

The World of Lies

On the surface, the world looks very much like the one outside your bedroom window. The same people are walking the same dirty streets, the same animals rummage through the same garbage, and the same mindless drivel is shown on the same television stations. But sometimes that world just doesn't seem right. You wake up in the morning and get the feeling that something isn't as it should be. Why do certain figures appear out of nowhere and become famous overnight? Why do the rich get richer and the poor get poorer? What is the government really paying for when it shells out \$75 for a screwdriver? Why is it the more questions you ask the fewer answers you get? Why is it that any answer always leads to another question? Sometimes you cannot see what defines your world. This is the nature of conspiracies. This is the nature of *Conspiracy X*.

In *Conspiracy X* the players assume the roles of the operatives and conspirators of Aegis, a secret organization at work within the United States government. Aegis has been aware of an extraterrestrial presence on Earth for over forty years and has had a in-depth understanding of the supernatural for the last fifteen years. Aegis' self-appointed duty is to monitor alien and supernatural activities and counter those it deems unacceptable.

But Aegis is not the only conspiracy in existence. The Black Book operates within the American military-industrial complex and has extensive dealings with extraterrestrial agents on Earth. Indeed, the Book has formed several high-level treaties with the invaders. This group supports alien efforts in building and maintaining bases of operation. It even facilitates alien abductions and activities in exchange for advanced technology and knowledge.

Once part of the same organization, Aegis and the Black Book now wage a secret war of covert operations, abductions, and human experimentation behind a facade of lies and disinformation. As part of Aegis, you are authorized to employ any means in your fight against the Black Book and its inhuman allies. The Aegis arsenal combines high-tech surveillance equipment and state-of-the-art weapons with psychic warfare, supernatural rituals, and stolen alien technology. Lies, deception, cover-ups, sacrifice and force—even terminal force—are part of the job.

The conflict has raged for nearly fifty years, and the stakes are high. Humanity's existence on Earth as master or pawn—indeed mankind's entire existence—depends on your vigilance and success.

About GURPS

Steve Jackson Games Incorporated (SJ Games) is committed to full support of GURPS. Inquiries concerning GURPS may be addressed to SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write SJ Games. Resources now available include:

Pyramid (www.sjgames.com/pyramid)—SJ Games' online magazine includes new rules and articles for GURPS. It also covers all the hobby's top games—D&D, Traveller, World of Darkness, Call of Cthulhu, Shadowrun, Conspiracy X, and many more—and other SJ Games releases like In Nomine, INWO, Car Wars, Toon, Ogre Miniatures, and others. Pyramid subscribers also have access to playtest files online, to see (and comment on) new books before they are released.

Internet—Visit SJ Games on the World Wide Web at www.sjgames.com for an online catalog, errata and updates, product releases, and hundreds of pages of information. SJ Games also has conferences on CompuServe and America Online. GURPS has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet—Much of the online discussion of GURPS happens on this

(continued on next page)

About GURPS

(continued)

email list. To join, send a message to majordomo@io.com with "subscribe GURPSnet-L" in the body, or visit the GURPS World Wide Web site (gurpsnet.sjgames.com/www/).

New supplements and adventures—SJ Games is always working on new material and is happy to let you know what's available. A current catalog is available for an SASE, or check out the Web site.

Errata—Everyone makes mistakes, including SJ Games—but they do their best to fix their errors. Up-to-date errata sheets for all GURPS releases are always available on the Web site or via SASE.

Q&A—SJ Games does its best to answer any game question accompanied by an SASE, or submit it to rec.games.frp.gurps.

Gamer input—SJ Games values your comments. It will consider them not only for new products, but also when it updates books for subsequent printings.

About Eden Studios

Eden Studios was formed in 1997 to reinvigorate the *Conspiracy X* RPG. Since that time, Eden has published a number of *Conspiracy X* supplements and has reprinted two books. For those Game Masters interested in specific *Conspiracy X* world material, the entire line of *Conspiracy X* supplements is described in the Appendix and online at www.conspiracyx.com.

Eden also produces C. J. Carella's *WitchCraft* RPG. This game of dark secrets and magic also takes place in the modern world, and is based on extensive research into current magical theory and practice. The main rulebook and the two supplements are available, with a number of future supplements in the works.

The latest release from Eden is *All Flesh Must Be Eaten*, the zombie survival horror roleplaying game. You've

(continued on next page)

CHAPTER SUMMARY

The **Prologue** contains a short story providing players and Game Masters with a feel for the world of *Conspiracy X* and the trials of the elite Aegis operatives.

The **Introduction** includes these brief remarks and some reference information.

Chapter One: Indoctrination provides a number of documents containing basic knowledge held by any Aegis operative. The capacities of a HERMES link, the responsibilities of being assigned one, the goals and obligations of Aegis, and an overview of the aliens and paranormal are discussed.

Chapter Two: Operatives details how to create Aegis operatives with backgrounds in a number of areas. A full discussion of the new Influence and Sphere of Influence advantages, and the Pulling Strings they allow, is also included. Templates for FBI Agents, Army Rangers, CDC Scientists, MKULTRA Parapsychologists, and many more are presented.

Chapter Three: Ops Center discusses formation of the characters' secret headquarters and the equipment they may access readily. This second stage of character creation is done by the players as a group and cleanly establishes the "adventuring party."

Chapter Four: Paranormal modifies the *GURPS* psi and magic rules to account for Seepage, the source of supernatural activity in the *Conspiracy X* world. Seepage is a subtle and powerful force, but it is also a dangerous one.

Chapter Five: Secrets is intended for the Game Master exclusively. This chapter explains some of the many hidden mysteries and conspiracies of the *Conspiracy X* world, the goals of the various groups, the capacities of their operatives, and the horrors of the supernatural. Players should definitely not peruse this chapter.

Appendix presents conversion rules for the *Conspiracy X* game mechanics to *GURPS*. It also presents a number of suggestions for using the materials from both *Conspiracy X* and *GURPS* sourcebooks.

HOW TO USE THIS BOOK

The material that makes up the bulk of this book, through Chapter Four: Paranormal, is directed at both player and Game Master. It provides commonly known background on the *Conspiracy X* world (at least commonly known by Aegis agents) and campaign-specific *GURPS* rules modifications. Unless Game Masters want their players' characters to start completely ignorant of the "truth" behind the "lies" (a perfectly valid beginning to any conspiracy game), nothing in these chapters "gives" anything away. A good deal is revealed in these chapters, but some of it is false or misleading (as the Game Master determines).

Chapter Five: Secrets is chock full of the "truth"—at least as far as the Game Master wishes it to be. This information is solely for the GM to parcel out as the campaign progresses, if at all. Naturally, as with any source material, GMs should pick and choose what is "real" and what is "misinformation." The strength of the *Conspiracy X* world is its grounding in modern 20th- and 21st-century events, history, conspiracy theory, people, places, and things. Game Masters need look no further than the grocery store tabloids for source material. Alien abductions, ghost stories, supernatural monsters, even Elvis sightings are all part and parcel of *Conspiracy X* stories.



MALE/FEMALE CONVENTIONS

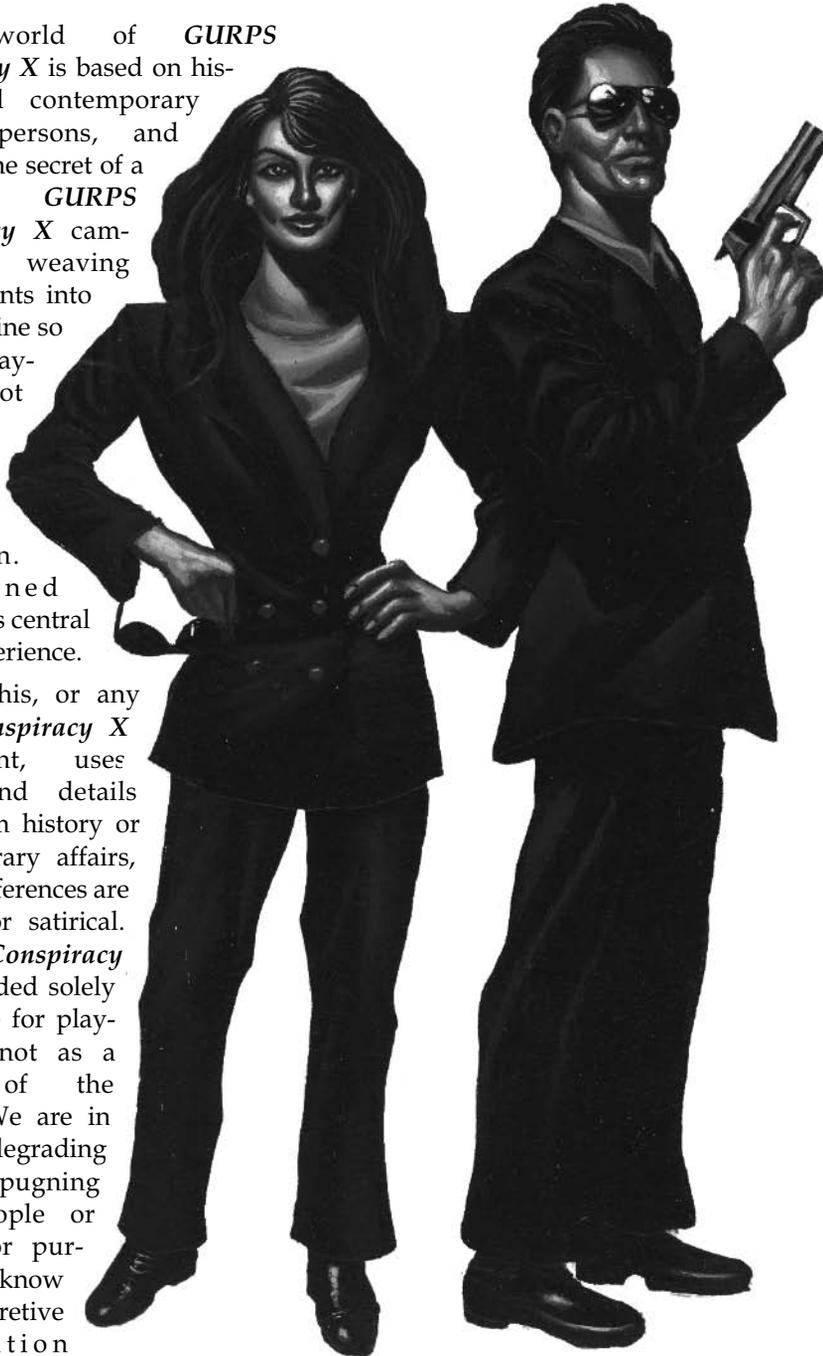
Every roleplaying game struggles with the decision about third person pronouns and possessives. While the male reference (he, him, his) is customarily used for both male and female, there is no question that it is not entirely inclusive. On the other hand, the "he or she" structure is clumsy and unattractive. In an effort to "split the difference," this book uses both the male and female designations at various points in the text. In all cases, unless the context indicates otherwise, the opposite sex is assumed to be included.

DISCLAIMER

The world of *GURPS Conspiracy X* is based on historic and contemporary events, persons, and groups. The secret of a good *GURPS Conspiracy X* campaign is weaving "real" events 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, or any other *Conspiracy X* supplement, uses names and details taken from history or contemporary affairs, all such references are fictional or satirical. *GURPS Conspiracy X* is intended solely as a game for players and not as a source of the "truth." We are in no way degrading or impugning these people or groups, or purporting to know actual secretive information about them. In fact, we can safely say that we know little or no verifiable truth about any of the matters we discuss. We would like to assure any MIBs and Aegis operatives out there that we will not tell anyone what we know or think we know.

Honest!



About Eden Studios

(continued)

seen the Dead trilogy and played Resident Evil countless times; now it's time to really enter the realm of survival horror. Covering the breadth of the zombie genre, All Flesh Must Be Eaten presents eleven campaign worlds and a zombie creation system to horrify the players.

For those looking for a game about aliens with a humorous bent, try Eden's Abduction card game. This non-collectible game is a light-hearted look at alien abduction.

In a similar bent, Eden's recent non-collectible card game is Knights of the Dinner Table: HACK!, a hilarious game of dungeon crawling and death, derived from the wildly popular Knights of the Dinner Table comic book by Kenzer and Company.

Eden has also produced a strategy computer game, Rail Empires: Iron Dragon, based on the Iron Dragon board game by Mayfair Games.

In the future, Eden will release the Buffy the Vampire Slayer RPG, and a line of supplements. If you are interested in the latest events, subscribe to Eden's monthly newsletter, Whispers, from our web site. Information on our product, support material, and our fan listservs may be found on there too. Contact information is Eden Studios, Inc., 3426 Keystone Ave, #3, Los Angeles, Ca. 90034, eden@edenstudios.net, www.edenstudios.net.

Page References

Any page reference that begins with B refers to *GURPS Basic Set*, Third Edition Revised. Thus, p. B23 references page 23 of *Basic Set*. Other references include CI (*GURPS Compendium I*) and P (*GURPS Psionics*). A list of abbreviations for *GURPS* titles may be found in *GURPS Compendium I*, p. 181; a full list of abbreviations appears online (<http://www.sjgames.com/gurps/abbrevs.html>).

INDOCTRINATION



STEVE
KRYSTAL
© 1996

>HERMES QUERY: AEGIS GOALS

266 matches found. <Number><Summary><Annotation> available.

>HERMES HYPERLINK: SUMMARY

//Aegis Indoctrination Text, prepared by the Central Office for Recruitment Services.//

THE OVERVIEW

Aegis came together in the face of one single, unprecedented threat: alien invasion. Some might argue that invasion is too strong a term. No large-scale battles have been fought, no armies flood in the streets, no flying saucers hover over the White House. Certainly, at this point anyway, there is no invasion in conventional terms. However, ever since we discovered the truth about aliens among us, we have known that they do not have our best interests at heart. What else could we expect? They are, after all, an entirely different sentient species, with their own morals, beliefs, and goals. They care for themselves just as we care for ourselves. We do not fault them for their ambitions or for their needs, nor do we support them. We fight for ourselves, for as a species that is all that we can ever do.

Aegis stands as the United States' first line of defense against the alien menace. Whatever else happens, whatever missions we undertake, whatever else we do, we should never forget that our primary mission is the defense of the nation against our foes, whoever they might be. When a new operative, agent, or researcher joins a cell, they swear an oath. They promise to hold their tongues, never to reveal to the public the truth about the war that threatens us all. They also swear to protect that same public from this insidious threat, no matter what the cost, personally or publicly. Make no mistake, joining Aegis is just like joining an army. It means that you are willing to put your life, your livelihood, and your reputation on the line in order to save your people and your country.

TOO MANY QUESTIONS

All this is pretty heavy stuff, I know, but it reflects the true state of affairs. We know that aliens exist; there is absolutely no doubt on this issue. We know that aliens are here on Earth; again this is unquestionably true. We even know that there are at least three different races of aliens here among us, a fact that the evidence points out conclusively. We know that the alien races, all three of them, are capable of doing significant harm to us and all we hold dear. Finally, we know that we must be ready to protect ourselves from any threat the aliens might present, no matter what the cost.

Unfortunately, that is about all that we know for certain. We have many, many more questions than we have answers, which is why so much of what Aegis does centers around research and intelligence gathering. Sure, the alien presence is a threat. Their technology is superior to ours in almost every way, including offensive capacity. But that leaves the question of motive. Why are they here? What do they want from humanity and Earth? We know that they are capable of extremely dangerous behavior, from abducting our citizens to shooting down our aircraft and infiltrating our government. They have even subverted our terrestrial nemesis, the Black Book. But why?

More importantly, I think, is why now? The greatest question facing Aegis is determining why the aliens are here now. Certainly there are some who argue that aliens have been among us all along, but there is little or no scientific evidence to support this claim. We can only say with assurance that aliens have been here among us since the mid-1940s. Anything else would be pure speculation. If we were dealing with just one alien race, we could dismiss the question of "Why now?" easily: because that is when they got here. Unfortunately, we face not one but three very distinct alien races.

HERMES Link

Good morning.

I hope that your trip here wasn't too rough. Just one more in a series of cloak and dagger assignments that no doubt has and will continue to come your way. You wouldn't be here if you, and Aegis, didn't think it was absolutely necessary.

Now, it's important that you listen closely to what I'm gonna tell you over the next few minutes, because it could save your life some day. I'm gonna brief you on the HERMES system, and the use and care of the link you're about to receive.

Who am I? My name's Mal Evans. We probably will be working together a fair amount in the coming months. You could say I'm a colleague of Jennifer Morse, the gal you've been dealing with mostly so far. I'm one of the old hands. I started in the Bureau right after Bobby Kennedy was killed, came in straight out of two tours as a rifleman in the Marine Corps. Yeah, I did Indian country. Got a Purple Heart at Da Nang, and a silver star at Khe Sanh. I paid my dues.

I got recruited into Aegis pretty much the same way you did. I stumbled across a file that wasn't supposed to exist and asked a few questions. I didn't know it at the time, but it was a recruitment test by another cell. Yeah, I know, sounds familiar.

No, I will not tell you any more. Not about Jen and the cell, about who recruited me, about our work. The less you know, the less of a threat you are to other people's lives. That's a guiding principle for Aegis. Security is our only real defense against our enemies. The human bad guys won't hesitate to put a bullet in you if they think they can get away with it.

The nonhuman kind, well, they can do a lot worse than kill you.

Reach into the drawer there and pull out the envelope you find. Go ahead, open it up. That thing you're holding may look just like a normal pager, but it's got some unique features. It's called a HERMES link. Open it up. Let

(continued on next page)

HERMES Link

(continued)

me punch in my code. I'm setting the link to lock onto you as its new user. Feel the cool tingle on your palm? The computer inside that thing just identified you. I asked one of our technicians once how the thing works. He said it traces the warmth of the blood vessels in your hand and maps out your hold. Every person's grip and layout are different. Hold it up to your eye—that end facing front. Okay, now it has a retinal image to work with. Even more, I hear it takes a sample of skin and reads your DNA, but nobody's confirmed that so far. In any case, from now on, you can be pretty sure only you can use that link.

If anyone else were to get hold of it and try to tamper with the security reader, they'd get a nasty surprise. There's a quarter-gram of methyl-acetylene oxide inside the link. Break the security links inside, and the whole thing goes thermal in your hand. Never seen it happen, but you gotta figure having your fist melted off would distract just about anybody.

The link itself is your only way to get hold of anything in Aegis. You can use it to send text messages and reports up the chain of command. It's a great way to keep in touch with the other guys in your cell, once you know who we are and we coordinate your link. Also, you can send reports and information to Aegis Prime, the main people in charge, wherever the hell they are. Not that you'll get an answer, but I've been assured that they do read our mail.

The top part of that display there is a high color monitor for displaying information on any topic you search for through the HERMES database. The keypad may look a little weird, but you'll get used to it soon. I can operate the thing one-handed in my pocket. Go ahead, punch in a request for something. Try "Roswell," that's always good for a laugh.

Notice how some of the information is blacked out, and other stuff highlighted? The blackouts are information someone considers too classified for
(continued on next page)

The question of the three races burns in the mind of every Aegis researcher. The questions they ask are questions you should ask yourself every day. Without answers Aegis cannot do its job. We need to know what kind of threat these alien invaders represent. What are their intentions? Why are all three races making themselves known now, at this particular moment in our history? What special place does Earth hold in their interstellar schemes? What are their relations to one another? Is there a way that we can pit one race against another? Why have they not attacked in force? What kind of force do they have at their disposal? There is just so much that we do not know.

For several decades Aegis scientists, agents, and operatives have been working to answer these and other questions. In that time we have learned a great deal, but there is still much more to find out. At this point, most of what we do focuses on the gathering of information. We cannot fight a war until we know for sure who the enemy is and what they are planning. As members of Aegis, it is your job to find out everything you can about the alien threat, including identifying exactly what that threat might be. We cannot for a moment doubt that there is a threat. While there may have been no formal declaration of war, there is plenty of anecdotal evidence for the hostile intentions of all three alien races. Do not fall into the trap that the Black Book has succumbed to. You cannot make deals with the devil and come out ahead.

As important as gathering intelligence is, we must remember that information is only a means to an end. Data about our enemies carry great value, but we should never sacrifice our national security for it. To do so would be a terrible confusion of priorities. Furthermore, if the information you gather does reveal a threat, you should never hesitate to act against that threat. We are, on every level at every moment, soldiers fighting a desperate battle. Aegis cells are made to act, to fight the alien threat wherever it rears its head. Never be afraid to attack, subvert, or even inconvenience the enemy. Every time you fail to act, it is a victory for the enemy.

THE BODYGUARD OF LIES

New recruits and even old hands often ask the question "Why all the secrecy?" Why keep the existence of aliens a secret from the public? There are plenty of arguments against secrecy. The public has a right to know. It would rally support behind our cause. It would help flush the aliens out of their secret enclaves if everyone knew what to look for. While these arguments are not entirely without merit, they become inconsequential when weighed against the problems that public disclosure would cause Aegis, the United States, and the world as a whole.

The first issue is one of morale. Telling the public that alien invaders walk the Earth would very probably create mass hysteria and panic. While this might serve to rally the support of the people for a while, it would have disastrous effects on the general state of mind of the U.S. citizenry. Furthermore, once it became known that some of these aliens looked just like humans, that others are capable of controlling minds, and others of making themselves to appear human, the level of paranoia in the country would rise immeasurably. Every man, woman, and child would look at their friends, coworkers, and neighbors in a new light. Trust would all but evaporate.

Trust is an important part of the secrecy pledge. Aegis relies heavily upon government funds, agencies, facilities, and equipment to do its job. As important as the government is, it is also rife with alien and Black Book infiltrators, not to mention our own operatives. Public perception of government is already at an all-time low. Should the public discover how bad things really are, how pervasive corruption and influence-peddling really are, trust would collapse completely. As bad as the situation in the government is, Aegis' official policy is "better the devil you know than the devil you don't." We know we can work with this

government. Should a new system replace the current one—a very real possibility were alien infiltration to become public knowledge—much of Aegis' power and influence would be lost. It is in our decided interest to keep the current system alive, all the while fighting to cleanse it from within.

The notion that the public has a right to know has no place in Aegis thinking or operations. The public is better off not knowing. Chaos, turmoil, discontent—these make us weak and make our enemies stronger. Revealing the alien threat would do Aegis no good, and might even help the enemies we seek to defeat. Can you imagine open Congressional debates on the subject of alien policy? It is more than likely that the aliens would themselves find supporters among the people, after the chaos following the initial revelation died down. It is almost certain that a number of federal legislators are already puppets of the aliens. In open debate, these corrupt men and women could argue for alien rights, treaties of friendship, and even alien citizenship. Admittedly, this is not likely, at least not right now. If it were, the aliens would probably have revealed themselves already. Currently they are not prepared to bet that they would be accepted. Aegis is not willing to bet that they would not be.

Thus, the ability to cover up, deceive, and outright lie is important to any Aegis operative. This means that Aegis is often forced to do some decidedly unconstitutional and even immoral things. Remember, we answer to no one but ourselves, for whom else can we trust to do the right thing? If it becomes necessary to silence one individual in order to protect the great secret, that is a small price to pay in wartime. We can only hope that when we have to do something regrettable, we will do it as humanely and painlessly as possible. Sometimes all that is necessary is to discredit someone's account of a UFO sighting. Other times more extreme measures must be taken. Remember, this is war, a most insidious, secret war.

WINNING THE WAR

If we as a people are going to prove victorious when all is said and done, we must have courage. There is a long bloody fight ahead of us, but it is definitely one that we can win. For now the aliens have the advantage. Our society is an open book to them, while we must struggle for every scrap of information about the enemy. Every day we learn more of them. Every day Aegis scientists and researchers discover new secrets about alien technology, biology, and psychology. We are quickly catching up to them. Now more than ever Aegis cells must fight the good fight. Every bit of information brings us closer to victory. We must learn from every defeat and inflict defeats upon the enemy at every turn. It is your sworn duty to protect your country and your world. You owe it to them and you owe it to yourself.

HERMES Link

(continued)

you to read. Don't get too wrapped around the axle about not knowing everything; it's gonna get to be a real familiar feeling soon. Always gotta think about security, like I said.

The highlights are links to other topics that the computer thinks you should look up. The funny thing is, every time you type in a topic, you may get different stuff out. Has to do with the search algorithms or something. But don't waste your time typing the same thing in over and over; it usually doesn't change that much. In the end, there's no substitute for good field investigation. You can't sit at home, type away on HERMES, and hope the answers fall into your lap. Sooner or later, you gotta go out and get your hands dirty.

If you try to use HERMES to contact another Aegis cell, you get a canned message advising you that the action you want violates security. Also, HERMES won't tell you where the information it has comes from. I don't know who thought up the security for this system, but they shoulda worked for the Kennedys. John and Bobby might still be around.

Okay. Turn it off for a second and listen up. That link is one of a kind. It's vitally important that you never break it or lose it. If, God forbid, you ever do, you tell one of us right away so we can get it turned off before someone else gets their hands on it. In the meantime, you do without for a few weeks. Lose two, and Aegis may just decide to lose you.

I told you we take security seriously.



Mission Statement

Hey, I guess Mal told you to read the Aegis mission statement files on your link, huh? I thought I'd drop in and see if you had any questions. Don't worry how I got in. Part of my special "charm."

Name's Kelly Rand. I'm the cell's "special weapon." Sorry, it's an inside joke. I'm sure Doc Raeder will explain it to you at some point.

The mission statement was written by some eggheads in the Office for Recruiting. These guys have nothing better to do than get all the party line down in the files for the new people. It's basically a good idea, but they tend to forget that everyone isn't an egghead, too.

Officially, Aegis holds itself up as the first line of defense against the aliens. See, the various nonterrestrials don't think like we do. They have their own wants and needs, which don't mesh with humanity's. Not everyone necessarily hates these guys, 'though some have some pretty personal reasons to hate. Mostly, we just have to fight them off so we can protect our own species, right?

Okay, so the important part is to always remember that we're at war with the aliens. It may not be down to street fighting yet, but it's headed that way fast, buster. In everything we do, we have to think of the effect on the rest of mankind. Well, American mankind mostly, I guess, since this is an American organization. Also, you have to remember that each of us is only a very small part in a very big thing. You go down in the line of duty, you do it proudly, and you do it quietly. No one talks about what we do. Especially not to the rest of the country. Some of this stuff gets out, and we'd have a blind panic on our hands. Not to mention all the New Age freaks who believe that the aliens are gonna be our space-brothers.

I saw a Saurian MiB tear the arm off a policeman once. Some space-brother.

As far as Aegis knows, there are at least three alien races on the planet right now. These goons each have their

(continued on next page)

VISION
180 DEGREE VISION
SENSITIVE TO MOTION
POOR COLOR DISTINCTION
ULTRAVIOLET SPECTRUM
THREAT LEVEL 25109

HERMES
DATABASE
SUBJECT
QUERY:
GREYS
HEIGHT: 4' 5"
WEIGHT: 81 LB
BIPEDAL
CETACEAN
XENOMORPH

SCAN MODE 717015
THREAT ASSESSMENT

PSYCHIC ABILITY
PROJECT THOUGHTS
COMMUNICATION
TIME LOSS EMINENT
WHEN CORNERED
THREAT LEVEL 78326

PHYSIOLOGY
LOW PHYSICAL STRENGTH
IMMUNE TO DISEASE
MOUTH FOR BREATHING
SECRETE DRY CHEMICAL FROM SKIN TO
DISSOLVE FOOD FOR INGESTION
THREAT LEVEL 02079

REPRODUCTION
UNKNOWN
POSSIBLE ASEXUAL
THREAT LEVEL 01169

ANALYSIS MODE
76302 992 04
42098 783 59
46871 217 10
10226 926 56

IMAGE SOURCE SVRCE4102.GFX

>HERMES QUERY: GREYS

87,405 matches found. <Summary> available.

>HERMES HYPERLINK: SUMMARY

//Summary of Aegis knowledge of the extraterrestrial beings known as "the Greys."//

The Greys are a race of extraterrestrial origin that possesses extraordinary psychic abilities. The <first documented appearance of Greys> is dated 19 May 1937. As their "language" is entirely psychic, only <trained psychics> can communicate directly with them. They can <read> and <project thoughts>, which allows them to communicate with nonpsychics, though establishing this type of communication is rare and <hazardous>. They will avoid confrontation by any means available, but are extremely dangerous when cornered. <Time loss> is often indicative of the presence of Greys. In <physical appearance>, Greys appear as 4-5 foot tall humanoid beings with smooth <gray skin> and large heads. They have large <black composite eyes>, no nose, and a slitlike mouth that is used mainly for breathing. They have been observed making dolphinlike whistling and hooting noises when they are in physical pain.

See also: <physiology>, <technology>, <behavior>, <culture>

Bibliography: <referenced reports>

>HERMES HYPERLINK: FIRST DOCUMENTED APPEARANCE OF GREYS

//Aegis Case File: Disappearance of Watch team, extraterrestrial presence.//

Case File: 102.34.244.033.89

Case Date: 19 May 1937 Report Date: 7 June 1944

Case Location: New Orleans, Louisiana

Case Brief: Disappearance of psi-war recruiting team traced to appearance of extraterrestrial sentient creatures.

Case Report: Recent examination of a Watch report dated from 1937 has led Aegis to believe it is the first reported appearance of the Greys. The circumstances of the original team's disappearance and subsequent recovery is typical of early Grey encounters. The Greys have since become more careful not to attract attention to themselves. Original report text follows:

"A **<psi-war team>** was recruiting in New Orleans, LA. HQ reported them missing on 19 May 1937 and sent a retrieval team after them. The retrieval team eventually secured all eight members of the recruiting team. Of these eight, five were dead of exposure to the elements, one had been fatally hit by a train, one had suffered fatal burns, and the last was fatally mutilated. During the course of its investigation, the retrieval team of six suffered three casualties and one member is missing."

"Detailed analysis of the **[break]**

>HERMES HYPERLINK: TIME LOSS

//Report of time loss is indicative of Grey presence.//

Individuals experiencing time loss should suspect the involvement of Greys. Greys have the ability to "blank" an individual's mind, during which time the subject receives no sensory stimulus and does not notice the passage of time. Persons so affected can end up in dangerous situations—if they "blank" when operating a vehicle, for example. Greys appear to have little regard for this unintentional but deadly side effect of time loss. The duration of the time-loss phenomenon can be as little as a few moments or as much as several hours, depending on the type of situation. Even longer occurrences, up to a week, are more likely in the event of an **<abduction>**.

>HERMES HYPERLINK: PHYSICAL APPEARANCE

//Summary of 46 individual reports citing Grey physical appearance.//

Average height: 135 cm (4'5")

Average mass: 37 kg (81 lb, Earth gravity)

Appearance: Short humanoid with smooth, thick, gray skin. Eyes are black, revealing composite structure under close examination. Limbs are jointed like a primate, and they walk upright. Hands have five digits including an opposable thumb. Feet have two toes, with ridges that appear to be additional toes under casual observation. Greys do not wear clothing or other adornments, and are rarely in possession of physical objects.

Mission Statement

(continued)

own plans and desires, and the only thing saving us is the fact that they don't work together very well. They have better technology, better weapons, and stronger psychic talents. So we do whatever we must to stop them from making any forward progress.

I guess the biggest problem that Aegis has is that we really have no idea what the heck each of the aliens wants. I mean, yeah, they want to take over our world, but why? How? You get the picture. So a major part of our job is gathering information on what the aliens are doing. The mission statement calls it research and intelligence gathering. I call it being well-informed. Sometimes we get lucky and recover something of theirs, new technology or live specimens. That's where our science personnel come in.

Aegis is really concerned over the lack of hard evidence of the aliens' plans. The timing of the alien assaults is too close to be coincidental. Why are they hitting us now? What do they really want from this planet? Since there are so many questions, the best course of action right now is to search for answers and try to learn as much as we can.

I'm a big fan of high-stakes poker. Familiar with the game? Well, right now, we're sitting down to the big game with every cent we have. The other players are bringing all they own to the game, and no one leaves the table until one person has all the marbles. Right now, we aren't allowed to know how many players are playing and what cards are wild. So we cheat. We try to sneak a peak at the other players' cards whenever we can, steal their good cards. Some day, the time for open war will be here, and then we're gonna need every extra ace we can grab from the deck.

Every once in a while, the stuff we find out is just too damn dangerous to allow it to continue. About two years ago, my cell discovered a center for human research being run by Greys with help from our old friends, the

(continued on next page)

Mission Statement

(continued)

Black Book. They were programming abducted humans to be sleeper agents in the event of a political problem here in the States. After we shot off a contact report over HERMES, we moved in with the big guns and sterilized the whole joint. Too risky to let anyone leave the place alive. We took all the data we could and then buried the place below two tons of concrete.

Yes, that included the abducted humans. We couldn't prove that they weren't programmed yet. Better to be safe than sorry. I cried over that one for a week, but then I got it together and carried on. We're soldiers, fighting for the survival of our nation. We can't shirk away from the tough decisions. Remember that line in the mission statement about "every time you fail to act, it is a victory for the enemy?" It's true. We turn our backs, and the bad guys walk away free and clear.

So now comes the big question. If we're all soldiers together, why does Aegis Prime hide so much stuff from us? Well, the big thing is, we have to be careful how much information gets out to the general public. The mission statement gives you reasons, and I happen to agree with them all.

Letting the public know what's going on will really kill morale. Let Jane Q. Public know that her next-door neighbor might be a shapeshifting buggoid and she's gonna lose it big time. Panic in the streets. Imagine the worst stadium riot you ever saw, times a million. I mean, we've got aliens that can change into human form, aliens that can control minds, and aliens that look just like you and me but can't be killed by anything less than a Mack truck up their backside. You think people are gonna take that news lying down? Nope, we can't afford a general panic.

Aegis takes most of its funding from the government, and from secret funding through black ops funds. Most of our best people have government backing, and we all use government facilities and gear. The whole

(continued on next page)

>HERMES HYPERLINK: PHYSIOLOGY

//Physiology of Greys based on autopsies and on direct contact with the aliens.//

Sensory data

Auditory: Rudimentary. Some sophistication resembling cetacean aural neural systems.

Olfactory: None

Vision: 180 degrees of vision. Sensitive to motion. Color distinction is generally poor, better at the blue end of the spectrum, extending into the ultraviolet.

The Grey physiology is consistent with that of an aquatic-evolved species. The skeleton is composed of both hard and flexible cartilage, with the "mouth" serving only as a breathing apparatus and not for feeding. Greys ingest their food, which consists largely of planktonlike animals, through the skin. They secrete a dry chemical that dissolves the outer cell membranes of their food, allowing them to ingest the contents more easily. Their cells exhibit a DNA structure which uses the same encoding scheme found in terran life, but with markedly different contents. Their chemistry is compatible with terran ecosystems, and they can digest Earth-grown food. They are remarkably resistant to disease and do not seem to become ill except under extraordinary circumstances. Their natural lifespan and mode of reproduction are unknown, although some evidence points to a form of asexual reproduction. From our observation and psychic contact, and considering their relatively poor hearing and underdeveloped vocal chords, psychic rather than verbal communication is assumed.

>HERMES HYPERLINK: TECHNOLOGY

//The Greys' native technology is based on psychics, though use of human technology is frequent.//

The Greys employ a mix of native and human technology. Exactly why they have an interest in human tech is unknown, but the favored hypothesis is that they are using our tech because it is more efficient for dealing with terran species. Their native technology has not yet been entirely deciphered, and all attempts at reverse engineering have failed. Their tech appears to contain no moving parts, even down to the atomic scale, and also contains no trace of the psychoactive materials as used in human <psychotrons>. Efforts by psychics to determine the function of Grey technology have met with minor success, and certain psychic-powered Grey technology has been incorporated into such terrestrial equipment as the Aurora fighter aircraft weapons module. Examples of Grey technology: their craft, presumed capable of interstellar travel; geological formations of unknown function found in Grey habitations.

The human technology most commonly used by Greys is of medical or mundane use. The medical technology recovered from Grey research areas is often related to genetic engineering. Their subjects range from fish to humans, with no discernible pattern. No documentation of these experiments has ever been found, nor, in fact, has any documentation at all been recovered, even for the equipment in use. Terran equipment is probably furnished by <the Black Book>, and serial numbers often indicate that the equipment is stolen.

Mundane items such as flashlights, paint, and aerosols have been found in some areas of Grey habitation. The Greys have no apparent use for such items. Speculation is that these items are gathered merely for their novelty. No Grey has ever been observed using these or any other mundane items.

>HERMES HYPERLINK: BEHAVIOR

//Observed Grey behavior in terran environments is nonconfrontational.//

Greys' behavior can best be described as timid. They generally avoid confrontation by inducing <time loss> prior to their arrival. This is the usual means for performing <abductions>, but it is not 100% effective. Some individuals are more resistant to the phenomenon than others from the outset, and others shrug off the effects of the time loss, particularly during prolonged experiences. Greys are never directly violent, although their activity can often generate situations that are dangerous to those who are unprepared. When dealing with Greys, be aware of the unintentional danger posed by time loss.

It is inadvisable to chase Greys without the intention of destroying them. Though they never display physical violence, they can be especially dangerous when cornered. Groups of three or more Greys have never been taken alive and are extremely dangerous. Do not attempt to communicate with Greys; they will not be accommodating, and it may only serve to agitate them. Specially trained psychics have been able to initiate contact, but without prolonged interrogation, little in-depth knowledge has been gained.

>HERMES HYPERLINK: CULTURE

//Grey culture has little in common with human cultures, although their motivations are similar.//

The Greys as a race, without exception, are nonviolent. Perhaps a better term would be aviolent. While they do not attack even when their lives are threatened, they are ambivalent to the fates of humans that attempt to interfere with their activity. There is no evidence to suggest anything other than that they work with unified purpose, and no nationalities, sects, or other types of divisions can be found. Greys do tend to work in small groups and it is hypothesized that these groups are, in fact, family units. They are almost always encountered in groups of three or four, and do not separate.

The Grey activity observed on Earth suggests that they are explorers, but with very little morality concerning their subjects. Their abductions and experiments indicate that they have little knowledge of our types of ecosystems, and theirs is assumed to be equally alien to us. They appear to have had little or no contact with other alien races, but there is definite animosity between Greys and Atlanteans. Why is unknown.

>HERMES HYPERLINK: BLACK BOOK

//Evidence exists of a close working relationship between the Greys and the Black Book.//

The Black Book has attempted to forge extensive contacts with Greys in an effort to secure knowledge of their technology. Although there is no indication that the Black Book is dissatisfied with its relationship, no evidence indicates that it is making any progress toward understanding Grey technology. The Black Book assists the Greys in abductions, often by locating individuals for them. No standard criterion for abductees has been observed, but it is clear that in any given case they are looking for subjects with specific characteristics. Unlike most of those Grey abductions unassisted by the Black Book, these individuals are rarely returned. The success of the experiments is unknown, and the abductions have continued at a steady rate over at least the last forty years.

Mission Statement

(continued)

infrastructure of the American government is already shot through with alien sympathizers and Black Book operators. Thanks to the political record since JFK took a hit, the American public already thinks that the government is the enemy. If we ever let them know just how badly their bosses have been subverted, it could cause another damn civil war. Militia weenies parading into DC with small arms and ropes for lynching their congressmen from the nearest pole. We have some influence inside the current system; changing the system might hurt us just as bad as it hurt any enemy infiltrators. So the answer right now is to keep the system just the way it is and to try to keep a handle on things.

You're gonna run into some left-wingers who are gonna scream that the public has a right to know the truth. There are people who are gonna say that they need to know what is really going on in their country. Don't let these guys get to you, because they don't understand what's important. The average schmoe on the street is better off not knowing what's happening. I mean, some of these guys actually think of cute little green men when they think of Roswell and Gulf Breeze. No, the answer is to keep the truth right here where we can guard it. Sometimes, in war, the best defense against the enemy is a good, believable lie.

It's a talent you're gonna have to learn, slick. When you can seek out the enemy, engage him on your terms, and let the local citizens off easy with an "exploded gas main" cover story, you're in the right pocket. Try to learn how to walk the fine line between security and humanity. If you have to do something you're gonna regret later, do it fast and painless, so that at least you know that no one suffered. Look out for the desire to handle every problem with a hammer; sometimes a quick lie and a little sugar are all that you need.

Good luck, slick. Welcome to the good fight.