

Are you ready for the history of a decades old secret project developed with the aim to control minds and warp time and space? For Neo Nazis, aliens, and secret colonies of men on Mars? For teleporting warships and vanishing men? For orgone energy, radiosondes, and time warping antenna? Are you?

If you feel brave enough, then continue onwards and learn the amazing truth behind the strange and bizarre world of...

THE MONTAUK PROJECT

DISCLAIMER: The following material is primarily derived from the book *The Montauk Project* (©1992, Skybooks), written by Preston B. Nichols and Peter Moon. This book gives the supposed history of several government projects, starting with the infamous "Philadelphia Experiment" conducted in August of 1943. Although the book tries to pass itself off as a "nonfiction" examination of the events, it's painfully obvious (to me anyway) that most of the content is pseudoscientific gibberish. This article is an attempt to present the information contained in the book in a manner usable with *HERO System 6th Edition*. It's *not*, by any stretch of the imagination, meant to be considered a presentation of "what really happened." So with that in mind, read on and enjoy.

THE PHILADELPHIA EXPERIMENT

Many people have heard of the Philadelphia Experiment, although those who have *any* idea what it was really about are far less numerous. The Experiment seems to fall into the same realm as the Kennedy Assassination; an event clouded by rumor and supposition, the exact truth of which never to be known. In addition, both incidents are also plagued by a mass of incorrect or inaccurate information. And, of course, conspiracy buffs are more than happy to create wild, intricate plots involving virtually anyone and everyone on the planet (and in the case of the Philadelphia Experiment, *off* the planet).

THE "FACTS" AS WE KNOW THEM

On August 12, 1943 (or October 28, 1943 -- accounts differ) the US Navy conducted a test of some sort on the *USS Eldridge* (DE [Destroyer Escort] 173) at the Philadelphia Navy Yard. The exact nature of the test is open to speculation, with possible candidates including experiments in magnetic invisibility, radar invisibility, optical invisibility, or degaussing (rendering the ship immune to magnetic mines). The test (or



The *USS Eldridge*, DE 173.

tests) were conducted, only to produce undesirable results. Afterwards, the project (supposedly called "Project Rainbow") was canceled.

As one can easily see, the actual facts are scanty. The Navy denies any sort of experiment ever took place and the ship's logs show the *USS Eldridge* was nowhere near Philadelphia at the time the test was supposed to take place. Of course, logs can be faked, and the government and military has lied before about certain events in the interests of secrecy and national security (witness the Manhattan Project). On the other hand, research has shown no evidence of a "Project Rainbow," and although there was a code name "Rainbow," it was used to designate Allied plans to combat the Axis in World War II and had nothing to do with any form of experimental technology. Finally, it should be pointed out that performing even some basic research (the internet is loaded with relevant sites) will show the entire "experiment" may in fact be a massive hoax, a modern urban legend that has grown to fantastic proportions over time. Such sensationalistic writing has been successful in creating similar epic myths before, with the "Bermuda Triangle Mystery" a prime example.

THE SUPPOSED "TRUE STORY" OF THE PHILADELPHIA EXPERIMENT

According to certain accounts, the actual results of the experiment involve occurrences far stranger than anyone could possibly imagine. The tests being conducted were an attempt to render a ship invisible to enemy radar. This was to be accomplished by wrapping an electromagnetic "bottle" around the ship in question, absorbing or deflecting radar waves. The bottle was created by two (or four -- accounts differ) massive Tesla coils which acted as electromagnetic generators; one was mounted forward and one was mounted aft. Other accounts state that a series of magnetic generators, called degaussers, were used. When activated, the electromagnetic field would extend out from the generators and divert radar waves around the ship, making the *Eldridge* invisible to radar receivers.

When the actual test was put into motion, a number of unexpected and bizarre side effects occurred. As the electromagnetic field increased in strength, it began to extend as far as 100 yards out from the ship in all directions, forming a large sphere. Within this field, the ship became fuzzy and indistinct, and a greenish haze formed around the vessel, obscuring it from view. Eventually, the only visible object was the outline of the hull of the *Eldridge* where it entered the water. Then, to the amazement of onlookers, the entire ship vanished from view.

It was at this point (the vanishing of the *Eldridge*) the true power of the electromagnetic field that had been created was revealed. The *Eldridge* had not only vanished from the *view* of observers in Philadelphia, it had vanished from Philadelphia *all together!* The ship had been instantly transported several hundred miles -- from Philadelphia to Norfolk, Virginia. After a few minutes, the ship once again vanished, to return to Philadelphia.

To the Navy, the test had succeeded beyond their wildest dreams. Not only had they rendered a ship invisible to radar, they had made it optically invisible as well, not to mention causing the vessel to teleport hundreds of miles in a matter of minutes. For the crew, however, the trip had been a nightmare.

The test had managed to render the entire ship "out of phase" with the surrounding universe, which is why it was able to travel from Philadelphia to Norfolk instantly. This phasing effect had drastic effects on the crew members. During the experiment, crew members found they could walk through solid objects, and when the field was shut off, men were found embedded in the bulkheads, decks, and railings of the ship, with results so gruesome some men went mad. Afterwards, several crew members simply vanished. A few disappeared into thin air; one, eating dinner with his family, rose, walked through a wall and

was never seen again. Some men entered into what was called the "Freeze." This is where a man faded from view; unable to move, speak or otherwise affect his surroundings. Initially, the Freeze effect lasted only a few minutes to a few hours. Interestingly enough, invisible crewmen were still visible to other sailors who had survived the original experiment. After a while, the Freeze effect lasted for days or months, and became known as the "Deep Freeze" (other terms include "Caught in the Flow," "Caught in the Push," "Get Stuck," "Go Blank," "Hell Incorporated," or "Stuck in Molasses"). The Deep Freeze could drive a man insane in very short order, and was only able to be counteracted if other crewmen performed a "Laying On Of Hands" technique to give the victim strength and allow him to recover from his affliction. Unfortunately, two men burst into flames while performing a Laying On Of Hands, burning for 18 days despite all attempts to quench the flames.

Seeing the horrible after effects of the experiment, the Navy discontinued all further research into radar and optical invisibility. The surviving crewmen were discharged as mentally unfit for duty and many were placed in insane asylums. However, science was not quite done conducting research on electromagnetic fields, radar, and its affects on the human mind. Project Rainbow may have been disbanded, but the Phoenix Project was just getting started.

GAME EFFECTS OF THE PHILADELPHIA EXPERIMENT

With regards to *HERO System* vehicles, the results of the Philadelphia Experiment are pretty easy to define. A vehicle rigged up with the proper electromagnetic generators will create a magnetic field with the following powers (in order of occurrence): Change Environment (a misty green haze and an electromagnetic field) with -4 to PER rolls to see anything, Invisibility to the Sight Group and Radar, and finally, Teleportation with massive NCM multiples and/or the *MegaScale Advantage* (enough to send the ship 500-600 miles in a single jump). Of course, all of these powers come with terrible (and possibly lethal) *Side Effects*. This is a Severe Transform from normal human to "out of phase human." When the generators are turned off, the various listed powers stop and any affected characters are returned to a (supposedly) normal state. The only problem is the character may have slipped inside of another physical object while the field was active. A good way to simulate this effect is to use the Teleportation Damage Table (6E2, page 29) to determine the extent of possible physical damage to the character. The only way to avoid the *Side Effects* is to be within a well-shielded part of the vehicle; usually any part of the vehicle *Hardened PD* or a Barrier with a magnetic special effect.

For the crew, the effects are much less desirable. Desolidification would look to satisfy the game mechanics requirements for the incidents described. Vanishing crew members is handled with Extra-Dimensional Movement. Since men could vanish without warning, it certainly suffers from the Limitation *No Conscious Control*. The Freeze/Deep Freeze are Invisibility (to virtually all Sense Groups), coupled with a linked Entangle that affects a character's EGO not his STR. Characters in the Freeze can be seen by other crew, and the Entangle can be removed by having someone else (such as an unaffected crewman) perform "Laying On Of Hands" and pull the victim back to this world. Of course, this has its hazards as well, as people attempting to touch a victim of the Freeze may suddenly burst into flames which can't be put out. This would be an RKA (1 pip to 1d6) with the Advantages of *Constant, Persistent, Uncontrolled, Reduced Endurance (0 END)*, and the Limitation of *No Range*. While invisible, the afflicted character *cannot* interact with his surroundings, an effect that will drive many men mad. This could be some sort of EGO-based Major Transform, a Fear-based Presence Attack as described in *Horror Hero 4th Edition*, or simple Game Master fiat.

So, what if we want to use the Experiment as an origin story? What sort of powers would the character have then? The Special Effect for all powers would be the ability to drop "out of phase" with the universe. Applicable powers would include: Desolidification

The Montauk Project

(character can be affected by certain forms of vibrational or similar phase-modulation attacks); Extra-Dimensional Movement to a different plane of existence -- possibly a parallel universe; Invisibility to Sight Group with no fringe; and Teleportation. Linking these powers with the *Unified Power* Limitation is recommended.

Other possible powers include: Life Support (Longevity), the character ages at a greatly reduced rate, or not at all; the *Affects Physical World* Advantage on the character's Strength (allowing them to reach inside of objects or through walls to get things on the other side); and Mental Awareness. The crewmen were said to have a heightened psychic awareness after the Experiment, and certain psychic powers from *Pulp Hero* (found starting on page 279) would be appropriate.

For a superhero-level character, one may want to consider purchasing full-fledged psychic powers, with the character having such abilities as Mind Control, Mind Link, Mind Scanning, and Telepathy. When mixed with Desolidification, Invisibility, and Teleportation you have a very powerful and very effective character.

RECOMMENDED PSYCHIC POWERS

Astral Projection, Aura Vision, Clairvoyance, Foresight, Perceive The Past, and Sensitive.

PHILADELPHIA EXPERIMENT POWERS FOR HERO SYSTEM 6E

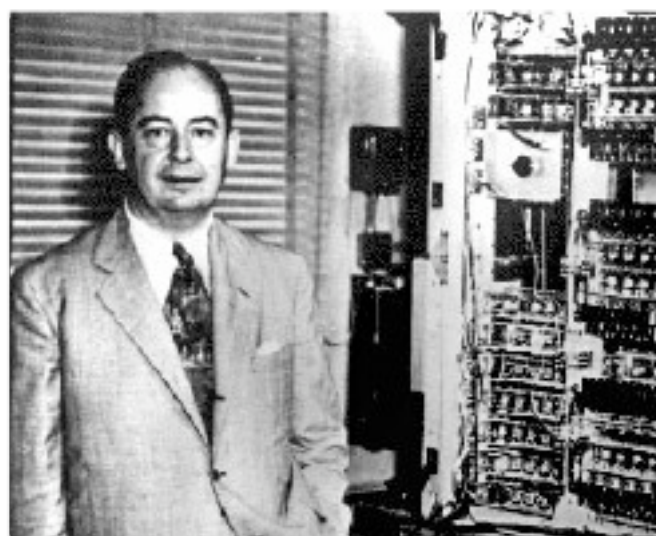
- 20 *Philadelphia Experiment I:* Change Environment (-4 to Sight Group PER Rolls, -4 to Radio Group PER Rolls), Area Of Effect (100m Radius; +1 ½) (60 Active Points); OIF Bulky (multiple electromagnetic generators; Requires Multiple Foci or functions at reduced effectiveness; -¾), Extra Time (1 Minute, Only to Activate, -¾), No Range (-½), END 6
- 11 *Philadelphia Experiment II:* Invisibility to Sight and Radio Groups, No Fringe (35 Active Points); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (multiple electromagnetic generators; Requires Multiple Foci or functions at reduced effectiveness; -¾), Linked (Philadelphia Experiment I; -½), END 3
- 62 *Philadelphia Experiment III:* Teleportation 90m, Safe Blind Teleport (+¼), MegaScale (1m = 10 km; +1 ¼), Cannot alter scale (-¼) (202 Active Points); Extra Time (20 Minutes, Only to Activate, -1 ¼), OIF Bulky (multiple electromagnetic generators; Requires Multiple Foci or functions at reduced effectiveness; -¾), Linked (Philadelphia Experiment II; -¼), END 20
- 27 *Out Of Phase:* Desolidification (affected by can be affected by phase-modulation or vibrational powers), Reduced Endurance (0 END; +½), Invisible Power Effects (Invisible to Sight Group; +½) (80 Active Points); No Conscious Control (-2)
- 80 *Freeze/Deep Freeze:* (Total: 185 Active Cost, 80 Real Cost) Invisibility to Sight, Hearing, Smell/Taste and Touch Groups and Spatial Awareness, No Fringe, Reduced Endurance (0 END; +½) (75 Active Points); No Conscious Control (-2) (Real Cost: 25) **plus** Entangle 4d6, 4 PD/4 ED, Alternate Combat Value (uses OMCV against DMCV; +¼), Takes No Damage From Attacks Limited Group (+¼), Works Against EGO, Not STR (+¼), Invisible Power Effects (Fully Invisible; +1) (110 Active Points); No Range (-½), Linked (Invisibility; -¼), Vulnerable (Uncommon; laying on of hands from fellow crewmates; -¼) (Real Cost: 55), END 11
- 8 *Bursting Into Flame:* RKA 1 point, Persistent (+¼), Constant (+½), Reduced Endurance (0 END; +½), Uncontrolled (GM needs to decide how power can be turned off based on campaign needs; +½) (14 Active Points); No Range (-½), -1 Decreased STUN Multiplier (-¼)

The first three powers (*Philadelphia Experiment I-III*) are meant to affect a vehicle. The second set of powers expresses various side effects of the Experiment in *HERO System* terms. Game Masters should apply these powers as they see fit.

PROJECT RAINBOW

Project Rainbow was a military project developed during the early Forties as an attempt to make a ship invisible to enemy radar. It can be considered a fore-runner to today's experiments with stealth technology and radar-invisible airplanes. To achieve this result, various experiments with electromagnetic fields were carried out. The project culminated with the infamous "Philadelphia Experiment," detailed above. Following that disaster, Project Rainbow was halted, and Dr. John von Neumann, the project's director, was sent to work on the Manhattan Project.

Project Rainbow reappeared in the late 1940's. The project now concentrated on the technology behind the electromagnetic bottle created during the Philadelphia Experiment and how it could be further developed. At the same time, Project Rainbow's former director, Dr. Neumann started research into how and why the human crew of the *Eldridge* had been so horribly affected by the fields created. Finally, in the early 1950's, the two projects were merged, becoming the "Phoenix Project."

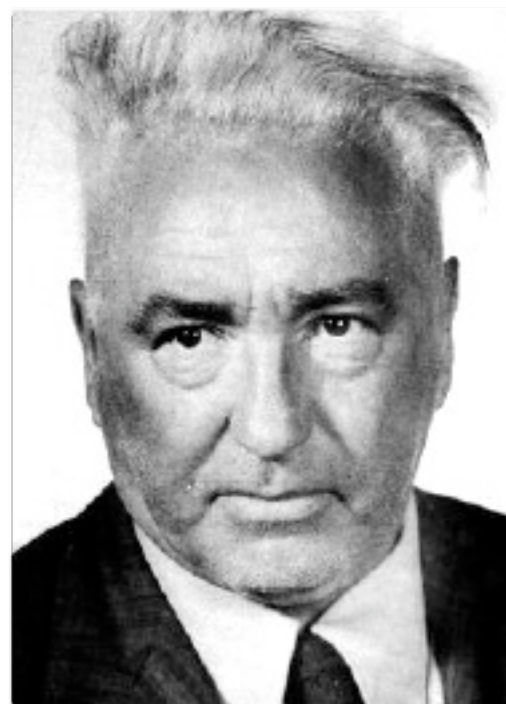


Doctor John von Neumann

THE PHOENIX PROJECT (PART 1)

The Phoenix Project actually gets its start in the late 1940's. It was an attempt to control the weather using information and technologies derived from the work of Dr. Wilhelm Reich, an Austrian scientist.

Reich is said to have been a brilliant man, credited with discovering "orgone" energy. Orgone energy is also known as "life" or "orgasmic" energy and is very different from more ordinary electromagnetic energy. Reich supposedly proved the existence of orgone energy in various laboratory experiments, and wrote up his findings in several scientific journals. He claimed that orgone energy could cure cancer, a finding that didn't find wide acceptance with his colleagues. Reich also stated that orgone energy was related to "cosmic energy" and with the Newtonian concept of the "ether" (The "ether" is a Victorian concept that refers to a hypothetical substance that suffused all of space. It served as a medium for light and other forms of radiant energy. This ether was a popular concept and was used by more than one science fiction writer as a way to explain space travel. For



Doctor Wilhelm Reich

example, E. E. "Doc" Smith sprinkles references to the ether all through his *Lensmen* novels.) Needless to say, his theories were highly controversial and widely criticized by his fellow scientists.

With further research, Reich found that orgone energy was responsible for storms and bad weather. "Dead orgone" or "DOR" was the term used to describe the "dead energy" found within violent thunderstorms and hurricanes. This dead energy was also found within people as well. Active people had plenty of orgone energy, while those who were depressed or sullen had an excess of DOR energy.

After extensive research, Reich finally developed a device that would break up concentrations of DOR energy. When combined with a weather balloon, this device would dissipate or deflect thunderstorms. Armed with Reich's storm-buster, the US Government created a device called a "radiosonde." This device consisted of several sensors and a transmitter that could broadcast across several bands to either build up orgone energy or to disrupt DOR energy. With it the government could control the weather.

It should be pointed out that any device capable of transmitting both orgone and DOR energy could be used to affect people as well. It's possible the Phoenix Project was also looking into methods of population control. Supposedly, the Soviet Union had conducted extensive experiments on select populations by broadcasting orgone or DOR energy into the area to try and alter the emotion content of the population.

GAME EFFECTS OF THE PHOENIX PROJECT (PART 1)

For starters, the basic tenants of the Phoenix Project -- the manipulation of orgone energy -- needs to be examined by the GM. Does this fit into the GM's universe? Considering the nature of most superhero worlds, the answer is probably "yes." Orgone energy could be any one of a number of strange energies that abound in comic universes -- cosmic, mystical, psionic, whatever. The whole idea of orgone energy and dead orgone energy can also be linked to the concept of *ch'i* (with its positive and negative forces) and *feng shui*, with its positive and negative influences on wealth, luck and business. In fact, orgone energy might be considered to work in a manner similar to the "Force" from *Star Wars*, able to manipulate moods, emotions, and the environment. Relating orgone energy to these sources will allow the GM to determine appropriate powers and abilities for anyone who manipulates orgone energy.

When using orgone energy, the most obvious power is Change Environment. Possible effects include bad weather, good weather, and negative feelings. The weather effects should take some time to create and use of the *Extra Time* Limitation (6E1, page 374) is required. As for the more general "feelings" effect, this should simply be a minor alteration of mood -- either uplifting or depressing (*i.e.* +/-1 to EGO or PRE Rolls) It shouldn't affect PCs too much, unless they are naturally prone to one emotional extreme or the other. Positive feelings, on the other hand, require the use of Aid with such Advantages as *Area of Effect* and *MegaScale*.

For more intense orgone powers, the GM should use Mind Control. Advantages like *Invisible Power Effects* are a must, as the person targeted should not feel the source of the power. The Mind Control should have the Advantage of Telepathic (+1/4) and the Limitation of Set Effect (Only To Control/Inflict Emotions; -1/2). Calming crowds, or riling up an already angry mob would be typical uses for this power; forcing someone to steal for you (or turning them into a mindless slave) wouldn't.

PHOENIX PROJECT POWERS FOR HERO SYSTEM 6E

- 90 *Weather Control*: Change Environment (+10 Temperature Level Adjustment, +10 Wind Levels, Varying Combat Effects), Area Of Effect (20m Radius; +1), MegaScale (1m = 1 km; +1), Varying Effect (almost any weather affect; +1) (360 Active Points); Extra Time (1 Minute, time depends on the severity of the change in the weather, but the minimum is 1 minute; -1 ½), OAF (orgone energy generator; -1), No Range (centered on orgone generator; -½), END 36
- 4 *Application of Negative Orgone Energy*: Change Environment (-1 to EGO or PRE Roll), Area Of Effect (1m Radius; +¼), MegaScale (1m = 1 km; +1), Invisible Power Effects (Fully Invisible; +1) (10 Active Points); OAF (orgone energy generator; -1), No Range (centered on orgone generator; -½), END 1
- 20 *Application of Positive Orgone Energy*: Aid EGO 3d6 (standard effect: 9 points), Area Of Effect (1m Radius; +¼), MegaScale (1m = 1 km; +1) (40 Active Points); OAF (orgone energy generator; -1), END 4
- 50 *Intense Orgone Energy Projection*: Mind Control 10d6 (Human class of minds), Area Of Effect (1m Radius; +¼), Telepathic (+¼), Invisible Power Effects (Fully Invisible; +½), MegaScale (1m = 1 km; +1) (150 Active Points); OAF (orgone energy generator; -1), No Range (centered on orgone generator; -½), Set Effect (only to control/inflct emotions; -½), END 15

THE PHOENIX PROJECT (PART 2)

In the early 1950's the Phoenix Project was merged with the remnants of Project Rainbow. The revised Phoenix Project was to delve further into the study of electromagnetic effects and their use in achieving "stealth" technology. The problem the Phoenix Project faced was how to keep this new technology from having such an adverse affect on humans involved in the experiments.

The director of this new phase of the Project was Dr. John von Neumann brought back to oversee operations. He concentrated on the metaphysical side of the experiments in an attempt to determine what had gone wrong. He and his team worked for about ten years on the problem, studying why humans had such a problem with intense electromagnetic fields, especially ones that were capable of producing the sort of effects seen in the Philadelphia Experiment. What they found was that human beings are born with a "time reference point." This time reference point is linked to the electromagnetic fields native to the Earth and help orient man to the nature of the universe and how it operates. it's a separate entity, distinct from the physical body. When the generators were started on the *Eldridge*, the link to this point was severed, causing the crew of the *Eldridge* massive physical and mental trauma.

It was determined the devices used in the original Philadelphia Experiment had created an artificial reality around the *Eldridge*. Thus, the ship had been removed from the "normal" plane of existence, rendering it invisible. The problem was the new reality had no connection to our world, thus disorientating anyone within the field. In order to overcome this problem, a time reference point, linking any potential inhabitant of the electromagnetic bottles created by the Project Rainbow technology back to their point of origin, had to be developed.

This problem was solved by giving the bottle a phony background -- a false "Earth" to link to that would reduce any form of transdimensional disorder. A computer was used to recreate the time reference points for specific people and to generate a false

electromagnetic background that would give the physical body something to lock on to. If this system failed, the physical and the mental body would separate, resulting in insanity.

This phase of the project was completed in 1967. A report was then sent to Congress stating the human mind could be altered by the use of electromagnetics. With development, one could create devices capable of changing the way people think. Congress, fearing the results of such experimentation into mass mind control, refused any further funding for the project and in 1969 ordered the Phoenix Project to disband.

GAME EFFECTS OF THE PHOENIX PROJECT (PART 2)

In game terms, this phase of the Phoenix Project offers little new. The techno-babble used to describe how the original Philadelphia Experiment affected the crewmen offers a nice Special Effect for Extra-Dimensional Movement, but other than that there is little else to work with. The idea that man is locked to a certain time reference point could be used as a rationale for nasty *Side Effects* on Extra-Dimensional Movement powers, especially time travel. The *Side Effect* could be some sort of Severe Transform that gradually drives the traveler insane (since they are slowly losing touch with their home reality). Of course, needing a computer sets up a nice, logical *Focus* Limitation for any sort of time or dimensional travel machine. Using this setting, such a device would require the *OAF*, *Immobile* Limitation, probably with *Extra Time* as well (representing the time needed to replicate the proper time reference point).

PHOENIX PROJECT (Part 2) POWERS FOR HERO SYSTEM 6E

- 5 *Electromagnetic Bottle*: Extra-Dimensional Movement (Single Dimension, Any Location corresponding to current physical location); Extra Time (5 Minutes, must create time reference points and false backgrounds, 5 Minutes at minimum; -2), OAF (computer system and generator; -1), END 2

PHOENIX II a.k.a. THE MONTAUK PROJECT SETTING UP PHOENIX II

With the cancellation of the Phoenix Project, the people involved were on the horns of a dilemma. They had spent the better part of almost 20 years developing mind control and stealth technologies that Congress didn't want anyone to use. Undeterred, the scientists went to the one organization they knew would want to engage in further research and development of the devices the Phoenix Project had produced: the military.

Naturally, the military was very excited about the idea of a weapons system that would allow them to defeat an enemy without ever firing a shot. They agreed to continue the project, setting up the Phoenix people in a secluded area where proper experiments could be conducted. The military also agreed to provide the equipment and personnel the project required in order to operate.

The Montauk Project

One of the primary items on the equipment list given to the military was a SAGE (Semi-Automatic Ground Environment) Radar system. It had been discovered that radio signals in the 425 to 450 Megahertz range were required to get "inside" the human consciousness to allow for mind control attempts. The SAGE Radar systems ran at these frequencies, and could be converted into a huge radiosonde easily. Better yet, the SAGE Radar system was considered obsolete, allowing the scientists to use one with no detriment to national security.

Montauk Air Force Base, located within the confines of Fort Hero on Montauk Point, Long Island,

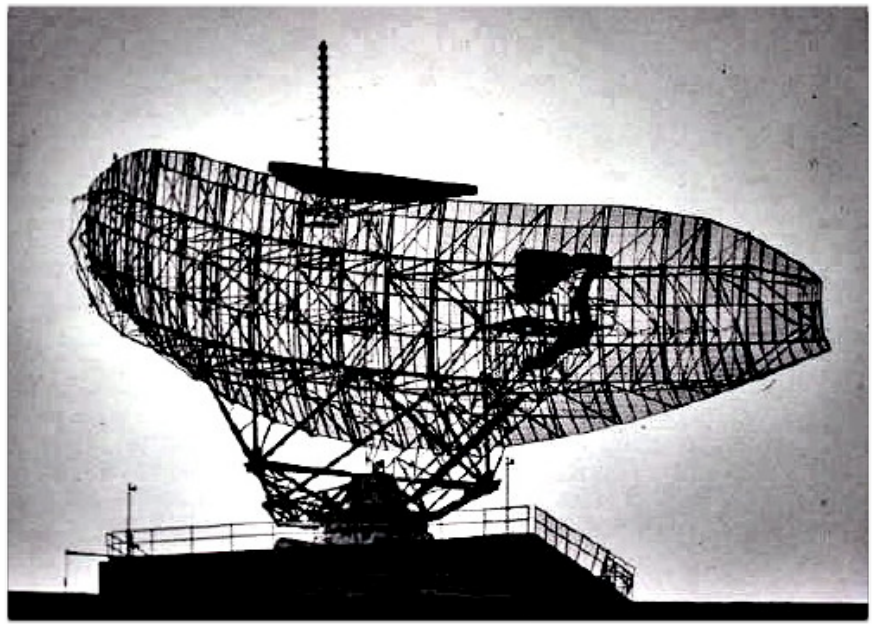
New York, was perfect for the needs of the Phoenix Project scientists. It was fairly isolated, currently mothballed, and best of all, was equipped with a SAGE Radar system that could be converted to a radiosonde with ease.

Setting themselves up at the newly reopened Montauk AFB, the scientists named their new project "Phoenix II." Later, the undertaking became known as "the Montauk Project." Financing for the Phoenix II came not from the military, who only supplied men and materials, but from outside sources. This was because the Project itself had been ordered to disband by Congress and was now operating independently. Montauk AFB itself had been closed since 1969, and was no longer receiving any federal funding. So the question of "Where did the Project funding come from?" arises.

The actual circumstances surrounding the financing of the Phoenix II project are shrouded in a veil of mystery. Project funding seemed to come from private sources, although some evidence points to an alleged Nazi involvement in the form of 10 *billion* dollars in gold, smuggled out of Europe at the end of World War II. Apparently, a train carrying the gold was blown up while passing through a tunnel in Allied-occupied France, killing 51 American soldiers. Even General George Patton, furious that such an act of sabotage could have occurred, was unable to determine how the train had been hit, or who had made off with the gold. Other evidence states that after the money from the gold was used up, the Krupp family financially backed the project (The Krupps owned and operated numerous munitions factories during World War I and World War II. One of their most famous weapons is the "Paris Gun" which shelled Paris from more than 70 miles away during the First World War.).

THE EXPERIMENTS BEGIN

Montauk Air Force Base was reopened in late 1971 (although it was still listed as a decommissioned base by the military), allowing Phoenix II to get underway. Along with many of the original Phoenix Project scientists, there were members of the military, government workers, and civilian personnel brought in from various corporations.



SAGE Radar system at Montauk Air Force Base

The Montauk Project

A number of the military servicemen present were Air Force radar technicians who had worked with the SAGE Radar system all through the 60's. They reported that the general mood of the base had changed according to the frequency and pulse duration of the radar system. This seemingly trivial piece of information was considered very important to the Phoenix people, who quickly determined that by changing the rate and width of the radar pulse, they could superficially alter the way people thought and felt.

This discovery prompted a number of experiments to determine what frequencies prompted what responses. A number of people were used in these experiments, although the prime test subject was a man by the name of Duncan Cameron (more about him later). These test subjects were placed inside of a small room on the base and the SAGE Radar system was focused on that room, bathing it with massive amounts of micro and radio waves. By altering the frequency and pulse of the radar set, they could make a person laugh, cry, angry, or sleepy. As a side effect, it was found the the general mood of the whole base would change to follow the signal output of the SAGE Radar.

Now that it had been proved the SAGE Radar could effect emotional states, the next step was to try and control a person's thoughts. Tests were conducted in which the pulse rate and amplitude of the Radar system were changed to match various biological functions of the body. Doing so allowed the scientists to actually control what a person thought and did.

It should be pointed out that bathing a person in massive amounts of microwave radiation and intense radio waves is not healthy. Many test subjects were literally baked by radio waves causing serious internal damage to the lungs and brain. With further tests it was determined this damage was caused by "burning radiation." "Non-burning radiation" was emitted from the opposite side of the SAGE Radar reflector. So, the scientists decided to reverse the radar antenna around 180 degrees, broadcasting burning radiation up into the sky and using the non-burning radiation to conduct their tests. Much to their delight, it was discovered that non-burning radiation could alter moods and thoughts as well, and didn't damage the subject of the tests!

In 1973, the experimental process had reached a new step. The scientists wanted to experiment with large groups of people, changing their thoughts and moods en masse and monitoring the results. Units of the U.S. Army were invited to the base for R&R, becoming the unwitting targets of mood-altering experiments. Similar experiments were also conducted on people living nearby on Long Island, as well as New Jersey, New York, and Connecticut. The aim of these tests was very simple; to build a database of pulse settings and the effects they caused. With time, the scientists were able to construct a control panel that allowed them to broadcast preset signals, thus allowing for consistent mind control effects.

Tests allowed the scientists to create a wide variety of effects, depending on the settings fed into the transmitter. Programs were written allowing the researchers to do more than simply create mood swings. They found they could increase the crime rate, incite violence, and cause mass panic among animals. They even developed programs capable of disabling vehicles by burning out all of its electrical functions.

At this point, the Montauk people had developed a reliable method for controlling the thoughts of others. Now, they wanted to make a device that would allow for precise manipulation of a target. The scope of the Montauk Project was about to expand beyond anyone's wildest dreams.

THE CREATION OF THE MONTAUK CHAIR

According to the writer of *The Montauk Project*, the ITT World-Wide Communications Corporation (which is owned by the Krupp family -- see "Setting Up Phoenix II" above) constructed a mind-reading device. The device translated the electromagnetic field, or "aura," around the body into a visible format. The primary component of this device was a

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Cray 1 super-computer capable of turning the data into something a person could understand.

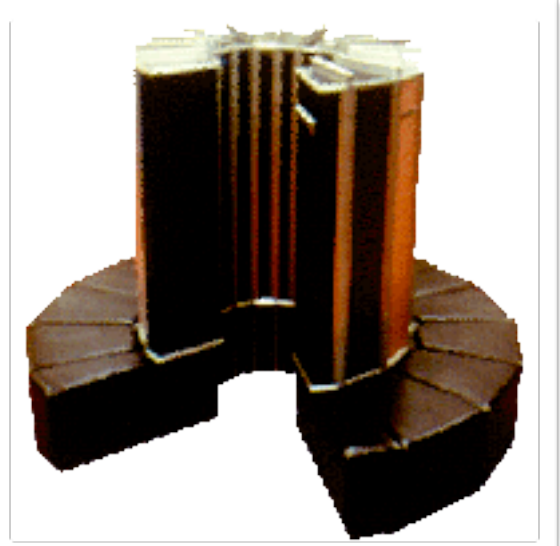
The technology used to create this device is a mystery. According to the book, some of the basic technical information was provided by aliens. These aliens were the Sirians, from the star system of Sirius. Exactly why these aliens provided the technology is not explained.

Over at the Montauk Project, the research people realized this *mind-reading* device could easily be converted into a *mind control* device. They hooked the mind-reader up to a series of computers, electrical coils, and the SAGE Radar system, creating a powerful transmitter that could be used to lessen the risks to humans undergoing invisibility and time travel experiments. This new device was called the "Montauk Chair" and came online about 1974. Linked to a Cray 1 and an IBM 360 computer, the researchers would sit a psychically active person (such as Duncan Cameron) in the Montauk Chair and have them try and transmit their thoughts to a similar set up back at the ITT Corporation (located in Southampton, Long Island).

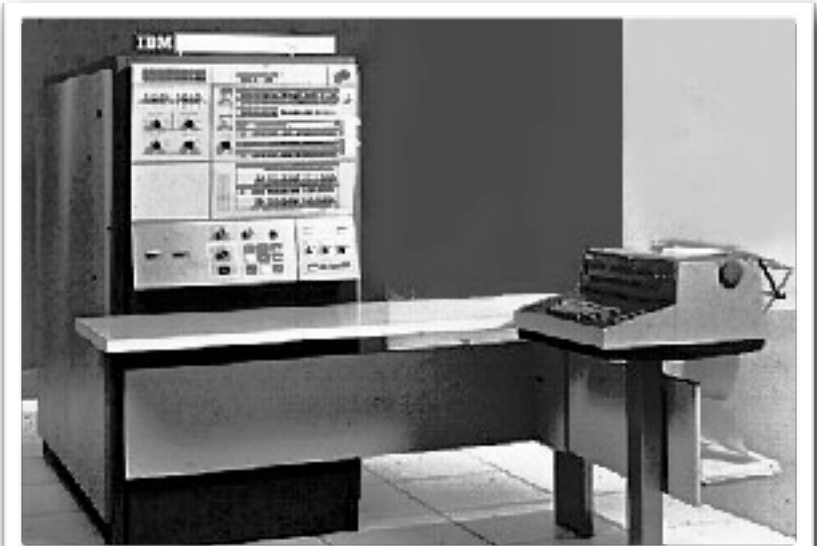
After about a year of experimentation and research (in which many problems relating to transmitter feedback had to be overcome) the researchers at the Montauk Project now had a device capable of projecting a person's thoughts to a remote location. Unfortunately, there was now a new problem to overcome: "time glitches."

The time glitches tended to interfere and break up the thought transmissions between Montauk and Southampton. They were caused by psychics projecting a reality that was different from "our" reality. This would cause the flow of time to be disrupted and the link between the two chairs would be cut.

In order to correct these problems dealing with interruptions in the flow of time, the Montauk researchers redesigned and rebuilt the chair, closely following the original prototype and the methods used to build it (this is the device created by the Sirians, remember). This second generation Montauk Chair used multiple Delta T or "Delta Time" coils to create the desired energy fields. It was also shielded from any outside interference, thanks to the redesigned coils powering the chair and creating the electromagnetic fields. After a bout of alignments and adjustments, the new chair was brought on-line in early 1976. What was to follow was to be absolutely amazing....



Cray-1 Super Computer



IBM 360

SPONTANEOUS OBJECT CREATION

By this point, all of the experiments and tests involving the Montauk Chair used Duncan Cameron. Duncan was a powerful psychic used in many phases of the Montauk experiments. His "true history" (as well as a possible *HERO System* character sheet) is given below. The main reason why he was used so often in the experiments dealing with the chair was due to some form of "special training" he had undergone (the book gives the CIA and/or the NSA as possible candidates) which allowed him to reach an "altered form of consciousness." What this means, is basically his conscious mind would be suppressed and a more primitive mind would be allowed become active. This primitive mind was highly suggestible, very controllable, and tended to act by focusing all of its power on a subject, allowing much greater displays of power than if the conscious mind acted.

After about a year of tests, the Montauk Chair was shown to be working flawlessly. Now, instead of transmitting thoughts, the researchers wanted to try something new: creating solid objects. The idea was for Duncan to visualize an object and, provided there was sufficient power coming from the transmitter, materialize it somewhere on the base. This process was not exact, however, as some objects remained intangible and others faded as soon as the transmitter was turned off. But, if given sufficient power, Duncan could create permanent objects. The size and type of object seemed only to be limited by his imagination, and it's said he materialized entire buildings during the course of these experiments.

Following the success of the object creation experiments, the researchers at Montauk began to step up their tests by looking into manipulating the human mind directly. The first such experiments involved what was called "The Seeing Eye." This was where Duncan was given a lock of hair (or other object) and concentrated on the person the object had come from. He could then see and hear everything that person could see and hear, no matter where that person was.

After the Seeing Eye was perfected, the tests were taken one step further. Now, instead of simply looking through the eyes and ears of another, Duncan tried to actually influence what the person was thinking and doing. By pushing out with his thoughts, Duncan could take over someone else's mind, making them do what he (Duncan) wanted. People could be virtually "programmed" to do almost anything. Further experimentation showed that large groups of both people and animals could be affected, making them behave in a variety of bizarre ways.

With time, it was discovered more than a person's mind could be controlled. Electrical devices could be made to malfunction, short out, or otherwise rendered useless. Telekinetic effects were discovered, where Duncan was able to move objects, shatter windows and wreck entire rooms.

Even with all of the amazing discoveries that the Montauk researches had uncovered, the team still wasn't done. As of 1979, the Montauk Project was poised to do more than manipulate people's minds, they were on the verge of altering the flow of time itself!

TIME TRAVEL (a.k.a. Phoenix III)

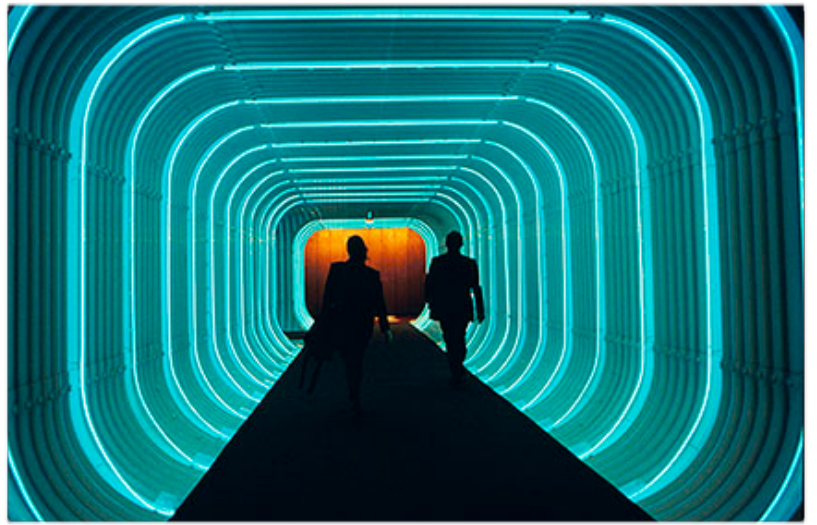
Experiments with thought projection in early 1979 revealed an interesting side effect. Many times Duncan's thoughts would be projected by the transmitter, but the signal would suddenly vanish. At first this was thought to be a malfunction, until it was noticed that many of the things Duncan was attempting to project didn't appear (or occur) till many hours later (or perhaps, before). Apparently, Duncan was capable of altering the flow of time (or operating outside of it).

The Montauk Project

Further research showed that the set up being used for the experiments and tests didn't have sufficient power to properly bend and shift time. To achieve full mastery over the flow of time, the researchers installed what is referred to as the "Orion Delta T (for time) Antenna." It was rumored the antenna was based on designs given to the Project by the aliens from the constellation of Orion (the exact star system is unknown). As with the Sirians, it's unknown exactly why the Orions gave the Montauk Project the plans, but it's presumed they had some private agenda for doing so.

The Orion Delta T antenna was placed in a huge underground chamber excavated beneath Montauk AFB. The antenna itself was about 100 to 150 feet tall, and the chamber was nearly 300 feet underground. The Montauk Chair was then placed above this antenna and below the transmitter used to broadcast projected signals. This placed the chair in a null field that removed all interference from the fields generated by the transmitter and other devices.

After installing the new antenna (which took from 1979 to 1980) and calibrating Duncan to the new equipment, it was found Duncan had almost total control over the flow of time. He could cause portals to open to almost any time by concentrating on a specific date. These portals looked like large spirals or vortexes. Inside the portal was a circular tunnel with light at the far end. One could look through a portal to see a smaller portal or window on the other end. Walking through the tunnel would place a person in whatever time the tunnel was connected to. The tunnels were not always straight, however, and curved around as one made their way to the exit. Sometimes power outages would cause tunnels to vanish, stranding anyone inside. They would be lost somewhere in the time stream with virtually no way to return.



There were a few problems with the initial time portals however. The portals tended to drift and people sent through weren't always able to find the portal for the return trip. It took from 1980 to 1981 to calibrate the equipment and train Duncan to keep a portal stable. The project also worked on spatial as well as temporal stabilization, trying to create portals in both specific times as well as places.

When the the researchers were able to successfully stabilize and lock down the time portals Duncan created, the nature of the Montauk Project changed yet again. Almost all of the extraneous personnel were dismissed. The military left, and a new team of people were brought in to run the base. A new technical crew was brought in as well, all that was know about them was that they were the "Secret Crew." The project was rechristened "Phoenix III" and from 1981 to 1983 the objective of the project was to explore time itself.

In order to explore the worlds beyond the time tunnels, the Montauk researchers kidnapped large numbers of the homeless to use as guinea pigs. They would spend some time (about a week) getting them ready for the trip and then send them though. If they returned, they were expected to make a full report of what they saw. Unfortunately many didn't. This was why the project used the homeless, since they knew no one would notice if these sorts of people went missing.

The project also used a large number of children in these experiments. These children were exclusively male, between the ages of 10 and 16, tall, blond, blue eyed, and fair-skinned. Most (if not all) fit the idea of the Aryan stereotype. The exact purpose of

The Montauk Project

these children is unknown, although all of them were initially sent to the year 6037 AD to investigate a ruined city. There, they had to examine the statue of a horse and report back on what they saw. After that, the children were sent on other missions, but it's unknown if any ever returned. It was later discovered that the project was connected with some sort of Neo-Nazi organization and that the children were recruited to serve this group.

It is also reported that somewhere between 3000 and 10,000 people were placed between 200 and 300 years into the future. As with the children, the exact purpose of this operation is unknown.

Finally, a lot of time was spent viewing events from both the First and Second World War. Pictures were taken and events were monitored. It's unknown if the Project personnel interfered or tried to alter specific events during either World War.

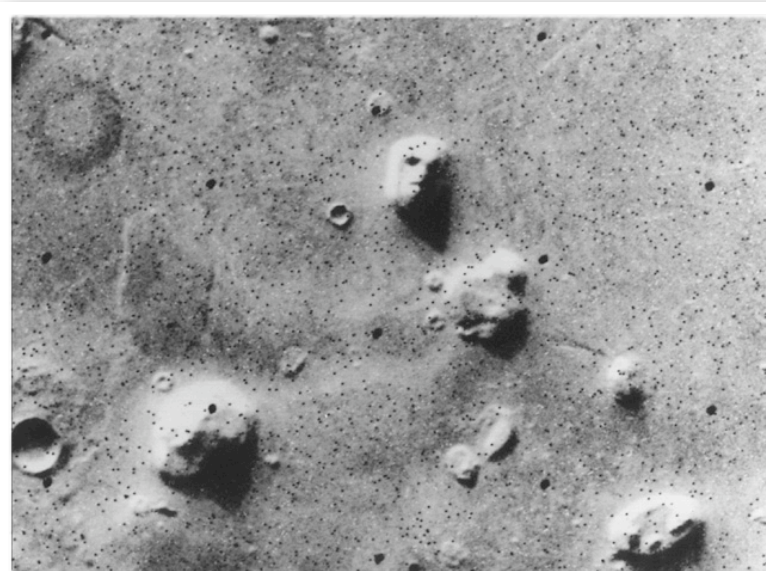


SPACE TRAVEL

With the success of the time portal projects, the Montauk researchers began to look off-planet for the next phase of Phoenix III. The idea was to create a portal between Earth and Mars. Specifically between Earth and the Martian Pyramids that lay near the great "Face on Mars" in the Cydonia region of Mars. It's said this region of Mars shows evidence of a large number of artificial structures, including pyramids, the great "Face," temples, a waterfront, and even a city. It was the desire of the Montauk people to explore these structures and determine who (or what) had made them.

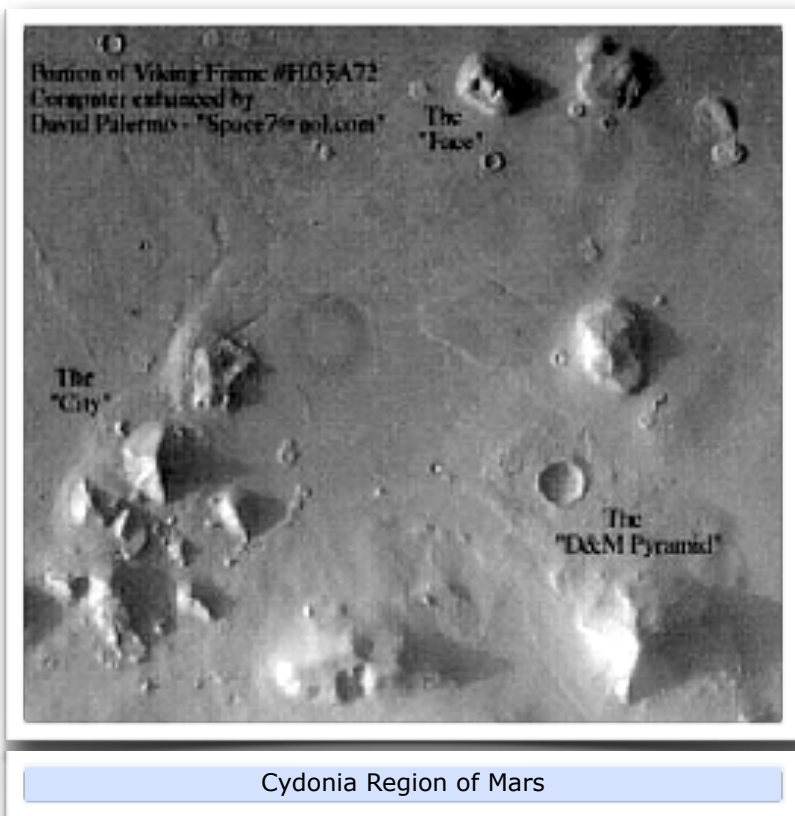
As a side note, the book *The Montauk Project* includes some information alleging there was a secret space program run by the US and the Soviet Union that established colonies on both the moon and Mars. Supposedly, men landed on Mars sometime in 1962. Even more interesting is, although the book mentions this information, the author backs off from actually claiming any of this is "real." The author does imply, however, that people were living on the surface of Mars during the duration of the time and space portal experiments.

In order to fully explore the pyramids of Mars, the project needed to get inside the structures. This was accomplished by having Duncan create a time portal *inside* the pyramid



The Face On Mars

and then move it around until open passageways were found. At this point "away teams" could enter the portal and walk from Montauk Point to areas under the Martian surface. Although little is known about what was found within this immense pyramid structure, a few tantalizing hints are offered. Duncan Cameron himself was a member of at least one of the away teams, and described seeing something he calls "The Solar System Defense" which needed to be disabled before any further research could be done. According to the author, portions of the movie *Total Recall* are based on events that occurred during this point of the Montauk Project, especially the scenes dealing with the Martian pyramid and the recall chair. Finally, evidence of intelligent life on Mars was found, but the researchers had to create time portals stretching over 125,000 years into the past to discover it. As with many other elements of the Montauk Project said to be occurring at this time, the exact details are unknown.



THE END OF THE MONTAUK PROJECT

The Montauk Project finally came to end on August 12, 1983. On this date, a time portal was opened connecting Montauk Base with the *USS Eldridge* of 40 years ago, during the original Philadelphia Experiment. While this portal was being opened and maintained, several members of the project, who had become increasingly uncomfortable with the aims and designs of the project heads (and with the effect warping time and space might have on the world around them) decided to bring the project to a crashing halt.

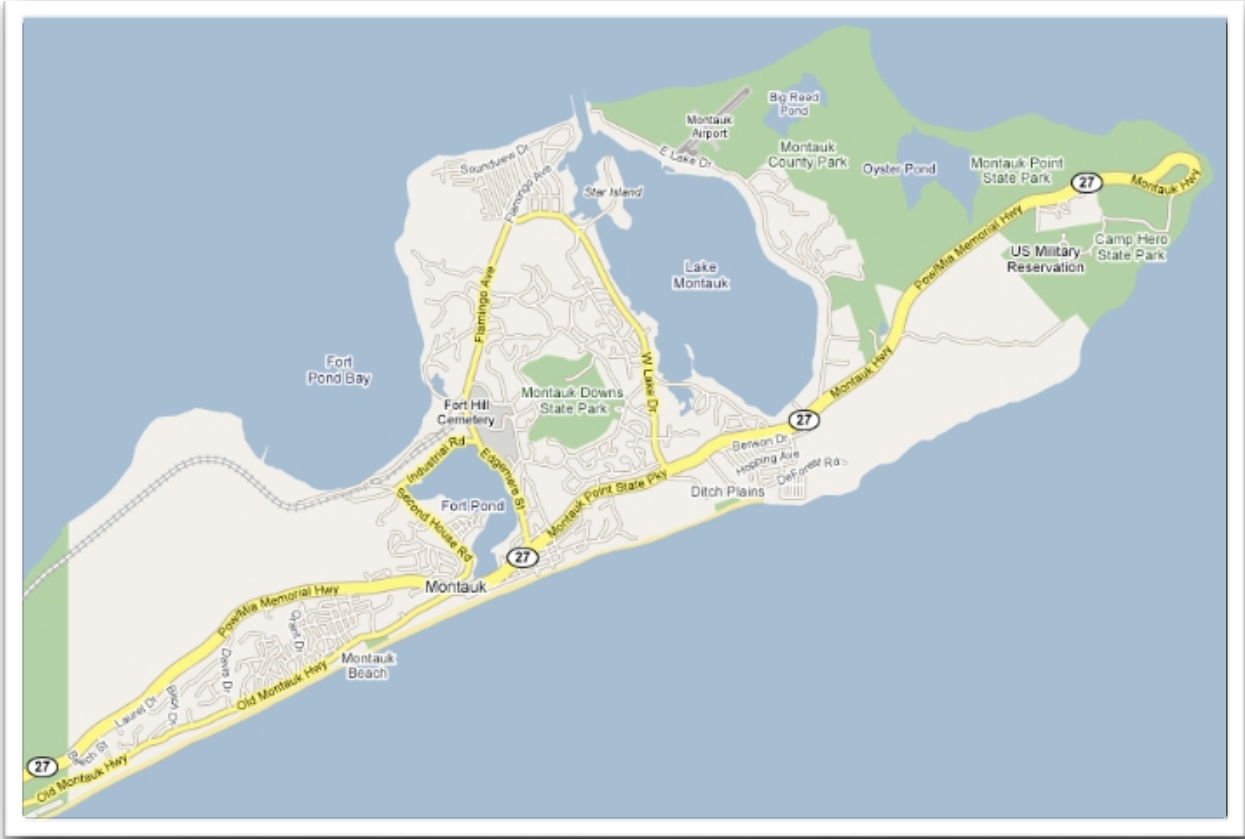
A code phrase was whispered to Duncan, at which point he released a monster from his subconscious. This creature, or the "Beast From The Id," materialized as a large hairy monster, smashed its way about the base, and proceeded to destroy and eat everything it could find. Meanwhile, one of the project members began cutting apart cables and conduits in an attempt to sever the power to the base transmitters and shut down the project. After smashing up and cutting apart enough equipment, the transmitter powered down and the Beast mercifully faded away.

After the disaster of August 12, 1983, the Montauk Project shut down. The base was emptied of people and equipment, and all extraneous personnel were brainwashed into forgetting everything that had happened there. Almost a year later, in May or June of 1984, a unit of "Black Berets" (possibly an elite unit of Marines) entered the base with orders to shoot anything and everything that moved. They purged the base for a second team, which removed any equipment deemed too sensitive to abandon. After that, the underground chambers were sealed off. According to the author, one of the rooms cleared out contained hundreds of human skeletons. Finally, at the end of 1984 cement was poured into many of

The Montauk Project

the elevator shafts and underground areas of Montauk Base, sealing off all of the areas used for the most extreme of the space-time experiments.

Afterwards, the gates to Montauk AFB were locked and the base was abandoned for a second and final time. Eventually, Fort Hero (and Montauk Base) was donated to the state of New York as a park.



GAME EFFECTS OF THE MONTAUK PROJECT

The three most obvious powers that can be derived from this phase of the project are: Clairsentience, Extra Dimensional Movement, and Mind Control. Other possible powers include Dispel, Summon, Telepathy, Telekinesis, and Transform. Some powers, such as summoning objects "from the ether" are subject to GM's call as to what best fits his universe.

No matter which powers are examined for use in a game setting, it's obvious all of them require the Montauk Chair as a Focus. This means any character designed around this power concept and special effects has to deal with an *Immobile IAF* foci, which is the chair itself. Fortunately, most of the powers described are Mental Powers, meaning they have no maximum range and if used in conjunction with Mind Scanning can hit anyone the character can detect. Any powers that are not Mental Powers initially should be bought with *Alternate Combat Value* (character's OMCV versus target's DMCV) along with the Advantages *Invisible Power Effects*, and *No Range* to make them act as mental powers.

As for other powers, "The Seeing Eye" is simply Clairsentience with a required Focus -- an object taken from the subject to be used as a contact point. The point of view is controlled by the subject being used to view with, not the character himself, thus requiring both the Adder *Mobile Perception Point* and the Limitation of *Only Through The Senses Of Others* (-1/2). In addition, Duncan could view any point on Earth with this power and could see, hear and feel what the subject saw, heard, or felt, meaning his Clairsentience was usable with all the Sense Groups.

There are at least two forms of Extra-Dimensional Movement described. The first is simply Extra-Dimensional Movement (any place on Earth within 250,000 years [at least] forwards or backwards in time). The second is Extra-Dimensional Movement (any place in this dimension within 250,000 years [at least] forwards or backwards in time). Although there is a large difference in locations (Earth and the rest of the Universe), EDM doesn't distinguish between the two when bought in this manner. Both versions of this power should be constructed with the rules for Gates found on page 301 of *HERO System 6th Edition Volume 1*.

The Mind Control powers demonstrated by the Montauk Project are very potent. Both humans and animals can be affected, with the degree of influence ranging from mere emotional tinkering to outright remote control of a person's actions. At least some forms of Mind Control could affect a wide area, influencing the actions of large groups of people all at once. These Mind Control attempts went virtually unnoticed by the people affected. Obviously, a character using such powers needs to at least try for the "Target will not remember actions" modifier to fully simulate the effects of the project. As with the orgone energy Mind Control abilities, lesser versions of this form of Mind Control should be bought with the Limitation *Only To Control/Inflict Emotions*.

As for the other powers, Telepathy would be built along the same lines as the Mind Control power. Any Telekinesis should be designed using the rules for Psychokinesis (6E1 295). The Beast From The Id is simply an interesting application of Summon. The ability to disable electrical devices could be a form of Dispel, or a heavily limited RKA. Creating objects from thin air could be Transform or the special effect for a Variable Power Pool.

MONTAUK POWERS FOR HERO SYSTEM 6E

The character of Duncan Cameron (see) has all these powers and more, and presents them in a much more detailed manner.

CAMPAIGN USE OF THE MONTAUK PROJECT

Where to begin?

The most important aspect of the Montauk Project is, of course; "Does this fit into my campaign?" Most superheroic universes and settings can quite easily accept the idea that the US Navy may have been involved with some form of secret experiment designed to help win the World War II. In fact, the Navy *was* involved in various secret experiments, dealing with everything from planes to torpedoes. So making the initial Philadelphia Experiment a "real world" event isn't all that difficult. Naturally, the GM will need to decide if the Experiment worked exactly as described or if the "facts" have become confused over time.

Once the validity of the original Experiment is established, the next step is to decide which elements of the rest of the Project history can be adapted to a super hero (or other genre) campaign. Depending on the particular universe, some of the details might need to be altered in order to reflect the GM's particular tastes. For example, much of the initial funding of the Montauk Project is said to come from 10 billion in gold smuggled out of Europe by remnants of the Third Reich. If a GM tends to shy away from using Nazis or Nazi-inspired villains in his campaign then the source of this gold may need to be changed. The same goes for the the ITT World-Wide Communications Corporation said to be owned by the Krupp family. If the GM wishes to avoid Nazi involvement, then this company should be changed as well. If using a universe similar to the established HERO Games *Champions Universe* then the source of the 10 billion in gold and the owners of ITT World-Wide Communications is simple: VIPER. Much of the technology said to be developed by the Montauk Project (such as time travel and mind control) has the perfect "super-science" feel commonly found in plots dealing with VIPER. Besides, what criminal organization couldn't resist developing technology that would allow them to manipulate time, know what people are thinking, scout a remote location safely, and control what their foes think and do?

Other groups and individuals from the *Champions Universe* that could be used in relation to the project include Dr. Destroyer (obviously operating through a false front), Istvatha V'han (the entire project becomes an attempt to open a permanent gate between Earth and V'han's world so she can launch a full-scale invasion), the Warlord (although the scope and nature of this project seems far beyond what he usually attempts), PSI (who'd be especially interested in the mind control aspect of the project). Of course, the GM could work with the material as written and make the people responsible rogue elements of the military, the CIA and the NSA (a.k.a. the National Security Agency a.k.a. "No Such Agency").

The next question would be alien involvement. If the GM doesn't use aliens in his game then these elements could be simply discarded (even the author states that such involvement is only "rumor"). If he does use aliens, the question become much more interesting. The book lists two groups: the Orions and the Sirians. The Sirians are said to come from the star system of Sirius, while the Orions are simply described as coming from the constellation of Orion. No other facts are given, giving any GM free reign to develop them any way he see fit. If aliens are a known quantity in the game universe, then

POSSIBLE CHAMPIONS UNIVERSE ALIENS

The following Champions Universe aliens make good candidates for the Orions and Sirians:

Istvatha V'han (page 24 of *Conquerors, Killers, and Crooks*)

Malvans (page 45 of *Terran Empire*)

Perseids (page 31 of *Terran Empire*)

Se'ecra (page 32 of *Terran Empire*)

Sirians (page 95 of *Champions Universe*)

Varanyi (page 38 of *Terran Empire*)

The Montauk Project

the GM needs to determine if the aliens responsible are ones he's already established, or ones new to the campaign (or, at least new to the PCs). Even if the aliens are members of an established race, they could always be "rogue" members of that race, supplying the technology for reasons known only to them.

Aside from interstellar aliens, there is also the question about Mars. Does the GM want large artificial structures littering the surface of the planet? If so, who made them? Martians, or other aliens? The book states Duncan had to search 125,000 years in the past to find any evidence of life on Mars. Thus, the GM could presume the artifacts were either built by Martians, or some *other* race who happened to be passing through the solar system. For a real twist, the structures on Mars could have been built by humans. Either an advanced race from Earth (now long gone), or a race of beings who eventually settled on Earth (a popular theory seen in such shows as *Battlestar Galactica* and hinted at in the game *Doom 3*). If the GM goes with the former idea, the connections to the Atlantis mythos (and the Egyptians and their pyramids) are obvious.

Of course, there is the question about what to do with the "The Solar System Defense" said to be on Mars. It's likely the such a device could be ignored by the GM in favor of his own theories and plots. What ever is within the pyramids of Mars, however, it should be some sort of highly advanced (and very dangerous) technology.

The last question a GM needs to consider are the claims that the people involved in the Montauk Project manipulated time. Of course, a clever GM may decide that anything the Montauk researchers did to the past has already happened, thus the PC's accepted past is the result of Montauk Project manipulations. Now, as for sending people two to three hundred years into the future (or the dead city of 6037 AD) once can always take the "alternate time" angle. The futures seen by the Montauk researchers may not be *the* future, but simply *a* future.

Possible the biggest question surrounding the entire project (especially the latter parts dealing with the manipulation of time) is "Where did all the test subjects come from?" Looking over the numbers given in the book, it would seem that at the very *minimum* the Montauk Project sent several hundred people to various time lines. If the Project was kidnapping homeless people and large numbers of young children (not to mention the "between 3000 and 10,000 people" sent into the future) someone would be bound to notice (we hope). Even in a city as large as New York, the disappearance of a large number of homeless would probably be noticed, especially when you realize that the time tampering portion of the experiment only lasted for three years -- from 1981 to 1983. Add in the quantity of young children hinted at, and the number of people possibly involved is staggering. Such a situation makes an excellent hook for PCs to get involved. Of course, if the PCs are based somewhere else other than New York, then the the disappearances may have gone on unopposed, with the PCs possibly forced to recover the temporally lost people.

Finally, there is the question of what to do with Montauk Base. Is the Project still operating? Did, in fact, Duncan Cameron rebel and summon the Beast to destroy the base? Did the Project reestablish itself somewhere else? It would make sense that the technology developed during the course of the Project is being used else where (possibly by the high-tech criminal organization of the GM's choice) and that the Base was abandoned as described. In that case, the PCs may explore Montauk AFB and Fort Hero only to find it's closed down and abandoned, with clues pointing to a newer base established elsewhere in the world. The possibilities are only limited by the GM's imagination.

DUNCAN CAMERON

The story of Duncan Cameron Jr. is a confusing one. According to the authors of the book *The Montauk Project*, Duncan was a sailor aboard the *USS Eldridge* when the Philadelphia Experiment was conducted. The Experiment resulted in his being catapulted forward in time to arrive at Montauk base in 1983. He then became involved in the Montauk Project, and was bounced about the time stream before being returned to 1943 in an attempt to stop the experiment that started it all. Confused? I haven't even gotten started...

To try and explain Duncan's confusing life would probably take another ten pages of text, text most people wouldn't care to read. The best option is to sum up his amazing adventures through space and time as follows:

In 1943, Duncan and his brother Edward were stationed on board the *Eldridge*. They worked in the control room housing many of the experimental generators used to power the Tesla coils that created the electromagnetic fields around the ship. Since they were deep inside the ship, protected by layers of steel shielding, Duncan and Edward were untouched by the horrible side effects that ravaged the rest of the crew.

The first actual experiment conducted on the *Eldridge* apparently took place July 20, 1943. At this time, the ship vanished from sight for 15 minutes. The fields created made many crewmen nauseous and gave psychological problems to others. A second test was then set up for August 12th, with the object to obtain radar invisibility and not optical invisibility. According to the authors of *The Montauk Project* three UFOs appeared over the ship six days before the August 12th test. When the test was conducted, one of these UFOs was sucked through the resulting hole in time and space and ended up underground at Montauk Base.

When the August 12th test was conducted, the two brothers were once again in the control room. For a short time (the first five minutes or so) the test seemed to be working as planned. Then, the ship vanished from sight. Duncan and Edward could see that the experiment was failing (due to the affects on the other crewmen). They tried to shut down the various generators and transmitters, but nothing seemed to be working. They then decided that the safest course of action was to abandon ship. Jumping overboard, they fell through a time tunnel and ended up at Montauk in the year 1983.

Found by members of the Montauk Project, the two brothers were then escorted into one of the buildings on base. There, they met Dr. John von Neumann, the man who had been behind many aspects of the Montauk Project since 1943. He informed them that he had been waiting for the two to appear, and that Duncan and Edward needed to return to 1943 to turn off the generators and end the experiment being conducted on the *Eldridge*.

Both Duncan and Edward agreed to this plan, making a number of time trips for the Montauk researchers before returning for good to 1943. Finally, the bothers reappeared on the *Eldridge* and managed to shut off the generators, mainly by smashing transmitters and cutting any cables they could find.



The Montauk Project

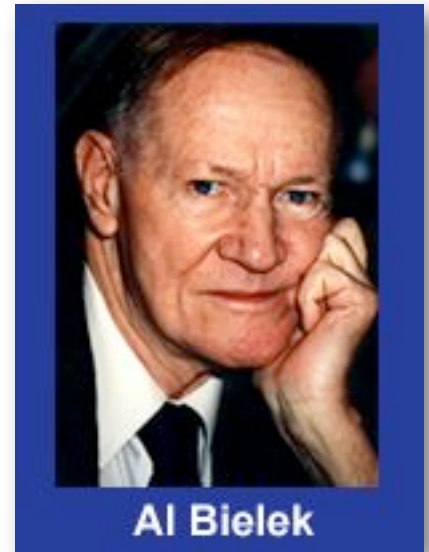
Just before the *Eldridge* returned to its proper place in the time stream, Duncan went back through the time portal and returned to Montauk in 1983. It is unknown why he did so, although it's suggested that he may have been "programmed" to. Once in 1983 for good, Duncan found himself severed from the time stream. He grew old at a fantastic rate and began to die from the effects of extreme aging.

Using unspecified techniques, the Montauk scientists managed to save Duncan by transferring his mind (or "signature") to a new body. This new body was obtained through the help of Duncan Cameron Sr., the father of Duncan Jr. and Edward. Using a time portal, Montauk personnel contacted Duncan Sr. in 1947, informing him of their need to save his son's life. The solution was for Duncan Sr. to have another son.

In 1951, the second Duncan Cameron Jr. was born. In 1963, when this Duncan was 12, the Montauk scientists transferred the old Duncan's mind into the child's body. This forced the second Duncan "out," a fate that remains unexplained.

Meanwhile, Edward remained with the *Eldridge*. A final test was run with the ship in October of 1943. This experiment used an unmanned vessel, with all controls located on a secondary ship. After the test it was discovered that a large amount of equipment was missing, including transmitters and generators. The experiment was then abandoned for good. Edward continued on with his naval career afterwards, becoming involved with a number of experiments dealing with "free energy" vehicles and devices. At some point he was made to forget all he had seen and done in connection with the Philadelphia Experiment.

Edward's final fate may be even more bizarre than his brother's. He was apparently put through a series of age regression procedures that reduced him to the age of a small infant. He was then sent to live with the Bielek family to replace their baby boy, who had recently died. Given the name of Al Bielek, he grew up ignorant of his true past until certain events in the late 1980's triggered his memories. He now devotes his time to researching the Philadelphia Experiment in an attempt to uncover the truth.



USING DUNCAN CAMERON IN THE CAMPAIGN

The big question facing a prospective Game Master after reading this little "history" is "how does this all fit together?." Well, it doesn't. According to the history of the Montauk Project, the shutting down of the August 12th experiment forced the project to be terminated. If that is the case, then how did Duncan and Edward travel through time to return to 1943? Not once, but *multiple* times. It is also said that Duncan was being used in Montauk Project experiments as of 1971, this would make him only 20, a rather young, although not impossible, age for such testing. Then there's the question of who regressed Edward, when they did this and why. Of course, considering the claims made in the book, perhaps it's wisest to simply ignore this paradoxes and get to the heart of the matter, using Duncan (or a character like him) in one's campaign.

Duncan should be used not as a master villain, but more as the tool of a villain (or a villainous agency). He can act as a spy, move troops to distant places, control minds (especially of troublesome officials and enemy agents), and harass the enemies of the agency from the safety of his Montauk Chair. He certainly shouldn't be the mastermind behind the entire operation, that role should be given to someone more sinister, someone with more of a megalomaniac bent -- Duncan seems to come across as a less than self-assured individual. If Duncan is used as a member of a villainous corporation or agency (such as VIPER or PSI), it would probably be best for him to have some strong measure of loyalty

to that organization, *unless* his eventual defection is an important part of the game Master's plot.

Physically, Duncan shouldn't be a superhuman out of the Chair. He should have unusual psychic powers, but these should be more like the psychic effects first described in *Pulp Hero*, not the typical full-blown abilities given to most comic book mentalists. However, in the chair, Duncan's psychic abilities should be devastating.

Below I present a possible character sheet for Duncan Cameron. A great deal of attention is given his powers, while less detail is given for his history and personality, since these elements of the character are very GM dependent.

DUNCAN CAMERON

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH Damage [2]
15	DEX	10	12-	
15	CON	5	12-	
18+7	INT	8	13-/14-	PER Roll 13-/14-
20+10	EGO	10	13-/15	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
7	OMCV	12		
7	DMCV	12		
3+3	SPD	10		Phases: 4, 8, 12/2, 4, 6, 8, 10, 12
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
4	REC			
30	END	2		
10	BODY			
25	STUN	3		Total Characteristics Cost: 99

Movement: Running: 12m/24m
 Leaping: 4m/8m
 Swimming: 4m/8m

Cost Powers & Skills

2	<i>Expanded Perceptions:</i> +7 INT; OAF Immobile (Montauk Chair; -2)
3	<i>Expanded Willpower:</i> +10 EGO; OAF Immobile (Montauk Chair; -2)
10	<i>Expanded Perceptions:</i> +3 SPD; OAF Immobile (Montauk Chair; -2)
34	<i>The Seeing Eye:</i> Clairsentience (Sight, Hearing, Smell/Taste And Touch Groups), Mobile Perception Point (can move up to 24m per Phase), Reduced Endurance (0 END; +½), MegaScale (1m = 100 km; +1 ½); OAF Immobile (Montauk Chair; -2), Extra Time (20 Minutes, Only to Activate, minimum time to setup and configure chair; -1 ¼), Blackout (-½), Only Through The Senses Of Others (-½)
70	<i>Mental Scanning:</i> Mind Scan 15d6 (Human and Animal classes of minds), Invisible Power Effects (Fully Invisible; +½), Partial Lock-On (+½), Reduced Endurance (0 END; +½), One Way Link (+1); OAF Immobile (Montauk Chair; -2), Extra Time (20 Minutes, Only to Activate, minimum time to set up and configure chair; -1 ¼)

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- 57 *Radar Frequency Modulation:* Multipower, 255-point reserve, Extra Time (20 Minutes, Only to Activate, Character May Take No Other Actions, minimum time to setup and configure chair; -1 ½); all slots OAF Immobile (Montauk Chair; -2)
- 6f 1) *Thought Projection:* Mind Control 15d6 (Human and Animal classes of minds), Telepathic (+¼), Invisible Power Effects (Fully Invisible; +½), Reduced Endurance (0 END; +½); OAF Immobile (Montauk Chair; -2)
- 6f 2) *Mood Alteration:* Mind Control 10d6 (Human and Animal classes of minds), Telepathic (+¼), Invisible Power Effects (Fully Invisible; +½), Reduced Endurance (0 END; +½), Area Of Effect (24m Radius; +1); OAF Immobile (Montauk Chair; -2), Set Effect (only to control/inflict emotions; -½)
- 5f 3) *Psychokinesis:* Telekinesis (35 STR), Alternate Combat Value (uses OMCV against DCV; +0), LOS (+½), Reduced Endurance (0 END; +½), Invisible Power Effects (Fully Invisible; +1); OAF Immobile (Montauk Chair; -2)
- 4f 4) *Thought Reading:* Telepathy 15d6 (Human class of minds), Invisible Power Effects (Fully Invisible; +½), Reduced Endurance (0 END; +½); OAF Immobile (Montauk Chair; -2), Receive Only (-½)
- 4f 5) *Mental Programming:* Major Transform 4d6 (remove or change target's memories, heals back by another application of this power, or normal healing), Alternate Combat Value (uses OMCV against DMCV; +¼), Works Versus EGO Not BODY (+¼), LOS (+½), Partial Transform (+½), Reduced Endurance (0 END; +½), Invisible Power Effects (Fully Invisible; +1); OAF Immobile (Montauk Chair; -2), Limited Target (human memories; -1)
- 7f 6) *Space/Time Warping:* Extra-Dimensional Movement (Any Point in Time within 50 Billion Years, future or past, Any Physical Location), x8 Increased Weight, Usable By Other (+¼), Grantor pays the END whenever the power is used, Grantor controls the power totally, Grantor can only grant the power to others, Recipient must be within Limited Range of the Grantor for power to be granted, Area Of Effect (8m Radius; +½), Constant (+½), Reduced Endurance (0 END; +½); OAF Immobile (Montauk Chair; -2), Gate (-½)
- 5f 7) *Beast From The Id:* Summon 380-point Beast from the Id, Reduced Endurance (0 END; +½), Specific Being (creature from Duncan Cameron's Id; +1); OAF Immobile (Montauk Chair; -2), Violent (-¾)
- 71 *Creation Of Solid Objects:* Variable Power Pool (Gadget Pool), 60 base + 60 control cost, No Skill Roll Required (+1); OAF Immobile (Montauk Chair; -2), Extra Time (20 Minutes, Only to Activate, minimum time to setup and configure; -1 ¼), 20th Century Technology Only (-½), Requires A Roll (11- roll; -½); all slots IIF (all powers bought through the VPP must have at least -¼ of this limitation; -¼)
- 7 *Expanded Willpower:* Mental Defense (20 points total); OAF Immobile (Montauk Chair; -2)
- 10 *Psychometry:* Retrocognitive Clairsentience (Sight And Hearing Groups); Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, minimum, if not longer; -1 ½), Retrocognition Only (-1), Concentration, Must Concentrate throughout use of Constant Power (½ DCV; -½), No Range (-½), Psychometry (*Pulp Hero*, page 285; -½), END 5
- 10 *Aura Vision:* Detect Auras 13-/14- (Sight Group), Discriminatory
- 5 *Sensitive:* Mental Awareness, Discriminatory
- Skills**
- 24 +4 with all Mental Powers
- 2 AK: Long Island 11-
- 1 AK: Mars 8-

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2	AK: New York City 11-
2	Bureaucratics 10-
3	Computer Programming 13- (14-)
3	Electronics 13- (14-)
3	KS: The Psychic World 13- (14-)
0	Language: English (idiomatic; literate)
3	Mechanics 13- (14-)
2	Navigation (Temporal) 13- (14-)
1	SS: Orgone Energy 8-
2	SS: Psychotronics 11-
2	SS: Space/Time Manipulation 11-
3	Shadowing 13- (14-)
1	Streetwise 8-
3	Systems Operation 13- (14-)
3	Tactics 13- (14-)

Total Powers & Skill Cost: 377

Total Cost: 475

400+ Matching Complications

5	Distinctive Features: Psychic Signature (Not Concealable; Noticed and Recognizable; Detectable Only By Technology Or Major Effort)
20	Hunted: The Montauk Project Very Frequently (Mo Pow; NCI; Watching)
20	Physical Complication: Split Personality (normal mind/primitive mind) (Frequently; Greatly Impairing)
15	Psychological Complication: Addicted To Using The Montauk Chair And The Power It Brings (Common; Strong)
15	Psychological Complication: see notes (Common; Strong) Notes: Ducna's normal mind is amoral and unconcerned with the needs or wants of others. His primitive mind is overconfident and highly open to suggestion due to its base desires.
0	Social Complication: Secret Member Of The Montauk Project Frequently, Major
0	Vulnerability: 2 x Effect from Mind Control when in the Montauk Chair (Uncommon)
75	Experience Points

Total Complications Points: 475

Background/History: The character sheet given here is not for "the" Duncan Cameron, but for "a" Duncan Cameron. It presumes Duncan is a member of the Montauk Project and has been working with the Project for some time. His exact origins are left up to the GM; he could be ex-Navy (much like the original Duncan), a former operative for the CIA, a Project scientist, or simply a promising young psychic recruited by the company backing the Montauk Project. Note this character sheet presumes the Project has witnessed most -- if not all -- of the events given for the history of the Montauk Project.

Personality/Motivation: This version of Duncan Cameron is presumed to be lacking in any serious consideration of right and wrong. He enjoys the sense of power the Chair brings him and is addicted to its use. He also looks down on those he manipulates, considering them little more than playthings for him to toy with. The experiments with mind control and the manipulation of time have affected thousands of lives, some of them adversely, but none of this matters to Duncan, all he is concerned with is the advancement of science and the further exploration of the Montauk Chair's abilities.

When in the Chair, Duncan's primitive mind is allowed to surface. This mind operates off of primal emotions, and is rather unsubtle in its actions. Due to the strong emotional

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content of this mind, Duncan is very suggestible and can be talked into actions he normally wouldn't do. Scientists at the Montauk Project have discovered this fact and take advantage of it by having Duncan perform some of the more dangerous experiments (such as manipulating time and space) while his primitive mind is active.

Quote: *"This chair allows me to control time and space. Imagine what could be done with such power!"*

Powers/Tactics: Duncan is a psychic who's innate power has been pushed to its fullest potential by the amplification process of the Montauk Chair. Out of the Chair, Duncan is fairly normal, although he does possess several useful psychic gifts. These powers include the ability to see another's "aura," which gives Duncan a good idea of a person's personality and mental well being. He also can read the psychic impressions of people by handling objects they have once owned. This talent is especially useful when it's used to find targets for Duncan's "The Seeing Eye" power. Finally, Duncan is especially sensitive to the use of psychic powers similar to his own and can usually detect those powers if they are used in his general vicinity. This last ability doesn't have much range however, and requires Duncan be rather close to the person using their psychic abilities in order for him to detect the use of those abilities.

Once in the Chair, Duncan gains access to a whole host of powers. He can control minds -- both singly and in small groups, read minds, and "rewrite" a person's memories, covering over actual memories with false ones. He can also sense for desired minds at great distances, a useful power since the Chair is effectively immobile. A useful side effect of these powers is the fact they cannot be detected by the person targeted. Although a person affect by the Duncan's Chair-enhanced powers may be aware some sort of mental intrusion has taken place, they will be unable to trace back this attack to the Montauk Project and Duncan himself. Duncan is also careful to try and use extra dice in his Mind Control and Telepathy attacks to ensure the target is unaware the attack ever took place (or thinks any results of a Mind Control attempt were their own idea to begin with).

The telepathic aspects of the Chair can also be used to view the world through a target's senses. This power (called "The Seeing Eye") requires an object of some sort from the target -- such as a lock of hair -- in order to operate. When The Seeing Eye is being used, Duncan can see, hear, and feel whatever the target person is experiencing. This power can be used on anyone all over the world. Duncan can also manifest a limited form of Telekinesis while in the chair.

One of Duncan's more impressive powers is the ability to create tunnels though time and space. He can connect to almost any time in history and can even open a gateway between Earth and Mars. The gates are quite large, allowing trucks to pass though, although any large vehicles must do so slowly.

Aside from being able to project thoughts to control other's actions, Duncan can also make his thoughts come real. Usually, his uses this power to create objects. These objects are limited to modern day technology, since although he can visualize such items from the past of the future, his subconscious doesn't "understand" such items sufficiently to allow him to make them "real." The activation roll is used to determine if the object remains real or if it fades immediately. Duncan can also summon his subconscious mind and make it come to life. This aspect of his mind manifests as a huge monster or beast. For more information on Duncan's Beast From The Id, see the next entry.

Appearance: Duncan is of average appearance and height, standing 5'9" and weighing 180 pounds. His hair is brownish-blond and falls to his shoulders. Duncan has a normal build for someone of his height and weight. He dresses in casual clothing, although when using the Montauk Chair he tends to wear shorts and a t-shirt.

THE BEAST FROM THE ID

Val	CHA	Cost	Roll	Notes
50	STR	40	19-	Lift 25.6 tons; 10d6 HTH Damage [5]
20	DEX	20	13-	
30	CON	20	15-	
8	INT	-2	11-	PER Roll 14-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
25	PD	-2		Total: 25 PD (25 rPD)
25	ED	-2		Total: 25 ED (25 rED)
15	REC	11		
60	END	8		
15	BODY	5		
55	STUN	18		

Total Characteristics Cost: 186

Movement: Running: 16m/32m
Leaping: 10m/20m
Swimming: 4m/8m

Cost Powers & Skills

74	<i>Thick And Hairy Hide:</i>	+25 PD, Resistant (+1/2) plus +25 ED, Resistant (+1/2)
15	<i>Claws:</i>	HKA 1d6 (4d6+1 w/STR) 1
6	<i>Heavy:</i>	Knockback Resistance -6m
15	<i>Strength Of The Id:</i>	Mental Defense (15 points total)
3	<i>Strong Legs:</i>	Leaping +6m (10m forward, 5m upward), END 1
4	<i>Long Legs:</i>	Running +4m (16m total), END 1
9	<i>Sharp Senses:</i>	+3 PER with all Sense Groups
40	<i>Strength Of The Id:</i>	LS (Eating: Character does not eat; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: Immortal; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character does not sleep)
2	<i>Reach:</i>	Stretching 2m, Reduced Endurance (0 END; +1/2); Always Direct (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4)

Skills

16	+2 with HTH Combat
3	Climbing 13-
7	Tracking 13-

Total Powers & Skill Cost: 195

Total Cost: 380

175+ Matching Complications

- 45 Enraged: Berserk combat (Very Common), go 14-, recover 8-
- 20 Physical Complication: Vanishes If Reduced to 0 STUN, 0 BODY, Or If Duncan Is Removed From The Montauk Chair (Infrequently; Fully Impairing)
- 10 Physical Complication: Large (3m tall, +2 OCV, +2 to PER Rolls to perceive) (Infrequently; Slightly Impairing)
- 15 Physical Complication: Near Human Intelligence (Frequently; Slightly Impairing)
- 20 Psychological Complication: Overriding Desire To Destroy (Very Common; Strong)
- 215 Experience Points

Total Complications Points: 380

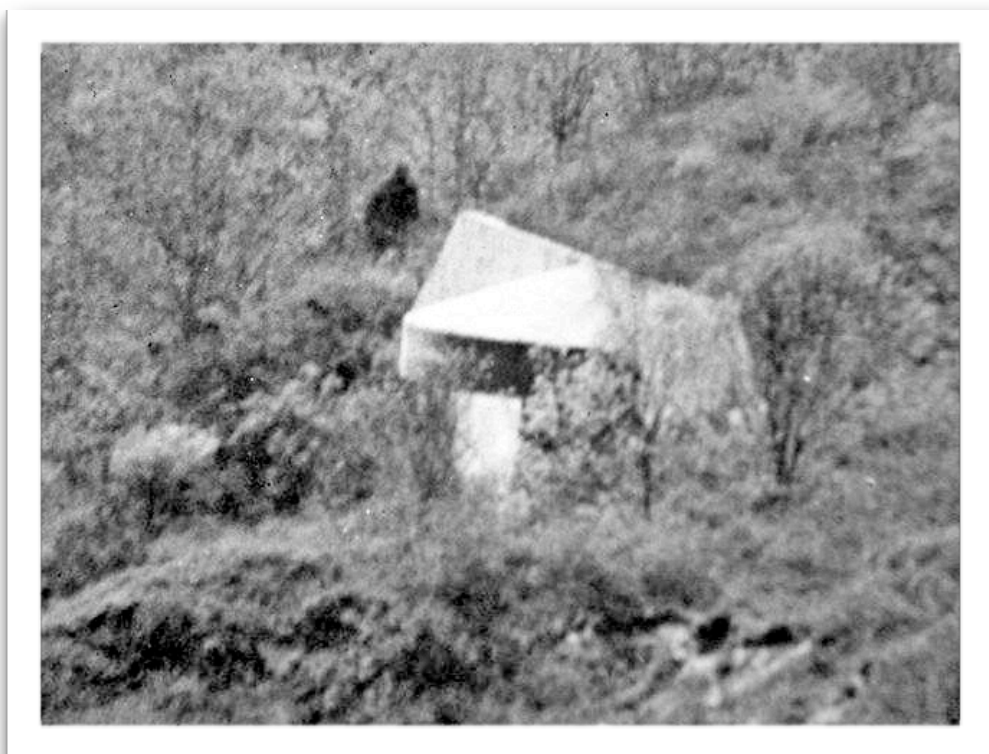
Background/History: The Beast From The Id is a terrifying creation pulled from Duncan's subconscious mind. When summoned it becomes an unstoppable monster that exists only to destroy.

Personality/Motivation: The Beast has only one purpose: to destroy. it's huge, hungry, and very nasty. When summoned, it will try and wreck everything in sight and eat anything it can find.

Quote: "Roooooaaaarrrrrr!!!"

Powers/Tactics: The Beast's main powers are its great size and strength. As it has no real tactical sense, it tends to destroy what ever is closest and eat anything edible. If struck, it will usually try to attack its attacker. If Berserk (a common occurrence) it will try and smash whatever is closest (even inanimate objects), and then move on to the next item.

Appearance: The Beast stands 9" tall, with a shaggy, hairy coat, and a bestial face complete with long snout, small eyes, and a mouthful of large teeth. it's humanoid in shape and resembles a horrid cross between a gorilla and a wolf. The Beast is the dark shape seen here near a Montauk tunnel entrance.



A TIME LINE OF THE MONTAUK PROJECT

123,000 BC	Evidence of intelligent life on Mars.
1856-1943	Nikola Tesla, father of modern electronics
1892-1957	William Reich, discoverer of Orgone energy.
1939-1945	World War II.
Early 40's	First stage of Project Rainbow.
July 20, 1943	First test of the Philadelphia Experiment.
August 6, 1943	Three UFOs sighted over the <i>USS Eldridge</i> .
August 12, 1943	Second test of the Philadelphia Experiment. Duncan Cameron Jr. (1) and Edward Cameron are transported to August 12, 1983.
October 28, 1943	Last test of the Philadelphia Experiment.
Late 40's	Second Stage of Project Rainbow.
--	Phoenix Project, development of the radiosonde.
1947	Duncan Cameron Sr. contacted.
Early 50's	Project Rainbow and the Phoenix Project merge.
1951	Duncan Cameron Jr. (2) born
1962	Alleged landing of men on Mars.
1963	Duncan Cameron Jr. (1) placed in Duncan Cameron Jr.'s (2) body.
1967	Phoenix Project complete.
1969	Phoenix Project ordered to disband by Congress.
1971	Formation of Phoenix II (a.k.a. the Montauk Project).
1973	Experiments with mood alteration and mind control
1974	Creation of the first Montauk Chair, further experiments with mind control.
1976	Creation of the Montauk Chair Mark II.
1977	Creation of solid objects by thought alone, experiments with "The Seeing Eye," mind control and telekinesis.
1979	Experiments with time travel.
1979-1980	Installation of the Orion Delta T antenna.
1980-1981	Calibration of new equipment and further time travel experiments.
1981-1983	Exploration and manipulation of the time stream.
1982-1983	Exploration of Mars.
August 12, 1983	Last major experiment of the Montauk Project. A time tunnel is created back to August 12, 1943. Duncan releases the Beast From The Id. Preston Nichols shuts down the Montauk transmitter.
Late 1983	Montauk Project disbands.
May/June 1984	"Black Berets" purge Montauk AFB.
Late 1984	Removal of most Montauk Project equipment. Cement used to seal off underground areas of the base. Montauk AFB abandoned.
2180-2280	Possible time period that 3,000 -- 10,000 people were sent to.
6037	Time "Aryan" children were sent to to view a ruined city with a golden horse statue.

BIBLIOGRAPHY

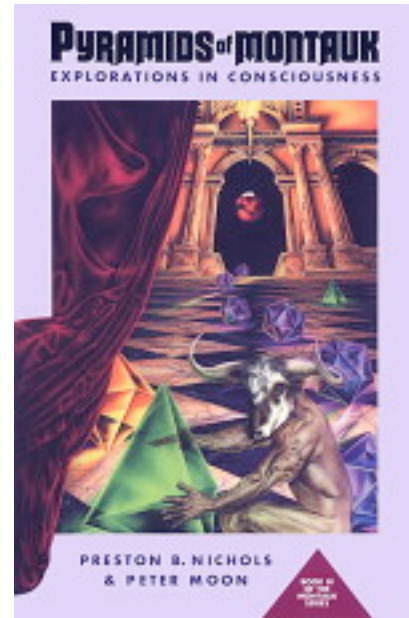
USEFUL READING

Charles Berlitz and William Moore, *The Philadelphia Experiment*

Preston B. Nichols and Peter Moon, *The Montauk Project*

Preston B. Nichols and Peter Moon, *Montauk Revisited*

Preston B. Nichols and Peter Moon, *Pyramids of Montauk*



WEB SITES

Montauk Project: http://en.wikipedia.org/wiki/Montauk_Project

Philadelphia Experiment: http://en.wikipedia.org/wiki/Philadelphia_Experiment

Entering many of the names in this article into Google will turn up all sorts of sites discussing the Montauk Project. Some of them even contain my original 1998 *Haymaker* article (taken directly from my website!) I'll admit to swiping some of the images seen in this article from said websites, figuring it was a fair exchange.

The author would also like to thank Darren Hansen for introducing him to the mysteries and speculation surrounding the Philadelphia Experiment, and the bizarre tales of the Montauk Project.