In the world of the spy, nothing is as it seems. Your closest friends are your enemies; every plot has a hidden agenda; fact is stranger than rumor, and no one can be trusted. Anyone who enters the deadly world of espionage must have the sharpest wits, the best equipment, and the most complete information. Only the truly brave and cunning will live to see their next mission . . .

Welcome to the world of spies and counter-spies, codes and ciphers, ruthless subversion and desperate heroism. *GURPS Espionage* covers both the high-tech world of the cinematic super-spy and the gritty adventures of the real-life secret agent. Includes gadgets, a comprehensive list of real-world agencies, and a glossary of spy talk.

This PDF is a scanned copy of the last printed edition of *GURPS Espionage*. No changes or updates from that edition were made, but we have appended all known errata to the end of the document.
LIFE IN THE SHADOWS

In the world of the spy, nothing is as it seems. Your closest friends are your enemies; every plot has a hidden agenda; fact is stranger than rumor, and no one can be trusted. Anyone who enters the deadly world of espionage must have the sharpest wits, the best equipment and the most complete information. Only the truly brave and cunning will live to see their next mission.

*GURPS Espionage* provides rules, gadgets and scenarios for any secret-agent campaign or character – from the cinematic assassins of the silver screen to the low-profile paranoids of real-life spy organizations.

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- *Friends and Foes*: Organizations, agents, spymasters, thugs, terrorists, secret police, seductresses, dupes, codebreakers and assassins – everyone you need for a detailed, nail-biting adventure.
- *Background*: Real-world spies and their incredible stories of assassination and intrigue.

Written by Thomas M. Kane
Edited by Michael Hurst and Steve Jackson
Cover by Jeffrey K. Starling
Illustrated by Darrell Midgette and Gary Washington

STEVE JACKSON GAMES
GURPS ESPIONAGE

The Secret World of Assassins, Spies and Counterspies

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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:

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Page References


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.
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
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 “fingerprint” 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
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: Operators 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.

Apparatus: The entire agent network deployed against a certain target.

Area Division: The geographical area of operations of a certain department within a spy agency.

Asset: A spy’s contacts. This can also indicate the entire organization in a certain area — "we have few assets in Chile since the coup."

Authentication: 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.
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