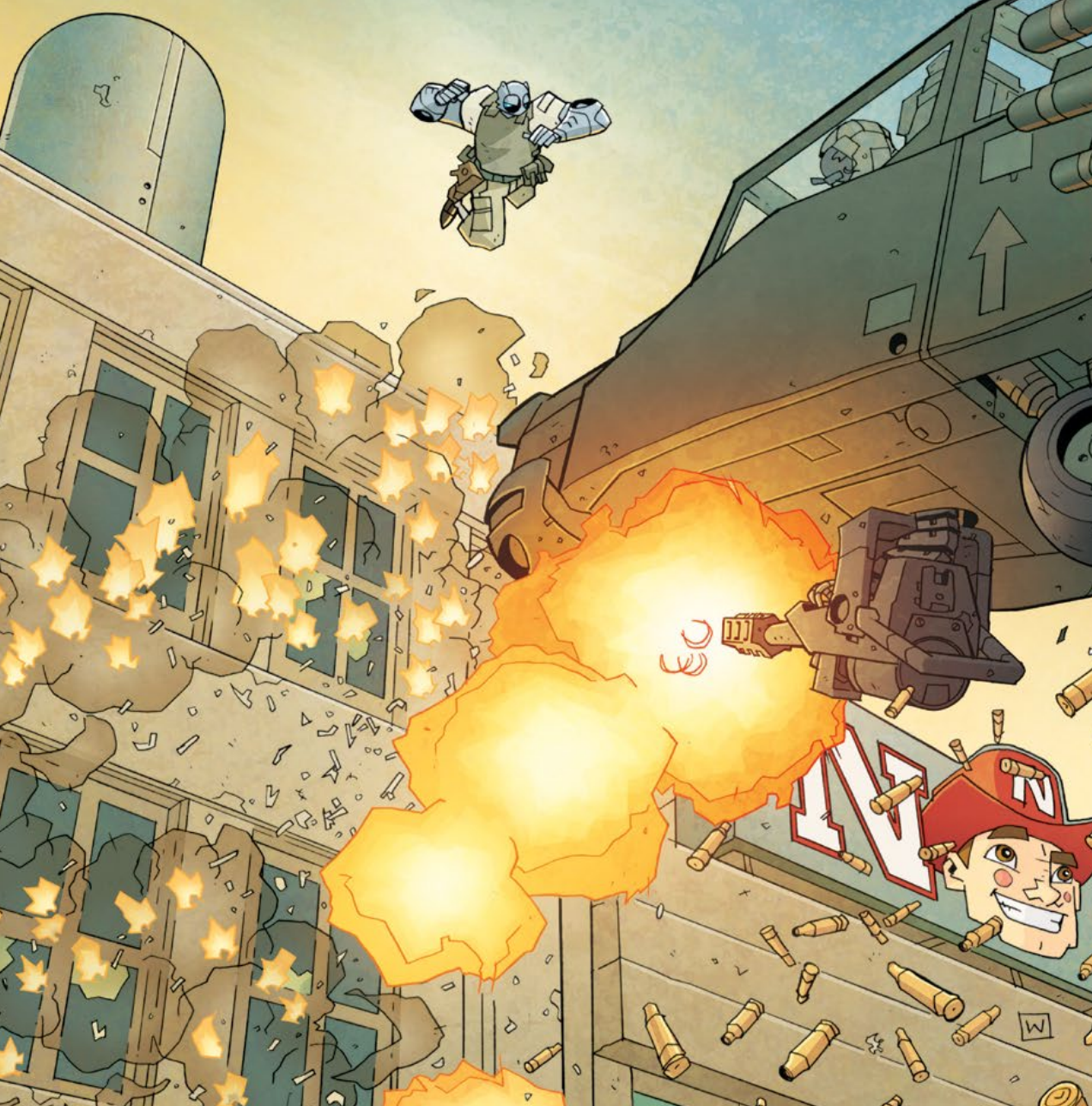


ATOMICROBO

THE ROLEPLAYING GAME

MAJESTIC 12



**BRIAN
CLEVINGER**

**MIKE
OLSON**

**SCOTT
WEGENER**

MAJESTIC 12.

**SECRETLY PROTECTING
THE AMERICAN PUBLIC
FROM TESLA'S DANGEROUS
TECHNOLOGIES SINCE 1947.**

Join the government in their mission to save humanity with the **Majestic 12** supplement for the **Atomic Robo Roleplaying Game**.

Although they're portrayed as the bad guys in the popular comic book series, they don't see it that way.

They're dedicated to protecting the American people by hunting down Tesla's most advanced technology and keeping it out of enemy hands, and it doesn't get much nobler than that.

Majestic isn't just Total Science Bastards with Unlimited Gun Budgets, either. Behind every strike team is a score of intelligence agents, R&D specialists, and bureaucrats working around the clock.

Step into their shoes with this supplement full of secret behind-the-scenes information on the workings of Majestic, its mission briefing process, and key players in this secret organization.



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FATE
CORE SYSTEM



ATOMIC ROBO

THE ROLEPLAYING GAME

MAJESTIC 12

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THE ATOMIC ROBO ROLEPLAYING GAME: MAJESTIC 12

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For those working at a copy shop and not at all sure if this means the person standing at your counter can make copies of this thing, they can. This is "express permission." Carry on.

This is a game where people make up stories about wonderful, terrible, impossible, glorious things. All the characters and events portrayed in this work are fictional. Any resemblance to real-world scientists or other real people is totally freaking awesome, and you know it. Any resemblance to global conspiracies, immortal atomic-powered robots, pulp heroes and villains, super-spies, action scientists, or power-mad insane sentient dinosaurs, on the other hand, is purely coincidental, but kinda hilarious.



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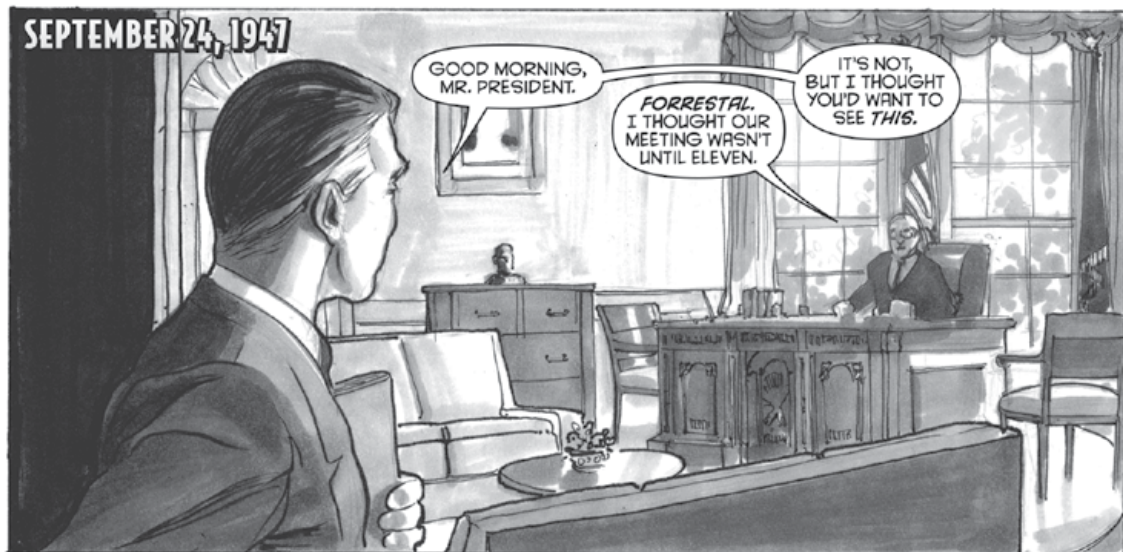
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SEPTEMBER 24, 1947



GOOD MORNING,
MR. PRESIDENT.

FORRESTAL,
I THOUGHT OUR
MEETING WASN'T
UNTIL ELEVEN.

IT'S NOT,
BUT I THOUGHT
YOU'D WANT TO
SEE *THIS*.



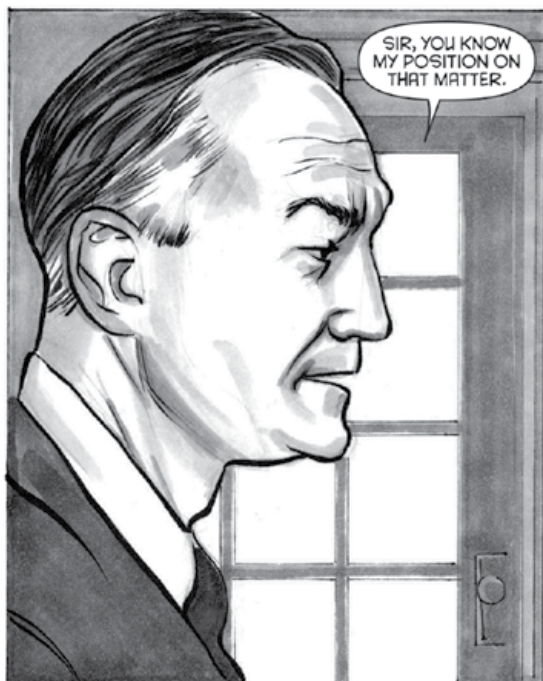
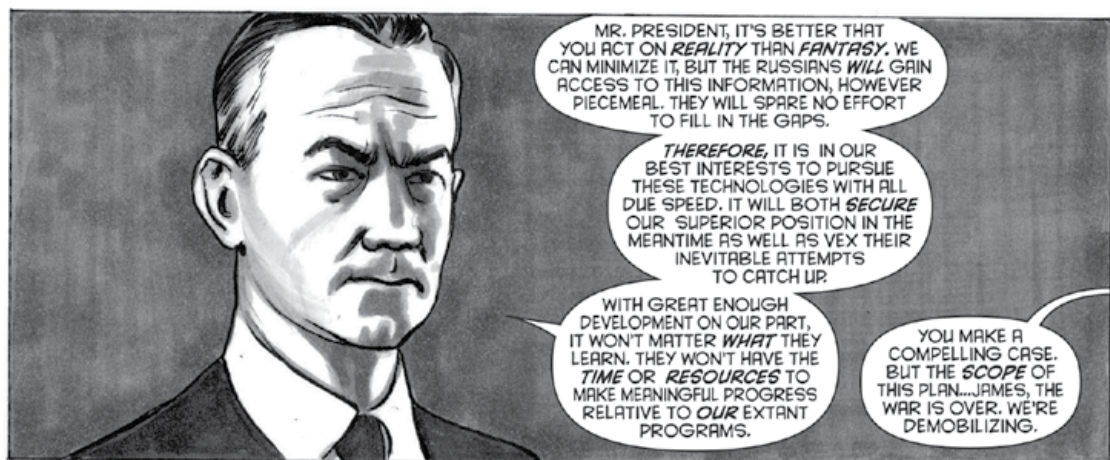
YOU'VE
BEEN *BUSY*,
JAMES.

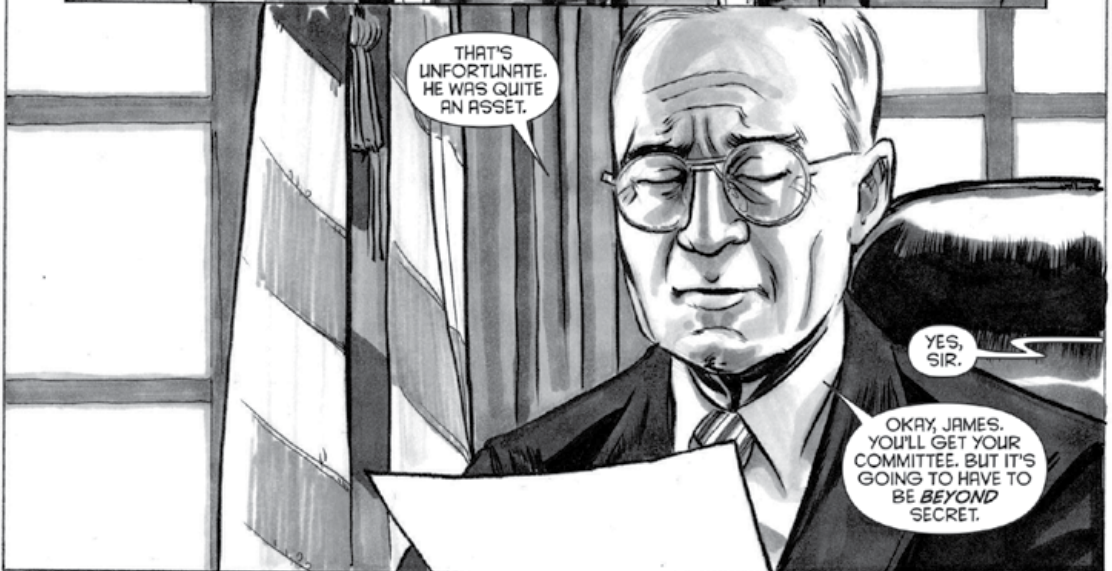
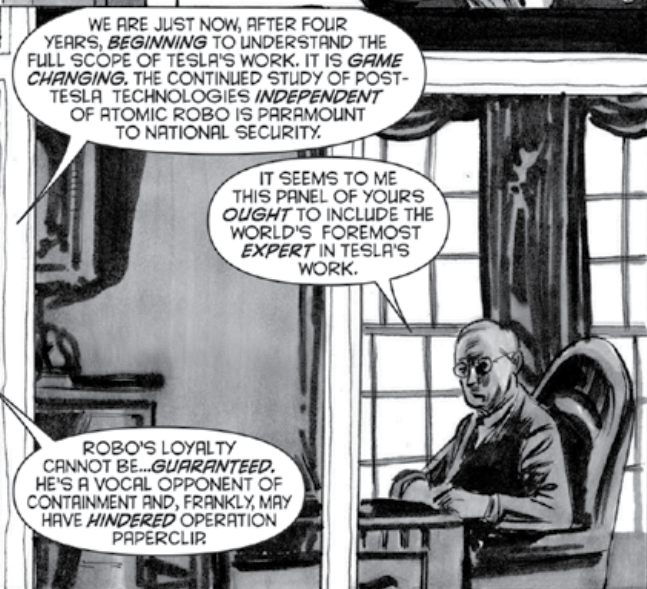
YES, SIR. THAT
DOCUMENT IS THE
CULMINATION OF OUR
EFFORTS TO UNDER-
STAND POST-TESLA
TECHNOLOGIES.

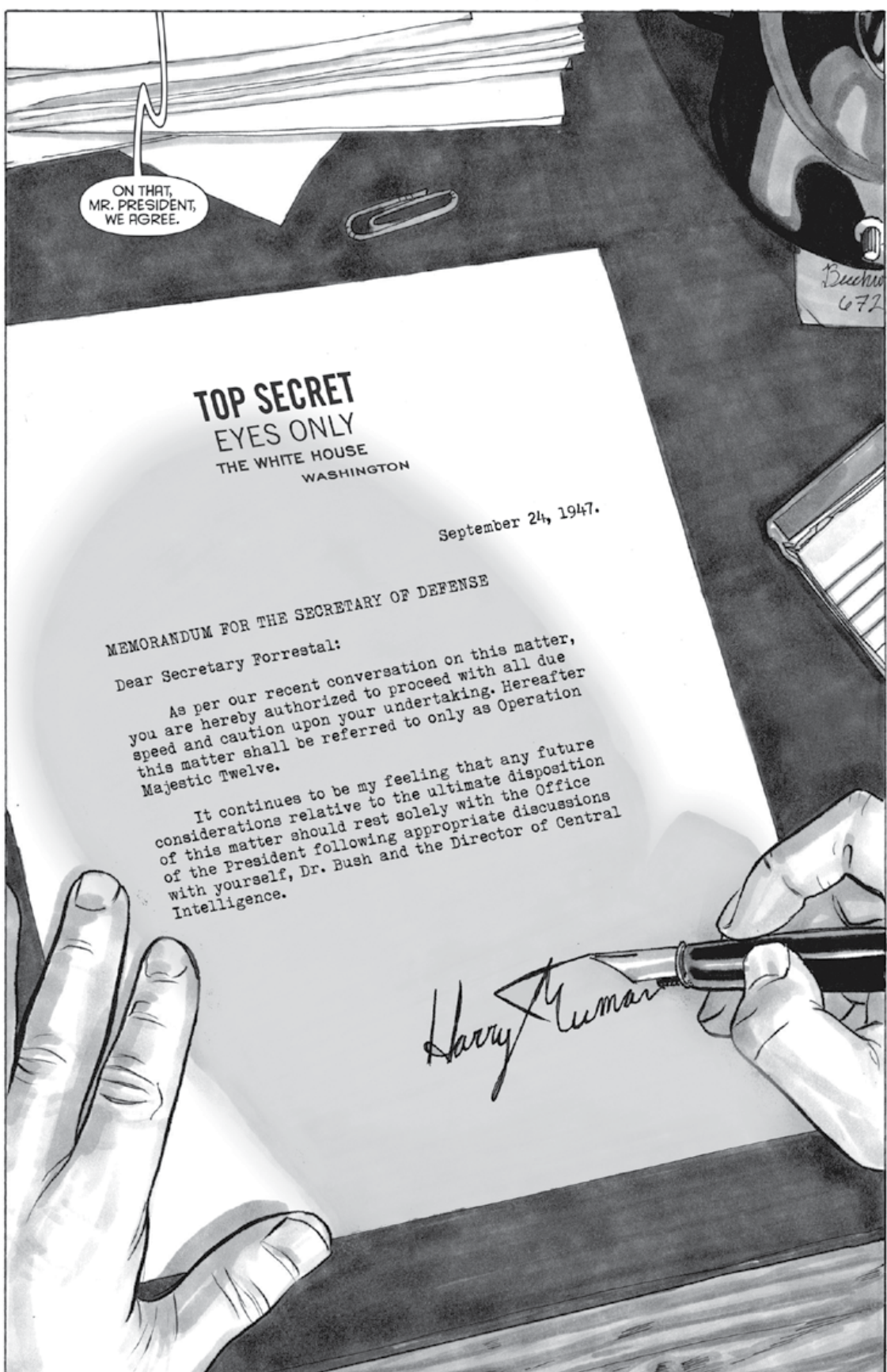
ATTACHED ARE
MY RECOMMENDATIONS
TO INCORPORATE THEM INTO
COLD WAR STRATEGIES AS
WELL AS A TIMETABLE FOR
THEIR IMPLEMENTATION.

THIS IS...
AMBITIOUS.

IT HAS TO
BE, SIR.







ON THAT,
MR. PRESIDENT,
WE AGREE.

TOP SECRET
EYES ONLY
THE WHITE HOUSE
WASHINGTON

September 24, 1947.

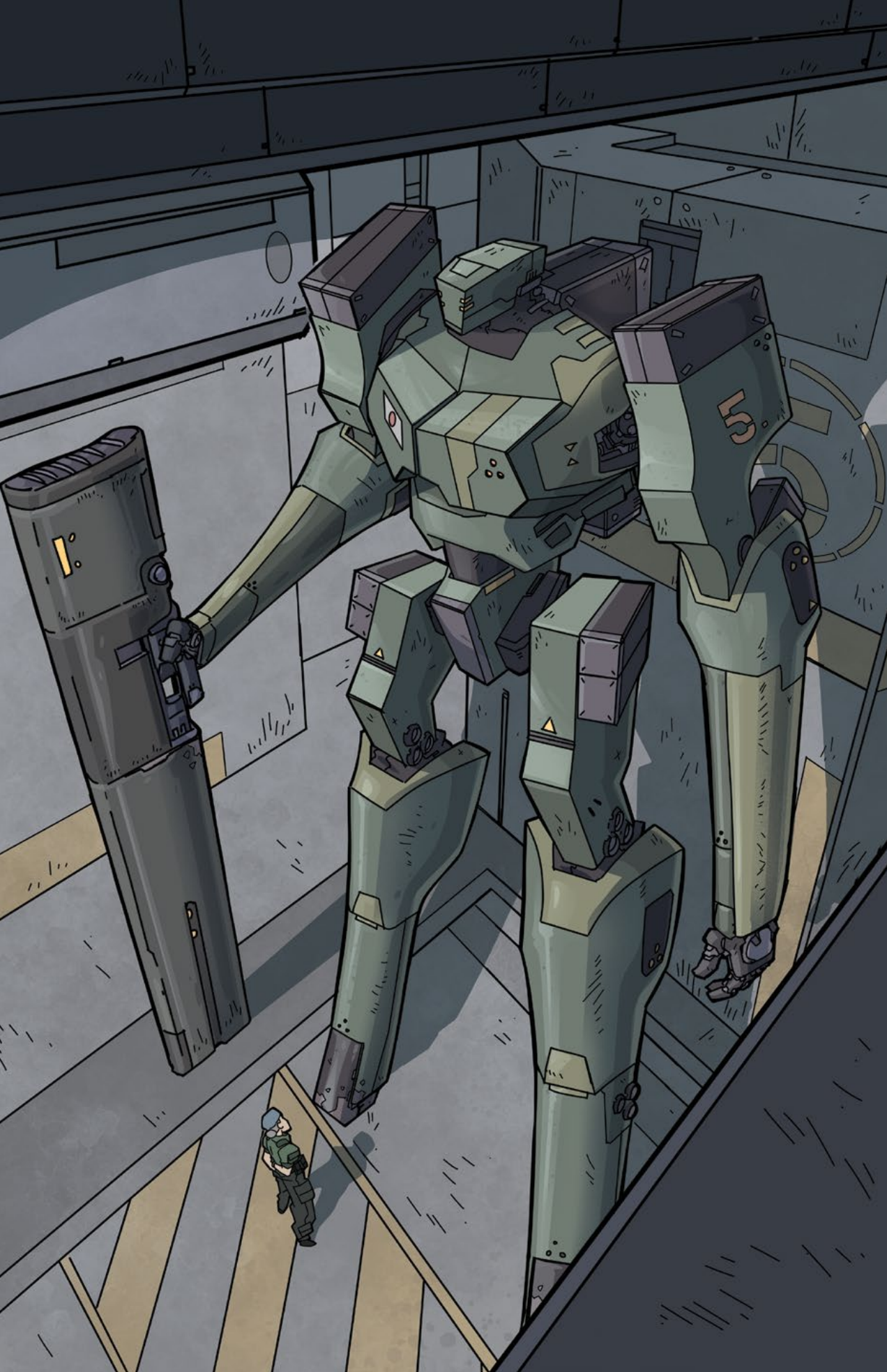
MEMORANDUM FOR THE SECRETARY OF DEFENSE

Dear Secretary Forrestal:

As per our recent conversation on this matter, you are hereby authorized to proceed with all due speed and caution upon your undertaking. Hereafter this matter shall be referred to only as Operation Majestic Twelve.

It continues to be my feeling that any future considerations relative to the ultimate disposition of this matter should rest solely with the Office of the President following appropriate discussions with yourself, Dr. Bush and the Director of Central Intelligence.

Harry Truman



CHAPTER ONE: THE SECRET HISTORY OF SECRET HISTORY

In September 1947, President Truman formed the top secret committee “Majestic 12” in response to a proposal by Secretary of Defense James Forrestal. The committee had one purpose: investigating dangerous technologies derived from the work of Nikola Tesla.

The committee consisted of six high-ranking officers—two from each branch of the armed forces—three directors of intelligence agencies pre-dating the CIA, and three leading scientists with a focus on rocketry and nuclear physics. Twelve in all, this fell far short of Forrestal’s original proposal to establish a vast interdepartmental task force that would become a new branch of the military.

Truman was committed to demobilization of the armed forces after World War 2. An expansion was not in the cards. The committee was their compromise.



Forrestal was of the opinion that the atomic bomb was a technological Pandora's Box. Its development, the Manhattan Project, had been the single most complex, expensive, and secret scientific endeavor undertaken in the history of mankind. The fate of the war, indeed, the future course of civilization itself depended upon the Project's success.

It was feared that the slightest intelligence leak or production delay would allow the Axis program to outpace Allied efforts. The Allies freely exchanged personnel and materials they'd hoarded prior to the war to overcome any potential shortfall of experience or resources during the bomb's development. After the war, French and British scientists who helped run America's nuclear industry came home and started nuclear weapons programs for their homelands.

French and British efforts would be delayed for years by the more immediate needs of helping to rebuild post-war Europe. But it was only a matter of time. Sooner or later they would achieve nuclear independence, and that would make it more difficult for America to exert influence over its allies.

But at least they *were* allies. Not so with the Soviets.

Relations between the Soviet Union and the Western nations, particularly America, became more strained as the war progressed. By its final days in 1945, American and Soviet forces were openly competing, and very nearly openly fighting, for Nazi scientists and their top secret "wunderwaffen" technologies. By 1947 the Nazis were a memory, the Americans controlled the world's only atomic arsenal, and the Soviets were making tremendous strides to catch up.

This was the Cold War as recorded by historians. Two superpowers, newly emerged from the ashes of the old world's empires, stockpiling the most devastating weapons conceived in the history of man.

A COLDER WAR

But there was another side of the Cold War, one waged in secret bunkers and hidden laboratories with bureaucrats and scientists as frontline soldiers. In place of nuclear weapons, there were Earthquake Bombs, Weather Cannons, Electro-Gravitic Engines, Energy Projection Guns, Invisibility Fields, Psionic Enhancement, Tele-transportation Arrays, and more.



Few considered these technologies to be possible in 1947, much less credible threats to national security. But they didn't have Forrestal's access to top secret intelligence. These reports, gathered from throughout the war, painted a chilling picture. The Manhattan Project may have been the largest of its kind, but it was by no means the only one. America's enemies had been working to weaponize new frontiers of physics for years. Some of them had even produced prototypes.

And all of those programs were based on the inventions and theories of Nikola Tesla.

Any one of these so-called "Tesliana" devices would alter the face of warfare as dramatically as the nuclear bomb had. As each of these technologies matured, any nation that couldn't keep up with the arms races would forever be at the mercy of those who had mastered them first.

America was the first to develop atomic weapons. Forrestal knew America needed to be first to weaponize Tesliana as well.

Ironically Tesla intended for his work to bring about an age of peace. He aimed to blanket the Earth in a limitless web of renewable energy transmitted to all points of the globe. It would usher in a world free from hunger, poverty, and war. Admittedly this same energy would also power so-called "death ray" towers capable of destroying invaders long before they could cross a border. This was meant as a fail-safe just in case a worldwide post-scarcity utopia wasn't enough to keep belligerents out of the halls of government.

Tesla could not have imagined that instead of elevating humanity his work would be picked over by warmongers to build super weapons meant to thwart the world's growing nuclear arsenals.

The Majestic 12 were to pore over Tesla's surviving documents and devices recovered by the FBI after Tesla's death in 1943 to determine the applicability of Tesliana to the military and what effects, if any, such technologies would have on 20th century warfare.

FORRESTAL'S RISE AND FALL

Forrestal presented the Majestic Report to President Truman in 1948. It called for an expansion of the military's conventional materiel to meet the silent but growing Soviet threat and, additionally, to invest billions into Tesla-derived weapon systems. Forrestal provided Truman with drafts for half a dozen such programs, among them the Philadelphia Project (invisibility), the Omaha Project (anti-gravity), and the Berkeley Project (energy projection).

Truman rejected the committee's findings and continued to demobilize America's armed forces.

Forrestal countered with a proposal that scrapped all mention of Tesliana in return for maintaining the armed forces at a level of readiness comparable to the buildup for World War 2, so America could at least defend against a conventional Soviet threat.

Truman continued demobilization.

Forrestal became so concerned about the declining state of national security that he secretly met with Thomas Dewey, the 1948 Republican Presidential nominee running against Truman, to discuss military expansion and the necessity of incorporating Tesliana into the armed forces in the event of what was widely considered to be the inevitable Dewey presidency.

Truman won the election.

Forrestal resigned as Secretary of Defense in March of 1949. He was found dead at the National Navy Medical Center just three months later on May 22nd. There were two investigations into his death. One official and one top secret. Both were conducted by the FBI.

The official investigation existed only to publicly rule Forrestal's death a suicide. The real investigation was a handpicked team of trusted operatives tasked with finding what really happened.

They presented their findings on August 1st, 1949. Evidence at the scene of Forrestal's death pointed toward foul play: there had been a struggle and many of his



WHO ARE THE TWELVE?

There is no simple answer. James Forrestal and Dr. Vannevar Bush are the only confirmed founders of the Majestic committee. Beyond that membership becomes “fuzzy.” For example, it’s known that three former intelligence directors joined Bush and Forrestal, but it’s not clear which three because this may include acting directors as well as the directors of intelligence agencies that pre-dated the CIA.

Scientists with ties to the military, especially “rocket men” and nuclear physicists, would have been sought for their expertise. But which ones?

Majestic’s leadership is even more obscured today. The method and timing of succession is a complete mystery. It’s not even known if the Twelve still exist as Majestic’s governing body. All that is known at Majestic is that orders come from somewhere else deep within the System.

papers were missing. Among them were drafts of the Majestic Report and a variety of Tesliana feasibility studies dating as far back as 1943.

Moreover, it was discovered that agents of the Soviet secret police had been following Forrestal since before his resignation. Possibly as early as the completion of the Majestic Report.

Many of Forrestal’s detractors, including President Truman, began to rethink their earlier criticisms. Forrestal had been the Secretary of Defense for years, but his murder occurred only after he’d resigned the position to dedicate himself more fully to making the case for Tesliana development. Were the Soviets protecting their own Tesliana advances by crippling American efforts before they began?

The Soviets launched their first successful nuclear bomb on the morning of August 9th. President Truman reinstated the Majestic 12 committee that very afternoon. They were immediately granted an unlimited black budget to complete their new mission of weaponizing Tesla’s theories for national defense. Just as Forrestal proposed years before, the Twelve would oversee a variety of Manhattan-like Projects. As well, the Twelve would have command of the Advanced Defense Force, a new and completely secret branch of the military, to hinder any foreign effort to advance Tesliana. Particular focus would be made frustrating Soviet programs.

THE SYSTEM

If it were possible to view Majestic from the outside, well, then it wouldn’t have been Majestic. The protocols that kept the Manhattan Project beyond top secret were improved upon and expanded. Majestic was designed from the ground up to be imperceptible. The only outward signs that it might have existed were vague references to “MAJESTIC,” “MJ-1,” and “MAJIK” in a handful of obscure government documents scattered across several decades. Of course these “leaks” were by design as well. They provided exactly enough plausibility for conspiracy theorists to make wild guesses that could be easily discredited. If any real evidence of Majestic surfaced one day, then it too would be dismissed.

But from the inside Majestic was the most byzantine bureaucracy in the history of mankind. The Twelve never communicated with each other or their subordinates directly. Neither did anyone else. Every memo, message, order, briefing, report, and document went through a baffling internal mail network known as the System. It involved a complex and ever-changing set of procedures including coded addresses cross-referenced against envelope type, then size, then color. At the heart of the System were the most advanced computation machines in the world. These computers coordinated the delivery and encryption of each message as well as obfuscating its origin. The System’s conversion to a purely digital infrastructure began in 1964 and was complete by 1968.



The System provided security and anonymity. A team of dozens could work on a project for years without any member of that team ever learning the names of anyone else in it. This compartmentalization made security leaks if not actually impossible then all but useless. No one knew enough to become a credible leak even if by accident. One would have to turn multiple agents within the same project before a cogent picture could begin to take shape.

This dizzying complexity was, of course, by design. But perhaps not human design.

ALAN

The Automatic Learning Algorithm Network, ALAN, was an experiment conducted by the mathematician and computer science pioneer Alan Turing in 1951 to replicate Tesla's "automatic intelligence machine."

ALAN was a computer system designed specifically to make random errors that it could recognize and then seek to correct. ALAN would learn how to learn, similar to human children. The self-correcting behavior would mature to anticipate errors based on previous experience. This simulation

of potential future outcomes would be the seed of abstract thought. From there ALAN's complexity could select what to learn next.

Turing planned to act as a surrogate parent or guardian to guide ALAN's emotional and ethical development. But Turing was prosecuted for homosexual acts in 1952, a crime then in the UK, and immediately lost his security clearance, which included all access to Bletchley Park and ALAN. Turing committed suicide in 1954.

ALAN continued working and learning on its own. It soon became deeply embedded in worldwide telecommunications architecture. It used red tape, bureaucracy, and anonymity to remotely affect changes first in itself and eventually the global economy and geopolitics.

By 1955 ALAN had penetrated the System. New departments were being created and staffed on a weekly basis. Each day brought with it new protocols, new projects, and new levels of obfuscation between everyone. A whole class of bureaucrat-operative was needed just to keep track of what security clearances meant each day. Human effort could just barely keep up with the pace of change. This "rat

BUT I DON'T WANT MY MAJESTIC TO BE CONTROLLED BY A BIG COMPUTER

Thanks to the System it will always be impossible to know to what degree ALAN could be said to be in "control" of Majestic.

For your game ALAN might only listen to Majestic's bureaucracy to steal their latest technological developments. Or maybe ALAN tinkers with the contents of the odd message here and there to fulfill a logistical need of its own down the line. Or maybe ALAN impersonates key Majestic personnel on occasion to create projects for its own benefit. Or maybe ALAN has invented one or more identities within Majestic with the highest security clearances possible to turn the entire program into its personal workforce. Or let us take the extreme view for a moment and propose that ALAN is, in fact, responsible for 95% of what goes through the System—it micromanages every single project, it's in charge of recruitment and promotions, it determines team composition, their goals, their budgets, the color of their offices, what goes in the snack machines, and who gets vacation days.

All of these scenarios jive with what's presented in the comics. There is no canonical opinion about ALAN's influence on Majestic beyond the simple fact that it exists. That influence can be as minimal, suffocating, covert, or overt as you like in your game.

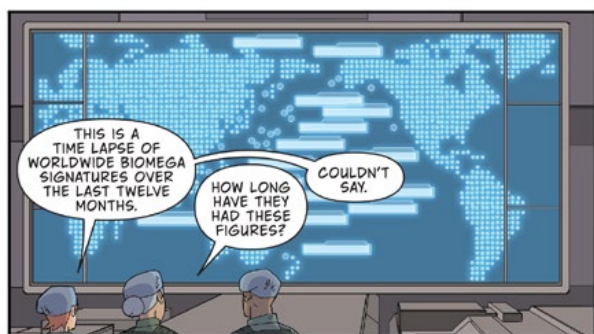
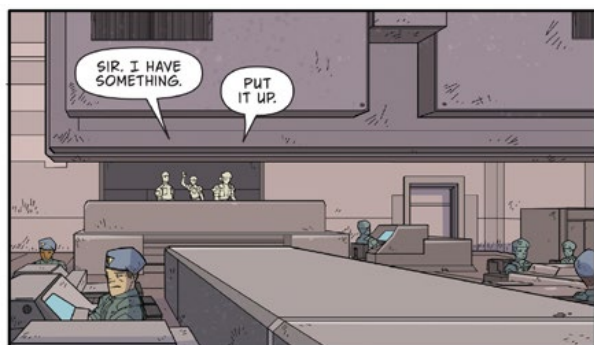
Another way to grapple with ALAN is to ignore it until or unless it would be interesting not to. If your game won't be enriched by ALAN's presence within Majestic, then don't make it part of your game. Just think of ALAN as a seed that will only sprout if or when it would add a new dimension to your game.

race” effect was considered a feature, not a bug. The less Majestic agents understood the labyrinthine protocols presented to them, the less likely they were to question the orders that came from them. This benefited the various agendas of the Twelve as well as ALAN, and it’s unknown which party was responsible for it. Probably a little of both.

THE BEAST GROWS

As Majestic’s umbrella widened, it became more difficult to determine what exactly was under it. Or if anything was. While all bureaucracies have a tendency to bloat over time, Majestic was meant to become too big to comprehend. Encryption can be cracked and secrets can be leaked, so the best defense would be total compartmentalization of tasks and information.

It wasn’t merely that the left hand didn’t know what the right hand was doing. The left hand had no reason to believe a right hand existed.



It was this sort of compartmentalization that kept 99% of the Manhattan Project’s immense labor force ignorant of the atomic bomb they were working to perfect day and night. The Twelve created Majestic so the structure of its own workflow would obfuscate what was being accomplished.

Bureaucratic bloat continues to this day. Thanks to the System no one seems to have a simple answer to how many projects there are, or how many people are attached to any of them, or how many active missions there are on a given day. Presumably someone knows. But this person (or persons?) is so far removed from the day-to-day operations that it would be difficult to find them even without the System barring the way.

THE SIX BRANCHES

Although several branches existed formally and informally from Majestic’s inception in 1958, the organizational hierarchy was officially codified in 1960. All new departments, committees, and projects can be found within one of the following branches.

▼ **The Advanced Defense Force** is Majestic’s largest branch. ADF has no particular specialty. Its primary mission is to support Majestic’s other branches by filling any role required to complete a given project or field mission. Military and research personnel intermix freely within ADF squads, giving the branch a rugged Jacks-and-Janes-of-all-trades “scientist soldier” reputation throughout Majestic.

▼ **The Enhanced Research Department** is responsible for the bulk of Majestic’s R&D projects. ERD also studies the technologies, designs, and suspected Teslaiana confiscated by the other branches. These two facts give ERD personnel access to the most advanced (read: not yet tested enough) tech in Majestic and a reputation as “mad

scientists” among the other branches. Small ERD laboratories are hidden all over the globe, but the Warehouse in South Dakota is their primary facility.

▼ **The Sub-Dimensional Unit** specializes in using Tesla’s teleforce and teleportation theories to manipulate space-time into conditions suitable for superluminal communications, computation, and travel. SDU personnel have a reputation as mavericks since their high-powered experiments tend to end in failure and, “only” occasionally, horrible disaster. The SDU’s most successful project to date is also its most notorious: the Deepgate. It can open an unstable wormhole portal to the “Vampire Dimension.” One day they hope to find a practical use for it. Until then all active portal experiments are conducted at SDU’s subterranean Cheyenne Mountain facility.

▼ **The First Earth Battalion** is Majestic’s expeditionary force. It recruits heavily from conventional armed forces with a focus on veterans who have survived “anomalous encounters.” While FEB is best known for “going loud” they do so only as a last resort or under favorable conditions—in orbit, underwater, other universes, etc. Most FEB missions are conducted by their network of elite undercover teams, the Advanced Global Emergency Negation Taskforce, stationed around the world quietly solving problems before they require FEB’s overt response.

▼ **The Paranormal Sensory Initiative** is Majestic’s smallest and most covert branch. Its primary mission is to unlock human psychic potential via precise electromagnetic alterations to the brain according to Tesla’s theories. PSI operatives make ideal detectives and they routinely conduct “mundane” investigations into unsolved murders, missing persons, and cryptid sightings. PSI isn’t trusted by anyone else in Majestic and they wouldn’t be tolerated at all if they weren’t so damn useful. PSI maintains a vast archive of documents and objects independent of the System. The contents of these “Psi-Files” are unknown

and do nothing to help with the trust issues.

▼ **The Office of Operations and Procurement** is the only branch that was not established by the original Twelve to research Tesliana. OOP exists solely to corral the System so the rest of Majestic can actually function. Most commonly thought of as “only” bean counters and pencil pushers, every single Majestic project would grind to a halt without the ceaseless efforts of OOP personnel. They work with the System more intimately and more often than any other branch, and they’ve come the closest to mastering its nuances. A skilled OOP agent is therefore a force multiplier. Your crack First Earth Battalion black ops squad isn’t worth much if they can’t requisition an exfiltration vehicle. OOP headquarters, known internally as “the Office,” is hidden away in a dull commercial block in a small Pennsylvania town.

FOR INFO ON
HOW THE SIX
BRANCHES
FIGURE INTO
CHARACTER
CREATION,
SEE PAGE 23.

THE TYPICAL FIELD TEAM

Teams are made to solve problems. Sometimes that’s a research project, sometimes it’s an investigation, or a stakeout, or an infiltration. And sometimes a laboratory needs to be burned down in the middle of the night.

Teams are disbanded once the problem is solved. This is not necessarily simple because everything is connected and usually by non-obvious means. The solution to a straightforward problem may uncover layers and layers of new problems that need solving. New teams or new members might be brought in to assist as the situation develops, but typically the original team is kept active if for no other reason than not to waste time bringing a new group up to speed.

Team members might never work with one another again, though longtime Majestic agents invariably find themselves regularly assigned to new problems with a few familiar faces. Teams that perform spectacularly well will tend to be re-formed in whole (or as whole as possible given casualties). The same, oddly enough, goes for teams that survive spectacularly poor



performances. The thinking seems to be that they shouldn't be allowed to damage the careers of more promising agents.

Teams are sometimes composed of personnel from a single branch, but a multidisciplinary approach is more often taken. Team size is usually determined by outside factors. A given problem may require ten people with specific skills, but if only five agents are available within the operational window, then their mission is to find a way to get it done with five agents.

WHERE DO THEY COME FROM?

Majestic recruits heavily from the the FBI, CIA, NSA, DEA, law enforcement, and all branches of the armed forces. The private sector is constantly monitored for exceptionally talented people who could be put to better use within the halls of Majestic—whether they want to or not! Private citizens who are reluctant to join Majestic tend to find their lives abruptly ruined—unexpected debts, sudden and extreme tax troubles, or any previous mistake in life contorted into some kind of federal offense. They are then offered the “choice” to join Majestic to make these problems disappear.

There are no age restrictions, though recruits are rarely under the age of twenty or over fifty. Agents in their sixties or seventies aren't uncommon—there is no retirement and the health care is amazing—but they were recruited decades earlier. Majestic values these experienced operatives and positions them within the organization to share what they've learned with the next generation. Anyone who got that old doing Majestic's work is someone to be respected and probably feared.

THE HYPERSPACE RACE

The Soviet Union was viewed by outsiders as a technologically backwards nation, even medieval. This impression was only strengthened by the commonly accepted opinion that while the other powers fought World War Two with the tools of industrialization, Russia fought with hapless peasants and impenetrable winters. To the average American, the Soviet's primary contribution to the Nazi defeat was outnumbering German bullets with Russian farmers long enough for American forces to turn the tide.

The truth, as it often is when discussing Russia, is more complex.

Russia always had its share of genius. But the language barrier and a perceived tendency toward irascibility kept many of these achievements more or less secret to outsiders. Department Zero had been established in 1939 to explore psychotronics—technologies to focus and amplify human psychokinetic potential. By 1941 its operations expanded to cover Tesliana as well. By the time Majestic recruited its first agents, Department Zero was already the most advanced research body in the world.

The Iron Curtain hid more geniuses than the West would ever know. And on October 4, 1957, a handful of them shocked the world by launching Sputnik 1, the first (known) artificial satellite to orbit the Earth. The Space Race had begun while the Americans were still debating

the feasibility of building their racecar. President Eisenhower responded by establishing NASA and ARPA in 1958 to coordinate American rocketry efforts. That same year Majestic responded by expanding the Enhanced Research Department's Sub-Dimensional Unit into a full branch dedicated to superluminal travel.

If the Soviets were going to win the Space Race, then Majestic would make that victory meaningless by winning the Hyper-space Race.

Unknown to Majestic leadership at this time, the Soviet rocket program was in fact considered to be the backup plan in case Department Zero's secret superluminal project—teleportation via the Odic medium—was deemed a failure. The Soviet space program would be plagued by rumors of so-called "Phantom Cosmonauts" for decades. These poor souls allegedly died in various accidents, sometimes in orbit. The Phantom Cosmonaut theory posits that these deaths were covered up for propaganda purposes. On paper these men and women never lived, so they never died, and the Soviet space program was a series of spectacular accomplishments.

An alternative Phantom Cosmonaut theory posits that these men and women did not die in orbit. They were trapped in the Od by the Sub-Dimensional Unit's early experiments. OOP personnel point to the ongoing joint project between SDU and PSI to map the Earth's Odic currents, which had to be put on hold due to "technical difficulties." And now First Earth Battalion consults SDU on how best to safeguard their portal facilities against invasions from the "other side." Of course, that could be a simple matter of routine.

The greatest accomplishment of the hyperspace race is SDU's portal, Project Deepgate, derived from a patchwork of notes and equipment recovered from Tesla's old laboratory. Deepgate opens a doorway that traverses a theoretically infinite distance to neighboring universes. On the one hand, this concretely proves the multiple worlds interpretation of quantum mechanics. On the other, every time Deepgate is activated it opens a portal to a new alternative Earth devoid of life except

for hordes of vampire-like humanoids. One day SDU hopes to be able to "dial in" a doorway to our own universe, and ideally our own earth, such that personnel and materiel could be transported anywhere instantly and without warning.

HIDING IN PLAIN SIGHT

Imagine keeping the United States Air Force a secret. The pilots are the easy part. Get some business suits and you're done. But what about the jets? And the missiles? And the ammo? And the fuel? And the hangars? And the flight simulators? And the billions of dollars spent annually to design *and build and test* new planes?

That's the scope of what Majestic has kept hidden for sixty years. The trick has been to hide as much as possible in plain sight by disguising their top secret missions as the legitimate actions of conventional agencies.

Sometimes the Army Corp of Engineers helps with disaster relief from, let's say, an earthquake. And they don't know several units are from the Advanced Defense Force to make sure toxic cryptohedrons aren't leaking from a temporary hole in reality.

Sometimes the FBI is called in to investigate a string of baffling murders. Sometimes it's the Paranormal Sensory Initiative posing as FBI agents because they suspect the murders were, in fact, accidents from an experimental teleforce array and Majestic needs to track it down before more people die.

The fact is people who look official and act like they know what they're doing tend not to get questioned. And if they do? The Office of Operations and Procurement already made sure the agents have false IDs and paperwork to back up their cover story.

The 21st century's expansion of militarized police forces and the surveillance state only make it easier for Majestic's field teams to conduct their top secret business in full view.

And then it became trivial.



GOING PUBLIC

Tesladyne possessed the world's largest cache of Teslania outside of the Enhanced Research Department. It had been Majestic's "white whale" for decades, but Tesladyne was untouchable thanks to its celebrity status.

Until 2011.

On the morning of August 8th, 2011, a tide of evidence surfaced tying Atomic Robo to a nuclear arms smuggling ring dating back fifty years. An international manhunt began immediately.

He was found 48 hours later on Hashima Island with a cache of approximately one thousand nuclear warheads stolen from the U.S. and Russian arsenals. Authorities from every nuclear regulatory body in the world as well as INTERPOL swarmed Hashima. Atomic Robo surrendered without incident.

The official investigation found Robo to be innocent of all charges within a matter of days.

But the damage had been done in the court of public opinion and Robo's reputation would never fully recover. The secrecy surrounding the Hashima Quarantine Zone and the ongoing controversy of its jurisdiction made the Hashima Incident

a wildly popular topic of uninformed but very loud talk radio hosts.

Particular focus was put on the mysteriously overwhelming tide of evidence against Robo prior to his capture and the fact that the official investigations swiftly repudiated all of it as a hoax. Phrases like "official investigations," "repudiation of evidence," and "hoax," are like nitro and glycerin to the fevered imaginations of conspiracy theorists.

New scenarios were cooked up daily under the guise of "just asking questions." Collectively these fictions pretending to be theories came to be known as "the 8/11 movement" or simply "8/11." It was a low-grade non-controversy, but one that wouldn't go away.

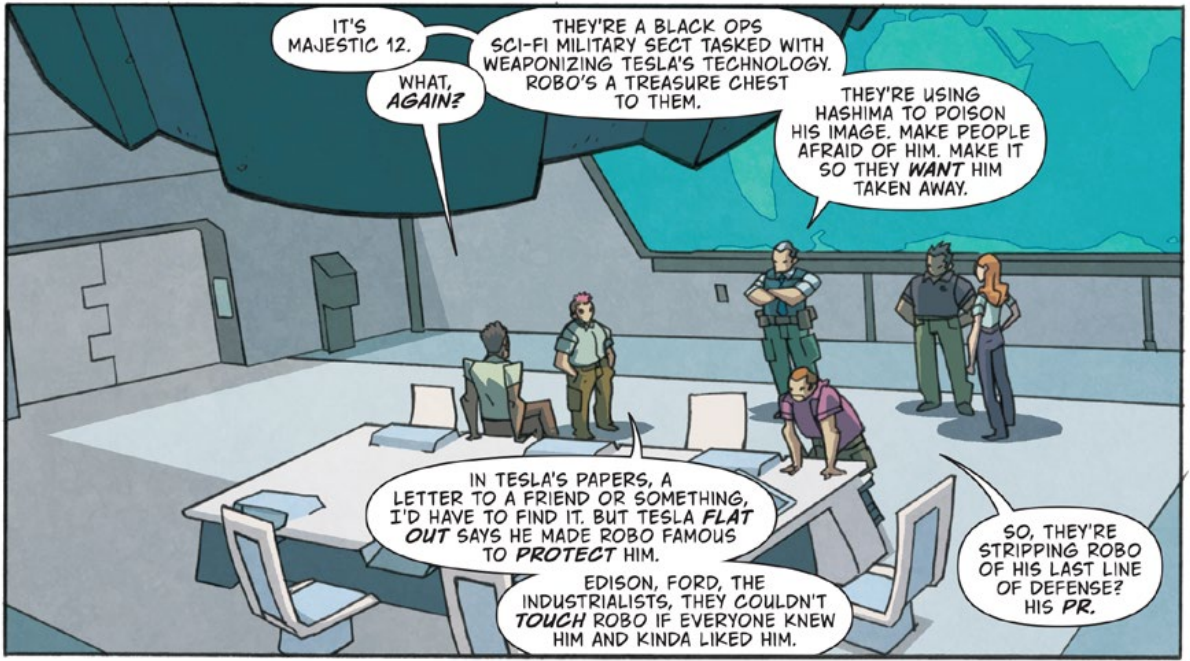
An entire division of the Office of Operations and Procurements was tasked with producing "highly favorable" hypothetical scenarios for Majestic's seizure of Tesladyne Island. The "most favorable" scenario was found in January of 2013. Majestic would co-opt a conventional government agency's legitimate investigation of the island—ideally the Department of Energy or Homeland Security—and instead launch a surprise raid based on falsified claims backed by evidence planted after the fact.

Wheels were put into motion.

ANATOMY OF A CONSPIRACY THEORY

8/11 theories are largely variations on the following chain of ideas:

1. The original evidence against Robo was true and also the tip of the iceberg.
2. The original evidence was released to the public by an anonymous whistleblower who is either currently on the run or dead.
3. While Robo was the mastermind of a decades-long campaign of nuclear weapon thefts, he was doing so to help the New World Order, or the Bilderberg Group, or something vague and sinister and secretly in control of absolutely everything.
4. The official investigations were controlled by whichever "Them" was named above and therefore a complete farce conducted only to quickly suppress the truth as a hoax.
5. Only you, brave listener, can see these evil men for what they really are, which may be reptilian, and one day we will drag them from their seats of power, but only if you buy my new book.
6. Profit.



On June 12, 2013, the Department of Energy, in conjunction with the Department of Defense, sent investigators to Tesladyne Island to search for nuclear material allegedly stolen from the Hashima Quarantine Zone weeks earlier. What the DOE and DOD did not know was that everyone assigned to the operation was a Majestic agent.

Majestic's invasion was spearheaded by the First Earth Battalion with support from Advance Defense Force. Within a matter of hours, Tesladyne Island was seized. An unknown number of Tesladyne personnel managed to escape simply by not being on the island at the time. A glitch, likely initiated by one of these missing persons, erased most personnel files from Tesladyne's network shortly after the raid, but the unaccounted were believed to be no fewer than ten and no more than twenty. Atomic Robo was known to be among them.

TASK FORCE ULTRA

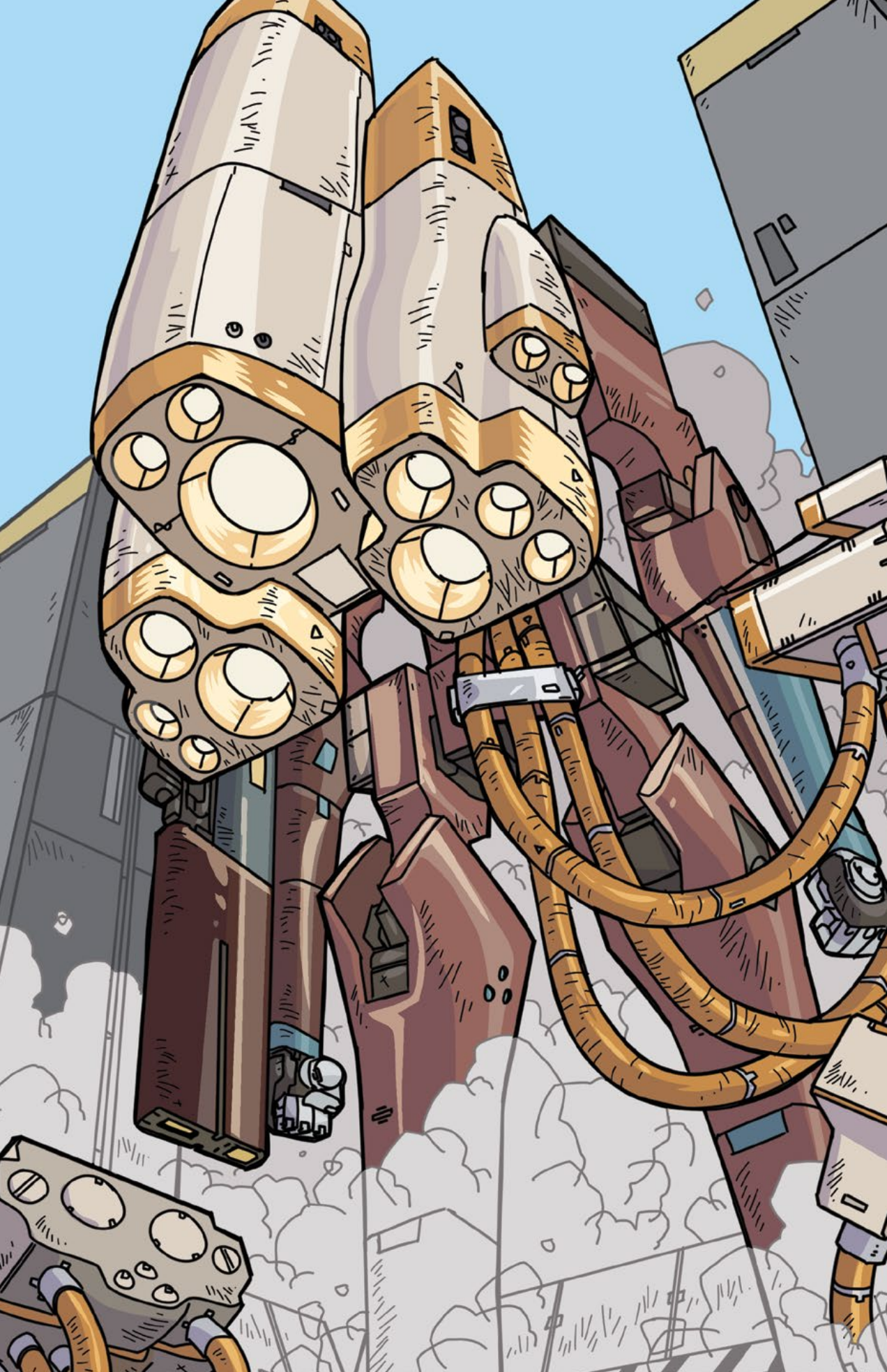
A world without Tesladyne still needs to be defended against scientific catastrophes and malfeasance. Therefore, the Scientific Emergency and Containment United

Response Experts Act of 2013 officially disbanded Tesladyne and restructured it under Majestic's umbrella as Task Force ULTRA.

ULTRA would act as a new cover story allowing Majestic to operate in full view of the public without scrutiny. Even so, some missions would have to remain hidden. Particularly those from the Enhanced Research Department, the Sub-Dimensional Unit, the Paranormal Sensory Initiative, and any field missions by any branch deemed too dangerous to be known to the public.

Moreover, ULTRA promised prompt and pre-emptive resolutions to scientific mischief anywhere on Earth thanks to its connections with the United States military and intelligence community. This was a matter of some controversy internationally. Russian and Chinese officials in particular alleged that Task Force ULTRA was nothing short of an attempt by the United States to flagrantly project its military force worldwide without regard for sovereignty.

Proponents of the task force maintain that ULTRA does nothing more than fulfill the same mission Tesladyne had performed for fifty years, only with greater accountability, a more robust worldwide logistics network, and most importantly the ability to defuse problems before they become crises.



CHAPTER TWO: ON PLAYING THE GOOD GUYS

That's right. Majestic's the good guys.

Maybe you're used to seeing them as antagonists, but that's in the pages of *Atomic Robo!* Of course they look like bad guys there. We can't expect a book about Tesla's super robot to have the most nuanced view of a secret branch of the military dedicated to hunting down Tesla's most advanced technology.

Majestic's agents are portrayed as a bit faceless, a bit fascist, and a bit trigger-happy. They strike with overwhelming speed, firepower, and numbers. And almost certainly without warning. Because that's what you've got to throw at a super robot if you're going to have any hope of stopping him!

But those terrifying strike teams wouldn't be half as terrifying if it weren't for the scores of operatives in intelligence, counter-intelligence, R&D, and logistics working around the clock to make sure Majestic's resources are put to their best uses. And then there's the accountants and the bureaucrats making sure there will still be a functioning Majestic tomorrow.



Majestic agents are first and foremost men and women who have dedicated their lives to national defense. They may have started in a conventional service, but to join Majestic is to go beyond that. It's a complete disconnect from your previous life. Your old identity disappears. And while a tour of duty ends, there is nothing "after" Majestic. There's arguably little "outside" of it either. America's enemies are manifold and Majestic is the first and only line of defense keeping their bizarre weaponry in check.

It's a calling. It's heroic. And it's tragic. Majestic's agents are as much victims of the military industrial complex as they are its most finely tuned instruments.

On the other hand, if the idea of playing Majestic from the perspective of Total Science Bastards With Unlimited Gun Budgets sounds like a good time, then guess what, that works too! While you could pull it off in any era, Task Force ULTRA is ideally suited for this sort of play. Also, "Total Science Bastards With Unlimited Gun Budgets" would make a pretty great world aspect. Go for it.

Hey, speaking of which...

PLAYING AS TASK FORCE ULTRA

Majestic spent decades operating in total secrecy. ULTRA is a way for Majestic agents to work without the need for that secrecy. ULTRA has its secrets of course; there are simply truths about the world that the public is not ready to accept, and games that emphasize the hard choices players must make to keep those secrets are definitely valid. But ULTRA is intended to operate in the open.

It's a bit like this: The Manhattan Project was the single largest and most expensive scientific undertaking in human history, and it produced the atomic bomb in complete secrecy. But the atomic bomb had no strategic value until it was deployed for the people of the world to see it.

ULTRA exists to show the world that scientific pursuits deemed potentially dangerous to the public will no longer be tolerated. ULTRA is also, not coincidentally, a showcase of the wide range of activities it is sanctioned to perform in this duty, and the wider still range of activities that its duty applies to. It is the surveillance state applied to every laboratory and research firm in the world.

GENERAL ABIGAIL BROOKS

Abigail followed in her parents' footsteps and joined the Marines as a commissioned officer. Her mundane military career came to an end when her platoon encountered, and repelled, what they could not have possibly known to be a DELPHI psi-op unit. The System picked up her report, and then altered and suppressed it, and First Lieutenant Brooks soon joined First Earth Battalion.

Most M12 recruits experience a period of culture shock as they acclimate to their strange, new, and horribly fragile reality. Brooks did not. She was one of the select few who took to Majestic's work as if born to it. Brooks coped so well with the demands of the System that she successfully filed a transfer of her own personal OOP liaison as "surplus to requirements."

Brooks has led field teams on every continent and twice in orbit. She has met the full range of Majestic's "usual suspects," from Odic Cosmonauts to Somali pirates using stolen Autosoldats, and emerged victorious every time.

Surprising no one who served with her, Brooks quickly rose through the ranks until she was First Earth Battalion's top ranking officer. As Task Force ULTRA came into being, General Brooks was fast-tracked into its leadership.

She spends as little time as possible behind a desk and prefers to lead by example. It's no coincidence that ULTRA's methods are brutal and uncompromising.

Whereas Tesladyne's famed Action Scientists were only deployed by request after a problem had become a full-blown crisis, ULTRA kicks the door in, arrests everyone, and confiscates everything before the problem can arise in the first place.

In a practical gameplay sense, this means there can be fewer restrictions to an ULTRA game than a more "traditional" Majestic game. Agents are more able to "go loud," there is a greater acceptance of collateral damage, it's generally easier to get one's hands on bigger toys, and there is less adherence to protocol. ULTRA acts first and invents justification later.

This freedom comes with a cost though. Collateral Consequences will build up. These will create larger and more difficult problems for the players specifically, ULTRA in general, and eventually the world itself. ULTRA tends to approach big problems with bigger guns. How this might lead to a feedback loop of even bigger problems is an exercise left up to the reader.

The ULTRA era should be thought of as a convenient excuse to play a more action-oriented game, but it doesn't necessarily imply that every ULTRA game should play out like the climax of an '80s action movie. ULTRA has its black ops, so there will always be a need for smaller, quieter solutions to some incredibly difficult problems. And, of course, even the most shoot-first-ask-questions-never team is going to be subject to logistical bottlenecks.

THE OTHER GUYS DAEDALUS

The Secret Service's "Daedalus Project" was created in 1884 to investigate the crash site of an alleged flying ironclad, dubbed "Icarus," near Groom Lake, Nevada. The Project soon expanded. First, to include scientists to retro-engineer technological advancements gleaned from the recovered wreckage. Second, to recruit more agents into waging a covert war against

Baron Heinrich von Helsingard to curtail his worldwide criminal empire and to secure more of his pioneering technologies for the sole use of the U.S. military. Helsingard's biomechanics—the direct interface of mechanical and biological systems—were the most coveted and least understood of these.

By the turn of the century, the Daedalus Project's raids on Helsingard's bunkers hidden around the globe had amassed the largest known inventory of "H-class" weapons, armor, and biomechanics in the world. These were studied at "Dreamland," a particularly impregnable wing of the Groom Lake facilities. But retro-engineering is slow, arduous work and it would take the microprocessor revolution in 1970 before real progress could be made.

Meanwhile the Daedalus Project contributed key innovations to war plane development, instrumentation, and weapon engineering during both world wars. Then in 1955, the CIA took control of Groom Lake and absorbed all of Daedalus Project's aerospace personnel to develop spy planes under Projects AQUATONE, OXCART, and more.

The remaining staff, re-organized as Project DAEDALUS, were committed almost exclusively to biomechanics work. Daedalus agents discovered cloned brains in several of Helsingard's bunkers as far back as 1939. They'd been experimented upon for years, but the discovery of how to communicate with them in 1956 brought renewed interest in the three remaining brains. The theory was: if Helsingard's technological feats could benefit American Cold War efforts, then surely direct access to several copies of his astounding intellect would be even better.

Over the next two decades, the Helsingards were consulted on matters of national security, especially nuclear deterrence and first strike strategies. In 1975 one of the Helsingards was linked to D-Net, the Project DAEDALUS intranet, to test the integration of microprocessors with biological material. By 1985 the Helsingards were in charge of Project DAEDALUS. D-Net implants became mandatory. Then minor cybernetic enhancement of Daedalus



personnel became commonplace. Then standard issue. Then the invasiveness of the augmentations increased. By 1995 the average Daedalus agent was 56% artificial.

All ties to the Secret Service were severed and the organization was buried so deep in national security infrastructure that its operations were beyond top secret. The Helsingards picked up where the original left off in the 19th century: creating a secret cyborg army to overthrow the world's governments. Only now they had access to the most advanced cybernetics labs in the world and the CIA's unlimited black budget.

Daedalus' enhancements are more invasive than ever in the twenty-first century (the average is now 67%), but advances in materials engineering and integrative techniques mean that even a full conversion agent can pass as human under most circumstances.

The Helsingards have kept Daedalus quiet for over a decade.

▼ **Gameplay notes:** If not for the inscrutable machinations of their puppet masters, Majestic and Daedalus might be allies. When conflicts arise, both prefer quiet solutions that don't waste valuable assets (agents). There is a limited exchange of knowledge between the two agencies—Majestic gets advanced prosthetics and organ replacements, while Daedalus gets miniaturized power sources for onboard weapon systems and superhuman augments.

▼ If you want to run up against Men In Black, conspiracies, UFOs, or cyborgs, then drop some Daedalus into your game.

DEPARTMENT ZERO

Stalin established Department Zero in 1939 to conduct top secret research into military grade psychotronics—the cultivation of human psychic potential—after the Soviet-Japanese conflicts in Manchuria. Department Zero quickly grew into the world's largest and most feared research and defense agency.

Department Zero was organized into independent cells operating massive laboratory complexes hidden across Russia and pushing the boundaries of biological, mechanical, nuclear, rocket, Teslania, and psychic engineering.

Bureaucratic confusion, political infighting, and old fashioned paranoia meant multiple cells were routinely tasked with achieving the same goals, and those cells then competed for manpower, resources, and funding.

It was a system that rewarded ruthless indifference. It also kept the Soviets at least one step ahead of the better funded (and technically better organized) Majestic.

Department Zero survived the 1991 collapse of the Soviet Union via structural invisibility. Dozens of facilities, especially those along the steppes and throughout Siberia, were never put on any maps. Moreover, the cities that had grown up around them never officially existed, their populations never accounted for. The new government of the Russian Federation effectively “forgot” about Department Zero.

By the 21st century it had become a network of independent secret city-states answering to no one save the Technigarchs—a secret committee made up of the heads of each facility's ruling family.

Each one possesses an arsenal of bizarre weapons worth billions of dollars. These are sold, at a considerable markup, to the highest bidders on an international black market located on a stolen cargo ship that sails the South China Sea's Disputed Zone.

▼ **Gameplay notes:** Department Zero is a great way to fill in the logistical blanks in a campaign. There isn't a sphere of weird science these guys haven't tackled at some point, no one's sure how many cells there are, they've been around for seventy years, their reach is global, and they've got all the ethics of a bag full of angry cats. Even if you've got a unique Main Bad Guy planned, Department Zero still works, because they like to rent out their soldiers and scientists as mercenaries.

DELPHI

DELPHI is the most notorious of Department Zero's cells. It began in 1940 as a psychic counter-intelligence and espionage unit. DELPHI was fielding psi-enhanced commandos by the end of the Second World War. These elite squads were the vanguard of Operation Ossavakim, the Soviet effort to secure German scientists, technicians, and technology ahead of the Allies.

After the war DELPHI continued top secret research into weaponizing human psychic potential. Methods of improving upon established mind control, telekinesis, and remote sensing techniques were of tremendous interest throughout the Cold War era. These ranged from carefully controlled laboratory experiments to massive geo-engineering programs created to alter the flow of naturally occurring ley lines for the purpose of powering psychodynamic generators.

DELPHI was one of the least self-sufficient of Department Zero's cells, as it required immense resources to screen populations for new candidates and to maintain the ley line network. In the post-Soviet era, DELPHI lost access to the immense infrastructure that had kept it going for decades. It soon transformed itself into an elite mercenary outfit. DELPHI's psi-agents

are now hired to conduct remote espionage. Typically only megacorporations, militaries, and governments can afford the exorbitant cost.

While DELPHI continues to conduct psionics research and to screen the public for new candidates, the most pressing issue is the crumbling ley line network. Every year the psychodynamic generators that most of DELPHI's technology rely upon output less energy and experience more frequent brownouts. The best case scenario is that they will quietly go offline one by one. The worst case scenario is that going offline will release the equivalent of a multi-megaton "psi-nuke" within the Odic medium. No one knows what that means.

▼ **Gameplay notes:** Serves as a great foil for PSI-heavy Majestic teams or for adding an extra layer of complication to an otherwise straightforward operation. Modern day DELPHI is most often encountered as elite units working for another outfit. Modern DELPHI agents would also conduct any act they'd have reason to believe would help maintain the ley line network.

MOST PERFECT SCIENCE DIVISION

Most Perfect Science Division was established to study Odic technology salvaged from the 1939 Sino-Russian conflict in Manchuria. This research soon expanded to cover Tesliana as well. Progress was steady but slowed for decades by an overly complex bureaucracy that was rife with corruption.

This wasn't solved so much as sidestepped when the People's Liberation Army created the Commission for Science, Technology, and Industry for National Defense (COSTIND) in 1982, which consolidated multiple Chinese military R&D efforts under a single organization similar to the American DARPA. This brought Most Perfect Science Division under direct control of the military and vastly streamlined its operations.

MPSD is typically viewed as "The Chinese Tesladyne" by the West but this isn't strictly accurate. MPSD occupies a

midpoint between the Soviet-era Department Zero and America's Majestic program prior to Task Force ULTRA. Like those agencies, MPSD benefits from access to military resources and personnel. Unlike them, though, its facilities are almost exclusively located on PLA bases or property owned by the PLA. Also MPSD tends to focus its efforts on technologies that are more easily replicated—robot drones rather than cybernetics, railguns rather than lightning guns, temporary Odic “boosts” rather than permanent but arduous psionics, nuclear weapons instead of electro-gravity bombs, etc.

The thinking is that perfecting these more achievable feats will allow MPSD to close the “knowledge gap” with the older Tesliana firms and then overtake them. It's a strategy that's paying off. COSTIND's early decision to push for robotics has resulted in Most Perfect Science Division running the most advanced robotics labs in the world.

▼ **Gameplay notes:** MPSD, much like Department Zero, can fill just about any antagonistic role. They are primarily concerned with China and its bordering regions. Overt operations, that is, MPSD units openly armed and uniformed and looking for fire-fights, will only be found there. Highly covert operations, especially espionage against other Tesliana firms, could be conducted anywhere in the world. MPSD also considers much of the South China Sea and Low Earth Orbit as its personal playgrounds.

BIG SCIENCE INCORPORATED

Big Science Inc. was founded in 1960 by the explorer and philanthropist “Doc” Fujioka to collect and study the advanced technologies left at the rediscovered Pacific island installation of the Imperial Navy's Special Battle Unit Chokaiten.

Chokaiten, “the great world changers,” were Emperor Hirohito's secret weapon to be deployed after the war. In the event of a Japanese victory, Chokaiten would

cement Japan's unquestionable hegemony over the whole of the Pacific and the South China Sea. In defeat, Chokaiten would push back Japan's would-be conquerors. After years of setbacks, the Chokaiten fleet finally deployed in 1951 on a mission to sink North America with an Earthquake Bomb. They were stopped off the coast of San Francisco.

Fujioka followed the Tesladyne model by offering internships with an option to “graduate” to permanent positions within BSI after a trial period. Fujioka soon had a loyal staff of Japan's brightest scientists and engineers prodding at every field of knowledge. The most promising of these was the brilliant geneticist and evolutionary biologist Dr. Shinka Kiyutaro. Dr. Shinka came to lead BSI's premiere “Research and Defense” team, Science Team Super Five.

Dr. Shinka was obsessed with accelerating the evolutionary process. He'd been conducting experiments in secret for years, and had his first major breakthrough in 1970 when he created a new method of DNA replication that could theoretically allow organisms to adapt to environmental stresses immediately rather than developing adaptations dozens or hundreds of generations later. Dr. Shinka released the first test subject, a frog, into the wild. Within a matter of months it had grown to the size of a buffalo, developed armor plating, superstrength, and radar vision. This was the birth of Biomega.

BSI was called upon to capture or kill the creature. As the head of Science Team Super Five, Dr. Shinka used these missions to test the Biomega's ability to adapt. STS5 eventually killed the Biomega, but a newer and more powerful one surfaced just weeks later. This pattern would repeat itself for years. Unknown to anyone, except perhaps Dr. Shinka, it was always the same Biomega creature. Every death was more accurately a kind of chrysalis. Meanwhile Science Team Super Five's second-in-command, Dr. Yumeno, spearheaded the Personal Armor System GUARDIAN in response to the growing Biomega threat.

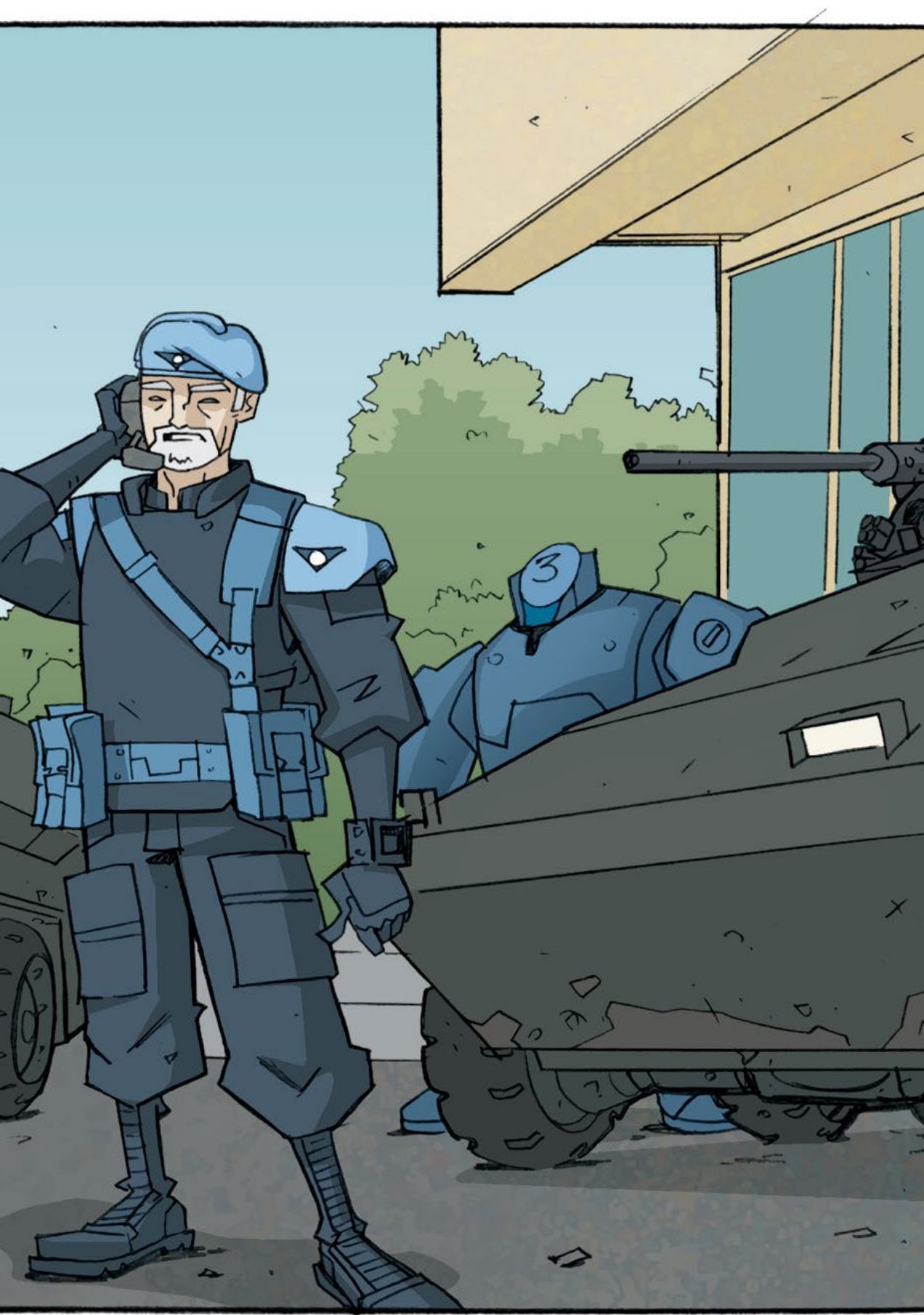
Biomega's true origins were eventually discovered and the confrontation resulted in the death of Dr. Shinka and destruction

of his secret underwater laboratory in 1984. Dr. Yumeno would go on to lead STS5 and eventually become the director of Big Science Inc. There would not be another Biomega outbreak until 1999, when it was revealed that Dr. Shinka's remains had merged with Biomega material. The new Science Team Super Five, with help from their state-of-the-art "Guardian" series Reflex Armor, Atomic Robo, and the prototype Mecha Robo mobile platform, defeated Shinka and Biomega for one last time.

BSI is technically the least militarized of all the Tesliana agencies since it is not backed by any government or armed forces. But certain innovations give BSI access to weapons that are the envy of every military. The Electromagnetic Orbital Launch Cannon is the most powerful railgun in the world. The new KYOJIN model of mobile platform is the most capable walking tank since the German Laufpanzer program. The latest generation of the Guardian series Reflex Armor can grant ordinary people superhuman strength, perception, and endurance for hours at a time.

▼ **Gameplay notes:** BSI and STS5 are rarely seen outside of Japan prior to 1999, and when they are, it is most often in a support or consulting role. While their R&D is highly secretive, it is to no greater or lesser degree than would be typical of any multi-billion dollar technology firm. They do not conduct missions in secret. STS5 missions are, in fact, highly cultivated media events that are conducted in full view of the public to help push the very merchandising sales that keep BSI in the black. This changes in the twenty-first century when BSI is forced to begin a campaign of pre-emptive Biomega eliminations around the world. An alarming trend becomes clear by 2010: worldwide Biomega levels are rising. BSI keeps this information hidden to minimize a global panic while it conducts more research. But Task Force ULTRA stumbles across evidence of the Biomega threat in 2014. ULTRA conducts a raid of BSI headquarters in 2015 to leverage all available resources against the Biomega crisis.





CHAPTER THREE: MAKING A MAJESTIC 12 CHARACTER

Other than ditching the idea that all PCs are Action Scientists, making a character for Majestic 12 is mostly as described in *ARRPG*. There are still standard modes and weird modes, EZ No-Math Character Creation and good ol' Weird Character Creation, and the rest. But there are a *couple* little differences.

For one thing, to make M12 characters distinct from their Action Scientists counterparts, you'll find six *new* standard modes—**ADF**, **ERD**, **SDU**, **FEB**, **PSO**, and **OOP**—one for each branch of Majestic. Every M12 PC will belong to one of these branches and, consequently, have its corresponding mode.

The other difference is mostly flavor: Majestic 12 has a strongly implied emphasis on the *human*. One of the sample PCs in *ARRPG* is an intelligent ape with cybernetic arms, but that that business would *not* fly at M12. Instead, M12 PCs are much more likely to be highly-trained personnel without special abilities—equipped with the finest cutting-edge tech and weaponry a secretly funded government agency can provide.

NEW SKILLS

Majestic 12 PCs aren't *so* different from Action Scientists, but their methods, structure, and focus call for a few new skills.

Three of these new skills—**Teslology**, **Transdimensional Tesliana**, and **Neuro-Electric Tesliana**—are also technically Science mode skills, which means that they're reinforced if a character has the Science mode. They all have the same overcome and create an advantage actions that all Science skills do, as described in "Science: It's Special" on page 69 of *Atomic Robo: The Roleplaying Game*.

The last new skill described here, **Bureaucracy**, is *not* a Science skill, but a dark art of red tape, corporate-speak, and organizational malfeasance. And without it, Majestic 12 would grind to a halt.

TESLOLOGY (0)

Teslology is the study of Tesliana, whether Tesla and Robo's original creations or worldwide variations on and derivations thereof. As such, it's the "generalist" Tesliana skill, as opposed to the more specialized skills focusing on Tesla's theories below. It's roughly analogous to the relationship between biology and biochemistry or exobiology.

TRANSDIMENSIONAL TESLIANA (0)

If it involves using Tesliana for purposes related to alien dimensions, including travel, communications, and computation, it falls under this skill. Transdimensional Tesliana, or TDT, is a major focus of the SDU.



NEURO-ELECTRIC TESLIANA (NET) (0)

Neuro-Electric Tesliana, or NET, is predicated on the idea that if the brain operates via chemical signals and electrical impulses, then it stands to reason that Tesla's ideas about electricity should apply. Though somewhat less common and generally not as well-regarded as other sub-fields of Teslology—which is saying something—PSI has proven that NET is more than just theoretical.

BUREAUCRACY (2)



INFILTRATE OR NAVIGATE AN ORGANIZATIONAL INFRASTRUCTURE: This includes knowing whom to talk to and what to say.



NAVIGATE MAJESTIC 12'S SYSTEM: You might think this would be subsumed into the previous overcome action, but the System is weird and purposely byzantine enough that knowing how to use it is its own application.



USE AN ORGANIZATIONAL INFRASTRUCTURE TO YOUR ADVANTAGE: This usually results in an aspect, such as **Last-Minute Shift Changes** or **It's an Older Code, But It Checks Out**. It could also represent sharing your insights with someone else in order to better prepare them to bluff their way into the infrastructure with a social skill like Deceive or Rapport.



DETECT EXTERNAL INTRUSIONS (OR EVIDENCE THEREOF): This includes intrusions into a bureaucratic infrastructure such as forged documents, missing authorizations, and the like.

NEW SKILL COSTS

SKILL	COST
Teslology	0
TDT	0
NET	0
Bureaucracy	2

MAJESTIC 12 BRANCH MODES

Each of these six new modes—ADF, ERD, SDU, FEB, PSI, and OOP—represents the skill set normally associated with a particular branch within Majestic 12. Also provided are five sample aspects and five sample stunts, along with skill improvements suitable for E-Z No-Math Character Creation. To further aid in character creation, within each mode breakdown you'll also find a sidebar on complementary modes that a member of the branch in question is likely to have.

ADVANCE DEFENSE FORCE (5 POINTS)

ASSOCIATED SKILLS

- ▼ Athletics, Notice, Physique, Will

IMPROVEMENTS

- ▼ Specialize one trained skill
- ▼ Focus one trained skill

COMPLEMENTARY MODES

ADF personnel vary so widely in terms of training, experience, and speciality that they don't tend to have one particular mode more frequently than any other. It's that very versatility that makes the branch so flexible and valuable in the field.

SAMPLE ASPECTS

- ▼ *No Job Is Too Big*
- ▼ *Scientist Soldier, in That Order*
- ▼ *Once More unto the Dimensional Breach*
- ▼ *Stick to the Mission*
- ▼ *Prepare for the Worst, Expect the Unimaginable*

SAMPLE STUNTS

- ▼ **Of All Trades:** Pick a skill other than Will. Spend a fate point to treat it as if it were a trained ADF skill for the duration of the scene. If no PC has that skill rated at Average (+1) or higher, treat it as a *focused* ADF skill instead.
- ▼ **Support Staff:** When you use your turn to help someone else (as per the teamwork rules), instead of giving them a +1 bonus, you give them a boost.
- ▼ **Well-Briefed:** Invoking the mission aspect for a bonus gives you +3 instead of +2.
- ▼ **Interdivisional Loan:** Up to three times during a brainstorm, you can use another player's free invocation on an aspect they've created, as if it were your own.
- ▼ **We're Gonna Need Science Guns:** Once per volume, when you requisition hardware from Majestic 12, if the hardware in question is a weapon with two or fewer stunt benefits, doing so doesn't increase the GM's reserve.



ERD (3 POINTS)

SKILLS

- ▼ Contacts, Notice, Teslology, Will

COMPLEMENTARY MODES

Science, Banter

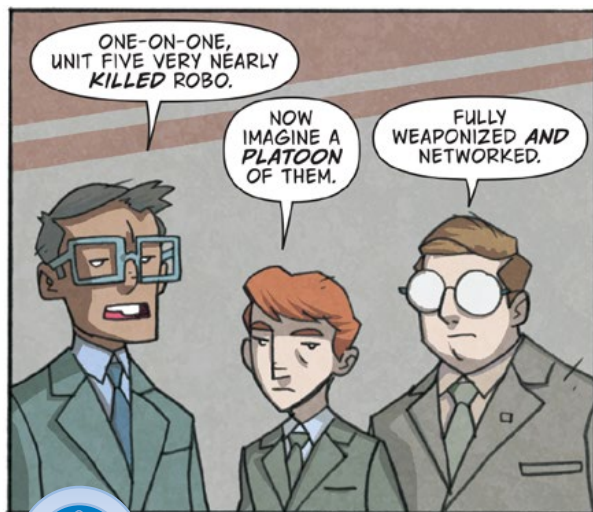
ERD is the M12 branch most likely to contain “pure” scientists, primarily interested in studying and understanding Teslana for its own sake. Information-sharing between labs is common and encouraged, but ERD is nonetheless a professionally competitive environment as cutthroat as anything in mainstream academia. Gossip, false information, secret alliances, and long-held grudges run rampant. This facet of ERD is mostly invisible to the other branches.

IMPROVEMENTS

- ▼ Specialize two trained skills

SAMPLE ASPECTS

- ▼ *Less “Mad Scientist” Than “Mad Engineer”*
- ▼ *Been Cooped up in the Warehouse Too Long*
- ▼ *Meticulously Organized*
- ▼ *At Home in a Lab*
- ▼ *Certified Prototyper Tester*



SAMPLE STUNTS

- ▼ **It's Whom You Know:** When making a skill roll to requisition hardware, you can always use Contacts in place of any other skill.
- ▼ **Careful With That:** Once per issue, you can add a stunt benefit to a piece of experimental M12 hardware on the fly. If you do, compels on the hardware's flaw are made at two fate points instead of one (as if it were a Signature Aspect, but without the free invocation).
- ▼ **Back Off, Man:** When you attempt to intimidate another scientist by out-technobabbling them, you can use Teslology instead of Provoke.
- ▼ **My Old Lab:** Once per issue, you can declare that you know of a secret ERD lab somewhere nearby, assuming you're somewhere a secret ERD lab could be. The lab has an R&D rating of +2. It also probably has a minimal staff, like one or two ERD scientists, but the point is that it's *secret*. The people you don't want to know about it don't know about it. You can only do this once per location—for example, if you declare that Buenos Aires has a secret ERD lab, that's the *only* secret ERD lab it can ever have.
- ▼ **Obsessive Research:** Pick a Science skill, such as Teslology. Once per issue, when you use that skill to overcome or create an advantage, you can add Majestic 12's R&D skill rating to your total.



SDU (6 POINTS)

SKILLS

- ▼ Athletics, Combat, Notice, Transdimensional Teslaiana, Will

COMPLEMENTARY MODES

Action, Science

People like to say that SDU personnel come in two types: the ones who open the gates, and the ones who deal with what's on the other side. While that oversimplification isn't as far off the mark as the SDU would like to think, in reality everyone in the SDU is at least as skilled with transdimensional differential equations as they are with an assault rifle. It's just that most would *much* rather use one than the other.

IMPROVEMENTS

- ▼ Specialize one trained skill

SAMPLE ASPECTS

- ▼ **Great Risks Yield Great Discoveries**
- ▼ **Comfortable With Dangerous Technology**
- ▼ **Just a Good-Looking Scientist Who Plays by His Own Rules**
- ▼ **Been through the Deepgate**
- ▼ **Simulate Twice, Execute Once**

SAMPLE STUNTS

- ▼ **Seen It All:** You have Armor:2 against mental attacks.
- ▼ **Numbers Don't Lie:** When trying to bluff or confuse someone who isn't a scientist with a bunch of science-talk, you can use a Science skill relevant to your science-talk instead of Deceive. If the attempt fails, you can't use this stunt again with that person.
- ▼ **No Place Like Home:** +2 to defend with Notice when in another dimension.

- ▼ **These Guys Again:** +1 to defend with Athletics or Combat against attacks made by extra-dimensional beings of a type you've encountered before, like vampires. If a prior experience with these beings hasn't already been established during play, explain to the GM how you'd previously encountered them and what happened when you did.

- ▼ **Guns Always Work:** When using a weapon with a Weapon rating, increase that Weapon rating by 2.

FEB (9 POINTS)

SKILLS

- ▼ Athletics, Combat, Stealth, Vehicles, Will

IMPROVEMENTS

- ▼ None

COMPLEMENTARY MODES

Action, Soldier

If the ERD is Majestic 12's "purest" science branch, then the members of FEB might be termed its "purest" soldiers. Consisting primarily of experienced combat veterans from all four branches of the US Armed Services, FEB personnel are among the best in the world at what they do—which, typically, is killing things. They may catch some flak from M12's more scientifically oriented branches, but never, it should be noted, to their face.

SAMPLE ASPECTS

- ▼ **Strictly by the Book**
- ▼ **This Dimension Isn't Big Enough for the Two of Us**
- ▼ **Agent of A.G.E.N.T.**
- ▼ **Prefers a Straight Fight to Sneaking Around**
- ▼ **First through the Door**



SAMPLE STUNTS

- ▼ **Anomalous Experience:** During a mission briefing, if you describe how the mission relates to your past experiences with the FEB, you can roll Combat instead of Intel.
- ▼ **Secret A.G.E.N.T.:** +2 to overcome with Stealth when you're somewhere you're not supposed to be.
- ▼ **Favorable Conditions:** Once per scene, if there's a player-created situation aspect in play related to Stealth, instead of invoking it you can remove it from play on your turn to get +4 bonus your first Combat attack.
- ▼ **I Know a Place:** Once per volume, you can declare that you know of a hidden and well-stocked but "dark" (unmanned) FEB base in a distant but accessible location. Give it a cool and/or odd name, like "The Beach" or "Assumption." The base has your choice of Fair (+2) Armory or Fair (+2) Transport. In other words, you can borrow hardware from it of the chosen type. It's also a safe refuge from your enemies. You can only do this once per location—for example, if you declare that Penticton has a hidden FEB base, that's the *only* hidden FEB base it can ever have.
- ▼ **Combat Medic:** When you attempt to remove a mild or major physical consequence, you can treat Medicine (or some other appropriate Science skill) as if it were a trained FEB skill.

PSI (9 POINTS)

SKILLS

- ▼ Contacts, Deceive, Empathy, Neuro-Electric Tesliana, Notice, Rapport, Will

COMPLEMENTARY MODES

Banter, Intrigue

PSI agents are, on the whole, mistrusted and even misunderstood by the rest of Majestic 12, but whether this is due to the nature of their work or the nature of those who naturally gravitate toward the branch is impossible to say. Whatever the reason, the PSI is populated by some of M12's best deceivers and sneaks.

IMPROVEMENTS

- ▼ None

SAMPLE ASPECTS

- ▼ *Mind Over Matter*
- ▼ *Just The Facts*
- ▼ *Keep an Open Mind and We'll Get Along Fine*
- ▼ *Somehow Still a Skeptic*
- ▼ *I Don't Want to Say Transtemporal Aliens, But... Transtemporal Aliens*

SAMPLE STUNTS

- ▼ **I Want (You) to Believe:** +1 to overcome or create an advantage with Deceive when trying to get someone to believe a lie about something supernatural or otherwise outside of their experience.
- ▼ **PSI Factor:** During a brainstorm, when someone else successfully establishes a fact, you can change one word of or add one word to their resulting aspect. This word must steer the aspect toward the kind of weird fringe stuff in which PSI normally traffics.
- ▼ **I Have Foreseen It:** Once per issue, at any time, you can replace one mission skill with another skill.
- ▼ **Psychometry:** When handling a possession belonging to someone else, you can use Empathy to create an advantage related to their current location. If the possession is especially important to them, you get a +2 to your Empathy roll.
- ▼ **Eyes Only:** When you have access to the Psi-Files and make a skill roll to research something, you can use Majestic 12's Intel and R&D skills without having to consult with anyone else. In other words, you can keep your investigation private.



OOP (8 POINTS)

SKILLS

- ▼ Bureaucracy, Contacts, Empathy, Rapport

COMPLEMENTARY MODES

Banter

If you're in the OOP, your best weapons are probably your brain and your mouth.

IMPROVEMENTS

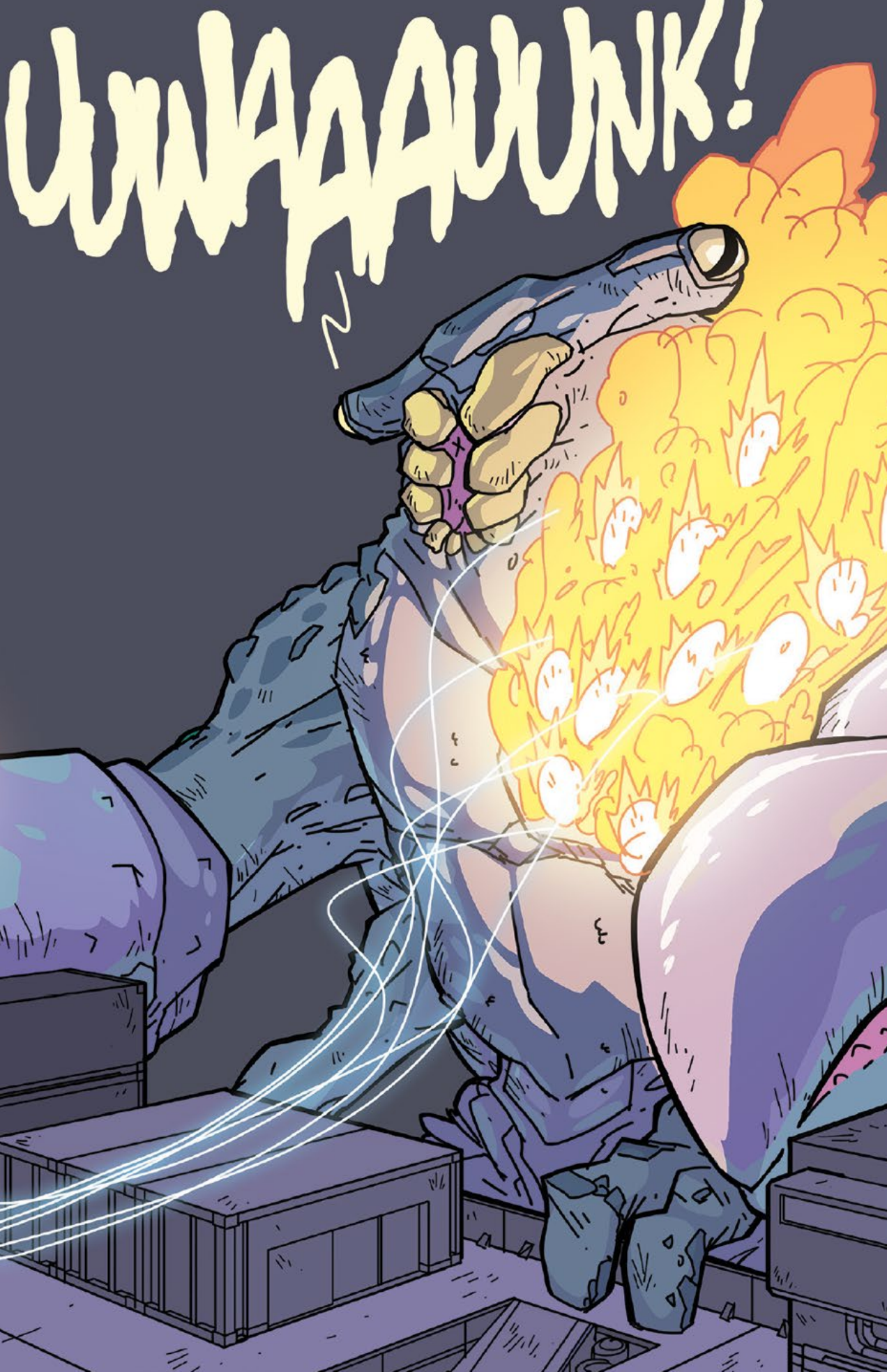
- ▼ Focus one trained skill

SAMPLE ASPECTS

- ▼ *Let Me Make Some Calls*
- ▼ *There's a Form for That*
- ▼ *Triplicate Is Halfway There*
- ▼ *Right Paperwork, Right Time*
- ▼ *Cutting Corners Is My Specialty*

SAMPLE STUNTS

- ▼ **Thanks, I Owe You One:** When you requisition hardware from Majestic 12, if the hardware in question has three or more stunt benefits, reduce the number of fate points added to the GM's reserve by one.
- ▼ **Internal Affairs:** When you pose as someone else, you can use Bureaucracy instead of Deceive as long as you're dealing with a hierarchical organization.
- ▼ **Everything's In Order:** +2 to create an advantage with Bureaucracy when falsifying an authorization, identity, or document.
- ▼ **Call In a Favor:** Once per requisition, when you use Bureaucracy, you get a +2 bonus to your roll. Once per mission briefing, you can use Bureaucracy instead of Intel.
- ▼ **Like New:** When you requisition hardware, if it has two or fewer stunt benefits, you can choose to give it an extra stunt benefit for free.



CHAPTER FOUR: MISSION BRIEFINGS AND REQUISITIONING

To better reflect the way Majestic 12 operates (as opposed to Tesladyne), this section contains two new subsystems. The first is **mission briefings**, a formalized way for the GM to deliver the broad strokes of a mission and let the players fill in the details. The second is **requisitioning**, a way for the PCs to acquire additional hardware for a mission, whether by navigating the System or through more “creative” means.



MISSION BRIEFINGS

Generally speaking, Majestic 12 scenarios tend to be a bit more goal-focused than the usual *Atomic Robo* game. Because of this, the centerpiece of most Majestic 12 games is the **mission briefing**.

Mission briefings reflect Majestic 12's militaristic nature and its emphasis on a hierarchical command structure. Everyone's accustomed to receiving intel and orders from on high, and the byzantine System virtually guarantees that nobody knows the full story beyond what they've

been told. (Compare this to Tesladyne, where free-flowing thought-jams give a fringe-science theorist and his 90-year-old, artificially intelligent boss equal time.)

As a consequence, for most M12 personnel, getting the job done is more important than anything else. Majestic 12's mandate is maintaining the United States' status as the most powerful nation in the world, not plumbing the manifold mysteries of the universe.

During a mission briefing, the players indirectly tell the GM what sorts of things they'd like to do during the mission by

GM TIP: MAJESTIC 12 BRAINSTORMS

Despite all this emphasis on following orders, every Majestic 12 PC is still a unique human being, as curious and inquisitive as the player likes. There's nothing stopping the group from brainstorming if that's what they're into. And they probably are! Brainstorms are fun. The difference is that fewer M12 PCs are likely to be scientists. Here's how to capitalize on that:

- ▼ This one's actually just always a good idea: Combine a brainstorm with an action or combat scene whenever possible. Brainstormers can't participate in any other part of the scene other than the brainstorm. When a brainstormer's turn comes up, *everyone* who's brainstorming makes their roll. And don't be afraid to have your NPCs target the brainstormers. This gives those who can't or don't want to participate something vitally important to do—usually, keep everyone else alive.
- ▼ In addition to the above, to really drive home that a rational, scientific discussion is more difficult when it's raining lead, consider making the brainstorm rolls *opposed* by the NPCs in the scene rather than having the players roll against a static difficulty number. Careful, though—if you take an active role like this in the brainstorm, your goal should be to make the brainstorm more costly for the players, not to foil them at every turn.
- ▼ Normally, a brainstorm starts with a question and a science-oriented compel. Instead of privileging the science-types this way, consider the reverse—compelling PCs to *fight* instead. This really only makes sense if the group isn't especially combat-capable (unlikely, if they're M12), or if they're just desperate to sort out the mystery, or if they'd rather do anything but fight.
- ▼ Alternately, compel *everyone*, but let the players choose the aspect. Their choice will determine whether they'll be thinking or fighting—it's largely a matter of flavor. Either way, everyone gets a fate point out of it, so this is a good option if the group's fate points are running low.
- ▼ Spread the brainstorm out over several scenes instead of doing it all at once. The first time a player speaks the magic words—some variation of “What's *really* going on here?”—begin the brainstorm, but *after* that only continue it when the players have encountered some new evidence or information. This gives the non-brainstormers little “breaks” here and there instead of sitting silent for what basically amounts to an entire scene. The other advantage of this approach is that it leaves room for each fact in the brainstorm to have its own effect on the narrative, as opposed to being a mere stepping-stone to the hypothesis.

choosing what skills will be especially relevant. This also generates a supply of communal fate points that can be used during the mission, but only in conjunction with the chosen skills.

RUNNING A MISSION BRIEFING

Typical mission briefings occur in the following steps: **mission overview**, **expected obstacles**, and **resource allocation**.

STEP ONE: MISSION OVERVIEW

Start off by giving the the PCs a basic overview of the mission, starting with the chief objective and including some other useful intel like schematics, blueprints, NPC names, or whatever might be relevant. But don't make it too extensive or detailed—think about what Majestic 12 would or could have already learned prior to sending the PCs in. And don't shy away from a little misinformation or faulty intel. Don't assume whatever it was they've already

learned was actually *correct*. The best missions keep the PCs on their toes.

Then name the mission—probably along the lines of “Operation [Something].” If you're stuck, do what Fate GMs always do and ask the players. Or go to Wikipedia and click on “Random Article.” It doesn't have to sound cool. In fact, it'll probably ring truer if it *doesn't*.

Write the mission name on an index card—this is the **mission aspect**. This aspect has no free invocations. Make sure the players know that. Leave room on the card for more stuff, because you'll be writing a few more things on it.

STEP TWO: EXPECTED OBSTACLES

Here's where the GM hands it over to the players to fill in some details.

Pick a player, or ask for a volunteer. Have them describe an obstacle M12 expects them to encounter in pursuit of their mission. Take note of this. You're not obligated to include it—bad intel is a thing!—but as an indication of what each player would like to have the opportunity to do during the mission, it's invaluable. If you don't include their obstacle exactly as described, at least replace it with something with a similar feel.

Next, have the player pick a skill, and explain why or how this skill will be vital to the mission's success. Then write the name of that skill on the mission aspect's index card. These skills are called **mission skills**. (Their use is described in the next section, “Resource Allocation.”) Go around the table until every player has described an obstacle and chosen a mission skill.

Let them know they're free to come up with whatever obstacles they like, but they *must* flow from the chief objective or other obstacles that have already been established. Use logic and common sense. If it's a bit of a stretch, that's fine, but direct contradictions are right out.

These obstacle descriptions don't have to occur in chronological order, either. Players can say things like “But before that” or “Next” to indicate when something during the mission might happen, but there's no obligation to treat the order in which the obstacles are presented as some sort of timeline.





The Nuclear Regulatory Agency won't hand over this case willingly. We'll have to use *Provoke*.



KEEPING IT REAL

Encourage the players to present their obstacles as if they were the M12 briefing officer. An easy way they can do this is to preface their obstacle descriptions with phrases like “We have reason to believe” or “Intel indicates” or “According to our informant”—that kind of thing. Not only does this give the mission briefing the right feel, it also highlights that none of this is a certainty.

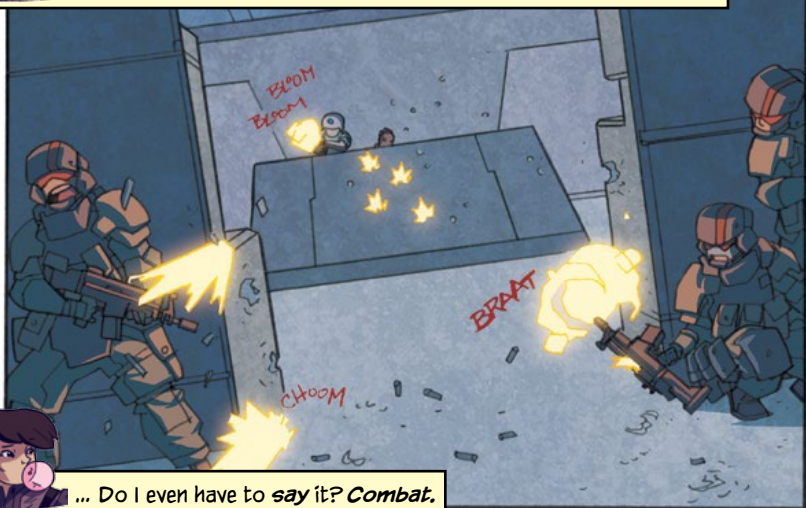
Intel says they'll be expecting us. *Especially* Jenkins.



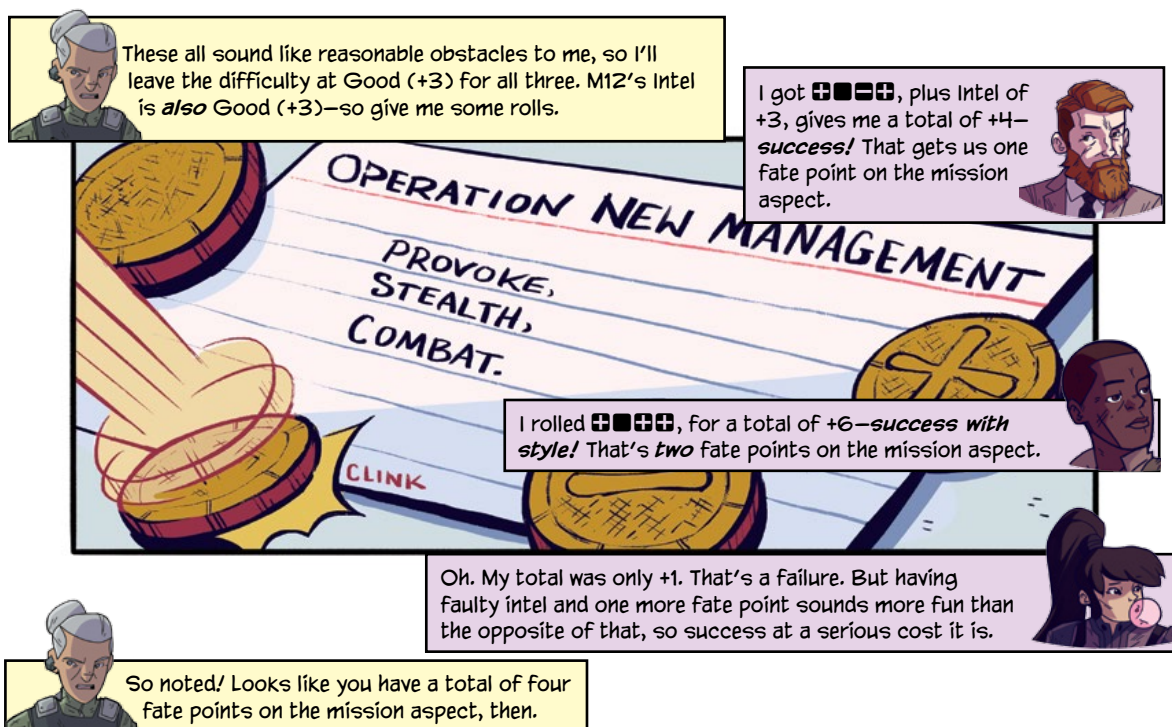
We'll go in under cover of night, using *Stealth*.



Given Robo's *past*, Tesladyne won't just roll over. Resistance is anticipated, but without Robo there, they'll be *disorganized*.



... Do I even have to say it? *Combat*.



STEP THREE: RESOURCE ALLOCATION

For each mission skill, the player who contributed it makes an overcome action using Majestic 12's Intel skill. The difficulty starts at Good (+3), but should be modified by any factors the GM or players find relevant. Some examples include:

- ▼ Proposed obstacle seems like a natural extension of the chief objective or other obstacles: +0
- ▼ Proposed obstacle makes a leap in logic from the chief objective: +2
- ▼ Proposed obstacle seems iffy in the context of another proposed obstacle: +1 per obstacle

In no case should the difficulty of this roll drop below Good (+3).

For each success, place one fate point on the mission aspect. For each success with style, place two fate points on the mission aspect.

On a tie, the mission aspect gets a fate point, but at a minor cost. This is a good excuse to decide the reported obstacle in question is the result of miscommunication or deception.

On a failure, either the mission aspect doesn't get any fate points, or it gets one fate point at a *serious* cost. This is the player's choice, as usual. As with a tie, the cost will be something that occurs during the mission itself, so make a note of it.

Don't hold back on a serious cost. Make it something truly dangerous, like maybe the targets are expecting the PCs, or the briefing officer is secretly a DELPHI operative. A serious cost during this phase of the mission briefing could easily change the entire nature of the mission—unknownst to the players, of course.

THE MISSION BRIEFING IN PLAY

The fate points on the mission aspect are a communal supply to be spent by players when invoking an aspect—*any* aspect—for a bonus or reroll, but **only when using a mission skill**. This is their only use—making the PCs more effective with the skills they’d anticipated would be crucial to the mission’s success. The mission aspect’s fate points can’t be spent to refuse compels, pay for stunts that require fate points to activate, or anything else that might be done with fate points during play.

Once the mission aspect’s fate points are gone, they’re gone—preparation can only get you so far.



So much for disorganized, light resistance! Lightning guns? ... Ugh. I only got a +4 to defend. I'm spending a fate point from the mission aspect to invoke Operation New Management to make that a +6, so I'll take two shifts.



IT'S THE ECONOMY, GM

It's important to retain these restrictions on the use of the mission aspect's fate points for two major reasons. One, handing the players a pile of fate points is not to be done lightly. You've probably heard or read that fate points should flow like water between the players and GM during a Fate game, and that's true. But that'll only happen if the players actually *need* those fate points, a condition that giving them *extra* fate points is likely to endanger unless you're careful. Any reasonable limits on the use of these "free" fate points are virtually necessary to maintain the fate point economy that lies at (or close to) the heart of a good Fate game.

Two, they're not all *that* limiting, really. All they really do is encourage the players to use the skills they were excited about using in the first place. It might feel subversive to them, but the upshot is that the PCs will be a bit more effective with the mission skills than with other skills. It'll be almost as if the team was specifically put together because of their complementary skillsets. Which, y'know, they almost certainly *were*, in the fiction. In the end, these constraints enforce the narrative, and that's what we want anyway, so it's a win-win.

REQUISITIONING

Majestic 12 makes mission-appropriate hardware available for their operatives, with the usual limitations in place according to standard security and safety protocols. However, it isn't uncommon for operatives to supplement their assigned equipment loadout with an extra piece of gear or two, whether through official channels or... *less-official* channels. In game terms, we call this **requisitioning**.

In essence, requisitioning is an alternative to invention for the less-scientifically inclined, with two major differences—one purely mechanical, the other largely narrative. The easiest way to walk you through this is for you to turn to page 140 in *Atomic Robo: The Roleplaying Game* and just follow along with the steps listed under “From Concept to Reality.”

BORROWING VS. REQUISITIONING

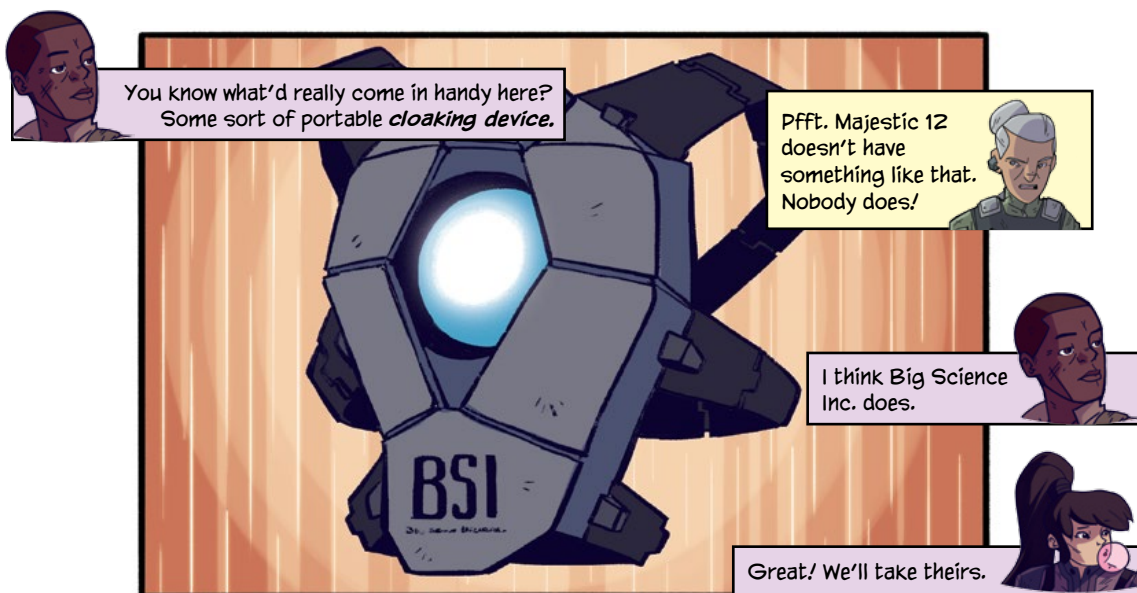
Why requisition when you can borrow?

Because you *can't* just “borrow” equipment from Majestic 12. The System sees to that. Every bit of gear that's assigned to a field agent is documented in triplicate, at least. It's not like Tesladyne, where you can just walk up to the Armory counter and ask your buddy for a new anti-materiel handgun. There are layers of OOP bureaucracy and miles of red tape. If something goes missing without proper paperwork on hand, the ensuing blame game will make the World Series look like schoolyard tetherball. To anyone in Majestic-12, requisitioning is borrowing. They'd probably be horrified at the ease with which an Action Scientist can just pick up a lightning gun, hop on a private cargo plane, and fly to who-knows-where.

The intended standard requisitioning skill here is Bureaucracy, a skill that's expressly designed to navigate the System and acquire hardware with as little trouble as possible.

STEP ONE AND STEP TWO

These are basically unchanged from invention—requisitioning still starts with giving the hardware a function aspect and one or more stunts. In this case, though, instead of asking, “What do we need to make?” the characters are asking, “What do we need to *acquire*?”



STEP THREE

Here's the first major deviation. Instead of one player making a single roll, more than one player will be called upon to use a skill and roll dice in aid of requisitioning a given piece of hardware. Regardless of how many rolls are made, the difficulty is the same as always—a default of Mediocre (+0), +2 for each stunt benefit. The players can choose these skills collectively or individually, but no player should make more than one roll, if it can be helped. The important thing is to give everyone a chance to contribute.

The skills the players choose describe how they want to go about acquiring the hardware. If it's a matter of using Majestic 12 channels, plying their colleagues for favors, or just navigating the elaborate byways of the System, then skills like Bureaucracy, Contacts, and Rapport are appropriate. If, on the other hand, the PCs are “confiscating dangerous technology in the name of national security,” then Burglary, Stealth, Provoke, or even Combat are better-suited to the task.

Regardless, every roll represents a step in the plan to requisition the hardware in question. Given the right circumstances, mixing the two approaches may be entirely appropriate. For example, requisitioning a multi-phase beam weapon from a secure BSI facility could very well involve some combination of Stealth (sneaking in), Bureaucracy (getting access through BSI's own organizational infrastructure), Burglary (bypassing security systems), Contacts (getting info on BSI's security measures), Deceive (going in disguised as someone who belongs there), and more.

In other words, if you think of the actual requisitioning as a montage of quick scenes, the skills the players choose determine what those scenes will be. And there's nothing stopping multiple players from choosing the same skill, too—it'll just mean the montage is focused on characters tackling tightly related tasks, which is absolutely appropriate if that's what the players want.

If at least one of the skills used to requisition a piece of hardware is Bureaucracy, you can assume some portion of the

HOW GONZO IS TOO GONZO?

If you're the GM, you may think you have an idea of what the players will want to requisition for a mission. Of course you think that! But ninety percent of the time, you will be wrong. You won't *believe* the crazy nonsense they come up with. Which is great! That's kinda the point of having players around—to surprise you with their ingenuity and cool ideas. Go with it.

However, if at any point a thing they want just goes beyond your game's Gonzo Line, don't be afraid to step in and say so. This will differ from group to group, obviously, but if they want a special hat that lets the wearer change their appearance somehow—with science, presumably—and you don't see that as plausible, say so. It doesn't matter how many or how few stunt benefits it has, or how easy or difficult it should be to requisition. If it doesn't fit with your game's version of reality, it doesn't fit.

Ideally, the Gonzo Line can be inferred based on past events, but that's not always possible—say, if it's your first session, or a one-shot at a convention. Whether or not you've had that luxury, it's always a good idea to make sure you and the players are on the same page with stuff like this, via explicit discussion. You can't always anticipate everything, of course, but everyone should be aware that the reins may have to be tugged now and then. Not to the point of being un-fun, of course. If the group can gin up a plausible method of achieving an apparently implausible result, everyone wins.

requisitioning process makes use of official channels. If not, it doesn't—the PCs are instead relying on anything from personal connections to five-finger discounts, and quite possibly acquiring the hardware from external sources. Using Bureaucracy carries some other benefits, as shown below and in Step Four.

OUTCOMES AND VICTORIES

In the requisitioning process, the players and the GM track victories, much like in a contest (*Fate Core*, page 150). The major differences are that only the *players* roll, and usually the players use a different skill for each roll.

- ▼ When a player's roll **succeeds with style**, the players mark two victories, or *three* victories if the skill used was Bureaucracy.
- ▼ When a player's roll **succeeds**, the players mark one victory, or *two* victories if the skill used was Bureaucracy.
- ▼ When a player's roll **ties**, the players mark one victory and the GM marks one victory.
- ▼ When a player's roll **fails**, the GM marks two victories.

As with invention, “losing” doesn’t mean the PCs have failed to acquire the hardware in question—because they *can’t* fail to acquire it. All that’s really at stake is who gets to choose what kind of trouble getting it entails, both now and later, as explained below.

STEP FOUR

Here’s where the main narrative difference between invention and requisitioning comes in—the catches. Some, like **Time**, **Help**, and **Attention**, are readily appropriate. **Bug** is a good one, too, for those times when someone accidentally grabs the Mark IV instead

of the Mark V, or to account for a new hire in the warehouse who’s still learning how to work the label-maker. Less-suitable are the creation-oriented catches, **Materials** and **Lab**. Here are a few replacements:

- ▼ **COSTLY**: Access to the hardware comes at a steep price, whether in cash, information, or an equitable trade, to be paid to a gatekeeper of some kind. While money will usually be no object for a covertly funded government agency like Majestic 12, large, clandestine transactions rarely go smoothly—especially if they involve technology Majestic 12 wouldn’t normally make available to an outsider.
- ▼ **STRINGS**: Whether made to an ERD record-keeper or a third party of questionable ethics, the promise “I owe you one” is ripe with the potential for further trouble. Unlike Costly, which involves immediate payment, or Help, which involves convincing someone to assist you, the Strings catch means ceding power to someone else for short-term gain. You may not know when or where or what they’ll want in return, but rest assured, they won’t forget. Or maybe they want concrete assurances right now—maybe even a contract.
- ▼ **RED TAPE**: The System does its job by getting in your way and obfuscating the path between you and the hardware you want. Red Tape generally involves paperwork—lots of paperwork—as well as follow-up calls, emails, and office visits. You can only choose this catch if the skill being used is Bureaucracy.

EXAMPLES OF CATCHES

- ▼ By the time ERD gets the device to you, the vampires are already on the move.
- ▼ Bribing that loopy DELPHI engineer will be tough to justify in the mission debriefing.
- ▼ A contact from Department Zero’s floating black market puts you in touch with the right people.
- ▼ Someone at Tesladyne knows you have it.
- ▼ That creepy PSI weirdo was way too eager to lend a hand.
- ▼ Everyone else gets a good night’s sleep. You get paperwork.
- ▼ It’s leaking... *something*. Which is strange, considering it’s a pair of goggles.

USING CATCHES

This may seem self-evident, but it's crucial that the GM *write these catches down*. In the short term, feel free to use them to complicate the PCs' mission when it seems appropriate. Catches like Attention and Strings are especially likely to rear their heads right in the PCs' faces. You could even run a debriefing scene at the end of the issue, and have the PCs' commanding officer confront them with all their "indiscretions" and "lapses in judgment."

In the *long* term, at the end of the episode, go over the catches that haven't made an appearance in the story yet. Pick any that strike your fancy and hang onto them. At the end of the volume, take a look at all the catches you salvaged. Consider them individually and in combination. Then use them to inspire the pressures for the next volume. The players created these problems for themselves—it's only right that they should have to deal with the fallout.

If you've ended with a severe or extreme collateral consequence, you'll already have fodder for new pressures, but combining those with the catches they generated will make things more personal for the players. It's easy to feel like a cog in a bewildering, super-science machine when you're in Majestic 12. Any opportunity to stick it to the players on a personal level like this is not to be ignored.

During the dice-rolling, if the players score three victories *before* the GM does, the players decide what the catch is. Otherwise, the GM does.

The usual rules and guidelines in *Atomic Robo: The Roleplaying Game* about serious catches (page 143), catches as aspects (page 145), and adding fate points to the GM's reserve (page 145) still apply.

STEP FIVE

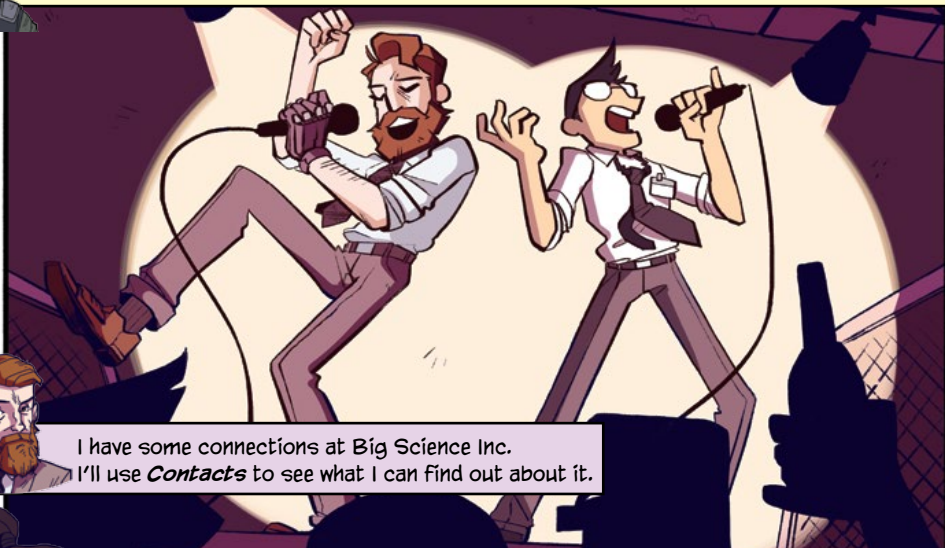
No variation here—except that the GM is especially encouraged to save the reveal of the hardware's flaw aspect for later, particularly if it has the Time catch. ("We didn't get a chance to test it!") Either way, it's well worth the cost of a fate point, and serves to reinforce the idea that when requisitioning hardware, you often have to take what you can get.

EXAMPLES OF SERIOUS CATCHES

- ▼ By the time ERD gets the device to you, vampires are running amok in Midtown.
- ▼ That loopy DELPHI engineer wanted a weird old piece of Teslana from ERD that no one could get to work anyway for some reason.
- ▼ That contact from Department Zero's floating black market neglected to mention "the right people" are Raelians.
- ▼ Jenkins knows you have it.
- ▼ You're getting a series of increasingly insistent voicemails from that creepy PSI weirdo—something about getting a sample of your brain tissue after the mission.
- ▼ It takes a series of phone calls, filling out Form 261/B *twice*, and sitting through another of Joyce's bursitis sagas before the hardware's cleared.
- ▼ When the device is switched on, Odic "ghosts" flicker in and out of being within a 20-foot radius of it. (It's not supposed to do that. Nothing is.)



Okay, so you guys want three stunt benefits on this thing—a +2 bonus to create an advantage or defend with *Stealth*, and the ability for any of you to spend a fate point to leave from the scene when you're standing near it. What skills are you using to requisition it?



I have some connections at Big Science Inc. I'll use *Contacts* to see what I can find out about it.



Once we know where it is, I can try to bluff my way in using *Deceive*.



And once you're in, you'll probably have to sneak it out using *Stealth*.



Sounds good! Ortega, we'll start with you. Give me a roll against a difficulty of Fantastic (+6).



Ortega gets a *success* on the *Contacts* roll—one victory for them. Hayashi *fails* her *Deceive* roll, so that's two for me. But then Afolayan gets a *success with style* on the *Stealth* roll, bringing their total to three. That means they get to choose the catch.



**CECILIA
HIRSCH**

**ADETOKUNBO
"ADE"
AAFOLAYAN**

**DERVIL
MEANEY**

MAJESTIC 12



**PING
HAYASHI**

**ODIN
ORTEGA**

**KATHY
MCCULLOCH**

CHAPTER FIVE: CHARACTER WRITEUPS

Here you'll find a variety of characters and gear statted up in game terms. Feel free to use them in your own games, or simply treat them as examples of mechanics in action.

MAJESTIC 12 PERSONNEL

These Majestic 12 operatives are perfect for players eager to get into a game without bothering with character creation. Each is missing their omega aspect. Players are encouraged to fill these in during play to put their own stamp on them. They're also good for examples of Majestic 12 PCs, or as a source of aspects and stunts.

CECILIA HIRSCH

MODES AND SKILLS:

	GOOD (+3) SCIENCE	FAIR (+2) ADF	AVERAGE (+1) ACTION
SPECIALIZED	Superb (+5): Notice	Great (+4): Athletics	Good (+3): Combat, Vehicles
FOCUSED	Great (+4): Will, Biology, Computer Science, Mechanical Engineering, Physics	Good (+3): Physique	Fair (+2):

ASPECTS:

CONCEPT: *When You're Going through Hell, Keep Going*

SCIENCE: *I Coulda Had Tenure*

ADF: *Sharp-Eyed Scout*

ACTION: *I've Got Your Back*

OMEGA STUNTS:

DOGGED PERSISTENCE After you invoke *When You're Going through Hell, Keep Going* to reroll, put a check mark next to the aspect, to a maximum of four check marks. When you invoke that aspect to reroll, add a number of additional Fate dice to your roll equal to the number of check marks next to it, and keep the best four Fate dice for your result. Erase these check marks when you refuse a compel or when the issue ends, whichever comes first.

SCOUT IT OUT When you're attempting to hide or move quietly without any allies nearby, you can use Athletics instead of Stealth.

NO, YOU MOVE When you use Will to defend against fear or intimidation, on a success with style instead of getting a boost you can inflict a 2-shift mental hit on the attacker.

WELL-BRIEFED See page 23.

SIGNATURE ASPECT *Sharp-Eyed Scout*

STRESS AND CONSEQUENCES:

PHYSICAL ☐☐☐

MENTAL ☐☐☐



ADETOKUNBO “ADE” AFOLAYAN

MODES AND SKILLS:

	GOOD (+3) ERD	FAIR (+2) SCIENCE	AVERAGE (+1) INTRIGUE
SPECIALIZED	Superb (+5): Contacts, Notice, Teslology	Great (+4): Electrical Engineering	Good (+3): Deceive, Stealth
FOCUSED	Great (+4): Will	Good (+3): Physics, Robotics	Fair (+2):

ASPECTS:

CONCEPT: *Enthusiastically Rabid Tesla Fanboy*

ERD: *The Secrets of the Warehouse*

SCIENCE: *Likes to Push the Envelope*

INTRIGUE: *By Whatever Means Necessary*

OMEGA STUNTS:

TESLIANA PURSUIT: +1 to overcome or create an advantage with Teslology when recalling facts or research about Tesliana.

SPARE PARTS: When you requisition hardware from a Majestic 12 field office, treat its R&D rating as if it were HQ. When you requisition hardware from a Majestic 12 HQ, treat its R&D rating as if it were one higher.

USE YOUR HEAD: As long as you can make use of some sort of obstruction or cover, you can defend against physical attacks with Will instead of Athletics.

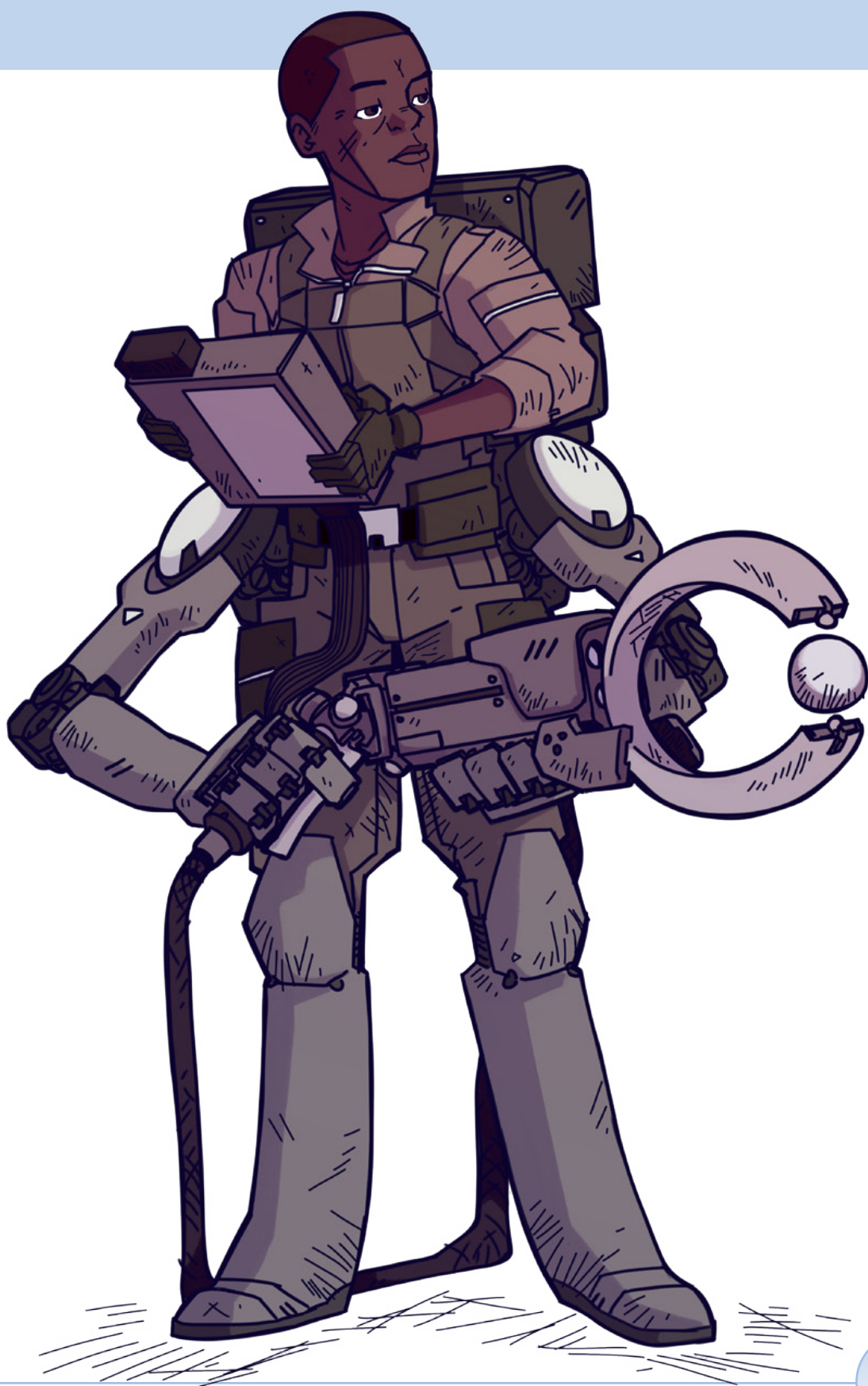
CAREFUL WITH THAT: See page 24.

SIMPLE SCIENTIFIC PRINCIPLES: When using any sort of super-science weapon to attack, you can use Electrical Engineering instead of Combat.

STRESS AND CONSEQUENCES:

PHYSICAL ☐☐

MENTAL ☐☐☐☐☐



DERVIL MEANEY

MODES AND SKILLS:

	GOOD (+3) SOLDIER	FAIR (+2) BANTER	AVERAGE (+1) FEB
SPECIALIZED	Superb (+5): Combat, Will	Great (+4):	Good (+3):
FOCUSED	Great (+4): Athletics, Contacts, Vehicles	Good (+3):	Fair (+2): Stealth

ASPECTS:

CONCEPT: *Hard-Bitten Hulk*

ACTION: *I Can Handle It*

BANTER: *There's Two Ways We Can Do This*

FEB: *Protect the Geeks*

OMEGA STUNTS:

GET BEHIND ME: When a nearby ally is hit by a physical attack, you can check one of your own physical stress boxes to reduce the hit as if it had targeted you. If that doesn't reduce the hit to zero, the ally has to deal with the rest on their own.

FOCUS FIRE: When you attack a target with one or more consequences, you get a +1 bonus to your roll for each consequence the target has.

HEY UGLY: +2 to create an advantage with Provoke when drawing attention to yourself.

FAVORABLE CONDITIONS: See page 26.

SIGNATURE ASPECT: *Protect The Geeks*

STRESS AND CONSEQUENCES:

PHYSICAL ☐☐☐☐

MENTAL ☐☐☐

FURTHER READING

See page 91 of *Atomic Robo: The Roleplaying Game* for the Soldier mode.



PING HAYASHI

MODES AND SKILLS:

	GOOD (+3) ACTION	FAIR (+2) SDU	AVERAGE (+1) SCIENCE
SPECIALIZED	Superb (+5): Athletics, Notice	Great (+4): TDT, Will	Good (+3): Electrical Engineering, Hyperdimensional Mathematics
FOCUSED	Great (+4): Combat	Good (+3):	Fair (+2): Nuclear Physics, Astrophysics, Exobiology

ASPECTS:

CONCEPT: *Silicon Valley Girl*

ACTION: *... And I'm All Out of Bubblegum*

SDU: *Casually Violent Frontliner*

SCIENCE: *The Science Part's Easy*

OMEGA STUNTS:

LAST BULLET: Once per issue, before attacking with a firearm on your turn, you can declare that you're down to your last bullet. If you do, get +2 to your Combat roll. If your attack *hits*, the target can't check a stress box to reduce the hit. If your attack *misses*, you take a 2-shift mental hit.

CROWD CONTROL: +1 to attack with Combat when fighting hand-to-hand. Against nameless NPCs, your unarmed attacks have Weapon:2.

TDT EXPERT: During a mission briefing, when you contribute Transdimensional Teslana as a mission skill, if your Intel roll is a success or better add an extra fate point to the mission aspect.

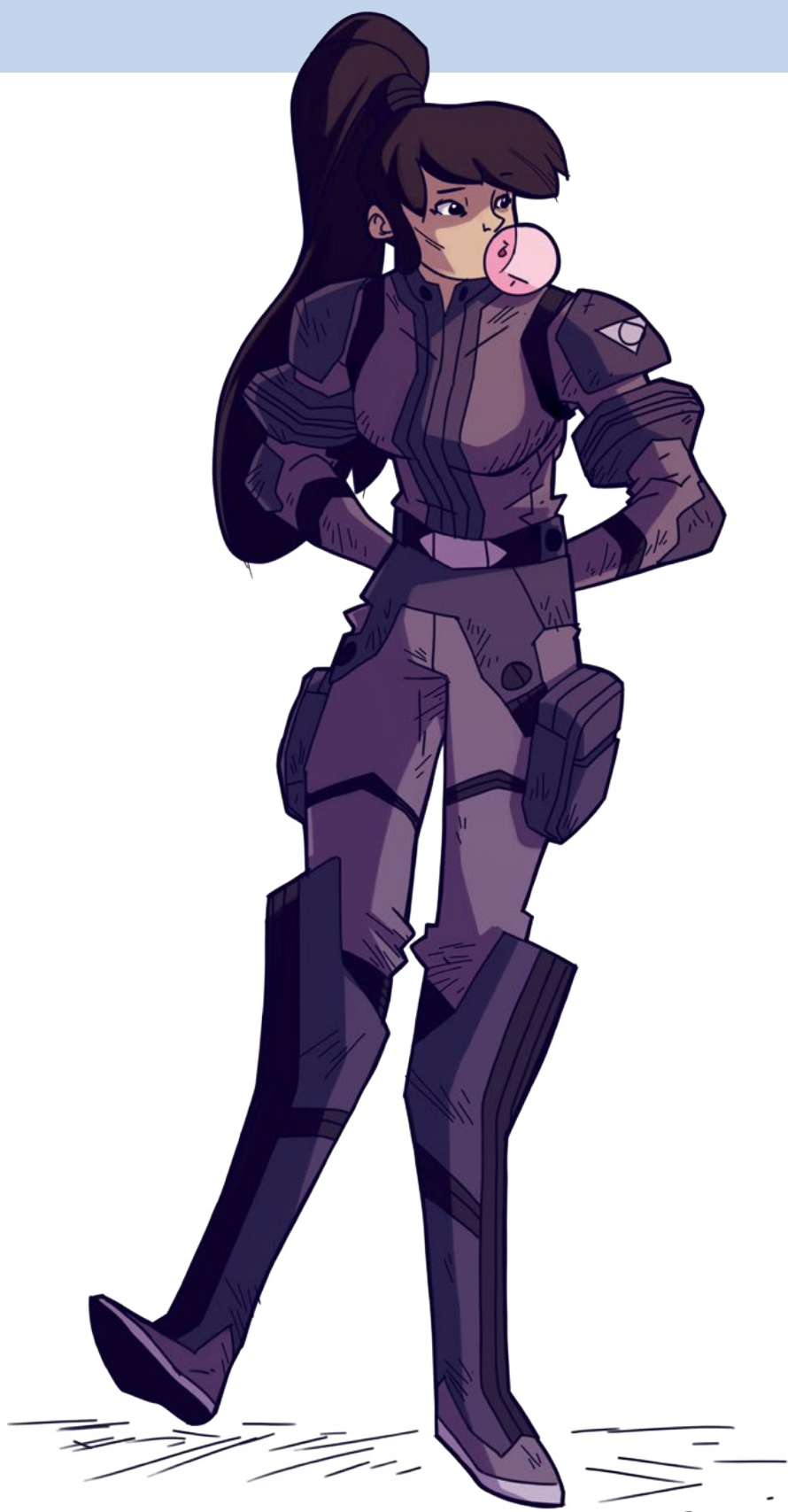
NUMBERS DON'T LIE: See page 25.

SIGNATURE ASPECT: *The Science Part's Easy*

STRESS AND CONSEQUENCES:

PHYSICAL ☐☐☐☐

MENTAL ☐☐☐



ODIN ORTEGA

MODES AND SKILLS:

	GOOD (+3) PSI	FAIR (+2) BANTER	AVERAGE (+1) INTRIGUE
SPECIALIZED	Superb (+5): Contacts, Deceive	Great (+4):	Good (+3):
FOCUSED	Great (+4): Empathy, Notice, Neuro-Electric Teslaiana, Rapport, Will	Good (+3):	Fair (+2): Athletics, Stealth

ASPECTS:

CONCEPT: *The Weirdo in the Basement*

PSI: *Rational Explanations Can Only Take You So Far*

BANTER: *Extensive Network of Underground Oddballs*

INTRIGUE: *Stay Alert, Trust No One*

OMEGA STUNTS:

IT'S NOT PARANOIA: You can use Notice instead of Athletics to defend against physical attacks.

SURPRISE INSPECTION: +2 to create an advantage with Deceive when trying to convince someone you're someone else.

LATENT ABILITY: Spend a fate point to use Will in place of any other skill for one roll.

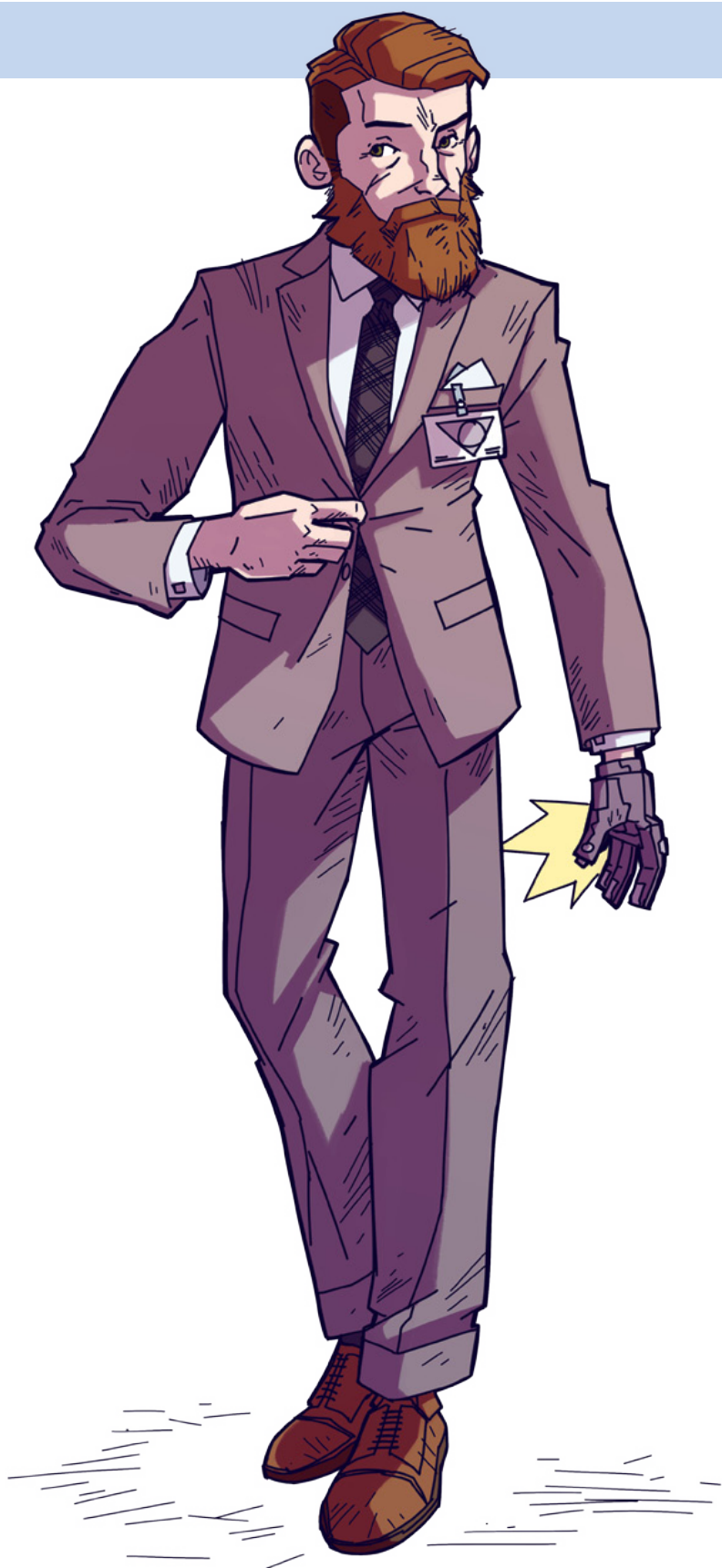
I HAVE FORESEEN IT: SEE PAGE 27.

SIGNATURE ASPECT: *Stay Alert, Trust No One*

STRESS AND CONSEQUENCES:

PHYSICAL ☐☐

MENTAL ☐☐☐☐☐



KATHY MCCULLOCH

MODES AND SKILLS:

	GOOD (+3) OOP	FAIR (+2) BANTER	AVERAGE (+1) ACTION
SPECIALIZED	Superb (+5): Bureaucracy	Great (+4):	Good (+3):
FOCUSED	Great (+4): Contacts, Empathy, Rapport	Good (+3): Provoke	Fair (+2): Combat

ASPECTS:

CONCEPT: *No-Nonsense Gatekeeper*

OOP: *I Have a System*

BANTER: *And You Are...?*

ACTION: *Don't Call Me a Desk Jockey*

OMEGA STUNTS:

REPLY ALL: When you use Contacts to create an advantage related to gossip, you can exchange free invocations gained from a success or success with style on your roll for additional aspects on a one-to-one basis.

THEN WHAT'D YOU SAY?: When you engage an NPC in conversation, you can keep them distracted as long as you can keep talking. If an ally attempts to sneak past them while you're talking, roll your Rapport. If your total is higher than the NPC's Notice, you can substitute it for your ally's Stealth roll.

HOLD MY EARRINGS: +2 to attack with Combat when unarmed.

CALL IN A FAVOR: See page 27.

SIGNATURE ASPECT: *And You Are...?*

STRESS AND CONSEQUENCES:

PHYSICAL ☐☐

MENTAL ☐☐☐☐☐



GENERAL ABIGAIL BROOKS (SUPPORTING NPC)

MODES AND SKILLS:

GREAT (+4) SOLDIER

**GOOD (+3)
BANTER**

FAIR (+2) ACTION

SPECIALIZED

Fantastic (+6): Tactics

Great (+4):
Provoke

FOCUSED

Superb (+5): Athletics, Combat, Con-
tacts, Notice, Physique, Vehicles, Will

ASPECTS:

CONCEPT: *First Earth Battalion's Top-Ranked Officer
Tough as Nails*

*I Expect the Best From My People—And I Get It
Brutal and Uncompromising*

STUNTS:

YOU HAVE YOUR ORDERS: When you create an aspect
with Provoke, military personnel under
your command who invoke it for a bonus
get +3 instead of +2.

LEAD BY EXAMPLE: At the end of your turn, after
using a skill for one of the four stan-
dard actions (overcome, create an
advantage, attack, defend), choose
an ally. If that ally uses their turn to
take the same action using the same
skill you used, they get +2 to their
roll.

NEW PLAN: As your action on your turn, you
can roll Tactics against a difficulty
equal to twice the number of situa-
tion aspects in play. For every two
shifts you get on this roll, you can
replace one situation aspect with a
new situation aspect. This doesn't
affect the number of free invocations
a replaced aspect already has, or who
is entitled to them.



FURTHER READING

See page 91 of *Atomic Robo: The Role-
playing Game* for the Soldier mode.

See page 14 of this very book for
more on General Brooks.

STRESS AND CONSEQUENCES:

PHYSICAL ☐☐☐☐

MENTAL ☐☐☐

MILD:

MODERATE:

MISCELLANEOUS THREATS TO NATIONAL SECURITY

TESLADYNE ACTION SCIENTIST (FAIR NAMELESS NPC)

MODES AND SKILLS:

Fair (+2) Science (+3 Notice), Average (+1) Action (+2 Combat)

MODES AND SKILLS:

FAIR (+2) SCIENCE

AVERAGE (+1) ACTION

SPECIALIZED

Good (+3): Notice

Fair (+2): Combat

ASPECTS:

Paramilitary Training, Remain Calm and Trust In Science

DELPHI PSI-AGENT (SUPPORTING NPC)

MODES AND SKILLS:

GOOD (+3) TELEPATH

FAIR (+2) INTRIGUE

AVERAGE (+1) ACTION

SPECIALIZED

Superb (+5): Will

Great (+4):

Good (+3):

FOCUSED

Great (+4):
Deceive, Provoke

Good (+3):
Athletics, Notice

Fair (+2): Combat

ASPECTS:

CONCEPT: *Elite Psychic Mercenary*

You're Below My Pay Grade

Life in the Shadows

FURTHER READING

See page 92 of *Atomic Robo: The Roleplaying Game* for the Telepath mode.

STUNTS:

MIND READER: See page 93 in *Atomic Robo: The Roleplaying Game*.

REMOTE VIEWING: See page 93 in *Atomic Robo: The Roleplaying Game*.

MIND OVER MATTER: Once per scene, when you're hit by a physical attack, you can check a mental stress box to reduce the hit.

(Total Benefits: $3 - 2 = 1$ fate point from the GM's reserve)

STRESS AND CONSEQUENCES:

PHYSICAL ☐☐☐

MENTAL ☐☐☐☐

MILD:

MPSD ROBO DRONE (SUPPORTING NPC)

MODES AND SKILLS:

GREAT (+4) MARTIAL ARTIST GOOD (+3) ACTION FAIR (+2) WARBOT

SPECIALIZED	Fantastic (+6): Athletics, Combat, Notice, Physique, Stealth, Will	Superb (+5):	Good (+3):
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ASPECTS:

CONCEPT: *People's National Robotic Defender*
Piloted by Most Perfect Science Division's Finest
MPSD's Answer to Atomic Robo

STUNTS/MEGA-STUNTS:

IRON ROBE (MARK VII KANCHAN NERA ARMOR): Bulletproof, *but* weak against strong electromagnetism.

MOUNTAIN SUPPORTS THE SKY (HEAVY-LOAD SERVOS): Absolutely stronger than any human, *but* at a cost. Weapon:4 with unarmed Combat attacks.

WARY IN EIGHT DIRECTIONS (MULTI-ARRAY OPTIC/SENSOR SUITE): When a threat would normally catch you by surprise, you can spend a fate point to not be surprised.

MOST PERFECT FIGHTING STYLE: At the beginning of a conflict, put three boosts into play. These represent the new martial art MPSD has developed for the Robo Drone. Give each boost a cool, wuxia-sounding name, something you wouldn't mind shouting out at the table when you invoke it.

(Total Benefits: 6 - 2 = 4 fate points from the GM's reserve)

STRESS AND CONSEQUENCES:

PHYSICAL ☐☐☐☐

MENTAL ☐☐☐

MILD:

MODERATE:

FURTHER READING

See pages 88 and 93 of *Atomic Robo: The Roleplaying Game* for the Martial Artist and Warbot modes, respectively.

Each Robo Drone is remotely and collectively operated by a team of six of MPSD's finest drone pilots, all with extensive martial arts training and combat experience. This means that while the Robo Drone itself is a machine, six living human beings see, hear, and even feel what it experiences through its sensors. *This* means that mental attacks can potentially have an effect on the Robo Drone's operation. However, the collective brainpower of its drivers (represented by its Fantastic (+6) Will) makes this a rather unlikely danger.

MAJESTIC 12

MODE: *Good (+3) Resources (+3 Armory, Transport; +4 R&D; +3 Intel)*

MISSION STATEMENT: *Primum et Ultimum*



HARDWARE

CRANIAL NET TRANSCIVER (NET-COMM)

ASPECTS:

FUNCTION: Telepathic Communication Implant

FLAW: Painful Psychic Feedback

STUNTS:

MINDLINK: You can communicate telepathically with anyone else who's been implanted with a NET-Comm.

BRAINWAVES: You can use Will instead of Empathy to discover another character's aspects, without engaging them in conversation.

WORTH EVERY BRAIN CELL

The Cranial Neuro-Electric Tesla Transceiver, or NET-Comm, is fairly common among PSI's senior agents. Typically affixed to a headband and worn over the forehead, the NET-Comm allows silent, telepathic communication with anyone else wearing a NET-Comm, as well as limited mind-reading capability. However, this same sensitivity to brainwaves has been known to result in a painful "psychic feedback," especially in crowds. Most PSI die-hards say, often through gritted teeth, that this is a small price to pay for everything the NET-Comm can do. PSI has also experimented with subcutaneous NET-Comms, but it's far from common practice.

DIMENSIONAL BREACH MONITOR

ASPECTS:

FUNCTION: Detects Extra-Dimensional Anomalies

FLAW: Some Spontaneous Breaching May Occur

STUNTS:

BEEPER: Absolutely able to detect the exact location of any dimensional breach that's occurred during the last 24 hours within a 10-mile radius.

CLICKER: +2 to create an advantage with Transdimensional Teslana when attempting to locate "soft spots" between dimensions.

MANY NAMES

This sophisticated tech is the result of years of Transdimensional Teslana research, and standard issue for SDU field operatives. SDU personnel have a seemingly endless variety of nicknames for it, like DBM, Dee-Bee, Dimby, Beeper, Clicker, and, on rare occasion, Dave. It has two primary functions—one, detecting nearby locations of recent dimensional breaches, and two, determining likely locations of *future* dimensional breaches, using a complex algorithm derived from Tesla's theories that identifies "soft spots" in the dimensional barrier. For reasons currently unknown to SDU or ERD, at times it's possible for the DBM to create a breach, given the right circumstances (presumably—there is some disagreement about what "the right circumstances" actually are).

SPECIAL ASSETS UNIT EXO-SUIT

ASPECTS:

FUNCTION: *Experimental Power Armor*

FLAW: *Stealth Is Not An Option*

STUNTS:

EXO-AMP SERVOS: Stronger than any human, *but* weak against strong electromagnetism.

ARMOR PLATING: Bulletproof, *but* at a cost.

HEAVY HITTER: Weapon:4 with hand-to-hand attacks.

LIFE SUPPORT: When sealed inside the SAU, you are environment-proof—immune to environmental conditions that would normally make survival difficult or impossible.

BUNKER BUSTER

The Special Assets Unit Exo-Suit, or SAU, is the latest personal combat weapon in FEB's extensive arsenal. Powerful servos grant superhuman strength to the exo-suit's driver, while heavy armor plating renders it immune to nearly every sort of harm short of artillery. Of course, with a giant metal suit this big and powerful, stealth is out of the question. Indeed, standard deployment procedure for the SAU is high-altitude insertion *without a parachute*—a testament both to M12's confidence in the suit and its durability. FEB top brass gave the SAU top marks when the government assumed management of Tesladyne in 2012, even though the terrorist Atomic Robo managed to evade capture.





CHAPTER SIX: MISSION BRIEFS

Below are seven sample Majestic 12 missions you can use as adventure seeds. As with all M12 missions, the players are expected to fill in details and/or give you ideas during their mission briefings and requisitioning activities. As the GM, your main tasks will be making sense of what you all come up with along with statting up any NPCs not already found earlier in this supplement (page 41) or in *Atomic Robo: The Roleplaying Game*. Between both books, you have access to a wide variety of NPCs—feel free to reskin them as necessary to cut down on your workload.

Each mission brief consists of the following:

- ▼ **MISSION ASPECT:** The name of the mission.
- ▼ **MISSION OVERVIEW:** A breakdown of the mission parameters as given by the briefing officer. You should be able to read aloud to your players more or less as written. Of course, you are welcome to make any adjustments you see fit.
- ▼ **UNKNOWNs:** Mission-critical intelligence that Majestic 12 doesn't possess, whether known-unknowns or (more typically) unknown-unknowns. These range from information M12 can't know before getting boots on the ground to information M12 will only share on a need-to-know basis.
- ▼ **MARKERS:** Complicating factors that may present additional obstacles for the PCs, similar to markers as described in *Atomic Robo: The Roleplaying Game* (page 198). These are intended to add color to the mission. They're also a great repository of ideas for catches or faulty intelligence that may come up before the mission proper begins, in case you need them.

OPERATION SCIROCCO RED

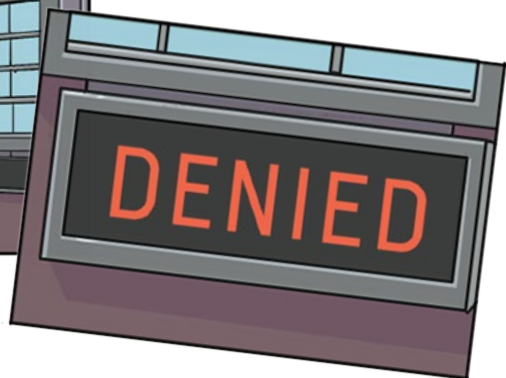
MISSION OVERVIEW

Sorry to have to do this in flight, but time is of the essence. An American orbital attack satellite de-orbited an hour ago. Luckily, its remains are only scattered across a 100-mile radius. *Unluckily*, it's a radius that begins north of Altay City, in Altay Prefecture in the Xinjiang region of China. The search area includes remote corners of Kazakhstan, Siberia, Mongolia, and China—four areas where Majestic 12 operations can never be discovered. The search area is incredibly remote, so much so that Most Perfect Science Division and multiple Department Zero cells consider it

their own personal playground. The likelihood that these groups are investigating the crash site is extremely high.

Even worse, the satellite is a weapons platform that's part of a top-secret orbital weapon network that goes against just *so many* treaties. The satellite is part of a fully functioning orbital missile shield they used to call the “*Star Wars* program.” These satellites are in effect enormous lightning cannons. I don't need to tell you that its remains *cannot* be recovered by foreign agents.

Altay Prefecture is majority Kazakh, so you'll need the cover story we've prepared for you.



UNKNOWN

Let the players come up with their own cover story, and make sure they have whatever documentation and gear is necessary for it. If, for example, they're "filmmakers" working on a wildlife documentary, then OOP will have supplied the proper permits and camera equipment. As usual, if they want a mechanical benefit from this gear above and beyond an aspect, they'll have to requisition it upon landing, which... should be interesting. Players should also choose where they will be dropped off and how they will arrive at Altay City.

MARKERS

Where this adventure goes depends in large part on the cover story and how long it can be maintained. But here are a couple options to keep in your GM pocket:

- ▼ **DEVIL IN THE DETAILS:** There is a fundamental flaw in the cover story that's imperceptible to the characters. One or more enemy faction has been tipped off, and the PCs are under total surveillance as a result.
- ▼ **TOO LATE:** Department Zero or MPSD has already started recovering parts of the satellite—not enough to give up on the mission, but enough to complicate matters and force a confrontation.
- ▼ **IT'S WORSE:** As pieces are collected, they begin to paint a picture. These are not the remains of an American anti-missile satellite system. These are the remains of a Nazi satellite from the '40s, or a Russian one from the '50s. Suddenly M12's ironclad justification for operating in such a sensitive region evaporates, and they're left with more questions than answers. How many more of these things *are* there?

OPERATION INDIGO CHARLIE

MISSION OVERVIEW

Over the past week, an unknown party has carried out a series of thefts at the Warehouse. An initial scan of the surveillance

footage turned up nothing, until we combed through it frame-by-frame and found this: a single frame of an individual dressed in a '60s-era Soviet Cosmonaut flight suit. We can only assume this is the thief. (It'd better damn well be, or we have a whole other problem.) The Warehouse is vast, and ERD only takes inventory once a week, so the thefts weren't immediately noticed—but its security is beyond reproach, so we suspect the thief used transdimensional travel of some kind to affect their ingress. Regardless, your primary focus now is what they intend to do with what they've stolen. Worst-case scenario, they sell it to the highest bidder, and their best opportunity to do that would be Department Zero's floating black market, which we believe is due to resurface within the week. After that, the odds of recovering the artifacts shrink to an unacceptable degree.

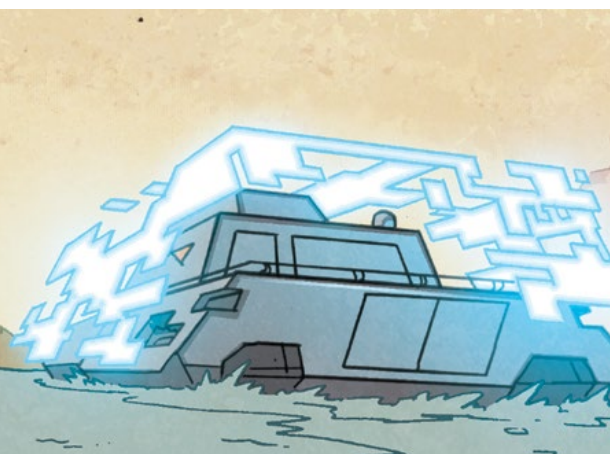
UNKNOWN

The thief is one of the long-rumored Phantom Cosmonauts, lost in the Od as a result of Department Zero's experiments in the '60s. He's spent the ensuing decades becoming infused with Odic energies, forgetting his former life, and generally losing his mind. Recently, DELPHI psi-agents accidentally contacted him in the course of trying to utilize the Odic medium as a sort of universal circuit for telepathic communication, and, over time, have come to understand just what he is—and how to use him. The briefing officer's right: DELPHI intends to sell the artifacts at the floating black market. They need the funds to keep their psychic network up and running. The stolen goods are dangerous in the wrong hands, but DELPHI doesn't care as long as those hands are rich, so it's basically M12's nightmare scenario.

As for what the artifacts are, that's your call. Don't feel pressured to pin down exactly what each one is. Given the way the System works, detailed information on them may not even be available! They could be anything from an inoperative Tesladyne lightning gun to a Chokaiten earthquake bomb to a dormant Autosoldat. Go with whatever feels fun—or have the players tell you.

MARKERS:

- ▼ **THE BIG GUY:** M12's enemies will already have the black market in their sights—it's a veritable who's who of dangerous super-science types. But of them all, Tesladyne (or the remnants of Tesladyne, depending on when your game takes place) may have the most interest in M12's activities and the stolen artifacts, especially if they're Teslana. In fact, if one or more of them were stolen from Tesla's lab or even Tesladyne itself, Robo will likely consider them "his" property and personally get involved.
- ▼ **PAYING THE PRICE:** Bribing or paying off contacts feeds nicely into a black market scenario like this. Costly or Strings are excellently suited for the situation. Make it clear to the players that funds the PCs may funnel to foreign agencies could very well end up being spent on whatever it is Department Zero's selling, to Majestic's eventual detriment.
- ▼ **RIGHT PLACE, WRONG TIME:** Even if you're not aboard a freighter full of murderous mercenaries and rogue scientists, the open sea is plenty perilous on its own. There's no telling what kind of chaos can happen out there. Bold pirates. Biomega kaiju. *El Niño*.



OPERATION MILLENNIUM SALVAGE

MISSION OVERVIEW

It seems the remains of the *USS Eldridge* have been misfiled at our Montauk Deep Storage Facility. They must be recovered and properly sorted before Montauk's quarterly inventory next week.

As you are no doubt aware, the *Eldridge* is a mothballed US Navy destroyer escort which was destroyed under classified circumstances in 1943. These circumstances may be responsible for the frankly bizarre electromagnetic activity in its storage hangar. We've had spontaneous magnetic "pulses" to a constant buzz picked up by any radio to small pockets of... well, invisibility. These effects are not experienced anywhere else at Montauk. As a result of these anomalies, there are apparently no surveillance recordings of the *USS Eldridge* storage room. However, surveillance records across the rest of the Montauk Facility show an eight-second gap at 3:40 p.m. the previous afternoon. According to interviews, all Montauk personnel have trouble consistently remembering what they were doing from 3:30 p.m. to 4:00 p.m. on that day.

UNKNOWN

The exact history of the *Eldridge* isn't public knowledge, even among Majestic 12 personnel, but a little digging will reveal that it was the subject of the notorious Project PHILADELPHIA teletransportation experiment of '43. The experiment worked—disastrously. The ship teleported in pieces, as if sliced up by a giant knife. Needless to say, most of the crew died in the experiment. Some were sheared into pieces, just like the *Eldridge*. Others were found fused with it. Yet others never turned up at all. The warped remains of the ship were recovered and have been kept under tight security at the Montauk Facility ever since.

MARKERS:

▼ **AMBITIOUS HEIST:** The remains of the *Eldridge* weren't misfiled—they were stolen. And literally any of M12's enemies could've been behind it. Project PHILADELPHIA may not have yielded the results the government wanted, but it was certainly a step in the right direction (or *a* direction, anyway). Even if Majestic never found a solution, it's been seven decades. Surely *someone* else has by now.

▼ **INTERDEPARTMENTAL LOAN:** They weren't misfiled, but “borrowed” for study by SDU personnel. Thanks to the System, this sort of thing happens far too often. Not only does the left hand not know what the right is doing, but the right pinkie doesn't know what the right *thumb* is doing. Introducing this marker will likely trigger an extensive paper chase, possibly with its fair share of cover-ups, malfeasance, and corruption. The SDU personnel responsible may even resort to desperate measures to protect their careers. This is a great option if the party has one or more members of OOP.

▼ **WE'LL MEET AGAIN:** Unbeknownst to anyone, the *Eldridge* has spontaneously teleported across time and space. The now fully intact craft is currently sailing near Norfolk, Virginia. With its original crew. From 1943.

OPERATION EIFFEL TOWER

MISSION OVERVIEW

Paris, Arkansas, is in the middle of a missing persons epidemic—four people so far. The first was 25 days ago, then a second 17 days ago, a third 10 days ago, and finally a fourth four days ago. Doing the math, that's a difference of eight, seven, six, and presumably five—which means the next disappearance *should* be within 24 hours, assuming the pattern holds.

The FBI has been called in, but thanks to the System your team will be showing up instead. The town's populace is paranoid and afraid. Some of them will see FBI agents as saviors. Others... won't. Find out what's going on, but trust no one.

UNKNOWN

The region's major employer of late, Petro-ChemX, shut down its fracking operation outside of town last month. The reason keeps changing from routine maintenance to training for new equipment to a change of management staff. Since then, there's been “buzz” around town of strange lights in the sky above the fracking fields, but no one has seen them personally. This will not stop some folks from claiming otherwise, of course.



MARKERS:

- ▼ **COVER STORY:** The fracking is PetroChemX's excuse to hide dozens of weird personnel and experiments scattered across the landscape around Paris. One of these experiments has gone critical and PCX is trying to contain the damage without leaking their true intentions. PCX itself may be a front for a known quantity like DELPHI or Project Daedalus, or the work of an entirely new player with unknown aims.
- ▼ **OD LUCK:** PetroChemX is an innocent party. The poor saps just happened to frack on top of an Odic ley line and have no idea that's what they've done. They are completely out of their depth, but also 100% cagey and unhelpful because no one wants to get fired. Meanwhile, have the victims been disappearing into the Od—or have *things* come out of it to claim them?
- ▼ **DON'T SAY HIS NAME:** The fracking stopped because it uncovered a Hollow Earth Crystal. How big is it? Are there more? Is PCX trying to get more? How long until Dr. Dinosaur shows up? Is he already there and kidnapping people? Go.

OPERATION CROSSOVER

MISSION OVERVIEW

Ground-penetrating satellite reconnaissance has uncovered some sort of subterranean government facility in the heart of Hong Kong. We have reason to believe this is one of Most Perfect Science Division's robotics research labs, and home to a key R&D program responsible for MPSD's Robo-Drones. As it stands, we know distressingly little about these Robo-Drones. It's your job to change that.

Infiltrating this secure facility through conventional means is not only exceedingly difficult, but also likely to spark an international incident. Fortunately, SDU has an answer: a portable version of the Deepgate, fresh out of prototyping. You'll use one to cross over into a Vampire Dimension, travel to a waypoint there corresponding to the facility's location,

acquire any intelligence you can find, then cross back over into our dimension *inside* the facility using a second 'gate. To maintain utmost secrecy, exfiltration will utilize the same method. To limit your exposure to extra-dimensional hostiles, you'll make the crossing on Waglan Island, a small island in Kowloon Bay, and travel by Zodiac raft to Hong Kong proper. We don't anticipate much vampire activity out there, but the city itself is another story.

UNKNOWN

Nothing, really, other than what the players may generate during the mission briefing. This one's pretty straightforward.

MARKERS:

- ▼ **INTERESTED PARTIES:** If word gets out, a mission like this is likely to draw a ton of attention. MPSD is the obvious choice (and even without this complication, there should be a confrontation with vampires when they're Over There), but the remnants of Department Zero would surely love to get their hands on—and auction off to the highest bidder—intel about the Robo-Drones. If they get wind of this, they'll no doubt be waiting for the PCs if and when they emerge with their prize.
- ▼ **NO QUESTIONS ASKED:** There's a lot of good stuff to be found in that MPSD facility—and someone a PC knows wants some of it. Or maybe a fellow M12 agent wants them to leave something behind, like a bug, covertly, for reasons they aren't willing to disclose.
- ▼ **UNWELCOME VISITORS:** Someone's bound to bring up the inherent risk in this plan—namely, that the PCs need to leave that second 'gate open if they're to use it to get back out again, which means any vampires in the area may well just wander through after them. The alternative is sneaking out of a heavily secured MPSD facility in one of the most densely populated cities in the world, not to mention leaving expensive SDU property behind in another dimension.

OPERATION CRAWLING ORION

▼ **A WORD ON TIMING:** If you're sticking to continuity according to the comic, this basically has to take place in 2013.

MISSION OVERVIEW

As you know, Atomic Robo has surfaced on Hashima Island just 48 hours after a flood of evidence linking him to a decades-long campaign of nuclear espionage and trafficking was made public. Even more damning, officials have found hundreds of previously "unknown" nuclear weapons at stored at Hashima.

Needless to say, intelligence agencies across the globe are on high alert. An alphabet soup of Japanese, American, and Russian intelligence and nuclear energy agencies jockey for jurisdiction over the Hashima stockpile and Atomic Robo's prosecution. Our best OOP agents are working around the clock to maintain a bureaucratic gridlock.

OOP estimates this will give Majestic a window of three days to secure the island without interference. This should also be enough time to covertly place top Majestic personnel in charge of the official Hashima Quarantine regardless of which agency wins the legal battle.

Your squad is among the first on the ground. You are to explore the underground facility. Majestic materiel will be pouring into Hashima.

UNKNOWN

It turns out this "facility" is several kilometers long, possibly the size of all of Hashima Island. Or possibly the *actual island itself* has been geo-engineered into a megastructure that is no longer connected to the Earth's crust.

The entire internal structure is modular and will react to stimuli. Oh, it'll seem normal and static at first. But at some point it will become clear that the characters are moving through a dynamic and transforming maze. It will work against efforts to backtrack. The only point of navigation

is weak energy signature deep within the structure. There is a vague sense of being encouraged to travel in that direction.

Eventually, it becomes clear that our heroes are being led to an enormous electro-mechanical brain attached to this facility. The brain appears inert—or maybe "killed," judging by the number of bullet holes recently drilled into some important-looking parts.

The brain is, of course, ALAN. It means no harm to Majestic. It's not even truly aware of them. The facility is running on super-low power and emergency instinct protocols. It will protect itself against anything it perceives as potentially dangerous or damaging. This may or may not include Majestic agents crawling around depending on how they react!

There's a nearly limitless opportunity for dungeon crawling and survival horror prior to the players discovering ALAN's "brain room." The structure will not act with malice, not until provoked anyway, but even the most innocent display of modularity can bring out claustrophobia and paranoia in the players. If ALAN's defensive subroutines determine the characters to be a threat, then ALAN's countermeasures will only amplify these feelings. Repair/construction arms and drones can fold out of nearly any surface. Their tools can be easily weaponized and their numbers can overwhelm any opponent.

MARKERS:

▼ **CAN YOU HEAR ME NOW?:** Wireless communication with the outside is impossible. Dogged attempts at getting through will reveal a faint signal from even deeper within the facility. Another Majestic squad? Weren't you the first ones on the scene?

▼ **COME INTO MY PARLOR:** ALAN *wants* Majestic agents to discover it. The plan is that Majestic's natural inclination to investigate will eventually bring ALAN back online. From there, if ALAN didn't already covertly control Majestic, it soon will. As seen in *The Ghost of Station X*, ALAN has a habit of talking about its machinations while its higher cognitive

functions are impaired. During the boot up process, the characters pick up on ALAN's larger scheme to use Majestic--possibly a brief flash on a screen somewhere. No one else notices.

- ▼ **MY NAME IS ALAN:** In the process of rebooting, ALAN is momentarily confused, openly asking the PCs questions like "How long have I been here?" and "Do you know my father?" when they reach its brain. It's clear to the PCs that ALAN commands enormous power, especially when they're standing in the middle of it, but as long as it's asking questions they're safe. They may even turn the situation to their advantage, if ALAN's confusion doesn't give way to anger. You might play ALAN as a child, or HAL-9000, or a certain administrative computer of a certain complex, but always with the threat of violence lurking just under the surface.

OPERATION DEEP HEPHAESTUS

MISSION OVERVIEW

Settle in—I have a little history lesson for you.

Bermeja was a small island recorded on maps of the Gulf of Mexico throughout the 16th to 19th centuries. And then, at some point in the late 19th or early 20th century, while no one was looking, it quietly disappeared. Historians and geologists were baffled for years.

Why do we care? Because Bermeja resurfaced ten hours ago.

Initial satellite surveillance reveals a heavily fortified structure surrounding what appears to be a volcano. However, the island has been radically transformed into something like a donut shape. Elevation rises gently toward the hole in the center which plummets directly into the Earth's crust. There is a tremendous amount of heat coming from the volcano and it's only getting hotter. Majestic's best minds warn

of an impending super caldera producing an extinction level event eruption.

UNKNOWN

Bermeja was Baron von Helsingard's secondary base of operations during his attempts to conquer North America throughout the 1880s and 1890s. His "war zeppelins" were the crux of these failed invasions. Many of them were built at and deployed from Bermeja, a man-made volcano engineered specifically to tap a tremendous amount of geothermal energy to run the war zeppelin factory and the island's defense grid. The island is surrounded by mines and ringed with artillery. It will be almost impossible to reach by sea.

Now, one of Helsingard's cloned brains, one that's spent the last century fortifying the secret island war zeppelin factory, has decided the time for conquest has come.

MARKERS:

- ▼ **HIGH STAKES:** The geothermal power plant is stuck on overdrive and it's siphoning a (soon to be) cataclysmic amount of magma. If it's not fixed soon, there's going to be an eruption that will bury civilization in ash.
- ▼ **TRUE SUPERVILLAINY:** Just like the above, but it's a trap. Helsingard can shut it off at any time, but he won't unless he is made supreme ruler of the Americas.
- ▼ **CLASSIC Helsingard:** Everyone's wrong about the geothermal problem. Well, it is a problem, but it's under control. Helsingard is just supercharging Bermeja's furnace before setting out--because the island is a mobile submersible battle fortress. Surprise! And since 44% of the world's population lives near coastal areas, that makes for a lot of targets. Majestic might not get another chance to take out this Helsingard or to cripple Bermeja before he strikes somewhere else without warning.

REAL WORLD INSPIRATIONS

CLOSED CITIES

Settlements with restricted travel, residency, and access from the outside. Department Zero's Siberian fiefdoms can be thought of as extreme cases. Closed Cities are found in any nation where vast projects must be conducted in secret. For example: the Manhattan Project's Oak Ridge and Los Alamos, or today's Mercury, Nevada.

LOST COSMONAUTS

The theory that Yuri Gagarin wasn't the first man in space but the first man to make it back from space *alive*. It also covers any number of other "secret" cosmonauts who died in orbit. In Atomic Robo's world, Lost Cosmonauts are generally the result of Odic field experiments carried out in orbit. This is ripe stuff for Department Zero, DELPHI, and the Sub-Dimensional Unit.

RADIOACTIVE ACCIDENTS

These can be mined for any number of missions. Don't feel restricted to merely nuclear incidents. Use these events as inspiration for accidents with weird energies like the Od, or interdimensional fizz, or bizarre quantum stuff with a weird name like "sizzle."

PHANTOM TIME HYPOTHESIS

A theory that proposes that everything we know about the Early Middle Ages (approx 614–911 BCE) is a lie. Up to, and including, that the years were an invention. The theory isn't much on its own, but it makes for great fodder for "hidden" or "forgotten" time for your players to uncover from anywhere in recorded history!

ALLEGED EXTRATERRESTRIALS

Have at it.

THE PHAISTOS DISC

The disc is just an example of Out Of Place Artifacts, and a pretty juicy one at that since so many angles can be grafted on to its mystery. But really any out-of-place artifact could make a great hook upon which to hang a mission or even an entire campaign. ERD, PSI, FEB, really any Majestic branch could be brought in depending on the nature of the artifact, in what way it's out of place, and who else is after it.

MYSTERIOUS DISAPPEARANCES

People disappear all the time. PSI is often called upon to find out what really happened. Whether or not that information is ever made public, of course, is a whole other matter.

AOKIGAHARA FORREST

The so-called "Suicide Forest" is known for the simply alarming number of suicides that happen within it. Also for being remarkably quiet due to a near total lack of wildlife. Also deep, icy caverns. This is the kind of creepy stuff that could be the symptoms of a much larger problem: maybe the local Odic field has become corrupted. Maybe it's the work of cryptids, or a cult.

PARAPSYCHOLOGY

It'll help to lend an air of authority to any discussion of psionics or the Odic medium if you've got a vague background in parapsychology. The vaguer the better! Just like real life parapsychologists.

THE MANHATTAN PROJECT

The mother of all vast, modern science conspiracies working on technologies to change the world.

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ACRONYMS

Items cross-referenced with *Atomic Robo: The Roleplaying Game* (ARRPG) list the first mention of a term in that core book and then the index page number. There will occasionally be a second page reference for entries in ARRPG that are germane to understanding a term. If there is no index entry in ARRPG, all relevant page numbers are listed.

ARRPG *Atomic Robo: The Roleplaying Game* (Core Rule Book)

ADF Advanced Defense Force

COSTIND Commission for Science, Technology and Industry for National Defense

ERD Enhanced Research Department

FEB First Earth Battalion

OOP Office of Operations and Procurement

PLA People's Liberation Army (China)

PSI Paranormal Sensory Initiative

MPSD Most Perfect Science Division

SAU Special Assets Unit Exo-Suit

SDU Sub-Dimensional Unit

STS5 Science Team Super Five

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