



The Imperial Secret Service

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A new Traveller career. Referees using this system will need Traveller books 1-5 (the basic set plus Mercenary and High Guard)

Background

Although every service of the Imperium maintains its own intelligence section, such as the Covert Survey Bureau, Naval Intelligence, ITTO Intelligence, etc, the major part of Imperial intelligence work is carried out by the Imperial Secret Service. This is a massive organisation estimated to employ some forty million persons throughout known space.

The service is divided into three sections: Special Intelligence, which undertakes the more important and secretive missions; the General Duty Branch, which performs the "dirty work" and general operations; and the Detached Duty Branch to which all retired members of the Service belong.

Enlistment

At the beginning of any term of service after his first, a character may request a transfer from his current service to the ISS. A character may make a general application or a special application.

The general application requires a roll of 9+ on 2d6 to successfully transfer; DMs are: Stren 7+, +1, Intel 8+, +2; per assignment to Intelligence School, +4; per level of Streetwise skill, +1. The successful applicant enters Special Intelligence if the modified score was 15+; if the score was 9-14, he enters the General Duty Branch. An unsuccessful applicant remains in his original service.

The special application requires a modified roll of 15+ on 2d6 for success; DMs are: Intel 9+, +2, Educ A+, +2, Social 9+, +1; per assignment to Intelligence School, +4; per level of expertise in Streetwise or Bribery, +1. The successful applicant is assigned to Special Intelligence. Unsuccessful applicants must continue in their original service, with a DM of -1 on all rolls for promotion that term.

If once rejected, a character may apply again at the beginning of a new term; such attempts have a cumulative DM of -2 per previous rejection to the enlistment roll.

Service

The ISS provides no training programme for recruits; the characters previous service is assumed to have provided this.

Assignments are handled in the same way as assignments in Book 4, Mercenary, or Book 5, High Guard. Each one lasts one year. Special Intelligence Agents may only receive one promotion per term unless one of their assignments for the term is Imperial Attaché, in which case two are possible. General Duty Branch agents may receive one promotion per year, and if promoted from Rank E6, are transferred automatically to Special Intelligence with a rank of O1. Ranks are as follows:

GENERAL DUTY BRANCH	SPECIAL INTELLIGENCE
E1 Field Operative 3 rd Grade	O1 Lieutenant
E2 Field Operative 2 nd Grade	O2 Captain
E3 Field Operative 1 st Grade	O3 Major
E4 Imperial Agent 3 rd Grade	O4 Lieutenant Commander
E5 Imperial Agent 2 nd Grade	O5 Commander
E6 Imperial Agent 1 st Grade	O6 Subsector Marshall

ASSIGNMENT TABLE (Roll once per year)

Dice	Special Intelligence	General Duty Branch
2	Military Duty	Military Duty
3	Infiltration	Military Duty
4	Infiltration	Infiltration
5	Infiltration	Communications
6	Communications	Communications
7	Base Duty	Base Duty
8	Training	Training
9	Surveillance	Surveillance
10	Special	Surveillance
11	Special	Special
12	Special	Special

Military Duty: The character is posted to an active military unit as an intelligence officer/operative.

Infiltration: The character is planted in hostile territory to infiltrate the enemy's command structure, survey planetary defences or some other dangerous mission.

Communications: The character serves in a communications unit linking intelligence units in the field with subsector command. This frequently involves starship travel.

Base Duty: The character is held in reserve for future operations and is often used for administrative work for the service.

Training: General training to improve the character's specialist skills.

Surveillance: Observation of enemy agents; military units and fleets, both within the Imperium and beyond.

Special: The character has been selected for a special assignment, roll 1d6 (DM +1 if Special Intelligence agent):

1: **Survival Training.** Roll 3+ on 1d6 to receive a level of expertise in each of the following skills: Vacc Suit, Survival, Hunting

2: **Cross-Service Training:** The character is posted at random to another service; roll 1d6, with 1 indicating Navy, 2 Marines, 3 or 4 Army, 5 Scouts and 6 Merchants. The character may select any branch of service, and roll for one skill on the service skills of MOS tables for that branch.

3: **Specialist school:** The character receives a level of skill in one of the following areas of expertise (roll 1d6): 1 indicating Demolitions, 2 Commo, 3 Forgery, 4 Admin, 5 Interrogation, 6 Computer

4: **Medical Academy.** Roll 3+ (1d6) to receive a level of Medical expertise, and 5+ (1d6) to receive a level of expertise in the following skills: Admin, Computer.

5: **Ground Operations College.** Roll 4+ (on 1d6) to receive a level of expertise in each of the following skills: Streetwise, Gun Cbt, Admin.

6: **Space Operations College:** Roll 4+ (1d6) for each of the following skills to receive a level of expertise: Pilot, Ship Tactics, Vacc Suit.

7: **Imperial Attaché/Aide.** Roll 1d6; on a roll of 1-4, the character is assigned as an Imperial Attaché, receiving +1 social standing and an automatic promotion of one grade. On a 5-6 the character has been assigned as an Imperial Aide, receives +1 social standing and may select his next assignment, other than Imperial Attaché/Aide.

Re-Enlistment

A character may re-enlist in the ISS on a roll of 6+ to serve another term. He may re-enlist automatically in his previous service, or any in which he has cross-trained.

Multiple School Assignments

The ISS has such excellent instructors that an unlimited level of skill can be gained from such assignments.

Mustering Out

Mustering out benefits are received from the character's initial service, in the normal way. Characters who retire (not fail the re-enlistment throw) are retained in the Detached Duty Branch. At the beginning of each game year thereafter the referee rolls 2d6 to determine if the service requires the character to perform any mission that year: a roll of 2-8 indicates no task assigned, 9 mercenary service, 10 surveillance, 11 kidnapping or rescue, and 12 assassination. The service pays well for work done in this way, and in addition members of the Detached Duty Branch draw a handsome pension, calculated as Cr 5000 p.a. per term of service over the fourth, and Cr 5000 per rank in Special Intelligence. Should a character fail in a task, he is removed from the Detached Duty Branch. Further details are the province of the referee.

ASSIGNMENT RESOLUTION TABLES

	Milit Duty	Infiltration	Communication	Base Duty	Training	Surveillance
Survival	5+	6+	4+	Auto	Auto	4+
Decorations	7+	6+	10	Non	Non	9+
Promotion	6+	6+	10	(8+)	(7+)	9+
Skill	5+	4+	7+	9+	6+	8+

DMs: For promotion, +1 if intel 9+; for survival, +1 if Streetwise 3+. Figures in brackets indicate that Special Intelligence agents may not make the roll.

Decorations: If the required score is exceeded by 0-2, the MCUF is awarded; the character has a DM of +1 on all promotion rolls that term. If the score is exceeded by 3-5, the MCG is awarded, yielding a DM of +2 on promotion rolls; if the score is exceeded by 6 or more, the SHE is awarded, with attendant +3 DM.

Skill Tables

The skill table a character may consult if he rolls the requisite number for a skill depends on his current assignment. Agents on Military Duty may use their Branch, Combat or ISS tables; Infiltration allows use of the Branch, ISS or Underground tables; Communication, Branch, ISS or Space tables; Base Duty, Branch or ISS tables; Training, the Branch table only; and Surveillance, the Branch, ISS or Underground tables.

	Special Intelligence BRANCH	General Duty BRANCH	ISS
1	Gun Cbt	Gun Cbt	Vehicle
2	Liaison	Brawling	Carousing
3	Computer	Interrogation	+1 Stren
4	Forgery	Forgery	+1 Dext
5	Bribery	Electronics	+1 Endur
6	Leader	Demolitions	+1 Intel

	Space	Combat	Underground
1	Zero G Cbt	Gun Cbt	Gun Cbt
2	Ship's Boat	Gun Cbt	Streetwise
3	Vacc Suit	Hvy Wpns	Streetwise
4	Commo	Tactics	Liaison
5	Pilot	Medical	Carousing
6	Ship Tactics	Interrogation	Bribery

Vehicle, Gun Cbt and Hvy Wpns skills require immediate further specification.

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