

CONSPIRACY

X



INTRODUCTORY GAME KIT

CONSPIRACY X

INTRODUCTORY GAME KIT

Conspiracy X – Second Edition (Unisystem)

Producers: M. Alexander Jurkat, George Vasilakos

Writing and Conversion: David F. Chapman

Line Developer: David F. Chapman

Director: George Vasilakos

Additional Original Concepts and Writing: C. William Borrall, Rick Dakan, Jack Emmert, M. Alexander Jurkat, Susanne Johnson, Mike Lewis, Jim Parks, Justin Schmid, John Snead, Bernard C. Trombley, Willie Williams

Unisystem Game Design: C.J. Carella

Original Concepts and Writing: Rick Ernst, Shirley Madewell, and Chris Pallace

Editing: M. Alexander Jurkat

Layout and Graphics: George Vasilakos

Cover Art: C. Brent Ferguson

Interior Art: Stephan Brotherstone, C. Brent Ferguson, George Vasilakos

Dedication: To all the fans.

Eden Studios • 6 Dogwood Lane • Loudonville • NY • 12211

Cover art, text, art, icons, personalities, characters, Conspiracy X™, copyright © 2012 George Vasilakos

Unisystem™ copyright © 2012 C.J. Carella.

Published under exclusive license. All rights reserved. Produced and published by Eden Studios, Inc. under exclusive license.

No part of this book may be reproduced without written permission from the publisher, except for review purposes. Any similarity to characters, situations, institutions, corporations, etc. (without satirical intent) is strictly fictional or coincidental. This book uses settings, characters, and themes of a supernatural nature. All elements, mystical and supernatural, are fictional and intended for entertainment purposes. Reader discretion is advised.

Comments and questions can be directed via the Internet at www.edenstudios.net, via e-mail at edenstudios@gmail.com, or via letter with a self-addressed stamped envelope.

First Printing, May 2012

Printed somewhere in the US (or so we are told)



Intro

Disclaimer

The world of *Conspiracy X* is based on historic and contemporary events, persons, and groups. The secret of a good *Conspiracy X* campaign is weaving "real" events as seamlessly as possible into the story line so that the players cannot be sure what is true and what is deception. Heightened paranoia is central to the experience.

When this book, or any other *Conspiracy X* publication, uses names and details taken from history or contemporary affairs, all such references are fictional or satirical. *Conspiracy X* is intended solely as a game and not as a source of the "truth." Nothing in this book is intended to degrade or impugn these people or groups, nor does this book purport to reveal true secretive information about them. In fact, Eden Studios and the authors would like to publicly disclaim any "inside" knowledge and assure any MiBs and Regis operatives out there that there is no reason to look into the matter any further. Honest!

INTRODUCTION

Welcome to the world of *Conspiracy X*. In this introductory game kit you'll find everything you need to begin playing the acclaimed roleplaying game of conspiracies, alien invasion and paranormal phenomena. Just take home one of these free packs, read it through, recruit some fellow agents, gather a few gaming dice (you'll need a four sided (D4), a six sided (D6), an eight sided (D8) and most importantly a ten sided dice (D10)), and you're ready to become immersed in the global conspiracy that could save or doom humanity.

One person (usually the one who picked up this pack) is the Chronicler - the person who runs the game. The rest of the players are agents, or Cast Members, in interactive, shared storytelling - a roleplaying game. The Chronicler should read through the whole pack, whereas players should only read the rules and not the Convoy Adventure.

We hope that you enjoy this introduction to *Conspiracy X* and the exciting and dangerous world of its setting. For further information about the *Conspiracy X* game and products, check out www.edenstudios.net.

THE WORLD OF CONSPIRACY X

For the most part, the world of *Conspiracy X* is very much like our own. Behind the scenes, however, there is a secret war going on. The following timeline details some of the key elements that most of the characters will know.

1930S: THE WATCHMAKER

Walter Stein was a British Intelligence agent working inside Germany before WWII. Stein was also an accomplished occultists and what he learned about the growing Nazi occult program sent him fleeing back to England. There he helped to convince Churchill that measures had to be taken. With

Roosevelt's help, a secret organization - code-named "The Watch", was established to combat the occultists of the Nazi Secret Doctrine. The Watch was instrumental in halting or reversing Nazi occult gains before the war, and paved the way for an Allied victory once hostilities began.

1940S: THE SCHISM

After the war, the Watch shifted direction. it investigated reports arising from both Axis and Allied pilots about Unidentified Flying Objects (UFOs). The Watch soon became convinced that aliens were active on Earth.

In 1947, Watch psychics experimenting with long-range communication contacted strange, unearthly minds. Shortly thereafter, advanced guidance system operators began tracking a UFO moving erratically over the White Sands Proving Ground in New Mexico. Once the contact became regular, the Watch decided to act. A vocal minority argued that the craft should be grounded, and examined - only then could mankind meet the aliens on an equal footing, and avoid being overwhelmed physically or psychically. The minority was outvoted in favor of peaceful contact.

The Watch set up Operation Dove, a psychic communication team at the Proving Ground. Meanwhile, the opposition secretly arranged for a missile battery to be positioned nearby - they labeled their mission Operation Pigeon Shoot.

Both missions were successful. As soon as the Operation Dove team made positive contact, the Operation Pigeon Shoot team blasted the UFO from the sky. The craft touched down once, leaving a long gouge in the Earth and scattering debris over a large stretch of ranch in Roswell, New Mexico. It then slammed into a cliff, spilling out its extraterrestrial occupants.

Both factions of the Watch rushed to contain the craft and its odd passengers. The cover-up was not wholly successful.

From the events at Roswell, the Watch splintered into two antagonistic organizations. The members of Operation Dove regrouped and named themselves Aegis. Operation Pigeon

Shoot would become the National Defense Directorate, though agents from Aegis would often refer to them as The Black Book.

Aegis structured itself in a typical cell manner. Each member knew his recruiter, and who he recruited, but little else about the conspiracy. This minimized security risks, and promoted deniability. Aegis concentrated on recruiting from the Air Force and CIA, but gradually spread to a number of Federal law enforcement agencies. The National Defense Directorate, or NDD, assumed a more hierarchical structure, and buried itself deep in the Department of Defense, the Army and related agencies, as well as also spreading into a number of Federal agencies.

1950S: NEW PROJECTS

Aegis and the NDD expanded significantly during the 1950s. The UFO craze was at its peak, and millions of government dollars were channeled into secret programs.

One of the most extensive, and most horrific, was Project MKULTRA. One of a series of MK-designated secret CIA programs, MKULTRA focused on mind control, human behavior modification and psychic powers. Over time, some of the MKULTRA data came to light, but much still remains hidden. Aegis watched the experiments closely, quietly taking control of those with significant results.

Bowing to public pressure, the Air Force created an official investigation of the UFO phenomena - Project BLUEBOOK. BLUEBOOK was never more than a cover for a wholly Aegis-controlled program called Project MOONDUST. MOONDUST's official rationale was "the retrieval and exploitation of crashed foreign spacecraft." This purpose cleverly covered both downed Eastern Bloc and extraterrestrial craft. Fed carefully screened data by MOONDUST's personnel, Project BLUEBOOK officially concluded that "no substantial evidence" supported the existence of extraterrestrial craft.

Finally, the 1950s saw the establishment of the closest thing to an Aegis HQ - the Groom Dry Lake Research Facility at the Nellis Bombing and Gunnery Range in Nevada.

Otherwise known as Area 51, Dreamland, S-4 and The Ranch, the Research Facility also houses the core databases of the HERMES system. This super-secret communications network is the life-blood of Aegis, and enables the loose Cell structure to work efficiently.

Meanwhile, the NDD formed ties and treaties with the psychic Greys and the lizard-like Saurians. The Directorate benefited from advanced technology; the aliens enjoyed access to knowledge about mankind. With help from their alien allies, the Directorate constructed a vast underground base of operations near Dulce, New Mexico.

1960S - PRESENT: AN EVOLVING THREAT

The modern era of Aegis and the NDD began with President Kennedy's discovery of the secret conspiracies. Once all was said and done, the President had been assassinated and neither group knew exactly who was responsible. The incident reminded the conspirators of the paramount need for secrecy, and the delicate nature of their position and operations.

At present, Aegis maintains its Cell structure, and provides significant autonomy to its agents. Aegis' primary goal is the investigation of the aliens' motives and activities, and their physiology, technology and psychology. Aegis intends to develop weaponry and methods to combat the alien threat.

The NDD perpetuates its strict command structure, and attempts to control (to the greatest degree possible) the actions of its operatives. The pacts with the aliens have evolved to include abduction of human subjects, genetic experiments, sabotage and military espionage. More than one Directorate officer has begun to question the need, or desirability, of the alien treaties.

The two conspiracies purport to have the same goals - the protection of mankind against alien and paranormal menaces. Their methods, and make up, are different however. An intense, and often deadly rivalry exists. The schism reminds all that, more than advanced tech and secret plot, the divisions among humans are the aliens' most potent weapon.





THE CHARACTERS

Characters are normally generated by purchasing Attributes, Qualities and Drawbacks, and Skills, allowing you to create a variety of agents, from scientists and soldiers to federal agents and psychic spies. For the purposes of this demo pack we've created these characters for you to get you playing as quickly as possible. Each player will take the role of Aegis Cell members.

All characters have Attributes. These are the basic physical and mental abilities of the Cast Member. The Primary Attributes in *Conspiracy X* are Strength, Dexterity, Constitution, Intelligence, Perception and Willpower. Human Attributes usually range from 1 to 5, with 2 being average. The maximum Attribute possible for a human being is 6, though aliens and hybrids can have higher.

Secondary Attributes are determined from the Primary Attributes. In this demo they have been provided for the Cast Members. Life Points (LPs) are the amount of damage that a character can take. If a character suffers an injury, that amount of damage is taken from his Life Points. Endurance Points (EPs) represent the amount of fatigue a character can withstand. Speed (Spd) is how fast a character can run (in miles per hour; half of that is yards per second). The character's Essence Pool is the amount of spiritual energy that a Cast Member possesses.

Qualities and Drawbacks are positive and negative traits that help round out the character. The game effects of the character's Qualities and Drawbacks are explained under each entry.

Aegis agents have important and influential "day jobs." If they didn't, they'd be of little value to Aegis, though some "civilians" with connections or other abilities may be recruited. These day jobs are called Professions, and range from the FBI, to the DEA and the U.S. Armed Forces and more. The character's Profession provides them with some form of influence that allows them to "pull strings" and get things done. Each character has a list of Pulling Strings, and these are explained under each entry.

Skills are the abilities of the Cast Member. Like Attributes, Skills are represented numerically. Skill level 1 represents an amateur, a 2 or a 3 represents general competence. Extreme competence from years of study and practice are represented by a 4 or a 5. Higher levels are possible and would indicate a true master of the Skill.

Remember, these characters are abbreviated versions of what players can create in the full *Conspiracy X* game. Characters using the *Conspiracy X* sourcebooks can have even more Qualities, Drawbacks and Pulling Strings.

THE CELL

An Aegis Cell pools its resources to build a base of operations, and to equip it with the necessary tech and weaponry that they'll need for their missions. The cell in this game have access to the following equipment between them:

LOCATION

The Cell operates out of an abandoned building on the outskirts of the city. From the outside it looks boarded up, with a fake property developer's sign on the grounds, and warning of security. Within it has a basic barracks for 10, a suite for two, a field hospital (+1 to Medicine and First Aid Tasks), a gym, communications links, a normal medical workspace, a good (+1) electronics workspace and a computer workstation with global mapping and image processing software.

VEHICLES

Motorcycle (x2)

Weight: 500; Speed: 160/70; Acc: 45; Range: 225; Toughness: 1; Handling: 5; DC: 30; AV: 2; Passengers: 1

Sedan (x1)

Weight: 2,500; Speed: 130/65; Acc: 30; Range: 550; Toughness: 2; Handling: 4; DC: 45; AV: 4; Passengers: 1/4

Van (x1)

Weight: 5,500; Speed: 100/55; Acc: 20; Range: 400; Toughness: 3; Handling: 2; DC: 65; AV: 5; Passengers: 1/14

WEAPONS AND EQUIPMENT

Assault Rifles (x5)

Range: 10/50/150/600/1000; Damage: D8x4(16); Capacity: 30; EV: 8

Handgun (x5)

Range: 3/10/20/60/120; Damage: D6x4(12); Capacity: 15; EV: 1

Shotgun (x5)

Range: 10/30/50/100/200; Damage: D8x6(24); Capacity: 8; EV: 8

Body Armor (x8)

AV: (D8x3)+18(30); EV: 12

Camera (x8), Breaking and Entering Kit (x4), Lockpick (x5), Personal Radio Unit (x6), First Aid Kit (+1 bonus) (x25), Medic's Kit (+2 bonus to stabilization) (x10), Flashlight (x24).





Dr. Carla Stevens
Cell Leader

STR 2

DEX 4

CON 3

INT 4

PER 4

WIL 3

LP 30

EP 29

SPD 14

ESSENCE 20

PROFESSION: CDC SCIENTIST

QUALITIES & DRAWBACKS

Academic - can use her name to gain extra information for Research/Investigation Tasks, providing a +2 bonus.

Influence (Science & Research) 3

Resources (Middle Class)

Situational Awareness - gains a +2 bonus to Perception based rolls to sense trouble or danger in immediate surroundings.

Status 1

Obligation (Extreme) - the welfare of the organization is placed above that of her life.

PULLING STRINGS

CDC Labs: Test biological and virological items, results returned in one week.

Dangerous Toxins: Obtain profile of any known hazardous material in 24 hours. Acquire a single vial with Willpower and Bureaucracy Task.

Dangerous Virus: Obtain a profile of any known virus in 24 hours. Acquire a single sample with a Willpower and Bureaucracy Task (-2 if deadly).

Hidden Cures: Obtain one of the CDC's restricted cures with a Willpower and Bureaucracy Task, once per three months.

Quarantine: An area can be quarantined for 24+ hours (depending upon lethality of outbreak) with a Willpower and Bureaucracy Task (modifiers may be applied depending upon the scale of the quarantine).

SKILLS

Bureaucracy 2

Brawling 1

Computers 3

Dodge 2

Driving (Cars) 2

First Aid 3

Guns (Handgun) 1

Medicine

(Biohazard Control) 3

Medicine (Diseases) 2

Notice 2

Research/Investigation 2

Science (Biochemistry) 3

BACKGROUND

Dr. Stevens was originally recruited to work with the Department of Defense, working on ultra-secret biochemical research, working on antidotes and countertoxins to potential biological warfare threats. Disillusioned by the amount of actual "good" she was doing, she moved to the CDC to prevent pandemics and outbreaks of diseases and viruses. She had only been with the CDC for a matter of months when she stumbled upon Martha Hillston, a psychic for MKULTRA. Discovering the secret psychic program, she was recruited into Aegis. Her first Cell, with Martha, met with disaster at the hands of the NDD, and only Martha and Carla survived. Carla was assigned Cell leader, a Cell leader determined not to lose another agent again.

QUALITIES & DRAWBACKS

Contacts (UFO Group) - can provide a little information about reported UFO activity.

Hard to Kill 3 - gains additional Life Points.

Influence (Law Enforcement) 2

Nerves of Steel - very hard to scare, and gains a +4 bonus to resist getting scared.

Resources (Middle Class)

Status 1

Abductee

Adversary (Greys) - whether real or not, he's convinced the Greys are out to get him.

Obligation (Extreme) - the welfare of the organization is placed above his own life.

Psychological Problems (Believer) - quick to believe aliens are behind everything. A Difficult Willpower Test is required to avoid assuming that aliens are behind any situation.

PULLING STRINGS

FBI Forensic Laboratory Analysis: With a Willpower and Bureaucracy Task, forensic evidence can be processed in 24 hours.

Fingerprinting: An Intelligence and Research/Investigation Task locates any U.S. citizen on the database, or -4 modifier for someone with no criminal record.

Quantico Training Facility: Allows additional training during downtime.).



Brett Davison
FBI Agent

STR 3

DEX 2

CON 4

INT 3

PER 4

WIL 4

LP 47

EP 38

SPD 12

ESSENCE 20

PROFESSION: FBI AGENT

SKILLS

Brawling 2

Bureaucracy 2

Computers 2

Dodge 3

Driving (Cars) 2

Electronic Surveillance 2

First Aid 1

Guns (Handgun) 3

Guns (Shotgun) 1

Humanities (Law) 2

Lock Picking 1

Myths and Legends
(UFology) 2

Questioning 1

Research/Investigation 2

Stealth 2

Streetwise 2

Surveillance 3

Throwing (Sphere) 2

BACKGROUND

Brett Davison was abducted by Greys at the age of 14. At least he's convinced himself he was, and in truth he probably was. But ever since the incident, he's been obsessed with alien activity and trying to find the truth. When the boom in interest in alien activity surged in the early 1990's, he followed his small-screen idol and did everything necessary to get himself accepted into the FBI. Once recruited, he continued to ask too many questions until, in his determination, he tried to use his FBI credentials to gain access to Area 51. Rather than being laughed off of the property, he was recruited by Aegis, though this will be his first mission for them. Little does he know that if he fails this "audition", his memory will be modified and he'll be returned to normal service.



Dorian Johnston
ICE Investigator

STR 2

DEX 4

CON 3

INT 4

PER 3

WIL 4

LP 36

EP 32

SPD 14

ESSENCE 20

PROFESSION: ICE INVESTIGATOR

QUALITIES & DRAWBACKS

Acute Senses (Sight) - gains a +3 bonus to any Perception related Task or Test involving seeing.

Hard to Kill 2 - a bonus to the character's Life Points.

Influence (Intelligence) 1

Resources (Middle Class)

Status 1

Emotional Problems (Humorless) - takes everything very seriously. Other people's attempts at humor leave him cold.

PULLING STRINGS

Arrest Powers: Has the ability to detain almost any person for at least D6 x 4(12) hours with a Willpower and Bureaucracy Task.

Border Control (U.S.): Can get in and out of the country, no questions asked, with a Willpower and Bureaucracy Task.

Criminal Tracking: Access databases on criminal activity, gun permits, credit card tracing, with a Willpower and Bureaucracy Task.

Intel Files: Unearth intelligence on any target that had been investigated at some point, by law enforcement, intelligence or the media. A Willpower and Bureaucracy Task is required, taking around two weeks to uncover.

Vehicle Check: Access to DMV databases to reveal ownership, addresses, outstanding warrants or tickets with a Willpower and Bureaucracy Task.

SKILLS

Acrobatics 1

Brawling 3

Bureaucracy 1

Climbing 1

Computers 1

Dodge 2

Driving (Cars) 3

First Aid 1

Guns (Handgun) 3

Handweapon (Club) 1

Intimidation 2

Languages (Spanish) 1

Mechanic 1

Notice 2

Research/Investigation 2

Running (Dash) 2

Stealth 2

Streetwise 3

Surveillance 2

Survival (Desert) 1

BACKGROUND

Dorian initially worked in the Bureau of Customs and Border Protection, working on the Mexican border, before advancing to work in Immigration and Customs Enforcement (ICE), investigating illegal immigrants and aiding the DEA in their work. Investigation into a particularly curious "immigrant" revealed a trail of fake identities and forged paperwork. Fortunately, the Atlantean Dorian was tracking was also being investigated by an Aegis Cell, most of which were lost in the ensuing fight. Dorian survived, and now, fully recuperated, Dorian has been recruited by the cell.

QUALITIES & DRAWBACKS

Influence (Paranormal) 1

Psychic (Clairvoyance: Str 2, Art 2)

Resources (Middle Class)

Status 1

Addiction (PsiDrugs) 4 - needs to constantly take PsiDrugs to enhance abilities. Without them, she suffers a -4 penalty to any Intelligence, Perception or Willpower Tasks or Tests.

Obligation (Total) - totally devoted to MKULTRA, and is expected to die for the organization.

PULLING STRINGS

Experimental PsiDrugs: With Willpower and Bureaucracy Task, Martha has access to experimental drugs that will boost the Strength of her Clairvoyance by +2 for 1 week.

MHIC-EDOM: With a Willpower and Bureaucracy Task, Martha can borrow a MHIC-EDOM device for a week. The device, with an Intelligence and Electronics Task can induce fear or rage (D10 Turns) or erase the short term memory of a target.

Mind Control Drugs: With another Willpower and Bureaucracy Task, Martha can access four vials of Np-7 mind control drug that impairs the target's short term memory for up to 4 hours (Difficult Willpower Test to resist).

Psi-Labs: Access to psychic training facility during downtime.

STR 2

DEX 3

CON 4

INT 4

PER 3

WIL 4

LP 34

EP 35

SPD 14

ESSENCE 20

PROFESSION: MKULTRA PSYCHIC

SKILLS

Brawling 1

Bureaucracy 1

Disguise 2

Dodge 3

Driving (Cars) 1

Fine Arts (Drawing) 1

First Aid 2

Hypnosis 1

Myths and Legends
(Psychic Lore) 1

Notice 4

Research/Investigation 3

Surveillance 3

Trance 1

BACKGROUND

Martha was 13 (and had a different name) when the psychic abilities manifested. Initially, she thought she was simply going mad, but her hunches of what was happening in other locations were just too accurate to be ignored. Her parents thought something was wrong with her, and sent her for tests at a medical facility in Delaware, where she promptly vanished. After many years of training, indoctrination and reprogramming by MKULTRA, she has proven herself not the most powerful of their psychics. While she still has a use to the program, she has been released into society to maintain a relatively civilian life - although on-call for a newly formed Aegis cell.

QUALITIES & DRAWBACKS

Hard to Kill 4 - bonus to Life Points.

Influence (Science & Research) 1

Military Rank 1 - Sergeant

Resources (Middle Class)

Obligation (Extreme)

Sleep Disorder (Nightmares) - every night the Chronicer rolls a die. On a 1, the character is unable to get back to sleep and suffers a loss of D4(2) Endurance Points for the rest of the day


PULLING STRINGS

Base Clearance: With a Willpower and Bureaucracy Task (modified by the security level of the base), he can access military installations.

DARPA Labs: Provides a +2 bonus on scientific research projects.

Military Training Facility: Access to a military facility that improves training during downtime.

Mobility: Can easily get to any location in the U.S., or with a Willpower and Bureaucracy Task can get to any location in the world.



Jerry Palmer
US Army Technician

STR 3

DEX 4

CON 3

INT 2

PER 3

WIL 3

LP 46

EP 32

SPD 14

ESSENCE 20

SKILLS

Brawling 2

Bureaucracy 2

Climbing 1

Computer Hacking 2

Computer Programming 2

Computers 3

Demolitions 2

Dodge 2

Driving (Cars) 1

Driving (Trucks) 2

Electronic Surveillance 3

Electronics 3

Guns (Handgun) 1

Guns (Assault Rifle) 2

Mechanic 2

Notice 1

Stealth 2

Survival (Desert) 2

PROFESSION: US ARMY TECHNICIAN

BACKGROUND

Jerry is a career military soldier who showed some prowess with computers and technology early on and was assigned as a technician due to his natural skill. His ability with computers meant that he was targeted for recruitment for Aegis. It is thought that Aegis has him in mind for maintenance of the HERMES system, but he is a relatively new recruit to the conspiracy and will have to prove himself before he is allowed into their inner workings.

QUALITIES & DRAWBACKS

Animal Empathy - animals never harm or attack him, even if they've been trained to do so.

Influence (Law Enforcement) 1

Resources (Middle Class)

Status 1

Dependent (Dog) - has a dog that he's very close to, that may be exploited or threatened by an enemy.

Obligation (Extreme) - the welfare of the organization is placed above his own.

PULLING STRINGS

Arrest Powers: Has the ability to detain almost any person for at least D6 x 4(12) hours with a Willpower and Bureaucracy Task.

Asset Forfeiture: Has access to all resources that has the Criminal Sphere of Influence.

Fingerprinting: An Intelligence and Research/Investigation Task locates any U.S. citizen on the database, or -4 modifier for someone with no criminal record.

SWAT: With a successful Willpower and Bureaucracy Task, a team of six SWAT agents can be called in to assist.

STR 4

DEX 3

CON 3

INT 3

PER 3

WIL 4

LP 38

EP 38

SPD 12

ESSENCE 20

PROFESSION: DEA FIELD AGENT

SKILLS

Brawling 3

Bureaucracy 1

Climbing 2

Dodge 3

Driving (Cars) 2

First Aid 2

Guns (Handgun) 3

Humanities (Law) 1

Notice 3

Questioning 2

Research/Investigation 3

Running (Dash) 2

Stealth 2

Streetwise 3

Surveillance 1

Tracking 1

Veterinary Medicine 1

BACKGROUND

Originally trained as a dog handler for the police, Thomas progressed and was recruited to the DEA, using his skills handling animals to help track drug shipments. Discovering what he thought was a case full of drugs, Thomas accidentally stumbled upon an Atlantean smart-briefcase, the automated defenses burst into life and it looked like it had taken the life of his dog, Caleb. An Aegis cell was nearby, most of which was caught up in a fight with the Atlantean, but Thomas managed to evacuate the two surviving agents in his car. He was recruited into the cell shortly afterwards, though it seems his dog, Caleb, has survived, appearing at his apartment a few hours later.





The Rules



THE RULES

Roleplaying games, just like all other games, have rules. The main rule is for the Chronicler and the players to have fun.

Rules are not necessary for many of the things that the characters will do. Simple things like talking or picking up an object do not require the rules. Only if the outcome of an action is in doubt, and the results of that action are important, will the rules come into place. That's when you start rolling dice.

The ten-sided die (D10) is the one most commonly used in the game. Tasks and Tests are resolved with a D10. Basically, a player rolls a D10 and adds the appropriate Attribute and Skill to the number rolled. If the result is 9 or higher, the action was successful. If it is less than 9, it failed. A higher total value is a more spectacular success, and some actions may be more difficult than others (and modifiers are applied).

Most actions are considered Tasks: these use one Attribute and one Skill to determine the result of a particular action. The Chronicler always decides which Attribute and Skill should be used for the action in question. A D10 is rolled and the sum of the Attribute and Skill are added to the die roll.

Tests are used when there is no appropriate Skill. Instead of adding an Attribute to a skill, the player just uses the value of the character's Attribute. There are two types: Simple and Difficult. In a Simple Test, the value of the Attribute is doubled and then added to the die roll. In a Difficult Test, the value of the Attribute is not doubled before adding it to the die roll. The Chronicler determines which Attribute is used for the Test and whether it is Simple or Difficult.

For example, Matthew is playing an agent for Aegis named Alex Ryan. The player wants Alex to climb up the drainpipe of a three-storey building. The Chronicler decides that that should be resolved with a Task using Alex's Strength of 4 and Climbing Skill of 2. The player rolls a 4 on a D10, and adds 6 (Attribute 4 plus Skill 2). The result is 10. Since this is higher than 9, the action is successful and Alex Ryan manages to make his way up to the rooftop. The Chronicler then tells Matthew that he needs to roll a Simple Perception Test. Alex's Perception is 3, so this is doubled to 6. A D10 is rolled and comes up a 6, for a total of 12. The Chronicler informs the player that Alex cannot help but notice the Atlantean that jumped up the three-storeys is waiting for him behind an air-conditioning vent and is levelling a strange looking rifle at him.

If the character does not have the appropriate Skill, an Unskilled Attempt may be tried. This uses the appropriate Attribute (without doubling it) with a minimum penalty of -2. Regardless of the outcome of the attempt, the Success Level can never be more than Decent (see Outcome Table, p17). For example, Zoey has no Driving Skill and yet is behind the wheel of a car. She hits a patch of ice and the car starts to spin. She rolls a D10 and adds her (Dexterity - 2) to the roll. As her Dexterity is 3, only 1 is added to whatever comes up on the die. She'd better roll something high!

Sometimes a character attempts something and another character tries to stop her. Either that, or an action may be noticed or foiled by its target. This is a Resisted Task or Test. It is resolved as a normal Task or Test, but both sides get to roll. If both sides fail, neither side gets the desired effect. If one fails and one succeeds, the successful character wins. If both rolls are successful, the better result wins.

THE ROLE OF LUCK

Not everything is going to be a simple matter of success or failure. Some successes are so amazing that the character knows she will never be able to do it again. Sometimes a character will completely botch a simple feat. When a roll comes up as a 1 or a 10 (before anything is added to it or subtracted from it) something really bad or really good may happen.

On a natural 10, the player rolls D6-1 and adds this to the result. If a 6 is rolled, add the 5 (6-1 = 5) and roll again, and so on. On a natural 1, the player rolls D6-1 and subtracts the result. If a 6 is rolled again, -5 is subtracted and rolled again, and so on. This can result in very low negative numbers.

MODIFIERS

Sometimes circumstances make an attempted Task easier or more difficult. In such a case, a positive or negative modifier determined by the Chronicler may be added to the attempt. The following table shows some modifiers that may be used.

BASE MODIFIERS TABLE

Routine: No roll needed

Easy: +5 or more to the roll

Moderate: +3 to +4 to the roll

Average: +1 to +2 to the roll

Challenging (includes most combat rolls): No modifier

Difficult: -1 to -2 to the roll

Very Difficult: -3 to -5 to the roll

Heroic: -6 to -9 to the roll

Near-impossible: -10 or worse

OUTCOME TABLE

9–10: Adequate: The Task or Test was accomplished. Attack does normal damage.

11–12: Decent: The Task or Test was accomplished with relative ease and even some flair. Complex and involved Tasks take 10 percent less than the maximum required time. Social skills manage to gain some benefits for the character (including a +1 to further attempts on the same people under similar situations). Attack does normal damage.

13–14: Good: The Task or Test was completed with ease. Complex and involved Tasks take 25 percent (one-quarter) less time than normally required. Social skills are not only successful, the character enjoys +2 on future attempts on the same people (this is not cumulative with subsequent high rolls—use the highest bonus only). Attack does normal damage.

15–16: Very Good: The Task or Test was very successful. Complex and involved Tasks can be finished in half the time. Social skills produce a lasting impression on the people involved, resulting in a bonus of +3 on all future attempts in that skill involving the same people. In combat, increase the damage die roll by one before applying any multipliers.

17–20: Excellent: The Task or Test produced excellent results. Social skills have a future bonus of +4, as above. In combat, increase the damage die roll by two before applying any multipliers.

21–23: Extraordinary: The Task or Test produced amazing results, accomplishing far more than was intended. Social skills gain a future bonus of +5, as above. In combat, increase the damage die roll by three before applying any multipliers.

24+: Mind-boggling: For every +3 to the total above 23, increase the Success Level by one and the Social skills future bonus by +1. Combat: Add +1 to the damage rolled for every additional Success Level.

Damage Modification Example: *Simon punches an opponent and his attack roll total amounts to 17 (Excellent level of success: +2 damage bonus). Simon's normal punch damage is $D4 \times 3$. Given his Success Levels, the damage is modified to $(D4 + 2) \times 3$ (for 9 to 18 points of damage). Even on a bad damage roll, the attack inflicts a decent amount of damage.*



COMBAT

There is no drama without conflict, and by the very nature of the two opposing conspiracies, and the threat of alien invasion, the game will turn into a life and death struggle for the agents. Violent actions are resolved like any other action, through the use of an appropriate Task roll. To simplify things, combat is broken down into a series of actions called Turns. A Turn lasts about one to five seconds. This is enough time for a character to draw a gun, punch someone in the face or dive behind some crates for cover.

At the beginning of each Turn, the players declare the intentions of their Cast Members. This is where they say "I want to draw my gun" or "I want to punch the agent in the face". The Chronicer decides if that action is possible in one Turn. Most simple actions will be; but if a character wants to dive behind a crate, draw a grenade, pull the pin and throw it at the pursuing Saurian lizards, she is going to need more than five seconds.

The Chronicer determines initiative. Most of the time determining initiative is simply a matter of common sense. Whoever instigates the violence goes first at the beginning of a fight. After that first Turn, initiative is determined by what happened before. The combatant who manages to land a blow gets to go first the next Turn. A character with a ranged weapon goes before someone who only has a hand weapon (or no weapon). A magic or psychic attack activated by thought goes off before a ranged attack or hand-to-hand attack in most circumstances. Catching somebody by surprise gives the character initiative. As always, the Chronicer has the last word.

Once initiative is decided, the intended Tasks and Tests are rolled. Usually, a character may only take one action per Turn. If she wishes to do more than that, each additional action suffers a cumulative -2 penalty. So the first action in a Turn is resolved normally, a second action taking in the same Turn incurs a -2 penalty, a third action -4, and so on. Close combat

(fighting an opponent at arm's length or closer) is a little different - one attack and one defense Task are allowed per Turn. Beyond that, the cumulative -2 penalty applies.

In close combat, the character with initiative gets to strike first while the opponent defends. Attacking is a Task using the appropriate skill (Brawling, Martial Arts, Hand Weapon) and Dexterity. If the target has a hand weapon, he may attempt to parry with a Hand Weapon and Dexterity Task. Characters with Martial Arts may attempt to parry a weapon with their bare hands; those with Brawling or no fighting skill may not. However, anyone may attempt to dodge out of the way of an attack. If the character has a Dodge skill, a Dodge and Dexterity Task is used. If he does not have that skill, a Difficult Dexterity Test is required. Attacking and defending are treated as Resisted Tasks.

Ranged attacks use a weapon skill and Dexterity Task. This Task has modifiers based on the range, and the Damage Multiplier may also be adjusted to reflect the effects of the range.

Range	Modifier to Task	Adjustment to Damage Multiplier
Point Blank	+1	+1
Short	0	0
Medium	-1	0
Long	-3	-1
Extreme	-6	-2

Ranged weapons list their ranges in yards, separated by slashes (for example, a shotgun with buckshot is 10/30/50/100/200). The Damage Multiplier is the number a die is multiplied by when determining damage. For example, the shotgun with buckshot does D8 x 6, the 6 is the Damage Multiplier which is adjusted depending upon the range.

Lighting can also affect any combat. Poor light (a dark alley or moonlight) gives a -1 to the combat Task. Bad lighting (moonless night) gives a -4. Total darkness is a special case. Roll a D10 and only a natural 9 or higher strikes the target. If the character makes a Difficult Perception Test, she can add the Success Level to the D10 roll. This signifies the use of other senses besides sight to hit the target.

Multiple shots are possible with ranged weapons. For each additional shot fired in a single Turn, the strike Task suffers a cumulative -1, or -2 in the case of weapons with heavy recoil. Some guns have scopes which can add anywhere between +2 to +5 to the strike Task. All this gunfire can be pretty distracting. Anyone who is being shot at must pass a Simple Willpower Test in order to carry out her stated intention. Otherwise, she freezes, hesitates, or huddles down in a corner and tries desperately not to be hit.

Once everyone has finished hitting, slashing or shooting whomever they intended, damage is determined according to the weapon used. Armor Values (AV) are rolled (if necessary) for the target and that result is subtracted from the damage inflicted. In the case of a bullet, the remaining damage is doubled.

Damage that remains after armor (if any) decreases the target's Life Points. If the Life Points are reduced to 0, the character is critically injured and risks death. Most damage in Unisystem is determined by rolling a die and multiplying the result by the Damage Multiplier. This is the amount of damage caused.

THE EFFECTS OF INJURY

A character reduced to 5 Life Points is seriously hurt. It is difficult to do anything and all actions have a negative modifier of between -1 to -5. At 0 points or below, the character is knocked down, stunned and semiconscious. A Consciousness Test (Constitution and Willpower minus the number of Life Points below zero) is required to stay conscious. At -7 Life Points, for example, a Consciousness Test suffers a -7 penalty.

At -10 Life Points, a Survival Test (Constitution and Willpower minus 1 for every 10 Life Points below zero) is required. A Survival Test must be passed once every minute until the character receives some First Aid to stop the bleeding. Each additional Survival Test is at a cumulative -1.

For example, Pip Wesker is shot twice by a 10mm for 50 points of damage. She had 22 Life Points and is now at -28. Her Constitution is 2 and her Willpower is 2. This total of 4 will be reduced by 2 (1 for every 10 points below zero) for her Survival Test. She needs to roll a 6 or better to live. If she does not receive any kind of medical attention, a minute later she has to make another Survival Roll with a -1 penalty. If she lives, she must make a Consciousness Test to avoid passing out. This will be at a -28 penalty, so unless she rolls a string of 10s, she is going to lose consciousness.





ENDURANCE LOSS

Hard work (like running away from a group of pursuing NDD agents) can reduce a character's Endurance Points. Hard work reduces a character's Endurance Points by 1 for every ten minutes of labor. Very Hard Work reduces Endurance by D4 every minute. Frenzied Activity reduces Endurance by D4 every Turn.

Characters also need at least 7 hours of sleep in a 24-hour period. For every hour missed, Endurance Points are reduced by 1. If the character stays awake longer than 24 hours, one Endurance Point is lost for every hour beyond 24 in which he stays awake. Thus a character who has been awake for 36 hours loses a total of 12 Endurance Points. These points can only be regained through sleeping.

Once Endurance Points drop to 5 or less, a -2 penalty is applied to all actions. If the character gets below 0 Endurance Points, a Consciousness Test must be passed to stay awake. This Test must be passed every Turn, so eventually the character will pass out.

Characters recover 1 Endurance Point per Constitution level per half hour of sleep, or hour of rest.

ESSENCE LOSS

At the Chronicer's discretion, mental stress and exhaustion may reduce a character's Essence Pool. For every hour spent in a stressful non-combat situation (like driving for hours under the constant threat of NDD attack) characters lose D4 Essence Points that cannot be regained until the situation changes. In combat, 2 Essence Points are lost per Turn of ranged combat and 3 points are lost per Turn of close combat.

A character reduced to half Essence Points feels numb. All mental Tasks suffer a -1 penalty until the Essence is regained. At 1 or 0 Essence Points, the character falls into a deep depression. All Tasks and Tests are at a -3 penalty. If Essence falls below 0, the character must pass a Difficult Willpower Test with a -1 penalty for every 5 points below 0. If failed, the character temporarily loses one level in one Mental Attribute. If Essence is reduced to -30 or below, the character must pass a Survival Test with a -1 for every 10 points of Essence below 0. Characters killed by loss of Essence have no apparent cause of death, medical examiners usually just call it heart failure and leave it at that.

Normal humans regain Essence at a rate of 1 point for each level of Willpower per hour.

ESP

Current research has found that somewhere between 95-99% of humans exhibit some degree of psychic ability. Everybody in *Conspiracy X* (except those psychically damaged in some way, such as Voids, Psinks and Burnouts) has Basic ESP. There are five Basic ESP abilities: Hunch, Intuition, Ken, Read Aura and Second Sight. Each ability requires a Difficult Willpower Test to use. If the character uses one of these abilities successfully, it cannot be used again for a week.

Failing a Test means that there is no insight, and the character may not retry the Test for that situation.

In the full *Conspiracy X* game, players can opt to conduct real Rhine Tests, using Zener Cards - the cards used to test psychic ability, to see if the agent is successful in their use of Basic ESP.

BASIC ESP

Hunch: The character gains insight into her current situation by asking one “yes or no” question about the present condition of objects, people or events around the character. For example: “Is there a corpse in the car?”, “Is the guy we’re following armed?”

Intuition: This allows a character to gain insight into a living subject’s thoughts and next course of action with a “yes or no” question. For example: “Will the gunman fire at me if I surrender?” or “Is he thinking of betraying us?” This does not work on Voids, Psinks or Infused.

Ken: This allows a character gain information about the past nature of an object or event. Again, a “yes or no” question could be “Was this alien device created to harm?” or “Was that traffic accident in front of us really accidental?”

Read Aura: This allows the character to sense supernatural energies. The player may ask one “yes or no” question about the feelings or status of a person, for example: “Is the scientist sane?” or “Is Michael alive?” This can also be used to sense ambient Seepage energies. Voids, Psinks, the Infused and non-humans do not have auras - the Chronicler should simply state that no information can be gained.

Second Sight: Hints about what the future holds can be gained through precognitive dreams or visions. A simple “yes or no” question may be asked, such as “Will the Cell leader live through tomorrow?”, “Will the bomber strike again?” or “Is Jack going to be in Seattle next week?”

VEHICLES

The Convoy adventure that follows will probably rely on vehicles quite a lot. In *Conspiracy X* vehicles have “attributes” to determine its capabilities. These are:

Speed - in miles per hour. The number before the slash is the vehicle’s top speed, and the number after is the average cruising speed.

Acceleration - How many miles per hour the vehicle can increase its speed per Turn. A vehicle can safely brake 30mph per Turn. More serious braking requires a Task with a modifier or -1 per 5mph of braking over 30mph.

Range - How many miles a vehicle can travel before needing to refuel.

Toughness - This is how “tough” the vehicle is when it comes to taking damage. Consider it like the vehicle’s Constitution Attribute.

Handling - This is the vehicle’s manoeuvrability and responsiveness. For some Driving Tasks, Handling replaces or modifies the driver’s Dexterity.

Damage Capacity (DC) - This is an estimate of how much damage a vehicle can take before it is destroyed. If a vehicle is reduced to 10% or less of its DC, make a Simple Toughness Test with a +3 bonus. On failure, the vehicle explodes (Range: 3/8/15, Damage: D8x10(40)/D8x8(32)/D8x4(16)).

Armor Value (AV) - This is how much protection the vehicle offers its passengers and crew. Most cars have a value between 2 and 10.

VEHICLES IN ACTION

Most of the time, a roll isn’t necessary to drive under normal conditions. In stressful situations, chases or combat, driving requires a Dexterity and Driving or Piloting Task. Manoeuvring over 50mph requires one of these Tasks, but if the character’s Dexterity is higher than the vehicle’s Handling, use the vehicle’s Handling instead (to reflect an unresponsive vehicle). Potential modifiers could be -1 per 10mph over 50; -2 for sharp curves, etc.

If a vehicle hits something, it does damage to both the target and itself. Base damage is D10 x (vehicle’s weight (in tons) plus one tenth of the vehicle’s speed (or the difference in speeds if it hits a moving object)). For example, a two ton truck going at 50mph inflicts D10 x7 (two for the weight of the truck, plus five for the speed) points of damage.

If the target is far lighter than the vehicle (car vs pedestrian), the vehicle only suffers a third of the damage. Smaller (truck vs car for example) the heavier vehicle takes half damage. All collision damage is reduced by its AV before being applied to its Damage Capacity. Passengers inside the vehicle take half of the remaining damage as well if they are not wearing seatbelts, one fifth if they are.

CHASES

Basically, chases are a sequence of Resisted Dexterity and Driving Tasks (again, use the vehicle’s Handling if this is lower than the driver’s Dexterity). The faster vehicle gets a bonus of +1 for every 5mph faster it is. The Chronicler can decide that a certain number of Success Levels are needed to be accumulated above the opponent’s Success Levels to either escape or catch their target.



CONVOY

The rest of this book is for the Chronicler's eyes only. If you're intending to play this mission as a player, **stop reading now!**

INTRODUCTION

Convoy is a mission scenario that charges the Cell with protecting and transporting a recovered spacecraft to the Groom Dry Lake Research Facility. It is best suited for a Cell of four to six with an emphasis on operations personnel, or on high-Influence characters. Operations teams may run the convoy in person, while Influence-heavy groups may guide the convoy from behind the scenes and radio orders and directions to the support personnel while clearing the way ahead for them. Science and research oriented Cells may have a harder time with the mission, although with a little creative thinking they should still be able to accomplish it. A good road atlas of the U.S. will be necessary so that the players can plot their route from the jump-off point to Nevada.

OVERVIEW

A National Defense Directorate operation recently recovered the largely intact remains of an extraterrestrial craft. After the craft had been excavated by the NDD team and placed on a flatbed trailer for transport, they were ambushed by an Aegis Cell. The Cell managed to wipe out the NDD team but at great cost. The major personnel of the Cell were also killed, leaving only the three backup staff members. The Cell's last HERMES transmission gave the location of the tractor-trailer rig, and descriptions of the three remaining personnel who will secure it until reinforcements arrive. The Cell's HERMES links were then issued the self-destruct code.

The Cast Members are a nearby Cell whose HERMES monitoring reveals the staff members call for help. The rig should be located in at a truck stop or other small out of the way site near or in the city where the Cell operates. Once they get the distress call, they should upload a HERMES message saying that they are responding. If they fail to do this, Aegis Prime has no idea what they are doing, and will not stop another Cell if it decides to respond to the call. The Chronicler should feel free to create a second Aegis Cell, which does not know that the Cast Members are responding, and thus may view the Cell as NDD interlopers.

>HERMES ALERT

//Urgent Transmission. Cell requests immediate response.//

At 01:30 GMT today, our Cell leader ordered us to intercept a NDD operation to recover a crashed extraterrestrial craft. At 22:40 GMT today, three operational members of the Cell and three staff support members ambushed four NDD agents after they finished loading the craft onto a flatbed trailer for transport, presumably to Dulce. In the course of the interdiction, all operational members of the Cell were terminated.

We support personnel survive. One operative is wounded. We have secured the truck and await backup. The current location of the truck and craft is the Red Truck Stop and Diner on Interstate 37, Exit 46. We are filing this HERMES report using emergency pass codes given by our Cell leader. We understand we will have no further access to HERMES through this unit.

We will monitor a nearby phone. The number is 555-7457. We expect to hear the codeword "bluebird." We will respond with the codeword "lighthouse." Repeat, we request immediate attention.

See <annotation>

>HERMES HYPERLINK:ANNOTATION

//Mission parameters and responsibilities.//

Responding Cell or Cells are hereby given full authority and responsibility for the truck and its cargo.

Top priority is assuring the safe arrival of the recovered craft at the Groom Dry Lake Research Facility in Nevada. Consult your HERMES link once Nevada is entered for exact drop-off point location and procedures.

Second priority is ensuring the highest secrecy is maintained concerning the identity of the craft. Destruction of the craft is preferable to its recovery by the NDD. Information leaks should be dealt with swiftly and completely.

Operative should expect that the recovery of the truck and its cargo to be of paramount importance to the NDD, and the highest alert should be maintained for the duration of the transport. Operative should be prepared any contingency and should expect that the NDD may attempt to destroy the cargo if recovery seems impossible.

See <personnel profiles>

LIZ PINE (DRIVER)

STR 2	DEX 3	CON 2
INT 2	PER 3	WIL 2
LPs 65	EPs 23	
Spd 10	Essence 14	

Qualities & Drawbacks: Influence (Criminal) 1, Resources 1, Status 1

Skills: Brawling 1, Dodge 2, Driving (Car) 3, Driving (Truck) 2, Guns (Handgun) 2, Swimming 1

Equipment

Auto pistol with 4 Clips

Range: 3/10/20/60/120

Damage: D6 x 4(12) Cap 13 EV: 1

4 Smoke Grenades

Range: 3/7/10/13/20

EV: 1

HENRY CHU (INFILTRATION SPECIALIST)

STR 2	DEX 4	CON 2
INT 2	PER 2	WIL 2
LPs 26	EPs 23	
Spd 12	Essence 14	

Qualities & Drawbacks: Influence (Military) 1, Resources 1, Status 1

Skills: Dodge 2, Driving (Cars) 1, Guns (Handgun) 2, Guns (Rifle) 2, Guns (Rocket Launcher) 2, Martial Arts 2, Stealth 2

Equipment

Auto pistol with 4 Clips

Range: 3/10/20/60/120

Damage: D6 x 4(12) Cap 13 EV: 1

Assault Rifle with 4 Clips

Range: 10/50/150/600/1000

Damage: D8 x 4(16) Cap: 30 EV: 8

Rocket Launcher 1 Missile

Range: 10/30/50/100/150 EV: 10

(Missile)

Range: 1/2/5

Damage: D10 x 10(50)/D10 x 2(10)/D6 x 2(6)

JESSE TAILOR [MECHANIC]

STR 3 **DEX** 2 **CON** 2
INT 3 **PER** 2 **WIL** 2
LPs 30 **EPs** 26
Spd 8 **Essence** 14

Qualities & Drawbacks: Influence (Civilian) 1, Resources 1, Status 1

Skills: Brawling 2, Demolitions 2, Driving (Cars) 1, Engineering 2, Guns (Handgun) 2, Guns (Rifle) 1, Mechanic 2

Equipment

Auto pistol with 4 Clips

Range: 3/10/20/60/120

Damage: D6 x 4(12) Cap 13 EV: 1

Box of Dynamite (10 sticks)

Range: 3/10/20 (radius)

Damage: D6 x4(12)/D6 x 2(6)/D6 x 1(3)

THE TRUCK

The truck bearing the wreckage is a standard U.S. Army tractor-trailer rig painted to look like a civilian independent hauler. The wreckage is tied to the flatbed trailer by a number of cables and chains and covered by a large tarp. The cab of the truck is sturdy -- the strong construction and materials of the cab provides an AV(D6 x 2) +8(14) to anyone inside. The cab is equipped with a vehicle radio, first aid kit a box of road flares and a large toolbox.

The rig is a typical model and as such carries 300 gallons of diesel fuel in two 150 gallon gas tanks. Unloaded the rig gets about 10 MPG, giving it a range of 3,000 miles before refuelling. The weight of the craft, however, seriously impacts the rig's fuel efficiency, reducing it to about 5 MPG. Thus, the actual range on a tank of gas is only 1,500 miles. The team will have to plan its route carefully to avoid NDD detection or attack while refuelling.

THE TRUCK

Weight: 20,000 (with trailer, unloaded. 40,000 with the Saurian Scout ship onboard); Speed: 100/50; Accel: 15; Range: 1500; Toughness: 4; Handling: 2; DC: 150; AV: (D6 x 2) +8(14); Crew: 1/2

THE WRECKAGE

The wreck is the remains of a crashed Saurian Scout flyer that was shot down recently by an Aegis SR-71 Blackbird. The ship is just large enough for its single pilot and very little cargo. When undamaged the craft has a low profile and is roughly crescent shaped. From edge to edge, it is about fourteen feet across, making it too large to fit inside an enclosed truck or railroad box car. It must be carried on a flatbed, and even so a little hangs over either side. The wreckage will fit easily inside a transport plane or ship, and can be moved with minimal heavy equipment as it weighs only a little more than three tons. What the Aegis team does not know is that the craft is slightly radioactive. The level of radioactivity is well below what is dangerous, but it will be clearly obvious on a Geiger counter. The NDD is fully aware of the radioactivity and will use that fact to their advantage.

THE WAITING GAME

If the truck remains stationary for more than six hours, it will be detected by a NEST satellite built to search for the illegal entry of radioactive materials into the country. The satellite's ground station is currently being manned by a NDD agent looking specifically for the stolen rig. If the Cell is aware of the radioactive nature of the wreckage, they may be able to take precautions that will prevent the NEST satellite from spotting them.

LOOSE LIPS

The Cast Members need to be careful with their communications. Any cellular phone or radio communication that the team engages in within 100 miles of a NDD team or post will be monitored. Anything that would tip their pursuers off to their location or identity will result in them being spotted just as if the NDD agents had seen them roll through in person. There is a chance (Chronicler's discretion, or a Difficult Perception Test with a Perception of 3) as well of communications being monitored anytime the team is within 100 miles of a military installation.

THE DIRECTORATE'S PLAN

The NDD's efforts to recover the hijacked truck and its cargo hinge on two elements. The first is finding the truck and wreckage; the second is reacquiring the cargo either by guile or force. Within hours of the Aegis ambush, the NDD began setting up a network of agents to search for the stolen truck. By the time the Cast Members can act, much of it will already be in place. The sources of possible detection and the NDD's options for response depend on the route that the Cast Members take to bring the craft safety to Groom Dry Lake.

THE MAN

The lead NDD agent assigned to recovering the craft is United States Deputy Marshal Mike Ferlick. Ferlick is operating under the cover of a manhunt for Henry Chu (see Detection below). Ferlick has access to any number of different types of transportation but will usually travel by helicopter. He and his team will proceed to the area that the Aegis agents were last spotted to personally interview the witnesses. Ferlick is not stupid, however, and will not chase after cold, dead leads when he can foresee a way to directly confront the Aegis team by “heading them off at the pass.”

Ferlick’s official orders are to recapture Chu, preferably alive. The Deputy Marshal’s NDD orders are to recover the craft and eliminate any possible witnesses. The craft, however, is top priority and a deal that exchanges the craft for the lives of certain witnesses is entirely possible. Those witnesses can be dealt with later.

Ferlick is an intense, ambitious and highly competent law enforcement agent. He is the ultimate “take-charge” guy and will assume command of almost any situation. He has never failed to “bring in his man,” and is very proud of that record. Although usually law-abiding, Ferlick will not hesitate to bend or even break the law to accomplish his covert goals. Indeed, he has been served with internal charges on two occasions for “overzealousness.” His NDD connections have ensured that such charges resulted in only minor reprimands. Ferlick’s internal record has kept him from serious consideration as a full Marshal appointee, but that suits Ferlick fine. He is a very sen-

MIKE FERLICK (DEPUTY US MARSHAL)

STR 3	DEX 4	CON 4
INT 3	PER 4	WIL 3
LPs 34	EPs 32	
Spd 14	Essence 20	

Qualities & Drawbacks: Contact (NDD) 2, Influence (Law) 3, Resources 3, Status 3

Skills: Brawling 1 Driving (Car) 2, Dodge 2, Electronic Surveillance 1, Guns (Handgun) 3, Guns (Shotgun) 2, Guns (Rifle) 2, Intimidation 3, Humanities (Law) 2, Martial Arts 2, Research and Investigation 2, Stealth 2, Streetwise 2, Surveillance 2, Tracking 3

Equipment

Auto pistol with 4 Clips

Range: 3/10/20/60/120

Damage: D6 x 4(12) Cap 13 EV: 1

Kevlar vest (AV (D8 x 2) +17(25))

Hands Free Radio

FERLICK’S TEAM

STR 2	DEX 3	CON 2
INT 2	PER 3	WIL 2
LPs 26	EPs 23	
Spd 10	Essence 14	

Skills: Brawling 2, Dodge 1, Driving (Cars) 2, Electronic Surveillance 1, First Aid 2, Guns (Handgun) 2, Guns (Rifle) 1, Guns (Shotgun) 1, Humanities (Law) 1, Research and Investigation 2, Stealth 2, Surveillance 2

Equipment

Auto pistol with 4 Clips

Range: 3/10/20/60/120

Damage: D6 x 4(12) Cap 13 EV: 1

Kevlar vest (AV (D8 x 2) +17(25))

Hands Free Radio

ior Deputy Marshal and his relatively minor administrative duties have left him the freedom to take on more Directorate assignments. Ferlick is a dedicated NDD operative who believes strongly that the Directorate’s methods will protect the U.S. and humans far better than Aegis’ policy of shunning the aliens.

Ferlick is constantly accompanied by a team of three junior Deputy Marshals. One specializes in surveillance (add Surveillance 3 and Electronic Surveillance 3), one in infiltration (add Stealth 3), and one in combat (add Martial Arts 3). Ferlick’s team has been together for almost five years and they work well together.

If Ferlick survives the adventure, he is an ideal on-going foil for the party. The Chronicler may need to twist the storyline a bit to keep him alive, but the players will probably appreciate having a familiar villain. Certainly, if the Cell completes its mission, Ferlick will have failed his. This will not sit well with the man and he will be itching for a rematch.

OVERLAND

Taking the truck overland is the most obvious and simplest choice available to the operative and part of the journey must be via road. The key problem faced by the characters is to plan the route they will take to Groom Dry Lake. They could stick to well-populated areas making it impossible for the NDD to attack directly. Alternatively, they could run as straight line as possible to Nevada to minimize time on the road. This, however, runs the risk of direct NDD attempts to steal their truck back.

DETECTION

The NDD has arranged to have a police bulletin issued to aid them in recapturing the downed alien craft. The state police have been alerted by NDD operatives in the US Marshals Service that an individual matching Henry Chu's description is wanted in the Cast Members' home state on charges of drug trafficking and murder. Chu is alleged to have escaped custody by killing two state police officers. He is believed to be traveling in the company of two accomplices. All three should be considered to be armed and dangerous. Descriptions of Chu, Pike, Tailor and the truck have been circulated to all state law enforcement officials in the area and all surrounding states. If found, the police are to contact Deputy Marshal Ferlick. They are then to follow at a discreet distance until notified. They are not to confront Chu or his companions because of their supposed volatile nature. Of course, some of the troopers may not be willing to just step aside and let the feds have Chu without "questioning" him first.

Every hour that the truck is traveling on a state highway or major road, there is a chance (failing an Intelligence and Streetwise Task) of passing or being passed by a state trooper. The trooper may be traveling, manning a speed trap or stopping a motorist on the side of the road. Whatever the case, the trooper must pass a Simple Perception Test to recognize the truck or one of the "wanted criminals" if they are visible. If the group has taken pains to disguise the truck in any significant way, a Difficult Perception Test is required. At night, the police receive a further -1 penalty to spot the vehicle. Any time the truck is spotted by the NDD or one of their informants, the bulletin will be expanded to include the state the truck is in and all neighboring states.

Some troopers have additional personnel or special equipment in their vehicles. The Chronicler may add a second trooper, and equip them with mace spray, stun guns, or tasers.

TOLL PLAZAS

Whenever the truck passes through a toll plaza, there is a chance that a NDD informant is there watching for it. The Directorate agent must make a Simple Perception Test to spot the truck. If he is successful, he will radio the NDD with the information as soon as the team passes through the plaza. An observant radio operator in the truck scanning the radio channels of the truck's vehicle radio will intercept the coded trans-

mission. The message itself will be indecipherable, but will probably tip the team off that they were spotted.

WEIGH STATIONS

Truckers are required by law to stop at any open weigh station on interstate highways. The NDD knows this and will use it to their advantage. If the operatives spend any considerable amount of time on a major highway, place an open weigh station on the road ahead of them. The weigh station is manned by a few State or Federal Department of Transportation employees who weigh the truck and check its manifest (a forged copy of which will be found hanging from the dashboard, listing the cargo as scrap metal, appropriately enough). Any suspicious activity will immediately attract the attention of the State Highway Patrol car parked at the station to deal with any violators or any trucks that decide to skip by without stopping. All of these individuals are legitimate and have no knowledge of the NDD (although the troopers may have been issued the police bulletin mentioned previously). The real danger of detection lies in a single orange jump-suited individual who walks around the vehicle pointing a number of instruments at the truck and trailer. If asked, the DOT crew will identify the individual as an Environmental Protection Agency tech looking for "hazardous waste infractions". Any scientist who looks will be able to identify the gear he is using as instruments for measuring radiation and airborne chemicals.

Any sufficiently paranoid operative will likely (and correctly) suspect the EPA tech of being a Directorate stooge. He is carrying a concealed auto pistol, but the presence of the state troopers should prevent things from going so far that it is necessary for him to use it. If left to do his job, the tech will detect the trace radiation and chemicals from the ship wreckage. He will allow the truck to move on unmolested, although he will alert the NDD as soon as they are out of sight via his truck radio. The team will have to think quickly to prevent him from detecting the wreckage and alerting the NDD without raising his suspicion or those of the troopers.

If the team decides to blow past the weigh station without stopping, the trooper will give chase, pull them over and escort them back to the weigh station. In this case, it will be much more difficult for the team to distract or mislead the EPA tech, since the troopers will be watching them like hawks.



LAND ENCOUNTERS

Once the operatives are spotted by the NDD or its lackeys, they will soon be the target of one or more of the following encounters. All are aimed at recovering the stolen truck and more importantly, its cargo. The methods chosen by the NDD depend on the location of the truck, the time of day, and whatever the NDD has managed to find out about the crew.

BIKER MADNESS

If the Cast Members head out to the wide open spaces, they may be passed by a pack of a dozen leather-dad and fearsome looking bikers. One of them will make an obscene gesture or throw a beer bottle and other debris at the cab as he passes. Soon thereafter the driver will notice that the rig is unexpectedly low on fuel. A cursory examination will discover that both fuel tanks have been punctured, apparently by an axe or similar instrument. The rig has barely enough gas to make it to the next stop.

	RED (BIKER LEADER)	
STR 4	DEX 2	CON 3
INT 1	PER 4	WIL 2
LPs 50	EPs 28	
Spd 10	Essence 14	

Qualities & Drawbacks: Hard to Kill 4, Nerves of Steel (3), Status (Gang Leader) 3

Skills: Brawling 4, Cheating 2, Demolitions 1, Dodge 2, Driving (Motorcycle) 4, Driving (Truck) 2, Guns (Handgun) 3, Guns (Shotgun 2), Hand Weapon (Axe) 3, Hand Weapon (Knife) 1, Intimidation 2, Mechanic 3, Streetwise 2

Equipment

Sawed-Off Shotgun with 8 Shells

Range: 10/30/50/75/100

Damage: D6 x 5(15) Cap: 2 EV: 8

Auto pistol with 4 Clips

Range: 3/10/20/60/120

Damage: D6 x 4(12) Cap: 10 EV: 1

Axe

Damage: D6(3) x Strength EV: 2

Motorcycle

Red is a mountain of a man, and will attack first with a large red fire axe (his namesake, his hair is black).

	BIKER	
STR 3	DEX 2	CON 3
INT 2	PER 2	WIL 2
LPs 30	EPs 26	
Spd 10	Essence 14	

Skills: Brawling 2, Dodge 2, Driving (Motorcycle) 3, Guns (Handgun) 2, Guns (Rifle) 2, Hand Weapon (Knife) 2

Equipment

Auto pistol with 4 Clips

Range: 3/10/20/60/120

Damage: D6 x 4(12) Cap: 10 EV: 1

Knife

Damage: D4(2) x Strength EV: 1

Motorcycle

MOTORCYCLE

Weight: 500; Speed: 160/70; Acceleration: 45; Range: 225; Toughness: 1; Handling: 5; DC: 30; AV: 2; Crew: 1/1

It will probably not come as a surprise to the team when they pull into the next available refueling station and find a row of motorcycles parked outside. The motorcycle gang has been paid by the NDD to kill or incapacitate the team but leave the truck and its cargo intact. Much of the gang's payment was made in guns, which they are currently carrying with them. While the truck is being refueled the bikers surround the characters, preferably separating them at the same time, and then lunge at once for the attack. The bikers' attack first with clubs, knives and other hand to hand weapons. If the fight goes poorly, or the Cell draws firearms, the bikers will immediately go for their guns. The bikers are vicious and mercenary, but they aren't stupid or overly loyal and will turn and run if things go poorly and more than half of them are taken out. They will, however, loathe to leave any of their fallen comrades and will try to carry them away.

The number of bikers present should depend on the number and combat ability of the team, about two or three bikers per agent should be about right.

HIGHWAY PATROL

If the team is speeding or breaking other traffic laws, or perhaps if they are spotted at a weigh station, the NDD may decide to send a pair of agents masquerading as State Highway Patrol officers. They will have flawless disguises and the same equipment that would be expected of real officers.



There are really only two ways that an operative can learn these officers' real identities. Any number of psychic disciplines or even just Basic ESP could give the Directorate agents away. Otherwise, a particularly astute character who is monitoring

police channels may notice that while one of the officers appears to be radioing in their information after they are stopped, no associated transmission can be heard on the police band. The Directorate agents will continue with the pretense of being law officers until they can safely get the drop on the team, at which point the agents will draw their weapons and attempt to take out the Cast Members as quickly as possible. Hopefully, the team will see it coming in time and turn the tables.

STATE TROOPER

STR 3	DEX 2	CON 3
INT 2	PER 2	WIL 2
LPs 34	EPs 29	
Spd 10	Essence 14	

Skills: Brawling 2, Dodge 2, Driving (Car) 2, First Aid 1, Guns (Handgun) 2, Guns (Rifle) 2, Humanities (Law) 2, Research and Investigation 3

Equipment

Shotgun with 8 Shells

Range: 10/30/50/100/200

Damage: D8 x 6(24) Cap: 8 EV: 8

Auto pistol with 4 Clips

Range: 3/10/20/60/120

Damage: D6 x 4(12) Cap: 12 EV: 1

Kevlar vest (AV (D8 x 2) +17(25))

Police Baton

Damage: D6(3) x Strength; EV: 2

Flashlight

Handcuffs

Personal Radio

EYE IN THE SKY

If no opportunity to retake the truck presents itself immediately, or if the characters have shown themselves to be exceptionally dangerous, they may just find themselves paced by an unmarked black helicopter (passenger model). The chopper will keep an eye on the truck, most likely while a trap is set up further ahead. If necessary, the chopper crew can take action on their own or respond to attacks by the Cast Members. A sniper with a rifle and telescopic sight rides in the passenger compartment. The sniper has identical stats to the standard NDD agent described nearby, with the exception of a Guns: Rifle skill level of 4. The sniper is armed with a high powered rifle and telescopic nightvision scope, but even so will be hard pressed to get a decent shot from a moving helicopter. The helicopter will be able to follow the truck for 300 miles before having to turn back to refuel. If the chopper is near an airport or military base when it runs out of gas, another may be sent up to replace it.

HELICOPTER, PASSENGER

Weight: 3,500; Speed: 120/50; Acceleration: 30; Range: 250; Toughness: 3; Handling: 4; DC: 50; AV: 5; Crew: 1/5

SNIPER RIFLE (HEAVY)

Range: 15/75/250/1200/5000

Damage: D10 x 6(30) Capacity 10 Encumbrance: 28

POLICE CRUISER

Weight: 2,500; Speed: 140/70; Acceleration: 35; Range: 550; Toughness: 2; Handling: 4; DC: 75; AV: 5; Crew: 1/3

SUICIDE SLEEPER

If the team has given the NDD reason to believe them exceptionally dangerous, or if they keep only to highly populated areas that would preclude a more direct approach, the NDD may activate a local mind-controlled sleeper agent. This person has no conscious knowledge of the NDD but will follow their commands unflinching due to programming performed years earlier.

The sleeper will be commanded to follow the Cast Members to a predetermined area where he will swerve directly in front of the truck without warning. The driver must succeed at a resisted Dexterity and Drive Task, against the sleeper (Dexterity 2, Drive 3) or he will lose control and collide with the sleeper's station wagon. Three police cruisers, two ambulances and a large tow truck will arrive in response to the ensuing accident. All six vehicles contain NDD operatives. The agents will make no move against the team initially, but will hook up the trailer to the tow truck and haul it away while the Cast Members are herded into the ambulances to be taken to the hospital "for observation". If the agents go along quietly, they will be sedated once they are in the ambulances and will wake up in a mental hospital in heavy restraints. The NDD will have long recovered the truck and its cargo.

Assuming the Cast Members are more suspicious, the NDD agents will do as much as they can to get the team separated from the truck while maintaining the charade. If their cover is blown or the players get violent, the NDD will abandon any pretense and open fire. The tow truck and ambulance crew will draw hidden sub-machine guns and a full scale gun battle will erupt in the middle of the highway. The event will later be explained by NDD stooges in the press as a clever broad daylight highway robbery attempt.

TYPICAL NDD AGENT

STR 2	DEX 3	CON 3
INT 3	PER 3	WIL 2
LPs 42	EPs 26	
Spd 12	Essence 20	

Qualities & Drawbacks: Fast Reaction Time, Hard to Kill 4, Influence (Military) 2, Military Rank 2, Official Identity (No Records), Nerves of Steel, Obligation 3, Resources 2

Skills: Brawling 2, Computers 2, Dodge 2, Drive (Cars) 3, Electronic Surveillance 2, First Aid 2, Guns (Handgun) 4, Intimidation 2, Martial Arts 2, Notice 2, Occult Knowledge 2, Questioning 2, Research/Investigation 2, Stealth 3, Surveillance 2

Equipment

Auto Pistol (usually Desert Eagle) with 4 Clips

Range: 4/15/30/90/180

Damage: D6 x 6(18); Cap: 10; EV 2

Kevlar vest (AV (D8 x 2) +17(25))

Hands Free Radio



BY AIR OR SEA

Attempting to transport the wreckage by aircraft or ship is a risky proposition, as any airport or seaport that is large enough to handle commercial cargo that size is likely to be watched by the NDD. It will be slightly easier to get past civilian cargo haulers without being asked too many questions, but they will be unable to land at military strips such as the one at Groom Dry Lake. There is a good chance of a NDD operative being present at any military airbase or port. There is lesser chance of the NDD watching at a civilian facility. The Chronicler may decide if they are spotted, or make a Difficult Perception Test (Perception 3) to see the agents. As before, an NDD agent must make a Difficult Perception Test (Perception 3) to spot the cargo or the team as they move through the airport or seaport (remember to check both when departing and arriving at their destination).



GREY

STR 2	DEX 3	CON 3
INT 4	PER 3	WIL 5
LPs 26	EPs 32	
Spd 10	Essence 37	

Qualities & Drawbacks: Psychic, Psychological Problems (Severe Obsession - non violence)

Skills: Hypnotism 2, Medicine 5, Pilot (Saucer) 3

Psychic Abilities: All (except Precognition): Strength 3, Art 3

Equipment

Paralysis Lens

+3 Strength, +2 Art on psychic Telepathy use to paralyse a target.

ABDUCTION EN ROUTE

If the team is spotted loading the wreckage onto a plane or ship, the NDD will respond with a daring attempt to abduct the wreckage during the trip. If no one is left to guard the wreck, their attempt is automatically successful and when the ship or plane arrives in port, the cargo bay is undisturbed but the debris is nowhere to be found. If one or more characters are left to protect the cargo, they have a chance of thwarting the NDD.

Soon after the vessel departs, a small silver glowing disc (about the size of a compact car) begins to pace the aircraft or ship. After an hour or so, the little craft makes an abrupt turn and disappears.

A few minutes later a much larger craft appears out of the blue and hovers above the ship. The saucer is a Grey ship with enough room to hold the wreckage. It bears a small group of NDD agents to assist in hijacking the shipment. After hovering a moment, the Grey crew will use a powerful psychic Paralysis Lens to disable the entire crew and passengers of the ship or plane. Each of the Cast Members and staff present must make a Difficult Willpower Test to resist paralysis (the Grey has Strength 6, Art 5 including Lens bonuses). Psychic Voids lower the effective Strength and Art of the Grey by one, and Psinks have the same effect as well as giving this protection to anyone within the influence of their power.

Once the paralysis has taken effect, four NDD agents armed with machine pistols and knives are teleported into the hold of the ship by the Greys in the saucer above. The NDD agents will attempt to neutralize anyone unaffected by the psychic attack. Once the hold is clear, they signal the Greys and a sole Grey teleports into the hold with them. The Grey then guides the others in teleporting or levitating the wreckage up into the hold of the waiting saucer. Just before the wreckage is gone, any paralyzed characters may make one final Difficult Willpower Test to shake off the effects and try to stop the Grey from stealing the wreck. Any such characters have only two Turns to stop the NDD agents and the Grey, or all five will disappear with the wreck.

THE LAST RESORT: AIRSTRIKE!

If the NDD locates the wreckage only a few hours from arriving at the Groom Dry Lake research facility and it looks like they will be unable to retake the shipment, they will launch a last ditch attack on the transport in the hopes of destroying it. This attack will be in the form of a jet fighter plane launched from a nearby NDD controlled airbase armed with two heat-seeking air-to-surface missiles in place of its normal air-to-air missiles. The only defense at this point would be some form of anti-aircraft defenses, which may not be readily available.

The group may get a warning from the Groom Dry Lake facility itself (if anyone in the Cell has an Influence Quality of 3 or greater). If they have the proper connections may be able to pull some strings quickly enough to get an interceptor launched. This “cavalry” will be a regular jet fighter, and requires a Willpower and Bureaucracy Task (modified by the agent’s Influence Quality). An Aurora may be had with three Success Levels or more. Connections with NASA (for an SR-71) or the U.S. Military could provide similar results. Otherwise the team has little choice but to take cover and hope they miss!

BRINGING HOME THE BACON

If the party manages to bring the truck or craft to within 50 miles of the Nellis Bombing and Gunnery Range in Nevada, they will receive a HERMES alert granting them specific directions and pass codes to the Groom Dry Lake facility. A group of techs will greet the vehicle, show their HERMES link, and give the proper passwords.

They will quickly discover the radioactive nature of the craft and inform the characters. They suggest that the characters visit the infirmary and will point the way. Using several pieces of heavy equipment, they will take the craft away.

At the infirmary, the characters will check out okay (or will they?), and be met by an official-looking Air Force colonel. The colonel will lead them to a conference room and debrief the party. He should be able to answer any questions that the characters have about the mission. Other answers will depend on the character Influence Quality levels, security clearances, and the Chronicler’s future scenario ideas.

JUST DESSERTS

If the Cast Members manage to bring the downed craft safely to the Groom Dry Lake Research Facility, they will win a great deal of respect from the operative there and Aegis Prime as well. All members of the Cell will be given a Groom Dry Lake connection (as in the Contact Quality). The Cell should also be allowed three weeks of Downtime rather than the usual two for their success.

If they fail to get the wreck to the Nellis range, but still prevent the NDD from recovering it (presumably by its destruction), they will still have a contact within Groom Dry Lake (as in the Contact Quality) to call on for needed information and help.

If the NDD manages to recover the wrecked ship, the Cell should receive a curt message from their parent Cell expressing their displeasure and hinting at the severe cost of continued failure. In this case it is likely that the Cell will get barely a week of Downtime to recuperate before duty calls again.



CONSPIRACY X

On the surface the world looks very much like the one outside.

Sometimes that world just doesn't seem right.

Sometimes you cannot see what defines your world.

This is the nature of conspiracies.

This is the nature of Conspiracy X.

DISCOVER THE TRUTH THAT LIES WITHIN.

Welcome to the World of Conspiracy X.



EDN5600



EDN5601



EDN5602

ASK YOUR FAVORITE RETAILER TO PLACE YOUR
ORDER OR ORDER ONLINE AT
WWW.EDENSTUDIOS.NET

There is a war being waged behind the scenes. A war between secret government agencies and alien invaders.

It is one of your first missions working for the secret conspiracy Regis. Dedicated to protecting humanity from alien threat, they come under constant attack from the government conspiracy known as the National Defense Directorate, a group of alien collaborators working with at least two of the known alien races that could bring about our own race's extinction.

A crashed alien craft has been recovered by an Regis Cell, but at terrible cost. Most are dead, only their tech support survive and it is up to you and your newly formed Cell to take this alien technology to Regis. The NDD are aware of the craft, they know where it is, they know where you'll be taking it, and danger awaits at every turn and intersection. You cannot let this technology fall into enemy hands, but who can help you when you can trust no one?

Welcome to the Conspiracy X 2.0 Introductory Game Kit. Inside you will find:

- Complete streamlined rules for playing the Conspiracy X roleplaying game.
- Six complete and ready to play Regis agents.
- The complete Convoy adventure which can be played in one or two sessions, and can launch the characters' new careers working for Regis leading to months of play.



UNISYSTEM

EDEN
STUDIOS INC



Conspiracy X™, artwork, text, icons, characters and personalities are copyright ©2012 George Vasilakos All Flesh Must Be Eaten™, Armageddon™, Terra Primate™, C.J Carella's Witchcraft™ ©2012 Eden Studios, Inc. Unisystem™, copyright ©2012 C.J. Carella
Published under exclusive license.

All Rights Reserved.

Produced and published by Eden Studios, Inc.

USAFSS

WWW.EDENSTUDIOS.NET