim exists in a dreamless sleep. The device contains its own batteries, which last for six months at a time, and needs no other maintenance. Freezing equipment occupies 2 cubic yards. $55,000, 750 lbs.

.22 Caliber Atomic Bomb (TL12)

The neutron-producing element Californium could, in theory, achieve fission in infinitesimal quantities. A Californium bomb need not be larger than an ordinary bullet. Needless to say, the technical barriers to this are enormous. Any GMs who really want these devices to work in their campaigns may consult p. 29 of *GURPS High-Tech* for details on nuclear explosions. The price for such a device would be astronomical. The weight, of course, would be practically nothing. Agents would probably spend more time trying to eliminate these devices than acquire them.

Needless to say, nobody would fire a .22 caliber atomic bomb out of a gun, except as a suicide weapon. Instead, terrorists would take advantage of this device's size to conceal it in the target area. Then they use a timer or remote control to detonate the device.

Invisibility Ray Machine (TL15)

This 20' by 20' device contains a chamber the size of a telephone booth. With five minutes of operation, it renders all people and items in that chamber invisible. Observers can still detect the subjects through sound and smell. However, those fighting invisible targets suffer a -10 on attack rolls.

Note that in addition to this device's obvious use for turning people invisible, it makes a wonderful tool for smugglers. Those who wish to carry heavy weapons in public may appreciate the invisibility ray too.

Unfortunately, the effects of invisibility rays wear off at an unpredictable rate. Each time the machine is used, the GM should secretly roll 1d. On a result of 1, the invisibility lasts for 2d 15-minute intervals (20-180 minutes). On a result of 2-5, the invisibility lasts 3d hours. On a result of 6, the invisibility lasts 1d days. $1,000,000.

Chemicals

Acid

Most laboratory acids are dangerous only to the eyes. However, super-concentrated acids can burn through locks, body armor and flesh. Caustic chemicals also make useful poisons, which burn out a victim's gastrointestinal tract. Note that most of the rules concerning acids also apply to a powerful base.

When splashed on a victim, acid causes 1d damage per successful attack. It also eats through vulnerable materials. Modern body armor loses 1d points of DR and one point of PD per acid attack. Other items suffer pitting and corrosion.

When used against a lock's pins or other small, vulnerable items, acid requires 3d minutes to eat through the item.

Several caustic poisons are suitable for use in food. These substances are no harder to disguise than any other poison. Anyone who swallows caustic material takes 3d damage, at a rate of 1 point every 15 minutes. An attempt to cause vomiting may merely cause more damage to the esophagus, increasing damage by 1d points. Therefore, failures on a Poisons roll for diagnosing the problem may prove disastrous. Proper treatment consists of feeding the victim some neutral solution to absorb the toxin. Egg white, milk, and soapy solutions are all useful antidotes. In game terms, a successful Poisons or Physician roll can halt the progress of the caustic. Each attempt at treatment requires 2d minutes.

A vial of hydrochloric, hydrofluoric or sulfuric acid powerful enough to produce the effects above costs $10.

Alcohol

Alcohol is the ultimate truth-drug, depressant and will suppressor, and most victims even ingest it voluntarily. To get someone drunk, win a Contest of Carousing. The loser becomes moderately intoxicated, suffering a -1 to IQ, a -1 to DX and an additional Weak Will penalty of -1. By winning a second Contest of Carousing, drinkers can get their victims completely drunk, doubling all penalties. The effects of alcohol last for 2d hours. After this period, the victim must roll vs. HT to avoid a hangover which causes a -1 to DX for 2d more hours.

Obviously, agents cannot use Carousing to intoxicate a target who refuses to drink.

Cyanide

Cyanide is effective either in food, as an injection or as a gas, and causes almost instantaneous death. Because of cyanide's uses in electroplating, hardening steels and mining gold, this substance is available to civilians. Chemists synthesize cyanide as a salt of prussic acid. Hydrogen cyanide and sodium cyanide are most often used in assassinations, although potassium cyanide and mercuric cyanide are also deadly and also used for many innocent purposes. Cyanide salts are white, crystalline powders. The poison has a faint scent, similar to bitter almonds. Poisoners can disguise the taste of cyanide in any almond-flavored dish, or in coffee. Cyanide causes 4d damage.

The effects of cyanide resemble a cardiac arrest. An unsuspecting examiner must make a Diagnosis roll with a -3 penalty to notice the true cause of death.

An oxidizing agent, such as potassium permanganate, can render cyanide harmless. However, the substance must be applied immediately to have any effect. Cyanide victims who attempt to use such chemicals as antidotes may attempt HT rolls with a penalty of -1 per second which has elapsed since poisoning. If the roll succeeds, the victim takes only 1d damage. Agents may also use these antidotes to gain temporary immunity to cyanide. This requires a Poisons roll at -2. The GM should make this roll in secret, without informing the player of the results. If the roll succeeds, the character is invulnerable to cyanide for 6d minutes. Once again, the GM should keep the results secret.

Spies occasionally use cyanide to commit suicide after capture. A dose of cyanide costs $200.

DMSO

DMSO, or dimethyl sulfoxide, is a chemical which transmits other drugs through the skin. It is notorious for its use with hallucinogens such as LSD. In game terms, a dose of DMSO allows any normally injected or ingested drug to function by contact. $5/dose, weight negligible.

Belladonna Alkaloid

These chemicals, notably atropine, have assorted medical uses. In fact, atropine sulfate serves as an antidote for nerve agents. However, when swallowed in larger doses, belladonna alkaloids can prove lethal. Within minutes, the victim suffers fever, confusion and the inability to sweat. Even if the victim manages to avoid death, belladonna alkaloids often cause permanent kidney damage.

Anyone who ingests atropine suffers 1d points damage immediately. The victim suffers another 1d points damage every 15 minutes thereafter, until the poison is removed from his system. In addition, victims lose 4 points of DX and 2 points of IQ for as long as the poison remains active.

To halt the progress of the atropine, victims must clear their stomachs. Anyone attempting to vomit may attempt a HT roll at -2 every 15 minutes. Every unsuccessful try increases this penalty by another -1. A properly-equipped doctor may halt the progress of atropine using a Physician roll, with no penalties. Treatment involves pumping the stomach and administering sedatives to prevent damage in the central nervous system.

After recovery, an atropine victim must make an HT roll or permanently lose one point of HT. An attending doctor may assist by making a Physician roll, which gives the victim a +2 bonus.

A dose of atropine costs $20.

Botulin

This toxin causes the most lethal form of food poisoning. Therefore, botulism poisoning could be construed as accidental. Botulism takes effect in 2d hours and causes 4d damage. Victims may roll vs. HT for half damage. A proper antidote can halve the damage again. Doses of the antidote cost $10. A dose of botulin costs $200.

Curare

This vegetable poison causes paralysis. It kills its victims by stopping the lungs. If given artificial respiration, victims can survive indefinitely. Curare takes effect only when injected or given through DMSO.

A curare victim may attempt an HT roll at -4 to avoid ill effects. If this roll fails, the victim slumps to the ground, paralyzed. Paralysis victims may attempt a second roll, without penalties, to remain breathing. If this fails, the victim suffers normal damage for suffocation, as described on p. B91. By making a Poison roll, the attacker can measure a dose of curare which will not affect the lungs, thereby leaving the victim alive but helpless. A failure on this roll indicates a potentially lethal dosage. $100.

Hallucinogens

Intelligence agencies once experimented with LSD and similar drugs in hopes of perfecting a system of mind control. These experiments failed, but hallucinogens remain useful for causing disorientation. A bout of hallucinations renders victims temporarily ineffective. Furthermore, by inducing inexplicable fits of paranoia and delusions, LSD can discredit enemy leaders.

The effects of a hallucinogen last for two hours. During this period, whenever a victim must make a roll of any sort, he must first attempt a Will roll. When the Will roll fails, the victim experiences a hallucinatory experience preventing him from performing the desired action. Furthermore, on a critical failure, the victim suffers a flashback hallucination whenever exposed to the same event. The GM may invent specific details of hallucinations if desired.

The street value of LSD varies. A laboratory operating under the more or less legal auspices of an intelligence organization could produce these drugs for about $10 per dose.

Irradiated Thallium

The metal thallium is poisonous. When exposed to intense radiation, thallium breaks down into a microscopic powder, which is almost impossible to purge from the body. A victim of this poison suffers no immediate effects. After 1d hours, the victim suffers 1d damage from the thallium metal. Each day thereafter, victims must attempt a HT roll to avoid damage from the radiological destruction of tissues. If this roll fails, the victim loses 1 point each from ST, DX and HT. If any score drops below zero, the victim dies. If the victim ever scores a critical success on his HT roll, the poison ceases to function. After this, the victim may recover. Lost ST and DX returns at the same rate as HT. A dose of irradiated thallium costs $1,000.

Knockout Drops

Knockout drops, or Mickey Finns, work much more efficiently in fiction than in fact. Nevertheless, drugs such as chloral hydrate can render a victim unconscious when administered in food. Note that these chemicals have a strong flavor, and a Cooking roll is required to disguise them in any but the most pungent foods and drinks.

Knockout drops require half an hour to take effect. At this point, the victim should attempt a HT roll with a -3 penalty. If the roll fails, the victim suffers immediate weakness and disorientation causing a -5 on all skill or attribute rolls. The drug takes its complete effect 4d minutes later. At that point, the victim falls unconscious.

Once knocked out by a Mickey, a victim may attempt a Health roll each hour to recover. The penalties remain in effect. Every hour, the victim may attempt yet another HT roll, with every success diminishing the penalties by one point, until the victim makes four rolls, eliminating all penalties.

A dose of knockout drops costs $2.

Love Potion

Charlatans of all ages have sold love potions. In a world with a mana level of normal or higher, these drugs might really work. Love potions come in two varieties, both of which have applications in espionage.

A simple aphrodisiac, the most common type of love potion, breaks down inhibitions while simultaneously increasing the drinker's sex drive. Those who swallow this substance retain general control over their actions, but acquire the disadvantage of Weak Will -3 when confronted with romantic temptation. These effects last for 3d hours. Victims may attempt an HT roll to avoid these effects. Lovers of debauchery may use this substance to lace the wine at a banquet, thereby "livening up" the festivities. A dose of this potion costs $25.

Aphrodisiacs may work even in worlds without magic, as long as the subjects *believe* that they are effective. The Incas believed chocolate to be a powerful love drug, and Spanish conquistadors reported seeing wild orgies inspired by the substance. Furthermore, science-fiction chemists may develop a non-magical drug which stimulates lust.

A rarer form of love potion, which is rumored more often than seen, is the Heart's Draught. Anyone who swallows this elixir may attempt a HT roll to avoid the effects. Failing that, the victim falls madly in love with the next member of the opposite sex that he or she sees. True love knows no bounds, and the recipient of these affections can be anyone, from servants to enemy spies.

Those affected by a Heart's Draught must make a Will roll to ever disobey their loved one. Furthermore, the love becomes an obsession. This may be beautiful if the feelings are mutual. However, if the love goes unrequited, the potion's victim grows gloomy. The victim of unrequited love sees no point in life, and must make a Will roll to begin any undertaking not connected with the loved one.

A victim of Heart's Draught may escape the effects of the potion only by killing the person he or she desires. The effects of the potion do not prevent subjects from committing this murder, because killing can seem to be a final act of love. However, the potion's drinker must still make Will rolls to resist commands from the loved one. This includes such demands as "Drop the knife." The only request which need not be obeyed is a sweeping order to stop seeking the loved one's life.

The effects of Heart's Draught may remain mysterious, even in worlds where the substance exists. Malicious magicians or demons may publicize the way of breaking this potion's charm, hoping to inspire killings.

A dose of Heart's Draught costs $5,000.

Nerve Agent

Nerve gases appear most often as military weapons. German scientists synthesized the primitive gases Tabun and Sarin in the Second World War. Modern gases, such as VX, kill in far smaller amounts. Another modern development, they binary weapon, consists of two harmless gases which form nerve agents only when mixed.

Victims can absorb nerve gases through the lungs or skin. Symptoms of poisoning include headache, vomiting, shrinking of the pupil and paralysis. Nerve gases cause 2d points damage per minute to exposed victims. Victims who lose over half their HT continue to take damage even after they escape the gas. Nerve gas contaminates an area for 3d hours after its use.

Atropine sulfate halts the effects of nerve gas. However, this drug itself is a poison, and completely incapacitates the victim for 2d hours. A dose of atropine antidote costs $10.

Spies cannot normally buy nerve gas.

Puffer Fish Toxin

The nerve toxins found in such fish as *fugu* are among the deadliest substances in nature. When swallowed, puffer toxin causes 5d damage. This takes effect in 6d minutes. Suitable antidotes halve the damage taken. However, anyone who wishes to provide this care must make a Poisons roll at -3 to identify the type of poison in use. Most doctors simply do not encounter this problem often. In Japan, where detoxified *fugu* is considered a delicacy, physicians suffer no penalty to their Poisons roll.

A dose of puffer fish toxin costs $500.

Time Release Beads

Numerous medications come encased in soluble beads, which gradually release their contents into the body. Chemists could just as easily deliver poisons in this medium. This technique can delay the effects of a swallowed or injected toxin for up to two days. Note that if the beads dissolve too early, the time-delay effect is lost. One cannot use time-release beads with DMSO.

Assassins use time-release poisons to keep victims from guessing the source of their poison. Inventive poisoners may also wish their victims to suffer poisoning at specific times for other reasons. Imagine a pilot suddenly dying in mid-air, or a dictator succumbing to hallucinations while addressing his people on live television.

In cinematic or futuristic campaigns, agencies use time-release poisons for a classic blackmail technique. "We just poisoned you with ----. If you want the antidote, all you have to do is . . ." The problem with doing this in real life is that relatively few poisons have one effective antidote. Furthermore, the drugs used in poison treatment are not exceptionally rare. For this blackmail scheme to work, the GM must assume that chemists have tailored a unique toxin with a unique antidote.

To encapsulate poison in time-release beads, a poisoner must make a Chemistry roll. The necessary materials cost $5.

Truth Serums

Truth serum, as such, does not exist. No drug can prevent a prisoner from lying, nor can any chemical force an interrogation subject to talk. However, interrogators have developed a technique known as narcoanalysis in which a trained chemist administers combinations of drugs to lower a victim's willpower. Sodium amytal, sodium pentothal and anxiolytic tranquilizers produce a feeling of drowsy confusion useful in interrogation.

A narcoanalyst must attempt a contest of Interrogation against the subject's IQ. The victim may use all Will modifiers. If the analyst wins the test, apply the margin of success as a bonus to a subsequent Interrogation roll.

If you choose to roleplay an interrogation, assume that the truth serum puts the victim into a state of garrulous dizziness. The victim has difficulty concentrating or grasping concepts. However, once occupied by a certain subject, the victim rambles on and on, like a talkative drunk. Interrogators may have difficulty keeping the monologue from degenerating into trivia, especially if the subject has maintained some vestiges of resistance.

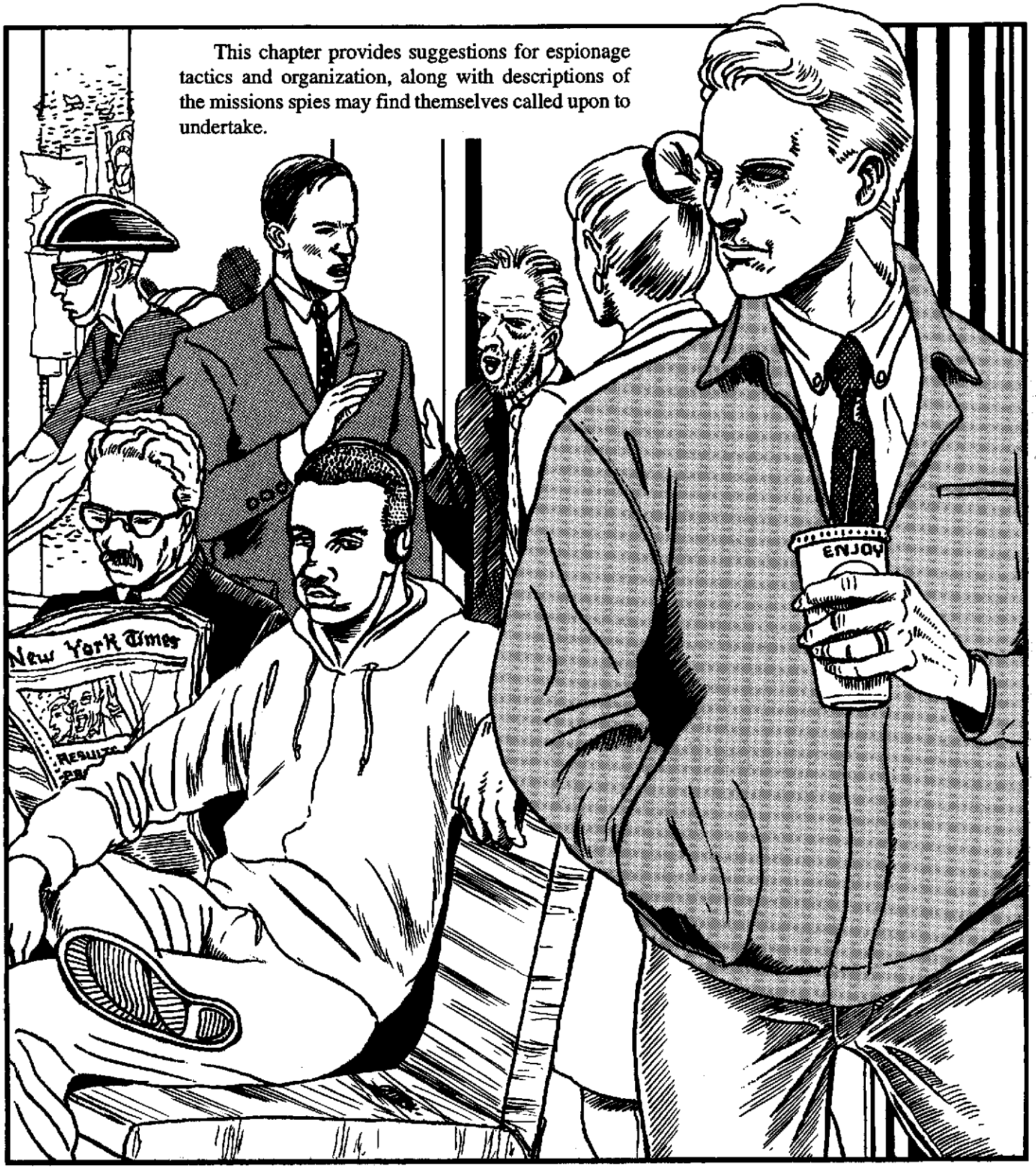
Many interrogators, particularly those trained by the KGB, use a different sort of "truth serum." This substance, usually succinyl choline, causes excruciating muscular spasms. The victim suffers paralysis and feelings of suffocation. Such drugs count as torture, and give the usual +6 on Interrogation rolls.

A collection of drugs suitable for narcoanalysis costs $50. Weight is negligible.

TRADECRAFT AND MISSIONS

4

This chapter provides suggestions for espionage tactics and organization, along with descriptions of the missions spies may find themselves called upon to undertake.



Kurt Ludwig and Nazi Strategic Reconnaissance

In 1939, Kurt F. Ludwig, a German businessman who happened to hold United States citizenship, offered his services to the Abwehr. He was a nervous little man with a forgettable face. Germany's military intelligence system recognized Ludwig as a potential master spy, and trained him at their academy in Hamburg. Then they sent him to the United States under the cover of a leather-goods salesman, to organize a spy network and report on, "the size, location and morale of American army units, the routing of convoys between the U.S. and England and on aircraft production figures."

Ludwig began by contacting the German-American Bund of New York and New Jersey. This ethnic club provided him with numerous couriers and informants. These included the diehard Nazi Helen Mayer, who, with the reluctant help of her husband Walter, began befriending talkative employees at Grummann Aircraft. Ludwig also met Rene Froelich, a German-American conscript with access to Army medical records. The Abwehr sent Ludwig a partner, Dr. Paul Borchardt, a highly trained spy whose actual mission was to report on Ludwig's own loyalty. However, Ludwig's favorite ally was a pretty girl named Lucy Boehmler.

Lucy's German-American parents were devoted anti-Nazis, but Lucy did not worry about such matters. She found the business of spying exciting, and proved quite good at it. Unlike Ludwig, Lucy was outgoing and proficient with English. Lucy also had a phenomenal memory. She traveled around the U.S. posing as Ludwig's "secretary," flirting with soldiers and gathering information for her companion.

Lucy and Kurt toured the United States in a souped-up car. This car contained a high-powered radio which allowed the pair to communicate with spymasters in Brazil. On their journeys, the two photographed such scenes as the Cleveland port facilities, electric generators in New York, the Manhattan waterfront, U.S. military convoys across the country and a replica of the Liberty Bell. In the course of these travels, Ludwig used over 70 false identities.

By July 1941, Ludwig realized that the FBI had detected him. He attempted to flee, first visiting a contact in Florida and then proceeding West, hoping for passage to Japan. Counterintelligence agents followed him, hoping to round up more members of his ring. They were not disappointed. Ludwig continued his business as he went west, photographing experimental bombers outside Detroit and telegraphing Lucy to ask for money. As the FBI pursuit drew closer, Ludwig attempted to lose his tails in several high-speed chases. Ludwig abandoned his car in Butte, Montana. Shortly thereafter, FBI agents arrested him on a bus.

Continued on next page . . .

Tricks of the Trade

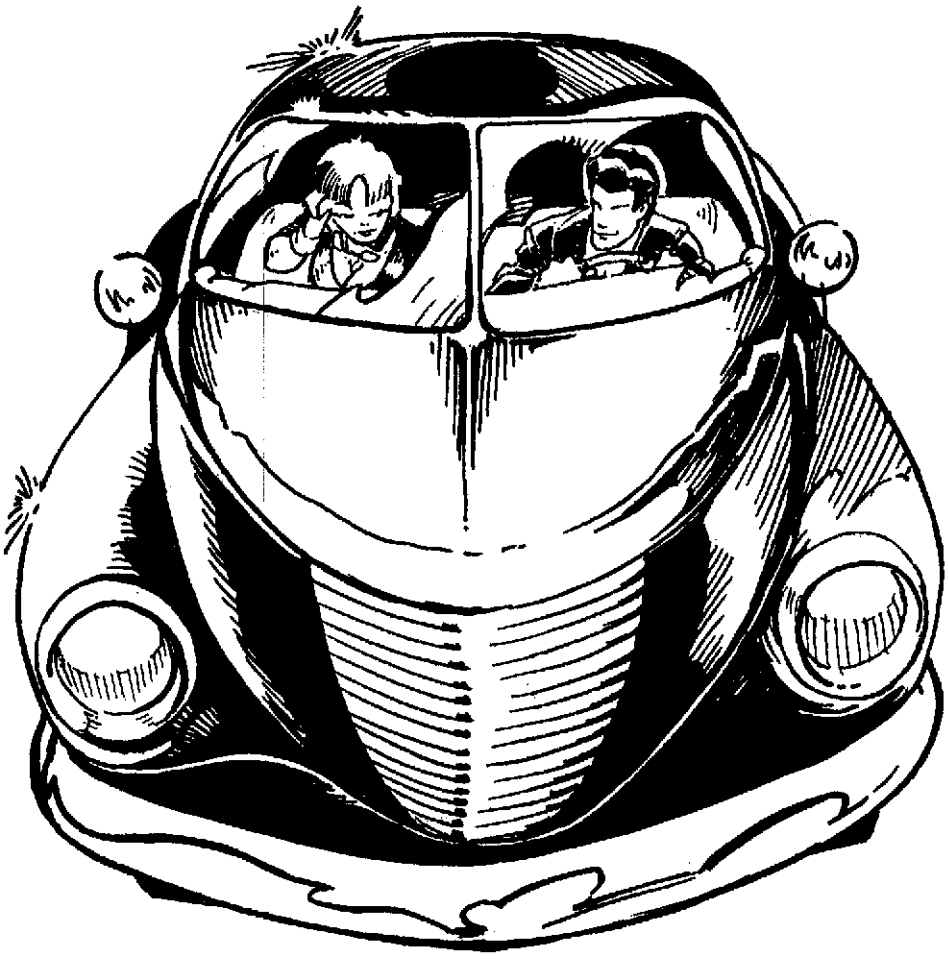
Spying is a game of information. Secret agents devote their careers to collecting data from the enemy while obscuring the facts of their own existence. Signals wizards accomplish this through a variety of technological gadgets. However, when electronic pilfering fails, one must pry secrets from those who know them. Field agents live and die by their ability to use people.

Clever spies know their targets. Whether dealing with allies, contacts or enemies, agents search for insights into the subject's psychology. Habits and Mental Disadvantages can predict behavior. They also offer handles by which to control people.

When things go smoothly, espionage work consists of finding individuals within the target organization, and inveigling them into revealing information. One does not reveal one's purposes. One does not get into gunfights. One simply finds ways of exploiting the people who are already in a position to accomplish one's goals.

In an ***Espionage*** campaign, both agents and GMs must use the same tricks. Just as the GM devises intrigue for the party, the PCs must learn to weave webs of deception around their targets. The use of false flags, Emily-type dupes, dead drops and the like are all essential techniques of espionage. All the information provided for GMs in Chapter 2 could serve equally well as creative inspiration for the party.

When subtle techniques encounter an obstacle, flashier maneuvers come into play. Perhaps agents lose their cover. Perhaps the enemy has defended a target so well that it can only be penetrated by force. Then the heroes can indulge in the raids and chases of espionage fiction.

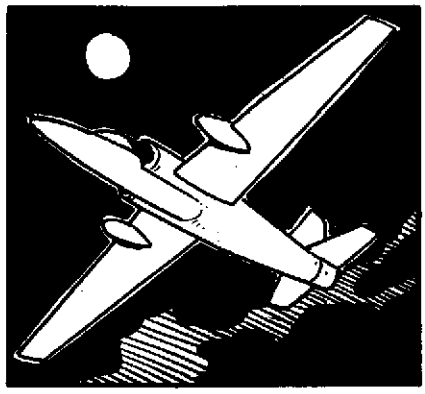


Espionage Organization

A spy ring is organized to frustrate those who would penetrate it. Ideally, an espionage network consists only of a principal, or controller, and one or more spies. The spies do not know of one another's existence. They communicate with their principal through a dead drop or ignorant messenger, thereby minimizing their contact with him. No spy can reveal any information about the others. None of the agents can act independently of the principal.

Real-world intelligence networks do not always resemble the ideal. Families or groups of friends begin spying together. Agents whose skills complement each other need information to coordinate their actions. The attractions of teamwork come to outbalance the attractions of security. Every spy team has its own individual characteristics. However, the more quirks a network develops, the more tactics its enemies can find to subvert it.

When operating against a spy network, an investigator must learn to follow one thing to another. Unless he is lucky enough to find a victim who knows more than he should, capturing and interrogating a spy reveals nothing useful. Instead, the counterspy must learn how the group communicates, and trace those communications to their source.



Combat Tactics

Undercover work typically limits a spy to light armor and concealable weapons at most. Therefore, agents must keep their battles swift and unexpected. A counterspy must learn enough about his enemies to catch them unprepared. Then he must strike sharply enough to prevent any response.

The more unusual the ruses a spy can employ, the better. Perhaps he can get into or out of the enemy's headquarters through air ducts. Perhaps he can plant explosives in the target's position, or along likely escape routes. Perhaps he can fire straight through walls or thin cover. Smoke, flash grenades and exotic devices may interfere with the enemy's weapons. Silenced weapons, effective disguises, and a plausible reaction to the chaos of a battle can help an attacker escape after a fight.

Mission Types

The following section describes espionage operations of the type most suitable for use as adventures. Each entry contains information about the usual objectives for a particular type of mission, and the way in which agents carry it out. These sections also contain advice for the GM about designing different sorts of adventure.

For the sake of convenience, these mission descriptions refer to "the party's agency." This does not mean that the PCs have to be professional spies. Most of these missions work perfectly well with freelancers. In most cases, the party could also consist of talented civilians, maneuvered into spying by a clever controller.

Strategic Reconnaissance

Strategic reconnaissance consists of straightforward spying, usually aimed at a country's ability to sustain a war. At times, it consists of expeditions to find and photograph vital installations. Strategic reconnaissance can also involve attempts

Kurt Ludwig (Continued)

In prison, Ludwig offered a guard $50,000 for his freedom. The guard, Deputy Sheriff Ray Killian, reported this to the FBI. Killian then pretended to accept, and asked for a "down payment." Ludwig responded by telling Killian how to contact Borchardt. The FBI promptly captured Borchardt and the rest of the ring. Ludwig was sentenced to 40 years imprisonment.

The U2 Affair – Modern Tactical Reconnaissance

Air and space flight have revolutionized tactical reconnaissance. Therefore, the business of studying military installations involves more high technology than high intrigue. The excitement comes when something goes wrong. A typical example of contemporary intelligence turned dangerous is the U2 affair involving Francis Gary Powers.

Gary Powers belonged to the Ten/Ten Reconnaissance Detachment, an Air Force body which officially existed to perform meteorological tests. In fact, the Ten/Ten performed espionage work using the U2, which could fly and take pictures at 65,000 feet. On May 1, 1960, Powers prepared for a mission which would begin in Peshawar, Pakistan, and lead 3,500 miles across Sverdlosk and Murmansk to Norway. The prime objective would be to gather infrared photographs of Soviet missile facilities in Sverdlosk.

Nobody knows exactly what went awry. Conventional wisdom held that the U2's altitude made it immune to air-defense weapons. However, the Soviets maintained that they struck Powers' aircraft with a missile. In any event, one of the U2's engines burned out. Powers attempted to restart it by descending, but his aircraft spiraled into an uncontrollable dive. Powers could not even activate his ejection mechanism. Finally, at 15,000 feet, he threw open the canopy by hand, and parachuted to safety.

Soviet security police captured Powers less than 900 miles from Moscow. They found him carrying a kit which held emergency food, a wire saw, fishing tackle, a dagger, a pistol, Russian, German and Italian currency, gold watches, gold coins and a poisoned suicide needle hidden inside a coin. Soviet Premier Khruschev cleverly released the story bit by bit, just as the Soviets and Americans prepared for important arms-control talks in Paris. The U.S. made its situation worse by presenting a series of contradictory cover stories about Powers' flight. Finally, President Eisenhower publicly admitted to sponsoring the espionage flights.

Soviet courts sentenced Powers to three years in prison and seven years in a labor camp. The Soviets eventually released Powers in return for their own spy, Rudolf Abel.

Economic Intelligence

Pure economic espionage often consists of office work. Officers at the CIA Langley headquarters perform long analyses of trade patterns to locate concentrations of strategic commodities. Economic espionage has its highest potential for action when high-security military industries play a role. One noteworthy economic spy was Grace Buchanan-Dineen, known as the Mata Hari of Detroit.

A Canadian and a noted beauty, Dineen graduated from the exclusive Vassar College. Shortly afterward, she decided to continue her education, this time at the Abwehr spy school of Hamburg. In 1942, Dineen moved to Detroit, where she courted workers and scientists. Despite her attractiveness, Dineen won her agents through the offer of money, not sex.

In 1943, the FBI seized Dineen. To avoid the death penalty, she revealed everything she knew. Dineen received a sentence of 12 years. The courts sentenced her chief contact (who remains unnamed) to death. However, the man managed to escape execution on grounds of mental incompetence.

Technical Intelligence

Undoubtedly, one of the most momentous bits of technical espionage in history was the Soviet acquisition of nuclear technology. The Soviets managed this coup by astute use of their own political advantages. Most of the primary atom spies developed their ties to the Soviet Union in the 1930s and early 1940s, when many still hoped that Marxism-Leninism would lead to a more just social system. In the West, these leftist sentiments ran strongest among intellectuals. Some of these highly-educated people became the inventors of the atomic bomb.

The first atomic ring began in 1935, when Soviet agents took an interest in the laboratories at Oak Ridge. Russian agents soon established ties with David Greenglass, a brilliant member of the United States Young Communist League. David brought his sister Ethel into the ring, and Ethel in turn married Julius Rosenberg, another ardent Communist. These three spies got jobs at Oak Ridge Laboratory, and began their espionage careers well before World War II.

The second and third atomic spy rings did not contain true believers such as Greenglass and Rosenberg. The Soviet spy Vasili Zubilin managed to recruit Steve Nelson, the leader of the University of California Radiation Laboratory. However, Robert Oppenheimer, a prominent leftist and chief atomic scientist, refused to have any part of espionage. Had he decided otherwise, the Soviet Union might have had its bomb almost as quickly as the United States.

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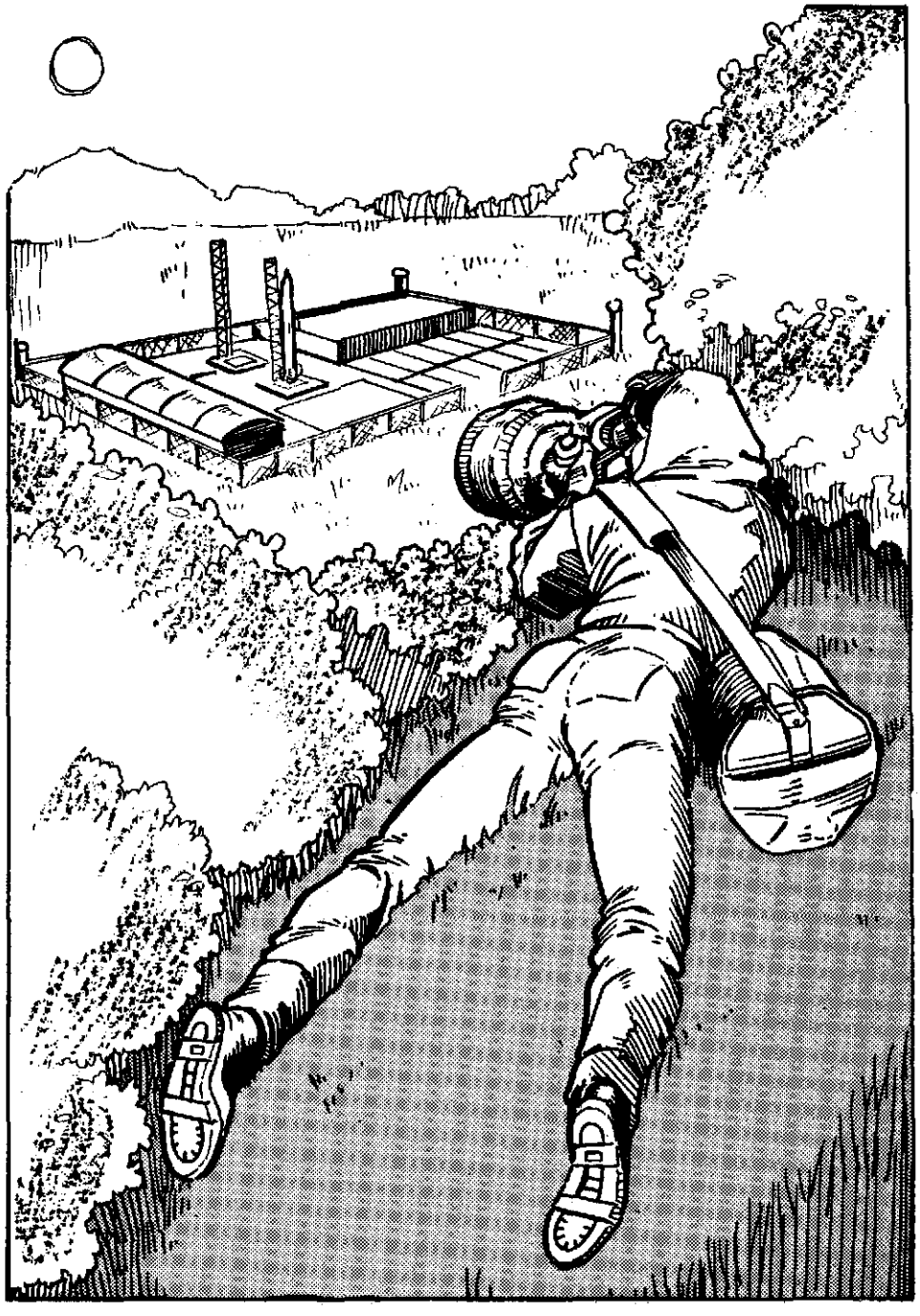


to cultivate long-term moles in the enemy country. These activities may involve local informers or globetrotting professional spies, in both war and peace.

Physical targets of strategic reconnaissance include bridges, shipyards, highways, airports, ports, laboratories, munitions plants, nuclear installations, military bases, and the rest of a nation's infrastructure. Human targets include politicians, activists, scientists, police, businessmen, community leaders, and soldiers of every rank. First of all, a spy must gather information on these people and places. Then he or another agent might attempt sabotage or subversion.

Strategic reconnaissance does not always demand access to sensitive information. Instead, it requires a loyal agent who knows what to look for. Therefore, controllers may dispense with the ticklish business of trying to cultivate traitors in high places and assign strategic reconnaissance missions to professional spies. These agents enter the enemy country on some convenient pretext. Then they travel, committing espionage, sabotage and subversion as they go.

This type of mission makes a good assignment for PCs. As agents in an enemy country, the PCs enjoy a license to travel and commit mayhem. The agents have the excitement of maintaining a secret identity, but can consider themselves safe from the more Byzantine twists of politics. The appearance of a double agent within the operation constitutes a harrowing exception to that rule.

At the beginning of a strategic reconnaissance mission, the GM should give the spies one or more specific objectives to report on. They may or may not receive incentives to track down and investigate new targets on their own. Mission briefings may also include lists of friendly contacts and likely opponents. The agency may maintain permanent moles, safe-houses and weapons depots in a target area. Likewise, enemy counterintelligence may mount both open and undercover sweeps for spies. Naturally, the agents may have both more friends and more foes than their controllers know about.

When preparing this type of adventure, the GM must prepare elaborate notes on the mission environment. The GM should be able to describe scenery, customs and typical people, giving the players the flavor of traveling in a foreign land. He must also know what sort of folk the party might encounter and how they react to requests from the PCs. Peasant farmers might treat guests with great hospitality, but have neither the desire nor the ability to become agency moles. An authority in one country might accept a bribe, but officials in another would feel personally insulted by the offer.

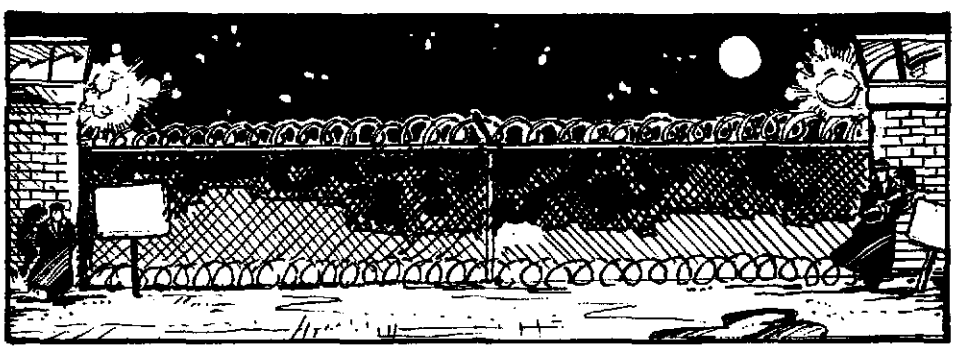
Tactical Military Reconnaissance

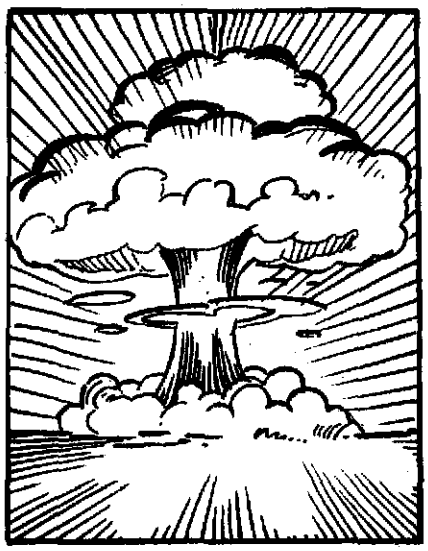
Most armies assign military personnel to scouting duty. Any trooper can find himself on patrol. Due to the extreme demands of prolonged scouting, countries train elite scouting units, such as the Filipino Scout-Rangers, the U.S. Marine Corps Force Recon and the British Special Air Service. The intensive screening and training these soldiers receive makes them suitable for many missions beyond simply gathering information. *GURPS Special Ops* provides more details.

Professional spies, as opposed to commandos, seldom receive straightforward scouting assignments. These agents find themselves on battlefields for more complicated reasons. They may be supporting a friendly army in the guise of "civilian advisors." They may be from a semi-neutral country, trying to predict the course of the war. They may undertake some more ordinary mission, only to discover that vital information lies within a war zone.

Military Intelligence employs networks of traitors and dupes even in the midst of battle. Prisoners of war may receive promises of freedom in return for service as scouts. Agents may pose as stragglers or deserters in order to get a closer look at the enemy. Innocent soldiers, guerrillas, civilian bystanders and special ops troops may find themselves sucked into the web of espionage.

Military espionage allows the GM to add another dimension to a *Special Ops* campaign. Not only does spying offer a new sort of commando mission, it can trap





Technical Intelligence (Continued)

An aging Russian spy who used the name Arthur Adams overcame advanced rheumatism to manage a net of contacts in the plutonium manufacturing laboratories of Chicago. Another important physicist, the German refugee Klaus Fuchs, joined the Soviet ring out of a conviction that Communism presented the clearest opposition to Naziism.

Throughout World War II, the atomic rings dutifully informed the USSR about the Manhattan Project. The ring survived the military conscription of several key spies, replacing each one with a new recruit. On a few occasions, atomic spies actually attracted attention from the FBI. However, the Soviet Union was officially an ally, and nobody attempted a full purge of Russian spies.

The first trouble for Russia's atomic rings began during the excitement of the Trinity test, when the first atomic bomb exploded at Alamagordo. David Greenglass could not wait to send word of the test to Moscow. However, his usual courier, Ann Sidorovich, could not immediately carry the message. Therefore, David turned to Klaus Fuchs' contact, Harry Gold. This compromise of security allowed too many of the spies to know too many of their comrades.

In 1947, Klaus Fuchs developed moral qualms about his support for Stalin, and stopped producing information. When British agents arrested him in 1949, he revealed all the information he knew. The British informed the FBI what they had learned. This led to the capture of Gold, and then the remainder of the ring. The U.S. executed Julius and Ethel Rosenberg.

Blackmail

In the mid 1950s, the KGB took note of a French diplomat named Maurice de Jean. Nikita Sergeevich, chief of the KGB, personally developed a scheme for taking control of de Jean and using him as a puppet within Charles de Gaulle's government. Dossiers compiled before and during World War II showed de Jean's remarkable fondness for extramarital liaisons. Furthermore, both de Jean and his wife had an enthusiasm for their diplomatic role that caused them to mingle with Soviet dignitaries to the limit allowed by their duties. The KGB developed a scheme to sexually entrap both the ambassador and his wife, and then use the incident to manipulate them both.

KGB agent Yuri Krotkov began visiting Marie-Claire de Jean, Maurice's wife. Although Marie-Claire enjoyed intellectual conversations with the man she called her, "best Russian friend," she showed no interest in adultery. Maurice de Jean, on the other hand, proved quite receptive to KGB plans. The spy agency arranged for de Jean to meet not one, but three "swallows," or trained seductresses. All of them managed to attract the ambassador's eye. The KGB finally selected one, a doe-eyed dancer named Lydia Khovanskaya, to develop the affair. Over the next two years, Lydia developed a slow romance with de Jean.

Then, in 1958, the political fortunes of Charles de Gaulle began to rise. de Jean, a personal friend of de Gaulle, would certainly become an influential figure in the French government. That made the effort to corrupt him more important than ever. The KGB handlers decided that they would have to accelerate their program of seduction. They wanted a new twist to de Jean's love life. They wanted to confront him with a jealous husband. And, unfortunately for their plot, de Jean knew quite well that Lydia was divorced.

The KGB ordered Lydia to break relations with Maurice. In her place, they sent a long-legged waif named Larissa Kronberg-Sobolevskaya. Yuri Krotkov won Larissa's cooperation by promising her preferential treatment in the Moscow housing market and adding that if she succeeded in corrupting de Jean, the KGB would never call on her again. Larissa merely laughed and asked, "Do I sleep with him tonight or later?"

Larissa slept with Maurice that night. Although Lydia had scarcely departed, Maurice de Jean immediately fell into a passionate affair. Then the KGB abruptly arranged Larissa's absence. Ten days went by. Then, Larissa and Maurice met again. They spent a pleasant afternoon together in the country. As the two drove back to Moscow, Larissa impulsively asked Maurice to stop by a small pond, where she went for an impromptu swim.

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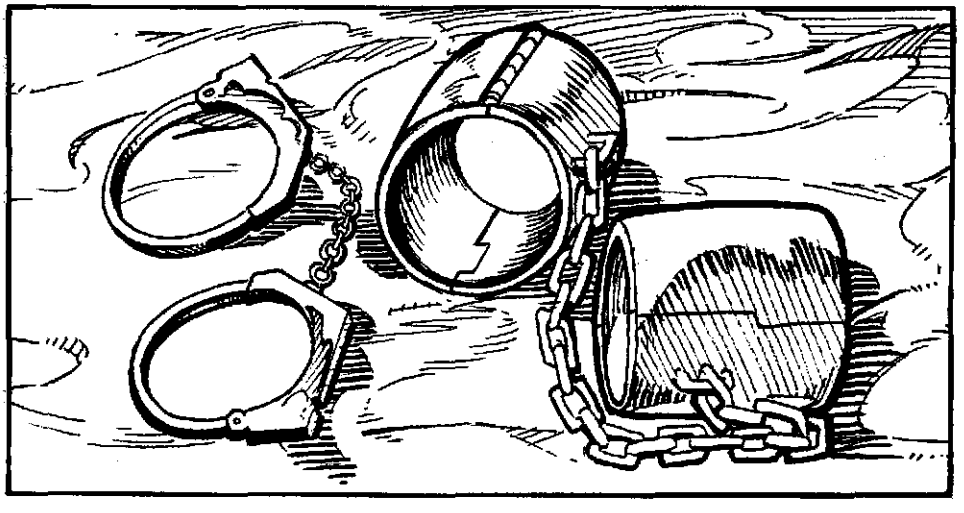
the special ops soldiers in a web of intrigue which lasts long after the battle. Keep in mind that although espionage operations can be invaluable to the war effort, they may run counter to official military procedure. Soldiers who perform one mission for a spy agency may find themselves vulnerable to blackmail or worse if they try to refuse another. The GM can set up some interesting roleplaying between strong, straightforward commandos and the devious spies who develop ways of controlling them.

Battlefield spies can have any number of objectives. Often, they simply wish to investigate the enemy. By counting troops, noting equipment and mapping fortifications, they can provide invaluable help to conventional soldiers. However, scouts can do more than collect information. They can attack, pinning down enemy troops which might otherwise respond to friendly moves. Undercover soldiers may also penetrate deep behind enemy lines, to observe troop movements, block roads, destroy supply depots, neutralize antiaircraft batteries and simulate a larger attack.



Most tactical reconnaissance missions consist of simple forays against the enemy. The GM needs a roster of forces defending the target, including both the entire enemy strength and the guards PCs are likely to meet at any one time. Both party and GM should have a map of the area and an appraisal of the situation, although the GM's material may be far more complete than that of the players.

The GM must decide how the enemy responds to an unconventional operation. Do they maintain elite troops to sally against such attacks? Do they panic and send platoons of ordinary grunts against the threat? Or might they be incapable of any adequate response? Note that although the first of these options can lead to a tough adventure, the party can defeat either one with clever planning. Therefore, the agents should have a fair chance to learn about the enemy's strategy before the shooting starts.

Missions behind enemy lines obviously involve a high risk of capture. Spies should know that the Geneva Convention protects *uniformed* soldiers who fall into enemy hands. In theory, this document grants prisoners food, medical care and the right to conceal military secrets without undergoing torture. Those who adopt disguises forfeit all such rights. Of course, a spy's typical enemies may not worry about the niceties of international law in any event.

Military missions are not mere wargames. The party must decide how to deal with a variety of interesting people. Possibilities include refugees, skeptical commanders, enemy sentries, real deserters, false deserters, and the whole gamut of civilians, from peasants to smugglers, who find themselves in the middle of a war. Furthermore, the distinction between "friendly" and "enemy" may be vague. The

allied guerrilla leader may be a warlord intent on expanding his heroin empire. The likable, steadfast Ranger commander may be committed to an unauthorized rescue mission which could drag his country into a war.

Economic Intelligence

In one sense, all questions of government are questions of economics. The transfer of capital fuels the military and civil society alike. Therefore, all those with an interest in political power must keep themselves informed about concentrations of wealth and the people who control them. Furthermore, financial records often include anomalies which betray the most secret of projects.

Intelligence agencies monitor the progress of business. In a capitalist society, most economic information is public knowledge. Legislators debate budgets in open session. Periodicals such as the *Wall Street Journal* publish daily market reports. Every espionage agency has analysts who follow such information. Their work, however, takes place entirely within their offices.

Actual spies commit economic espionage by investigating strategic industries. A nation's military and economy depend on a surprising number of scarce resources. Everybody knows the importance of oil to modern society. Such materials as tungsten, platinum, uranium, or, for that matter, rice, can also decide the fate of nations. Such vital products as ball-bearings, computer chips, ocean-going ships, specialized weapons, exotic drugs, aircraft and synthetic lubricants may depend on a few vulnerable factories. Secret agents must determine how other countries obtain these assets, whether through local factories or trade.

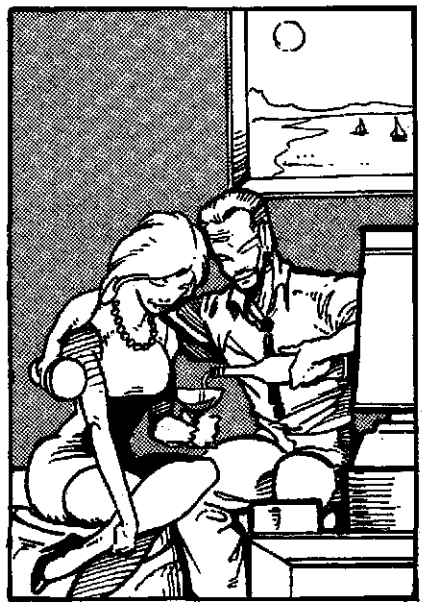
Once spies determine a target's resources, their principals may attempt to exploit weaknesses they find. If, for instance, an enemy depends on a third country for some vital resource, they can offer to buy it at a higher price. An industry which depends on a single factory is vulnerable to sabotage. Therefore, countries guard details of their economic infrastructure to whatever extent they can. Agents can expect to fight assassins and counterspies on any economic mission.

Economic intelligence also includes attempts to unmask secret organizations through their "paper trail." As time passes, it becomes ever more difficult for spies and criminals to conceal their transfers of funds. The computerized banking system keeps records of all activities. Laws against money-laundering restrict cash transactions of over $10,000. Even Switzerland has allowed the privacy of its banks to erode.

Criminals can still transfer money in suitcases. Those who wish to do business with legitimate enterprises, or to spend money on a corporate scale, must fabricate dummy corporations to disguise their activities. The U.S. government initiates phony defense contracts in order to conceal funds spent on the CIA. As another option, agents or criminals can operate through some corrupt financial institution. Spies may uncover any of these activities through standard espionage techniques.

Another opportunity for covert economic action involves corporate insider trading. Such business decisions as issuing stock, bidding for a contract, launching a project, unveiling an invention, borrowing money, accepting a merger or buying out another corporation can have dramatic effects on a company's value. Anyone who can get advance warning of such activities can make a hefty profit in the stock market. This information can also prove invaluable in corporate raiding, where falling stock prices make a company vulnerable to hostile takeover.

In a cyberpunk world, corporate information may become the prime target of spies. Even in the 1990s, the rise and fall of corporations has a dramatic effect on international power. Anyone capable of buying up a strategic resource would interest spies. Although few businessmen could actually acquire the world's entire stockpile of a strategic resource, one need only buy a significant amount to control the commodity's prices.



Blackmail (Continued)

Emerging from the water almost naked, with her filmy underwear plastered to her body, she and her lover drove back to Larissa's apartment. There, they met a Tartar muscleman named Misha who identified himself as Larissa's husband and proceeded to beat de Jean senseless.

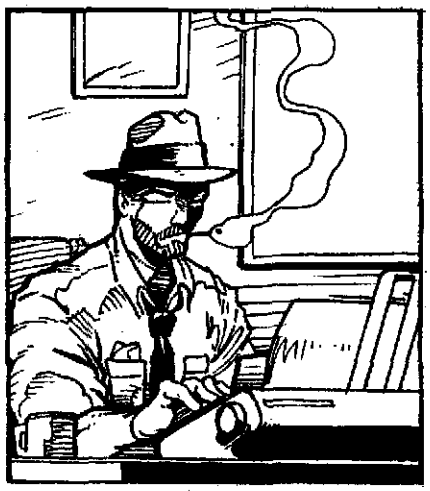
Misha not only pummeled Maurice to the point of unconsciousness. He promised to make a public scandal of the affair. The Soviet Union had strict laws concerning adultery. Despite the French tradition of affairs, Maurice de Jean could expect to lose his marriage, lose his position as ambassador and lose his political future in France. He spent the next few days in profound misery.

At this moment of despair, de Jean met an unexpected friend. The Soviet official Oleg Gribanov talked with him, listened to his troubles, and showed him the deepest sympathy. Gribanov warned that Misha had ever right under Soviet law to demand retribution. However, after a few agonizing days of "negotiations," Gribanov announced that he had managed to bury the affair for the moment. Maurice declared himself in Gribanov's debt. The KGB went so far as to send Lydia back to keep the French diplomat company.

The blackmailing of Maurice de Jean never bore fruit. Yuri Krotkov defected to the west and revealed the entire plot. Western intelligence agencies agreed to keep the affair private, and to withdraw Maurice de Jean from dangerous situations. No evidence indicates that de Jean ever did any illegal service for the KGB. Nevertheless, the affair illustrates the meticulous way an intelligence agency can destroy a target's life, with the aim of rebuilding it for their own purposes.

The existence of rival economic systems complicates economics dramatically. During the Cold War, for instance, Communist nations did not submit their currencies for open trading. Instead, they assigned arbitrary values to their banknotes, which did not reflect the money's actual purchasing power. Western intelligence agencies devoted great efforts trying to estimate a dollar value for the ruble. The differences in their estimates led to great debates about the actual extent of Soviet spending, particularly with regard to the military.

Economic intelligence requires agents with accounting expertise. Often, a seemingly innocuous abnormality in bookkeeping may reveal something vitally important. Economic espionage also requires technical knowledge of the industries involved. As with strategic reconnaissance, economic espionage lends itself to operations by professional spies. However, inside informants may become indispensable for obtaining information from corporate boardrooms, corrupt banks or government financial ministries.



The Recruiting of Willie

Nearly every espionage story revolves around the recruitment of a spy. Handlers must use a different approach for each prospective agent. Some respond to offers of money. Others, like Emily (see p. 15), have more personal reasons for spying. Some agents never realize that they are spies at all. The CIA refers to one such agent as "Willie."

Willie appeared in 1952, when Senator McCarthy's anti-Communist hunts swept Washington. During this period, Willie wrote a letter to a newspaper column condemning violations of civil rights by investigators seeking to purge the State Department of leftists. Willie's letter revealed confidential information. Although Willie signed the letter, "A Patriotic American," it took little effort for the KGB to identify the author.

One of the newspaper's prime reporters was an agent of the KGB. This spy promptly took Willie to lunch, and talked about the paper's interest in exposing such outrages against American civil liberty. The spy offered Willie monthly "expense money" in return for more State Department information. Willie accepted, and continued to transfer documents of all sorts. Throughout Willie's entire career, he assumed he was working for a newspaper reporter. This was actually true, except for the fact that the reporter happened to work for the KGB.

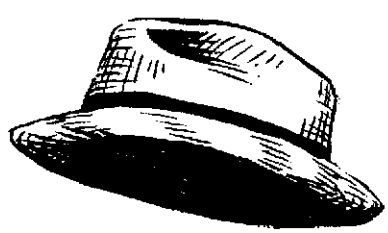
Technical Intelligence

Industry constantly develops new manufacturing techniques. The military constantly develops improved weapons. Occasionally, a breakthrough of science leads to a revolution in business, medicine or war. All these inventions and discoveries offer natural targets for agents.

Unfortunately for spies, most scientific secrets are known only to a few. To acquire technical intelligence, agents must penetrate the laboratories or factories where the discovery was made. Perhaps the agents can steal a working model of the new invention. Otherwise, they must locate someone who has experience with the device and persuade that person to reveal what he knows.

Only those with technical training can understand the detailed workings of modern technological breakthroughs. Therefore, laymen may easily mistake useless documents for secret ones. This can be a pure accident. Furthermore, counterspies may plant reams of technical gibberish in a sensitive laboratory both to distract spies and to lure them into traps. Under ordinary circumstances, agents must make a skill roll to recognize useless data. The skill in question depends on the subject of the data. For example, a new drug requires Chemistry and a building's blueprints require Engineering. If someone actively attempts to create phony technical information, treat this as Forgery (p. B65). Substitute the appropriate technical skill for Forgery.

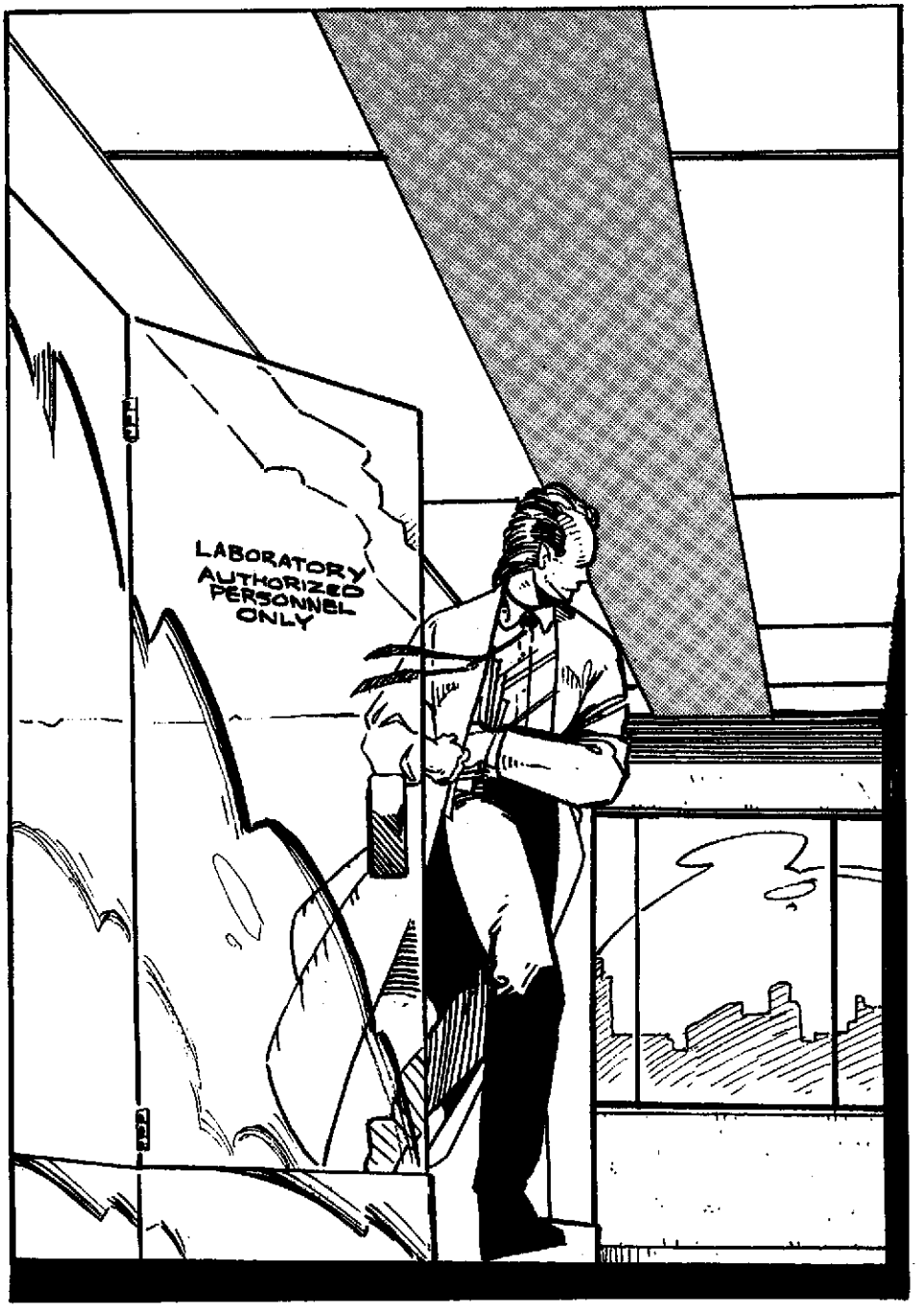
The hazards of technical espionage depend on the information sought. Naturally, the military has an ample supply of well-trained guards. Defense companies and high-security laboratories employ advanced alarm systems and security measures against internal spies. Counter-agents hover around such facilities. However, idealistic researchers believe in the free transfer of information for the advancement of science, and although few laboratory workers would intentionally reveal secrets, agents may find them naive.



Blackmail

Spies devote great efforts to blackmail. Their targets range from diplomats to petty criminals, along with anyone else who might have services or information to offer. Threats make an ideal way of controlling a subject, because they play on the victim's own insecurities and crimes. Furthermore, blackmail victims can hardly tell others about their plight.

Blackmail missions revolve around personalities. The GM must develop each crucial NPC in loving detail, to determine both the misbehavior which makes a target vulnerable and the personality features which may make him yield to threats. Agents, of course, do not receive a simple list of these traits. The party



must meet and talk with targets, gradually developing a feeling for the victim's mentality.

After determining how their target is vulnerable, agents must acquire solid data for use in extortion. If spies can beguile the victim into revealing a personal secret, so much the better. Otherwise, the agents must use informants, stealth and surveillance devices to record the victim at an embarrassing moment.

The easiest way catch a target in a compromising position is to lead him into it. Therefore, seduction plays a large part in espionage. This need not always take the form of sexual persuasion. The simple offer of cash often works, because once the target takes and spends a spy's money, he has permanently branded himself as a traitor. Other methods depend on the victim's personality. Some targets might allow companions to pressure them into using illegal, addictive drugs. Others might commit crimes in a moment of passion.

Counterspies know the tactics of blackmail well. They watch those important figures whose habits render them vulnerable to threats. Therefore, those seeking

Counterintelligence and Double Cross

Counterintelligence, the art of spying on spies, often depends on convincing enemy operatives to become double agents. One recruits double agents with the same tactics used to acquire civilian informants. Counterspies have the additional advantage of being able to threaten reluctant targets with arrest and possible execution. Other spies, of course, can make death threats, but not with the confidence of secret police operating in their own country. Therefore, coordinated attempts to recruit double agents can be dramatically successful.

During World War Two, Britain's MI-5 managed to bring almost the entire German spy operation in England under British control. They referred to this project as Operation Double Cross. This operation brought its first double agent in 1939. This spy, a man who went by the codename Snow, had worked for Britain's SIS in the early 1930s, then left that job and accepted an assignment from the Abwehr. The British knew about his second job from the beginning. When World War Two broke out, the English promptly arrested Snow and took him to Wandsworth Prison. There, they invited him to continue sending radio messages to his German contacts, only under British control.

The Germans proved delighted with Snow's information. German spymasters instructed him to make contact within the Welsh Nationalist party in Britain. Snow did this, and then arranged to ship these terrorists arms and equipment by submarine. To expedite this activity, the Abwehr gave Snow directions for meeting three other German spies in Britain. Snow continued to work aggressively for Britain, contacting German controllers in Holland and on the high seas. He played his role as a German spy so effectively that the other double agents eventually took him prisoner while on their way to a meet, assuming that he had switched back to the Abwehr again. Snow, however, proved to be legitimate.

As more German spies filtered into Britain, the early double agents discovered them. At the MI-5 prison facilities, the procedure of turning new spies into double agents became fairly routine. The British brought new prisoners in, grilled them extensively and impressed upon them the peril of their situation. Then the British offered the prisoners a choice between execution as spies and work as a double. Far more chose the latter option. All those who refused to cooperate did indeed receive sentences of death.

blackmail data may find themselves fed false information and led into a trap by counterintelligence agents. They may also find professional spies helping their targets cover up misdeeds.

As a blackmail plot reaches its culmination, spycatching agents may perform counter-blackmail. Perhaps they simply release the incriminating information, leaving the blackmailers with nothing more to threaten. Or, perhaps, the counterspies work with the blackmail target, threatening to reveal his secrets if he does not cooperate, but promising to help otherwise. What happens next depends on the victim's personality. The typical weak-willed blackmail victim attempts to play both sides, appeasing first one extortionist and then the other. A noble sort may admit his secrets and accept the consequences. Others may despair and become useless to everyone. Still others might seek revenge.

Blackmailers must also consider the measures targets might take to protect their privacy. Powerful people may have bodyguards. Agents operating against important figures in friendly countries may meet political pressure to end the mission. Furthermore, an experienced philanderer may be every bit as devious as an experienced spy. Rich men may use disguises, cover identities and other ruses to hide their illicit activity.

Once spies obtain blackmail information, they must use it. The methods of blackmail range from crude to exquisitely subtle. One can, of course, simply confront the target with a threat. However, this makes the victim's choice far too simple. A femme fatale might plead with her lover for some favor, then shift to tears and threats to reveal all. A controller might pose as the target's friend, who, for a little return, would help to cover up information which other people want to see released.

Disinformation in WWII

The Allies frequently used disinformation in WWII. A incident occurred during World War Two, as the Allies planned amphibious landings to clear Rommel's forces from North Africa. The Germans desperately wanted to know the site for these landings. Then, as if by great luck, a German diplomat named Theodor Auer discovered a useful source of information. He discovered a pair of men in Casablanca who seemed quite well-informed about Allied troop movements.

Auer's agents proved to be native Austrians, with trustworthy Teutonic backgrounds. Furthermore, the battles of the subsequent weeks proved their information accurate. Therefore, Auer pressed them to gather information about the forthcoming amphibious landings. The Austrians obliged him, bringing papers which not only pinpointed the assault at Dakar, in French West Africa, but described plans for a massive convoy to relieve the besieged British forces on Malta.

On November 8, 1942, the Torch landings began. U.S. troops came ashore, not at Dakar, but on the Moroccan coast, almost 300 miles away. Meanwhile, the Germans had concentrated troops, ships and seven Luftwaffe squadrons near Malta. Auer's two contacts proved to be anti-Nazi Austrians, who had recently escaped from prison in France and subsequently began working for the Americans. The Allies got ashore in Africa with minimal resistance.

Recruiting Agents

Much espionage depends on information supplied by turncoats among the enemy. Therefore, real-life spies spend more time on recruiting agents than any other form of mission. In a game, any other form of mission may involve recruitment. Furthermore, whenever the party has the good luck to make friends, it should seize the opportunity to develop those allies as informants. No spy can have too many contacts.

Recruitment missions may begin with either general or specific objectives. The agents may receive orders to corrupt one particular NPC. Alternatively, their instructions might call on them to develop moles within a particular organization, but leave the identity of those informants up to the PCs. If both party and GM enjoy freeform adventures, the PCs can simply act as case workers in a foreign country, with no particular orders except to gather information in any way they can.

Different contacts respond to different forms of persuasion. Recruiters must rely on trickery and empathy to inveigle their targets into doing useful work. Perhaps the party can establish a friendship with its contacts. People respond most favorably to those they admire, like, or have something in common with. In other cases, the recruiters must apply blackmail, as described above. Other spies respond to money or to sex. One should note that most of these agent cultivation techniques could backfire if used with unreceptive contacts. Before attempting to recruit an agent, recruiters must establish a sufficient rapport to avoid mistakes.

Agents can never be sure of the loyalty of their recruits. Therefore, each meeting with a prospective contact should be an exciting minuet of roleplaying, in which the spies must decide exactly how much they dare ask of their prospective agents. The GM must understand the NPCs well enough to portray their reactions. The party needs cues about the personality of NPCs, but the GM must be careful not to make their feelings so blatant as to rob these scenes of their tension.

Most people would be shocked to receive a proposition from spies. Therefore, recruiters must approach their targets with extreme discretion. The GM, meanwhile, must keep the attitudes of the typical NPC realistic, while still giving the spies a fair chance to recruit contacts. These considerations may be balanced in two ways. First, the PCs should have a reasonable chance to gather rumors about prospective recruits, which may help them choose a target and an approach. Second, the GM should give each NPC helpful quirks, which clever PCs can exploit. Hidden secrets, addictions, the hunger for adventure, and other personality features can make a target susceptible to spies.

The hazards of agent cultivation include such obvious perils as counterintelligence networks and police surveillance. The recruiter must also contend with all the trappings of the prospective agent's ordinary life. Such things as inquisitive spouses, personal enemies and reckless habits can ruin spies and drag down their recruiters as well.

The party need not always go seeking its agents. Often, would-be spies may come to them. These "walk-in agents" tend to be egoists, daredevils, con-men or enemy agents – but if one knows how to manipulate these types, even they can be useful. Furthermore, the dearth of genuine traitors makes "walk-in agents" occasionally worth their while.

Counterintelligence

Counterintelligence agents attempt to frustrate enemy spies operating against their country. To accomplish this, agents must identify and manipulate enemy operatives. The tactics of counterintelligence often resemble standard espionage, with the agents spying on other spies. One can use this activity as a theme for an adventure or a whole campaign. Few situations in the espionage genre offer a more varied, well-balanced contest than the battle of spy vs. spy.

Some undercover agencies, such as the FBI's counterintelligence detachments, consider catching enemy agents to be their primary mission. Furthermore, any organization may give its agents special assignments in counterintelligence. Operatives may find themselves pursuing an enemy agent the conventional counterspies could not catch. The spies may wish to turn an enemy spy ring to their own advantage, using it to gather information on enemy techniques while pumping false intelligence back to the foe. Finally, for a more chilling adventure, the PCs may have to perform counterintelligence against moles within their own agency.

The tactics of counterintelligence begin with stalking known spies. Every embassy contains a number of these obvious agents. Counterspies plant bugs, tail targets, investigate clues and otherwise snoop on them, trying to find their contacts. The spies, in turn, make every effort to evade surveillance. This sort of work occasionally does feature high-speed car chases, although gunfights are extremely rare.

The presence of "illegals," spies who have no connection to embassies, forces counterintelligence agents to grow more devious. Counterspies monitor the people and places spies might regard as tempting targets. Often, counterspies pose as would-be traitors, hoping to lure spies into recruiting them. Once recruited, they may simultaneously feed their controller false information and gather data on enemy resources. Counterspies also recruit their own moles to spy on spies. In addition to the usual tactics of corruption, they can blackmail the enemy's agents with threats of arrest on an espionage charge.

Once counterintelligence turns into undercover work, it acquires all the gritty trappings of standard espionage. Spies may kill to keep their secrets. Furthermore, this sort of operation features betrayal and deception from controllers and contacts

Sabotage in WWII

Sabotage, like espionage, requires only the cooperation of someone in an opportune position. However, this act of war also lends itself to direct action by audacious teams of agents. One such incident took place in the summer of 1942, when the British Special Operations Executive asked Brigadier Edward Myers to arrange the destruction of a key railroad bridge in Gorgopotamos, Greece. Myers hesitated about accepting the offer, because he wanted a regular combat assignment. However, his skills as a parachutist and engineer made him indispensable, and he agreed to go. His team included twelve members, including a professional explorer from New Zealand named Tom Barnes, an enthusiast on Greek culture named Denys Hamson and a Sikh army officer who eventually became a general in the Indian army.

Myers' band parachuted into Greece. Their landing did not go perfectly. Hamson suffered several cracked ribs. The Germans noticed their landing, and according to rumor, dispatched an entire division to hunt for the paratroopers. Furthermore, the band landed almost 200 miles from the partisans who were supposed to assist their operation. Nevertheless, the special operations team managed to reach the guerrillas and arrange the attack.

Myers and the partisans set off for the bridge just after the first snowfall. They found themselves committed to an epic trek through the Greek mountains. Then, after pouncing upon the Italian guards at the bridge, they prepared for their operation. While Greek guerrillas set up ambushes around the operations area, Myers prepared the massive bridge for demolition.

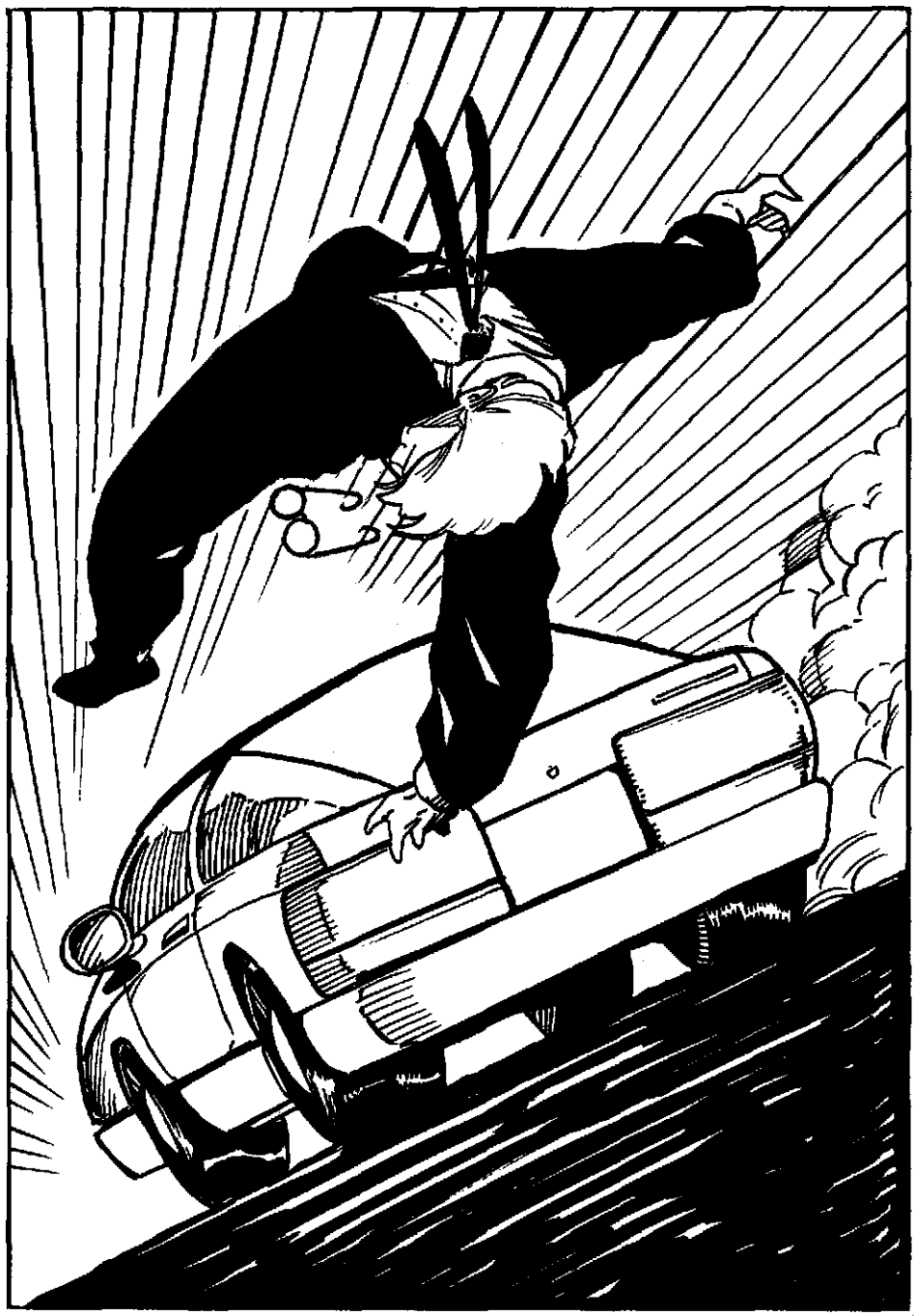
Myers promptly learned that intelligence reports on the bridge had been wrong. The support girders were not L-shaped but U-shaped, which meant that the expedition's carefully prepared shaped charges would be useless. Myers knew enough about demolitions to remake the charges from scratch. However, this took time, during which the Greek guerrillas grew restless and threatened to withdraw. Despite all friction, Myers successfully brought the bridge down. His party escaped without losing a single man.

The British saboteurs then departed for the coast, to meet a submarine which would take them to friendly territory. Instead, they received a radio transmission containing new orders. The SOE had decided to keep the twelve of them in Greece, to carry on further operations.

alike. The double agent remains the traditional tool of undercover counterespionage, and this sort of operative is incurably untrustworthy.

When designing a counterespionage adventure, the GM should pay particular attention to what each NPC knows. Spies take great precautions to keep anyone from knowing more than necessary. Therefore, when the party penetrates a cell, the mission isn't over. To clean up an entire spy ring, the party must pinpoint the chief controllers.

A counterespionage mission reaches its climax when the agents use the information they have gleaned to launch raids against the enemy rings. Organizations such as the FBI must attempt to lawfully arrest their targets. Genuine spy organizations may use more subtle or more vicious methods. If the enemy agents could serve as double agents, or even as an unwitting conduit for disinformation, they may be left at large. In other cases, the agents move in to stamp out the cell.



A Dirty Trick

In addition to sabotaging machinery, spies can sabotage events. These operations often resemble enormous practical jokes. A typical example would be the "Monster Rally," a CIA tactic from the Cold War. This trick involved inundating an area with tickets and advertisements for an enemy movement's political affair. If the "Monster Rally" scheme worked, huge crowds would appear, creating a headache for the organizers of the event.

One typical Monster Rally took place in Indonesia. The Soviet embassy scheduled a technology exposition, at which the Russians planned to lavishly entertain a tiny fraction of the Indonesian business elite. Instead, the Soviets found hordes of Indonesian street people lured by posters promising, "all you can eat and drink." Another such incident occurred at the Chinese Communist Culture Exposition in Japan. CIA posters advertising that event promised, "Lots of free Chinese food." Over 18,000 people appeared for an event expected to involve 400.

Propaganda in WWII

Much propaganda involves no more than the publication of magazine articles, posters and books which resemble a certain point of view. Other propaganda operations consist simply of spreading rumors. Both the Allies and the Axis used propaganda extensively during World War II. Preceding the war, German "fifth columns" stirred up anti-Semitic feelings and anti-war tendencies among Germany's rivals. The Allies, meanwhile, used every opportunity to highlight Hitler's megalomania.

The famous film in which Hitler dances a jig in celebration of his victory in France was a piece of Allied trick photography. As the war went on, the Allies spread other stories to demoralize German troops. One such rumor stated that the Nazi party had begun a policy of conscripting soldiers' wives for duty in Aryan race breeding communes. (Although the communes were real, the conscription policy was not.) This story alone reportedly led to several thousand German defections. In another program, Allied bombers attacked mail trains. They then swooped low and added sacks of "mail" to the debris. These false letters brought discouraging news from the front, anti-Nazi messages and similar propaganda. Furthermore, the stamps on the letters bore almost unnoticeable modifications. They showed the usual portrait of Hitler, but twisted his features just slightly to resemble a grinning skull.

Wars between espionage rings can make an interesting series of adventures. A series of kidnappings or arrests may begin the job, followed by assassinations. Finally, the two agencies may fight a clandestine war, in which all the heavy weapons and unusual devices of modern espionage come into play. If the enemies have a particularly secure installation, such as an island laboratory or jungle training camp, agents may call upon special ops troops for the final attack.

Disinformation

The use of false data to confuse the enemy is as important as the collection of real information for one's own side. Spies call phony data "disinformation." Controllers may assign the party to convince the enemy that certain falsehoods are true. The party may also spread disinformation on its own initiative, to protect its actual mission.

In military strategy, one can use disinformation to divert attention away from a point of attack. Lies serve much the same purpose in espionage, where they are used to draw enemy agents into wild-goose-chases. Disinformation can also discredit actual spies and taint real information.

To delude an enemy espionage agency, agents must present their information as secret intelligence. Disinformation agents may pose as defectors, trying to lure the enemy into recruiting and debriefing them. As a variant on this trick, a spy agency may give false information to expendable agents as if it was true and then allow or force them to change sides. Whether witting of unwitting, passers of false information play a dangerous game. Their job requires personal contact with the enemy. Once the deception becomes known, its victims may assassinate the liars merely on principle.

Those with extensive information on an enemy intelligence network may use their knowledge to introduce false data. As a simple example, someone can say misleading things over a tapped phone. More extensive missions may involve "losing" falsified papers or fooling a known mole into stealing phony documents. The challenge in such missions lies in making use of the enemy ring without revealing the knowledge of its existence.

Obviously, the spreaders of lies benefit from connections to rumor mills. Agents with a few useful contacts may create disinformation by dropping the right words at the right times. Of course, few purveyors of gossip intentionally pass on calculated deceptions, so the agents must develop a watertight background for their accounts. Agents must also take care that the disinformation victims do not trace the lies back to their friends or themselves.

Spies may also spread disinformation among the populace. They may generate phony news in order to suppress scandals, alter elections, sway popular movements, and discredit groups or people. They can distribute false news by corrupting a reporter or actually assuming control of a semi-respectable media outlet. Therefore, spies may fight secret wars over media "turf." They may also undertake prolonged recruitment missions against employees of papers.

To create truly believable disinformation, spies may stage news events. One common tactic involves committing crimes and leaving clues which implicate someone else. Agents may also pose as refugees, guerrillas, crime witnesses, etc. in order to gain media interviews and spread lies.

The GM may handle the results of disinformation in two ways. For a simple adventure, controllers may simply assign PCs to pass a certain false document or perform a certain stunt. If the party fulfills its orders without attracting undue attention, the mission was a success. The GM may also try to determine how severely the party can mislead its enemies. The more imagination players show in telling lies, the more the GM must consider how to respond to them.

Bodyguard Work – The Shooting of Ronald Reagan

In March, 1982, John Hinckley attempted to kill President Ronald Reagan. U.S. Secret Service agents performed their duty according to standard procedure, saving President Reagan's life. The attack took place as Reagan left the Hilton Hotel, where he had given an address to 3,500 union members. A few reporters and onlookers clustered behind a rope intended to keep the press back. This placed them 10' from President Reagan.

As the people outside pressed toward the President, reporters tried to push Hinckley away. Hinckley, in turn complained vehemently to the Secret Service, claiming that he had every right to be there. The squabbling came to an end when Reagan and his entourage emerged. Reagan waved to the crowd and proceeded to his limousine. At that point, reporter Michael Putzel shouted for Reagan's attention. "Mr. President, Mr. President." Press Secretary Jim Brady stepped forward to answer questions.

At that point, Hinckley drew a .22 pistol and began to fire. Within two seconds, he shot his full load of six explosive Devastator bullets. One struck Jim Brady in the forehead. Another hit Thomas Delaharty, a Washington policeman detailed to perform security for the President.

Three Secret Service agents were on the scene. One, Drew Unrue, sat in the drivers' seat of the limousine. He had the engine already running. Another, Jerry Parr, tackled President Reagan and pulled him from the line of fire. Nevertheless, a bullet struck the side of the automobile, and ricocheted into Reagan's chest. Meanwhile, agent Timothy McCarthy thrust himself between the gunman and the President. McCarthy received a bullet in the abdomen and fell to the ground. Moments thereafter, a mob of police, union members and other Secret Service agents overwhelmed Hinckley.

Rolls against Forgery, Fast-Talk and similar skills may determine whether a particular lie is believable. Note that the agents must always have an alibi and a back-up plan in case their first attempts at deception fail. Only the GM can decide just how great an influence a particular piece of disinformation might have over enemy policy. This decision depends on how closely the false information corresponds to the NPC leaders' own prejudices and beliefs, along with the GM's desires concerning the ongoing campaign.

Elsbeth's Advice to Spies

Elsbeth Schragmuller, the Terrible Blonde of Antwerp, gave the following advice to aspiring spies. (For more on Schragmuller, see p. 13).

1. When bargaining with an informant, always do so on your own ground. Make [the informant] travel away from his home as far as possible, preferably by night, by a tedious round-about route. A tired informer is less cautious and suspicious, less disposed to lie or bargain shrewdly. Make sure that you, on the other hand, are fresh and alert.

2. Never develop a fixed idea about the item of intelligence you think you can obtain. This will lead you into making yourself conspicuous by your inquiries. Collect every bit of information you can but without showing any interest in any of it.

3. Always record the information you collect if you cannot trust your memory but record it in terms of absolute innocence. Figures and dimensions you have to report may best be remembered as items of personal expenditure. [For example] you have seen, on a visit to Catham, ten heavy metal guns on lorries, ready for mounting. You remember, however, the excellent fish dinner you had there, which cost you ten shillings.

4. If you burn a letter, do not believe you have made it unreadable and do nothing more about it. Microscopic examination can reveal writing or printing on the ash. Pound the ashes to fine powder and scatter them to the winds. Merely tearing the paper into scraps is as dangerous as leaving it whole. Even putting small scraps down the lavatory is no safeguard.

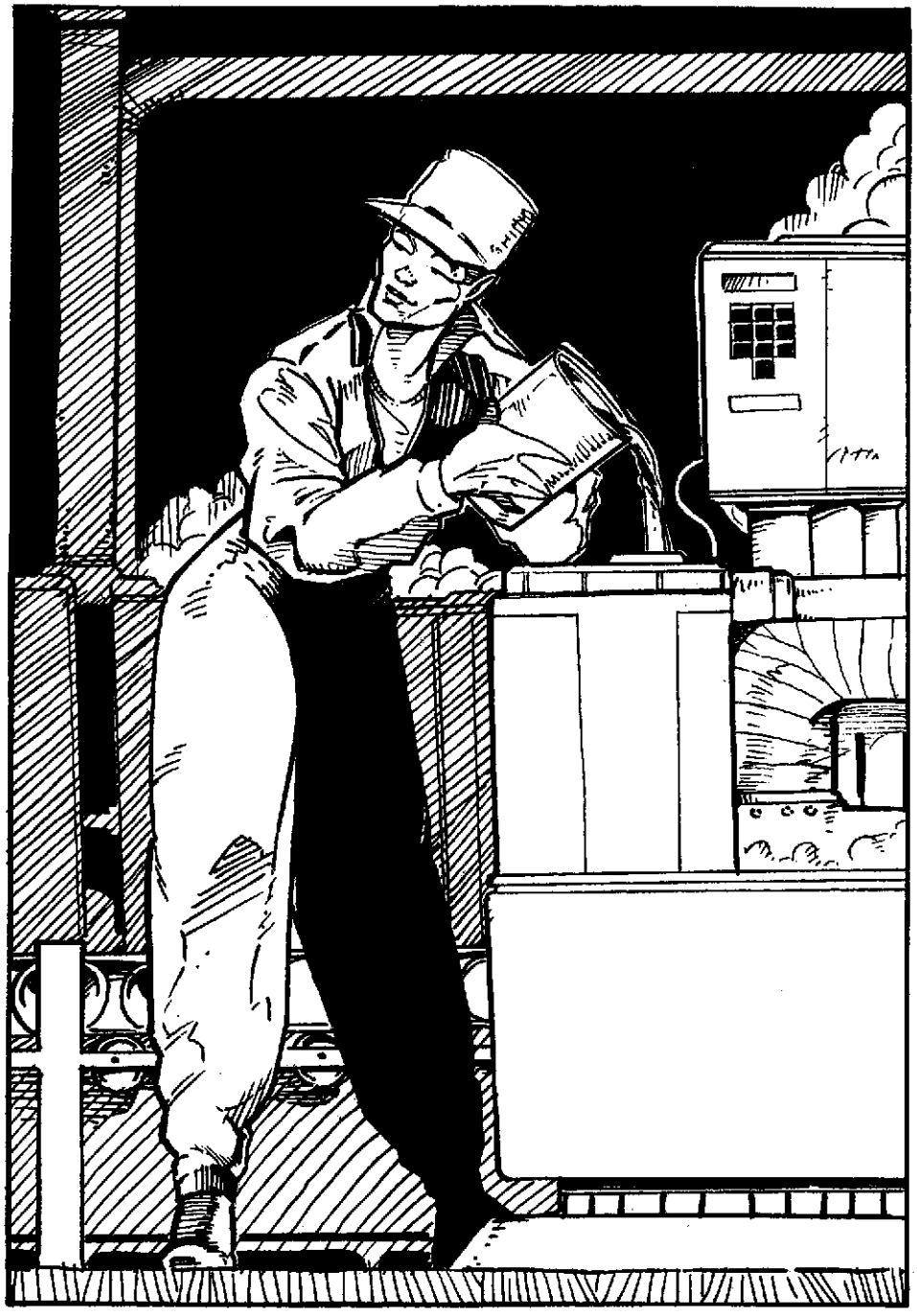
5. Avoid any temptation to be too clever or too original about methods of communication and so on unless you are sure that your invention is truly new. Rely instead on proven techniques.

6. Never talk or behave mysteriously. There is only one circumstance in which you may do so: a person who has something really important to communicate and is half-ready to do so can often be fully persuaded by being told something – preferably wholly fictitious – in a confiding way with a slightly mysterious air, for he will be flattered by it.

7. Conceal whatever linguistic gifts you have, to encourage others to talk more freely in your hearing.

Sabotage

Countries commit sabotage against enemy industries during war. However, even during peace, agents may find sabotage worth their while. They may destroy equipment to discredit a certain business or person. Spies may also have to sabotage secret enemy projects, such as hidden factories intended to produce atomic bombs.



Saboteurs have a seemingly simple mission. They need only neutralize guards, do their job and get out. The chief complication to these missions is often that targets lie deep within an enemy country.

A spy can use technical expertise to commit subtle sabotage. Nearly every machine contains temperamental parts or complex processes which someone could interrupt. This does require training in the appropriate field. The PC may use any skill at a -1 penalty to sabotage equipment relating to the skill. To locate and repair such damage, one must win a Contest of Skills against the saboteur.

Note that sabotaged equipment may be dangerous to use. Exact details depend on the device in question. However, as a general policy, workers must attempt a skill roll in the appropriate field to notice sabotage. They must pass this roll at a -3 penalty to notice sabotage. Those who use damaged equipment must pass a second skill roll at -4. Failure on this roll permanently ruins the machine. It also subjects the worker to damage from whatever chemicals or heavy equipment is involved.

People in the right places can commit sabotage in even more insidious ways. A secretary or file clerk, for instance, can make "typographical errors" at critical times. A factory worker can make defective parts. It is practically impossible to catch this sort of saboteur, because innocent people make so many such mistakes by pure chance. Agents may attempt to recruit someone capable of this kind of sabotage.

Propaganda

During war, agents use propaganda to demoralize the enemy, encourage guerrilla movements and raise friendly spirits. In peace, intelligence agencies may use propaganda as a substitute for war, to influence elections and political movements. Propaganda consists not only of spreading disinformation, but of organizing rallies, giving speeches, placing advertisements, distributing publications and performing spectacular deeds designed specifically to excite the public.

Propaganda sways its targets in two ways. First, it plays upon pre-existing prejudices to sway public opinion. Second, it reminds the people that the propagandists exist and have enough influence to disseminate their information. This latter function encourages local sympathizers to grow active and warns supporters of the enemy not to feel safe.

Propaganda missions share the characteristics of sabotage and disinformation. As with sabotage, agents must often operate within enemy territory. Furthermore, as with disinformation, the GM must decide how to assign game effects to a subjective thing such as spreading lies. Furthermore, propaganda carries the hazard of requiring public activity. Although the agents may conceal their personal identities, their mission involves masses of people. Propagandists in enemy territory always risk exposure and capture.

One can design any flamboyant raid for propaganda purposes. Attacks on enemy headquarters, the arrest of an enemy spy and the rescue of captives all have exceptionally high public-relations value. When conducting such a mission for publicity purposes, the agents follow their usual procedures, with the additional challenge of operating under public scrutiny. The more sordid activities of espionage may take place, but PCs must take care to conceal them. Agents must also keep in mind that the presence of the media inevitably gives the enemy a warning about what is to come.

The business of handing out leaflets and leading political rallies does not always make for an exciting adventure. However, propaganda operations become more exciting when the PCs perform guard duty. Terrorism is both a form of propaganda and a highly effective way of undermining more peaceful forms of political expression. Snipers can turn a peaceful rally into a riot. Bands of armed

Assassination

The following account describes a typical assassination by the CIA. Although the target involved is fictitious, the methods used are quite historical.

Col. T. MacKar retired from the U.S. Army after twenty years of service with a secretive aerial resupply unit based in Panama. However, he remained in touch with the younger officers of his unit, and he found what they told him highly disturbing. The new commander of his unit seemed utterly un-military in bearing. Furthermore, from what Col. MacKar gathered, the new commander was sending pilots on missions with no official authorization. Some of his friends hinted that the aircraft carried arms to some unspecified location, and brought cocaine to the United States.

Col. MacKar made no secret of his displeasure. He wrote to other colleagues in active service. Although many of these officers were MacKar's old friends, none answered the letters. MacKar became depressed, and started drinking heavily. When drunk, he talked about the military. One evening, burglars invaded MacKar's house. He became convinced that the thieves had worked for the military, but when he mentioned this to other people, they only shook their heads and laughed. People began to say that MacKar was obsessed. They commented that he seemed unable to adjust to retirement.

MacKar threw himself into the work of writing down everything he remembered from his own service with the unit, and cross-checking all the current rumors. If the Army would not listen to his complaints, he wanted to take a rock-solid story to the press.

One evening, MacKar found himself alone in the house. His wife had gone to her parents for the weekend. His son was at college. As MacKar worked on his papers, the phone rang. The man on the other end had a calm, sober voice. "Hello. This is the police. Have you heard from your son recently? In the past few hours?" When MacKar said that he had not, the caller explained that there was news MacKar needed to hear. A policeman would be by in a few minutes. The officer would wear plainclothes and drive an unmarked car. He would, however, have an identification card reading Fairfax County Police.

The plainclothes policeman arrived on schedule. Col. MacKar checked his identification and invited him in. Then MacKar turned to lead his guest into the house. At that moment, the "policeman" flipped an iron bar from his sleeve and struck MacKar on the back of the head. MacKar fell into his house, dying of a massive concussion.

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Assassination (Continued)

The assassin calmly shut the door. Then he went to MacKar's gun cabinet, which CIA burglars had located during the robbery a few days before. The assassin hoisted the body onto a sofa and placed the barrel of a rifle in its mouth. The killer used MacKar's hand to pull the trigger, blowing the top of MacKar's head off, along with all evidence of the blow. At the same time, an assistant assassin mailed a poorly-typed suicide note to MacKar's wife.

The police ruled the death a suicide. MacKar's friends, recalling his odd behavior, felt inclined to agree. Meanwhile, the killer and his accomplices left the country within hours. After several changes of flight and identity, the two men landed in Athens, their base of operations.

Historical Assassination Techniques

The USSR's infamous SMERSH assassination bureau devoted considerable efforts to eliminating Stalin's rival, Leon Trotsky. On May 24, 1940, Soviet agents assaulted the Mexican villa where Trotsky lived in exile. The attack failed to kill Trotsky. However, SMERSH agents did manage to capture one of Trotsky's bodyguards, a man named Robert Sheldon Harte. Some speculate that Harte had once worked with the assassins, and that the Soviets wanted to silence him. In any event, three months later, another of Trotsky's confidants murdered him with an ice axe. This killer, Ramon Mercader, later proved to be a Soviet agent who had assumed the name Jacques Mornard to gain Trotsky's trust. The Mexicans sentenced Mercader to prison but assigned him to a reasonably comfortable facility. Mercader received his freedom in 1960, and promptly went to Czechoslovakia.

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toughs can terrorize voters into leaving the polls or voting for the toughs' candidate. Agents may have to root out such troublemakers so that their own political message can get through. Furthermore, they must perform this task without developing a reputation as thugs themselves.

Bodyguard Work

Assassination and kidnapping play a crucial role in espionage. Therefore, every spy agency must take measures to protect its suppliers, informants, leaders and technicians. Furthermore, intelligence agencies may find themselves protecting public figures against terrorists or criminals. There is little action in regular guard duty, so PCs should serve as bodyguards only on temporary assignment, during some acute threat. However, agents may have a long-term interest in protecting some figure, and rumors of a threat to that person's life may send them scurrying to act as defenders.

Even when defending someone's life, secret agents must lie about what they do. Most of the people they need to protect are engaged in some sort of clandestine activity, and the appearance of obvious bodyguards would destroy their cover. In some cases, bodyguard-spies must conceal their mission even from the person they are protecting. Many moles and contacts would give up espionage if they realized they had become targets for assassination.

Bodyguards must fit themselves into the lives of their targets. Except during moments of crisis, their charges plan their own schedules. Guards must follow targets through crowds and lonely spots, heavy traffic and open country. Game Masters may wish to develop a set daily routine for an assassination target, or rely on their ability to improvise.

In addition to watching their target, spies must try to identify threats before they begin. This involves cultivating contacts and conducting surveillance. Spies must fan out into the area around their target looking for physical traps and ongoing plots. It is almost always wise to attack enemies first instead of waiting for foes to strike on their own terms.

Attempts at locating potential assassins plunge the party into their target's web of enmities, both political and private. The party may uncover a number of questionable people, some worth watching, others not. By tracing connections between these people, the party can often track down the key members of an assassination ring.

The pace of a bodyguard adventure depends largely upon the party's enemies. Therefore, the GM must make sure the party has clues to pursue and situations to intervene in. This sort of adventure demands a great deal of preparation, including maps and atmosphere notes for any place where the PCs might suspect an attack upon their target. There should be enough seemingly-dangerous situations to keep the players interested from the beginning.

Assassins cannot appear from nowhere. By realistically planning the details of an operation, the GM can develop a ready-made set of leads for the guard team to follow. The assassins' disguise, point of entry, point of egress and political intentions all give the party a chance to stumble over the assassins' logistical apparatus and interfere with the plot. This actually spares the GM work, because it eliminates the need to prepare an elaborate list of clues.

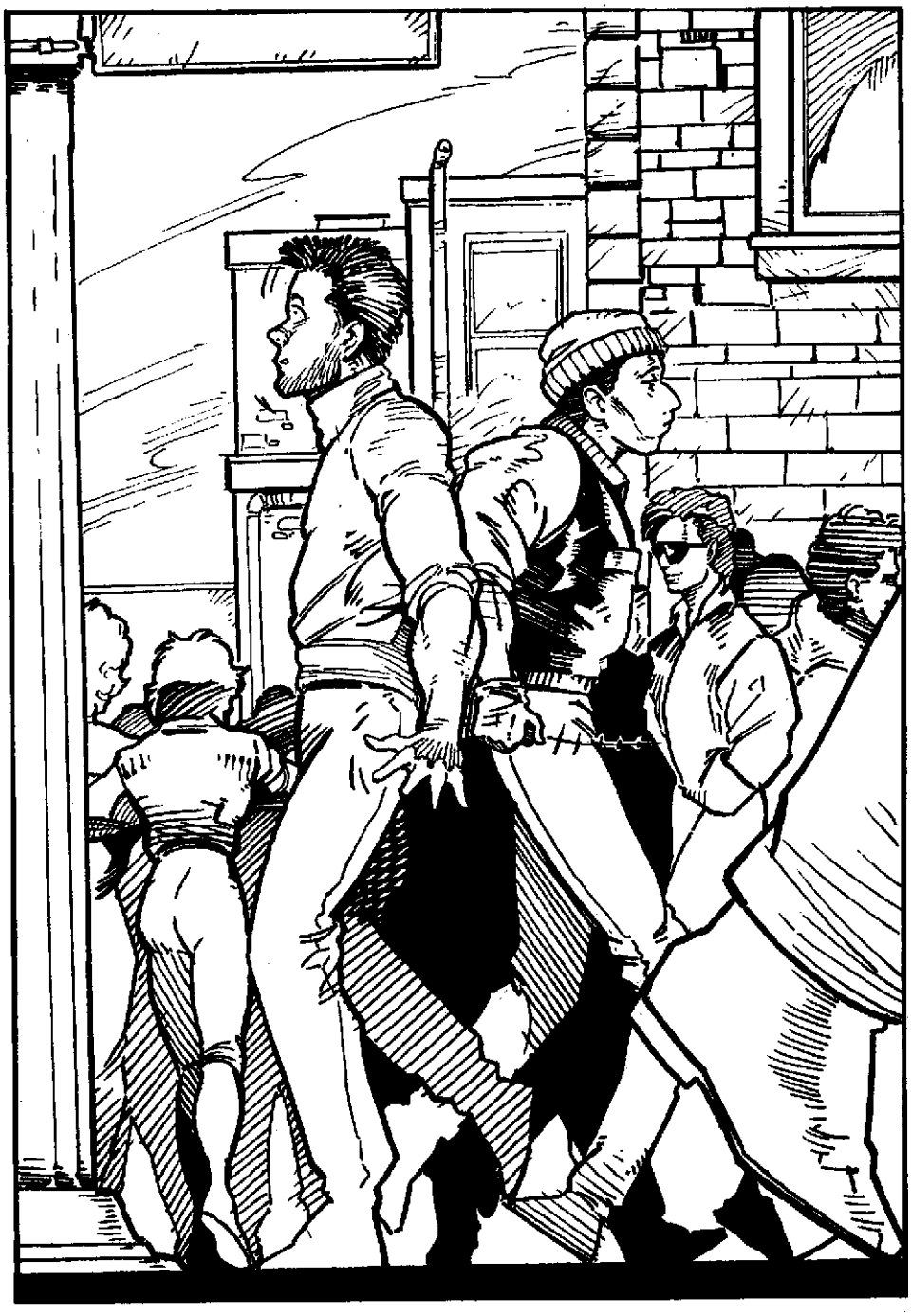
While developing plans, GMs need not choreograph every event. The GM may play NPCs as he would play his own characters, improvising where necessary. Once the GM has clear descriptions of the enemy's resources, intentions and locations, he can easily develop their plans spontaneously. The GM should never let NPCs act on information which they could not have. Within these guidelines, NPCs should have the same flexibility in plans as the party.

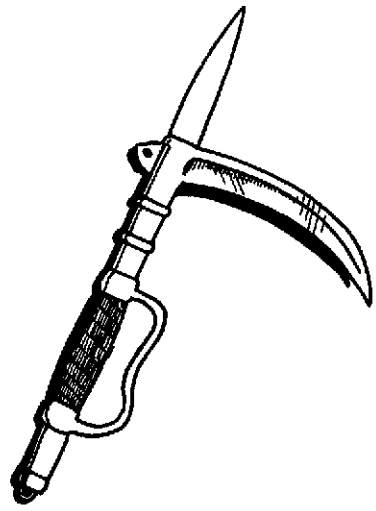
This applies to guard duty of every sort, not merely bodyguards protecting a target against assassins. The party's enemies could be kidnappers or thieves instead, and the target might be a laboratory or office instead of a person.

Assassination

There are always traitors who know too much. There are always enemy spies who are simply too good. There are always schemers who manage to accumulate too much power. For these reasons, espionage agencies have always committed assassinations.

Some controllers use assassination with surgical precision. They limit their attacks to those who, through too much knowledge and too little sense, have made themselves more dangerous than the agency can tolerate. Others use assassination freely as a tool of intimidation. A few assassinations of wavering agents instills a certain discipline even among their own ranks.





Historical Assassination Techniques (Continued)

In 1954, the Soviet Union attempted to liquidate a defector named Georgi Okolovich. The assassin, Nikolai Khokhlov, defected to the West instead, going to Okolovich's house, meeting his target alone, and introducing himself. Khokhlov revealed the Soviet plans for the assassination, which required him to shoot his victim with a miniature gun concealed in a cigarette lighter. This firearm fired tiny hollow-point bullets, each of which carried a dose of cyanide.

In September, 1957, another Russian assassin succeeded in poisoning the defector Khokhlov. The ex-assassin collapsed during a convention in Frankfurt. Bruises covered his skin, blood seeped from his pores and his hair fell out in clumps. The symptoms resembled radiation poisoning, but nobody could tell how he had been exposed. Doctors eventually determined that Soviet assassins dosed Khokhlov with radioactive thallium, which had itself been subjected to intense radiation, causing it to disintegrate into microscopic particles. No normal purgatives could remove this lethal dust from a victim's system. Khokhlov's survival was a medical miracle.

On October 12, 1957, the Soviet assassin Bogdan Stashinsky killed the defector Lev Rebet. Stashinsky caught Rebet simply by lurking outside his victim's office. When Rebet passed by, Stashinsky squirted him with a minute amount of cyanide from a 13" spray tube. The dose caused cardiac arrest. Examining physicians determined the death to be of natural causes. Only in 1961, when Stashinsky defected to the West, did the truth become known.

A Japanese legend tells of a ninja who lay in wait for his victim within the pit of an outdoor latrine. When his target sat down to use the facility, the assassin passed a spear upward through the victim's body.

Hostile Extraction

Dr. Walter Linse, head of the Association of Free German Jurists, provided a continuing political annoyance to Moscow during the post-World War II negotiations on Germany's future. For reasons which remain unclear, the KGB decided to capture him alive. On July 8, 1952, Linse walked out of his apartment in West Berlin. On the street, a man approached and asked for a match. Linse reached into his pocket to get one. At that moment, the stranger struck him. Meanwhile, another KGB agent leaped from an alley and tried to hustle Linse toward a nearby car.

Walter Linse fought back. A brief melee raged on the street. However, a third KGB agent was on the scene with an accurate pistol. This kidnaper took deliberate aim and shot Linse in the leg. The KGB agents got Linse into their car and drove away.

The fight on the street attracted attention. A West Berlin truck driver pursued the abductors. However, the KGB agents reached the Soviet sector of Berlin. There, guards instantly lifted the bar to allow them through, while ordering the pursuers to stop and present papers. The U.S. High Commissioner John H. McCloy protested the incident. His counterpart, Vasili Chuikov responded, "You do not think, I hope, that the Soviet Union had any complicity in this plot."

In 1955, German prisoners of war returning from Russia reported seeing Walter Linse in a Soviet labor camp. In 1960, the Soviet Red Cross reported that Linse died in prison.

Assassinations can often serve propaganda or political purposes. By killing key members of a hostile organization, assassins can terrorize the survivors. By killing a leader, they can disable the whole organization or government. The more a leader's power depends on personal magnetism, the more his group will suffer upon losing him.

Agencies must beware of allowing vendettas to color policies on assassination. Violent agents can easily come to depend on this technique; even controllers can succumb to personal anger against an enemy target. However, the more assassinations agents commit, the more likely they are to trigger a feud or a public scandal.

The GM may wish to give agents alternatives to assassinating their foes. They may get more information by kidnapping, blackmailing or negotiating with enemies. Much of the information on planning an assassination mission still applies. See *Blackmail*, p. 72, and *Hostile Extraction*, p. 83, for more details.

Official government agencies seldom sanction murder. Every assassination mission is, to some extent, a rogue operation. Agencies often hire mercenaries for these types of missions, operating through middlemen. If police capture the hit team, the failed assassins can expect no aid. In fact, their employers might hire other people to assassinate *them*, thereby keeping the mission a secret.

For obvious reasons, trained commandos make ideal operatives for less subtle plots of assassination. Crossover characters from ***Special Ops*** may frequently find themselves used as killers. Likewise, when the PCs try to thwart an assassination, they may have to fight the 300-400 point characters ***Special Ops*** allows.

Assassinations succeed because the killers have plans and the victim does not. Clever assassins know how they plan to reach their victims, how they plan to kill them, and how to get away afterward. If the target manages to learn of these plans and takes precautions to counter them, the attack could turn into a deadly trap for the killers. Even a simple attack on the killers' headquarters may well take the assassins by surprise.

If the killers can arrange to be on friendly terms with their target, their chances for reaching the victim grow far higher. However, the chances also grow greater that somebody may associate them with the murder. Crafty killers must construct their cover identities with great care, making sure that the circumstances of the murder implicates some other rival of the agency.

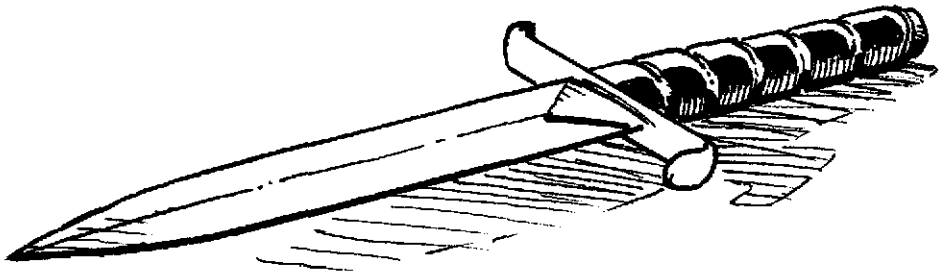
The key to carrying out an assassination lies in timing. The killers must catch victims in a place where nobody can come to their aid. Therefore, anyone planning a personal assault should spend some time studying the victim's habits and surroundings. The GM, meanwhile, must develop a clear enough picture of the target's daily life to describe the victim's routine.

The GM should be ready to present thorough information on the area where the party finally attempts the assassination. It may not be feasible to map every area the target visits in advance. However, the GM should have enough background information to improvise a layout with little delay. The GM should also have statistics ready on the target's bodyguards or likely protectors.

An assassination adventure does not end when the victim dies. The GM must consider who might investigate the murder and who might seek revenge. An assassination can also stir up interest in the reasons behind it, thereby leading investigators back to the PCs' agency. Therefore, assassins must also give thought to the extent to which they wish to cover up their deed.

In strife-torn settings, assassins may not mind letting people guess who committed a killing and why. In more civilized areas, spies may wish to provide false reasons for the death. Dangerous vices, such as drug addiction or illegal gambling, make believable explanations for a murder. Depending on the nature of the killing, they may also be able to disguise it as an accident or suicide.

The success of an investigation depends on the amount of information available about the death. Police must depend on interviews with the victim's acquaintances to determine a motive and possible identity for the killer. Forensic procedures can match bullets to guns, fingerprints to persons and poisons to suppliers, but they cannot determine the identity of an unknown murderer. For these reasons, professional agents can escape arrest more easily than common criminals.



Hostile Extraction

Hostile extraction, or kidnapping, offers spies the most direct method of getting a target under their power. Agents may uncover fascinating secrets by abducting and interrogating enemy spymasters or top scientists. Kidnapping also offers a quick way of removing a friendly agent from the influence of enemy corruption. Extraction also offers a way to capture an enemy operative for conversion into a double agent, or simply to torture information out of him.

In some settings, you can kidnap foreign experts and force them to work for you. This tactic works best when the targets have no great ideological enmity toward their captors. It would have been difficult, although probably not impossible, for the Soviet Union to get useful work out of a kidnaped American scientist for any prolonged period of time. However, cyberpunk corporations regularly "extract" each other's employees. German rocket scientists after World War II offered tempting kidnap targets for both East and West. Soviet scientists might also be worth kidnapping from today's Commonwealth of Independent States.

Any situation which could lead to an assassination could be the cause of a kidnapping instead. Hostile extraction has many of the advantages of murder, in addition to several of its own. Live prisoners can answer questions. Live spies may serve as bargaining chips in a prisoner exchange. From a gamer's point of view, kidnapping has the additional advantage of leaving PCs with a relatively clean conscience. It is not entirely unrealistic to assume that some intelligence agents have at least a vestigial sense of morality.

Most of the advice on designing an assassination adventure applies to extractions as well. A kidnapper must learn enough about the victim's life to strike at an unguarded moment. A kidnapping must be covered up even more carefully than a murder, because a live victim is susceptible to rescue.

Kidnappers must devote careful attention to their means of escape, keeping in mind that they must take a live person with them. Without drugs or effective threats, the victim may resist or call for help. For these reasons, kidnappers find ruses which make the victim cooperate. Kidnappers should miss no chance to win the trust of a potential victim. Fast-Talk and Seduction play a role in abduction. Throughout the operation, extraction requires far greater finesse than murder.

Friendly Extraction

Friendly extraction involves smuggling a willing subject out of some dangerous situation. Most often, friendly extraction involves a foreign citizen who wants to defect. Agents might also extract a friendly operative whose cover is blown.

Rescue

In December, 1978, the Iranian government imprisoned Paul Chiapparone and William Gaylord, two employees of H. Ross Perot's corporation, Electronic Data Systems. Iranian prosecutors leveled murky charges of corruption against the pair and set bail at $13,000,000. EDS made several efforts to resolve the case, but met only static. Meanwhile, Iran lurched toward revolution. Therefore, Perot assigned a team of EDS executives to engineer his employees' escape from Iran.

The leader of Perot's team, Colonel "Bull" Simons, had led the raid on the Son Tay prison facilities in Vietnam. Although Son Tay proved empty of prisoners, his aerial assault was a model of tactical perfection. Simons personally killed over 70 enemy soldiers. The other executives on the team had their own assortments of military and security experience. One, Ronald Davis, held a black belt in karate. Another, James Schwebach, was an expert at making homemade explosives, and had a knack for losing himself in a crowd. However, all were executives in their mid-thirties, and none had recent combat experience.

In Iran, the team planned several commando operations to snatch the stranded executives. Their first plan called for an attack over the prison wall, with Simons and another team member using shotguns to keep the guards from interfering. Ron Davis would lead the advance into the prison, where he might meet his enemies at close enough range to use his karate skills. Two more team members would watch the flanks with rifles, to keep outside forces from interfering. To create a further diversion, the team would detonate a firebomb several blocks away.

Perot's team spent several weeks in Iran. They purchased weapons at U.S. sporting-goods stores, and smuggled them overseas through airports chosen for their lax security systems. The Iranian prison had visiting hours, which allowed the commandos to evaluate their opposition. The team learned exactly how many guards occupied each post, and developed plans to neutralize them. Then, just as the team prepared to strike, the Iranians transferred their prisoners to the high-security Gasr penitentiary.

Electronic Data Systems employed a young Iranian named Rashid as a computer systems engineer. Rashid was an enthusiastic young man with poor English, who had traded his childhood dream of becoming President of the United States for one of becoming an executive in Electronic Data Systems. Despite Rashid's penchant for taking rash action without consulting anyone, Perot's team trusted him to scout the new prison.

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Rescue (Continued)

By February, 1979, mobs ruled the streets of Teheran. Rashid found himself on the streets, among the angry gunmen. He watched as the crowds stormed the Draft Registration Office. On impulse, Rashid ran into the building and emerged carrying an armload of machine guns. Then he raised one into the air and shouted. "To the Gasr Prison!" The crowd listened to him. "Let us free the inmates of Gasr Prison. The Gasr Prison is our Bastille!"

As the mob smashed the gates, Rashid darted in. He managed to find the two EDS employees, and to conduct them back to the EDS corporate buildings.

Note: Although "Rashid" is a real person, the name is a pseudonym. It comes from Ken Follett's non-fiction account of Perot's expedition, *On Wings of Eagles.*

Friendly Extraction In Iran

After successfully rescuing Paul Chiapparone and William Gaylord from an Iranian prison, H. Ross Perot's independent commando team had to get the pair out of Iran. "Rashid," the young Iranian whose audacity made the escape possible, insisted on leading the extraction. Colonel Bull Simons, the former leader of the operation, agreed. He later explained, "Rashid's in charge as long as he does what I want." The group fled Teheran in a pair of Range Rovers, avoiding the street fighting of the ongoing revolution.

Rashid led the fugitives into the hills of Western Iran. They raced through the mountain roads at 70 miles per hour. They passed several roadblocks manned by ragged young revolutionaries. At each one, Rashid bluffed his way past. In Mahabad, Kurdish revolutionaries stopped the group at gunpoint and threatened to put them on trial as agents of SAVAK, the hated secret police. However, Rashid continued to lie shamelessly. He knew that the Kurds were engaged in open warfare to the North, and had no time to waste on two carloads of strangers. He also knew that Iran's snarled phone system would allow no communication with the capital. Therefore, he claimed to be a leader of the Revolution, and demanded the right to pass. The Kurds granted it.

At the border, the fugitives plastered their cars with posters depicting the Ayatollah Khomeini. This did not stop the local guards from refusing to let them cross at night. Col. Simons solved this problem by offering the guards a bribe to "watch" his Range Rovers. After that, the Iranian troops gladly overlooked the team's escape, knowing that with the Americans gone, they could steal the expensive vehicles. The team reached Turkey on February 15, 1979.

The challenge in a friendly extraction lies in making contact with the target and completing the escape while under enemy surveillance.

When a highly-placed foreign citizen asks to defect, agents often attempt to put off the extraction. An embittered officer, scientist or diplomat is far more valuable as a mole than a defector. Therefore, agents assigned to an extraction may find themselves on a prolonged mission, in which the target may grow increasingly impatient as time goes by. During this period, agents must keep the defector loyal. They must also prepare a way for the defector to escape without immediately alerting the enemy.

The defector's personality and acquaintances may complicate an extraction. First of all, the agents must remain on pleasant terms with their target, or else the whole operation may collapse. Second, defectors may have personal entanglements which crop up at embarrassing times. An old enemy may guess about the defection and decide to report it. A lover might urge the defector not to go, or may beg to come along. In all these cases, the party has a ticklish challenge. By dealing too heavy-handedly with personal matters, the agents may alienate their own defector.

The chief threat to an extraction comes from enemy security. Anyone in a sensitive enough position to warrant extraction is under some form of scrutiny. The GM should prepare details on the bugs, informers, plainclothes police and other guardians watching over the target. In addition, the enemy counterintelligence services almost certainly operate in the region. The party may have to overcome both specific guards set on the target and general spy-traps in the area.

The final stage of an extraction, the escape itself, could be either harrowingly difficult or surprisingly easy. If the defector and the party keep their intentions quiet enough, they may manage to slip away without incident. If, however, the GM intends this escape as the climax of the adventure, it could involve any number of exciting complications. Enemy special agents may pursue the fugitives in a rousing car chase. Border guards could use helicopters, minefields and armored vehicles to stop the escape. Or, perhaps, just as the defector enters supposedly safe territory, the party encounters one of the enemy's top assassins!

The difference between friendly and hostile extraction often grows blurry. Often, agents must disguise a voluntary defection as a hostile extraction, if only to protect the defector's family from retaliation. It can be equally useful to disguise an actual kidnapping as a friendly extraction, in order to brand the target as a traitor.

Rescue

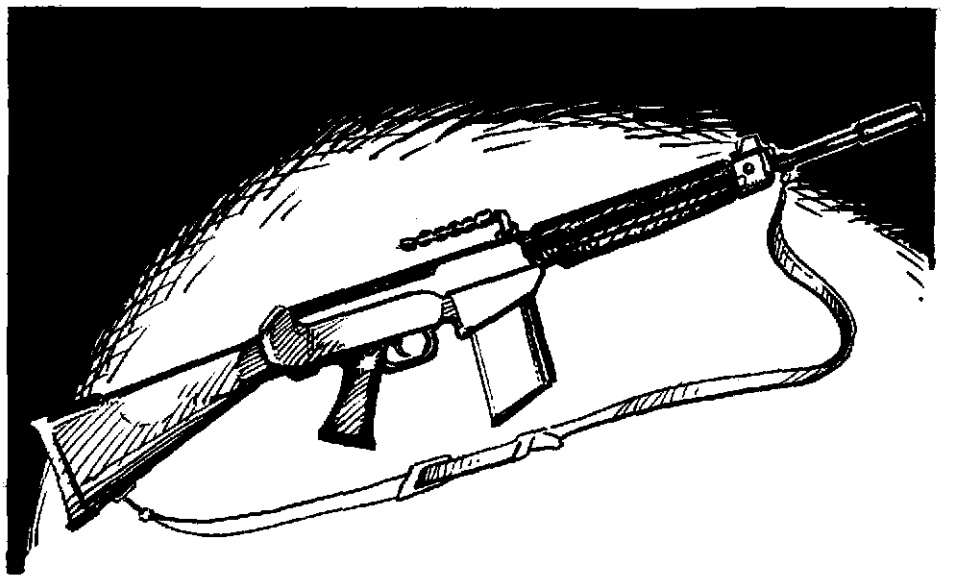
Intelligence agencies can attempt to rescue prisoners for the most selfish or the most noble of reasons. Agents may receive assignments to rescue hostages, prisoners of war, or political dissidents. Spies can also try to free less savory types. Failed spies may need a hand out of prison before they talk. Common criminals have their place in espionage, and an agency which needs a forger or trained assassin might recruit one from the prisons. Furthermore, when a political purge leaves highly-placed people in jail, spies may manage to rescue the imprisoned leaders and pump them for information.

Note that a rescue can also be a job for ***Special Ops.*** However, spies and commandos approach this task differently. A ***Special Ops*** team views a rescue as an assault. Controllers dispatch these troops to break into hijacked aircraft or prison camps in acknowledged war zones. Spies conduct the more subtle business of locating prisoners deep within enemy territory and bringing them out quietly. Secret agents might also try to release long-term hostages from such locations as Beirut.

Before agents can conduct a rescue, they must locate the prisoners. This can become an entire adventure. If the captors make ransom demands, agents may be able to tail whoever presents the ultimatums. Otherwise, the party must depend on informants, lucky breaks, and any messages the prisoners manage to send.

After locating the prisoners, the party must reach them. Spies must travel undercover until they get as close to the target as they can. Note that travel restrictions in totalitarian countries may hamper this stage of the mission. When operating against terrorists, agents may have fewer laws to worry about, but they must avoid the media scrutiny which surrounds anything as sensational as a hostage-taking. The difficulties of traveling in a terrorists' playground such as Beirut are also worth considering.

The actual strike on the prison compound must often take the form of a raid. However, the agents have a wide range of tactics for this assault. They can sneak over a lightly-guarded point in the wall, or disguise themselves as employees of the prison. In rare cases, PCs may even have the firepower to win a pitched battle with the guards. More often, any shooting is used as a diversion while stealthy agents sneak inside. After the prisoners are out, the agents must get them back to friendly territory.



The Coup d'Etat

A coup d'etat gives spies the chance to create entire nations. Within the cabals which lead these uprisings, a skilled conspirator can wield more power than armies. Espionage agents offer nations their strongest defense against a coup at home or in friendly countries abroad. In hostile countries, spies can depose enemy leaders and install candidates of their own. The GM may have the party support or oppose a coup.

A coup takes place when a faction within a country short-circuits the legal government and takes power into its own hands. This is distinctly different from a revolution or civil war. Coup plotters may use violence to neutralize their most powerful rivals, but they are not trying to crush the government by force. Rather, they want to take control of the government by demonstrating that true power rests with them.

To complete a victorious coup, plotters must subvert any institution with real power. They must prevent the military, the media, the secret police or any other powerful organization from blocking their putsch. Plotters also cannot ignore less obvious organizations such as labor unions, churches and even such secret societies as the Masons. Espionage agencies can play a deciding role in penetrating these groups, or in keeping them free of plotters.

Coup d'Etat in the Seychelles

In 1977, a leftist named Albert Rene seized power in the Seychelles Islands. The former President, James Mancham, spent the next three years hiring mercenaries and attempting to retake power. In these attempts, he received aid from Kenya and South Africa, both of which feared an expansion of left-wing power in the Indian Ocean. Mancham's most dramatic bid for power came in 1981, when the legendary mercenary "Mad Mike" Hoare accepted a contract to take control of the Seychelles.

Mad Mike hired 54 mercenaries, promising them $1,000 apiece, plus $10,000 as a bonus for victory. The South African secret services allowed the mercenaries to acquire AK-47 assault rifles captured in Angola. Kenya lent radio facilities to the coup plotters.

Hoare planned his attack for Friday, November 27. He selected the day knowing that President Rene would be out of the country and that the entire Cabinet would be at a meeting in the State House, where his troops could easily seize them. The plan began with an attack upon the capital city, Victoria. In this raid, the mercenaries would subdue the national radio station, the army barracks, the State House and the army headquarters.

Hoare intended to establish his headquarters at the Cable and Wireless offices. In this way, he hoped to keep loyalists of Rene from calling allied Tanzania for help. Meanwhile, Mancham's local supporters, the *Movement pour la Resistance*, would take over such duties as guarding prisoners, leaving Hoare's men free to eliminate resistance. As the fighting died down, Hoare would play a tape over Seychelles Radio, in which Mancham announced his return to power. Although the tape claimed that Mancham was broadcasting in person, the ex-President would actually wait in Kenya until his victory was assured.

The mercenaries arrived in the Seychelles on the pretext of attending a drinking festival called "The Ancient Order of Foam Blowers." Matters went awry the moment they landed in the Seychelles. A customs official discovered a rifle in one of the men's luggage. When the security forces arrived to arrest the armed foreigners, the mercenaries fought back. A 20-hour firefight ensued. During this battle, Seychelles troops blew up an Air Swazi jetliner to prevent the mercenaries from escaping on it. This represented the destruction of the entire Swazi fleet.

During the course of the battle, an Air India flight touched down from Bombay. Forty-four surviving mercenaries descended upon it and forced the pilot to fly them to Durban, South Africa. There, the mercenaries released passengers and crew unharmed. The South African government did not prosecute the soldiers of fortune.

Plumbing

The art of plumbing lies in stopping leaks of information. One must not only stop loss of secrets; one must prevent the enemy from using information already lost. The most effective way to do this is to raise doubts about the information's validity. One bafflingly successful plumbing job apparently took place in 1985, after KGB colonel Vitaly S. Yurchenko defected to the CIA.

Yurchenko performed Embassy security in the United States during the early 1970s. During this time, he sent his telephone number to the FBI, inviting them to help him keep an eye on Soviet citizens in the United States. The FBI responded by informing him that they knew of his extramarital affairs. Then, in March 1980, Yurchenko returned to Russia. In 1985, he assumed control of Directorate K, a foreign counterintelligence unit.

Four months after receiving his new job, Yurchenko traveled to Rome. There, he defected to the CIA. U.S. agents debriefed him at an Air Force base and then sent him to the United States. In America, Yurchenko made a half-hearted attempt to learn English, and to revive several of his romantic liaisons. However, he failed at both attempts.

Then, in November 1985, Yurchenko vanished. He appeared two days later at a press conference at the Soviet Embassy. Yurchenko claimed that U.S. agents had kidnaped him in Rome. The double defector insisted that his true loyalties lay with the Soviet Union and demanded a chance to return home. United States officials complied with this request.

In 1986, a Soviet press release announced Yurchenko's execution. However, later reports claimed that he was still alive, and still controlling Directorate K. Needless to say, Western intelligence agencies found themselves forced to treat Yurchenko's reports with extreme skepticism. Nobody knows whether Yurchenko was a Soviet disinformation agent, or simply a man with a staggering ability to change his mind.

Ideally, coup plotters can develop covert alliances with the leaders of powerful organizations. However, a revolutionary faction need not win their active support. Any organization which simply remains neutral has done its part to support the coup. If an institution's leaders remain indecisive, they have effectively become allies of the conspiracy. Even when an organization elects to oppose a coup, the plotters may undermine it at lower levels, using popular sentiment to keep the institution from defending the government. Selective assassination and creative sabotage may also cripple an intransigent institution.

No matter how cleverly a coup is planned, the government almost always retains a few army loyalists or some scrap of popular support. The plotters must dispose of this in as businesslike a fashion as possible. They must use their forces to control the media and the country's chief avenues of transportation. They must also destroy any intractable enemies. Then the conspirators must assert their authority. A coup succeeds when its leaders issue decrees and the people obey.

Special ops troops play a key role in coups. These elite fighters can surgically destroy enemy factions. Their discipline makes them capable of confronting angry crowds while avoiding the sort of provocation which leads to civil war. Therefore, both government and conspirators exert every effort to win the trust of the special ops soldiers. Both sides also make every effort to monitor the soldiers, and eliminate unfriendly commando leaders.

A modern coup requires from a few weeks to a few months of planning. If the plotters act much faster, they risk a debacle. If they spend too long recruiting, the secret police may discover them. During this planning phase, wise conspirators divide their allies into cells, after the fashion of spies.

The task of government agents parallels that of the revolutionary faction. Both must probe the loyalties of powerful institutions. Both must secretly recruit support. Both depend on sudden killings and arrests to eliminate enemies. Both must unravel the secret conspiracies of the other side. Spies find themselves right at home in such affairs.

A coup's mechanics resemble espionage so closely that spies routinely play a part at all levels of these affairs. Agents face an almost unbearable temptation to become involved whether their controllers intend for them to or not. Therefore, coups d'etat often involve rogue operations within an agency. Like the coup plotters themselves, these rogue agents become heroes if their efforts succeed and criminals if they fail. The party may find itself caught in the middle, uncertain whom to support.

The GM must develop a plausible environment for a coup. Details of this depend on the sort of country where the adventure takes place. One can have a blatant putsch in the Third World, with bemedaled generals and gratuitous violence. A coup can also conceivably occur in the most civilized of nations, behind a facade of legality, with no killings except secret ones, and cultured politicians politely stabbing each other in the back. Underlying such color, the country must have some sort of social crisis which makes a coup plausible.

The principles of a coup d'etat can apply to any organization. cyberpunk spies can lead a coup against a corporate Chief Executive Officer. Rogue agents may lead a coup of sorts within their own agency. A coup can occur anywhere that the official rulers are weak and unofficial leaders are strong.

Plumbing

When secrets start leaking out, spies must plug the holes. A "plumbing" mission may be official or unofficial, but it is often the most frustrating assignment agents can receive. This sort of adventure occurs when police, government investigators or the news media discovers embarrassing facts about the agency. The spies must limit the damage and keep anyone from learning more.

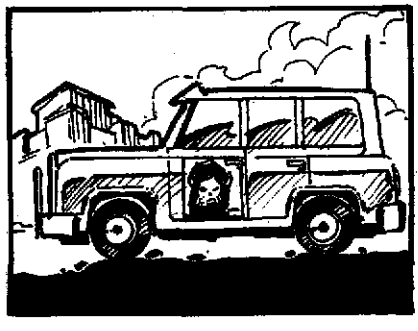
The bulk of a plumbing adventure consists of tracking down potential leaks. Agents must learn every detail of an operation in which the participants have justifiably become extremely guarded and suspicious, even about their own comrades. In the course of this, they may come face-to-face with the most bitter internal politics of their organization. Spies may discover disgruntled espionage bureaucrats sabotaging each other's missions. The plumbers could also find fellow-agents torn between loyalty to agency and loyalty to country, who release information out of an honest belief that the people have a right to know it. Actual traitors may also turn up. In each case, the spies must decide how best to deal with the leakers. Assassination remains one popular method. However, in cases of moral or political uncertainty, the plumbers may find their own allegiance uncertain.

Plumbing operations usually occur alongside investigations by government or media agencies. The agents must outmaneuver these unwanted investigators. Out-

Border Crossing

During the Cold War, agents in Eastern Europe often had to end their missions by making a hasty dash across the border. The Eastern Bloc border fortifications began with shoot-to-kill zones which extended for a five-mile radius behind the frontier. At the boundary itself, were three separate barbed-wire fences. Mines and flares dangled from the middle wire of each one, ready to go off if jostled. Towers with searchlights and machine guns stood along the fence. Patrols in this zone employed dogs to track escapees by their scent.

One team of agents, code-named Michael and Vince, made crossing this border into a science. They worked together to slip through the fences, with one man cutting the wire while another held it steady, thereby avoiding the risk of setting off mines attached to it. After passing the fence, Michael and Vince crawled through the cleared zones. Whenever possible, they crawled backward, to keep anyone from knowing whether they were sneaking in or out. In East Bloc territory, Michael and Vince gathered information on Communist activities, and occasionally committed minor sabotage.



Friendly Fire

On missions of any sort, secret agents must be wary of stumbling across friendly spies. The strict secrecy of espionage operations means that allied agencies may mount operations against the same target without realizing it. This gives agents yet another reason to be careful whom they shoot at.

Complicating matters, officially allied intelligence agencies often nurse fierce enmities against each other. Agents of the KGB hated operatives of the GRU, and vice versa. Even within a single department of a single agency, operatives may view colleagues as rivals for promotion. People accustomed to a life of violence and deceit may feel few compunctions about pursuing one of these conflicts to deadly levels. Rival agents would probably never betray friendly spies to the enemy, but they might well choose to compete, rather than cooperate, with their supposed friends.

side auditors can do more harm than enemy spies, and agents cannot usually shoot them. Furthermore, the plumbers themselves may have to grant interviews or testify before government panels. Spies must take great care to keep such incidents from ruining their cover identities forever.

In addition to preventing further leaks, plumbers must defuse the results of existing revelations. This may involve spreading disinformation to obscure the meaning of now-public information. It can also involve finding a scapegoat, ideally a dead scapegoat, for whatever sins have become known. The plumbers must take great care that their fellow-agents do not choose them for this role.

Escape and Evasion

Escapes are called for when a mission goes wrong. Spies may lose their cover deep in enemy territory. A hijacking or aircraft accident may leave them in a hostile country they never meant to visit. They agents may actually find themselves imprisoned, by their foes or by civil authorities. The GM may railroad the agents into an occasional escape mission, but it is more fair and more fun to let the agents get into these situations through their own mistakes.

When designing an escape adventure, the GM must prepare a description of the area where the party finds itself. The nature of this description depends entirely on the sort of situation the agents must escape from. However, the GM should consider the party's physical restraints and social contacts. Other prisoners, whether friendly or hostile, can play an important role in an escape. Guards, barriers and locks need game statistics. The GM must consider how guards watch the prisoners, and if they employ any devious tricks such as planting informants among the prisoners.

The party's main challenge in an escape lies in improvisation. Prisoners must find tools to escape, and equipment to survive once free. Lucky spies may have used Holdout to conceal useful gadgets, but most have nothing but their imagination. Since finding resources is a test of player creativity, the GM need not attempt to preplan everything the party might use in its escape. Consider the PCs' ideas with an open mind, and give the most realistic rulings you can.

Once the agents escape, the GM must decide who might chase them. Fugitives from a remote prison camp might dodge helicopters and soldiers with dogs. Kidnappers cannot pursue their victims as openly, but might send expert agents to trail the escapees and snatch them when they let their defenses down. The GM must also decide whether the captors can start a public manhunt for the party, passing their description to airlines, storekeepers and other ordinary people. In all cases, the GM needs to pick conditions under which the search methods will succeed.

Transportation

Transportation tends to be dangerous, difficult and thankless. Freelancers and peripheral spies often begin their careers smuggling. The "cell" method of espionage organization depends on an army of cut-outs to relay messages anonymously between spy rings. A slightly higher grade of smuggler carries actual documents or stolen devices from moles to controllers. Espionage organizations may also employ agents to supply friendly moles or whole guerrilla organizations with weapons and gear.

In urban settings, couriers seldom know who they work for. They pick up messages at a preordained spot and deliver them to unknown recipients, who identify themselves with seemingly-casual passwords. If the meet fails to take place and the cargo proves hotter than expected, smugglers have few contacts to pursue. Fiction abounds with stories of cut-outs who find themselves stuck with highly sensitive documents. Determined enemy agents attempt to steal the infor-

Transportation

As the Nazis prepared their Atlantic Wall along the coast of France, British agents asked the French Resistance to provide details on the fortifications. A network of patriotic Frenchmen called Century took up the challenge. In Spring, 1942, Century obtained a wealth of information from agent Rene Duchev. This tough house-painter secured a job painting in the German headquarters, where Colonel Hugo Schnedderer directed the construction of fortifications. While German officers discussed the colors and patterns they preferred in their paint job, Rene Duchev pilfered precise blueprints for the entire Atlantic Wall.

Having obtained the documents, Duchev had to get them to Allied hands. Initially, he did not dare even take them out of the house. Duchev concealed the blueprints behind a mirror. This proved fortunate, because Schnedderer noticed their absence almost at once. As Duchev left the house, German soldiers leaped upon him, dragged him back within, and searched him. However, they found nothing. Gestapo squads began systematically ransacking the entire countryside.

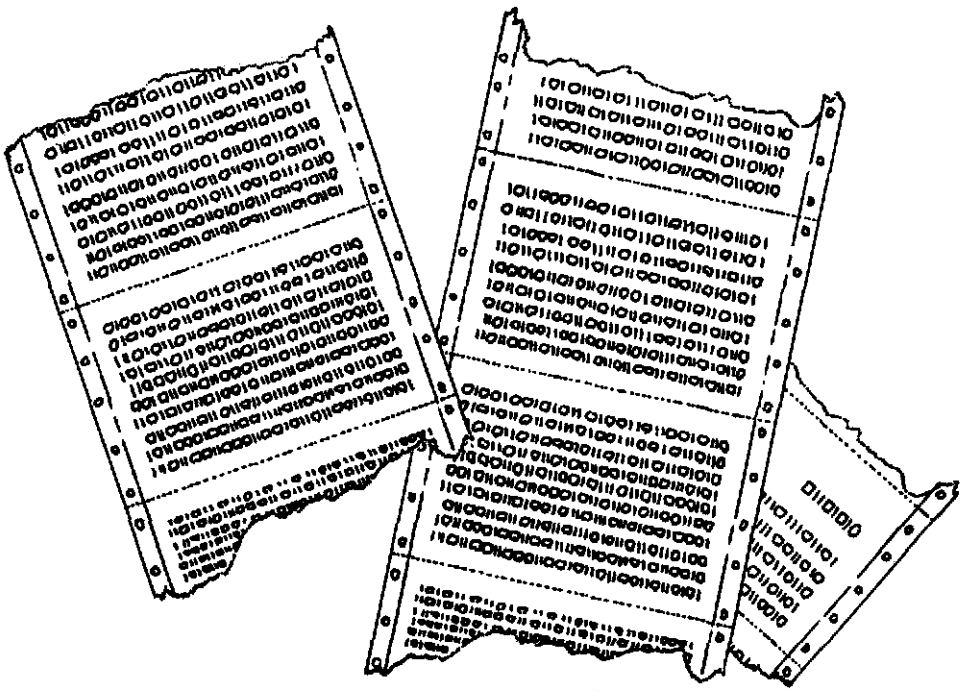
The next Monday, Duchev began work painting. That Wednesday, he arrived in the Cafe Touriste, where he met with other members of Century. There, he produced the map from under his coat. As chance would have it, the Gestapo chose that moment to search the people of the Cafe. Duchev promptly marched to the coat rack and placed his maps in the pocket of a German soldier who happened to be drinking at the bar. The Gestapo searched all the French people in the Cafe, even ordering them to strip. However, they did not suspect their own soldier. Duchev later recovered the maps unnoticed.

Having no direct connection with the Allies, Duchev sent his maps to Paris by train. There, Resistance leaders sealed them into a cookie tin and dispatched them by fishing-boat to England. Duchev, meanwhile, continued his work as a spy. He survived the war.

mation. The courier must evade their attacks while searching for someone with whom to trust the perilous information.

Smugglers who supply guerrilla movements face less deception and more gunfire. Supplies and munitions require more space than secret messages, and arms smugglers usually have their own aircraft, trucks or boats. Special ops veterans may find themselves involved in expeditions through war zones. In exotic parts of the world, people trading with guerrillas may find themselves under some pressure to smuggle precious items or illegal drugs. This criminal activity generates income for both smugglers and guerrillas.

When designing a transportation adventure, the GM must consider the places where their enemies might intercept the party. The agents are most likely to meet trouble at such chokepoints as borders, open deserts, airports and the meeting places where they transfer their cargo. Police patrols may also scour large areas of their route. The most exciting point of a transportation mission probably comes when the party meets some particularly determined enemy. This may be a police inspector, or it may be an agent from some other agency, eager to steal the cargo.



Computer Espionage

As more and more data appears on electronic files, "hacking" becomes ever more useful in espionage. Numerous military and corporate institutions connect their computer systems to the telephone system, gaining the convenience of long-range networking but risking infiltration by intruders. In a cyberpunk world, nearly all information appears on computers somewhere, and a special breed of electronic thieves routinely risk their minds to steal it. ***GURPS Cyberpunk*** and ***GURPS Ultra-Tech*** contain details on the computer Net of such worlds.

To log on to most computer systems, the user must present an identifying password. The art of hacking lies in finding these passwords. A variety of techniques exist. Computer infiltrators may try for a lucky guess. Many computer users make the mistake of choosing passwords which have some connection to their work, their names, their birthdays or their hobbies. Anyone who knows or can garner information about such a user may be able to figure out his code. Hackers can also find passwords by random selection. A simple program allows a computer to generate millions of random passwords until it finds one which works.

The Hannover Hackers

In 1986, five German computer enthusiasts discussed ways to finance their hobby. Among other methods, they considered breaking into Western military computers and selling information to the Eastern Bloc. Unlike countless other hackers who have had such fantasies, this group actually had the skill to carry out their idea. They belonged to an organization called the Chaos Computer Club, which specialized in penetrating high-security systems for the sheer hacker's pride in uncovering protected information. Furthermore, one of the group's members, Peter Carl, lived in West Berlin and knew how to contact Soviet agents across the Berlin Wall.

The KGB treated these hackers like any other walk-in agents. It turned down such grandiose plans as a training center in which German teenagers would train Soviet spies as expert hackers. Instead, the Russians demanded solid information, for which they paid small sums and offered no promises. The KGB often paid the hackers in cocaine.

Assorted members of the Chaos Computer worked independently to break into American computers. They used an assortment of ruses to discover the passwords, not to individual systems, but to U.S. computer networks, which linked military bases and laboratories across the United States. The Germans penetrated over 400 computer systems, including the 24th Infantry Division headquarters in Fort Stewart, GA, the SRI laboratories in Omaha, the U.S. Air Force base in Ramstein, West Germany, the U.S. Navy Coastal Computer systems in Panama City, Florida, the MIT MX Computer in Cambridge, the Anniston Army Depot in Anniston, AL, the Fort Buckner Army Base in Japan, the Pentagon's Optimus database, the Air Force Systems Command (Space division) in El Segundo, CA, the Jet Propulsion laboratory in Pasadena, CA and the Lawrence Berkeley Laboratories in Berkeley. Nevertheless, the majority of these systems contained no classified information.

The beginning of the end for the hacker spies came when Clifford Stoll, an astronomy student at Berkeley, noticed an error of 75 cents in a laboratory accounting file. By pursuing this error, Stoll discovered a systematic series of penetrations. He set out on an individual crusade to capture the intruder. Stoll's techniques involved creating a phony "Sdinet" computer, intended to resemble a database on the Strategic Defense Initiative anti-missile program. By luring the hacker into these files, Stoll hoped to keep the intruder on-line long enough to trace his telephone connection. At the suggestion of his girlfriend Martha Matthews, Stoll added another fake file. This one resembled a form letter giving defense professionals an address where they could write for more information on Sdinet.

Continued on next page . . .

The Hannover Hackers (Continued)

Matthews' ruse worked. The Soviets did indeed request information, passing their request through a Hungarian courier in Pittsburgh. However, Western authorities managed to trace the letter and assorted other evidence, leading to the capture of the spies. The German police charged five of them with espionage. Police later found Karl Koch burned to death in an isolated wood. Authorities ruled the death a suicide.

Frameups

Spies often wish to blame their work on others, both to escape punishment and to discredit the victims of the frameup. The techniques of framing someone for a deed depend on the situation. Agents must carefully analyze the nature of both the victim of the crime and the victim of the frameup, in order to develop a plausible story.

To commit a frameup, agents must account for motivation, circumstances and physical evidence. They must choose a frameup victim who might have wanted to commit the crime and had the means to do so. Then they must plant the suspicion that that person is the guilty party. Agents might contact a police informer to finger the frameup victim. Every city contains a number of professional snitches, who will accuse anybody of anything. The spies also might manufacture evidence against their "culprit." For example, if the frameup victim owns a registered gun, agents might steal it, shoot someone, and then allow the weapon to fall into police hands.

The agents may also trick their victim into incriminating himself. They use the same techniques employed in all other psychological manipulation. Agents must arrange for their frameup victim to be seen at the scene of the crime, or to be overheard talking about it. For example, the agents might hire a small-time criminal to keep an eye on their assassination target. They then arrange for the criminal to be seen. After that, when the agents carry out the murder, they can blame their hireling for the crime.

A frameup becomes easy indeed if the police wish to cooperate. Every police station maintains a list of probable suspects for crimes. These are always plausible frameup victims. Furthermore, a clever interrogator can often trick a suspect into incriminating himself, even if the suspect happens to be innocent. To coerce a confession, an officer rolls vs. Interrogation with a penalty of -2. This penalty does not apply if the suspect was at least partially connected to the crime.

Hackers also use a technique known as "social engineering." This resembles standard espionage. A social engineer contacts legitimate users of a computer and bluffs them into revealing their passwords. Hackers may impersonate servicemen who need the passwords in order to correct some problem. They may claim to be high-level executives in a corporation, and angrily demand access to some crucial file.

Insiders always have an advantage in hacking. Anyone with legitimate access to a computer network can leave a "back door" in the system by making a Computer Operations roll. This allows the user or others to enter the network at any time in the future. Legitimate users also attract less suspicion if they show an interest in a computer system.

Gamers can simulate most of these hacking techniques through roleplaying and the use of skills such as Fast-Talk and Diplomacy. When making a random search for a password, hackers may attempt an IQ roll at -5 every four hours of hacking. Knowing a system's password format (i.e., all passwords are seven characters) reduces the penalty to -3, and a password generation program adds +7 to this roll. The GM should note that some systems lock up after a preset number of incorrect password attempts; hackers may have to give up and try again at a later date.

The computer subculture offers more resources to hackers. Electronic bulletin board systems offer a place where computer users from around the world can exchange information and swap rumors. However, real hackers are suspicious of anyone who asks for particular information, especially concerning specific systems or passwords. Several successful Fast-Talk and Savoir-Faire rolls would be required to obtain any useful passwords.

Espionage agencies may employ trained computer experts for electronic espionage. They also may recruit amateur hackers. Historically, several hackers have searched out spies to offer their services. Agencies treat them like any other walk-in agents.

Adventure Design

Designing ***Espionage*** adventures requires an exceptional amount of foresight and flexibility from the GM. This genre emphasizes not only mystery but active intrigue. The storyline follows an freeform course, as agents and NPCs react creatively to one another's plans. This requires a new approach to adventure design. The GM cannot always plan an adventure step by step. Instead, one must think up an intriguing situation, and develop the people likely to play a role.

Every adventure must begin with a clear objective. Early in a campaign, the GM must usually give the party its orders, speaking as the party's controller. As a campaign progresses, the motivations for missions may grow more subtle. Players should always have the flexibility to choose their own strategy and pursue their own ambitions. However, the party should always have a clear goal to focus on, or the adventure risks losing its point.

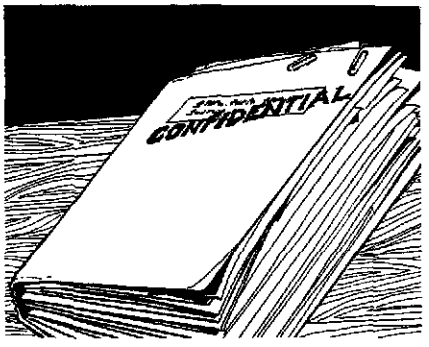
The GM must have a clear idea of the NPCs' objectives as well. This may be quite different from what the PCs expect. Much of the excitement in espionage comes from the agents' brushes with mysterious outsiders, whose motives remain an enigma. However, those goals should never be murky to the GM, because he must scheme for these characters to achieve their aims.

Most espionage stories include some twist in the storyline. Part of the party's briefing may turn out to be a lie, or merely wrong. An enemy operation could turn out to be a decoy for some far more dangerous project. The party may find itself betrayed. Most of these complications should allude to the GM's long-range plans for the campaign, although the party need not learn the whole truth in any one adventure. Mysterious surprises have the maximum effect when the GM keeps them rare. Most parties do well with about one plot twist per adventure.

The GM should also prepare background notes on the places where the mission takes place. He should pay particular attention to ways in which the spies might encounter their enemy's henchmen, or other dangerous people. Due to the unpredictable storyline of an espionage adventure, the GM can expect to do a great deal of improvisation. The more familiar he feels with the setting and the storyline, the smoother this improvisation will seem.

Once the GM knows the underlying conflicts in an adventure, he can design the climax. He may not know exactly how the PCs will meet their main opponent, but if he is sufficiently wrapped up in the storyline, they cannot avoid confronting him. Therefore, the GM can design the villain in detail. He should prepare both combat data and personality notes on the main villain and his henchmen, allowing the party to resolve the adventure using any tactics it chooses.

After the GM makes these preparations, an espionage adventure is like any other. The party decides where to go. The GM tells them what they find. However, throughout the story, the GM must aggressively play the NPCs, basing their plans on the information the party lets slip. Players and GM bring the adventure to its resolution together . . . roleplaying at its most intense level.



Props

Game Masters can add a realistic touch to espionage adventures by giving out documents, photographs and other items during a game. Players enjoy receiving handouts, and a well-made prop can enhance the atmosphere of the game. Some useful props include:

Written briefings. If a mission involves a great deal of background information, controllers may present this material to their agents in written form. This reduces the time spent in the oral briefing, and allows agents to begin the adventure faster. Furthermore, a written document allows gamers to refer to background information during play. Of course, if the players have a written document, it is reasonable to assume that the characters do as well, and that enemy spies might capture it. GMs who have access to a computer and desktop publishing program can produce authentic-looking agency stationary, fictitious newspapers, propaganda leaflets and other gimmicks.

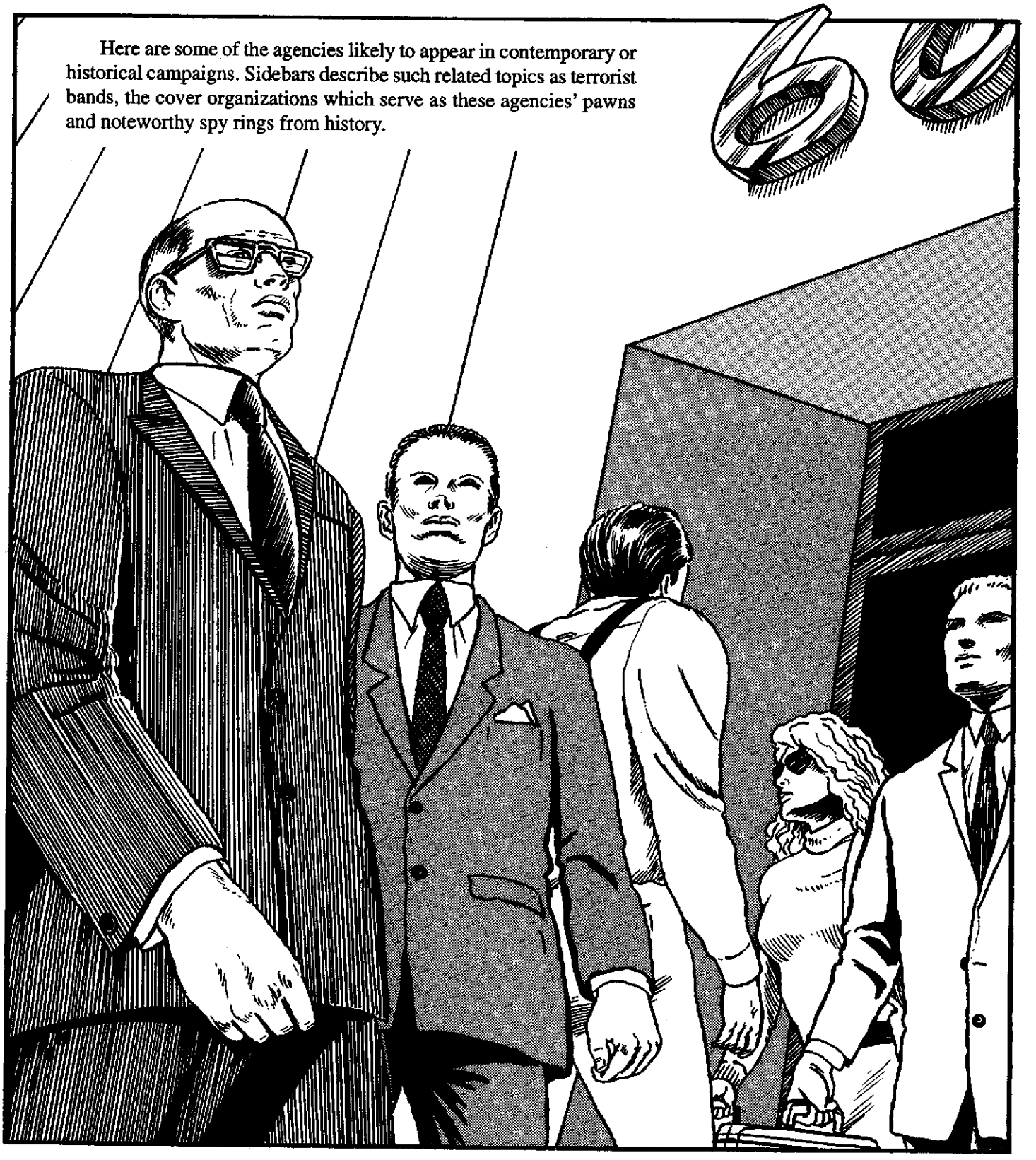
Puzzle documents. Once players get used to handouts, the GM may introduce some props with a twist. A seemingly innocent letter might contain code phrases. Or, the GM could give the players a bulky package and watch them open it. In real life, the package contains a piece of mechanical garbage. In the game, it contains a bomb, and the player who tears it open is the one whose character takes the damage.

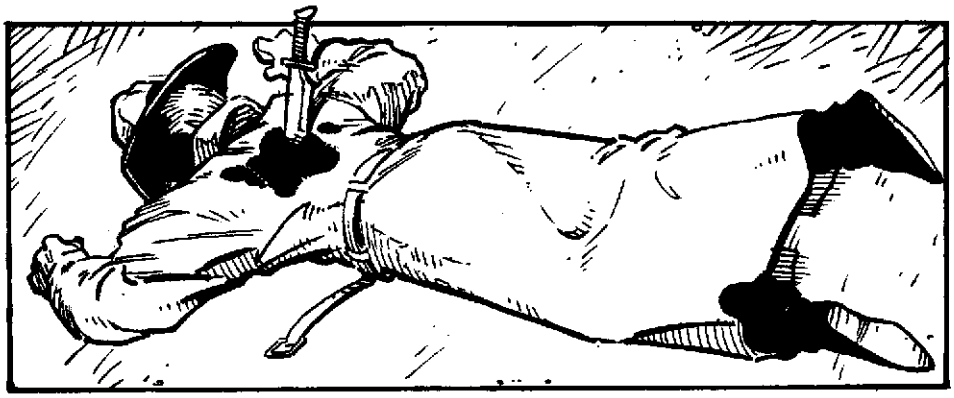
Photographs. Pictures of villains, defectors, mission sites and other scenes help both in the briefing and to enhance descriptions during play. GMs can clip pictures out of magazines and catalogs. These props appear much more like snapshots if mounted on cardboard. Enterprising GMs might actually stage crime scenes and photograph them, possibly recruiting friends as actors.

Tape Recordings. Taped recordings can simulate phone calls, briefings, death threats and other messages.

5 INTELLIGENCE ORGANIZATIONS

Here are some of the agencies likely to appear in contemporary or historical campaigns. Sidebars describe such related topics as terrorist bands, the cover organizations which serve as these agencies' pawns and noteworthy spy rings from history.





British Intelligence Services

Defense Intelligence Service

This British organization coordinates intelligence work by Her Majesty's Armed Forces. Nearly all of Britain's intelligence data passes through this agency. The DIS employs 3,000 members and has a budget of $190 million. Britain established the DIS in 1965.

Government Communications Center

Ever since 1954, the Government Communications Center has performed cryptography and communications duties for Great Britain. This organization's duties parallel those of the United States National Security Agency. The NSA and Government Communications Center cooperate closely and even have a secret cable system for mutual communications. The Government Communications Center has a budget of $500 million, and, by some estimates employs 10,000 personnel. It has its headquarters in Cheltenham.

This agency divides its duties among four departments. Division J intercepts transmissions from the Soviet Bloc. Division K spies on the rest of the world. Division H decodes enemy messages. Division Z conducts business with allied agencies.

The Government Communications Center refers to itself by the acronym GCHQ, which stands for its original title, the Government Communications Headquarters.

MI5 (Military Intelligence 5)

In 1909, Britain established MI5, officially known as the Security Services. This department performs counterespionage inside Britain. MI5 has no powers of arrest. However, its agents pursue their work with flair, hatching elaborate schemes to recruit double agents and spy on spies. These efforts often lead MI5 into overseas operations of disinformation or actual espionage. Therefore, a job at MI5 often leads to an espionage career with MI6. In WWII, many of the best guerrillas of the Special Operations Executive came from MI5.

MI5 divides its responsibilities among six branches, identified by letter. Branch A conducts administration. This branch includes MI5's liaison with the War Office, known as "Room 055." Branch B is the counterespionage branch, which manages active field officers. Branch C performs internal security. Branch D cooperates directly with military units. Branch E investigates foreign citizens within Britain. Department F conducts overseas activities. This includes colonial operations, anti-smuggling measures and liaisons with foreign intelligence services.

During WWII, MI5 had its headquarters in the prison Wormwood Scrubs. It currently conducts operations from 21 Queen Anne's Gate, in London. Scotland

The Meaningless Numbers

Many reference works on espionage, including this one, provide statistics on the personnel and budgets of intelligence organizations. These statistics are always meaningless.

Although estimates of an agency's finances may appear solid, they seldom indicate the actual funds available for secret operations. Many nations, notably Great Britain, refuse to allow any publication of official government information about espionage. All estimates of the scope of spying in these countries is mere speculation. However, even in nations like the United States, with liberal laws concerning public access to government information, spy organizations take care to conceal the money and people they assign to truly secret operations. Spy agencies usually have an independent income from dummy corporations and wealthy donors. They also maintain extensive money-laundering systems, involving both phony government expenditures and fake corporations. Finally, during the period when the Eastern Bloc nations did not submit their currency to international trading, estimates of their spy budgets were impossible because nobody knew what their money was worth.

Statistics showing the number of people in a secret agency also mean little. Most of the employees on a government agency's roster perform administrative functions. Secret agents, by contrast, usually work unofficially. Payroll data does not include them. On the other hand, those who wish to exaggerate the size of intelligence operations can include an agency's entire list of informants, stringers, cut-outs and other contacts in the employee total.

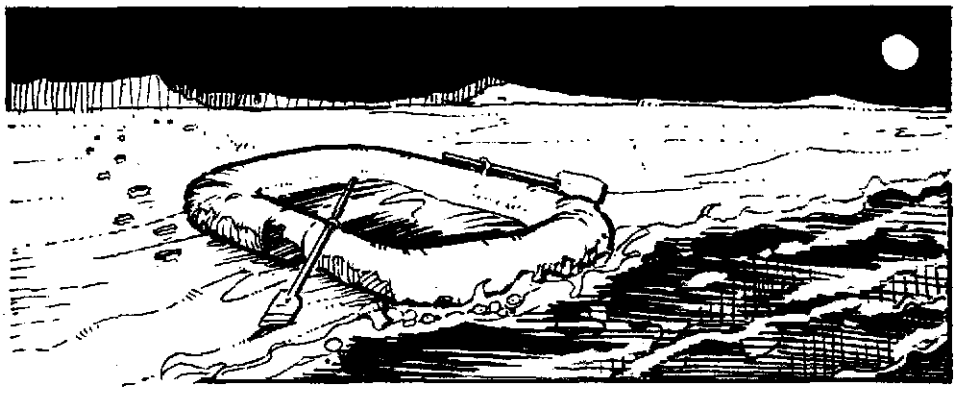
Nevertheless, ***GURPS Espionage*** does include figures on personnel and budgets, for two reasons. First, such data may prove useful for GMs designing fictional adventures for a roleplaying game. Second, these numbers indicate the general size of an agency's operations. However, one must remember that this information *may not always represent reality.*

Yard also figures prominently in MI5 operations, because the agency must delegate its official arrests to the Special Branch. Special Branch officers also provide court testimony for MI5 agents, thereby protecting the spies' identities.

This agency reputedly employs about 2,500 personnel. MI5 subjects each of these agents to exceptionally strict security checks, administered by Branch C. These investigations involve extensive interviews and background checks. MI5 employees can also expect occasional surveillance from their agency.

MI5 has always maintained liberal policies on people of other races and cultures. During the period in which Britain controlled India, a great number of ex-colonial police became agents of MI5. These officers, with their experience in Oriental intrigue, proved adept at rooting out European espionage. They also retained ties to their home country. During WWII, MI5 could boast that every village in India contained an informant of theirs.

Although the title "MI5" remains in use, this agency has officially changed its name to "DI5" (Defense Intelligence 5).



MI6 (Military Intelligence 6, Secret Intelligence Service)

MI6 enjoys a reputation as the world's most secret agency. England's strict Official Secrets Act allows this agency to avoid the unwanted publicity given to other intelligence organizations in the West. Exact estimates vary, but most people believe MI6 to have roughly 3,000 intelligence officers in the field. Researchers believe that this agency has a budget of about 30 million dollars. The agency has its headquarters in Leconfield House, London.

The British have valued spies throughout their history. Today's British Secret Intelligence Service traces its history to Sir Francis Walsingham, a statesman of the 1500s. Daniel Defoe, author of *Robinson Crusoe,* served in this early espionage service as an undercover agent against British subversives. In 1909, the British spy agency divided into bureaus of internal security and external espionage. In 1911, the foreign department became MI6.

Like many old British institutions, MI6 maintains an atmosphere of gentlemanly tradition. Officials usually come from the same British public schools and place great emphasis on their "old-boy networks." The head of the SIS customarily identifies himself as "C," after Captain Mansfield Cumming, the agency's founder. (The James Bond tradition of referring to the chief of SIS as "M" is inaccurate.) Countless other traditions give this agency its color.

The Secret Intelligence Service officially limits its operations to gathering information. When WWII broke out, MI6 detached a department known as Section D to perform more violent operations. Section D became the Special Operations Executive, an agency devoted to sabotage and unconventional warfare. See p. 95.

The Secret Intelligence Service prefers inexperienced agents. Although MI6 officers may receive intensive training, they delegate most operations to ordinary

Terrorism

Terrorists and their organizations make natural enemies for spy agencies. In the fight against terrorism, there is no substitute for intelligence. It is not enough to overpower terrorists, or even to rescue their victims. One must learn to predict their actions and intervene before the attacks can take place. Once a bomb goes off, a gunman opens fire or hijackers seize an airliner, the fight to protect people from terrorism is already lost. Therefore, counter-terrorists depend on their ability to infiltrate and spy upon violent organizations. As the Cold War dies down, counterterrorism may become the most crucial and deadly role for undercover spies.

Every corner of the world has its own terrorist organizations. The size and organization of these bands varies depending on the success of the movement. A terrorist organization may swell to hundreds of members during a period of media attention and public support, while shrinking almost to nothing a few years later. Therefore, counter-terrorists must devote all possible resources toward keeping terrorists from obtaining publicity.

During the 1980s, a sort of international terrorist brotherhood existed. All insurgents fighting the West could expect arms and safe havens from Bulgaria, Czechoslovakia and certain other Soviet puppets. Furthermore, even non-communist terrorists often exchanged arms and information. As "urban guerrillas" lose their support from the Eastern bloc, their international ties may fade. However, Cuba, Libya, Syria, Iran, Iraq and assorted Lebanese factions remain avid supporters of insurgents. And no country seems above aiding "freedom fighters" against its enemies.

Most modern terrorists have a genius for clandestine operations. Like spies, they organize themselves into cells, which do not know of each other's existence or location. Cells communicate anonymously with their leaders through dead drops and couriers. Therefore, no single fighter can betray the entire organization. Members of an individual cell usually live together in some reasonably secluded apartment or stronghold, attempting to avoid attention. The need for secrecy forces the terrorists to spend most of their time together. Ex-terrorists describe months of staggering boredom, in which members of the cell grow continually more irritable with one another.

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people. As mentioned before, untrained spies have an easier time passing themselves off as innocents. They also prove easier to control. Furthermore, the British experience teaches that human beings can draw on their pluck and wits to survive in even the most dangerous situations. Typical British agents include the author Somerset Maugham, who operated in Switzerland during World War I, and Odette Sansom, a mother and housewife who infiltrated France during WWII. Mrs. Sansom performed an exemplary job as an agent. Following her capture, she resisted repeated torture by the Gestapo and survived prison until her rescue in 1944.

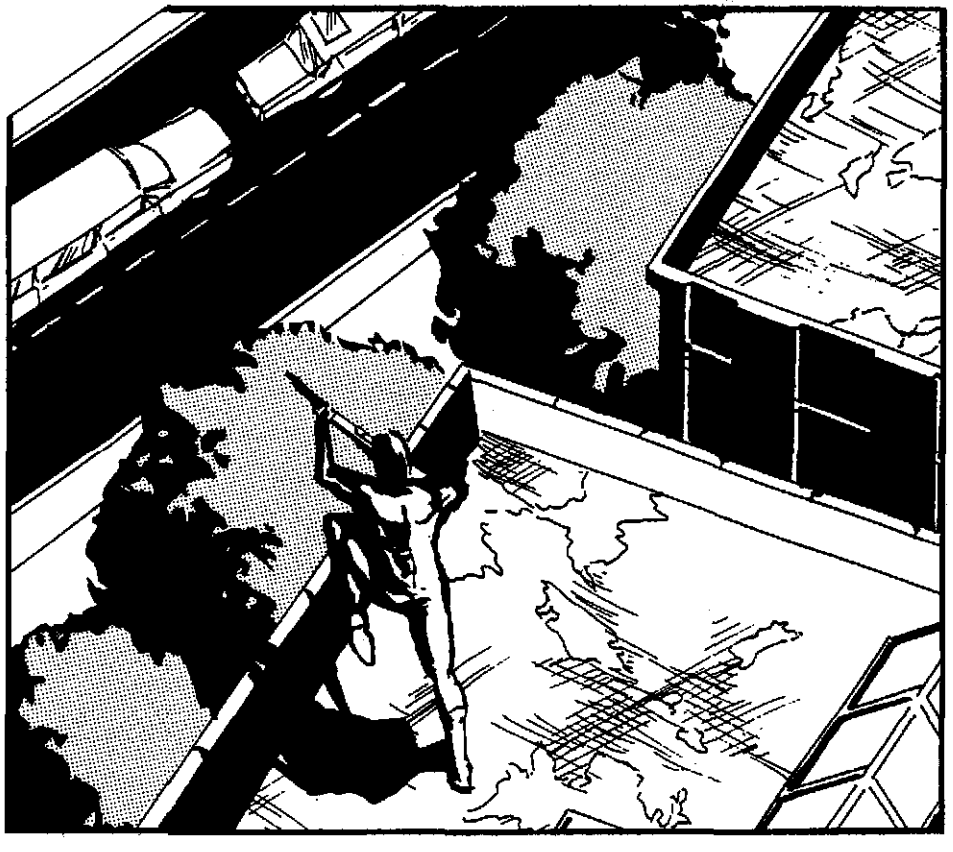
SOE (Special Operations Executive)

The Special Operation Executive grew out of Section D in the British Secret Intelligence Service. It also absorbed MI(R), a British commando organization. The SOE trained and controlled anti-Axis guerrillas around the world. SOE pamphlets on guerrilla warfare remain coveted manuals for terrorist organizations today.

Like the rest of British Intelligence, the SOE made extensive use of amateurs and untrained civilians who showed a potential for espionage. The nature of this work led to a number of tragic deaths behind enemy lines. Maurice Buckminster, a SOE Section Head, estimated that casualties in the organization were approximately those expected in a front-line infantry unit. Nevertheless, the Special Operations Executive counted its overall mission a success.

The SOE makes an ideal patron agency for any WWII campaign. Unlike agencies which pride themselves on subtlety, the SOE specialized in the audacious raids and gunplay which so many gamers enjoy. Furthermore, the free-wheeling British style of operations means that PCs have enough leeway to use whatever tactics they like. The SOE operated on all fronts, performing missions from intelligence gathering to commando raids.

The British officially disbanded the SOE after WWII.



Terrorism (Continued)

Terrorists fight for a variety of objectives, some reasonable, others deluded and insane. In such places as Beirut, Afghanistan and Kurdistan, kidnapping, blood vengeance and banditry are a routine part of power politics. Other terrorists seek independence for a particular nation or province. The ultra-radicals of the West often seem to have the most twisted motivations. Such groups as Direct Action in Europe or the Weather Underground in the United States seek a complete overthrow of society in order to develop their own versions of Utopia.

The more utopian terrorists often subject their members to brainwashing. They feel that ordinary people will not carry out terrorist acts unless imbued with fanaticism and stripped of their "bourgeois values." Therefore, these organizations require members to chant slogans, spend many days deprived of sleep, and so on.

For more on terrorist organizations, see *GURPS Special Ops.*

Worldwide Insurgent Organizations

The following terrorist organizations are active in underground insurgency as of 1992.

Al-Borkan: This tiny Libyan group seeks the overthrow of Muammar Gadaffi. Al-Borkan may not actually exist, and certainly owes much of its support to the CIA.

Alfaro Lives, Dammit!: This humorously named organization seeks to overthrow the Ecuadoran government.

Alpha 66: This CIA-backed Cuban band seeks to overthrow Castro's government in Cuba.

Amal: The Amal militia represents the more moderate Shi'ite Muslims in Beirut. Amal does commit hijackings and kidnapings, but this organization is usually willing to make reasonable accommodations with the West. The Amal leader, Nabih Berri, occasionally spends vacations in the United States.

Anti-Terrorist Liberation Group: This right-wing band uses France as a staging ground for fighting left-wing terrorists in Spain.

Armenian Secret Army: This anti-Turkish band bases its operations in Greece.

Bhindranwale Tigers Force: This Sikh organization wishes to establish Khalistan (Land of the Pure) within India.

Committee in Solidarity With Arab Political Prisoners: The Committee serves as a cover organization for Shi'ite terrorism in Europe.

Breton Revolutionary Army: The BRA seeks independence for France's Breton region. This group maintains contacts with the Irish Republican Army and Spain's Basque movement.

Canary Island Liberation Front: This Spanish band fights for the liberation of non-existent native peoples on the Canary Islands. Most analysts believe that the Canary Island Liberation Front acts as cover for Libyan agents.

Caribbean Revolutionary Alliance: This Cuban-backed band strikes targets throughout the Caribbean.

Dawa-17: This Islamic terrorist group seeks to establish a theocracy in Kuwait.

Democratic Party of Iranian Kurdistan: This Kurdish organization fights to establish a sovereign Kurdish nation. The DPIK guerrillas fighting Iran receive aid from Iraq. The DPIK guerrillas fighting Iraq receive aid from Iran.

Direct Action: This European ultra-radical movement bases its activities in France.

Druze: The Druze, or the Progressive Socialist Party, fight for influence in Lebanon. They espouse their own form of socialism.

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Canadian Intelligence Services

SIS (Security Intelligence Services)

This Canadian counterespionage agency strives to work within the law. The SIS cooperates closely with the Secret Service of the Royal Canadian Mounted Police. The SIS began operations in 1981. It has its headquarters in Montreal, employs 1,000 employees and receives a budget of $21 million per year.

RCMP-SS (Royal Canadian Mounted Police Secret Service)

The Royal Canadian Mounted Police has a long reputation for "always getting its man." This branch of the RCMP conducts counterespionage. Like the rest of its organization, the RCMP-SS occasionally operates in the north of Canada, using dog sleds and snowshoes. It also has extremely modern forensic facilities in Ottawa. The RCMP-SS has 1,600 employees and a budget of $50 million.

French Intelligence Services

Deuxième Bureau

This organization coordinates intelligence operation in France. The Deuxième Bureau itself performs intelligence analysis and administrative functions. France allots 200 million dollars per year to this organization, and places 5,000 employees at its disposal. The agency traces its existence back to 1872. The Bureau has its headquarters in Nice.

The Deuxième Bureau receives information from the *Service de Rensignmens,* or Secret Service and the *Contre Espionage,* known collectively as the Special Services. Other agencies under the Deuxième Bureau's control include the powerful *Direction Générale de la Sécurité Extérieure* (DGSE) and *Direction Sécurité du Territoire* (DST). The first performs overseas espionage while the second hunts spies within France. Until 1982, the DGSE called itself the SDECE, or *Service de Documentation Extérieure et de Contre Espionage.*

Soviet moles penetrated French intelligence quite thoroughly in the 1950s, ferreting out a great deal of information about France's allies as well. This gave the SDECE a reputation for incompetence. Contemporary sources assert that the agency has overcome this problem. In later years, the French intelligence services exchanged this image for one of ruthlessness. In 1965, French agents kidnapped and murdered Mehdi Ben Barka, a Moroccan dissident who officially enjoyed asylum status in France. In 1985, agents of the DGSE blew up the environmental-protest ship *Rainbow Warrior.* French attempts to cover up this incident failed.

The DGSE divides its activities into three branches. Branch One handles both signals interception and classical espionage. Branch Two performs counterespionage, both within France and on the home territory of enemy spies. The Third Branch, also known as the Action Service, carries out sabotage, raids and similar violent activity. The Action Service generally acts through "honorary correspondents," such as diplomats or traveling businessmen. Although it gives some of its agents special training, none of these operatives appear on official records. For less secret operations, the Action Service may call upon the 11th Airborne Division of the French Army.

Compared to other European nations, the French devote relatively few resources to espionage. French spies often find themselves working with outdated equipment, and only recently computerized their files. At the start of WWII, the French had 50 professional spies. At the close of WWII, Charles deGaulle's secret services included roughly 10,000 ex-Resistance agents. However, in 1945, France purged 8,000 of these agents from the organization. Today, the DGSE remains at

a strength of about 2,000, with a budget of about $70 million. The DST has 3,000 employees, but a budget of only $22 million.

German Intelligence Services

Abwehr

The *Abwehr* served as Germany's chief intelligence service following the Treaty of Versailles. This body drew agents from all the branches of Germany's military and police. Although the *Abwehr* possessed ample manpower and resources, its operations displayed a blundering lack of sophistication. Political backbiting within the Reich further crippled the *Abwehr.*

The *Abwehr* carried on the traditions of the Imperial German secret services, thereby displeasing the more blatantly Nazi Gestapo and *SS Sicherheitsdienst.* Furthermore, the *Abwehr's* wartime chief, Admiral Wilhelm Canaris, happened to be a personal rival of several important Nazis. Nevertheless, the *Abwehr* remained Germany's most effective espionage organization. Only after Canaris' removal for disloyalty in early 1944 did the agency collapse.

The *Abwehr* organized itself into four divisions. Division One, commanded by Colonel Piekenbrock, performed foreign espionage. It also supervised the secret preparation of Germany for war. Division Two, directed by Lieutenant-Colonel Lahousen, performed sabotage and foreign subversion. The third Division, directed by Lieutenant-Colonel Bentivegni, hunted enemy spies within the Reich. Finally, the Central Division supervised the entire organization. A Colonel Oster directed this body.

BfV (*Bundesamt fur Verfassungsschutz*)

This agency, the Federal Office for the Protection of the Constitution, safeguards Germany against internal threats. It has its headquarters in Cologne and branches in each of Germany's states. The agency's policies keep it intentionally

Worldwide Insurgent Organizations (Continued)

Egyptian Liberation Movement: This insurgent group seeks to overthrow the government of Egypt.

Fedayeen-el-Khalq: These revolutionaries wish to establish a Marxist state in Iran.

Fighting Communist Cells: Belgium's Special Intervention Squad has largely eliminated this leftist organization.

Guardians of the Cedars: The Guardians of the Cedars are right-wing Lebanese Christians. Although this group is officially under the control of the Phalange Party, it regularly goes to extremes the leadership has not publicly authorized.

Guerrilla Army of the Poor (EGP): This leftist band operates in Guatemala. Most of its members are Guatemalan Indians.

Hezbollah: This infamous Shi'ite terrorist organization actually represents many independent groups. Individual clergy and strongmen organize Hezbollah cells for self-defense, political influence, or to avenge what they perceive as outrages against Islam. Most receive at least tacit support from Iran.

Holy Warriors of Freedom: This Lebanese group aims its attacks against Germany.

Homeland and Liberty (ETA): This organization seeks independence for the Basques of Spain.

Iron Legion: This fascist and anti-Semitic organization operates in Rumania.

Islamic Liberation Organization: A Lebanese terrorist unit.

Justice Commandos of the Armenian Genocide: This organization seeks revenge for Turkey's massacres of the Armenian people.

Karen National Liberation Army: This organization fights the Chinese-backed government of Burma. The KNLA enjoys a reputation as the finest guerrilla army in the world. It refrains from attacking civilians, and has an excellent record for taking its enemies by surprise.

Kurdish Hezbollah: These terrorists strike Iraq from bases in Iran.

Ku Klux Klan: The KKK is the most famous of many racist and neo-Nazi organizations in the United States.

Liberation of Kurdistan: This band seeks an independent Kurdish state. It attacks Turkish citizens, both in Turkey and West Germany.

Liberation Tigers of Tamil-Eelam: These guerrillas seek independence for the Tamil minority in Sri Lanka. The Sri Lankan government uses local militias and army offensives to suppress them. Nevertheless, Sri Lanak relies on troops from India to survive.

Continued on next page . . .

decentralized, to prevent the abuses committed by the Gestapo (see *RSHA*, below). The Germans founded this agency in 1958.

The BfV has about 2,000 official employees and a budget of 87 million. It recruits criminals and ordinary people as informers. The BfV divides itself into five directorates. The First Directorate deals with administrative and legal affairs. The Second Directorate watches neo-Nazi movements. The Third Directorate watches left-wing organizations. The Fourth Directorate performs counterespionage while the Fifth Directorate guards against miscellaneous threats to security.

Worldwide Insurgent Organizations (Continued)

Ordine Nuovo (New Order): This neo-fascist group seeks to overthrow the government of Italy.

Organization of the Oppressed On Earth: A Lebanese-based Islamic terrorist group, which aims its attacks at developed countries.

Lotta Continua (Continuous Struggle): An Italian Marxist group.

Macheteros: This band seeks the independence of Puerto Rico by violent means.

Military Sports Group: This organization seeks to restore Nazi rule in Germany.

New People's Army: These Filipino Communists freely commit kidnaping and extortion. The military commanders who oppose them often resort to rough-and-ready measures such as assassinations and torture.

Parti de la Revolution Populaire: This communist band seeks to overthrow the government of Zaire.

Pamyat: This right-wing movement wishes to rule the old Soviet Union. Pamyat views ethnic Russians as a master race.

Prima Linea (Front Line): Prima Linea, an Italian band, contains some of the world's last genuine anarchists.

Red Army (Japanese): This Asian Communist organization performs freelance terrorism for allied bands throughout the world.

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BND (*Bundesnachrichtendienst*)

The BND, Germany's Federal Intelligence Agency, traces its existence back to the WWII Military Intelligence services headed by General Richard Gehlen. The agency retained most of its 1940s staff and agents. However, West Germany's recognition as a nation in 1956 led to a dramatic expansion of the BND. Today, the BND has a reputation of on of the most efficient intelligence organizations in the world. BND agents enjoy ample resources and unusually generous access to special devices.

The BND employs roughly 5,000 official personnel and has a budget of $90 million. It has its headquarters in Pullach, near Munich. The organization divides its activities between three main divisions, each of which delegates operations to regional branches. The First Division performs subversion. The Second performs counterintelligence. The Third Division spies upon other countries.

MAD (*Militarischer Abschirmdienst*)

MAD conducts military intelligence for Germany. Its responsibilities include interrogation and use of enemy deserters. The founders of MAD retained unpleasant memories of the feud between Germany's *Abwehr* and Nazi Party during WWII. Therefore, MAD's policies contain numerous codicils to prevent friction with the BND.

MAD makes its headquarters in Bonn. It has 4,000 employees and a budget of $100 million. The agency began operation in 1956.

MIL-ND (*Militaerischer Nachtrichtendienst*)

This was an East German Army intelligence organization so secret that little is known about it except its name and that it had over 2,500 employees, including 200 agents in the West. All records concerning MIL-ND were ordered destroyed by the last East German Defense Minister, two months before German reunification. What were they doing in the Cold War, and what are the still-unidentified agents up to now? Any GM in need of a mysterious force can use this one; whatever he says might be the truth.

RSHA (*Reichssicherheitshauptamt*)

The RSHA controlled the undercover apparatus of the Nazi Party. Unlike the *Abwehr*, the RSHA owed its loyalty, not to the German nation, but to Adolf Hitler. The RSHA began operations in 1939, under orders from Heinrich Himmler. He kept the agency under his personal control, giving official authority to such mediocrities as the drunken sadist Ernst Kaltenbrunner.

The RSHA consisted of three main branches. Its foreign-intelligence branch, the *Sicherheitsdienst* (SD) spied abroad. The *Kriminalpolizei*, or Kripo, served as a regular, uniformed police force. The final branch was the *Geheime Staatspolizei*, abbreviated as the Gestapo.

All the worst crimes of the Nazi regime took place under the direction of the RSHA. Gestapo agents supervised the death camps. They also hunted spies and partisans within the Reich. This body had informers throughout Germany and

occupied Europe. The efficiency with which the Gestapo terrorized society is legendary. For paramilitary operations, the RSHA could call on *Einsatzgruppen*, or Action Commando squads of up to 500 elite troopers. These units often took part in the extermination of ethnic minorities.

The RSHA continually feuded with the regular army and military intelligence. After the Gestapo committed shocking atrocities in the conquest of Poland, Army officers forbade RSHA agents to participate in the invasion of France. The RSHA responded by launching a secret operation against the Army, disguising Gestapo agents as military policemen and infiltrating them into Paris. There, they immediately began the work of hunting Jews and potential dissidents. Hitler soon authorized the RSHA to work openly in France. As the war progressed and the Germans grew desperate, the power of the RSHA steadily increased.

Japanese Intelligence Services

Japanese Military Intelligence

Japanese Military Intelligence possesses little influence in the espionage community. With 100 employees, a budget of $10 million and no laws to protect confidential information, it cannot wield much power abroad. The United States CIA assists Japanese Military Intelligence, but does not trust it with classified data. Japanese Military Intelligence operates out of Yokohama. This agency began operations in 1954.

Kempei Tai

The *Kempei Tai*, or Japanese Military Police, enforced the law at home and abroad within the Japanese Empire. This organization drew its members from the Army and trained them rigorously. As a final test of their skill, agents had to disguise themselves and live unnoticed in their home towns. In 1945, the *Kempei Tai* numbered roughly 70,000 men. The agency also possessed numerous informants, controlled by blackmail.

Kempei Tai agents took great pride in their organization. Even when operating undercover, they often wore an insignia resembling a chrysanthemum on the underside of a lapel. Official policies encouraged this esprit d'corps, rewarding the *Kempei Tai* with immunity from military discipline. Although *Kempei Tai* agents were technically soldiers, they could design their own uniforms and ignore routine duties.

The *Kempei Tai* infiltrated and took over all aspects of society they found interesting. Military policemen controlled photographic supply shops, cafes, brothels, theaters, cinemas, post offices, railway, hotels, piers, museums and candy stores. *Kempei Tai* agents claimed to know how many times per day every foreigner went to the bathroom. In the military, *Kempei Tai* agents could arrest and punish soldiers up to three ranks higher than themselves.

The *Kempei Tai's* leaders had a particular fixation with enemy spies. They not only conducted standard counterspy programs but launched mass campaigns to arouse the people against espionage. The *Kempei Tai* declared anti-spy holidays and distributed books of matches with counter-espionage slogans. *Kempei Tai* posters warned of the espionage threat everywhere in the empire.

Upon the defeat of Japan, MacArthur promptly disbanded the *Kempei Tai*.

Koan Choa Cho (Public Security Investigation Agency)

The *Koan Choa Cho* serves as Japan's secret police. Although the *Koan Choa Cho* is not responsible for foreign espionage, it does not hesitate to extend its operations across borders. This agency shows a great curiosity about information of all sorts, whether military or not. It might well engage in espionage for eco-

Worldwide Insurgent Organizations (Continued)

Red Army Faction: The Italian Red Army collapsed in the late 1970s. However, a cousin sprang up in Germany and remains active today, with contacts across Europe.

RENAMO: This brutal organization calls itself the Mozambique National Resistance. It fights to reverse the revolution by Mozambique's leftists, the FRELIMO. Portugese right-wingers originally established RENAMO for the express purpose of wreaking havoc within the independent Mozambique.

Sendero Luminiso, The Shining Path: This dreaded Communist organization haunts the hills of Peru.

Terror Against Terror: This vigilante organization fights terrorism in Israel. It uses illegal and clandestine methods to punish Arabs who kill Israelis.

Peoples' Cinchonero Revolutionary Movement (MPLC): This revolutionary band seeks to overthrow the government of Honduras.

Secret Anti-Communist Army: This Guatemalan death squad hunts down enemies of the wealthy landowners who supply it.

Omega 77: A companion to Alpha 66 (see sidebar, p. 96).

Uniao Democratica Timorense: This freedom movement fights the Indonesian government. Its activities give the government a pretext for genocidal attacks on the people of Timor.

Miscellaneous Front Organizations

The following businesses and institutions are all notorious for supporting espionage activity.

Air Mali: This West African airline carried arms and agents for the KGB.

Aeroflot: The KGB and GRU could count on the Soviet national airline for any services they required. KGB officers sat on the staff of most Aeroflot offices.

Catherwood Foundation: This institution supposedly existed as a private organization for the promotion of democracy. Actually, it provided CIA funds to selected candidates in foreign elections.

Fairfax County Police Department: CIA agents often carry false documents identifying themselves as officers of the FCPD.

Gibraltar Steamship Company: This CIA organization operates in the Caribbean. It not only sponsors shipping but maintains radio transmitters for broadcasting propaganda to Cuba. The organization also calls itself the Gulf Steamship Company.

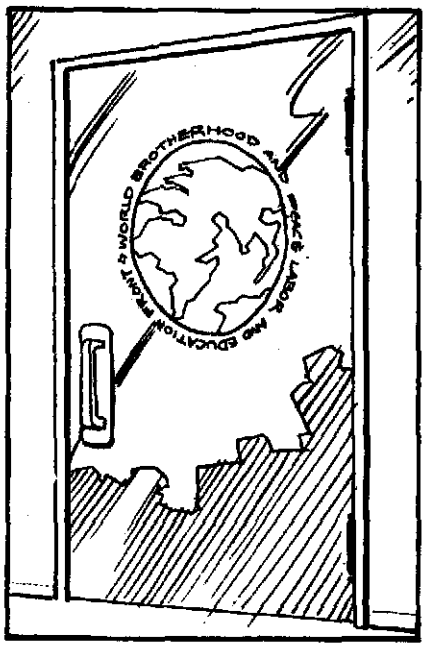
JMWAVE: This clandestine radio station broadcast CIA propaganda into Cuba from 1960 to 1969.

Pacific Corporation: A CIA dummy corporation, which once employed over 20,000 workers. The Pacific Corporation launders money and provides buildings for U.S. operations.

SEA Supply Company: A 1950s CIA front which operated in Thailand.

Southern Air Transport: This Miami-based airline carried illicit cargoes for the CIA. After suffering prolonged publicity, Southern Air Transport went out of business. Most observers believe that it merely changed its name.

Western Enterprises: A CIA front company which plotted the overthrow of Mao Tse Tung.



nomic purposes. The *Koan Choa Cho* cooperates closely with Japan's *Keisatsu Cho,* or elite police.

The *Koan Choa Cho* began operations in 1952. It employs 2,600 personnel and has a budget of $76 million. This agency's main offices are in Tokyo. *Koan Choa Cho* began operations in 1952.

Russian Intelligence Services

See *Warsaw Pact Intelligence Services,* p. 106.

South African Intelligence Services

CID (Civil Intelligence Department)

South Africa employs its Civil Intelligence Department to perform undercover investigations. The CID employs stealth, rather than the overt violence favored by South Africa's Department of National Security. In addition to suppressing black movements, CID agents perform most of South Africa's operations against foreign spies and agencies. This agency cooperates with Israel and Taiwan. The CID's role in resisting South Africa's foreign enemies should allow it to survive the end of apartheid.

The CID employs 1,600 personnel and has a budget of $54.5 million. This agency has its headquarters in Pretoria.

DONS (Department of National Security)

DONS performs internal security in the Republic of South Africa. This agency appeared in 1978, as a replacement for South Africa's notorious Bureau of State Security (BOSS). Like its predecessor, DONS enjoys almost complete immunity from the law, especially when operating against non-whites. The agency could arrest and assault suspects with no need for warrants or justifications.

DONS maintains its own heavily guarded prison on Robbin Island, near Cape Town. As South Africa abandons its official racism, it will certainly curb the power of DONS.

DONS employs 1,700 members and has a budget of 56 million dollars. This agency has its headquarters in Cape Town.

USSR Intelligence Services

See *Warsaw Pact Intelligence Services*, p. 106.

United States Intelligence Services

BOSS (Bureau of Special Services)

This branch of the New York City police department cooperates with the CIA. BOSS watches for spies and terrorists among New York's immigrants, especially those from China or Cuba. This agency is not to be confused with the Bureau of State Security, South Africa's old internal security service.

CIA (Central Intelligence Agency)

The collapse of the Soviet Union leaves the United States Central Intelligence Agency as the largest intelligence organization in the world. Reliable estimates place CIA manpower at around 25,000 personnel, of whom over 5,000 are directly involved in clandestine work. The end of the Cold War undoubtedly harmed the CIA budget, but during periods of activity, this agency has officially controlled sums approaching one billion dollars. The CIA carries out undercover operations of every type, from classic espionage to violent subversion.

The CIA grew out of the WWII Office of Strategic Services. After going through a number of incarnations, this agency emerged in its modern form in 1947. Throughout the 1950s and 1960s, the CIA conducted political operations on a grand scale, fomenting victorious coups d'etat in Iran and Guatemala. Agency activity grew frenetic during the Vietnam war, only to suffer a series of embarrassments and Soviet penetrations. During the 1970s, U.S. policymakers hobbled the CIA with force reductions. President Carter's CIA director, Admiral Stansfield Turner, made himself quite unpopular with long-term espionage officers. The Reagan administration revitalized the CIA, greatly increasing the number of clandestine operations.

Most CIA agents believe that they cannot afford to be less ruthless than their opponents. This attitude, combined with the openness of United States society, means that the CIA receives a great deal of publicity for its more sordid operations. U.S. laws on oversight of CIA activity fluctuate, as lawmakers attempt to balance the requirements espionage with those of democratic control over the CIA. A current Executive Order forbids the CIA to commit murder, and official policies limit espionage activities within the United States. Therefore, the U.S. government delegates much of its most secret work to unofficial organizations.

The CIA organizes itself into four Directorates: the Directorate of Intelligence, the Directorate of Operations, the Directorate of Science and Technology and the Directorate of Administration. Each Directorate divides its responsibilities among desks representing different geographic areas. All CIA departments have their headquarters in the enormous complex in Langley, Virginia. CIA officers can call upon the U.S. Army Green Berets for assistance in violent operations.

DIA (Defense Intelligence Agency)

The Defense Intelligence Agency serves as a centralized headquarters for United States military intelligence. This agency analyzes and disseminates data.

The Most Secret of Agencies

The most secret government agencies do not appear in reference books. These bodies have neither budgets nor offices. Government officials organize these agencies by informal agreement. No Congressional oversight can monitor these unofficial institutions, and the leaders of such agencies can deny any knowledge of the organization's existence. Therefore, these agencies can accomplish things which no established organization would dare attempt.

The Iran-Contra scandal provided a highly-publicized example of an unofficial agency in action. Following the Congressional ban on U.S. covert aid to Contra guerrillas, the Reagan administration sought a new way to fund the revolutionary movement. President Reagan's National Security Council accepted the task. Although the NSC was officially an advisory group, it drew its members from the upper ranks of the military and government.

A junior NSC member, Lt. Colonel Oliver North, directed a scheme to sell United States missiles to the Iranian government through Middle East arms brokers. He then used the money on behalf of the Contras. Since a lieutenant-colonel hardly possessed the authority to carry out such a scheme, North required direct support from Admiral John Poindexter. In fact, he received assistance from every branch of the Reagan administration. However, due to the unofficial nature of his plot, only he and Poindexter proved legally responsible.

Espionage Training Facilities

Birimirisi: The Bulgarian secret service trained terrorists at this facility. The school disguised itself as a pig farm.

Doupov: This Czech institution trained elite assassins and terrorists. It accepted only proven masters of the art.

The Farm: This outpost, officially called Camp Peary, is in Williamsburg Virginia. It trains special agents for the CIA.

House on 42nd Street: A CIA training facility in New York.

Karlshorst: East German intelligence trained spies at a secret school in Karlshorst.

Kuchino: The KGB maintained an extensive training facility in Kuchino, Moscow.

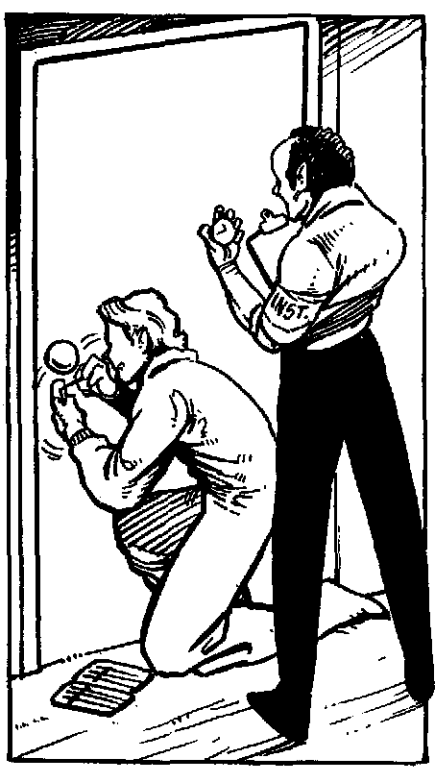
Patrice Lumumba University: This Soviet college educated students from Third World countries friendly to Moscow. Most of the curriculum concerned ordinary academics, with a heavy dose of Marxist-Leninist propaganda. However, the first Vice-Rector of the school, Pavl Erzin, was an active KGB officer. Soviet Intelligence considered this institution a place for recruiting young revolutionaries and spies.

School for Revolutionary Techniques: This Chinese institution, based in Nanking, trains spies and terrorists throughout the Third World.

WWII Spy Schools

Klapstock Pension: This Hamburg facility provided agents for the Abwehr.

Vladivostok: Imperial Japan trained its agents at Vladivostok, on captured Asian soil.



The DIA also dispatches U.S. military attaches to foreign diplomatic missions. This agency also runs the Defense Intelligence College, an open university which offers both Bachelors' and Masters' degrees in espionage,

The Defense Intelligence Agency oversees subordinate organizations in all the armed forces. These include the United States Army Intelligence and Security Command (INSCOM), the Office of Naval Intelligence, the Air Force Intelligence Service, United States Marine Corps Intelligence and the National Reconnaissance Office (NRO). The NRO concerns itself with spy satellites and military space flights. This agency has the authority to supervise manned Space Shuttle flights from Vandenberg Air Force Base in California.

DIA forces include 7,000 personnel. Its budget approaches ten billion dollars, but this is divided among the assorted armed forces and the NSA. The armed forces provide additional employees for their own branches. The Air Force and Navy maintain the largest intelligence services, with manpower pools of over 50,000 men.

FBI (Federal Bureau of Information)

In 1908, President Theodore Roosevelt established the FBI to, in his words, "clean up the mess" in the United States. The onset of World War I quickly forced this agency into a counterespionage role. The birth of the modern FBI, however, occurred in 1924 when J. Edgar Hoover became director. Hoover imposed strict standards of moral and professional conduct upon the Bureau. He also developed the FBI into a permanent and powerful secret-police agency.

Hoover's blend of puritanism and patriotism has a powerful influence even on the modern FBI. Members of this agency typically have old-fashioned beliefs and a great hatred for Communism. FBI agents tend to dress conservatively and use direct operating techniques. As the saying goes, "For an FBI agent, going undercover means taking off his tie." The FBI demands that its employees pass a rigorous set of physical tests. It also trains them thoroughly in weapons, investigative techniques and law. FBI policy emphasizes painstaking investigation and collection of evidence. However, FBI agents generally know more about combat than the typical foreign-service spy.

The FBI employs about 20,000 personnel. Roughly 7,500 of these actually operate undercover. The FBI budget runs around $500 million. After the demise of the Soviet Union, FBI administrators slashed the number of agents assigned to counter-espionage. As of 1992, reports abound of counterspies finding new jobs investigating health-care fraud and similar crimes.

National Security Agency

The National Security Agency is often called the most secret agency in the United States. Agents remark that the acronym stands for "No Such Agency." The NSA's responsibilities include inventing codes, breaking codes, telephone tapping, intercepting radio signals, and all forms of electronic espionage. This organization also provides communications facilities for U.S. agents overseas. NSA headquarters are at Fort Meade, Maryland. Other NSA operations take place at Vandenberg Air Force Base. This agency has operated since 1952.

National Security Agency operations take place on an enormous scale. At times, this organization has had almost 100,000 employees. The NSA budget may run to as much as twice that of the CIA. NSA headquarters has over ten acres of underground computer rooms. This agency's workers shred over 40 tons of documents per day.

The NSA's duties of analysis and communications have limited its appeal for novelists. However, this agency often plans undercover missions carried out by

other bodies. NSA officials directed the U2 flights over the Soviet Union. The NSA's extreme secrecy also makes it a logical hotbed for highly clandestine plots.

Despite its strict precautions, the NSA cannot boast of perfect security. In 1963, an NSA chauffeur named Jack Dunlap committed suicide to avoid investigation for espionage. In 1960, two NSA technicians defected to the U.S.S.R. Therefore, this agency could easily become the target of a counterespionage operation.

OSS (Office of Strategic Services)

The United States began WWII without an intelligence service. A common joke held that the United States had the best spies in the world because nobody had ever detected any of them. In June, 1942, President Franklin Roosevelt amended this situation by founding the Central Office of Information. This department, in turn, supervised the Office of Strategic Services, a body set up to conduct espionage and sabotage overseas. Britain's Special Operations Executive spared no effort to assist the fledgling OSS.

The OSS owed its character and successes to its leader, the brilliant Wild Bill Donovan. This flamboyant character once simultaneously tested a new pistol and the President's nerves by establishing an impromptu shooting range in the White House. Donovan recruited a variety of civilians and enthusiastic amateurs for his agency, including a large number of Ivy League college students. This inspired the joke that OSS stood for "Oh So Social." Nevertheless, Donovan proved, like the British before him, that untrained agents with imagination often make the best spies.

The OSS aroused rivalry within Washington. J. Edgar Hoover resisted the new agency, despite a line in the OSS charter forbidding all operations within the Western Hemisphere. General MacArthur also disliked this intelligence service. He forbade OSS activities in any area under his command.

Following the war, President Truman disbanded the OSS. United States intelligence functions eventually became the province of the CIA.

Secret Service

The United States Secret Service attracts attention as the agency which provides bodyguards for the President. Ironically enough, President Lincoln established this service on the same day that John Wilkes Booth shot him. However, the Secret Service did not have the function of guarding the President until 1906. This service's original charter called for it to suppress counterfeiting and interstate fraud. Before the 1900s, this agency filled the role of the FBI.

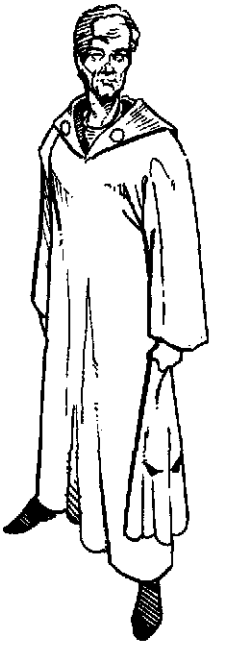
Most undercover work in today's Secret Service is intended to root out potential threats to the President. The Secret Service Office of Protective Information monitors roughly 40,000 suspects at any given time. The Treasury Department also provides special agents to the Customs Service and the Bureau of Alcohol, Tobacco and Firearms. This agency has a budget of over $475 million annually.

The Secret Service recently expanded its anti-counterfeiting brief to include wire transfers of funds and, from that, all computer-related crime. Unfortunately, its agents lack proper training for this work. This program led to several "hacker hunts," which occupied many agents, caught few criminals and brought little but embarrassment to the agency.

Miscellaneous Intelligence Services

ASIO (Australian Security Intelligence Organization)

This agency exists primarily to suppress subversion within Australia. Given the peaceful conditions of that nation, the ASIO faces few major threats. Never-



Old Spies Never Die

The fact that an intelligence organization no longer exists need not prevent GMs from using it in a campaign. Spy agencies specialize in operating out of public view. Underground cells can easily survive their parent agency's death, and professional spymasters may keep contact with their old informants. As long as members of an agency have any motivation for keeping the organization alive, they can do it.

The idea that Nazi spy agencies remain active is a staple of espionage fiction. These remnants of the RSHA supposedly fund themselves using gold and art treasures stolen from occupied Europe. In most stories, they attempt to acquire atomic bombs or other weapons of mass destruction, for use in conquering the world. Whether or not such Nazi organizations exist, it is an established fact that the German cells in the Eastern Bloc survived the war virtually unchanged. Reinhard Gehelen, the foresighted chief of the Abwehr's Eastern operations, continued to nurture his spy rings even as the Third Reich fell to pieces. Gehelen then offered his networks to the victorious Americans. He ended up as director of military intelligence in democratic West Germany.

Terrorist groups show an almost limitless ability to survive historical change. The feuds of the Middle East have lasted for many thousands of years. In Rumania, the Iron Legion, a right-wing group suppressed first by Hitler and then systematically exterminated by the Communists, has returned to prominence. The Ku Klux Klan still thrives in the United States, and has spread far beyond the South. All of these organizations have long outlived the causes which inspired them. They survive because of their mystique, and because of the difficulty in stamping out a properly-organized secret organization.

theless, the ASIO has a staff of 2,200 and a budget of $51 million. The ASIO began operations in 1957.

Central Control of Information

This agency serves as Communist China's secret police and intelligence service. During the more repressive periods of Chinese policy, Central Control of Information devotes great resources to ensuring the purity of thought among Chinese people. When one takes all informers and local busybodies into account, this organization controls almost ten million agents.

The Chinese officially disavow espionage operations overseas. Instead, CCI seeks to obtain military intelligence and industrial information by cooperating with outsiders. Considering the Chinese tradition of espionage and the arrest of Chinese secret agents such as Larry Wu-Tai Chin (arrested in 1986), one cannot believe this pious statement. Nevertheless, the CCI has seen great successes with its overt intelligence efforts, managing to glean assistance even with such Western agencies as the CIA.

The customs of Communist China encourage government bureaus to monitor each other for loyalty. Therefore, CCI devotes much of its attention to penetrating friendly agencies. Likewise, its own ranks include moles from different branches of the Chinese government.

The Green House

This house of pleasure opened its doors in Victorian Berlin. Word spread throughout Europe that the Green House offered gentlemanly privacy for any sort of vice an aristocratic libertine might desire. The Green House's sumptuous facades and cultured servants further lulled patrons into a sense of security and abandon. Few suspected that the Green House belonged to Prussia's Secret Police.

In the words of one writer, "Since people came to the Green House to forget themselves, the secret police arranged to remember for them." Police spies recorded everything which took place within. Agents in the Green House managed to collect incriminating evidence on nobleman and dignitaries throughout Europe.

DGI (*Direccion Generale de Inteligencia*)

This Cuban espionage and secret-police organization modeled itself upon the Soviet KGB. Once, it took all directions from Moscow. Now, as the Soviet Union breaks up, DGI finds itself the last of the Soviet Communist spy agencies. Cuban intelligence swarms around Miami and the U.S. naval base at Guantanamo Bay. The DGI also involves itself extensively in sparking revolution in foreign countries. Cuba trains, supplies and encourages guerrillas throughout the less developed world.

The agency employs 34,000 personnel and has a budget of $775 million. This agency bases its operations at Camp Matanzas, just outside Havana.

IRIS (International Reporting and Information Service)

The activities of IRIS lie in a gray zone between computer research and espionage. This private organization compiles and sells information for a profit. IRIS does not officially engage in undercover operations. Instead, the agency sifts military, technical and personal data from a myriad of legal and semi-legal sources. The IRIS computers have a larger capacity than those used by the CIA.

IRIS began operations in New York City in 1982. The organization has over 100 members and a budget of $15 million. Most of its clients represent major European financial institutions.

Israeli Espionage Services

The Israelis have earned a reputation for possessing one of the most effective, aggressive intelligence agencies in the world. Israel's kidnapping of war criminal Adolph Eichmann makes their forces well-known by the public. Nevertheless, Israeli intelligence consists of only a few hundred agents. The entire staff of the espionage agency Mossad consists of only 1,500 personnel. Aman, Israel's Military Intelligence branch, has another 7,000 employees. These small agencies, however, receive budgets of around $80 million each.

Israel prefers to use its own citizens as spies rather than rely on foreign recruits. The Israelis give their agents extremely thorough training and lavish resources. Israeli spies can also count on a large number of overseas allies. In addition to the Western nations, Ghana, Japan, Iran, South Africa, Singapore,

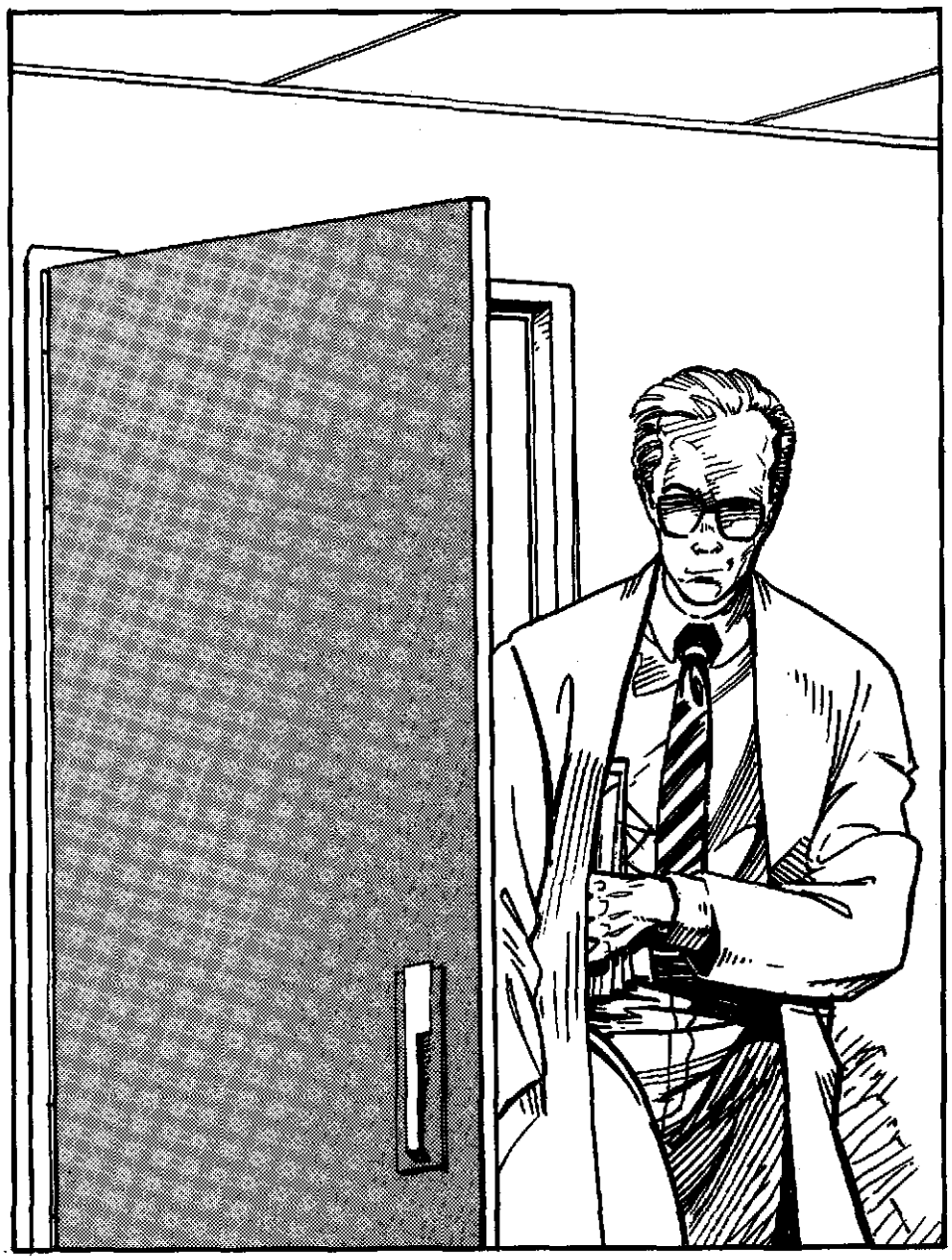
Indonesia, Thailand, South Korea, Kenya, Zaire, Liberia, China, and the Phalange Christians of Lebanon cooperate with Israel.

The famed *Mossad* is only the foreign arm of Israeli Intelligence. Other divisions include *Modi'in*, or Army Intelligence, *Sherutei Habitahon*, or Internal Security, the Research and Information office, which collects political information and the Investigation Branch of the police, which cooperates with Sherutei Habitahon to track down foreign agents within Israel.

Israeli espionage services have a longer history than the (contemporary) Israeli nation. The secret army which developed into *Mossad* appeared in 1937. *Sherutei Habitahon* appeared in 1948. However, these agencies assumed their modern form in the early 1950s, as the state of Israel consolidated.

ONA (Office of National Assessments)

This Australian agency, headquartered in Melbourne, performs intelligence analysis. Its policies forbid it from engaging in clandestine activity. The ONA took over its duties from the military in 1972, as part of an effort to separate Australia from international intrigues.



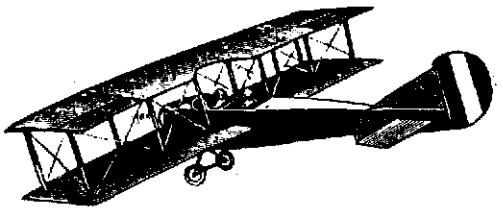
The Stay-Behind Armies

Following World War II, Western planners feared that history might repeat itself with the Soviets overrunning Europe in the same fashion as Hitler. Therefore, the CIA established cadres throughout Europe to conduct guerrilla warfare against a future Soviet occupation force. These units existed in Germany, France, Italy, Belgium, the Netherlands and even such neutrals as Switzerland, Austria and Sweden. The "stay-behind armies" consisted of groups trained in demolitions, guerrilla warfare, radio communications and the art of organization. Their original members came from the anti-Nazi resistance groups of World War II.

During peacetime, the CIA kept its armies tiny, to maintain secrecy. Nevertheless, the project absorbed almost 10 million dollars a year at its height. The Belgian unit contained around 100 men. Gladio, the Italian army, had 2,000 permanent members. During a war, these members would supposedly recruit and train thousands of civilians. Therefore, the secret armies maintained enormous caches of arms, enough to support large undercover operations. They buried their weapons and explosives at secret spots near their meeting grounds.

In addition to serving as guerrilla fighters, the members of the stay-behind army offered CIA agents a ready pool of manpower for other operations. Italy's Gladio conducted extensive espionage against Italian politicians. Gladio also operated against Italian leftist political movements. The Swiss government deemed the local guerrilla group, P.26, a potentially subversive element and forced it to break ties with the CIA.

The presence of armed, secret cliques has naturally led to friction over the past 40 years. These groups held a magnetic attraction for the right wing. In Germany, the CIA found itself involved in arming a 2,000-member youth group run by the neo-Nazi Heinz Lembke. Lembke died in a supposed suicide shortly before he could stand trial for his misappropriation of weapons. During France's war with Algeria, Charles de Gaulle feared that enemies of his government would use the CIA communications network to plot revolution. An Austrian labor leader named Franz Olah used CIA arms caches to break up strikes by a rival labor union. In 1970, Italian neo-fascists actually planned to use CIA weapons in a coup d'etat.



World War I

World War I offers an ideal time for an *Espionage* campaign. Many of the agencies from WWII and the present day already existed in this era. The FBI already operated in the United States. Britain's MI-5 and MI-6 began before the First World War. The modern French agencies also existed in more or less their current form. Britain and France cooperated closely through the Mixed Bureau (see sidebar, p. 109.)

Imperial Germany's spy agency, the Nachtrichtendienst, traced its history to an organization founded by Wilhelm Stieber for Otto von Bismarck. Stieber liked to boast of being "Master of 40,000 Spies." No genius such as Stieber commanded the WWI ND, but nevertheless, this organization could consider itself the most powerful spy agency in Europe. The ND freely murdered its own agents or betrayed them to the enemy when it found these actions expedient.

Russia and Austria possessed Europe's most efficient secret police. Both dying empires contended with constant insurrection by political radicals. The government fought such subversion with informers among their people. These countries also made extensive use of agents provocateurs, spies who denounced the government in order to arrest anybody who agreed with them. The Imperial Russian Ochrana began all the traditions of the KGB.

The Bolsheviks, meanwhile, founded their secret police within the first days of the revolution. This organization, then known as the Cheka, enforced Communism within those sections of Russia it controlled. In those days, with the Civil War raging and the Ochrana still active, Chekists led a perilous life. An undercover war raged throughout Russia, fought by the personal armies of warlords and powerful officers.

Terrorism reigned throughout Europe during the early 20th century. Germany harbored a widespread Communist movement, which grew in strength as the Kaiser's armies fell. Poles, Ukranians, Lithuanians and Serbs fought for their independence. Russia, of course, was in the midst of its Revolution and Civil War. Even the most stable countries had their share of bomb-throwing radicals.

SID (Office of Intelligence Coordination)

This Italian counterespionage service manages to keep its secrets extraordinarily private. However, its involvement in right-wing politics in the mid-1980s led to severe restrictions upon the agency. Italian agents have carried out several successful operations, such as the rescue of Brigadier General James L. Dozier from Red Brigade terrorists.

Warsaw Pact Intelligence Services

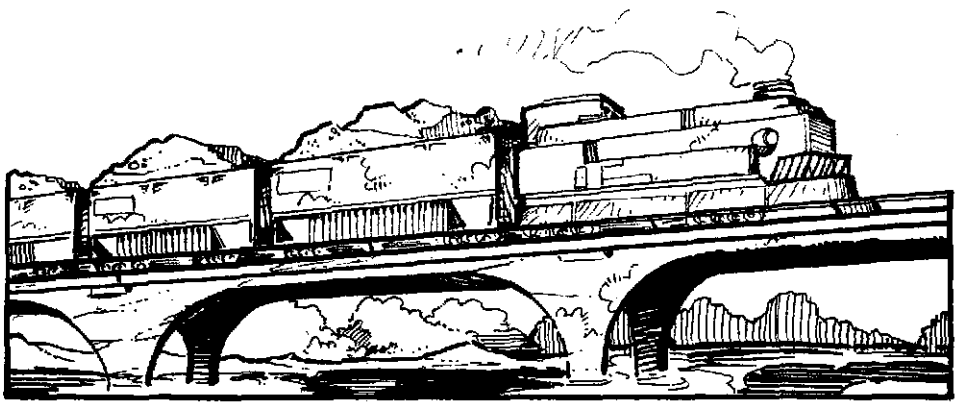
The years 1989 to 1992 saw the dissolution of Eastern European communism. This led to the elimination or reorganization of most of the world's largest spy organizations. Therefore, one cannot classify the KGB and other Soviet Bloc espionage agencies as contemporary. However, one should not completely dismiss them either. Few have been formally abolished, although all have lost funding and prestige. These agencies certainly retain many of their old agents abroad. Old leaders of these organizations undoubtedly pursue their old operations. Furthermore, the vast majority of contemporary espionage fiction takes place in a setting where these agencies have their old strength.

AVB (*Allami Vedekmi Bastog*)

This Hungarian secret police organization acted largely under the direction of the KGB. Like the secret police in other Warsaw Pact states, it often provided supplies to terrorists. The AVB employed 36,000 personnel.

DS (*Durzhavana Sigurnost*)

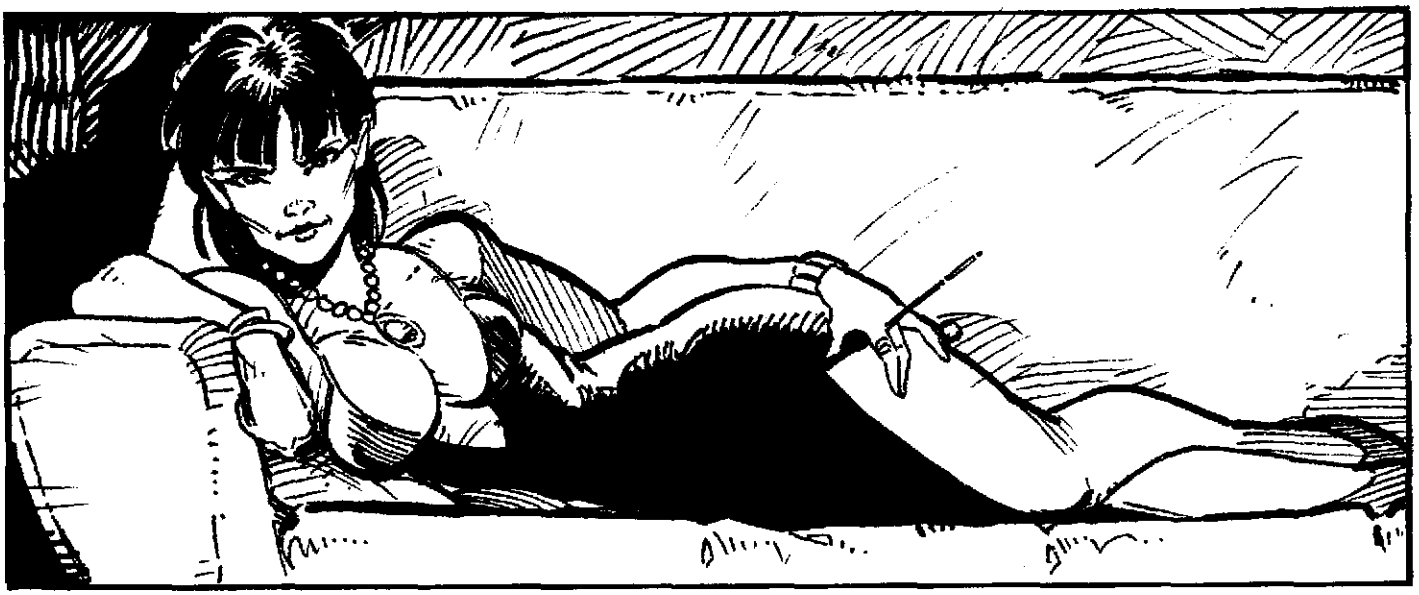
This Bulgarian secret-police and espionage force served as a violent tool of the Soviet KGB. DS agents carried out assassinations and terrorist attacks, with which even the Soviet Union did not wish to be associated.



GRU (*Glavnoye Razvedyvatelnoye Upravlenie*)

Although the KGB receives more publicity, the most audacious feats of Soviet espionage were often operations of the GRU. This military intelligence department favored direct, brutal action. Even the KGB considered GRU agents boorish and lacking in subtlety. Nevertheless, the GRU accomplished its missions, even at times when the KGB vacillated.

The KGB and GRU pursued a fierce rivalry. Complicating this situation, the two agencies often received overlapping assignments. KGB officers supervised the background checks of GRU recruits. In 1947, the Soviets actually tried to merge these organizations, but the attempt failed miserably, and Stalin reversed the decision.



The GRU organized its espionage division into eight Sections. These were: Western Europe, Middle East, America/Far East/India, Technical Intelligence (weapons), Terror/Sabotage/Kidnapping, False Documents/Espionage Technique, Intelligence along the Soviet Frontier and Cryptography. These departments employed 25,000 personnel, all graduates of the Soviet military academy. The GRU could also call on the *Spetsnaz* special operations troops.

KGB (*Komitet Gosudarstvennoi Bezopasnosti*)

Few espionage agencies have ever enjoyed a broader scope of authority than the Soviet KGB. This agency not only performed the functions of an intelligence agency and a secret-police network; it controlled the U.S.SR's labor camps, border patrols, coastal defenses and censorship systems. The KGB provided bodyguards for dignitaries and security officers for nuclear installations. Through its partnership with the Ministry of the Interior (MVD), it controlled the Soviet internal security militia. This force was an actual army, equipped with tanks, aircraft and warships. To manage these responsibilities, the old KGB employed a minimum of half a million personnel, with at least 15,000 engaged in overseas espionage. Some estimate that at any given time, over 1,000,000 foreigners served as knowing or unknowing tools of the KGB.

The KGB still exists, and its methods probably remain largely unchanged. Despite the image of the KGB thug in an ill-fitting suit, this agency prefers to operate through stealth and cleverness. KGB operatives specialized in the long, meticulous cultivation of foreigners as agents. They made effective use of seduction, blackmail and psychological manipulation. The KGB respects rules of "spy etiquette." Agents of the aggressive GRU often found KGB caution infuriating.

KGB officers receive extensive training. They also undergo rigorous background checks. Although these measures insure internal security, they tend to create unimaginative spies. This rigidity often betrays the identity of KGB operatives.

Today's KGB traces its existence to the Cheka, an elite undercover force which destroyed internal enemies of the Bolsheviks during the 1917-1920 Civil War. Between 1926 and 1954, this body underwent a number of name changes, becoming the GPU, OGPU and NKVD before finally assuming its current title. Each shift in organization included purges and murders of old agents.

In theory, the Soviet KGB took orders from the Soviet Council of Ministers and Communist Party Politburo. In practice, the Politburo wielded complete control. Furthermore, the KGB wielded enough influence to act as a political faction in its own right, imposing its will upon the government. The 1991 putsch marked

Hall of Pleasurable Delights

The Imperial Japanese intelligence agencies established this bordello in Hankow, China. They took their inspiration from the Green House (see sidebar, p. 104.) However, the Hall served many more functions than its predecessor. This institution did indeed play an important role in the seduction and blackmail of unwary Chinese. However, Japanese agents found it more valuable yet as a meeting place for their own agents. The Japanese also considered this house invaluable as a training facility.

Japanese spymasters wanted their agents prepared to cope with sexual entrapment. They did not want the spies to abstain from intercourse. Rather, they wanted their spies to learn a businesslike attitude toward romantic encounters, which would enable them to entrap others through sex without letting their own emotions become involved. Therefore, all Japanese spies underwent a course of training at the Hall of Pleasurable Delights. Here, the agents became hardened to any persuasions they might encounter. They also observed firsthand the varieties of sexual behavior, and learned to seduce and manipulate targets of all types.

the KGB's most blatant and (perhaps) least successful attempt to play a role in ruling the Soviet Union.

The KGB divides its activities among four Chief Directorates and seven Directorates. The First Chief Directorate manages espionage and sabotage abroad. This body, in turn, manages "Directorate S," the body which dispatches "illegals," or special agents, to foreign countries. "Directorate T," another subdivision of the First Chief Directorate, performs scientific espionage and directs spies in the acquisition of technical secrets.

Directorate K monitors the loyalty of Soviets traveling abroad and attempts to spy upon all agencies who spy upon the U.S.S.R. Service A deals with propaganda and disinformation. Department Twelve provides cover identities for KGB agents. Department 14 forges documents. Department 13 handles communications. Service R, the internal review section, passes judgment on the performance of other divisions within the KGB. Service R once had a reputation as a dumping ground for incompetents whose Party affiliations entitled them to high-ranking jobs. However, given the influence Service R wields, one cannot dismiss its importance. The KGB can also call upon aid from the MVD-OMON, the Ministry of the Interior elite police. Western publications refer to the MVD-OMON as the "Black Berets."

Soviet espionage networks revolve around Residencies, or KGB stations abroad. Each Residency manages one or more networks of local informants. During WWII, it was common for a Soviet Residency to operate spies, not in the nation where it was located, but in some adjacent country. This prevented any nation from taking its most severe measures against the Residents within its borders.

The breakup of the Soviet Union left the KGB in a state of embarrassment. Crowds attacked this agency's famous headquarters at 2 Dzerzhinsky Square, Moscow. High-ranking officers told their stories to the press, hoping for fame and money. As one might expect, many of these stories were lurid and probably exaggerated. As of 1992, a U.S. movie company has sought access to secret KGB files for use in a television series. Nevertheless, the agency may well revive as the Russian Republic recognizes the value of an intelligence service.

The Red Orchestra

The *Rote Kapelle* (Red Orchestra) spy ring faithfully gathered intelligence in Nazi Germany throughout Hitler's invasion of Russia. This organization took its name from the Russian slang for radio (music-box) and radio transmitter (musician). The Orchestra was the brainchild of two German Communists. The first, a political crank named Harro Schulze-Boysen, served as an intelligence officer for the German Ministry of Air. The other chief, Arvad Harnack, was an intellectual who worked in the German Ministry of Economics. Together, these men directed a network of over 100 spies. This organization provided intelligence on matters ranging from aircraft production to Abwehr counter-espionage activity.

The radios which gave the Red Orchestra its name proved its downfall. German agents located the Orchestra's communications officers using signal-location equipment. With this information, the Nazis began a program of phone-tapping and covert arrests which allowed them to gather up the whole ring. In December 1942, the Germans condemned the leaders of the Red Orchestra to death. They carried out the executions in secret, by impaling the spies through the throats on meat hooks.

The Oslo Squad

The Oslo Squad formed spontaneously among Norwegian Resistance fighters in World War II. It served to cripple Germany's forces in Norway as the war drew to a close. The Oslo Squad's leader, the young Gunnar Sonesteby, personally arranged the theft of Nazi archives weighing two tons from a building within 50 yards of the Police Headquarters. Sonesteby also ruined Germany's last-ditch attempt to conscript Norwegian youths for labor brigades. Due to the Oslo Squad's campaign of sabotage and forgery, the Germans managed to draft only 300 of the 80,000 young men they hoped to register.

SMERSH (*Smert Shpionen*)

Smert Shpionen, or Death to Spies, was the nickname of the dreaded Soviet bureau of assassination and kidnapping. SMERSH officially called itself the Ninth Division for Terror and Subversion. The existence of SMERSH remained a matter of speculation in the West until 1954, when SMERSH agent Nicolai Khokhlov defected to the West. Although the Soviets supposedly eliminated SMERSH after the death of Stalin, they transferred its responsibilities to an Army unit known as CUKR. In the 1980s, SMERSH functions belonged to the Third Directorate of the KGB.

SMERSH operated with great patience and professionalism. It made lavish use of special devices and gadgets. This agency committed its most famous murder in 1940, when SMERSH operatives disguised as tourists murdered Trotsky with an ice-axe. See p. 80.

Stasi

The Stasi, East Germany's secret police network, earned a sinister reputation second only to that of the KGB. It attempted to keep complete dossiers on all citizens. In some periods, the Stasi informer network included from one-third to one-half the population of the country. This has led to bitterness following the reunification of Germany, as people seek retribution against the secret police stool pigeons.

STB (State Secret Security)

This Czechoslovakian internal security service became notorious for its work in training and supplying terrorists. This agency also disseminated tools of subversion, such as the plastic explosive Semtex, a Czech invention. The STB employed 50,000 personnel and had a budget of 950 million dollars.

VfK (Military Intelligence)

The VfK served as a military-intelligence agency for the German Democratic Republic (East Germany). Like other German organizations, the VfK operated with extreme efficiency and organization. This unit divided its activities among three Departments, identified as A (Intelligence Analysis), B (Technical and Electronic espionage) and C (Administration). The VfK employed roughly 400 officers.

Inventing New Intelligence Organizations

Inventing new espionage organizations is largely a matter of deciding what the game's storyline requires. If the CIA seems too mundane for a cinematic espionage campaign, gamers may create a newer, flashier U.S. intelligence network. If the campaign emphasizes international terrorism, the GM may wish to create an international conspiracy capable of challenging the PCs. By scanning this chapter, the GM can develop a feel for the sorts of agencies present in today's world and the scale of their operations.

Naturally, the most important thing to consider is who supports an agency, and why. This also determines the amount of money, manpower, technology and operational freedom an agency enjoys. It also determines the sort of missions agents undertake. Organizations run by governments can have budgets in the millions of dollars. A sovereign government can provide limited refuge to spies who break laws on its behalf, although the more open the society, the less often it will officially sanction illegal activity. Organizations run by private individuals may actually have fewer legal scruples, but they cannot protect agents from prosecution.

Different organizations practice different levels of secrecy. An organization like the CIA makes no attempt to conceal its existence, although individual agents must maintain their cover identities. Unofficial action committees must keep themselves secret even from the governments they supposedly serve. Security requirements govern the internal organization of the agency. A completely secret organization consists of a few members, all of whom are insiders, who may insulate themselves from one another through a system of couriers and dead drops. Other agencies reserve such tactics for field work. They have a headquarters, staff and hierarchy.

The GM must also decide how efficient an agency is, and what its strengths and weaknesses are. Even the most powerful organizations often have significant vulnerabilities. Soviet spymasters of the 1950s had to contend with conspicuous, unimaginative agents, while the Nazi intelligence services suffered from constant backbiting within their ranks. GMs can build adventures around flaws of this nature.

Finally, consider the style and personality of the espionage organization. This depends largely on the sort of person who leads it. The reserved British gentlemen who direct England's intelligence services have left their mark on MI6, just as the flamboyant, audacious Wild Bill Donovan shaped the OSS. The GM must consider how the leader of fictitious intelligence organization operates, what his personality is like, and how he will relate to the PCs.

The Mixed Bureau

This joint French/British agency began operations in World War I. It interviewed refugees from Belgium and Northern France, seeking both information and prospective agents for other operations. It recruited several notable spies. The Mixed Bureau had its headquarters at Folkestone, England.

The Mixed Bureau's best-known spy, Louise de Bettignies, was a governess in Lille who fled to Britain after the German invasion. In Kent, the Mixed Bureau discovered that she had an extraordinary talent for languages and a keen memory for useful information. Therefore, they convinced her to work as a spy and sent her back to Lille, under the cover name Alice du Bois. There, she drew her old friends into an espionage ring. This band gathered plenty of valuable information on German forces in Belgium, which Alice passed on to Switzerland through a variety of original ruses. She made use of sausages, kneading-troughs, spectacles and prosthetic limbs to pass documents. On some occasions, she even employed children as couriers. Alice's career ended when German agents discovered one of her partners. Du Bois died in a German prison on September 17, 1918.

6 SPOOKTALK

The following jargon can add color to a game. It can also inspire plot twists, simply by providing examples of typical espionage tactics and concerns. This section includes numerous bits of espionage trivia too short for discussion elsewhere.

Abort (noun): A failed mission.

Accommodation Address: A personal address used by couriers to receive mail which they forward to intelligence services.

Accountable Document Control System (ACDS): System used to record access to secret data.

Action Agent: An agent hired for some operation involving violence, explosives, breaking and entering or similar activity.

Active Measures: Soviet term for covert action and propaganda, as opposed to mere collection of information.

Active Opposition: Counterintelligence agents.

Additive: A set of digits or letters added to a code in order to encipher it. The key to a code.

Administratively Confidential: Information which, while not officially secret, would severely embarrass important officials.

ADSO: Assistant Director of Special Operations. CIA chief of clandestine activity.

Aeroflot: Russian national airline, often a front for KGB activity.

Agent: A spy. Technically, an "agent" is a criminal, usually a foreign national who does the "dirty work" of an intelligence organization. Legitimate employees of the CIA, etc., call themselves "Officers."

Agent Assessment: Reports sent to headquarters on an agent's performance, justifying the spy's salary.

Agent Development: Cultivation of social, professional, friendly or romantic relationships in order to gain influence over a prospective spy.

Agent In Place: A foreign citizen who wishes to defect, but remains in his current position in order to collect information.

Agent Provocateur: A government agent who tries to lure people into treason, and arranges their arrest if they succumb.

Agent Termination/Disposal: This term does not mean assassination. Instead, it refers to the more-or-less cordial dismissal of a spy.

Agent-Bolvan: A decoy spy used to fool the opposition. The agent-Bolvan may or may not know his role. This term originated among the Soviets but is now universal.

Agents of Influence: Operatives valuable to their agency because of their resources or political power rather than their access to information.

AGILE: Anti-Guerrilla Insurgency Light Equipment.

Alert Memo: A tip about potential opportunities for spies.

Alternate Meet: A pre-planned meeting which takes place if an agent and controller fail to make contact at the ordinary time.

Apparat: The entire agent network deployed against a certain target.

Area Division: The geographical area of operations of a certain department within a spy agency.

Assets: A spy's contacts. This can also indicate the entire organization in a certain area – "we have few assets in Chile since the coup."

Authenticiation: Any system used in communications to identify friendly users.

Authorized Persons: Those officially allowed access to classified information.

Back Channels: A secret communications network which bypasses ordinary radio frequencies or telephone lines. The CIA maintains a back-channel system in most U.S. embassies.

Backstop: Any arrangements made to support a cover story. An example might be renting an apartment in an area where one is pretending to live.

Bi-Weekly Propaganda Guidance: A booklet issued by the CIA to its stations around the world, explaining agency opinions on various world events. Agents then attempt to propound these opinions in the media, disguising them as independent commentary.

Bigot List: A list of people who know the identities of foreign nationals working for an intelligence agency. The Bigot List itself is highly classified.

Black Bag: The diplomatic pouch, in which embassy officials may send mail across borders without going through customs searches.

Black-Bag Work (contemporary): Breaking and entering, usually for the purpose of implanting bugs.

Black-Bag Work (outdated): The smuggling of money through diplomatic "black bags." Although agents still use the term "black-bag work," it has acquired a completely different meaning, as described below.

Black Box: A recording device.

Black Designation: A telephone line, computer terminal or other information conduit which handles only encoded messages.

Black List: Any collection of sensitive data. Most often, a "black list" describes the enemy agents suspected of operating in an area.

Black Mind: A compliment, used to describe an agent perceptive enough to see through enemy intrigues.

Black Operations: Operations which an agency cannot officially sponsor. Usually, an agency cannot admit to black operations even for internal purposes. For example, in the United States, an executive order forbids the CIA to engage in assassination. Therefore, any murder must be a black operation, arranged through informal conversation and known only to the agents involved.

Black Propaganda: Propaganda in which the authors lie about their identities. For example, Soviet agents might attempt to disguise their documents as the work of American peace activists.

Blind Zone: An area immune to bugging devices.

Blipsqueak: See ***Burst Transmission.***

Blowback: Public outrage over a secret operation.

Blown: Revealed. An undercover agent recognized for what he is has been "blown."

Blue Book: A synthesis of data from the CIA, Defense Intelligence, NSA etc., intended to present the President with truly accurate information.

Board of National Estimates: A division of the CIA which analyzes world events.

Bodywash: To invent an innocent cause for an agent's death, keeping his friends and family from suspecting that he died in a clandestine operation.

Boehme Equipment: A coding or decoding device.

Bogie: An unknown visitor to a high-security establishment.

Bona Fide: A document passed or deed performed in order to prove one's good faith.

Book Message: A change in agency policy.

Box: A polygraph examination.

Boyeva Gruppa: A Russian word meaning squad of thugs. This term indicates any team of musclemen who perform kidnaping, intimidation and murder.

Branch: A sub-unit of an intelligence organization, which concentrates its efforts on one specific target.

Branch Lines: Incidental contacts acquired during an operation. Branch lines are peripheral to the original mission, but may eventually turn into invaluable assets. This term originated in the British secret services.

Brush Contact: An encounter between seeming strangers in which agents transfer information.

BUBRE: Burn Before Reading. This fictitious document classification is a spy's joke.

Buck Slip: An internal memo.

Build-up Material: Genuine information given to the enemy in order to enhance the credibility of a double agent.

Burn: To publicly expose an enemy spy.

Burn Bag: A container of sensitive documents which must be shredded or burned.

Burst Transmission: A radio message electronically condensed to a momentary squeal of words, broadcast quickly to avoid interception.

Bury: To use certain code words or messages in the course of a seemingly innocent message.

Cable: A daily report from an outpost to the agency headquarters.

Cadre: A core organization of dedicated soldiers, spies or terrorists, who organize and train others. Cadres may remain hidden among the population for some time, preparing to launch strikes later.

Candidate Material: Uranium or plutonium suitable for use in atomic weapons.

Caption Code: A code in which the phrases are listed under separate headings based on the principal word or idea in the entire phrase.

Career Agent: A long-term spy.

Case Officer: A government agent permanently assigned to manage espionage operations in a particular location.

Cell: A group of spies or terrorists who know each other's identities.

Center: A proper noun indicating the headquarters of an intelligence organization. For example, the main offices of the KGB were often referred to as Moscow Center.

Central Cover Division: An agency department concerned with providing realistic details for cover stories. The Central Cover Division often founds false businesses for spies to claim they work for.

Chad Type: A code designed for teletype machines.

Chain of Custody: The list of people who handle a classified document.

Chicom: A 1950s term for Chinese communists.

Chief Of Station: The officer in charge of an espionage outpost. Central Intelligence Agency Chiefs report to the ambassador of the local country. However, many ambassadors refuse to involve themselves in intelligence operations. This leaves Chiefs free to do as they choose, without, of course, the Ambassador's sanction.

Cifax: A device for encoding signals sent by facsimile machine.

Cipher: A systematic secret language, in which one can form any word or phrase by substituting symbols for letters.

Ciphony: Telephone encoding devices.

Circuit Discipline: Precautions against enemy surveillance of telephones and radio transmitters. Someone who discusses secrets over the telephone practices poor circuit discipline.

Civision: A system for encoding video images.

Clandestine Mentality: A compliment, indicating someone capable of keeping secrets and planning intrigues.

Clandestine Operation: A truly secret operation.

Classification: The degree of secrecy applied to a given piece of information.

Classified Contract: A government contract in which the contractor or his employees will obtain access to classified information.

Clearance: The authority to view secret information.

Cleared Insider: Someone who not only possesses clearance for secret information, but is involved with the project in question and has a definite "need to know."

Closed Areas: Rooms, buildings or entire areas of a country which the government seals off and uses to conceal secret projects.

CNWDI: Top Secret data pertaining to the atomic bomb.

Co-opted Worker: A foreign national entrapped in spying.

Cobbler: A forger, usually one who produces passports.

Code: A system for sending secret messages which substitutes unfamiliar symbols for entire words or sentences.

Codress: A transmission in which not only the message but the recipient's address is encoded.

COIN: Counter-insurgency.

Cold Pitch: A bald suggestion that someone take up spying, without preparatory subversion or cultivation.

Collate: To compare different reports on the same subject, looking for contradictions.

Collection Agency: Any organization or individual capable of gathering data on a desired subject.

Color-Coded Doors: Many United States intelligence agencies paint the internal doors of their headquarters in different hues. The color of the door indicates the security clearance required to enter the room.

COMINT: Intelligence gathered by intercepting communications. Sub-categories of COMINT include SIGINT (signals) and ELINT (electronics).

Commercial Code: Some commercial cable companies sell users access to scrambling and signal compression. This saves the user money by reducing the length of the message. It also guards against industrial espionage.

Commercial Division: A division in an intelligence agency in charge of founding and operating phony businesses.

Commercial Drop: The use of a business as an intermediary in passing information.

Communist Action Organization: An organization acting as a front for communist subversion.

Company, The: The CIA and its front organizations.

Compartmentation: The technique of dividing a spy network into cells. In a compartmentalized network, no one person has information on members of other units.

Compromise: Partial or total exposure of a secret operation. A spy who may have been identified by the enemy is "compromised." Obviously, dealing with a compromised agent may lead to one's own discovery.

COMSEC: Communications Security. Protection of messages from phone tapping and other intrusion. COMSEC may include sending deliberately careless messages containing disinformation.

Confidential Informant: A contact who provides secret information, usually for personal reasons rather than money.

Conjecture Compromise: The suspicion of compromise.

Container: An innocuous-seeming device used to smuggle papers.

Contingency Fund: A secret slush fund maintained by government agencies for funding black operation without resorting to legally allocated money.

Contour Flying: A low-level flight used to evade radar.

Contract Agent: A spy or mercenary hired for a specific task.

Control: The agent or organization who directs an operation.

Controlled Agent: A professional spy, who serves one controller loyally and supports himself primarily by espionage.

Controlling Authority: The organization responsible for establishing a secret communications network.

CONWAY: Continental United States.

Cookie Factory: The CIA.

Cordon and Search: To isolate an area and ransack it thoroughly. This term originates in unconventional warfare.

Counterintelligence Appraisal: An estimate of the chances a spy has for getting caught.

Counterintelligence Inspection: An inspection of security procedures.

Country Desk: A division within a government agency responsible for a particular country.

Country Team: An agency which coordinates actions of an embassy, military outposts and espionage organizations within a given nation.

Cover: A false identity used to conceal one's occupation as a spy.

Cover For Action: A false story used to excuse unusual behavior.

Coverage: Monitoring of local activity.

Covert: An operation which the sponsoring nation must deny. Usually, the facts of a covert operation are well known, but cannot officially be proved.

Crateology: The art of determining the contents of a crate photographed on top of a transport ship.

Cross Targeting: Cooperation between intelligence agencies from different countries.

Cryptanalysis: Code-breaking.

Cryptocenter: A room used by cryptographers.

Cryptocommunication: A coded message.

Cryptonym: An alias.

Cryptoperiod: A period in which a given code remains in use.

Cryptosystem: A combination of codes and ciphers used to conceal messages.

Cube: Slang for Cuban.

Cultivation: An apparently casual effort to obtain influence over a person. Cultivation leads to recruitment as a spy.

Custodian: An industrial security term indicating someone responsible for secret information.

Damage Assessment Debriefing: A debriefing held after an operation's compromise to determine the extent of damage.

Danger Signals: Pre-arranged marks on walls or other signs to indicate that an operation may be compromised, or that the enemy has an area under surveillance.

Dangle: A secret agent used as the bait in a dangle operation (see below). Normally, the dangle does not realize his role. He innocently undertakes what seems to be an ordinary mission. Meanwhile, his controllers intentionally compromise his security in order to observe how the enemy responds.

Dangle Operation: The fabrication of a decoy agent or document to attract the interest of enemy agents. If opposition spies investigate the dangle operation, one can uncover their identities and operating procedures.

Date Break: A date on which an agency changes its codes or passwords.

Dated: "Dated information" means material which is not only old, but compromised. An agent who passes dated information is usually working for the opposition.

Dead Babies: Phony identification cards. The expression comes from using the birth certificate of a deceased infant as a basis for a false ID. Most hospitals do not cross-reference birth and death certificates.

Debriefing: The interview of a friendly or neutral person who knows important information.

Deception Material: Lies.

Deep Cover: A thorough false identity, developed over long periods of time.

DEFCON: Defense Condition. A rating of a country's readiness to go to war. DEFCON ratings run from 1, or peacetime laxity, to 5, a state of full alert.

Defection: The act of switching loyalty from one side to that of the former enemy.

Defector: A person who commits defection.

Denied Areas: Areas where spies cannot penetrate.

Derivative Classification: The warning attached to material which, while not secret itself, pertains to some matter which is. For instance, the circuit plans of a computer chip might become sensitive only when that chip is used in a missile guidance system.

Destruction Procedures: Approved methods for destroying secret documents.

Devised Facility: A dummy business which exists in name only.

Digraph: A pair of letters used in a code name indicating where an agent is working.

Dirty: An agent whose cover is blown.

Disinformation: Lies or near-lies circulated to influence enemy policy.

Disseminate: The authorized transfer of secret information.

Distancing: The attempt to avoid association with a compromised source.

Distribution Codes: Codes that indicate who may see specific classified items.

Documentation: Papers, possessions, equipment or other props which lend authenticity to a cover story.

Dossier: A file of all known facts about a certain person.

Double Agent: A spy who pretends to work for one intelligence agency while actually taking orders from another.

Double Back: To reverse loyalties.

Doublet: A code phrase consisting of two letters.

Down In Dixie: A phrase used by Mossad agents in Beirut to indicate Israel, which happens to be south of Lebanon. It now means any location to the south.

Downfield Blocking: The usually unofficial act of warning

foreign intelligence services before conducting an espionage operation in their territory. For instance, British agents attempting to ensnare a Soviet agent within France might warn the French intelligence agencies about their activity. Downfield blocking is an act of professional courtesy and can prevent embarrassing situations.

Downgrade: To lower the classification of a document, giving more people access to it.

Drop, Dead Drop: A location where one can deposit and receive messages from a spy. Popular locations include the tanks of public toilets, behind loose bricks, inside hollow trees, etc.

Dry Cleaning: An attempt to detect surveillance.

Dry Run: This has two meanings. It can indicate the rehearsal of a dangerous mission, often employing a mock-up of the target area. A "dry run" can also mean a mission which produces no results.

Dummy: A fictitious message or agent.

Dummy Defector: A defector who changes sides as a double agent, intending only to penetrate a foreign intelligence organization. Dummy defectors spread disinformation and occasionally manage to pilfer information about enemy resources or policies.

E&E: Escape and Evasion. Techniques for escaping from enemy territory.

EC&D: Electromagnetic Cover and Deception. Devices used to disguise or encode radio signals.

EEI: Essential Elements of Information. The information an agent must have before undertaking an assignment.

Elicitation: The art of inducing people to discuss secret topics during casual conversation.

ELINT: Electronic Intelligence. Similar to SIGINT.

ELSEC: Electronic Security. Measures taken to protect friendly transmissions.

ELSUR: Electronic Surveillance.

Emanations Security: Measures taken to prevent detection of electronic emanations from computer terminals and other non-communication devices. See *Tempest.*

Emergency Cryptosystem: A backup cryptosystem, used when the enemy cracks one's ordinary code.

Empty Vessel: Empty vessels are defectors who have no genuine information for their new hosts. Most honestly believe that they know something of value, but actually possess only disinformation planted by the enemy. One gets empty vessels when the enemy suspects that a defection may take place.

Enciphered Code: A cryptogram involving both code and cipher.

Encode (noun): The key to a code. As a verb, of course, this means to translate messages into a secret language.

Escape Chit: An escape chit is a small document for use by downed fliers in foreign countries. The chit contains messages in the local language requesting food and concealment. Most escape chits also promise a reward to anyone who helps the bearer.

Espionage Notation: A notation placed on classified documents warning all readers against unauthorized disclosure.

Espionage Revolution: The practice of exchanging, rather than executing, convicted spies.

Exchange Commodity: Something other than cash used to bribe a spy. An exchange commodity may simply be some sort of valuables, such as gold or an automobile. More often, exchange commodities consist of things which money cannot buy, such as a U.S. passport, political influence in some organization or exotic weapons.

Exclusion Area: An area declared off-limits to those without proper security clearance.

EXDIS: Exclusive dissemination. Only people involved in a certain project may read a document labeled EXDIS.

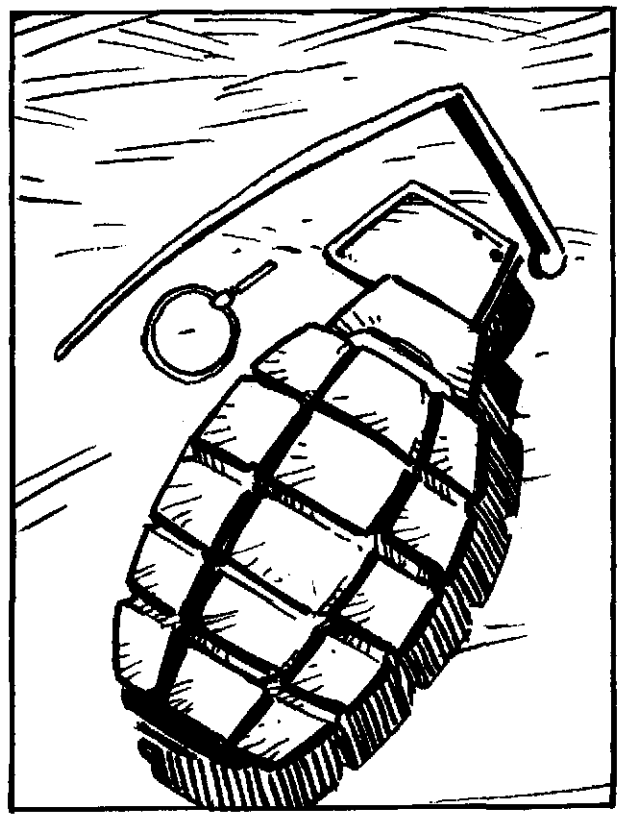
Executive Action: Assassination. In common parlance, this term is more specialized, and indicates the murder of a well-meaning but naive official who stumbles across a conspiracy against the government and attempts to foil it.

Executive Order: An order by the President of the United States to government agencies. As the Chief Executive in the nation, the President may give these orders the force of law. One current Executive Order forbids assassinations.

Eyes Only: A document intended for one reader alone.

Fabricator: An agent who passes false information.

Facility Clearance: The license which allows a private laboratory, university or business to deal in secret information.



False Flag Recruit: A spy who believes himself to be working for one country while, in fact, working for another. For instance, during the Cold War, Soviet spymasters would often soothe the conscience of U.S. recruits by claiming to work for Britain, Israel or other "friendly" countries.

Farm: "The Farm" is a CIA training facility located at Camp Peary in Williamsburg, Virginia.

Feed Material: Genuine intelligence data given to an enemy agency in order to enhance the credibility of a double agent.

FGI: This security classification indicates that a document contains Foreign Government Information.

Field Information Report: A report written in the field.

Field of Interest: A category of information crucial to a certain agent's mission. One cannot operate without access to documents within one's field of interest.

Field Project Outline: A proposal for an undercover operation, requesting funding.

Field Project Renewal: An annual report requesting continued funding for an operation.

Filbert Base: A dummy military facility, used to deceive the enemy about one's actual intentions. A classic example would be the phony bases built in Britain to disguise the site of the D-Day

landings. The term "Filbert Base" appears primarily in naval slang.

Finished Intelligence: The final product of an intelligence operation, following analysis and any sanitizing measures taken to remove the names of sources or methods.

Firm: "The Firm" means the British Secret Intelligence Service.

Flap: Publicity, scandal.

Flaps and Seals: The art of opening envelopes without leaving evidence. See p. 22.

FLASH: A high-priority message. In the CIA, any message labeled "FLASH" can reach a deputy director at Langley, Virginia, in less than seven minutes.

Flash Backstop: Phony identification incapable of standing up to serious inspection. One can "flash" these documents at a security guard but not use them for serious operations.

Flash Roll: A thick wad of dollar bills which one "flashes" in order to tempt a prospective recruit. A flash roll is often counterfeit.

Flutter: A polygraph examination.

For Official Use Only: A military notation indicating documents which could interfere with the functioning of government or injure an innocent person.

For the President's Eyes Only: A document classification with self-explanatory implications.

Foreign Classified Information: Secrets willingly provided to one country by another, on the condition that they be kept secret. The exposure of Foreign Classified Information could ruin relations between two formerly allied spy agencies.

Foreign Intelligence Reserve Officer: The official title for CIA spies operating out of embassies.

Foreign Intelligence Surveillance Court: A court set up in 1978 to review applications for bugging of foreign agents and their governments my United States agents.

Formerly Restricted Data: Nuclear information which, while no longer secret, must still be kept from foreign militaries.

GLAVLIT: The Soviet Chief Administration for Safeguarding State Secrets In Print. This branch of the KGB supervises censorship.

Go-No-Go: The conditions necessary for a mission to progress. If an operation is "go," agents proceed to execute it. If the mission is "no-go," one must abort it.

Good-Old-Boy Circuit: The unofficial network of camaraderie between veterans of some organizations. Members of a good-old-boy circuit can get information and favors from anyone else associated with their organization. The U.S. Army Special Forces maintains a legendary good-old-boy circuit. FBI agents, the U.S. Marine Corps and assorted colleges have similar traditions.

Graphic Arts: The reproduction of classified information.

Gray Propaganda: Propaganda in which the authors do not identify themselves.

Graymail: A trick in which a criminal, upon arrest, claims to be working for the CIA and warns the police that prosecuting him could expose government secrets. Occasionally, gullible police officers release the suspect. More often, the criminal goes to trial, where he claims that the CIA exploited and abandoned him. Sympathetic juries may accept this plea and find him innocent.

Green House: An established brothel or improvised place of assignation used to lure blackmail targets into compromising positions.

Ground Resolution: The detail visible in an aerial photograph. As everyone knows, many spy satellites have sufficient ground resolution to read license plates.

Hand Receipt: A document acknowledging one's receipt of classified information, and accepting responsibility for its safety.

Handler: A recruiter and manager of spies.

Handwriting: A spy's individual style of operation. One can often use the handwriting on a mission to identify the agents who carried it out. This term has its origins in British intelligence.

Hang: To "hang" a bug means to plant it in a target area.

Hard Returns: The payoff in secrets or political influence from an intelligence information.

Hard Targets: High-security installations.

Hard-wired: This term originated in the period when electronic bugs had to be physically wired to receivers. It now means any area covered by electronic surveillance. One can also use the term "hard-wired" in a specialized way to indicate electronic networks which use wires in order to prevent interception or jamming of radio signals.

Hardened Container: A container used to protect sensitive materials. Hardened containers are physically sturdy, and usually contain seals or other devices to detect tampering.

High-Grade Cryptosystem: A code or cipher designed to be unbreakable and suitable for long-term use.

Homophones: In cryptography, a set of different symbols, all with identical meanings.

Honey Trap: Sexual seduction, for purposes of blackmail.

Host Country: A nation voluntarily allowing foreign activity upon its soil.

HUMINT: Intelligence obtained from human contacts, i.e., spies.

ICD: Imitative Communication Deception. The attempt to delude enemy aircraft or radio operators with false messages, disguised to resemble friendly communications. For example, Western nations once guided an Eastern Bloc aircraft into crashing on NATO territory by imitating the voice of an East Berlin air traffic controller.

Illegal: An agent sent into a foreign country undercover, without diplomatic immunity. Unlike the typical spymaster, an illegal risks prosecution if captured.

Illegal Net: A spy ring operated by an illegal.

Illegal Support Officer: An embassy official, not personally an illegal, who provides illegals with information and resources needed to maintain their covers.

Illness: Someone who is "ill" has been arrested.

Imagery Interpretation: The analysis of aerial photographs or other images.

Immediate Message: A transmission concerning matters that could immediately affect national security.

Imprest Fund: A bank account used to launder money for a secret agent.

Industrial Defense: Measures taken to prevent sabotage and help vital industries recover from enemy attack.

Industrial Security: Measures taken to prevent national secrets from leaking out via private corporations.

Information Security: Measures taken to protect secret documents.

Insurgency: The attempt to overthrow a government. Espionage agencies recognize three stages of insurgency. In Stage One, subversive groups mobilize to take advantage of popular discontent. In Stage Two, subversives actually launch guerrilla attacks against government outposts. A Stage Three insurgency consists of actual civil war, in which rebel forces can hold their ground against government attacks.

Intelligence: Useful information. The object of spying.

Intelligence Annex: A document issued at the start of a mission, describing enemy strength.

Intelligence Appraisal: A document describing probable enemy reactions to a given operation.

Intelligence Committee: A committee authorized to oversee the collection and dissemination of intelligence. Most Intelligence Committees are unofficial and receive their orders from the leader of a country.

Intelligence Community: All organizations, official and sub rosa, connected with spying.

Intelligence Cycle: The system of collecting data and converting it into reports for use by national leaders.

Intelligence Journal: A log of intelligence gathered within the past 24 hours.

Intelligence Officer: A professionally-trained spy.

Intelligence Requirement: A needed item of information.

Intelligence Workbook: A step-by-step explanation of procedures for preparing an intelligence report.

Internal Attack: An insurgency.

Internal Control Operations: Police and special forces activities to suppress subversives.

Internal Defense: Measures taken to protect society against lawlessness.

Internal Defense Assistance Operation: An invasion or welcome incursion by foreign forces to reinforce the internal security of a nation.

Internal Defense Development: A civil war, revolution or mass campaign of terrorism.

Internal Development: Any event which builds the strength of a friendly government.

Internal Development Operation: An operation designed to promote internal development in a foreign country.

INTREP: Intelligence Report. A document on a specific topic containing important information for anyone concerned.

INTSUM: Intelligence Summary. A summary of intelligence received within the past six hours.

Inventory: A list of classified documents, showing each person authorized to handle them.

Japanese Branch: An agent transferred to the Japanese Branch has been executed.

Key List: A publication listing the key to a code for a given cryptoperiod.

Key Symbol: An image or idea which appeals to a target population. One uses key symbols to design propaganda. Ideally, a key symbol is easily recognizable and brief, lending itself to immediate recognition and repetitive use.

Key Words: Words which identify a message as pertaining to some topic of interest. Instead of trying to decode all of every transmission, intelligence analysts concentrate on those containing key words.

Keying Material: The equipment and documents needed to encode or decode a message.

L Pill: A suicide tablet.

Lamplighters: Lamplighters perform such useful tasks as running safehouses, manning surveillance posts, transporting agency equipment, etc. This term originates in the British secret service.

Leakman: A friendly journalist or newspaper editor. The leakman cooperates with agents by publishing information which spies want to make public.

Legend: A complete life-history fabricated to support a cover story.

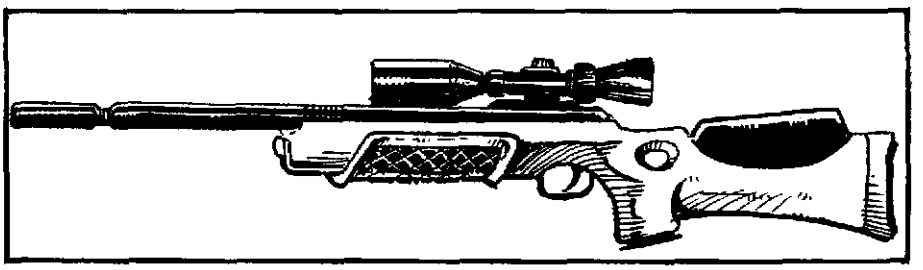
LIMDIS: Limited Distribution. A code indicating that only certain people may read a document.

Lippman: An emulsion used in the production of microdots.

Live-Letter Box: The address of a real person who will forward messages to a spy.

Lodgement: The first penetration of an enemy spy agency.

Long Title: The full name of a secret operation, without abbreviations or codes.



Low-Grade Cryptosystem: A temporary code, which one expects the enemy to break after a certain period of time.

Low-Intensity Operations: Any armed conflict which does not involve mobilizing the entire nation. Guerrilla warfare.

Main Enemy: Soviet slang for the United States.

Manipulative Communications Cover: Measures taken to disguise radio transmissions as innocent messages.

Manipulative Communications Deception: The broadcast of false messages in order to confuse eavesdroppers.

Marking: The official steps of classifying documents as secret.

Material: Information.

Material Control Station: Any unit designated to process classified material other than documents.

Measles: An assassination victim is said to have "died of the measles."

Meet: A meeting between spies or other shady characters.

Meet Area: The location of a meet.

Message Indicator: A symbol at the beginning of a message explaining the codebooks necessary to read the rest of the code.

Microdot: A photographic reduction of a document to three by six millimeters.

Mighty Wurlitzer: The practice of placing a phony news account in a friendly newspaper in hopes that the wire services will pick the story up and distribute it throughout the world. The CIA used this technique frequently in Italy.

Mikrat: A smaller microdot.

Mission Support Site: A secret location where operatives can obtain equipment or shelter. This term usually refers to wilderness base camps rather than urban safe houses.

Mokrie Dela: Assassination. This Russian term translates as "wet work."

Mole: An undercover agent working in the heart of an enemy organization. This term has its origins in spy fiction, but is now used by genuine spies.

Monoalphabetic: A cryptographic term indicating a cipher with only one alphabet, as opposed to several interchangeable ones.

Most Secret: The former British version of Top Secret. During World War Two, England adopted the better-known classification.

Music Box: In Soviet slang, a radio transmitter.

Naked: Exposed, known to the opposition.

Name Trace: A search of computer files to locate all possible information about an individual, including credit rating, criminal record, work history, military record, medical record, known aliases and more. Certain private industries will perform a name trace for a fee.

National Foreign Intelligence: Information about a foreign power requested by the President and Presidential advisors.

National Intelligence Estimate: An annual report correlating the information gathered by various intelligence agencies.

National Intelligence Officers: Intelligence officers responsible for whole fields of information. National Intelligence Officers report directly to the chief of the CIA.

National Intelligence Programs Evaluation: An internal-review panel within the CIA which determines the value of various operations.

National Security Act of 1947: The bill which established the CIA.

National Wars of Liberation: A Communist euphemism for terrorism or insurgency against U.S.-supported governments.

Need-To-Know: The criterion used to determine whether or not a person with appropriate security clearance can see a specific document. One must have a valid reason to see this information. In most cases, the person who currently possesses a document may make a final decision about whether or not someone else has need-to-know.

Negative Intelligence: Information which the enemy captured but clever disinformation or changes in plans now renders worthless.

Neighbor: KGB agents referred to other branches of Soviet intelligence as "neighbors."

NFIBONLY: A classification indicating that nobody outside the National Foreign Intelligence Board may read the document.

Nick: An investigator, detective or counterintelligence agent.

NISITREP: National Intelligence Situation Report. A special report issued by spies with information about an ongoing crisis.

NOCONTRACT: A classification affixed to blueprints or technical data. NOCONTRACT indicates that the material is so sensitive that even government contractors building the device in question may not have access to the information.

NODIS: A classification indicating that nobody but the author of the document may show it to anybody else.

NOFORN: A classification indicating that no foreigner may read the document.

Notional Agent: A fictitious agent used as a decoy.

Null: A meaningless word inserted into a code for purposes of defusing enemy cryptographers.

Numbered Document: A document which resembles classified information but contains no official secrets. Numbered documents exist because of administrative procedures which assign unimportant papers numbers for record-keeping purposes only.

Off-line Cryptooperation: A system in which the devices for encoding and decoding are not directly hooked to communications lines. Therefore, to translate a message, one must transcribe it from the communications devices to the decoder or vice versa.

Office of Record: The office which contains written data about an intelligence operation.

Official: Foreigners officially allowed to operate in a country.

OIR: Other Intelligence Requirements. Information which, while interesting, is not crucial to the success of a mission.

On-line Cryptooperation: A system in which encoding and decoding devices connect directly to the telephone lines, allowing for automatic translation of messages. This is more convenient than off-line cryptooperation but slightly less secure.

One-Time Gamma: A codebook resembling the familiar "word a day" desk calendars. The one-time gamma is a pad of papers in which each sheet contains a different disposable cipher. Each time the user sends a message, he tears off the used sheet to reveal a new cryptogram.

One-Time System: An electronic encoding device which never uses the same code twice.

Open Code: A set of seemingly innocent messages which actually have some coded meaning.

Operation: A mission or ongoing plot.

Operational Climate: The environment in which a mission takes place. Operational climate includes police vigilance, counterintelligence activity, crime rate etc.

Operational Desk: The officer in charge of espionage operations for a given country.

Operational Expenses: Funds allotted to an espionage agency which need not be accounted for in detail. Spies use operational expenses for bribes, arms purchases, etc..

Operational Intelligence: Background information essential for a given operation.

Operational Progress Report: A monthly report on a given intelligence operation.

Operations Code: A code suitable for general communication. Most symbols consist of single words, rather than complicated concepts.

Opposition: Intelligence officials nearly always use this term in preference to "enemy."

OPSEC: Operations Security. Measures taken to prevent enemy interference in a mission.

ORCON: Originator Controlled. See NODIS.

Order of Battle: A complete list of military forces in a certain area. A detailed and accurate Order of Battle is always vital information in military intelligence. Keep in mind that in warfare, commanders may have trouble keeping track of the Order of Battle for their own troops. Therefore, intelligence agents must confirm documents purporting to contain the OB against prisoner interrogations, personal observations etc..

Original Classification: The act of declaring a document secret.

Original Classification Authority: The right to perform Original Classification.

Originator: The person who takes responsibility for giving out an item of information.

Outside Officers: CIA agents who have no official connection with an embassy. The American equivalent of the Soviet, "illegals."

Overclassification: The vice of applying too much secrecy to all information. Overclassification makes vital information unavailable to the people who need it. This, of course, defies the whole point of espionage.

Overt (noun): An Overt is someone who openly works for an intelligence agency. For example, the Presidentially-appointed chief of the CIA is a public figure, and therefore an Overt.

Overt Activities: Operations in which the perpetrators do not try to conceal their identities.

Paper Mill: An agent who consistently produces large volumes of useless information.

Parole: An exchange of passwords.

Passport Code: An identification number which sometimes serves as a substitute for a passport.

Pattern Analysis: The technique of correlating seemingly unrelated events to pinpoint enemy conspiracies.

PD: Plausible Denial. The ability for an agency to claim ignorance of an operation. Note that an agency can have Plausible Denial even if everybody knows of its responsibility. Plausible Denial means that nobody has physical evidence linking the organization with the event.

Penetration: The opening of a conduit of information from a target. Usually, penetration involves inserting an agent into some organization.

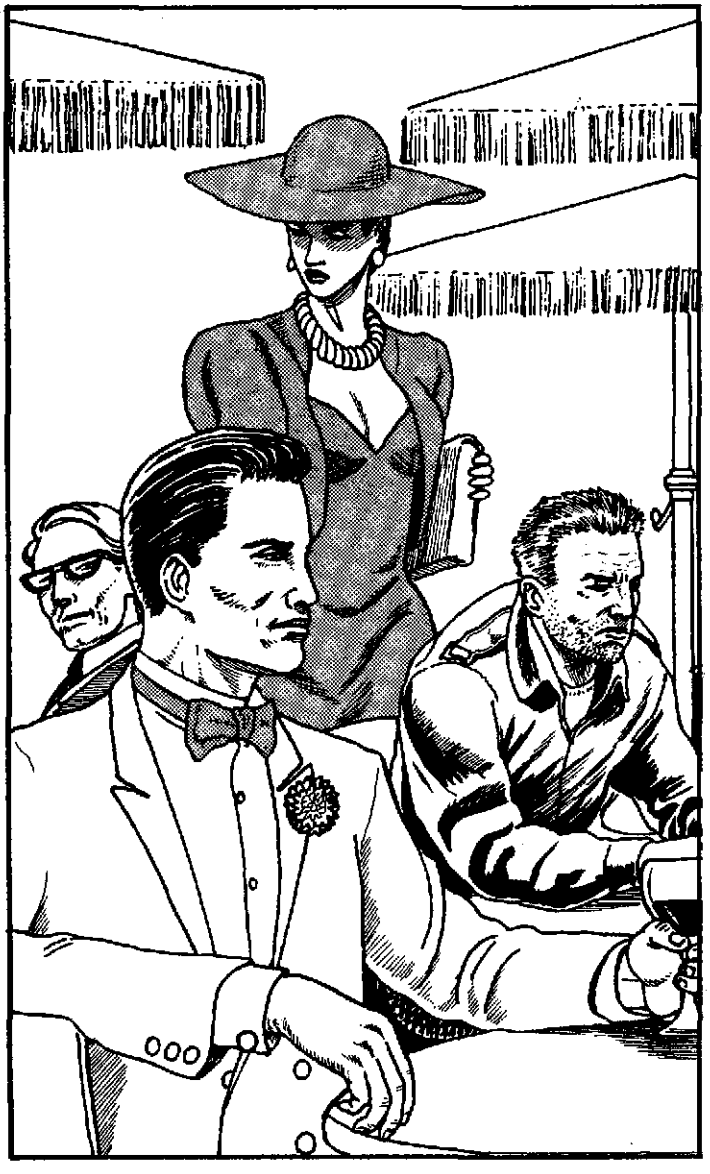
PERINTEP: Periodic Intelligence Report. A special intelligence summary sent to government agencies in addition to the regular six-hour reports.

Permutation Table: A table for use in systematically designing codes.

Person of Interest: An expendable agent. Someone the agency intends to "set up."

Persona Non Grata: A diplomat requested to leave the country for "activities incompatible with diplomatic status." This nearly always means spying.

Personnel Security: Counterintelligence operations aimed at keeping enemy moles out of an organization.

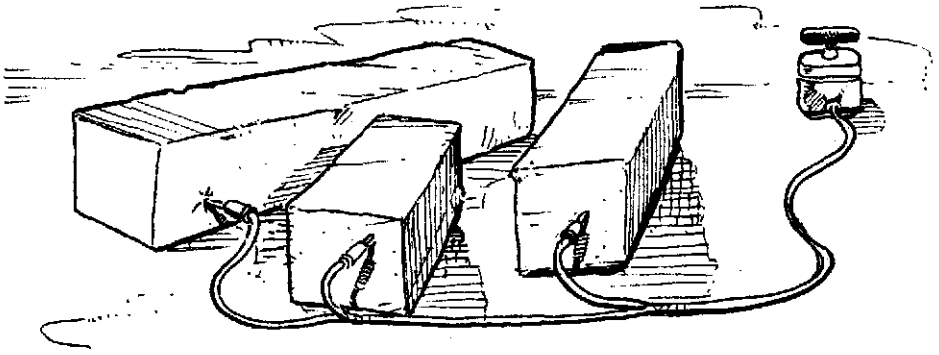


PF: Pucker Factor. The sudden realization that one could be in big trouble.

PHOTINT: Photo intelligence. Information gathered by camera.

Picket Surveillance: The use of multiple personnel to surround an area under investigation, watching all entrances and exits.

PICKLE: President's Intelligence Checklist. A ten-page newsletter that summarizes intelligence findings for the President.



Pickle Factory: The CIA.

Pitch: The attempt to persuade someone to spy.

Plain Component: An ordinary Roman letter or Arabic numeral used as part of a cipher.

Plaindress: A message in which the address is not encoded.

Plaintext: Ordinary language, as opposed to code.

Plant: An agent within an enemy intelligence service.

Playback System: The use of a double agent to "play back" disinformation to the enemy.

Plumbing: The infrastructure of an intelligence operation, including drops, cover stories etc..

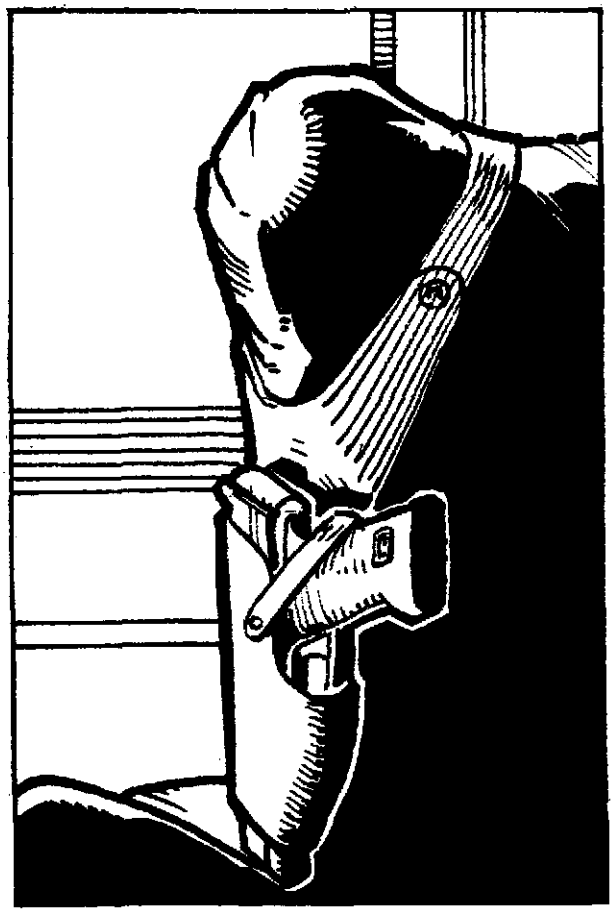
Pocket Litter: Documents and identification material used to maintain a cover identity or simply confuse searchers.

Political Net: A network of activists whose political sympathies make them likely allies.

Positive Intelligence: Interpreted intelligence.

Pre-arranged Message Code: A code in which each symbol conveys entire sentences or paragraphs.

President's Daily Brief: An intelligence report for the President, containing information from the most sensitive sources and designed to be read in under 15 minutes.



Principal: A recruiter and manager of spies.

Priority A Objectives: The chief goals of an operation.

Priority Code: A code intended not only to provide secrecy, but to indicate that the user is someone of importance.

Private: A classification indicating a company's financial secret as opposed to a government state secret.

Private Code: A code used by a corporation instead of a government spy agency.

Pro-Tex: Security procedures.

Project Review Committee: A committee within an espionage agency authorized to review requests for funds.

PROPIN: Proprietary Information. This classification indicates that a document contains industrial trade secrets.

Proprietary: A corporation used as a cover for espionage activity.

Protective Security Service: A courier service specializing in secret cargo.

Provocation: An operation designed to incite the target into self-destructive action.

Provokatsiya: Russian term for provocation.

Psyops: Psychological Operations. This term indicates either propaganda or symbolic operations intended to have an emotional effect upon the targets.

Psywar: Early term for psyops.

Psywar Net: A network of agents who support psyops.

Purveyors Of the Hot Poop: People who claim to have sensitive information and want to sell it.

Q Clearance: Clearance to see nuclear secrets.

Random Mixed Alphabet: A cipher using random letters.

Reading In: Getting up-to-date on a mission.

Recognition Signals: Visual signals used by spies to identify each other.

Red Designation: A communications line which carries uncoded secret conversations. Electricians often use red wiring for such systems.

Red, White And Blue Work: Operations friendly to the United States. Patriotic mercenaries refuse to accept anything but "red, white and blue work."

Reference Material: Documents lent from one agency to another on the understanding that the recipient will not make them public.

Referentura: A room which has been swept for bugs, in which one may safely discuss secret information. This term originated in the KGB but is now used worldwide.

Registered Cryptomaterial: Code material sensitive enough for the users to record each individual usage.

Regrade: To re-classify a document as more or less secret than before.

Residency: A self-contained spy organization operating in a foreign country under directions from some larger agency.

Resident: The chief intelligence officer in a foreign country. This term usually applies to KGB operatives.

Residentura: A base of operations for Russian spies.

Resistance Force: Guerrillas.

Reverse Engineering: Designing a device by examining stolen copies of somebody else's invention.

Risk Category: The level of danger on a given mission.

RMD Related Missions Directive: A directive authorizing a spy agency to undertake certain types of mission.

Room Circuit: A code machine which has no connection to outside telephone lines.

Safe House: A building or apartment unknown to enemy agents. A place where secret activities can take place.

Samizdat: The underground press.

Sanitize: To alter information for purposes of concealing its origin. This term can also refer to any cover-up of an item's background, such as filing the serial numbers off a gun.

Second Secretary: A KGB agent. The second secretary of a Soviet embassy generally played an espionage role.

Security Briefing and Termination: A series of assurances private contractors must give the government upon accepting business involving classified information. The SBT includes provisions to prevent the disclosure of secrets after termination of the initial contract.

Security Cognizance: The responsibility which lies upon the shoulders of anyone entrusted with secret information.

Security Risk: Any person whose history or lifestyle renders him untrustworthy.

Sensitive Compartmented Information: Information so secret that authorities release it only one piece at a time. For example, a large number of agents may have contacts within a spy ring but only a few know all the members.

Sensitive Item: Any item requiring a high degree of security for reasons other than secrecy. One example would be a high-powered weapon which must not fall into the hands of terrorists. Another would be electronic gear requiring protection because of its sheer fragility.

Sensitive Operation: A mission with either a high risk of publicity or a high potential for embarrassing friendly governments.

Sensitive Position: Those whose jobs give them the power to harm national security hold sensitive positions.

Series Check: The process of censoring embarrassing remarks out of secret communications. The series check has less to do with security than diplomatic propriety. People with access to secure phone lines and coding machines take advantage of their devices to make all manner of personal comments and imprudent remarks. Supervisors remove these tidbits in a series check before passing the communications along to agency superiors.

Shoe: A false passport.

Short Title: An abbreviation of a operation's code name, intended both for ease of use and to provide additional security.

SIGINT: Signal Intelligence, or information obtained by monitoring enemy radio transmissions.

Sign-of-Life Signal: A method by which agents periodically reassure controllers that they are safe.

Signature Security: A security procedure for shipping in which every person who handles the material must sign an affidavit that nobody has tampered with it.

SIGSEC: Signals Security. Protection against monitoring.

Singleton: A spy who travels alone into a target country, without any network of support. As the name implies, a singleton operates alone. Singletons usually undertake extremely sensitive operations, in which the agency cannot afford to involve its usual spies.

SITREP: Situation Report. A regular report to espionage superiors.

Sleeper: An agent who spends many years working his way into the community, in order to build cover.

Slug: The code name indicating a given radio transmission station.

Snap Report: A hasty intelligence report made before one has reviewed all the data.

Snuggling: A propaganda technique in which one broadcasts subversive programming on a radio channel just next to the official government frequency. People intending to tune in to the legal channel may receive the propaganda messages instead.

Swallow: A pretty woman used to compromise the affections of a male target.

Sweep: To check an area for bugs, usually electronically.

Swim: A Soviet term meaning to travel for purposes of spying.

Tactical Signals Intelligence (TACSIGINT): All attempts to intercept enemy transmissions, including both COMINT and ELINT.

Target Study: A comprehensive intelligence study of an individual or location.

Tea and Biscuit Company: The CIA.

Technical Penetration: Electronic surveillance of a target. When agents hang a bug in a target area, they have achieved technical penetration.

Technical Services Division: The division within an intelligence agency that produces unusual gadgets.

Telephone Decoder: A device which produces written records of all numbers dialed from a given phone, along with the length of the call.

Tempest: An adjective referring to any surveillance device which picks up radio emissions from electronic equipment. Tempest gear usually refers to a radio instrument used to snoop on a computer screen from some distance away.

Tempest Test: A test to determine the vulnerability of a particular office to technical penetration by spies using Tempest gear.

Terminate: Real spies do not use this term to mean "assassinate." Terminated means "dismissed" or "fired."

Textile Business: Secret operations.

Third Agency Rule: No U.S. agency may pass information received from one source to another.

Threat Study: A comprehensive report on a probable enemy.

Throughput Distribution: Shipments which bypass usual checkpoints and logistic stations. The term usually applies to material distributed through a military supply network. Agencies use throughput distribution to prevent anyone from tracing items used in covert operations.

Top Secret: Legally, this term applies to information or material which could cause "exceptionally grave damage" to national interests. Top Secret is the highest legal classification for a document.

Top Secret Control Officer: An official responsible for controlling access to top secret material.

Tradecraft: The standard procedures and specialized skills of espionage.

Traffic: Radio transmissions.

Traffic Analysis: The art of cross-referencing radio transmissions to determine the location and size of military units.

Transposition Mixed Alphabet: A cipher involving rearrangement of letters according to a regular pattern.

Turn Around: To switch allegiances. To become a double agent.

Ultimate Intelligence Target: The enemy's military strategy.

Uncontested Physical Search: Breaking and entering.

Unconventional Warfare (UW): All fighting other than maneuver combat by organized army units. UW usually indicates guerrilla warfare or psychological subversion.

Unconventional Warfare Operations Base: A geographical area in which national policy allows agencies to pursue unconventional warfare.

Underclassification: The failure to protect sensitive documents.

Underground: A general adjective meaning "clandestine." "Underground" can also be used as a noun, meaning a guerrilla movement which acts undercover in enemy-controlled territory.

Unvouchered Funds: Money which is not accountable to any government agency. Spies may use unvouchered funds without fear of interference from the IRS, Congressional oversight panels etc.

Unwitting Agent: A dupe who unknowingly provides spies with information.

Upgrade: To raise the classification of secret material.

Upravlyayuschii: This word, which literally means "director," indicates a chief in the KGB.

Urgency Designator: A code indicating the importance of a message, and the priority it should receive in processing.

User Agency: An organization which uses, but does not necessarily gather, intelligence information.

Uvedomlatni Otdel: The unit within the KGB which presents intelligence data to the government hierarchy. This unit usually presents information in raw form, without analysis.

Vet: To test the loyalty of an agent or organization.

Vocoder: A voice mask which turns human speech into synthesized sound.

Vulnerability Paragraph: A section in an operational order explaining ways the enemy might foil the plan. The vulnerability paragraph is highly secret.

Walnut: A CIA data-retrieval system. Walnut could call upon CIA files to find details as seemingly trivial as the types of automobiles CIA agents owned when teenagers, the early girlfriends of Soviet leaders and the type of wood used by Soviet carpenters to make weapons crates.

War of National Liberation: An east-bloc euphemism for attempts to overthrow Western-backed governments.

Watchlist: A computer file of names and events which might arouse suspicion. Computers equipped with a watchlist and a word-search routine can scan through hundreds of documents, picking out those which discuss potentially interesting topics. KGB agents once conducted a program of randomly tapping Russian telephones and feeding electronic transcriptions of the calls into a computer equipped with a watchlist. The computer then culled out the callers who talked about known dissidents.

Wetwork, Wet Affairs, Wet Operations: Assassination. To wet the ground with blood. From the Russian term, *mokrie dela.*

Witting Agent: An intentional spy.

Work In Progress: Classified material in the process of editing, typing and other routine clerical work.

Worst Casing: Contingency plans intended to cope with the most serious possible disaster in a mission.

Zone: An region of particularly high security within an off-limits area. Each zone usually has its own electronic security system, along with one or more guards.

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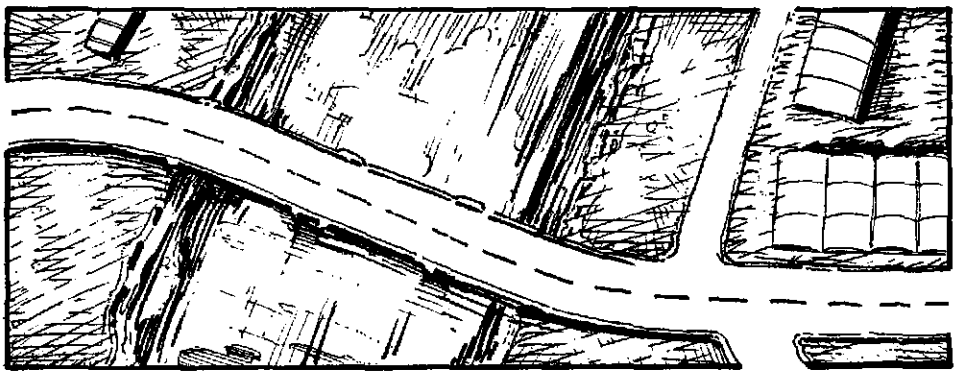

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This book offers both a gripping plot and a highly realistic look at the psychological strategies of espionage.

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Cinema

Hollywood has released so many espionage movies that no videography can list more than a sprinkling of them. The James Bond films, of course, are by far the best known. However, many less famous movies deserve note, for their re-creations of well-liked novels, for their exceptional plots or simply as traditional fare in the field.

The Black Box Affair (1982) – A hardened U.S. agent named John Grant leads the hunt for the missing "black box," which contains codes used by the President to launch a nuclear attack.

Code Name – Dancer (1987)– Anne left the CIA many years ago and now lives a comfortable, ordinary life. This movie opens when the Company calls her back. First, she learns that Cuban agents have kidnaped her old partner. Anne sets off on a rescue mission, only to find herself caught in a web of complicated betrayals.

Day of the Jackal (1973) – The assassin Jackal attempts to murder Charles deGaulle. This movie is faithfully based upon Frederick Forsyth's novel by the same title.

Dr. No (1963) – In this classic film, James Bond 007 investigates threats to British operations in Jamaica. There, he uncovers a plot by the mysterious Dr. No to take over the world. This was the first of the 007 movies.

From Russia With Love (1964) – Here, James Bond's many enemies join forces to plot his death. They attempt to entrap the superspy by playing upon his well-known weakness for romantic encounters.

Ice Station Zebra (1969) – This movie concerns a clandestine war beneath the Arctic Ocean. It takes its inspiration from Alistair MacLean's novel by the same title.

Kill Castro (1980) – Mobsters, spies and cold warriors become tangled together in this film about a Florida ship-captain trapped in an attempt to assassinate Castro.

The Fourth Protocol (1987) – Based on the novel, this movie narrates a KGB plot to detonate a nuclear device within Great Britain, placing the blame upon the United States and thereby seeding unrest within NATO. A single member of British Intelligence learns of the plot and must race to stop it.

13 Rue Madeleine (1946) – This film covers espionage with a level of historical accuracy often omitted from more recent adventure movies. It covers the operations of an Allied spy ring in occupied Paris. This organization attempts to track down German rocket sites before the D-Day invasion. However, the Gestapo has placed a double agent within the cell.

Television

Many of the classics of espionage drama appeared as television serials. Furthermore, many shows which emphasized undercover crimefighting rather than intelligence work contain far too many useful ideas for ***Espionage*** gamers to pass up. Although most of these shows are now off the air, finding them in reruns is worth the effort.

Assignment: Munich (1972) – A pilot film featuring Jake Webster (Roy Scheider), an undercover agent for the fictitious United States Central Bureau. Jake finds himself attempting to rescue Cathy Lange (Lesley Ann Warren) from three sinister figures who believe that she knows the location of a missing $500,000. Jake Webster later reappeared as the star of the serial.

Assignment: Vienna (1972-1973) – This series, set in Vienna Austria, covered the adventures of a United States secret agent named Jake Webster. As a cover, Jake managed a restaurant called Jake's Bar and Grill. The *Assignment: Vienna* series has its origins in the pilot film, *Assignment: Munich.*

The Avengers (1966-1969) – Technically, this British TV series involves as much crimefighting as espionage, but it remains an exciting source of spy adventures. The original version featured the mysterious, worldly John Steed and his companion, the physician David Keel. Keel sought revenge upon the narcotics peddlers who murdered his fiancee. The personal motives of Steed remained shrouded.

An actors' strike in 1961 temporarily ended the series. Following the strike, Hendry did not return, and John Steed began adventuring with a series of female secret agents. First came Catherine Gale. After Gale's resignation in 1965, Steed took up with Emma Peel, the widow of a test pilot who crashed over the Amazon jungle. Then, in 1968, Peel's husband returned alive, and Steed began working with Tara King, who stayed with him until the end of the show.

Most episodes of *The Avengers* dealt with exotic crimes in the English setting. A particularly noteworthy episode, "You've Just Been Murdered . . . Again," provides a useful look at the operations of an extortion ring, something which appears quite frequently in espionage.

The Barbary Coast (1975-1976) – This television show features undercover work by the State of California on San Francisco's notorious "Barbary Coast" of the late 1880s. It features undercover agent Jeff Cable. This show provides a useful look at undercover operations in the Victorian period.

The Billion Dollar Threat (1979) – This pilot movie covered the adventures of Robert Sands, a U.S. government spy charged with foiling the efforts of mad scientist Horatio Black to blow a hole in the earth's ozone layer.

Code Name: Diamond Head (1977) – In this pilot movie, agent Johnny Paul (Roy Thinnes) attempts to stop the spy Sean Donovan from stealing the formula of a lethal gas.

The Delphi Bureau (1972-1973) – This covers the operations of the ultra-secret Delphi Bureau, a national-security organization responsible only to the President of the United States. The show features Delphi agent Glenn Garth Gregory.

Evening in Byzantium (1978) – This television movie features a terrorist attack upon the Cannes Film Festival and the efforts of producer Jesse Craig to foil them.

The FBI (1965-1974) – This show dramatizes actual operations of the Federal Bureau of Investigations. Many FBI projects, of course, involve undercover or counterespionage work.

The Gemini Man (1976) – A science-fiction/espionage show featuring Agent Sam Casey, who, due to a mysterious explosion, gains the power to become invisible. Sam undertakes various secret missions for International Security Technics, a United States government research organization.

Get Smart (1965-1970) – This classic of espionage comedy features Maxwell Smart, and his female partner Agent 99, both spies for an agency called C.O.N.T.R.O.L. They undertake numerous missions against the evil agency called K.A.O.S. and its master, Conrad Siegfried. As a cover identity, they pose as salespeople for the Pontiac Greeting Card Company. This show abounds with memorable gags and characters. Its special devices range from the telephone in Maxwell Smart's shoe to the infamous Cone of Silence. Noteworthy figures include the Chinese detective Harry Hoo and Hymie the Robot, who takes everything perfectly literally. ***Espionage*** GMs may soon come to sympathize with the long-suffering Chief of C.O.N.T.R.O.L.'s bumbling agents. With some broad reinterpretation, a GM may even adapt many of these people and devices for use in a serious campaign.

Hogan's Heroes (1965-1971) – This humorous series covers intelligence work, albeit not of the standard variety. It tells the story of World War II prisoner of war Robert Hogan. Hogan, acting under the code name Papa Bear, organizes a spy ring within the POW camp and manipulates his Nazi captors to obtain secret information.

Hunter (1977) – Special Intelligence Agent James Hunter and his female assistant Marty Rufus report to a controller called Harold Baker. This show offers meat-and-potatoes espionage, without overtones of comedy, police work or science fiction.

It Takes A Thief (1968-1970) – In this show, burglar Alexander Mundy gets exactly the sort of offer ***Espionage*** PCs may receive at the start of their careers. Espionage chief Noah Bain arranges to release Mundy from prison in return for his services as a spy. Mundy then poses as an international playboy in a variety of espionage exploits.

Lancelot Link, Secret Chimp (1970-1972) – For those who find *Get Smart* too serious, this show features an all-chimpanzee cast of counterespionage agents for A.P.E., the Agency to Prevent Evil. A.P.E. exists primarily to oppose C.H.U.M.P., the Criminal Headquarters for Underground Master Plan.

A Man Called Intrepid (1979) – This three-part mini-series covers the historical espionage operations of William Stephenson in the early days of World War II.

A Man Called Sloane (1979) – The story of Priority One Agent Thomas Remington Sloane III, a counterspy who operates out of a toy store. and battles the enemy organization KARTEL.

The Man From UNCLE – (1964-1968) Napoleon Solo and Illya Kuryakin of the United Network Command for Law and Enforcement weekly save the world from (utterly nonpolitical) bad guys, primarily THRUSH (the Technological Hierarchy for the Removal of Undesirables and the Subjugation of Humanity). Both sides are equipped with what the 60s thought 90s technology would look like, mostly WWII surplus with plastic doodads added. There was a spinoff, *The Girl From UNCLE*.

Mission Impossible (1966-1973) – This series (famous for its standard introduction "This mission, should you choose to accept it . . .") covers the operations of the (United States) Impossible Mission Force. Despite the campy overtones, ***Mission Impossible*** features far more planning and detailed intrigues than most action-espionage shows.

Once Upon A Spy (1980) – This science-fiction/espionage pilot film featured computer genius Jack Chennault, who, under directions from the mysterious "Lady," launches a plot against a mad scientist whose molecular condenser beam gave him the power to control the world.

The Wild, Wild West – Major James West and his sidekick, Artemus Gordon, defend post-Civil War America from a variety of menaces with Victorian ultra-tech. Pleasantly goofy, with no trace of camp. All the best cinematic-spy gadgets are translated into 19th-century terms: fast trains, miniature telegraphs, smoke bombs disguised as collar buttons.

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ERRATA

This is the known errata for the print version of ***GURPS Espionage*** when this PDF was created:

Page 5: In the second paragraph, tone down the limit on attributes to: “Characters should not be permitted more than 100 points in basic attributes, and the GM may limit this to 80.”

Page 21: The Cryptanalysis skill is Mental/Hard. High-tech cryptanalysis may not be attempted by default, though simple ciphers may be solved with a roll of Mathematics-3 or IQ-5.

Page 96: French Intelligence Services, Deuxième Bureau:In the second paragraph, the Secret Service is the Service de Renseignements. The other agency of the Special Services is the Contre-Espionnage. The DST is the Direction de la Sécurité du Territoire. The last part of the SDECE is also Contre-Espionnage. (In the last paragraph, it’s Charles de Gaulle, with a space.)

Page 102: Change FBI (Federal Bureau of Information) to FBI (Federal Bureau of Investigation).

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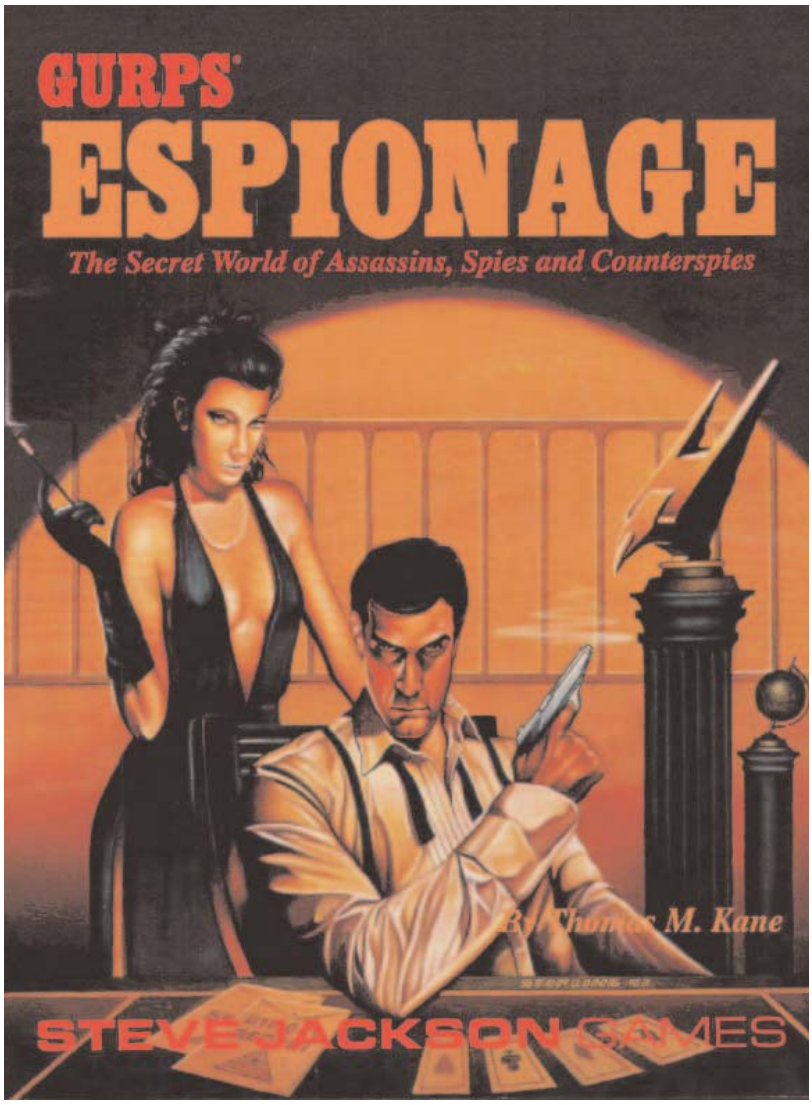

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