



DELTA*GREEN - ACROSS*THE*FENCE

A 1968-1975 DELTA*GREEN CAMPAIGN

Vietnam/Cambodia/Laos Operations, 1968-1975

"A true war story is never moral. It does not instruct, nor encourage virtue, nor suggest models of human behavior, nor restrain men from doing the things men have always done. If a story seems moral, do not believe it. If at the end of a war story you feel uplifted, or if you feel that some small bit of rectitude has been salvaged from the larger waste, then you have been made the victim of a very old and terrible lie. There is no rectitude whatsoever. There is no virtue. As a first rule of thumb, therefore, you can tell a true war story by its absolute and uncompromising allegiance to obscenity and evil."

"How to Tell a True War Story", in "The Things They Carried"

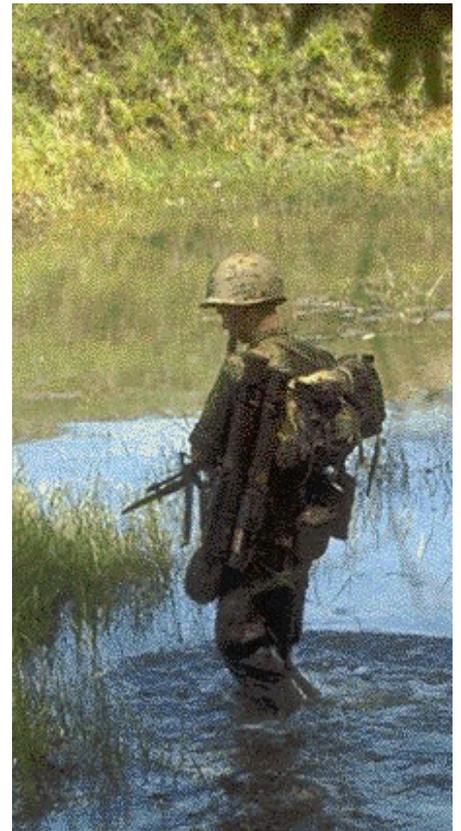
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INTRODUCTION

The lack of detailed informations about Delta Green activities in the South-Eastern Asian Theatre of Operations, between 1963 and 1978, has been lamented by many on a number of occasions.

While previously released data can give a hint of the kind of odds the men and women of Delta Green faced during the Viet-Nam conflict, no definitive collection has so far been released covering those 15 years.

The present document, aimed at Case Officers interested in the 60s/70s history of the Organization, offers resources, opinions and assorted odds and ends to facilitate the reconstruction of some, if not all, of those almost forgotten ops.



For the time being, we will concentrate on the crucial events between 1968 and 1973, and on operations STARDUST, SNOW WHITE and BEACON in particular.

We hope we'll be able to add further data in the future.

REGULATIONS

Superficial observation might lead some to dismiss DG-ATF as basically Delta Green with bigger ordnance and no need to keep it undercover.

This is a simplistic view, as the act of selecting and equipping a field operative should amply show.



► The Care and Feeding of Wartime Characters

A DG op across the fence is likely to pull together a number of characters coming from a wide range of backgrounds. DG operatives are likely to be supplemented with enlisted support, civilian and local consultants, as an alternative to later years "friendlies".

● DG Operatives - created as per DG Main Rulesbook, allowing for differences due to different time-frame. Suggested templates include

- Any US Armed Forces Intelligence Agency
- CIA

Note that CIA agents were usually posing as Civilian contractors.

● Enlisted Characters - may come from any walk of life, and might be valued for their civilian expertise, for their war experience or for both. Guidelines for adding war experience to enlisted characters are given in the sidebar.

Enlistment

a) Ask the players to draw a civilian character, using the rules you prefer; the lower age limit is 19. An upper limit of 30 should work with most characters. This done, enlist them. In this first phase, Basic Training provides 40 points, distributed between Rifle, Climb, Jump, Dodge, Throw, plus any corps specialty.

b) Determine destination corps, number of tours of duty taken and resulting experience. Destination should be chosen depending on Attribute Levels and Field of Expertise, not forgetting that there are three ways of doing things - the right, the wrong and the Army's. The number of tours of duty can be randomly determined on a d6 or decided depending on the age of the character (CO Option). Each tour of duty gives the character 50 points to be distributed between: Rifle, Survival, Sneak, Track, Throw, Pidgin*, plus any specialist skill. Each tour of duty also causes the loss of 1d4 Sanity points due to shock.

(*) indicates a setting-specific skill explained in the main text below.

• Civilian & Local Consultants - as per basic Call of Cthulhu rules, allowing for time-frame modifications. Guides and translators are the obvious choices, but given the interests of DG, other academical classes might be involved.

• Female Characters - a number of ways can be devised to introduce one or more female characters in the team. Despite what is generally believed, the US Forces did train and deploy a number of women in Vietnam, many under the WAC programme. All women in the US forces received the basic training like their male counterparts (see sidebar), but were not issued weapons. Civilian careers are also available. Possibilities are illustreted in the sidebar.

Women in DG-ATF

• Suggested Military Careers

- Photojournalist
- Clerk
- Typist
- Intelligence Officer
- Translator
- Flight Controller
- Band leader

• Suggested civilian careers

- Montagnard guides
- Photojournalist
- French-stock gentry
- Bored staff-member wives
- Camp followers and adventuresses
- Political activists
- Local academical support
- Russian or Chinese agents

► Special Rules

The '60s/'70s setting and the war zone setting of GD-ATF require some minor but essential adjustments of the character sheet.

• These being the days before the explosion of the home computer, Computer Use and Electronics are highly specific and rarely found skills. Point allocation to these is regulated by the CO on a case by case basis.

• The Survival skill is illustrated in the Delta Green Countdown handbook, and is automatically acquired by any armed forces character spending one tour of duty abroad.

• The Pidgin (05%) skill is specific to this setting, and is equally acquired by spending time in the area of operations; this skill allows the character to use a mix of English, French and Vietnamese to communicate with local characters.

• Zen (00%), as published by The Unspeakable Oath issue 6, can be used to forestall Sanity loss or to restore lost sanity; point allocation to this skill is under CO fiat.

► Sanity

Characters exposed to the hardships of war in the bush are supposedly hardened by the experience, taking in stride events that would have shocked them senseless in civilian life.

• To simulate this psychological hardening, the witnessing of shocking but mundane events (brutal deaths, evidences of torture etc) cause the loss of a single sanity point in case of failure of the San Roll.

Optionals•

• **Civilian Characters Generation:** the introduction of War Experience (above) can unbalance skill levels between Military and Civilian characters. To sidestep this problem, try and use the following.

Attributes are rolled as usual. After choosing a profession, the player is allotted a number of 'point parcels' to spend raising skill levels

- one 60 points raise
- two 50 points raises
- three 40 points raises
- four 30 points raises
- five 20 point raises
- six 10 point raises
- seven 5 point raises

Characters with EDU or INT 18 or above get a supplemental 70 points raise.

Only a single raise can be added to a skill base level to get the final value.

No stacking allowed.

• **Skill progression:** we strongly recommend the adoption of the following Tapering Increase Rule (as suggested by Austin Chambers):

- Skills < 50% : Gain is +1d10
- Skills 51-75% : Gain is +1d6
- Skills 76-90% : Gain is +1d4
- Skills > 91% : Gain is 1%

This rule, apart from being more realistic, causes a slow down of character growth that might turn useful in those cases in which ATF characters are to be reintroduced in '90s DG games.

► Equipment

The sidebar contains an extensive (and possibly over-extensive) but certainly not exhaustive listing of carried material according to Tim O'Brien's "*The Things They Carried*".

It could be a good idea to provide characters about to enter the combat zone with such a listing, with quantities indicated clearly, specifying that the list includes all the stuff characters are likely to get and asking them to keep a strict count of fired shots, consumed rations etc.

The dwindling of rations and ammunitions, the progressive wear of the kit, the waning of the medical resources grant an added stress factor to the horror of an Across the Fence Operation.

Applying strict encumbrance rules could also be a good idea.

General Equipment

- Worn: wristwatch, dogtags, steel helmet with camo cover, jungle boots, flak jacket, waterproof canvas poncho
- Carried: P38 can opener, penknife, mosquito-bite lotion, cigarettes, matches, sewing kit, Dr Scholl's foot powder, condoms, one large gauze patch, toilet paper, writing paper and pencils, Sterno field fuel in cans, safety pins, signal rockets, wire, razorblades, machete, sun hat, nailcutters
- Victuals: chewing gum, candies, C rations, 2 or 3 water canteens
- Weapons: M60 or M16 + 12/20 magazines, M79 grenade launcher + 25 grenades, Claymore anti-personnel landmine (1 in 3 soldiers), M18 smoke bomb, Fragmentation grenades, any non-standard equipment.

Specifics

- Squad Leader: compass, maps, code books, binoculars, Colt 45, signal lamp
- Radio operator: PRC25 Radio and battery or PRC77 Radio with battery and encryption system
- Medical officer - a canvas bag containing morphine, blood packs, malaria tablets, band aids, M&M chocolates etc
- Demolitions: Pentrite explosives (2 kgs each), wirings, detonators, triggers

OPERATIONS

It's late 1968.

We're about to put a man on the moon, but there are still dark corners of our planet in which Evil lurks, laughing at our petty squabbles and waiting to prey on human hearts.

Welcome to the story of a very long Night at the Opera.



▶ Operation: STARDUST **CLASSIFIED**

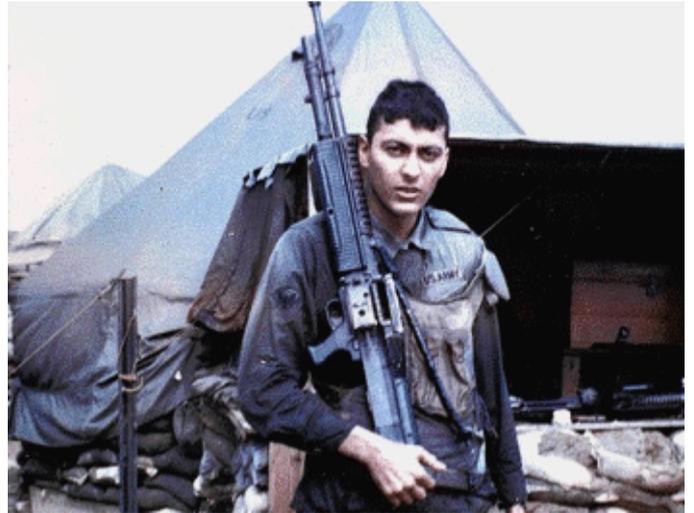
▶ Operation: SNOW WHITE **CLASSIFIED**

▶ Operation: BEACON **CLASSIFIED**

LOGISTICS

Here is a short rundown of the material that the Case Officer might like to have handy while preparing and running an op across the fence, plus suggestions to help him deepening the background.

More resources can be found in the Links section of the Miscellaneous chapter.



▶ Gaming Material

- Call of Cthulhu RPG Handbook - essential reference
- Call of Cthulhu - No Man's Land - good wartime adventure, useful condensed tables and special sanity and encumbrance rules
- Delta Green Handbook - essential reference, timelines
- Delta Green, Countdown - more essential reference, details on Tiger Transit
- The Unspeakable Oath, issue 6 - hard to find but useful, includes many optional skills and rules

- various - Delta Green, Alien Intelligence
- John Tynes, Delta Green, Rules of Engagement
- Philip Caputo - DelCorso's Gallery
- Robert Stone - Dog Soldiers

▶ Further Readings

- Tim O'Brien - The Things They Carried
- Philip Caputo - A Rumour of War
- Michael Herr - Dispatches
- Robert Mason - Chickenhawk
- Tom Mangold, John Penycate - The Tunnels of Cu Chi
- Neil Sheenan - A Bright Shining Lie

- Paul Dickson - Slang!, Topic-by-topic dictionary of contemporary American lingo

- Dave Farnell - The Tiger
- Mark McFadden - Forrest Lawn

▶ Other Media

- Vietnam, A Visual Investigation CD-ROM, Medio
- The Time Almanac of the 20th Century CD-ROM
- Grolier Multimedia Encyclopedia, CD-ROM
- World Travel Guide CD-ROM

- Blockbuster Entertainment Guide to Movies and Videos, 2nd Ed. CD-ROM