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SORAG

HANDBOOK OF ORGANIZATION AND EQUIPMENT

SECURITY CLEARANCE D/VERY SECRET

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SORAG

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Dedicated to Dan Hillen, who introduced me to wargaming.

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SORAG

GENERAL BACKGROUND

"SORAG (pronounced SOAR-ag)" is a special purpose division of the Zhodani Consulate Combined Interstellar Forces. The name is an acronym for Study and Operations Recording Activities Group. The purpose of SORAG is to observe the progress of emerging interstellar societies using overt and passive means. Most of the activities of the organization consist of receiving civilian transmissions of various types and recording or cataloging the facts therein. SORAG is a means whereby the Zhodani can stay abreast of changes in the government and technological level of various societies within the Consulate and its Client States. Although employees are paid via a pay scale similar to most military systems, SORAG is not directly affiliated with any military organization."

The previous statement, gleaned from any number of official publications of the Zhodani Consulate, is almost completely false.

SORAG (Scientific Operations Research and Administration Group) is an intelligence and counter-intelligence service operated by the Colonnade Administrative District (or CAD) in the Vanguard Reaches to rimward of the Consulate. Its purpose is to infiltrate and perform surveillance on various interstellar governments and military services with which the CAD comes into contact. Activities within the sphere of SORAG's mission include: guerilla warfare, subversion, sabotage, escape and evasion, "black" and "gray" psychological operations, and other operations best described as unconventional warfare.

SORAG is organized into four branches, each with a specific set of functions and area of operations. It is from the names of these branches that the organization gets its name.

The Scientific Branch keeps watch on new technological advances; either in surveillance or infiltration techniques, or in military weapons technology. The Scientific Branch is also responsible for making sure that all operatives have the most up-to-date equipment for whatever type of mission they are performing. Technological gaps can be very costly for an advanced intelligence organization. The Cryptography and Medical Divisions are part of the Scientific Branch.

The Operations Branch, sometimes referred to as the "Dirty Tricks Division," takes care of several types of covert missions required of an active intelligence agency. These missions are of a most highly secret nature and are performed by only the most skilled operatives in assassination, terrorism, sabotage, and whatever other extremes are required. The Operations Branch runs the Commando School, Special Operative Training Centers, and the Special Weapons Training Division.

The Research Branch performs routine surveillance and translation duties of the public information transmissions intercepted by SORAG. Recruiting of new operatives is also a key responsibility of the Research Branch through the Recruiting Division.

The Administration Branch does most of the record keeping and statistical analysis of the vast amounts of information collected by SORAG. As such, it often performs activities at the request of the other branches.

Operatives working for SORAG can find a wide variety of occupations available: from the career of a Surveillance Technician—years of intensely boring monitoring of intercepted interstellar communications—to the very dangerous life of the Operations Specialist—clandestine missions within enemy encampments where no help can be expected and it is not uncommon for an operative to be killed by SORAG itself to prevent the loss of vital information.

HISTORY

Activities by agents of IDES (Interworld Division of Enforcement Services) and various intelligence agencies operated by the Imperium and its client states were widespread within the Colonnade Administrative District during the Third Frontier War. In 1067 (Zhodani Olympiad 3481), SORAG was organized as a counter-reaction to these activities by General Preshehdanratl, commander of the Zhodani Armed Forces COMBINT (Combat Intelligence) section. The basic mission of the new organization was to conduct covert missions in the Vanguard Reaches and adjacent sectors, although its agents have been found in the Spinward Marches and the Outrim Void at times, notwithstanding the fact that this is expressly illegal in view of various inter-empire accords and treaties.



Many types of operations have been conducted by SORAG, all identified by meaningless code names and confusing acronyms so that many people who have worked for the organization still are not fully aware of them.

In 1070 the early operation LEAPING TIGER consisted of groups of "irregular" raiders operating scouts and armed tramp traders in attacks on shipping lanes within the Haldensleben Subsector. Provoking some smaller merchants to band together and even hire mercenaries for ship's troops to fight these raiders, the CAD was able to declare the presence of an armed uprising

and insert several naval squadrons to quiet the area. The direct result of this move was to extend the Zhodani Consul Route, a major communications line for the CAD in the Vanguard Reaches, into the Four Corners Subsector.

One of the most complex and dangerous missions to date was code-named GLARING SUN. Operatives infiltrated naval armories in the spinward fringe of the Altarean Confederation, substituting identical SORAG-developed ship-to-ship missies for their Altarean counterparts. A skirmish with the CAD engineered to involve ships from these bases produced the loss of several Altarean escort craft when their missies exploded in the launch bays. Subsequent operations by missile bay crews of the Altarean Confederation were reported to have evidenced great trepidation regarding ammunition quality.

SORAG has perpetrated both "black" and "gray" psychological operations (or "psyops"). Black psyops are typified by the commerce raiders in the Eckmann Schrift in operation COLDWAVE in 1089, who operated with forged civilian registrations as traders from surrounding subsectors. A propaganda campaign in the Tellerian Cluster called the "Interstellar Freedom Society" in which the operators never identified themselves or told which side they were on, is a good example of a gray psyop. The IFS was also a good example of SORAG's contravention of existing treaties and interstellar agreements, in this case the Council of Worlds, which expressly prohibits CAD military or political units from operating within the Tellerian Cluster.

After the Fourth Frontier War (1082 to 1084). SORAG helped to extricate many soldiers of the CAD that were stranded in or behind enemy territory in an escape-and-evasion operation code-named BLACK DIAMOND.

REQUIRED MATERIAL

In addition to this booklet, the basic set of *Traveller* (Books 1, 2 and 3); Book 4, *Mercenary*; Book 5, *High Guard* (2nd Edition); and the Paranoia Press publications *Scouts & Assassins* (2nd Edition) and *Merchants & Merchandise* are essential equipment, as are at least two six-sided dice, paper and pencil.

Other materials may prove useful, such as electronic calculators, miniature figures, or various other books, supplements, adventures and games being published for use with *Traveller*.

PRE-SELECTION OPTIONS

SORAG seldom solicits enlistment applications, therefore the process by which an individual joins the organization will be referred to as Selection (explained later). Before the Selection throw is attempted, the individual may apply for admission to a College at age 18. Procedure is as described in *High Guard*, Book 5 (either edition), pages 15 and 16.

All Colleges of technological level 6+ will have available ROTC (Reserve Officer Training Corps), with the same throws and DMs as NOTC in Book 5.

Please note that although the Naval Academy, NOTC, Medical School and Flight School will also be available and may be pursued at such institutions, they will have no bearing on SORAG service. However, graduates who succeed in the ROTC throw may enter into SORAG with a commission as a Second Lieutenant (note: only Zhodani nationals can become Field Grade or General Officers in SORAG—to determine if an individual is a natural born Zhodani, throw 11+ for the Vanguard Reaches and 12 exactly for Spinward Marches, other parts of the Imperium, or Beyond). Note that although College and/or ROTC graduates gain a favorable DM on the throw for Selection, no guarantee of Selection is made.

Often, individuals serving duty in other services (especially Army, Marines and Navy—very seldom Scouts or Merchants) will be transferred to SORAG on a permanent basis. This may happen as a result of a particularly successful Internal Security or Counter-Insurgency assignment, or a Transfer at Service's request on the Discharge Table (Scouts & Assassins, 2nd Edition, page 7). Any transfer to SORAG must be done with the referee's permission and approval. Such transfers are done without the use of the Selection procedure, and the new operative will be given a rank equivalent to the rank held in the previous service (non-Zhodani officers are limited to O3) and a Security Clearance of B/Confidential.

SELECTION

The term "enlistment" is inappropriate to SORAG due to the fact that very few individuals are allowed to enlist in SORAG as a result of their own request. Many operatives are chosen due to high college scores in regular classes or ROTC, performance in regular service duties in areas valuable to SORAG, certain civilian occupations, or recommendations of a superior officer. SORAG recruiters are constantly searching for the types of individuals required for intelligence duties, but they do not advertise publicly. This complex selection procedure will be simulated by a single Selection throw with several cumulative die modifiers.

SELECTION THROW 10 +

College Educated	DM 4+1
ROTC Graduate	DM + 1
Intelligence of 7—	DM —2
Social Standing of 9+	DM + 1
Non-Zhodani	DM —2

All DMs listed above are cumulative and reflect, as a whole, the type of person SORAG prefers to recruit.

ACQUIRING SKILLS AND EXPERTISE

Upon completion of the Pre-Selection and Selection procedures, the individual has become an operative of SORAG. The following processes are used to determine the course and rewards of the years of service ahead.

Terms of Service: Each term of service lasts four years (Exception: a college applicant who is not successful will enter at age 19 and serve a three-year term as the first term). Individuals transferred from other services generally do

so at the beginning of a new term.) Each new term is also for four years. The term of service is broken down into four one-year assignments. Each is resolved by the operative separately, and at the completion of each four assignments, the operative may attempt to muster out. Note that mustering out is *not* voluntary in SORAG, and must be accomplished by a dice throw.

Branches: There are four branches of service in SORAG (previously described) which an operative may enter. Branch assignment is done only once. All individuals entering SORAG, whether by selection, transfer, or other means, go through the Branch Assignment Procedure.

Throw two dice and consult the Branch Assignment Table. Apply the same DMs that were used on the Selection Table. The result is the branch to which the operative is permanently assigned.

BRANCH ASSIGNMENT TABLE

5 -	Research
6	Administration
7	Administration
8	Scientific
9	Scientific
10 +	Operations

Basic Training: The first one-year assignment of an operative's first term is Basic Training. The operative receives two skills from the Intelligence column of the Service Skills Table. Those entering as officers (through ROTC or Transfer) may roll on the Officer Skills column instead. Operatives in the Administration Branch may elect to roll on the Clerical column as an alternative. Upon completion of Basic Training, the operative is assigned Security Clearance A/Sensitive (automatically, no throw required) and a rank of E1/Private or O1/Second Lieutenant as appropriate (ranks in SORAG are identical to Army ranks—see *Mercenary*, Book 4, page 8—except that there are no O10 Generals in SORAG).

Assignments: Resolution of each assignment is a separate procedure involving six steps: *Determination, Survival, Decoration, Promotion, Skills, and Security Clearance Advancement*. Special Assignment resolutions follow slightly different procedures than Regular Assignments.

1. Determination: Consult the Assignment Table and locate the appropriate branch column. Throw two dice, add applicable DMs, and determine the type of assignment to be served. A letter code after the slash indicates the minimum required Security Clearance for the assignment (A is lowest, E is highest—see Security Clearance Table). If the clearance presently held by the operative is insufficient to take the assignment, the operative serves an Alternate Assignment instead. Alternate Assignments are listed at the bottom of each column and differ for each branch.

Consult the Regular Assignment Resolution Table. If the assignment being served is one of the seven types listed, proceed to Step 2. If the assignment is not listed in the Regular Assignment Resolution Table, it is a Special Assignment: go directly to the instructions regarding this type of assignment, skipping Steps 2, 3, 4 and 5, and return to Step 6 to complete the Assignment.

2. Survival: Many assignments present the opportunity for serious injury, death or other unusual circumstances. To avoid these calamities, the operative must throw the indicated number or higher on two dice. If the indicated number is thrown exactly, the operative has received a wound or injury. If this occurs on an Infiltration, Sabotage, Terrorism or Assassination assignment, it is officially classed as a combat wound and the operative is awarded the **Wound Badge**, the Zhodani equivalent of the Imperium Purple Heart. Failure to make the Survival throw does not necessarily mean that the operative has been killed. If the Survival throw is failed, consult the Survival Table and follow the instructions there.

3. Decorations: Operatives may receive decorations or cash bonuses for bravery under fire or meritorious conduct. If the indicated number or higher is thrown, the operative receives the **Distinguished Conduct Medal** (DCM). If a number at least three higher than the stated number is thrown, the **Consular Medal of Victory** (CMV) is awarded instead. If the throw is at least six higher than the number indicated, the **Order of Zhodane** (OZ) is awarded instead.

Due to the clandestine nature of most SORAG assignments, the awarding of medals (for a successful terrorism mission, for example) would be inappropriate. As a result, cash bonuses in lieu of medals are often awarded. On the Regular Assignment Resolution Table, under the throw for Decoration, is another indicated throw in parentheses. This is the throw to actually receive a medal (once a Decoration has been earned). If this second throw is not successful, the operative receives cash remuneration instead. Eligibility for a DCM entitles the operative to Cr100 to Cr600 (roll one die x Cr100); a CMV entitles Cr200 to Cr1200 (two dice x Cr100); and an OZ equals Cr1000 to Cr6000 (one die x Cr1000).

4. Promotion: An operative may receive a promotion by throwing the indicated number or higher on two dice. Officers may not receive more than one promotion per four-year term (the promotion from E9 to O1 or ROTC receipt of an O1 rank does not count towards this, and is called "commissioning"). The promotion throw is subject to a cumulative DM for all Decorations (or eligibility for such Decorations if a cash bonus was awarded instead) received during the current term: each DCM, + 1; each CMV, + 2; each OZ, + 3.

As previously mentioned, SORAG permits only natural born Zhodani operatives to attain ranks higher than Junior Commissioned Officers. All non-Zhodani operatives may receive promotions to O3 and no further. Any non-Zhodani who has become a naturalized citizen of a Zhodani client state (details to be worked out by the Referee) will receive a promotion to a rank higher than O3 only on an additional throw of 10 +. This throw must be made each time the naturalized Zhodani seeks a Field Grade or General Officer promotion.

5. Skills: Assignments may give the operative an opportunity to gain skills and expertise. If the operative throws the number indicated or higher,

then a skill has been gained. To determine the specific skill, refer to the Service Skills Table. Eligibility for each column is determined by the note at the bottom of the column, the operative's rank, and the type of assignment.

6. Security Clearance Advancement: At the end of each assignment (either Regular or Special), the operative must throw two dice in an attempt to increase or maintain his or her Security Clearance. In actual practice, this is determined by many factors, and all advancements are made on a strict need-to-know basis. An advance in Security Clearance will enable the operative to handle a wider variety of assignments. The throw required for advancement is listed at the top of the Assignment Table, and differs with each branch. Advancement in Security Clearance raises the operative's clearance by one letter (from A to B, etc.—see Security Clearance Table). A cumulative DM of + 1 for each term previously completed is added to this throw (first term, no DM; second term, DM of + 1; third term, + 2; etc.). Any Security Clearance Advancement throw resulting in a natural roll of 2 (before adding DMs) will *lower* the operative's clearance by one letter, although clearance may not go below A (never to O).

MUSTERING OUT

After completing four one-year assignments, the operative has finished one term and may attempt to muster out. Because of time invested in training and possible leaking of information, SORAG is very reluctant to let operatives leave their service. A basic throw of 10 + is required to muster out; NCO and Enlisted operatives receive a DM of +2. If this throw is failed, another term must be served. The mandatory retirement age (although no benefits are accrued from retiring) in SORAG is 58, so an operative may serve as many as ten terms.

MUSTERING OUT BENEFITS TABLES

Die Roll	Table 1 Material Benefits	Table 2 Cash Benefits
1	+ 1 Intelligence	Cr 2,000
2	+ 2 Intelligence	Cr 5,000
3	Low Passage	Cr10,000
4	High Passage	Cr10,000
5	+ 2 Education	Cr20,000
6	Gun*	Cr30,000
7	Traveller's Aid	—

**Gun benefits refer to Gun Combat weapons only; Special Weapons are not available as Mustering Out benefits. If the operative has a level of any type of Gun Combat skill, the Gun benefit may be taken as a Personal Firearm.*

The following conventions used in previous descriptions of other services do not apply to SORAG: *Retention in Assignment, Draft, Retirement, Term Skills, and Re-enlistment in a Different Branch.*

Aging: Conducted in accordance with the Aging Table in *Characters and Combat*, Book 1.

SERVICE SKILLS TABLE

Die	Clerical	Intelligence	NCO Skills	Officer Skills
1	Vehicle	+ 1 Strength	Tactics	Tactics
2	Linguistics	+ 1 Endurance	Instruction	Interrogation
3	Administration	+ 1 Dexterity	Electronics	Medical
4	Administration	+ 1 Intelligence	Mechanical	Carousing
5	Streetwise	Investigation	Brawling	Leader
6	Computer	Computer	Leader	Leader
7	Psychlgcl Wrfr	Liaison	Interrogation	Ship Tactics
8	Counterfeiting	Communications	Combat Engrng	Surveillance
DMs:	+ 1 if E3 + + 2 if O1 +	+ 1 if Intel 8 + + 2 if Intel 10 +	+ 1 if E5 + + 2 if E8 +	+ 1 if O4 + + 2 if O7 +
	<i>Any ranks; Clerical Assignments only.</i>	<i>Any ranks; All Regular Assignments.</i>	<i>NCOs only; All Regular Assignments.</i>	<i>Commissioned Officers only; All Regular Assignments.</i>

ASSIGNMENT TABLE

Dice	Scientific 10 +	Operations 9 +	Research 10 +	Adminstrtn 12 +
1	Psi Training/C	Psi Training/C	Speclst Schl/B	Spec Op Trng/D
2	Weapons Trng/D	Medical Div/C	Infil Trng/C	Recruiting/A
3	Infil Trng/C	Spec Op Trg/D	Cross-Trng/A	Speclst Schl/B
4	Infiltration/C	Cadre/D	Infiltration/C	Infiltration/C
5	Infiltration/C	Cross-Trng/A	Surveillance/B	Clerical/A
6	Surveillance/B	Infiltration/C	Surveillance/B	Clerical/A
7	Surveillance/B	Surveillance/B	Surveillance/B	Clerical/A
8	Clerical/A	Infiltration/C	Recruiting/A	Surveillance/B
9	Medical Div/C	Weapons Trng/D	Clerical/A	Surveillance/B
10	Cryptography/B	Sabotage/E	Clerical/A	Surveillance/B
11	Speclst Schl/B	Terrorism/E	Cryptography/B	Cryptography/B
12	Cross-Trng/A	Assassination/E	Medical Div/C	Cross-Trng/A
13	Spec Op Trg/D	Cmdo Schl/C	Cross-Trng/A	Medical Div/C
Alttrnt	Clerical/A	Clerical/A	Recruiting/A	Clerical/A

Assignment DMs: NCO Rank, —1; Junior or Field Grade Officer, +1.

SECURITY CLEARANCE TABLE

Code Clearance

- O No Clearance:** Regular service personnel. No sensitive information.
- A Sensitive:** Access to least sensitive information. All SORAG operatives are at least Clearance A.
- B Confidential:** Access to overt surveillance information.
- C Secret:** Access to information regarding covert operations.
- D Very Secret:** Access to highly sensitive covert information
- E Top Secret:** Access to most sensitive intelligence information.

REGULAR ASSIGNMENT RESOLUTION TABLE

Assignment Type	Survival	Decoration	Promotion	Skills
Assassination	8+	5+	5+	5+
<i>DM of +1 if:</i>	<i>Recon 2+</i>	<i>none (8+)</i>	<i>Endur 9+</i>	<i>Sp Wpn 2+</i>
Cadre	4+	9+	7+	8+
<i>DM of +1 if:</i>	<i>Survival 2+</i>	<i>none (5+)</i>	<i>Educ 9+</i>	<i>Instr 2+</i>
Clerical	auto	none	9+	8+
<i>DM of +1 if:</i>	<i>none</i>	<i>none</i>	<i>Intel 9+</i>	<i>Admin 2+</i>
Infiltration	5+	8+	8+	7+
<i>DM of +1 if:</i>	<i>Shp Tc 2+</i>	<i>none (6+)</i>	<i>Dext 8+</i>	<i>Vehicle 2+</i>
Sabotage	6+	7+	6+	6+
<i>DM of +1 if:</i>	<i>Strtws 2+</i>	<i>none (7+)</i>	<i>Dext 9+</i>	<i>Demolt 2+</i>
Surveillance	4+	10+	9+	7+
<i>DM of +1 if:</i>	<i>Lingust 2+</i>	<i>none (4+)</i>	<i>Intel 10+</i>	<i>Investgt 2+</i>
Terrorism	7+	8+	6+	6+
<i>DM of +1 if:</i>	<i>Tactics 2+</i>	<i>none (6+)</i>	<i>Stren 9+</i>	<i>Gun Cbt 2+</i>
Other Type	see <i>Special Assignment Resolution</i>			

*any Vehicle. Pilot or Ship's Boat skill.

SURVIVAL TABLE

Throw	Result	
5—	Death	Throw two dice and consult table at left. See descriptions below for detailed explanations of results. Unless otherwise stated, operative is presumed to have died while attempting to complete the assignment.
6	Capture	
7	Cowardice	
8	Desertion	
9	Defection	DMs for table at left per type of Assignment on which Survival throw was failed: Assassination, —3; Terrorism, —2; Sabotage, —1; Cadre, +1; Surveillance, +2.
10	Security Leak	
11+	Transfer	

Death: Throw 10+ to be "officially," but not actually, dead. Return to service with +2 DM on all Regular Assignment Resolution rolls (including Security Clearance Advancement). All Decorations taken in cash only. Mustering Out rolls from Table 2 only.

Capture: Throw 10+ to escape and return to SORAG service; forfeit remainder of assignment resolution and proceed to next assignment. On throw of 4— enemy has reconditioned operative (through extensive physical and psychological alterations) and only Service Skills from Clerical and Intelligence columns remain; all other skills have been "erased." Operative musters out immediately.

Desertion: Throw 8+ to escape from SORAG, effective immediately, no Mustering Out rolls. On throw of 5, 6 or 7, operative has been assassinated by SORAG. On throw of 4—, operative has been assassinated by enemy forces.

Defection: Operative attempts to double-cross SORAG by defecting to enemy organization. Enemy organization double-crosses operative (throw again on Survival Table as if on Assassination assignment; if result is Defection, throw again).

Cowardice: Muster out immediately and lose two Mustering Out rolls.

Security Leak: Throw 10 + to be cleared and muster out immediately (lose one Mustering Out roll). On throw of 8 or 9, operative is reconditioned by SORAG (see Capture above) and mustered out immediately (lose two Mustering Out rolls and decrease Security Clearance to A). On throw of 7—operative is assassinated by SORAG.

Transfer: Throw on Cross-Training Table. Operative has been reassigned to that service and branch of the Colonnade Combined Interstellar Defense Forces, will not return to SORAG, and serves the rest of this assignment as Basic and Advanced Training in that service. All Mustering Out rolls are made on the new service's tables. However, on an additional throw of 11+ the operative is serving a clandestine internal security mission to perform secret surveillance on new service; make additional throw for Decoration (only) each year as if still a member of SORAG on Surveillance assignment. Cash only will be awarded. Attempts to muster out from SORAG service may still be made (no DMs). If any SORAG Decoration throw is 3—, operative has been discovered and court-martialed; muster out of new branch (and SORAG) immediately and lose three Mustering Out rolls (transferee is not eligible for any Mustering Out rolls from SORAG).

SPECIAL ASSIGNMENT RESOLUTION

Commando School: The operative has been assigned to special SORAG commando training and will receive up to five skills. Roll 5+ on one die for each skill: *Demolition, Survival, Reconnaissance, Instruction, and Unarmed Combat*. Commando School is Clearance C/Secret.

Cross-Training: The operative is required to train in a conventional service and will obtain an MOS from a particular branch of that service. Cross-Training is Clearance A/Sensitive, available to all operatives. Roll one die twice to determine first, service, and then, branch:

CROSS TRAINING TABLE

<i>1st</i>		<i>-----Second Die Roll-----</i>					
<i>Roll</i>	<i>Service</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>
1-2	NAVY	Line/Crw	Flight	Gunnery	Engrng	Medical	Technical
3-4	ARMY	Artillery	Cavalry	Infantry	Marine	Support	Cmndo
5-6	SCOUT	Tech Spt	Tech Spt	Tech Spt	SurvInc	SurvInc	Explrtn

NOTE: SORAG operatives always train as Subsector Navy on Navy Skill Tables, as Tech Level 14 on Army MOS Tables, and with no term DMs on Scout Skill Tables.

Cryptography Division: The operative is assigned to the SORAG Cryptography Division and receives an automatic *Cryptography* skill. Cryptography Division is Clearance B/Confidential.

Infiltration Training: The operative has been assigned to a special school to gain increased familiarity with SORAG Special Vehicle operation and infiltration techniques. Roll 5+ on one die for each skill: *Ship's Boat, Vehicle, Escape & Evasion, Disguise, and Ship Tactics*. Infiltration Training is Clearance C/Secret.

Medical Division: The operative has been assigned a course of study in SORAG biological research and conditioning techniques. Roll 5+ on one die for each of the following skills: *Medical* and *Poisons/Antidotes*. In addition, many operatives in danger of being captured and interrogated can be immunized against Truth Drug. This is accomplished by injections of small doses of Truth Drug over an extended period under carefully controlled conditions to build up the body's natural resistance. To receive this conditioning, throw 10+ on two dice (add a DM of +1 if presently Clearance D and +2 if Clearance E). On a natural roll of 2 (before DMs), the patient's system has rejected the treatments, and the operative suffers a permanent —1 effect to personal Endurance. Medical Division is Clearance C/Secret.

Psi Training: The operative has been selected to *receive* a psionic strength examination (see *Worlds and Adventures*, Book 3, pages 34 and 35). All operatives who have been previously examined for psionics will serve an Alternate Assignment instead. This includes all Zhodani of Social Standing A+, who are automatically trained at age 18, and any operatives who have served this assignment before. If a Zhodani operative is of Social Standing 8 or 9, then the operative receives an immediate increase of 2 to Social Standing and may be examined. Zhodani of Social Standing 7— may not be tested and serve an Alternate Assignment. Any non-Zhodani may be examined regardless of Social Standing.

Only operatives with a Psionic Strength Rating (PSR) of 2+ will receive training (Zhodanis retain Social Standing increases regardless of PSR). Operatives who test out with a PSR of 1— will serve an Alternate Assignment with a —2 DM for Decoration, Promotion and Skills for this assignment only due to time spent on the examination.

Psionic training is conducted as usual except that SORAG will dictate the order in which the trainee will attempt to obtain talents: *Special, Teleportation, Awareness, Telekinesis, Clairvoyance* and *Telepathy*. Any trainee of Social Standing B+ may choose the order of gaining talents, however. Once the exam and basic training are completed, the operative may spend six months gaining experience for talents. One talent per month may be practiced, and all throws to increase levels may add a DM of +1 due to assistance from SORAG experts. During subsequent assignments, the operative may make 12 throws per assignment (once per month) to increase levels, but practice is limited to one talent per month, and there are no DMs for SORAG assistance.

Any non-Zhodani operative whose psionic talents are discovered by non-Zhodani officials will be hunted down and "liquidated" by SORAG assassins, in addition to local reactions against the "psionic heresy." Psi Training is Clearance C/Secret. and all costs for testing and training are borne by SORAG.

Recruiting Division: The operative has been assigned to a tour of Recruiting duty and receives an automatic *Recruiting* skill. Recruiting is Clearance A/Sensitive, available to all operatives.

Special Operative Training: The operative has been selected to receive training in certain clandestine SORAG skills. Roll 5 + on one die for each skill: *Forgery*, *Bribery*, *Interrogation* and *Torture*. Special Operative Training is Clearance D/Very Secret.

Specialist School: The operative has been nominated to attend special training to hone certain intelligence capabilities. Roll 5 + on one die for each skill: *Linguistics*, *Counterfeiting*, *Security*, *Communications*, and *Psychological Warfare*. Specialist School is Clearance B/Confidential.

Weapons Training: The operative has been assigned to a special school to learn SORAG weapons techniques. Roll 5+ on one die for each skill: *Gun Combat*, *Blade Combat*, *Bow Combat*, and *Special Weapons*. Weapons Training is Clearance D/Very Secret.

Multiple School Assignments: Operatives performing a Special Assignment who already have a skill level of 3 or greater in any one skill offered by the School, Training Center, or Division are assigned as instructors, and instead (and only) receive one automatic *Instruction* skill. This applies to all types of Special Assignments.

DESCRIPTION OF SKILLS

Most skills used in this booklet are found in various other publications by GDW or Paranoia Press. Those from the Traveller Books 1 through 5 and Supplement 4 are not listed here, while other skills from Paranoia Press publications are indexed in the following listing to the proper book and page number. New skills specifically developed for SORAG are described in detail here.

Cryptography: Familiarity with the use and development of complex code and cipher systems. Throw 8+ to decode any simple coded message; DM +1 per level of Cryptography skill. The throw for decoding may be made once per number of hours determined as follows: subtract Intelligence from 16 (Intelligence of 10 would permit a throw every 6 hours). Referee should choose a specific throw (perhaps chosen at random) which will produce spurious conclusions before the Cryptographer makes the throw to decode. Other DMs may be applicable for unfamiliar coding systems or language difficulties, and additional skills such as Computer may be needed. Individuals with Cryptography skill may also write codes, and the throw needed to break such codes is determined by adding twice the writer's skill level to 6; therefore a code devised by a Cryptographer-2 would require a throw of 10+. As described above, Cryptography skill may also be used as a DM to decode such messages.

Counterfeiting: The ability to produce large quantities of bogus printed items such as currency, stamps, coupons, stocks, etc., often used by intelligence organizations to undermine the economy of enemy organizations by flooding the market with fake currency. The individual is skilled in the production of printing plates or other devices required to duplicate the item to be counterfeited. The skill implies familiarity with printing processes, but not necessarily skill in operating them. Detection of false items will require a throw of 7 plus the Counterfeiter's skill level; therefore a skill level of 3 would require a 10+. If an experienced Counterfeiter is attempting this throw, a +1 DM may be added for each 2 skill levels of Counterfeiting possessed by the detector. Other DMs may be imposed by the Referee, such as tech level familiarity, availability of reproduction materials, quality of equipment, or other situational modifiers.

Disguise: Use the description in *Scouts & Assassins* 2nd Edition, page 9.

Escape & Evasion: Use the description in *Scouts & Assassins* 2nd Edition, page 9.

Gun Combat: SORAG weapons come in various sizes and types. The operative must immediately specify one of the following distinct categories:

Handgun: applicable to revolvers, automatic pistols, and body pistols (does not apply to snub pistols or hand blasters).

Auto Weapons: applicable to auto rifles, light and heavy machine guns.

Combat Rifleman: applicable to rifles, carbines, assault rifles, advanced combat rifles, and gauss rifles.

Submachinegun: applicable to submachineguns only.

Laser Weapons: applicable to laser pistols, carbines and rifles.

Investigation: The general skill Investigation refers to the ability to determine particular pieces of information from various sources or from empirical examination. Many of the areas of study within this general skill require the use of complicated, expensive and uncommon instruments. Investigators without such instruments should be penalized in their attempts to use these skills by the imposition of negative die modifiers by the Referee. The operative receiving a skill in Investigation must immediately choose one of the following categories of specific study:

Research: The ability to search through public records and other available data banks with experience and proficiency, Research also includes questioning knowledgeable individuals. Research differs from Interrogation in this respect in that the person being questioned does not reveal more than they wish to tell. This skill is required any time a specific fact needs to be discovered which is not a military, political or industrial secret, and would be generally available to a person who knew where to look. Basic throw for success if 8+ with a +1 DM for each level of Research skill. The Referee may

impose other DMs or specify that expertise in another skill, Computer, for example, is required.

Identification: This skill refers to the ability to determine the specific identity of a person, and is especially useful in penetrating various types of disguises and drastic modifications such as plastic surgery, surgical alterations of internal organs and skeletal reconstructions. There are five basic techniques in common use for Identification, and the operative with this skill has facility with all of them and is entitled to a DM of +1 per level of Identification skill to be added to the throw for success. Anyone attempting to use these techniques without Identification skill will receive a DM of -4. *Fingerprint Analysis:* available at Tech Level 5, this is the study of the textures of the fingertips, unique to each individual. Throw for success is 10+. *Voiceprint Analysis:* the study of graphs made from a person's vocal patterns, available at Tech Level 6, and a successful identification requires a throw of 9+. *Bloodprint Analysis:* a person's blood contains the entire biological history of their life, including all the diseases they have ever had. This technique requires a throw of 8 + for success and is available at Tech Level 7. *Retina Print Analysis:* patterns made by the retinas of the eyes are more complex than fingerprints, and much harder to alter; throw for success is 7 +, and availability is at Tech Level 8. *Brainwave Analysis:* most difficult to disguise, the patterns of an individual's brain will almost always identify him or her immediately. Available at Tech Level 9, the throw for success is 6+.

Examination: Often used in police work to solve crimes by observation and testing of clues and evidence, Examination is indispensable in intelligence work also. This skill is the use of various forensic techniques such as ballistics, spectrography (infrared, x-ray, and/or ultraviolet), thermal analysis or chemical testing to determine a specific fact regarding an object or specimen. The Referee should always determine in advance what it is that the Examiner is trying to find out about the object, or at least an idea of what they are looking for in general terms. The throw for success is 8+ , and the Referee may see fit to impose higher required throws if a piece of information is going to be particularly hard to extract.

Linguistics: Discussed in *Scouts & Assassins*, 2nd Edition, page 8.

Poisons/Antidotes: Discussed in *Scouts & Assassins*, 2nd Edition, page 9.

Psychological Warfare: The individual is familiar with techniques used for the eroding of enemy morale due to broadcasts over enemy communications systems or other means. This type of warfare consists of communicating to the enemy facts concerning an upcoming or ensuing confrontation which will degrade the enemy will to win and, in some cases, force the enemy to surrender. The application of this skill presumes that proper equipment for broadcasting or disseminating information to enemy sources is available. Two weeks are required to survey the situation and set up the campaign. Thereafter, a throw may be made each month to attempt to degrade enemy

morale; a 9+ is required for success. A DM of + 1 per level of Psychological Warfare skill is allowed, and additional DMs may be applied by the Referee for tech level, equipment available, language difficulties, enemy patriotism (or lack thereof), etc. A successful throw will directly affect the enemy's die roll for Efficiency, as mentioned in the *Abstract Mission Resolution System* in *Mercenary*. Book 4. Each successful Psychological Warfare throw reduces enemy Efficiency by one. An Efficiency result of 0 is considered to be very shaky, and results of less than 0 can produce situations in which the enemy will immediately surrender if attacked. Effects in other small-unit combat systems must be determined by the Referee. Unlike most skills, several individuals may add their Psychological Warfare skills to attain a combined DM.

Security: Discussed in *Merchants & Merchandise*, page 9.

Special Weapons: Special Weapon skills involve the operation of one of several unusual devices utilized by SORAG in covert operations. Special Weapon skills must be further specified as one of the following categories:

Garrote: A weapon used for strangling, specifically one using a cord or wire which is looped around the defender's neck.

Grenade Pistol: A small, concealable, one-shot pistol of breakdown configuration similar to the common flare gun. It fires a variety of projectiles with differing effects.

Holster: The use of one of several quick-draw holsters provided by SORAG, proper execution of which avoids or modifies the DM of —3 for drawing a holstered weapon as discussed in *Characters and Combat*, Book 1, page 38. Success requires a throw of 8+ , and each level of Holster skill adds a DM of + 1 to this throw. The subsequent attack is made with a DM of —2 if Holster skill is level 1, and a DM of — 1 if Holster skill is level 2. Skill levels of 3 or better allow perfectly drawn attacks with no negative DMs to hit due to use of the holster.

Hypo Gun: Operation of the silent, fluid-injecting assassination weapon, discussed in *Merchants & Merchandise*, page 12. Each skill level provides a DM of +1 to hit. SORAG is the only known service to regularly train its members in the use of the Hypo Gun.

Throwing Knife: Skill in the use of the balanced throwing dagger. Each level of Throwing Knife skill adds a DM of + 1 to hit, and adds to the wound inflicted: see *Combat Equipment* section of this booklet.

Surveillance: Discussed in *Scouts & Assassins*, 2nd Edition, page 6.

Torture: Skill in the application of physical pain as a tool of intelligence gathering. The individual is familiar with the use of specifically designed torture devices as well as the use of common objects. The administration of physical pain as a means to extract information from an individual will depend basically upon the subject's Endurance. Throw subject's Endurance or better, adding a DM of + 1 per level of Torture skill to the dice roll, for the subject to

break. This throw will be modified by instruments used by the torturer, the subject's experience with torture, and other factors. A throw of 1 less than that required is presumed to have created unconsciousness in the subject, delaying further attempts for a number of ten-minute periods equal to the subject's Endurance subtracted from 16 (Endurance of 12 would regain consciousness in 4 periods or 40 minutes). An unmodified throw of 2 always results in the subject's death. The Referee should determine before the torture procedure begins exactly what the torturer wishes to know, what the subject knows about it, and what the chance is of obtaining incorrect information.

Unarmed Combat: Discussed in *Scouts & Assassins*, 2nd Edition, page 9.

Vehicle: Use the procedure described in *High Guard*, Book 5 (either edition), page 13.

A Note on Debriefing: Members of SORAG, upon leaving the service, are debriefed to prepare them for "life on the outside." Many of the operations with which SORAG is involved would be classified as crimes and atrocities by even the affiliated CAD Army and Marines, and would be punishable by death. Additionally, the amount of information that a departing operative has which could be used to implicate former colleagues could cripple SORAG as an effective intelligence-gathering organization. Finally, operatives who have served many Surveillance assignments are aware of the fact that a large percentage of these were to watch former operatives and make sure that those operatives were not assisting the enemy. As a result, it is recommended that former operatives be quite reticent to discuss the true nature of their service experience. The suggested cover is that one had served with the CAD Marines and had a particularly uninteresting career as a clerk. Operatives who have tended to flaunt their unusual skills or irregular experiences have met with untimely and peculiar fatal accidents (*referees, take note!*)

Dossiers

This section consists of sample characters generated with the previous system to be used as non-player characters by the Referee, or possibly as player characters. These dossiers are presented in a strict format, as follows:

(**rank in SORAG/Branch**) (**UPP**) (**age**) (**terms served**) (**security clearance**) (**natural born Zhodani**); (**College experience, if any**); (**list of skills—all general skills are non-specified, e.g. Gun Cbt-1, etc.**); (**special duty, decorations and transfers, etc.**); (**mustering out benefits and possessions**).

- 1 Lance Corporal/Scientific** 774899 Age 38 4 terms D
Zhodani; College; Investigation-3, Cryptography-1, Computer-1, Linguistics-2, Admin-3, Streetwise-2, Counterfeiting-1; Low Passage, Cr10000.
- 2 First Lieutenant/Research** 897DB8 Age 38 4 terms C
College/ROTC; Forgery-1, Bribery-1, Streetwise-1, Gun Cbt-1, Combat Engineering-1, Administration-1, Recruiting-3, Instruction-3, Medical-1, Cryptography-1, Leader-1; Transferred to Navy, attended Staff College and Intelligence School; Gun, Cr20000.
- 3 Lt. Colonel/Operations** BA8CC9 Age 42 5 terms E
Zhodani; College/ROTC; Leader-2, Medical-2, Admin-2, Tactics-1, Interrogation-2, Bribery-1, Torture-2; officially "dead".
- 4 First Sergeant/Administration** 394A74 Age 34 4 terms B
Zhodani; Recruiting-1, Streetwise-1, Surveillance-1, Electronics-1, Brawling-1; Cross-Trained in Scout/Surveillance; Cr10000.
- 5 Major/Scientific** 769E76 Age 42 4 terms B
Zhodani; College/ROTC/Honors; Leader-1, Liaison-1, Carousing-1, Counterfeiting-2, Commo-2, Computer-1, Streetwise-1, Admin-1; Gun, High Passage, Cr10000.
- 6 Corporal/Scientific** B8C879 Age 26 2 terms A
Psychological Warfare-1, Investigation-1; Dishonorable Discharge/Cowardice.
- 7 Lance Corporal/Research** 8BB879 Age 26 2 terms D
Admin-1, Streetwise-1, Computer-1, Cryptography-1, Fwd Obs-1, Blade Cbt-1, Bow Cbt-1, Special Weapons-1; PSR 10 (Special, Awareness, Telekinesis), Cross-Trained in Army/Artillery.
- 8 Sergeant Major/Research** 78BA67 Age 38 4 terms C
Zhodani; Leader-2, Poisons/Antidotes-1, Medical-1, Electronics-2, Mechanical-1, Recruiting-3, Cryptography-1; DCMx3, Wound Badge; Cr40000.
- 9 Private/Research** 552A59 Age 38 4 terms D
Liaison-1, Investigation-1, Recruiting-3, Gunnery-1, Medical-1, Recon-1, Brawling-1, Demolitions-1, Vacc-1, Zero-G Cbt-1, Battle Dress-1, Vehicle-1, Instruction-6; Transfer to Army/Support at age 31, reenlist Commandos age 34, Protected Forces, OCS, final rank 2nd Lieutenant; Cr15000.

- 10 **First Sergeant/Research** 8C893C Age 34 4 terms A
Recruiting-3, Linguistics-1, Admin-2, Computer-3, Vehicle-1, Escape & Evasion-1, Ship Tactics-1; Cr10000.
- 11 **Captain/Operations** 879BC7 Age 38 4 terms E
College/ROTC; Streetwise-1, Vehicle-1, Tactics-1, Demo-1, Mechanical-1, Investigation-1, Computer-3, Special Weapons-1, Leader-3; DCMx4; Cr20300.
- 12 **Captain/Operations** A9BAB9 Age 38 4 terms D
Zhodani; College/ROTC; Interrogation-2, Admin-6, Leader-2, Streetwise-2, Medical-2, Psychological Warfare-2; Cross-Trained in Navy/Engineering; Cr7000.
- 13 **Major/Operations** 7C9B7B Age 42 5 terms D
Zhodani; College/ROTC; Forgery-1, Interrogation-2; Ship Tactics-1, Pilot-1, Carousing-2, Medical-1, Leader-1. Admin-2, Streetwise-1; PSR 7 (Telepathy, Awareness), Transferred to Navy at age 35, attained rank of Commander; High Passage, Low Passage, Cr5000.
- 14 **Sergeant/Operations** 9AB969 Age 27 2 terms C
Zhodani; Vehicle-3, Streetwise-2; attempted to Defect, was Captured after reconditioning.
- 15 **Lance Corporal/Research** 9757F6 Age 34 3 terms C
College/Honors; Recruiting-3, Investigation-1, Instruction-3; CMV.
- 16 **Major/Scientific** 769A76 Age 46 6 terms B
Zhodani; College/ROTC/Honors; Leader-1, Liaison-1, Carousing-1, Counterfeiting-2, Communications-2, Computer-1, Streetwise-1, Admin-1; Gun, High Passage.
- 17 **Leading Sergeant/Operations** 99B959 Age 42 6 terms E
Investigation-1, Linguistics-1, Streetwise-3, Admin-2, Tactics-2, Computer-1, Torture-2, Interrogation-3, Instruction-3, Gun Cbt-2, Blade Cbt-2, Special Weapons-2; PSR 8 (Teleportation, Awareness); "officially dead" age 33, DCM, Cross-Trained in Navy/Technical; attempted Defection, Dishonorable Discharge/Cowardice; Cr30000.
- 18 **Sergeant/Administration** 886B98 Age 42 4 terms B
Instruction-1, Vehicle-2, Navigation-1, Surveillance-1, Interrogation-1, Carousing-1, Streetwise-3, Bribery-1, Commo-1, Bow Cbt-1, Demo-1, Disguise-1, Linguistics-2; transfer (clandestine surveillance) to Scout/Surveillance at age 37, discovered, court-martialed at age 42 (attained rank of S0); Cr30000.
- 19 **Gunnery Sergeant/Scientific** 348BF5 Age 58 9 terms E
College/Honors; Investigation-1, Counterfeiting-1, Security-1, Admin-2, Medical-1, Mechanical-2, Computer-2, Escape & Evasion-1, Poisons/Antidotes-1, Gun Cbt-1, Special Weapons-2, Cryptography-2, Vehicle-2, Ship Tactics-2, Electronic-1, Leader-3, Interrogation-2; DCMx3, CMV, Wound Badge; Immune to Truth Drug; Gun, Low Passagex6, Cr40000.

Equipment

GENERAL BACKGROUND

The peculiar nature of the missions of SORAG requires that certain types of special equipment be manufactured to unusual specifications. These devices are the tools of the trade to the experienced operative. Most of the equipment described in the following sections is manufactured for SORAG under special and secret contracts by well-known manufacturers working under covert subsidiaries, and the names of these manufacturers cannot be disclosed here. Armories are also staffed and supplied by SORAG to produce maximum security items. Secret intelligence equipment is never found for sale on the open market, and to find any of this equipment outside of SORAG active service or their hidden warehouses is next to impossible. A suggested throw for availability of any of these items is 13+, with a DM of +1 if in or near a Zhodani sphere of influence and specifically +2 in the Vanguard Reaches, and +1 per level of Streetwise greater than Streetwise-2. Exceptions to this availability rule include Pharmaceuticals (which have their own availability throws), Throwing Knives, and the Autogiro (which are available on the open market).

PHARMACEUTICALS

The Medical Division of the Scientific Branch trains new medical technicians and devises new types of drugs and ways to use them. Some of these concoctions are beneficial, some not so beneficial, but all find uses in the the missions of SORAG.

The pharmaceuticals described below are available in one-dose pill form, similar to the drugs listed in *Starships*, Book 2, pages 38 and 39. All the pharmaceuticals listed here are illegal except Nutrient Tabs and Narcolethe, and require the throw versus local law level for possession or attempts to purchase as described in Book 2.



Multi-Vaccine: This drug provides three-month protection from most known forms of bacteria (acts against obscure maladies generally on a throw of 10+). Multiple uses (more than three times per year) can produce a depletion in normal disease-fighting systems and actually increase the chance of sickness when the drug wears off.

Nutrient Tabs: All of the basic nutritional requirements of the average humaniti will be supplied for 12 hours by one of these pills. A steady diet of them , however (a number of days exceeding personal Endurance) will produce vitamin deficiencies (affecting all physical characteristics).

Universal Anti-Toxin: Working quickly against most common poisons and nerve agents (acts against obscure toxins on a throw of 11+), this drug can be a life-saving antidote if taken soon after ingestion of the toxin.

Killalc Pills: Preventing intoxication and producing a side effect of fierce heartburn, these pills neutralize the effects of alcohol as it is being ingested. The protection lasts about 4 hours. Killalc pills are useful in assignments which require social contact involving intoxicating beverages. They do not work against alcohol already in the bloodstream, and must be taken before the drinking starts.

Psychotomimetics: These are powerful, mood-altering drugs capable of simulating any mental condition in the user: paranoia, megalomania, love, fear, hatred, etc. All effects are in the extreme case, bordering on manias and psychotic conditions. Psychotomimetics are sometimes used to circumvent brain wave analysis identification attempts. Effects last 4 to 6 hours per dose. Repeated usage (more than twice per day) may produce psychological dependence (throw 10 + for dependence with a DM of — 1 per point of personal Intelligence characteristic over 10).

Narcolethe: The finest liquor known—no side effects and no hangovers. It is soothing, charming, subtle, intoxicating, inspiring, aphrodisiac and stimulating. Also very expensive and rare, often used for bribes in intelligence work when available. Some worlds (with law levels of 9 +) consider possession of Narcolethe to be illegal, and promptly confiscate any liters to be found for the personal consumption of police and government officials.

PHARMACEUTICALS TABLE

<i>Pharmaceutical</i>	<i>Type</i>	<i>Price</i>	<i>Tech</i>	<i>Availability</i>	<i>Quantity</i>
Multi-Vaccine		Cr 400	7	5 +	2D
Nutrient Tabs		Cr 50	8	6 +	6D
Universal Anti-Toxin		Cr 800	8	9 +	1D
Killalc Pills		Cr 100	9	7 +	3D
Psychotomimetics		Cr1500	10	10 +	1D
Narcolethe (per liter)		Cr5000	10	11 +	1D

All prices are per dose (pill form) except as noted. Availability throws here are exceptions to the previous note on availability in the introduction. Quantity column indicates number of doses available (roll on a number of six-sided dice as indicated).

COMBAT EQUIPMENT

The combat assignments required by SORAG work are, to say the least, unusual. Special types of weapons and accessories have been developed to meet these special challenges. Some of these weapons are ancient devices, and some are quite technologically advanced, but all of them produce dramatic results in the hands of a skilled operative.



Garrote: A weapon used for strangling, the common Garrote consists of two small, wooden handles connected by a 30cm length of strong wire. It is placed around the neck of the defender and used from a position of surprise.

The throw for a successful attack is 8+, with the following DMs; defender is not surprised, —3; Dexterity of 7 or less, —2; Dexterity of 10 or more, + 1; each level of Garrote skill, + 1. Attacks are from Close Range only, and there are no Armor modifiers, although attacks against Combat Armor or Battle Dress are impossible.

Damage is 2D with a bonus of + 1 per point of attacker's strength over 8. This damage is done each combat round in which the attacker remains grappled with the defender. As a combat action (and instead of attacking that round), the defender may attempt to break this grapple. A successful attack with Hands (use all appropriate Armor DMs, the +2 DM for Close Range, Strength DMs, the defender's Brawling skill at + 1 per level and the attacker's Garrote skill at — 1 per level) by the defender will break the attacker's grapple, and no more wound points may be inflicted until a new Garrote attack is successful (and surprise is certainly lost at this point). Unskilled use has a DM of —5 to hit.

Weight: 400 grams. Tech Level: 3. Base Price: Cr25.

Throwing Knife: Similar in size to the common dagger, the machine-tooled, balanced throwing knife is a standard assassin's weapon.

Attacks are made at Short Range, and require a throw of 18 + to hit with the following DMs: add personal Dexterity characteristic, add + 2 per level of Throwing Knife skill, and subtract defender's evasion DM if evading. Wound inflicted is 2D-3 with an addition of 1 wound point per level of Throwing Knife skill to reflect the ability to hit more vital areas with increased training. Retrieval of the thrown blade requires one combat round at Close Range with the defender. Throwing Knife skill may be used as Dagger skill of one less level (Throwing Knife-2 equals Dagger-1).

Length: 210mm. Weight: 260 grams. Tech Level: 7. Base Price: Cr50.

Grenade Pistol: This smaller version of the simple grenade launcher can be used to fire several types of ammunition. The Grenade Pistol resembles a break open flare gun and carries only one round of 20mm caliber.

Attacks are made as Snub Pistol with an additional DM of — 1 at Close and Short Range and + 2 at Medium Range. Ammo types available include HE (wound inflicted 6D), HEAP (6D), Tranq (variable), Flechette (2D, use HE DMs for Range and Armor) and Gas (variable). Rules for Gas and Tranq are in *Snapshot*. Reloading requires one combat round (two if evading).

This weapon may be fired using Snub Pistol skill (less one level: Snub-3 equals GP-2) or Grenade Launcher skill (times one-half: GL-4 equals GP-2). The reverse is also true: GP skill can be used for Snubs and Grenade Launchers at minus one level and one-half level, respectively.

Length: 100mm. Weight, unloaded: 200 grams. Base price: Cr100. Ammo weighs 40 grams per round and cost is Cr4 each (except HEAP, which costs Cr5 each). Tech Level 8.

Smallarms System: This is a package of interchangeable parts to make four different types of weapons including many accessories. The whole system is packed in a fitted attache case for ease of transport. The Smallarms System can be assembled as a submachinegun, an assault rifle, a carbine or a light machine gun, all of 6mm caliber.

A list of included components follows: the basic SMG; carbine attachments; assault rifle attachments; LMG attachments (with integral bipod); folding stock (for use with the carbine or SMG); shoulder stock (for use with all but the SMG); electronic sights (carbine use only); silencer (for the carbine or SMG); and four magazines: a 10-round clip (all but LMG); a 15-round clip (all but LMG); a 30-round clip (all); and a 100-round box (LMG only).

The Smallarms System is a little heavy in construction (use standard base weights plus 200 grams), and the SMG has somewhat less stopping power (3D-5), but all other characteristics are similar to standard type weapons. Only the SMG may be carried assembled inside the compartmented case, and to remove it and ready it for firing takes one combat round (two if evading). Changing from one weapon to another requires three combat rounds (four rounds for changing to or from the LMG).

Weight of the entire ensemble, including case and ammo: 11 kg. Base Price: Cr3500. Tech Level 8.

Hypo Gun AP Rounds: The Lawless Hypo Gun (see *Merchants & Merchandise*, page 12) is often used by SORAG agents on various assignments, especially assassinations. However, its ability to penetrate various types of armor is very limited due to the minute size of the round fired. SORAG technicians have developed what is commonly referred to as the AP round for the Hypo Gun. Many think that "AP" is an abbreviation for "Armor Piercing," which is what the round does, but actually the abbreviation is for "Acid Point," which is how it works. A highly potent molecular acid is placed in the front of the mini-hypodermic so that a small bit is injected upon contact. This acid works extremely well on all types of armor (DM on the Weapons Matrix of +4 to all armor except Battle, which is +3) and on unarmored or jack-armored targets often does additional damage (2D extra damage of the lethal variety when attacking Nothing or Jack armor). The AP round has found much favor among SORAG assassins.

Hypo Gun Tracer Rounds: The notorious Hypo Gun can also be used to plant a subminiaturized homing device to track the movements of an individual. The tracer has a battery life of about 36 hours and a nominal range of 10 km. Its tiny size insures that the victim will take no notice of its presence. The penetration characteristics are similar to the regular hypo round (no DMs), but damage inflicted is negligible (roll one die: on a roll of 6, the defender receives one wound point).

Personal Firearms: The expert gunsmiths at SORAG are often employed to create unique types of small arms. The most common assignment given these craftsmen is to redesign an existing weapon to perfectly suit the firer's weight, style, size, and method of employment. The result is what is referred to at SORAG as a *personal firearm*. These weapons perform superior tasks in the hands of the person for whom they were built (specified user receives an additional DM of +2 to hit at all ranges—anyone else who uses the weapon will receive a DM of -1). Due to the singular quality of such firearms, they are often given as Mustering Out benefits to departing operatives. Anyone leaving SORAG who receives a "Gun" as a Mustering Out benefit and who has a Gun Combat skill may take a Personal Firearm which they are qualified to operate. The types of weapons available as this benefit include only allowable Gun Combat weapons as listed under *Description of Skills*.

SURVEILLANCE DEVICES

The gathering of information by passive means is a very crucial area of intelligence work. The use of passive means insures that the subject of such surveillance will not be aware of the fact that he or she is being observed. SORAG makes use of the most technologically advanced devices available to perform such missions.



Electronic Tracer/Wiretap: A complex, multi-purpose electronic surveillance system, the base unit of the ETW is installed in a slim 8 cm attache case. Included are three homing devices or tracers, which can be placed on any object and will broadcast a tracer signal to a range of 30 km to the base unit. The system also features three combined microphone/wiretaps which can be placed on other communications devices up to 10 km away (such as telephones, walkie-talkies, or radios) to pickup transmissions or simply placed in a room as a "bug." The ETW has a pair of headphones, an earplug and an integral, 5 hour cassette recorder for monitoring and storing of intercepted communications.

For operation of the ETW, sum all Electronics, Computer and Communications skills and divide by 2. The result can be added to a throw of two dice to get 9+ for successful operation.

Weight of base unit: 3500 grams. Weight of homing device: 30 grams. Diameter of homing device: 10mm. Weight of pickup: 45 grams. Diameter of pickup: 15mm. Base System Price: Cr3000. Homing Device, each: Cr80. Pickup, each, Cr150. Tech Level 8.

Laser Listener: In any room with a window and a mirror (or other suitable reflecting surface), the Laser Listener can be used to monitor audio transmissions of all kinds.

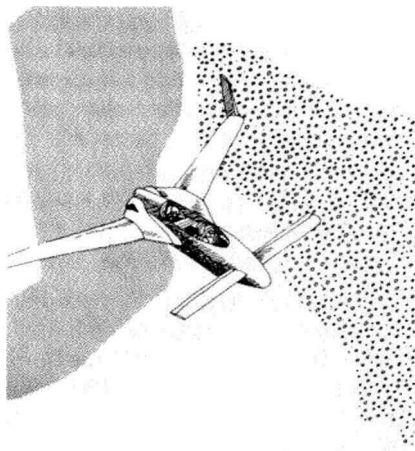
The infrared, low-power, non-visible laser is trained via a fixed tripod mount to fire on the mirror and pickup tiny vibrations caused by sounds in the room. Although many variables are present in this system (reflectivity of and mounting of the mirror, interfering background noise, etc.), a skilled operator can record any conversation in an average sized room (throw 8+ for decipherable recordings, with a DM of +1 per level of Laser Weapons Gun Combat skill or +2 per level of Communications skill, whichever DM is greater).

The Listener comes with a compact cassette recording device enabling up to three hours recording time per tape and an integral amplifier and dual headphone set for on-the-spot monitoring.

Weight: 3000 grams. Height (on tripod): 1.1 meters. Range: 5 km (clear weather only). Battery Life: 12 hours continuous use. Base Price: Cr5000. Tech Level 8.

VEHICLES

The infiltration assignments of SORAG require peculiar types of vehicles which are generally small, carry very little cargo, and are nearly undetectable by normal means. The ability to get in and get out without being seen assures a successful infiltration assignment, whether its purpose is the procurement of information or equipment, insertion of an operative in a key position, or other missions. The vehicles of SORAG operate in all types of environments under all types of conditions.



Amphibious Ground Car: Nicknamed the "Mudpuppy", this two-seater automobile is capable of propelling itself through the water. Accommodation is side-by-side in an open cockpit with a rear storage compartment of 160 kg

capacity. The underbelly of the vehicle is sealed, and the foreparts are designed to cut smartly through the water. All that is required to enter boat mode is a smooth bank for entry and a throw aft of the drive lever, which shunts the internal combustion engine power to twin rear propellers. The Mudpuppy makes 88 kph on roads, 11 knots (21 kph) in the water, and in emergencies, the car's wheels can drive it at a water speed of about 3 knots (6 kph).

Weight empty: 696 kg. Length: 2,9 meters. Range (land only): 310 km. Range (water only): 96 km. Base Price: Cr4500. Tech Level 7. (Wheeled Vehicle skill and Small Water Craft skill are required to operate this vehicle.)

Miniature Submarine: This single seat, short range minisub, affectionately referred to as the "Torpedo," carries one passenger and very little cargo. The sub is powered by a 25 hp electric motor operating on internal batteries, and makes 10 knots (5.5 kph) maximum submerged speed. The latest model includes a sonar system with a range of 500 meters and an improved steering control. The empty weight given below includes the aqualung system giving three hours life support.

Weight empty: 227 kg. Length overall: 2.9 meters. Maximum payload (including passenger): 110 kg. Maximum range: 9.6 km. Base Price: Cr12500. Tech Level 8. (Submersible skill is required to operate this vehicle.)

Autogiro: An autogiro is a small, pusher-propeller driven vehicle which gains its lift from a rotating, non-powered rotor. The SORAG model in use is constructed of mostly light alloy metals with a plywood laminated rotor. Accommodations are sparse (with a lack of protection similar to a motorcycle), but maneuverability is excellent. A major advantage of this tiny aircraft is that it can be completely transported in four 30 kg oversized suitcases.

Weight empty: 112 kg. Maximum takeoff weight: 227 kg. Rotor diameter: 6.1 meters. Fuselage length: 3.5 meters. Maximum level speed: 137 kph. Service ceiling: 3800 meters. Normal range: 160 km. Powerplant: 90 hp flat four-cylinder internal combustion engine of light alloy construction. Base Price: Cr5500. Tech Level 7. (Rotary Wing Aircraft skill is required to pilot this vehicle.)

Infiltrator Aircraft: This aircraft is of propeller-driven pusher configuration, a low-wing monoplane with vertical stabilizers at the wingtips and large front canard foreplanes. Accommodation is two semi-reclining seats in tandem under a one-piece bubble canopy. The Infiltrator is an extremely efficient small aircraft, of high speed and excellent maneuverability characteristics. The vehicle is constructed of non-metallic substances, including fiberglass, urethane foam, wood strips and composite ceramic/honeycomb resin castings. As a result, the aircraft is almost invisible to all radar detection and its tiny engine is virtually undetectable with infrared sensors.

Weight empty: 222 kg. Length overall: 3.8 meters. Wing span: 6.6 meters. Maximum Cruising Speed: 345 kph. Range: 1770 km. Service Ceiling: 16000 meters. Powerplant: 100 hp. Base Price: Cr8000. Tech Level 7. (Fixed-Wing Propeller Aircraft skill is required.)

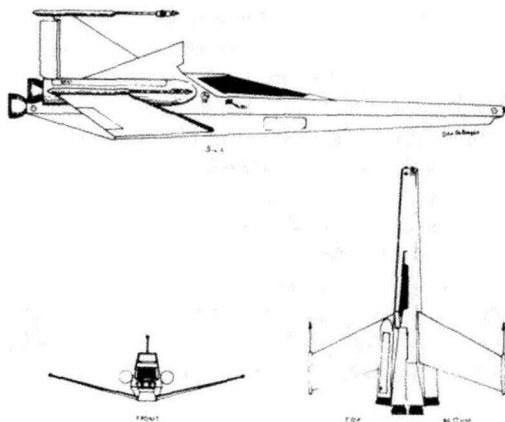
Interloper Jump Capsule: Similar to the capsules used by Jump Troops, the Interloper is used to insert a single occupant from orbit. The capsule can be launched from a maximum altitude of 350 km and, while its descent is not powered, microprocessor-controlled attitude jets impart a stabilizing spin and evasive maneuvers. The jump capsule is normally launched from a modified turret missile rack, but it can be simply ejected from an open cargo hold. A load of 160 kg of electronic countermeasures are on board to jam enemy sensors.

The throw for a safe landing is 6+. As the jump capsule is fully self-controlling, the passenger has no effect on the descent but simply suffers its consequences. DMs for descent are: ejected from cargo hold, -2; atmosphere DMs: 0 or 1 = -6; 2 or 3 = -4; 8 or 9 = -1; B = -2; C = -3. If the descent throw exactly equals the number required, it is a calamitous landing, and all cargo on board is destroyed, although the passenger has only minor cuts and bruises. If the descent throw is failed, the passenger takes 8D damage and all cargo is destroyed. The Interloper is detected during descent on a throw of 12+, with a DM of +1 per Tech Level above 8 of the detection equipment. The jump capsule uses heavy layers of ablative material to enter the atmosphere, and upon landing, it cannot be used again (it is "disposable").

Weight empty: 400 kg. Cargo Capacity: 200 kg (including passenger). Base Price: Cr6000. Tech Level 10.

Intruder Shuttle: A specifically-designed infiltration spacecraft, the Intruder is normally dropped off its mother starship at 4 million miles from the target planet. Its large computer (enough for a ship thirty times its size), advanced tech level sandcaster launchers and high agility assure that it will arrive intact. *High Guard* 2nd Edition specifications follow:

IY-1300 Intruder IY-0106C41-040000-00000-0 MCr46.96 30 tons
 Passengers = 2 Cargo = 1.1 Fuel = 3.6 Agility = 6 Crew = 1 TL = 14
 Bridge installed. Stateroom can be converted to additional cargo space, thus Cargo = 3.1. Special pilot augmentation programming gives +1 to effective Agility (included in above statistics).



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