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VIGILANCE PRESS PRESENTS:

WARGAMES



CIA
ASSASSIN

MAJESTIC-12

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WARGAMES : MAJESTIC-12

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Majestic-12 (or Agent M12 as he is known to his colleagues) is a cold-blooded CIA agent whose ongoing (and highly classified) assignment is kidnapping meta-humans from Soviet Bloc countries in order to prevent their recruitment into the Warsaw Pact's super-soldier program.

A disturbingly high percentage (over 45%) of his targets are killed "trying to escape" or "resisting interdiction" - sometimes along with family members or other witnesses.

His superiors suspect that a large portion of these liquidations are unnecessary but write it off as M12 being "too enthusiastic". His tactics have created an urban legend in Eastern Europe of a serial killer who preys on newly emerged meta-humans. This scares many meta-humans in the Eastern Bloc into not revealing their powers to anyone including their government or even their family.

Despite being "killed" on multiple field missions, Majestic-12 always resurfaces. His reputation for being seemingly immortal is disconcerting to both his enemies and colleagues alike.

In fact, Majestic-12 is not immortal. He's an alien creature that was recovered from the legendary UFO crash near Roswell, New Mexico in July of 1947. His alien physiology enables him to instantly grow new clones. Whenever an incarnation of Majestic-12 dies, he's simply replaced with another clone that buds off the "original" clone which is stored in a secret US government lab. He was originally dubbed "Majestic 12" by the CIA operatives dealing with him because 12 seemed to be the maximum number of clones that he could create at any one time. If all of his clones were to be destroyed, it likely would be the end of him - and for this reason, the "primary" clone is kept in a classified and hardened location in the Nevada desert.

In addition to his ability to produce duplicates of himself, Agent M can shapeshift, render his physical form insubstantial and has telepathic capabilities.

Agent M12's targets up to this point have been newly emerged mutants. (In addition to his contacts with the CIA, M12 has his own information sources in the Soviet Bloc that keep him well informed on meta-human matters.) Majestic has been strenuously arguing to be allowed to target high profile Soviet super-soldiers as he's growing bored with easy prey.

Agent M12's true name is Sub-Commander Rikus Sial. He crash-landed in New Mexico in 1947 when his scout ship encountered a magnetic storm while entering Earth orbit. He was the sole survivor of the crash. He is a soldier - an advance scout on a mission to scout Earth for an invasion by the Rigellian Empire. He knows that on this remote backwater planet his chances of rescue in the next century or two are slim to none. But gifted with a life-span that dwarfs humans and the ability to grow a new body when needed, he can wait for his empire's forces to arrive. (He estimates it will be 200 to 250 years before the next Rigellian patrol stops by Earth.)

He's studied human interaction very closely and knows how to present himself as trustworthy and charismatic - which is largely responsible for his being given a top secret security clearance and assigned to field duty rather than being confined to a lab and subjected to endless experiments or dissected.

MAJESTIC 12 MISSION GEAR

In the Field, Majestic 12 may have some of the following gear on hand, depending on the nature of his environment and the target.

Blast Device 4 (Handgun)

Blast Device 5 (Sniper rifle)

Supersenses Device 2

(Enhanced Sight) (Targeting optics)

Life Support Device 1 (Breathing)

(Rebreather)

Strike Device 3 (Slashing)

(Survival knife)

He's chosen to assimilate as best he can and learn everything he can about life on Earth. He plays the role of the eager, friendly outsider and has found a certain kinship with the upper echelons of the American military industrial complex - who remind him more than a little of his own command structure in the Rigellian Empire. After spending several decades earning the trust of the American military, he finally quieted any doubters when he helped with converting salvaged technology from his wrecked ship into a battle-suit for the West Berlin based American super-soldier liberator.

Majestic's arch-nemesis in the Eastern Bloc is the Supreme Commissar, the leader of the Red Directorate. The two have dueled on numerous occasions on black-ops missions. Majestic is puzzled by Commissar's single-minded obsession with him and doesn't realize that the Russian super-soldier has a death-wish and

he hopes the American agent is both skilled and ruthless enough to end his tortured existence.

Majestic 12 often looks every inch the cliched secret agent: black suit, white shirt, black tie, black sunglasses and a fedora. Occasionally, on field missions, he will opt for a more commando-style outfit.

When off duty, Majestic will shape-change and try on different random civilian identities for a few days at a time. (He does both at "home" in the US and abroad in various countries.) His handlers are aware of this activity and write it off as natural curiosity. What they don't know is that he sometimes kills people solely for the purpose of replacing them for a few days or weeks (and possibly indefinitely, given his ability to produce clones of himself at will.)

When around colleagues who are aware of his alien nature, Majestic-12 adopts the persona of a humble, naive but wise 'stranger in a strange land'. He feigns ignorance and wonder at rudimentary human customs and emotions. This act has the effect of throwing people off guard and reducing any suspicions they may have.

He is considered odd, but very endearing by many who meet him and are unaware of the excesses he commits in the course of his assignments.

MAJESTIC OPTIONS

As written, Majestic 12 provides an unambiguously evil American opponent for Soviet Bloc PCs.

But, what if your players don't want to play a Soviet Bloc super? Or even play a Cold War game?

Simply modify Majestic 12 to be a shady government agent who kidnaps mutants with newly emerging powers in the PCs' home nation.

Evil, rogue government conspiracies that prey on mutants are a staple of Bronze and Iron Age comics continuity. M12's alien powers make him an interesting twist on the usual "man in black" working for these kinds of agencies.

Adventure Hook 1

Majestic12 has targeted a Soviet super soldier (or possibly even one of the PCs). Although his initial attempt failed (tipping his hand), his ability to appear to be anyone at anytime means that he will undoubtedly get a second chance in the near future. The PCs' superiors want to use this opportunity to capture and interrogate Majestic12. They have briefed the party on what they know about Agent M12 and proposed a plan. The super soldier (or someone who looks much like him/her) will be used as bait while the rest of the team waits in the wings for the assassin to make his move. What they don't know is that there are multiple clones of Majestic12 assigned to this hit...

Adventure Hook 2

Majestic12's last assignment in East Germany went very badly. His target was a young woman with powerful pyrokinetic abilities who burned him severely while defending herself and her family. The target survived and Agent M12 barely escaped with his life. Now with the authorities alerted, the entire area has been locked down to prevent the American assassin from escaping.

Eastern super soldiers have been deployed to the area to assist with the hunt. They've been equipped with a prototype device from the KGB that is designed to track aliens such as M12 (not surprisingly, the Soviets have dealt with aliens before). For the device? Feel free to use the following stats:

Detection Device 5 - Detects Alien physiology/powers (Bio-Field Analyzer Goggles)

The CIA has sent several super-powered operatives (possibly even Western super soldiers) into the area to extract Majestic12...

Adventure Hook 3

From a double agent in the US Intelligence community, the Soviets have learned where the location of the Fortified research Facility where the US keeps the mutants it kidnaps from the Eastern Bloc. The Kremlin has green-lit a super-soldier black ops mission to rescue its citizens. The target is a hardened CIA Facility located in remote northern Alaska. Majestic-12 (and possibly several clones) is present ? assisting with testing and "reconditioning" of the inmates. It's a profoundly risky mission (both tactically and politically) and needs to be conducted quickly and with a maximum of discretion.

AGENT MAJESTIC 12*AHA SUB-COMMANDER RIKUS SIAL*

| | |
|---------------------|-----------|
| PROWESS | 5 |
| COORDINATION | 4 |
| STRENGTH | 5 |
| INTELLECT | 6 |
| AWARENESS | 5 |
| WILLPOWER | 5 |
| STAMINA | 10 |

SPECIALTIES:

Martial Arts
 Stealth Expert
 Pilot
 Investigation
 Weapons (Guns)

POWERS*Transformation 6 - Humanoids**Phasing 4**Telepathy 4**Duplication 12***Point Total: 60 points*



Qualities

Specializes in hunting Eastern Bloc mutants

Identity: Sub-Commander Rikus Sial of the Rigelian Empire

Seemingly unkillable CIA agent

Expert manipulator

Affects the persona of an empathetic outsider (a stranger in a strange land)

Challenges

Enemy: Supreme Commissar and the Red Directorate

Weakness: Need for increasingly difficult prey leads him to attack targets who may be over his ability to handle

Personal: Regards all humans as beneath him. Feels isolated.

* Note: Yes, normally 10 is the highest any rank can be in *ICONS*. However, since M12 is an NPC, we figured there'd be no harm in letting him potentially have 12 duplicates instead of 10. Also, it lets us use a name that ties into a wacky UFO conspiracy theory (http://en.wikipedia.org/wiki/Majestic_12)

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