

MJ-9 Project OVERVIEW

MJ-9 is responsible for long-range, nonterrestrial reconnaissance and deep-space early warning. While Project MOON DUST monitors the atmosphere and near-orbital space for incoming or outbound alien craft to intercept or track, OVERVIEW is concerned with performing a detailed survey of the solar system to determine if the Greys have established a base anywhere. There are serious concerns that an active underground base exists on the dark side of Earth's moon. Another base appears to be located on Mars in the area known as Cydonia, where the infamous "face" on Mars is located. OVERVIEW collects thousands of visual images sent back to Earth by NASA space probes, and analyzes thousands of hours of deep-space radio telescope scans for evidence of alien activity elsewhere in the solar system.

MJ-9 Director, Dr. Antony Correlo

Dr. Antony Correlo was brought onto the Steering Committee thanks to the political maneuvering of Justin Kroft (MJ-1). Correlo, like Kroft, has reaped the benefits of cooperating with the Greys, and doesn't want to do anything to upset the relationship between them and MJ-12. Consequently, in order to curry favor with Kroft (MJ-1) and not alarm the other members of the Steering Committee, Correlo has de-emphasized the number of UFO sightings in the last three years. He has kept the opinions of several key Project OVERVIEW image and signal analysis experts buried, rather than reveal that there is more alien activity in the solar system than the Greys are admitting to.

Mi-Go Tech

Electric Gun:

This weapon appears as a pulsing, softball-sized glob with three dangling tendrils. When the weapon is picked up, the tendrils wrap around the user's forearm. The weapon is a biomechanical organism that can eject bolts of electrical current, sort of like an electric eel.

Basic CoC Stats

Base chance to hit is 10%, and it does 1D10 damage, plus the victim must resist the damage rolled versus his current hit points or be killed instantly. Armor offers no protection against this damage. The victim is automatically stunned for a number of rounds equal to the damage rolled. (Kindly Keepers can rule that instead of death, a failed roll results in unconsciousness for a number of minutes equal to the damage rolled.)

The electric gun carries an unlimited charge as long as it is fed fresh meat regularly. The more it's used, the more voracious it becomes. Eventually it will attack anyone who picks it up.

The "gun" will fire two times a round when recently fed. After five uses it will fire once every round. After ten more uses it fires once every two rounds. After ten more uses it will fire once every three rounds, and after two more uses it will attack whoever is wielding it. It has STR 6, Grapple 50%, unless the victim of the attack is already holding the weapon, in which case the grapple is automatically successful. Once it has grappled its victim it can attack with its squid-like beak at 90%, 1D4 damage. The gun has 5 hit points, and takes minimum damage from impaling weapons. If not fed for six days, the gun dies and dissolves. It is not capable of movement other than entangling someone within reach, eating meat fed to it, and so forth—the gun cannot crawl along the floor to ambush someone, unless the Keeper is feeling mean.

D20 CoC Stats

It does 1d10 damage plus the victim must make two fortitude savings throws. The first (DC 12) determines whether the character's nervous system is overloaded, resulting in instant death. The second (DC 20) determines whether the character's muscles are thrown into spasm, effectively stunning him for 1d4 rounds. The user must make a touch attack at range in order to hit a target. The secondary effects only affect natural creatures (humans and animals).

The electric gun can be fired twice per round, unless it is low on energy. It carries an unlimited charge as long as it is fed fresh meat regularly. The more it's used, the more voracious it becomes. Eventually it will attack anyone who picks it up. If not fed for six days, the "gun" dies and dissolves.

The "gun" will fire two times a round when recently fed. After 5 uses it will fire once every round. After 10 more uses it fires once every two rounds. After ten more uses it will fire once every three rounds, and after two more uses it will attack whoever is wielding it. *Weight: 8 lbs. Study Time: 3d8 days.*

If Mi-Go Electric Gun turns on its user it attacks with the following attributes:

Bio-Electrical "Gun"

Diminutive Aberration (Lesser Independent Race)

Hit Dice: 1d8 (5hp)

Initiative: +6 (Dex)

Speed: 2ft., swim 30 ft. (perfect)

Armor Class: 20 (+4 size, +6 Dex)

Attacks: Bite +4 Melee

Damage: Bite 1d3

Face/reach: 1ft. by 1 ft./ 0 ft

Special Attacks: —

Special Qualities: Bioelectric Weapon

Saves: Fort +3, Ref +3, Will +1

Abilities: Str 6, Dex 17, Con 10, Int 1, Wis 1, Cha 1

Skills: —

Feats: Weapon Finesse (bite)

CR: 1

Climate Terrain: Aquatic

Advancement: None

San Loss: 0/1

Bio-Armor Web:**Basic CoC Stats**

The armor-web provides its wearer with 8 points of armor protection per attack. The armor is a half-alive example of biomechanical technology, sustained by regular immersion in a solution known only to the Mi-Go. The armor is fire and acid resistant, and even protects against the cold. When a projectile or weapon strikes the wearer, the armor instantaneously hunches up and clumps around the targeted spot, softening the impact.

The armor looks similar to a large fishing net, except that the strands are much thicker—more like ropes. Instead of fibers, the strands are composed of a mix of biological material and metal. It constantly oozes slime. The armor-web is wrapped around as much of the body as possible.

If an investigator manages to steal an armor-web, he may wear it, but its clinging slime does 1 hit point of damage every time it is taken off, as it rips away skin and hair. (The Mi-Go are immune to this, as the armor-web's ooze complements their strange biology.) It will work as armor for a human, but since the investigators do not have the proper nutrient solution to soak it in after each use, it will decline in effectiveness by 1 point of armor per use (whether or not it actually stops any attacks). The second time it is used, it will only protect against 7 points of damage, the third time only 6 points of damage will be stopped, and so on. The greenish, slimy armor-web looks quite loathsome, dripping goo behind the wearer. It cannot be unobtrusively worn.

D20 CoC Stats

Constructed by alien biotechnology, this slimy green web of chitinous fungal segments fits on a host and confers a +6 natural armor bonus to Armor Class. Each week it is worn by a human, the amount of protection it provides degrades by 1 point. (Humans do not secrete the proper nutrient solutions to keep the armor alive.) Furthermore, each time it is removed from a human, it tears hair and skin with it, dealing 1 point of damage. *Weight: 8 lbs. Study Time: 3d8 days.*