

DELTA GREEN: THE ROLE-PLAYING GAME

**ARC DREAM PUBLISHING PRESENTS DELTA GREEN: THE ROLE-PLAYING GAME
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“The First Report,” “Life in a Box,” “The Key,” “The Last Machines,” “What She Said,” and “What’s Your Name” © Dennis Detwiller. “Introduction” © Dennis Detwiller and Shane Ivey. “The Game” © Dennis Detwiller, Christopher Gunning, Shane Ivey, and Greg Stolze. “The Past” © Dennis Detwiller, Adam Scott Glancy, Kenneth Hite, and Shane Ivey. “The Unnatural” © Dennis Detwiller, Kenneth Hite, Greg Stolze, and Shane Ivey. “The Schism” © Dennis Detwiller, Adam Scott Glancy, and Shane Ivey. Special thanks to Ramsey Campbell and Colin Wilson. “The Opera” © Dennis Detwiller. *Glass traps open and close on nite flights/Broken necks feather weights press the walls/Be my love, we will be gods on night flights/With only one promise, only one way to fall.*

“That cult would never die till the stars came right again, and the secret priests would take great Cthulhu from His tomb to revive His subjects and resume His rule of earth. The time would be easy to know, for then mankind would have become as the Great Old Ones; free and wild and beyond good and evil, with laws and morals thrown aside and all men shouting and killing and reveling in joy.”

—H.P. Lovecraft, “The Call of Cthulhu”

“On Edward Teller’s blackboard at Los Alamos I once saw a list of weapons—ideas for weapons—with their abilities and properties displayed. For the last one on the list, the largest, the method of delivery was listed as ‘Backyard.’ Since that particular design would kill everyone on Earth, there was no use carting it elsewhere.”

—Robert Serber, about Edward Teller

“Blessed be the torch.”

—Máximo Gómez

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AGENTS, READ NO FURTHER

THE FIRST REPORT

When Chilton took his shot, I jumped into the mirror room with the laptop bag thinking, Anywhere is better than here. Right at that moment, it seemed like a good play. Guns were out and people were already dead. What did I have to lose?

Don't answer yet.

The old McTeague luck is holding up great, pops. Trust me, you'd be proud.

From the lab at San Francisco University, the mirror room inexplicably opened onto a shallow sea beneath a wall of diamond-hard pinpoints of light. I goggled and stumbled and laughed. I don't know why. It was so surprising, I guess. The water was tropic, the low rock islands steaming, and I could taste metal in my mouth. Then the mirror room folded in on itself like origami. It felt like someone had grabbed both sides of my brain and was twisting them, pulling them apart.

Before it was gone, I was gone.

I woke with my head in the mud, soaked in warm water, the lone occupant of this place. World. I stood. I shouted. Knee-deep clear water, low rock islands. Nothing. No mirrors. No people. No life. When I breathed too fast, I began to feel happy and stupid. The computer was shorted out in the water, but there was some damp paper. A pen. Some M&Ms.

I sat for a time trying to catch up with what the world had become, for me. I took off my shoes and soaked my feet.

Then, one last indignity. The moon rose, crazy close. Huge and unblemished as the face of a child. Its surface white and perfect and empty, like the eons and epochs ahead that will toil on without me, forward, until my birth comes around again.

I'll write my last report here. Hell, the first report. I'll write the first one. I am the first agent, now. It's all I have, so don't deny it to me. OK?

Hello?

Dear V-Cell, do not enter the mirror room. Do not let John enter the mirror room. Destroy the mirror room. Destroy Auroratech. Destroy John. Destroy the world. Dear V-Cell, nothing is real, and everything is alive. The end has come and will come and come again.

Find my bones here and see. Know. Wait for me. I'm coming. But time moves so slowly...

INTRODUCTION

Welcome to Delta Green, a role-playing game of horror, wonder, and conspiracy. By opening this book, you have chosen to become the *Handler*. It's the Handler's job to keep the players—who take the role of Delta Green Agents—engaged. You are the creator, host, and judge of all things that occur in the fictional world of Delta Green. You fill it with secrets, take the role of non-player characters (NPCs), and create the threats that they face. You roll the dice and make the calls. Only you understand the absolute truth.

Delta Green is about truths that *kill*. The ultimate truth is this: mankind was not the first nor will it be the last of the Earth's masters. In remote places, through rents in space-time, and beyond the veil of our limited, four-dimensional existence, *things* await release. When they are free, humanity will burn. An isolated few in the know—Delta Green—struggle to resist this final conflagration.

Being a Handler requires preparation, imagination, and an unwavering vision of where the game is headed. In Delta Green, it also requires an indifference to outcome. It might seem like a good idea to alter a die roll to save an Agent or drop a vital clue when the team is on the wrong path. Resist these urges. Delta Green is not about victory. It's about the *fight*.

Delta Green is about man's urge to survive, understand, and overcome, in a universe wholly antithetical to these concepts. Agents of Delta Green struggle to defeat threats that outstrip even the human mind, as the world rushes towards inevitable destruction. Agents live their lives—what of their lives they can maintain—and keep the ultimate secret from their loved ones. No matter what they do, they know, eventually, the apocalypse is coming.

Congratulations, Handler. You've just been promoted to the apocalypse.

RUNNING DELTA GREEN

To run a Delta Green game as Handler, gather friends, rulebooks, and dice, and describe what's happening to their Agents. The players react as their Agents might react in the situations you describe, and attempt to solve the mystery, without losing their Agents to insanity or death.

A single unit of Delta Green play is called a *session*. A single Delta Green mystery is called an *operation*. Some operations take many sessions to resolve. Multiple operations strung together are called a *campaign*.

Delta Green agents sometimes call an operation a “night at the opera,” or a “psychotic opera.” Operations have code-names for the sake of secrecy, like Operation SOUTHERN COMFORT, Operation STATIC, or Operation LIFEGUARD.

Delta Green has existed since 1942, when it was an arm of the secretive Office of Strategic Services, exploiting the Nazis' obsession with the occult in World War II. On paper, it conducted psychological operations. In reality, it fought *actual* unnatural horrors uncovered by Nazi research.

Since World War II, Delta Green has existed in many forms. First as a commando operation, then as a psychological warfare unit, then as an investigative group, then as a conspiracy within the federal government with no official cover.

In 2017, two groups consider themselves Delta Green, an unsanctioned conspiracy *as well as* a program with governmental cover. They work independently from each other, and sometimes dangerously at odds. Most importantly, very few people in either group understand this schism.

WHAT A DELTA GREEN AGENT DOES

Delta Green agents locate, destroy and keep secret the unnatural forces that threaten American interests. Of course, unnatural threats exist outside the United States, but Delta Green does not have the resources or will to police the world. A few world governments have similar programs, like Britain's PISCES, Canada's M-EPIC and Russia's GRU SV-8. These groups operate in a similar manner to Delta Green within their sovereign territories.

Delta Green agents operate in secret and often hold a normal job in the U.S. government, such as FBI agent, postal inspector or USAMRIID specialist. Their actual employer—a government agency, the armed forces or some private company—never knows Delta Green's existence, let alone its *real* mission.

Delta Green operations routinely require agents to lie, cheat, steal, and commit crimes for the greater good. Violence, insanity, and death surround Delta Green operations, and all who serve the group eventually pay a physical or mental price. But almost any action is justifiable in the face of human extinction.

The forces of the unnatural they put down are real and relentless. Long ago, the group came to the conclusion that there is no ultimate solution, only an endless holding action against the forces from outside. Of course, Delta Green never tells its recruits *that*. If they live long enough, they'll find out. They always do.

THE OUTLAWS AND THE PROGRAM

Delta Green has existed in many forms over the decades—and it exists in many forms today. Like any covert agency, there are parts which operate in the absolute black, just as there are splinter groups, defectors and worse.

Are your Agents members of the black but official U.S. government organization known colloquially as “the Program”? Or are they in a conspiracy that colludes to use government resources for entirely unsanctioned missions, known as “the Outlaws”? Or are they outsiders—canaries in a coal-mine—who have never even *heard* the name Delta Green?

The real nature of Delta Green in the game remains up to the Handler to decide. And it's a separate question from what the Agents *believe* they understand. The Agents might think they're part of an official program but work for conspirators. They might think they're outsiders but answer to people in the reactivated Program. They may never know their position in the hierarchy of the group. This should be a central theme in the game.

The only thing Delta Green agents should know for certain is that their mission, even at its most odious, saves lives and can *never* be revealed to the public.

TOOLS PRESENTED WITHIN

Some section headings indicate the type of information which might be found. These are scattered throughout the text as asides. They are there to provide both experienced and fledgling Handlers a ready set of tools to choose from to make their game run smoothly.

- △ **ASSET:** A description of a book, item, location or character ready for use in a Delta Green game.
- △ **DISINFORMATION:** A summary of some important concept in the world of Delta Green, with options on how to use it in your campaign. The information is yours to mine, modify or correlate with other contents in any way you wish.
- △ **IN THE FIELD:** A summary of a style of play, guidelines on how to get the “feel” of game-play right, or a new campaign background for Delta Green, such as World War II, the Cold War, or the “Cowboy Years” of the 1970s and 1980s.
- △ **OPINT:** Optional rules and tips on how to implement rules.
- △ **THREAT MATRIX:** A summary of a particular threat or tips on how to portray it.

DISINFORMATION: WHAT IS THE UNNATURAL?

The unnatural is anything that exists beyond human comprehension.

The danger Delta Green confronts represents something more than a mere physical threat; the very existence of these things is beyond human understanding, and will forever will be. What is worse is that this knowledge of the unnatural is so damaging that it causes insanity or transforms a human into a servant of the darkness. Not just the physicality of such things must be contained. Their nature, their spoor and their mere existence must be kept secret, lest they infect the normal, unaware world.

Long-term Delta Green agents learn that the old saying is wrong: knowledge is not power, knowledge is death.

The threats that Delta Green faces are detailed in PART TWO: THE PAST, beginning on page XX.

DISINFORMATION: “Agent” OR “agent”?

Any time you see the word “Agent” capitalized in this game, it refers to a Delta Green player character. Delta Green has many agents; the ones sitting at your table are Agents.

DISINFORMATION: EARLIER WORKS

Delta Green has existed since 1992 when it first appeared in issue 7 of *The Unspeakable Oath*. Created by Dennis Detwiller, Adam Scott Glancy, and John Tynes, Delta Green has supported a large number of successful books and supplements which will *all* be useful in running *Delta Green: The Role-Playing Game*. They are all still available and are highly recommended resources for game material. Nearly all stats, rituals, items, and entities from earlier works can be easily used with this book’s rules.

△ *Delta Green*

△ *Delta Green: Countdown*

- △ *Delta Green: Alien Intelligence* (fiction)
- △ *Delta Green: Dark Theaters* (fiction)
- △ *Delta Green: The Rules of Engagement* (fiction)
- △ *Delta Green: Denied to the Enemy* (fiction)
- △ *Delta Green: Eyes Only*
- △ *Delta Green: Through a Glass, Darkly* (fiction)
- △ *Delta Green: Targets of Opportunity*
- △ *Delta Green: Strange Authorities* (fiction)
- △ *Delta Green: Tales From Failed Anatomies* (fiction)
- △ *Delta Green: Extraordinary Renditions* (fiction)

LIFE IN A BOX

We went out in the desert like the old man said. The group sent me, and he was the one that showed up, and that was good enough. In a parking lot at a Cash & Carry, he got out of his old T-Bird and stepped to my car.

He was old but alive, and packing. His face was fat, but that didn't carry down to his body, which looked like a skeleton picked clean. The smell hit me when he settled in. It brought back memories of my mom. Chemotherapy.

We drove for a long time.

The site was new. Some energy concern was putting up a grid of huge, lumbering fans in the middle of the desert outside of Inland Empire. Things the size of high-rises. A place no one ever thought they'd put anything. Here it was, a pilot site for a new complex. Hundreds of millions of dollars, thousands of eyes and hands working the ground every day.

The old man had buried something there, a long time ago. Something the group didn't want found.

We arrived at dusk and tooled around for fifty minutes, lights on for the last twenty, looking. Finally, with a grunt, he signaled we should stop. There, at the edge of boulders the size of houses that the earth had spat out a hundred million years before Inland Empire, stood a small, capped well.

We got the shovels and went over. The old man considered the well. One white stone, the size of a brick, pointed southwest.

"There," was all he said, pointing about five feet out from the well on the side of the rock. I told him to sit. I told him I'd dig. It took a long time. When I finally struck the box, it let out a hollow booming sound. It was only a foot or two down, but the ground was hard.

"Get out of the hole," the old man said, and I did. That's when I heard a noise from the box.

The box was something like a PVC coffin. Pearlescent plastic, shades of green and light green. On its lid, someone had scraped a sigil. Something like an eye, or a flame, or a tree. Dirt slid in the grooves on the surface, coloring them red.

"Carl? Carl, is that you?" The voice from the box was muffled but clear. Then, a stream of panicked words.

"Don't listen to it," the old man said. He pulled a cylinder from his pocket. An old incendiary grenade.

Inside the box, the thing begged us to let it out.

"Get the kerosene. I should have done this a long time ago." His steroid-fat face looked sad as he gave me an apologetic shrug.

PART ONE: THE GAME

If you own the *Agent's Handbook*, you will recognize many of the rules presented in this section. However, *Delta Green: The Role-Playing Game* adds options, notes, advice and other valuable information meant for the Handler's eyes only.

OVERVIEW

Handlers come to Delta Green for all kinds of reasons. They like to weave a story, fashion a mystery, or devise some new horror. Whatever the reasons, in the end, that creation is never simple because when all the layers of the investigation are pulled back, more often than not, what is revealed is the stark nothingness of infinity.

Consider this overview a mandate.

Delta Green is about the end of humanity.

You may make it seem to be about other things from time to time. About family. About life. About the things that make us human. It has all these things, but that's not what it's about.

It lies.

Delta Green is about three people killed in a stand-off in the Mojave desert, bang, bang, bang, and the box that was being passed between them which contained a single ingot of unknown metallic material labeled "SURFACE SAMPLE BUCKET 1".

Delta Green is about putting together the string of suicides in NASA personnel and realizing that ER10911 is on a collision course with the Earth 19 months from now. That your mother and father and sister and her sons have 19 months to live. That the world will be scraped clean by fire...unless...

Delta Green is about an agent, broken and mad with her screaming two-year-old strapped in the car seat, speeding away from a burning house where her husband's corpse cooks—because it wasn't her husband, it was *something* else.

Delta Green is not about love.

Delta Green is not about safety.

Delta Green is not about reason.

Delta Green is about man's *true* place in the universe.

And that place is nowhere. We are ticks boiling on a mote in a sea of nothing, and we will no more take to the stars than we will cure the ills of humanity. Our existence is a clock winding down, and when the hour strikes, the things which *actually* exist will sweep us away with an unconscious flick; scouring the globe clean for their limitless—infinite—plans.

Delta Green is not about stats or weapons or killing the beast. Delta Green is about lying to your players until their Agents realize the *real* truth. Man was not the first and will not be the last denizen of this world. That the Earth is haunted, and we are not even the ghosts, we are merely their shadows.

Welcome.

WHAT IS DELTA GREEN?

As the Handler, you are in control. You define Delta Green's *true* nature, its relationship to other organizations, as well as its stance towards the unnatural threat. See PART

FOUR: THE SCHISM, on page XX, for details how to fashion your version of Delta Green, how to create operations, NPCs, new unnatural threats, unnatural locations and most importantly: what you need to do as a Handler to maintain the *feeling* of Delta Green.

Delta Green is an organization defined by things that remain unsaid. For one, its name is rarely uttered. Ask any two Delta Green agents “What is Delta Green?” and you’ll get two very different answers. It is an enigma. Its mission requires concealing itself from the public, from the rest of the U.S. government, and even, sometimes, from its own agents.

It is likely that even a veteran agent has met fewer than five Delta Green operatives. While there *are* facilities, very few know their location, or what their purpose actually is. Every team is spread out, coming together only to meet the demands of a mission.

Details about the leadership are off-limits. If there is a headquarters, agents have likely never seen it. If an agent learns more, they know to keep it to themselves. Such knowledge could get people arrested or killed. The group is more like a secret society than an agency of the federal government.

Every Delta Green agent spends most of his or her time working a “real” job. Many are FBI, CIA, or military, but nearly any profession can be found in Delta Green’s ranks.

How does Delta Green operate? How are new agents recruited? The details remain up to the Handler (clear guidelines are presented on page XX). Delta Green changes and evolves, often without telling its agents. Below is the most common version of a story which might be told by a Delta Green operative.

Potential Recruits

Delta Green recruits a new prospect only after confirming that he or she can handle the work and the unconventional demands the group makes. They usually look to federal agents and special forces, adaptable professionals trained to cope with overwhelming stress and danger.

Sometimes prospects are recruited from other fields, such as science, anthropology, or medicine.

If the prospect has encountered the unnatural, all the better. Delta Green wants people who recognize the depth of the danger. If your first instinct is to go public with an unnatural discovery, it’s likely you are not a Delta Green recruit but a Delta Green mission.

Operational Briefing

When a Delta Green operation is necessary, the mission is always the same. Stop the unnatural incursion. Minimize exposure. Save lives. Cover it up to save others from being exposed. Never, ever reveal the existence of Delta Green.

One agent gets instructions from Delta Green’s leaders and shares it with the team. In these days of constant surveillance and ever-growing NSA decryption farms, technology means risk. Keeping Delta Green’s missions secret sometimes requires old-fashioned tradecraft: instructions given to the agent face-to-face by a paranoid case officer, a briefing transferred by hand, the need for a meeting given in a prearranged, covert signal.

When possible, strings are pulled to bring each member of the team to the mission. Sometimes an official reassignment is authorized under restricted classification. Delta Green has agents embedded at high levels in the U.S. government to create sham task forces and set up faux training exercises. The words “Delta Green” appear nowhere in these orders and reassignments.

On the Ground

Occasionally, the Delta Green team acts undercover and within the budget of an official, mundane investigation or counterterrorism task force: a few SUVs, surveillance drones, rooms at the nearest motel, access to official databases, even a discretionary budget to pay confidential informants. Sometimes, agents might even use their own identities and badges.

More often than not, agents go in without cover, on their own time, erasing their tracks and covering expenses as best they can when the job is done.

Sometimes a mundane law enforcement investigation or military operation uncovers something unnatural, and Delta Green responds after the fact. The group looks for ways to take over, or at least get agents on the team. Agents debrief the non-Delta Green personnel to minimize exposure. Sometimes witnesses can be convinced they saw nothing. If the exposure was too overt, a decision must be made. If the witness can be trusted to help save lives and to stay quiet, Delta Green brings him or her in as an ally, a “friendly,” and potentially, as a new agent. If not, the witness is discredited, made to look nuts or drug-addled. If things go too far, the witness may need to be eliminated.

Retirement

When a Delta Green agent is hurt, killed, or so badly traumatized that returning to the day job is impossible, it’s up to fellow agents to make it look like an accident or a nervous breakdown. When that doesn’t work, the agent must cope with the consequences. The group may not call the agent again except in extreme need. In Delta Green, the mission comes first, and death is the only sure way out.

IN THE FIELD: LESS IS MORE

When Agents begin in Delta Green (either in the official Program or in the unofficial Outlaws), they are told nothing beyond what is absolutely necessary. Even the most essential information is given only after it is confirmed they have seen something unnatural. The most basic message is this: There is an organization in the federal government tasked with protecting America from the forces of the unnatural. That organization is called Delta Green, but no one is allowed to say that name aloud unless absolutely necessary.

But there is a deeper secret than the existence of Delta Green itself. In the modern era, there are *two* Delta Greens. “The Program” is a well-funded (and highly illegal) organization working under the cover of black projects, embedded in the federal government like a tick. “The Outlaws” are an ad-hoc organization of the old guard who refused to join the Program.

The Agents should not know that there are two organizations operating under the same name, let alone which organization they call home.

Nor do Agents immediately realize the extent of the unnatural threat. Whatever unnatural entity or effect a prospective Agent first encountered—whatever horror brought the Agent to the group’s attention—it is almost always identified as the main threat that Delta Green faces. If the Agent saw an aquatic humanoid, then Delta Green is a group that fights aquatic humanoids. If the Agent encountered a sentient colour from another dimension, then that is what Delta Green fights. Later, as new threats are encountered, this misunderstanding is passed off as an oversight. By the time the Agent learns that there are many inhuman intelligences, threats, and creatures from beyond, it is far too late to withdraw.

What will your Agents learn about Delta Green in their time with the group? Barring extreme circumstances, it should be very, very little. Delta Green operatives are understandably tight-lipped about their endeavors. They avoid comparing notes or expanding their knowledge of the organization beyond their immediate command structure. Active investigation into the structure and command can elicit anything from a reprimand to a more permanent “removal” from service. Both the Program and the Outlaws take operational security very seriously. One rogue agent is enough to topple them.

Let the Agents fill in the blanks on their own. They will come to wildly different conclusions about Delta Green. If they ever compare notes, their combined stories will likely describe a bizarre, Frankenstein’s monster of an intelligence agency which, barring their direct connection, might be as insubstantial as smoke.

The Fundamentals

The mission sounds simple: Save lives, neutralize unnatural threats, and conceal the threats so they can’t harm anyone again. In practice, it is never that simple. There are many types of Delta Green operations, but they all share the following qualities.

Investigation and Uncertainty

Delta Green is a call to action against forces of the unnatural. First, it is an investigation to discover the nature of a threat, searching for clues and interviewing witnesses and victims. If the threat is unnatural, the operation shifts to removing it with as little public notice as possible. Just like a real-world intelligence operation, a Delta Green op is fraught with uncertainty. Absolute clarity is never an option, but the mission must be completed.

Suspense and Horror

Approaching the unnatural—forces that defy physics and human comprehension—is never comfortable, especially if an Agent has faced it before. There is no getting used to it. It can’t be understood in the conventional sense. The anticipation of uncovering the rotten core of an operation is both a lure and a poison. The horrors that surround the unnatural are beyond even the most hardened agents. Yet someone must confront them. Physical threats are only half the equation of a Delta Green op. The mental toll of confronting the impossible is real and crippling. Few agents last very long.

Violence and Moral Choices

When the world falls away and the moment calls for violence, Delta Green agents can't afford to hesitate. Emergencies require split-second calls of questionable morality that may haunt agents for the rest of their lives. Sacrificing one innocent life for the survival of humanity might be an easier transaction for some than for others. Sometimes violence is worse than useless because an agent finds themselves up against something that transcends reality itself. It's hard to tell the difference until the bullets are flying.

Sanity and Comprehension

Human existence is a struggle for understanding. The unnatural is that which the human brain can *never* understand. The unnatural in all its forms is an abyss that consumes people whole, drawing them over the edge into insanity. It's a trap that will never stop attracting humanity. Wise agents quickly learn to let understanding go, except for the few facts required to survive.

Keeping Secrets

Even within the pressurized folds of Delta Green, there are secrets. Agents must keep operations from their family, their jobs, and, worse, from other agents. There is safety in ignorance. Agents are truly alone in a world that's not nearly as well understood as the rank and file of humanity believe it to be.

Personal and Professional Consequences

The impact of these secrets can be devastating. Divorce, job loss, lawsuits, criminal prosecution, or worse. Agents are part of a conspiracy. They are expected to break every law and personal code to perform the mission and, just as important, to cover it up. There is no quarter taken or given. If the Agents are arrested or humiliated in the media, nobody from the group can help. And if they reveal the group's secrets, no matter the circumstances, they become the operation.

IN THE FIELD: ESCALATION

Skilled Handlers learn quickly that a little unnatural in a game goes a long way. A Handler who attempts to one-up the unnatural threat each game session will soon find their Agents bored. When something horrific is behind every door, and there are monsters everywhere, Delta Green ceases to be horror and becomes a farce. Better to introduce a single incursion and then explore and dwell on the horrifying effects and side-effects of that one threat's interaction with humanity.

Always resist the temptation to fully explain what the Agents face. *Delta Green* is built to establish a tone of fear. The antithesis of fear is understanding. The more you expose the Agents to a thing, the more they will understand it. Remember Lovecraft's adage: *The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown.*

How The Game Is Played

Delta Green is a tabletop roleplaying game, composed of players creating and taking the roles of Agents investigating an unnatural mystery as created and adjudicated by

the Handler. The game uses polyhedral dice, four-sided, six-sided, eight-sided, ten-sided, twelve-sided and twenty-sided: “1D8” means one eight-sided die, “2D4” means two four-sided dice, and so on. “Percentile dice” and “1D100” mean roll two ten-sided dice and designate one as the tens digit and the other as the ones digit to show a number between 01 and 00 (meaning 100).

Agents In the Game

Players take the role of a Delta Green Agent and describe how their Agent confronts unnatural horrors. What can a character do in a Delta Green mission? Agents’ abilities are measured with statistics that define broad capabilities, like Strength, Intelligence, or Charisma; and by skills that describe specific training, like Unarmed Combat, History, or Persuade.

The higher the value of a statistic or a skill the more effective it is. Often simply knowing an Agent has a specific skill tells the Handler whether the Agent can accomplish a goal. When things are desperate and unpredictable, players and the Handler roll dice—to see whether the Agent has the Strength to push open a locked door or can Persuade the axe-wielding maniac to let them live.

When things harm an Agent, it is measured in derived attributes: Hit Points, Willpower Points, and Sanity Points.

We also measure the strength of an Agent’s relationships with the most important people in his or her life with Bonds, which keep Agents sane, but deteriorate as they suffer trauma.

See AGENTS on page XX for details on statistics, skills, attributes, and Bonds.

See THE GAME on page XX for details on using statistics, skills and Willpower Points in an operation.

See COMBAT on page XX for details on violence and how it affects Agents.

See SANITY on page XX for details on Sanity Points and Bonds.

The Handler

This book is for the Handler. It contains all the secrets of the setting, as well as rules on how to create unnatural hypergeometry, entities, threats, locations, operations and more. As the Handler, you control the game and create the mystery that the Agents investigate. The Handler takes the role of everyone in the game that the Agents meet (called non-player characters or NPCs), describes the situations the Agents find themselves in, and determines if dice are rolled, which dice are rolled, and why. The Handler is the narrator, director, and referee; and you shape the world and how the rules work so the players can explore and experience it. Players describe Agent’s decisions, choices, and reactions to the fictional world. But as Handler, you are responsible for bringing that world to life, creating the secrets the players are trying to uncover, and ensuring the game’s mood and suspense through a thousand factors. In these rules, you’ll often see things like “The Handler decides.” As Handler, your word is law.

That requires a lot of trust between the players and you, the Handler. The Handler’s chapters in this book are devoted to helping you construct, build, and maintain that trust. The player’s job is just as challenging: to bring a Delta Green Agent to life in a world full of unnatural mysteries.

A Delta Green game begins with the Handler asking the players to introduce their Agents. Players describe what their Agent's day-to-day life is: work, friends, family, the mundane but critical things your Agent is willing to die for. Then, as Handler, your next job is to introduce the operation: the events that will lead your Agent to confront unnatural horror.

How to Be a Handler

As a Handler, you describe the game world and control and speak for all entities in the game world who are *not* the Agents. Your responsibilities are as follows:

Describe the World of Delta Green

Above all, your descriptions of the world are the conduit for the players to experience Delta Green. If they are driving, you describe the car, the road, the weird rest-stop along the way with the bulgy-eyed clerk. If they want to get a closer look at the kit-bashed computer, it's your job to make up the details and describe it to them—could it have been constructed by a time traveler? As Handler, the world is literally whatever you say it is. Make those descriptions count. But remember, describe only what is relevant, and try to make it as engaging as possible.

Teach New Players

New players want to learn the rules and play their Agents convincingly. Help them. If they don't think to take important actions that their Agents would know to do, remind them. Never dictate what choices they should make, but offer procedural suggestions where you think they'll be welcome. Point them to the TRADECRAFT tips on page XX. Print out the player handouts available at delta-green.com. They'll be thinking like veteran Agents soon enough.

Be Vigilant

Pay attention to what the Agents are doing, thinking and feeling. Often, they will telegraph their intentions. Are they loading up on flash-bangs and bullet proof vests? Then it's pretty likely they'll be raiding the cult headquarters soon—it's best to have some ideas of what they might find there. A good Handler thinks on his or her feet and is never caught flat-footed.

You are the Entire Cast Except the Agents

When the Agents talk to the used car salesman about the odd knife he found, the Handler *is* the used car salesman. You're also the cop at the crime scene, the cultist that lost the knife and the horrific howling thing from beyond time and space that the weapon summons. The Handler speaks for, describes and controls every entity in the Delta Green game except for the Agents (who are controlled by the players). It's a huge responsibility, but when it's done correctly, it's incredible fun.

Set the Mood

The world of Delta Green is identical to our own, with the secret threat of the unnatural hovering above it. The mood is real, dark, and full of paranoia. No Delta Green operation should be without risk of discovery, insanity, and death. Set and maintain this

mood at all costs. It is only from this backdrop of risk that the fun of surviving to fight another day truly shines.

Work With the Players

Try to see the player's points of view. Work with them, within reason, to make the experience more fun. Give them leeway in unimportant things, but be strict when it comes to rules, life and death situations, and insanity. Only when they understand the tone of the game will they begin to act within those constraints, and only then will their Agents seem "at home" in the world.

Trust the Players

You're both here for the same reason: a suspenseful, horrifying game of Delta Green. As Handler, you have enough to worry about. Let the player worry about their Agent. If a player wants their Agent to do something you don't agree with (and that action might have negative repercussions in the game), warn them, but don't stop them. After all, the best way to demonstrate the fragility of humanity in the game is to let the player send his Agent charging to his doom on his or her own. Perhaps the next Agent will think twice.

Agents

Delta Green Agents believe themselves to be those-in-the-know, spies and outlaws and killers who are the heroes of Delta Green, but that's not really true. As a Handler, you must understand the truth; at best, Delta Green thinks of Agents as a firebreak against the unnatural, destroying themselves to keep the chaos of the things which haunt the Earth back for just one more day. Delta Green applies them as needed, fully understanding they will be lost, to fight its unwinnable war. It does this willingly and with *full knowledge no lasting victory can be achieved*.

What Makes an Agent

All Delta Green Agents are composed of five elements:

STATISTICS (STATS): Core capabilities for every Agent.

DERIVED ATTRIBUTES: Ratings that indicate physical and mental resilience, derived from stats.

PROFESSION: What an Agent does for a living, which informs how many skill points and Bonds he or she has.

SKILLS: What training and education an Agent gained from, school, work, or life in general.

BONDS: The people an Agent fights to protect.

Agent Creation

Follow these steps to create a new Agent, or see HOW TO CREATE AN AGENT on page XX for a quick reference.

STEP 1: Determine Statistics

Statistics are Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Power (POW), and Charisma (CHA). For humans, these stats range from 3 (the worst) to 18 (the best), with an average of 10 for an ordinary adult. Statistics represent core capabilities possessed by all Agents. All are important. (See DETAILED DESCRIPTION: STATISTICS on page XX.)

Stats are created in one of two ways: by rolling them or assigning points. The Handler can choose one method, or let the players decide.

1. Roll Stats: For each stat a player rolls 4D6, drops the lowest of the four dice, and adds up the other three. The player can place the six rolls in whichever stats they choose.
2. Assign Stats: The player divides 72 points among the six stats however they like, or picks one of the sets from page XX and assign each score to one stat.

STEP 2: Calculate Derived Attributes

Hit Points (HP), Willpower Points (WP), Sanity Points (SAN), and the Breaking Point are derived from stats. They represent physical and mental resilience. When an Agent is hurt, exercises mental fortitude, or is traumatized, those scores can drop. (See DETAILED DESCRIPTION: DERIVED ATTRIBUTES on page XX.)

STEP 3: Select Profession and Skills

What does an Agent do for a living? Profession dictates what skills the Agent has and the number of Bonds he or she possesses. Skills require special training, and come from schooling, experience, or personal interest. Skills are measured from 0% (no training) to 99% (foremost expert in the world). (See DETAILED DESCRIPTION: PROFESSION on page XX and DETAILED DESCRIPTION: SKILLS on page XX.)

STEP 4: Define Bonds

Bonds indicate the strength of relationships with the most important people in an Agent's life, like a spouse, children, a partner, or a mentor. Bonds help Agents resist mental trauma—but as an Agent's life falls apart under the stress of Delta Green, Bonds deteriorate. Each Bond has a value that starts equal to your Agent's Charisma (CHA). (See DETAILED DESCRIPTION: BONDS on page XX.)

STEP 5: Add the Final Details

Fill in the details to make an Agent interesting. (See DETAILED DESCRIPTION: FINISHING UP on page XX.)

- Δ How old is the Agent? What does he or she look like? What's his or her nationality?
- Δ What's the Agent's name? What are the Agent's job and personal life like?
- Δ Why does Delta Green trust the Agent to help with its deadly and secretive mission?
- Δ And why, despite all the terrifying dangers, does the Agent answer the call?

OPINT: STATS FOR ANIMALS AND ENTITIES

Animals are not limited to humanity's narrow range of statistic scores. A cougar, for example, might have a DEX of 19, an elephant a STR of 35, and a great white shark a CON of 25. As a rule of thumb, though, nothing mundane on Earth has a stat that exceeds 100. No such restriction applies to the unnatural entities that exist beyond, nor to humans altered by such powers.

OPINT: MIN-MAXING IS NOT AN ISSUE

Other games worry about "min-maxing": about players finding loopholes in the rules and abusing them, finding the optimal minimum and maximum scores. As a fledgling Handler, you might find yourself concerned with a player Agent who miraculously "rolled" an 18 for each stat across the board. You'll soon learn not to worry.

- Δ **The Deck Is Already Stacked:** Something as simple as a brief fall can end an Agent's life. Agents, like real people, are fragile and prone to accident, disease, and violence. And when weapons—or worse threats—come out, not even an Agent with perfect stats is safe.
- Δ **No Final Victory Is Possible:** The creatures that infest our world often have no physical limitations. Some are immune to damage altogether. Most will make quick work of even the most talented, well-equipped group, if that group is foolish enough to nurture confidence.
- Δ **Long-Term Exposure to the Unnatural Guarantees Destruction:** Exposure to the forces of the unnatural strains the human mind. Each time something impossible is experienced, it chips away at the sanity of the Agent. No one can ever get used to such things, and regaining SAN is extremely difficult. Eventually, these losses consume them even the strongest Agents.

How to Create an Agent

Stats & Derived Attributes

» Roll STATISTIC scores (see page XX) or divide 72 points between the six stats. See page XX for suggested sets.

» Calculate derived attributes (see page XX).

›HP = (STR + CON) / 2, rounded up.

›WP = POW.

›SAN = POW × 5.

›BP = SAN – POW.

» High and low stat scores tell something about an Agent's physical description. (See DISTINGUISHING FEATURES on page XX.)

Profession, Skills & Bonds

» Choose a PROFESSION from the lists starting on page XX or from FEDERAL AGENCIES starting on page XX.

» Write down the PROFESSIONAL SKILLS for the Agent's profession.

»An Agent also gets BONUS SKILL Points (page XX). Pick eight skills (except Unnatural) and increase each of them by 20 points.

›A BONUS SKILL POINT PACKAGE (page XX) can be selected to save time choosing bonus skills.

›No skill can start higher than 80%

» Define an Agent's BONDS (see page XX).

›The Agent's profession determines how many Bonds he or she has.

›Each Bond begins with a score equal to the Agent's Charisma stat.

Final Details

» Choose NAME, AGE, and NATIONALITY.

» In play, encourage players to describe up to five MOTIVATIONS that are not Bonds (see page XX).

» When an Agent develops a MENTAL DISORDER, it replaces a motivation.

» Some Agents begin play with mental disorders (see page XX).

» Some Agents begin play ADAPTED to Violence or Helplessness (see page XX).

Detailed Description: Statistics

Every Agent has six core capabilities: Strength, Constitution, Dexterity, Intelligence, Power, and Charisma.

Each statistic (stat) has a test score equal to the stat × 5: STR×5, INT×5, POW×5, etc. This means roll five times the stat or less on percentile dice (1D100) to succeed. When an Agent attempts a difficult action and no skill covers it, the Handler may ask the player to roll a stat test for whatever stat is the closest fit.

Distinguishing Features

A stat below 9 or above 12 is exceptional. Spare a word or two to describe stats outside the average. These help give an Agent personality.

EXAMPLE: *Louis creates a Delta Green Agent. The Handler says this will be a modern-day game with Agents posing as a counterterrorism task force. That probably involves some federal agents or military officers, and perhaps some civilian “specialist” contractors. Louis wants to let the dice inspire him, so he rolls for his Agent’s stats. On 4D6 he gets 6, 4, 2, and 1. He drops the lowest (1) and adds 6+4+2 for 12. He does this five more times and gets 14, 12, 7, 14 and 10. He likes the idea of an intelligent Agent who physically unimposing but hardier than people think. The Handler says they can work with that. Louis sets his stats as STR 7, CON 14, DEX 12, INT 14, POW 12, and CHA 10. Louis’ Agent is out of shape (STR 7), but sturdy (CON 14), and particularly smart (INT 14). Already a picture is beginning to emerge.*

>> Statistics

Statistic / Abbreviation / Description / Stat Test Examples

Strength / STR / Physical power, size, and musculature. / Drag a witness to safety. Break down a locked door. Hold a struggling victim down.

Constitution / CON / Health and physical resilience. / Resist illness, exhaustion, or pain. Hold your breath a long time. Keep running longer than everyone else.

Dexterity / DEX / Agility, coordination, and nimbleness. / Keep balance. React quickly.

Intelligence / INT / How well an Agent notices, remembers, and connects things. Along with profession, it indicates education and overall brilliance. / Recall a detail. Piece together disparate data.

Power / POW / Force of personality, motivation, and psychic resilience. / Keep your head in a crisis. Stand up to pressure.

Charisma / CHA / Charm, leadership, and personal appeal. May indicate physical attractiveness. / Make a good impression. Talk your way into a private club. Look like you belong.

>> Assignable Sets of Statistics

Description / Stat 1 / Stat 2 / Stat 3 / Stat 4 / Stat 5 / Stat 6

Well-rounded / 13 / 13 / 12 / 12 / 11 / 11

Focused / 15 / 14 / 12 / 11 / 10 / 10

Highly Focused / 17 / 14 / 12 / 10 / 10 / 9

>> Sample Distinguishing Features

Statistic / 3–4 / 5–8 / 9–12 / 13–16 / 17–18

Strength / Feeble / Weak / (Average) / Muscular / Huge

Dexterity / Barely mobile / Clumsy / (Average) / Nimble / Acrobatic

Constitution / Bedridden / Sickly / (Average) / Perfect health / Indefatigable

Intelligence / Imbecilic / Slow / (Average) / Perceptive / Brilliant

Power / Spineless / Nervous / (Average) / Strong-willed / Indomitable

Charisma / Unbearable / Awkward / (Average) / Charming / Magnetic

Detailed Description: Derived Attributes

The derived attributes—Hit Points, Willpower Points, Sanity Points, and Breaking Point—represent an Agent’s physical and mental toughness.

HIT POINTS (HP): Hit Points equal STR plus CON, divided by two and rounded up. Hit Points represent how much damage an Agent can sustain before death. When the Agent is injured, subtract the damage from HP. At 2 HP, the Agent falls unconscious. At 0 HP, the Agent dies. Hit Points are regained through rest and medical attention.

WILLPOWER POINTS (WP): Willpower Points equal POW. Willpower Points represent mental fortitude. They fall when an Agent attempts to suppress the symptoms of mental illness (see Resisting INSANITY on page XX), becomes exhausted (see EXHAUSTION on page XX), attempts to resist persuasion (see INTERROGATION on page XX), suffers emotional burnout (see FUMBLE on page XX), or tries to fuel unnatural phenomena. At 2 WP, the Agent has a temporary emotional collapse. At 0 WP, the Agent falls unconscious. Willpower Points are regained with rest. (See WILLPOWER POINTS on page XX.)

SANITY POINTS (SAN): Sanity Points equal POW×5. Sanity Points represent mental health: how much mental trauma, or exposure to the unnatural an Agent can endure before going insane. In moments of mental trauma the Agent must make a Sanity test by rolling SAN or lower on 1D100. If that fails, the Agent loses SAN. (See SANITY on page XX.) Sanity Points are regained through psychiatric care or by overcoming unnatural threats. At 0 Sanity Points, the Agent goes irretrievably insane and becomes an NPC permanently under the control of the Handler.

BREAKING POINT: An Agent’s Breaking Point equals starting SAN minus POW. The Breaking Point is the point at which loss of SAN triggers a long-term mental disorder. (See Insanity and DISORDERS on page XX.) The instant the Agent’s SAN reaches the Breaking Point, he or she gains a mental disorder. Reset the Breaking Point to equal the new SAN score minus POW.

EXAMPLE: *Louis' unnamed Delta Green Agent's Hit Points are 11 (his STR 7 plus CON 14, divided by 2, rounded up). With POW 12, he has 12 Willpower Points and 60 SAN, and his Breaking Point is 48 (SAN 60 – POW 12 = 48).*

Detailed Description: Profession

A profession says a lot about an Agent. It grants a “kit” of appropriate skills. It also determines the number of Bonds your Agent has when the game begins.

RECOMMENDED STATS: Some professions require people who are particularly fit, stable, or smart. This means the recommended stats should be 10 or higher—or at least they were when the Agent first got the job. (For example, maybe a police officer had higher STR when she joined the force, but lost points after a back injury, and that's why she now has STR 6.)

PROFESSIONAL SKILLS: Each profession has a predefined kit of skills with scores that replace the default skill ratings. This represents the baseline training and education for that profession. See DETAILED DESCRIPTION: SKILLS on page XX for their uses.

BONDS: Each profession dictates the number of Bonds an Agent begins with. Difficult and trying professions mean fewer Bonds but more skills.

BONUS SKILL POINTS: The player may pick any eight skills and add 20 points to each. If it's not a professional skill, add the 20 to its base rating. If it's a professional skill, add to its current score. This allows an Agent to specialize in certain professional skills or to learn a little about skills not included in his or her profession. You can even boost a single skill more than once, adding +20 each time. The Handler can veto any choice, and usually players are not permitted to raise a skill higher than 80% during Agent creation. Players must assign all bonus points to skills before play or they are forfeited.

List of Professions

Many Delta Green Agents are federal special agents and special-forces operators. Special agents are highly educated investigators trained in interviewing, weighing evidence, and self-defense; special operators have stood up to the most intense pressures imaginable and can handle nearly any crisis. But academics are necessary, too: computer and engineering experts, historians, anthropologists, physicians, scientists. Someone from nearly any profession might stumble into a Delta Green operation and prove crucial.

The following professions are those most often found in Delta Green teams. More can be found in ADDITIONAL PROFESSIONS on page XX and FEDERAL AGENCIES on page XX.

Anthropologist or Historian

You study humanity. You're concerned with the patterns that emerge over time, across land masses, cultures, and language groups. You might be a number-cruncher, a field

worker trudging through the jungle, a consultant in a war zone, or a think-tank analyst sifting myth from history in studies of the Tcho-Tcho peoples.

RECOMMENDED STATS: INT

PROFESSIONAL SKILLS:

- » Anthropology 50% or Archeology 50%
- » Bureaucracy 40%
- » Foreign Language (choose one) 50%
- » Foreign Language (choose another) 40%
- » History 60%
- » Occult 40%
- » Persuade 40%

Choose any two of these that you don't already have:

- » Anthropology 40%
- » Archeology 40%
- » HUMINT 50%
- » Navigate 50%
- » Ride 50%
- » Search 60%
- » Survival 50%

BONDS: 4

Computer Scientist or Engineer

Computers and machinery are the backbone of modern industry. You are a craftsman with data or machinery, possibly for the government and most definitely for profit. However you use your skills, the overlap between information technology and awareness of the unnatural could make this the most dangerous job on the planet.

RECOMMENDED STATS: INT

PROFESSIONAL SKILLS:

- » Computer Science 60%
- » Craft (Electrician) 30%
- » Craft (Mechanic) 30%
- » Craft (Microelectronics) 40%
- » Science (Mathematics) 40%
- » SIGINT 40%

Choose any four of these that you don't already have:

- » Accounting 50%
- » Bureaucracy 50%
- » Craft (choose one) 40%
- » Foreign Language (choose one) 40%
- » Heavy Machinery 50%
- » Law 40%
- » Science (choose one) 40%

BONDS: 3

EXAMPLE: *Louis and the Handler talk about possible professions. With his low Strength, Louis' Agent doesn't sound right for one of the physically demanding professions. Louis says he would rather focus on technological challenges and tradecraft, anyway. The Handler says that would fit the campaign. Louis decides his Agent is a computer scientist by profession. His skills are: Computer Science 60%, Craft (Electrician) 30%, Craft (Mechanic) 30%, Craft (Microelectronics) 40%, Science (Mathematics) 40%, and SIGINT 40%. From the "choose four" list he picks Craft (Locksmithing) 40%, saying he was fascinated with locks in his cracking days; Foreign Language (Arabic) 40%; Foreign Language (Russian) 40%; and Science (Physics) 40%.*

Federal Agent

Many Delta Green Agents are federal law enforcement officers, mostly from the FBI. Delta Green decided long ago that federal agents have the optimum balance of skills and mental stability needed to confront the unnatural. For other versions of this profession see FEDERAL AGENCIES on page XX.

RECOMMENDED STATS: CON, POW, CHA**PROFESSIONAL SKILLS:**

- » Alertness 50%
- » Bureaucracy 40%
- » Criminology 50%
- » Drive 50%
- » Firearms 50%
- » Forensics 30%
- » HUMINT 60%
- » Law 30%
- » Persuade 50%
- » Search 50%
- » Unarmed Combat 60%

Choose one of these:

- » Accounting 60%
- » Computer Science 50%
- » Foreign Language (choose one) 50%
- » Heavy Weapons 50%
- » Pharmacy 50%

BONDS: 3**Physician**

Doctors are often the first to uncover signs of an unnatural incursion, and the most valuable investigators of its disastrous effects on humanity.

RECOMMENDED STATS: INT, POW, DEX**PROFESSIONAL SKILLS:**

- » Bureaucracy 50%

- » First Aid 60%
- » Medicine 60%
- » Persuade 40%
- » Pharmacy 50%
- » Science (Biology) 60%
- » Search 40%

Choose any two of these that you don't already have:

- » Forensics 50%
- » Psychotherapy 60%
- » Science (choose one) 50%
- » Surgery 50%

BONDS: 3

Scientist

You expand human knowledge in a field such as biology, physics, or chemistry. When certain forms of knowledge cause insanity and death, it's easy to conclude that some hypotheses should not be tested.

RECOMMENDED STATS: INT

PROFESSIONAL SKILLS:

- » Bureaucracy 40%
- » Computer Science 40%
- » Science (choose one) 60%
- » Science (choose another) 50%
- » Science (choose another) 50%

Choose any three of these:

- » Accounting 50%
- » Craft (choose one) 40%

- » Foreign Language (choose one) 40%
- » Forensics 40%
- » Law 40%
- » Pharmacy 40%

BONDS: 4**Special Operator**

As part of a force like the U.S. Army Rangers, you volunteered for a more difficult path than other soldiers. You've spent years in the most grueling training on the planet, and now serve on the most dangerous missions around. For other versions of this profession (U.S. Army Special Forces, SEALs, USMC Raiders, FBI Hostage Rescue Team, CIA Special Operations Group, and so on), see FEDERAL AGENCIES on page XX.

RECOMMENDED STATS: STR, CON, POW**PROFESSIONAL SKILLS:**

- » Alertness 60%
- » Athletics 60%
- » Demolitions 40%
- » Firearms 60%
- » Heavy Weapons 50%
- » Melee Weapons 50%
- » Military Science (Land) 60%
- » Navigate 50%
- » Stealth 50%
- » Survival 50%
- » Swim 50%
- » Unarmed Combat 60%

BONDS: 2

Optional Bonus Skill Point Packages

What did the Agent do before his or her current profession? Players may grab a package to quickly choose the eight skills for their Agent's bonus skill points (see DETAILED DESCRIPTION: PROFESSION on page XX).

ARTIST, ACTOR, OR MUSICIAN: Alertness, Craft (choose one), Disguise, Persuade, Art (choose one), Art (choose another), Art (choose another), HUMINT.

ATHLETE: Alertness, Athletics, Dodge, First Aid, HUMINT, Persuade, Swim, Unarmed Combat.

AUTHOR, EDITOR, OR JOURNALIST: Anthropology, Art (Creative Writing, Journalism, Poetry, Scriptwriting, etc.), Bureaucracy, History, Law, Occult, Persuade, HUMINT.

“BLACK BAG” TRAINING: Alertness, Athletics, Craft (Electrician), Craft (Locksmithing), Criminology, Disguise, Search, Stealth.

BLUE-COLLAR WORKER: Alertness, Craft (choose one), Craft (choose another), Drive, First Aid, Heavy Machinery, Navigate, Search.

BUREAUCRAT: Accounting, Bureaucracy, Computer Science, Criminology, HUMINT, Law, Persuade, and one other as a personal specialty.

CLERGY: Foreign Languages (choose three), History, HUMINT, Occult, Persuade, Psychotherapy.

COMBAT VETERAN: Alertness, Dodge, Firearms, First Aid, Heavy Weapons, Melee Weapons, Stealth, Unarmed Combat.

COMPUTER ENTHUSIAST OR HACKER: Computer Science, Craft (Microelectronics), Science (Mathematics), SIGINT, and any four others as personal specialties.

COUNSELOR: Bureaucracy, First Aid, Foreign Language (choose one), HUMINT, Law, Persuade, Psychotherapy, Search.

CRIMINALIST: Accounting, Bureaucracy, Computer Science, Criminology, Forensics, Law, Pharmacy, Search.

FIREFIGHTER: Alertness, Demolitions, Drive, First Aid, Forensics, Heavy Machinery, Navigate, Search.

GANGSTER OR DEEP COVER: Alertness, Criminology, Dodge, Drive, Persuade, Stealth; choose two from: Athletics, Foreign Language (choose one), Firearms, HUMINT, Melee Weapons, Pharmacy, or Unarmed Combat.

INTERROGATOR: Criminology, Foreign Language (choose one), Foreign Language (choose another), HUMINT, Law, Persuade, Pharmacy, Search.

LIBERAL ARTS DEGREE: Anthropology or Archeology, Art (choose one), Foreign Language (choose one), History, Persuade, and any three others as personal specialties.

MILITARY OFFICER: Bureaucracy, Firearms, History, Military Science (choose one), Navigate, Persuade, Unarmed Combat; choose one: Artillery, Heavy Machinery, Heavy Weapons, HUMINT, Pilot (choose one), or SIGINT.

MBA: Accounting, Bureaucracy, HUMINT, Law, Persuade, and any three others as personal specialties.

NURSE, PARAMEDIC, OR PRE-MED: Alertness, First Aid, Medicine, Persuade, Pharmacy, Psychotherapy, Science (Biology), Search.

OCCULT INVESTIGATOR OR CONSPIRACY THEORIST: Anthropology, Archeology, Computer Science, Criminology, History, Occult, Persuade, Search.

OUTDOORSMAN: Alertness, Athletics, Firearms, Navigate, Ride, Search, Stealth, Survival.

PHOTOGRAPHER: Alertness, Art (Photography), Computer Science, Persuade, Search, Stealth, and any two others as personal specialties.

PILOT OR SAILOR: Alertness, Craft (Mechanic), First Aid, Foreign Language (choose one), Navigate, Pilot (choose one), Survival, Swim.

POLICE OFFICER OR FEDERAL AGENT: Alertness, Criminology, Drive, Firearms, HUMINT, Law, Melee Weapons, Unarmed Combat.

SCIENCE GRAD STUDENT: Bureaucracy, Computer Science, Craft (choose one), Foreign Language (choose one), Science (choose one), Science (choose another), Science (choose another); choose one: Accounting, Forensics, Law, or Pharmacy.

SOCIAL WORKER OR CRIMINAL JUSTICE DEGREE: Bureaucracy, Criminology, Forensics, Foreign Language (choose one), HUMINT, Law, Persuade, Search.

SOLDIER OR MARINE: Alertness, Artillery, Athletics, Drive, Firearms, Heavy Weapons, Military Science (Land), Unarmed Combat.

TRANSLATOR: Anthropology, Foreign Language (choose one), Foreign Language (choose another), Foreign Language (choose another), History, HUMINT, Persuade, and any one other as a personal specialty.

URBAN EXPLORER: Alertness, Athletics, Craft (choose one), Law, Navigate, Persuade, Search, Stealth.

***EXAMPLE:** Louis, new to Delta Green, looks over the list of skills and isn't sure which ones to choose for his bonus skills. The Handler thinks it over. Louis wants to play a computer expert, maybe with a shady background. So the Handler recommends taking the "Computer Enthusiast or Hacker" package. That gives the Agent +20% each in Computer Science, which brings that skill to 80%; Craft (Microelectronics), bringing that to 60%; Science (Mathematics), bringing it to 60%; and SIGINT, bringing it to 50%. It also lets him choose any four skills to get +20% each. Louis wants to be ready for trouble, so he picks Alertness, bringing it to 40%, and Firearms, bringing it to 40%. He wants a much better Stealth skill so he boosts it twice, adding +40 to bring it to 50%.*

Additional Professions

Here are playable options and rules for creating new professions. As Handler, it is up to you whether or not these options are included in your game. None of these professions represents a typical Delta Green recruit, so there shouldn't be more than one or two on any team.

Many other, more detailed options are available in the FEDERAL AGENCIES chapter on page XX, representing employees of various federal law enforcement agencies, the military, the CIA, the State Department, the CDC and the EPA.

Criminal

So much is illegal that there are broad economies of crime. This profile fits a hardened militant or a traditional "black collar" criminal: pimp, burglar, extortionist, or thug. If you

want a white-collar criminal, choose Computer Scientist or Business Executive and make very risky decisions.

RECOMMENDED STATS: STR, DEX

PROFESSIONAL SKILLS:

- » Alertness 50%
- » Criminology 60%
- » Dodge 40%
- » Drive 50%
- » Firearms 40%
- » Law 40%
- » Melee Weapons 40%
- » Persuade 50%
- » Stealth 50%
- » Unarmed Combat 50%

Choose two from:

- » Craft (Locksmithing) 40%
- » Demolitions 40%
- » Disguise 50%
- » Foreign Language (choose one) 40%
- » Forensics 40%
- » HUMINT 50%
- » Navigate 50%
- » Occult 50%
- » Pharmacy 40%

BONDS: 4

Firefighter

Your job oscillates between the tedium of maintaining your gear, exhilaration when the alarm finally comes, and the work of investigating a scene after the smoke has cleared. If you're involved with Delta Green, you clearly stumbled into something worse than a house fire.

RECOMMENDED STATS: STR, DEX, CON

PROFESSIONAL SKILLS:

- » Alertness 50%
- » Athletics 60%
- » Craft (Electrician) 40%
- » Craft (Mechanic) 40%
- » Demolitions 50%
- » Drive 50%
- » First Aid 50%
- » Forensics 40%
- » Heavy Machinery 50%
- » Navigate 50%
- » Search 40%

BONDS: 3

Foreign Service Officer

You travel to strange lands, meet interesting people, and try to get along with them. Odds are you work for the State Department, though USAID, the Commercial Service and the Foreign Agriculture Service also have FSOs. Either way, you've had every opportunity to learn exotic and deadly things; the kinds of things that qualify you for Delta Green clearance.

RECOMMENDED STATS: INT, CHA

PROFESSIONAL SKILLS:

- » Accounting 40%

- » Anthropology 40%
- » Bureaucracy 60%
- » Foreign Language (choose one) 50%
- » Foreign Language (choose one) 50%
- » Foreign Language (choose one) 40%
- » History 40%
- » HUMINT 50%
- » Law 40%
- » Persuade 50%

BONDS: 3

Intelligence Analyst

In the FBI, NSA and CIA, there are those who gather information and those who decide what it means. You take information from disparate sources—newspapers, websites, informants, ELINT, and the assets developed by Case Officers—and figure out what it means. In short, your job is the piecing together of unrelated knowledge, a dangerous endeavor in the world of Delta Green.

RECOMMENDED STATS: INT

PROFESSIONAL SKILLS:

- » Anthropology 40%
- » Bureaucracy 50%
- » Computer Science 40%
- » Criminology 40%
- » Foreign Language (choose one) 50%
- » Foreign Language (choose one) 50%
- » Foreign Language (choose one) 40%
- » History 40%
- » HUMINT 50%

- » SIGINT 40%

BONDS: 3**Intelligence Case Officer**

You recruit people to spy on their own countries for your agency, probably the CIA. Your job is to develop foreign intelligence sources (“assets”), communicate with them, and keep them under control, productive, and alive. It’s a hard business because you must view everyone as a potential threat, liar, or tool to further your agenda. If your name came to the attention of Delta Green, congratulations; you are now someone else’s asset.

RECOMMENDED STATS: INT, POW, CHA

PROFESSIONAL SKILLS:

- » Alertness 50%
- » Bureaucracy 40%
- » Criminology 50%
- » Disguise 50%
- » Drive 40%
- » Firearms 40%
- » Foreign Language (choose one) 50%
- » Foreign Language (choose another) 40%
- » HUMINT 60%
- » Persuade 60%
- » SIGINT 40%
- » Stealth 50%
- » Unarmed Combat 50%

BONDS: 2**Lawyer or Business Executive**

Your tools are a computer and smartphone. You might be moving millions of dollars, or bits of data, or both. Or you might be a prosecutor, a defense attorney, or judge.

RECOMMENDED STATS: INT, CHA**PROFESSIONAL SKILLS:**

- » Accounting 50%
- » Bureaucracy 50%
- » HUMINT 40%
- » Persuade 60%

Choose four from:

- » Computer Science 50%
- » Criminology 60%
- » Foreign Language (choose one) 50%
- » Law 50%
- » Pharmacy 50%

BONDS: 4**Media Specialist**

You might be an author, an editor, a researcher for a company or any branch of the government, a blogger, a TV reporter, or a scholar of rare texts. With the unnatural, you've uncovered the story of a lifetime.

RECOMMENDED STATS: INT, CHA**PROFESSIONAL SKILLS:**

- » Art (choose one: Creative Writing, Journalism, Poetry, Scriptwriting, etc.) 60%
- » History 40%
- » HUMINT 40%
- » Persuade 50%

Choose five from:

- » Anthropology 40%
- » Archeology 40%

- » Art (choose one) 40%
- » Bureaucracy 50%
- » Computer Science 40%
- » Criminology 50%
- » Foreign Language (choose one) 40%
- » Law 40%
- » Military Science (choose one) 40%
- » Occult 50%
- » Science (choose one) 40%

BONDS: 4**Nurse or Paramedic**

Medical professionals are on the front line when awful things happen. Is that what brought you to the group's attention?

RECOMMENDED STATS: INT, POW, CHA**PROFESSIONAL SKILLS:**

- » Alertness 40%
- » Bureaucracy 40%
- » First Aid 60%
- » HUMINT 40%
- » Medicine 40%
- » Persuade 40%
- » Pharmacy 40%
- » Science (Biology) 40%

Choose two from:

- » Drive 60%
- » Forensics 40%

- » Navigate 50%
- » Psychotherapy 50%
- » Search 60%

BONDS: 4**Pilot or Sailor**

Air or sea, commercial or military, your duty is to keep your passengers alive and craft intact. This can lead to hard choices when your passengers put the vehicle in danger. Or are you a drone operator, flying a Predator from a thousand miles away? Either way, what op brought you to the attention of Delta Green?

RECOMMENDED STATS: DEX, INT**PROFESSIONAL SKILLS:**

- » Alertness 60%
- » Bureaucracy 30%
- » Craft (Electrician) 40%
- » Craft (Mechanic) 40%
- » Navigate 50%
- » Pilot (choose one) 60%
- » Science (Meteorology) 40%
- » Swim 40%

Choose two from:

- » Foreign Language (choose one) 50%
- » Pilot (choose one) 50%
- » Heavy Weapons 50%
- » Military Science (choose one) 50%

BONDS: 3

Police Officer

You serve and protect. Police officers walk the beat in uniform. Deputy sheriffs answer to an elected law enforcer and have jurisdiction over an entire county. Detectives come in after the fact and put the pieces together.

RECOMMENDED STATS: STR, CON, POW

PROFESSIONAL SKILLS:

- » Alertness 60%
- » Bureaucracy 40%
- » Criminology 40%
- » Drive 50%
- » Firearms 40%
- » First Aid 30%
- » HUMINT 50%
- » Law 30%
- » Melee Weapons 50%
- » Navigate 40%
- » Persuade 40%
- » Search 40%
- » Unarmed Combat 60%

Choose one from:

- » Forensics 50%
- » Heavy Machinery 60%
- » Heavy Weapons 50%
- » Ride 60%

BONDS: 3

Program Manager

You run an organization. Someone has to secure funding, move resources, and make connections, and that's you. You control a budget and are responsible for how your program is maintained and where the money goes. Organizations discover the most startling things in their pursuit of profit or the public good.

RECOMMENDED STATS: INT, CHA

PROFESSIONAL SKILLS:

- » Accounting 60%
- » Bureaucracy 60%
- » Computer Science 50%
- » Criminology 30%
- » Foreign Language (choose one) 50%
- » History 40%
- » Law 40%
- » Persuade 50%

Choose one from:

- » Anthropology 30%
- » Art (choose one) 30%
- » Craft (choose one) 30%
- » Science (choose one) 30%

BONDS: 4

Soldier or Marine

Governments will always need boots on the ground and steady hands holding rifles. When war begins, civilization gets out of the way. With the social contract void, unnatural things creep in at the edges. There's a reason Delta Green began in the military.

RECOMMENDED STATS: STR, CON

PROFESSIONAL SKILLS:

- » Alertness 50%
- » Athletics 50%
- » Bureaucracy 30%
- » Drive 40%
- » Firearms 40%
- » First Aid 40%
- » Military Science (Land) 40%
- » Navigate 40%
- » Persuade 30%
- » Unarmed Combat 50%

Choose three from:

- » Artillery 40%
- » Computer Science 40%
- » Craft (choose one) 40%
- » Demolitions 40%
- » Foreign Language (choose one) 40%
- » Heavy Machinery 50%
- » Heavy Weapons 40%
- » Search 60%
- » SIGINT 40%
- » Swim 60%

BONDS: 4

Building a New Profession

Handlers should use these guidelines to build their own professions as they see fit.

PROFESSIONAL SKILLS: Pick ten professional skills for the new profession. Divide 400 skill points between them. Add those points to each skill's starting level. As a rule of thumb, professional skills should be 30% to 50%. No professional skill may be higher than 60%.

BONDS: 3

CUSTOMIZE: For each additional bond (to a maximum of 4), reduce professional skill points by 50. For each bond removed (to a minimum of 1), add 50 professional skill points.

Detailed Description: Skills

A skill represents expertise gained with intensive training or study. If you make a skill roll, an Agent is doing something that would leave untrained people lost. Anyone can attempt a DEXx5 test to keep from falling over in an out-of-control aircraft; only someone who's been trained in the Pilot skill can fly the airplane away from the grasping, howling thing tearing at its hull.

Roll your Agent's skill or lower on 1D100 to succeed at using the skill under dire circumstances. Skills improve through practice, experience, and training.

Base Rating

Every skill lists its base rating. If a skill has a base rating of 1% or greater, anyone can attempt to use it. A skill at 0% can't be used at all. No skill can be higher than 99%.

Rating/What The Rating Represents

01% to 19%/Dabbler.

20% to 29%/A dedicated hobbyist; with a foreign language you can have rudimentary conversations.

30% to 39%/College minor or basic training.

40% to 59%/College major or years of experience; with 50% in a foreign language you have native fluency.

60% to 79%/Decades of experience, or a graduate or doctoral degree.

80% to 99%/A lifetime's pursuit or multiple related doctorates.

How Skills Work

For details, see SKILL DESCRIPTIONS on page XX. When an Agent uses a skill, sometimes dice are rolled and sometimes they aren't. You, as Handler, make the call as to when dice are needed or not.

USING A SKILL WITHOUT A ROLL: When circumstances are calm and controlled, Agents don't roll dice to use a skill; the Handler just needs to know how high an Agent's rating is. Landing an airplane when things are calm simply requires a certain Pilot skill rating. Using a skill without rolling means randomness is not a factor. It's about having the right skill, looking in the right place, and asking the right questions. The more subtle the clue, the higher the skill an Agent must have to figure it out.

USING A SKILL WITH A ROLL: Skill dice are rolled only when the outcome is in doubt. That usually means there's a crisis or the circumstances are not under the Agent's control (as determined by the Handler). The higher the skill rating, the better the Agent's chance of success. For details, see USING SKILLS on page XX.

OPINT: SKILLS IN PLAY

Skills are difficult things to pin down. Even an experienced Agent with a deep skill set can fail a roll miserably. As Handler, how do you maintain that feeling of uncertainty without losing that feeling of competence?

- △ **Keep Some Rolls Secret:** When it comes time to roll an esoteric task—like hacking a computer, reading a madman's diary, or studying a company's books—a great mechanical trick for the Handler is to ask for the Agent's skill and roll for it yourself, in secret. Don't say whether the Agent succeed or not, only describe the outcome. It's unlikely they'll ever be *certain* the NSA wasn't watching them while they hacked the computer, or they correctly deciphered the hidden code in the madman's scrawl, or they correctly followed the skein of unrelated charges that all dump cash into an offshore fund.
- △ **Keep Descriptions High-Level:** For a Handler, verisimilitude is important, but don't get bogged down in low-level descriptions or minutiae, especially in complicated skills. Instead, focus on the outcome. Did the Agent succeed at an Astronomy roll to locate a near-Earth object? Don't go into angles and velocity and other complex (and possibly wrong) science. "You located the object" is sufficient. Past that, unless a player asks specific questions, don't worry about it.
- △ **Be Clear on What Requires a Roll and Keep it Consistent:** Not every challenge is a crisis. Many skills *never* require a roll, only that you have that skill at a certain rating. It's hard to imagine a situation where one might roll an Art (Watercolor) skill, for example. Others almost always require a roll (like using Unarmed Combat in a genuine fight). As a Handler, it's part of your job to not only tell the Agents if, what, and when they should roll, but to keep those instances consistent. Always consider whether a task ought to have a random result before you call for dice.
- △ **Hail Mary!:** Sometimes, the Handler might allow an Agent to roll in a situation that would normally not require a roll. For instance, if an Agent doesn't have enough of the required skill, a successful roll might mean the Agent has a flash of understanding. If the situation is so dire that the chance of success is zero, the Handler might allow success anyway if the dice result in a critical success.

Common Knowledge

Most Agents took a few science classes in school and any Agent can sing badly or draw a crooked sketch without a skill. Skills represent deep, specialized training or education, but Agents can sometimes get by on common knowledge. Calling on common knowledge requires an INT×5 test or having a certain level of INT (as determined by the Handler). Charming someone with unskilled art is usually a CHA or DEX test. Other efforts use other stats. As Handler, you decide whether a task requires the general ability of a stat or the specialization of a skill.

Using Libraries

There's no designated skill for library use. Whether an Agent is sifting through microfilm or a database, look to the particular skill that's involved in the research: History, Science, Medicine, etc. The Handler determines whether research needs a specific skill or not (combing recent news archives in the library or online, for instance), but may call for a certain amount of INT and a certain amount of time.

Improving Skills

Agents learn from failure. If an Agent has at least 1% in a skill (any except Unnatural), it can improve when the Agent attempts to use it and fails. Gaining an entirely new skill requires special training (see HOME on page XX for details).

On the character sheet, next to every skill except Unnatural, there is a check box. When an Agent tries to use a skill and fails, the player puts a checkmark in that skill's box. At the end of each session, add 1 percentage point to every skill that has a check next to it and erase the check.

FAILING WITHOUT ROLLING: If an Agent attempts a challenging task that requires a certain level of skill but not a roll, and fails because the task requires more skill than the Agent has, put a check in the box.

Special Training

Some equipment or specialized knowledge requires extensive training that nevertheless doesn't require a dedicated skill. This often means 10 to 20 hours of instruction and practice. With special training, an Agent can use an existing stat or skill in a new way.

The penalty for using a skill without required special training is up to the Handler. It may mean there's no chance at all; or it may have a reduced chance, require a stat test, or incur some other drawback.

Some Agents start the game with special training. A Special Forces soldier knows how to use hand grenades; a SWAT team member knows how to use tear gas; an Agent with any amount of Craft (Locksmithing) skill knows how to use lockpicks.

Examples of Special Training:

- » Parachuting (with DEX)
- » Skiing (with Athletics)
- » SCUBA gear (with Swim)

- » Space suit (with INT)
- » An exotic hand weapon (with Melee Weapons)
- » An exotic pistol or rifle (with Firearms)
- » A hand grenade (with Athletics)
- » Deep local knowledge of a particular subculture or community (with INT)
- » Another country's criminal codes (with Law)
- » Lockpicks (with DEX)
- » Electronic security systems (with INT)
- » Insider knowledge of a particular criminal conspiracy (with Criminology)
- » Fluency in a rare dialect (with Foreign Language)

Skill Descriptions

Accounting

Base Rating: 10%

The study of finance and business. Use it to sift through financial records for anomalies, such as a hidden bank account or money laundering.

Alertness

Base Rating: 20%

Alertness detects danger. Use it to hear a safety being switched off, to understand the mumbling on the other side of a wall, to spot the bulge of a pistol hidden under a jacket, or to catch someone who is trying to escape notice using Stealth.

Anthropology

Base Rating: 0%

The study of living human cultures. Use it to understand morals, religious beliefs, customs, and mores, and to identify (but not translate) obscure languages. Where History is about the distant past and Archeology studies physical remains, Anthropology is about the behaviors of living cultures and how they relate to each other and the past.

Archeology

Base Rating: 0%

The study of the physical remains of human cultures. Use it to analyze the way of life of a people from ruins, to determine the age of an artifact, to tell a genuine artifact from a fake, and to identify (but not translate) human languages. Where Anthropology is about living cultures and History is a broad study of the past, Archeology discerns meaning from the remains of peoples long dead.

Art (Type)**Base Rating:** 0%

Expertise at creating or performing a work that sways emotions and opinions. It also encompasses knowledge of techniques and trends in your field, and the ability to tell a particular creator's real work from a fake. Anyone can draw a rough sketch; the Art skill reflects knowledge, practice, and talent. Each type of Art is a separate skill: Acting, Creative Writing, Dance, Flute, Forgery, Guitar, Painting, Poetry, Scriptwriting, Sculpture, Singing, Violin, etc.

Artillery**Base Rating:** 0%

Safe and accurate use of mortars, missiles, howitzers, tank cannons, and other heavy gunnery. Use it to destroy troops or a hard target in battle.

Athletics**Base Rating:** 30%

Strength and Dexterity cover raw physical power and manual dexterity; the Athletics skill represents long practice doing things like running, jumping, climbing, and throwing.

Use Athletics to:

- » Outrun someone (see OPPOSED TESTS on page 45).
- » Jump an intimidating gap.
- » Climb in a crisis.
- » Land safely in a fall of up to three meters.
- » Hit a target with a thrown knife or put a grenade exactly on target.
- » Catch something without warning, such as intercepting a thrown grenade.

Bureaucracy**Base Rating:** 10%

Manipulating the rules and personalities that govern an organization. Use it to locate and borrow supplies, convince an official to provide information or resources, gain credentials for access to a restricted area, or keep the hospital from delving too deeply into the source of your injuries.

Computer Science**Base Rating:** 0%

Deep knowledge of computers, computer systems, and the programs that run them. Use it to recover erased or encrypted data, protect documents from easy access, implant software to hijack a computer system, clone a phone's SIM card, identify flaws in a security system, impersonate users, or falsify data. It is often complemented by Craft skills like Electrician and Microelectronics.

Craft (Type)**Base Rating:** 0%

Making and repairing sophisticated tools and structures. A job that most people could figure out does not require the Craft skill, only an INT or DEX test. Use Craft for specialized work that needs training: Craft (Electrician) to rewire a house, hotwire a vehicle in a hurry, tap a phone or data line, or spot signs of electrical sabotage; Craft (Mechanic) to jury-rig a machine or get a broken engine working—or to sabotage one beyond repair; Craft (Locksmith) to open a lock without a key; Craft (Gunsmith) to repair a broken firearm. The Handler decides whether a task requires Craft. Each Craft type is a separate skill: Architect, Carpenter, Electrician, Gunsmith, Locksmith, Mechanic, Microelectronics, Plumber, etc.

Criminology**Base Rating:** 10%

Knowledge of criminal and conspiratorial behavior. Use it to identify and predict criminal behavior, deduce relationships between members of a conspiracy, analyze criminal activity, examine witness statements, or know whom to talk to in the criminal underground.

Demolitions**Base Rating:** 0%

Safe handling of explosives in a crisis. Use it to disarm a bomb, set a charge to destroy a target remotely, jury-rig an explosive from supplies at the hardware store, or analyze a blast to determine exactly what caused it. Failure when handling a bomb means more time is needed. If it's a crisis that requires a roll, a fumble means an accidental explosion.

Disguise**Base Rating:** 10%

Alter appearance, voice, posture, body language, and mannerisms to avoid recognition without drawing attention.

Dodge**Base Rating:** 30%

Evading danger through instinct and reflexes. Use Dodge to avoid an attack. Against firearms and explosives, Dodge is only useful to get to cover (see DODGING RANGED ATTACKS on page XX).

Drive**Base Rating:** 20%

Handling an automobile or a motorcycle safely in a crisis. Unless the Handler says otherwise, every Agent has a driver's license and can drive a car safely in normal conditions. Use this skill to keep a vehicle safe in a high-speed pursuit or on dangerous terrain.

Firearms**Base Rating:** 20%

Safe and accurate shooting with small arms in combat. Use it to hit a target despite the adrenaline, panic, and shock of violence interfering with hand-eye coordination.

First Aid**Base Rating:** 10%

The initial treatment and stabilization of injuries. Use it to help a character recover lost Hit Points. By comparison, Surgery corrects a severe wound and Medicine ensures long-term recovery. (See HEALING on page XX.)

Foreign Language (Type)**Base Rating:** 0%

Fluency in another language. Each foreign language is a distinct skill. Having 20% allows halting conversations; at 50% an Agent speaks and reads like a native. The greater the skill, the greater the complexity of the information an Agent comprehends and the less time it takes. An Agent doesn't need to roll a Foreign Language skill unless the Handler says the situation is exceptionally difficult.

Forensics**Base Rating:** 0%

Gathering detailed information and evidence using forensic equipment. Use it to record biometric data, determine details about a weapon used or the accelerant that started a fire, discern crucial clues that an ordinary searcher wouldn't recognize, clean a scene of incriminating evidence, or collect, analyze, and compare fingerprints and DNA samples.

Heavy Machinery**Base Rating:** 10%

Safe operation of a tractor, crane, bulldozer, tank, heavy truck, or other big machine in a crisis.

Heavy Weapons**Base Rating:** 0%

Safe and accurate use of man-portable heavy ordnance such as machine guns and rocket launchers. Use Heavy Weapons to suppress enemies, or destroy a vehicle in combat.

History**Base Rating:** 10%

Uncovering facts and theories about the human past. Use it to remember or find a key fact about the distant past, recognize an obscure reference, or comb a database or library for information that nobody without your deep education could find. While Anthropology is about living cultures and Archeology studies the meaning of ancient relics, History is a broad study of humanity.

HUMINT**Base Rating:** 10%

Human intelligence. This obtains information about a subject—especially information the subject would rather conceal—through observation, conversation, or examining patterns of behavior and relationships. Use HUMINT to recognize signs of dishonesty from verbal cues and body language, gauge attitude and intentions, cultivate sources of information about a subject, determine what it would take to get a subject to cooperate, or recognize clues of what a subject wants to conceal. HUMINT can notice signs of mental illness, but Psychotherapy would be needed to diagnose and treat a specific malady. If an Agent also has Criminology, HUMINT can be used to compile a psychological profile to help find a subject. A subject who deliberately tries to deceive an Agent can attempt a Persuade test to oppose an Agent's HUMINT (see OPPOSED TESTS on page XX).

Law**Base Rating:** 0%

Using laws and courts to an Agent's advantage. Use it to get an Agent's way in court, to determine the correct procedures for handling evidence in a prosecution or a civil case (and how to undermine them), to bullshit an Agent's way out of legal trouble, or to minimize legal risks. The Law skill applies to an Agent's native country; using it with another country's laws requires special training (see page XX).

Medicine**Base Rating:** 0%

The study and treatment of injury and illness. Use it to diagnose the cause of an injury, disease, or poisoning, identify abnormalities such as toxins or diseases, identify the cause and approximate time of death, identify the type of weapon used to kill a victim, identify a dead person's last meal, or prescribe proper long-term care. By comparison, First Aid keeps a patient alive until surgery is possible and Surgery corrects a severe wound. (See HEALING on page XX).

Melee Weapons**Base Rating:** 30%

Lethal use of melee weapons in combat. Use it to hurt or kill an opponent with a knife, axe, club, or other weapon.

Military Science (Type)**Base Rating:** 0%

Knowledge of military culture, techniques, and regulations. Use it to identify threats in a battlefield, find accurate ranges, recognize weaknesses in a fortification, deduce the training level of a soldier or unit, reconstruct the events of a battle, or deploy forces advantageously in combat. Each type of Military Science is its own skill. The usual types are Land, Air, and Sea.

Navigate**Base Rating:** 10%

Finding your way quickly with maps, charts and tables, orienteering, instruments, or dead reckoning.

Occult

Base Rating: 10%

The study of the supernatural as understood by human traditions, including things like conspiracy theories, fringe science, and cryptozoology. Use Occult to examine and deduce the intent of a ritual, or to identify occult traditions, groups, grimoires, tools, symbols, or legends. Occult can never tell an Agent what's genuinely unnatural and what's just superstition or mythology. That's the province of the Unnatural skill.

Persuade

Base Rating: 20%

Changing another's deeply-held decision or desire. Use Persuade to get an Agent's way when the subject is so stubborn, what an Agent wants is so valuable, or the deception is so flagrant that Charisma isn't enough. With Persuade, an Agent might convince a witness that what she saw was innocuous and not unnatural, talk a detective into helping cover up evidence for the greater good, or draw useful intelligence out of an unwilling subject. This skill also allows an Agent to resist persuasion and interrogation in opposed Persuade rolls (see OPPOSED TESTS on page XX).

Pharmacy

Base Rating: 0%

Knowledge of drugs, from their ingredients and creation, to their effects, uses, and misuses. Use it to identify and produce medicines and antidotes—as well as poisons. Identifying a drug requires at least 20% skill. Preparing a particularly powerful drug safely, such as one with psychoactive effects, requires at least 40% skill or a successful roll. Misusing Pharmacy is a quick way to kill a patient (see POISON and DISEASE on page XX).

Pilot (Type)

Base Rating: 0%

Piloting, navigating, and captaining waterborne, airborne, or aerospace vehicles. Use it to keep a vessel safe in a crisis, such as through a storm or in a dangerous pursuit. Each vessel type is a separate skill: Airplane, Drone, Helicopter, Small Boat, Ship, Space Shuttle, etc.

Psychotherapy

Base Rating: 10%

The diagnosis and treatment of mental illness. Use it to identify a mental disorder, help a patient recover, talk someone down when a disorder begins to take over, and treat mental illness in the long term. You cannot use Psychotherapy on yourself. Using Psychotherapy to aid someone who suffered exposure to Unnatural forces might cost the therapist SAN; see THREATS TO SAN on page XX.

Ride**Base Rating:** 10%

Handling, training, and riding an animal—horses, donkeys, camels, whatever. Exotic mounts may need special training (see page XX). Use it to keep safe on an animal in a crisis and to keep riding animals safe, calm, and healthy.

Science (Type)**Base Rating:** 0%

The deep study of the processes of the world. This is more than common schooling; anyone can attempt an INT test to remember something from a high-school science class. Science is used to find a key insight about the way the universe works—or at least, the way it's supposed to work. Each Science is a separate skill: Astronomy, Biology, Botany, Chemistry, Engineering, Genetics, Geology, Mathematics, Meteorology, Physics, Planetology, Zoology, etc.

Search**Base Rating:** 20%

Finding things that are concealed or obscured from plain sight. Searching a scene may not require the Search skill, only time and effort, or a sufficiently high INT. Use Search to find an object that was hidden with the Stealth skill, or is otherwise so well hidden or disguised that it needs an expert. The Handler may roll the Search attempt so the Agent may not know whether they succeeded or failed.

SIGINT**Base Rating:** 0%

Signals intelligence. It encompasses encryption, communications intelligence, electronic intelligence, surveillance of radio and digital communications, and the making and breaking of codes. It is often used in conjunction with Computer Science for hacking, and with Craft (Electrician) for installing bugs and wiretaps.

Stealth**Base Rating:** 10%

Use it to conceal your presence or activities, to hide a pistol, camouflage a position, conceal a microphone, leave an envelope at a dead drop unobserved, pick a pocket, move silently, follow without being seen, or blend into a crowd. An Agent attempting Stealth can be detected only by an opposing Alertness or Search skill (see OPPOSED TESTS on page XX).

Surgery**Base Rating:** 0%

The treatment of an injury or abnormality by invasive means. By comparison, First Aid keeps a patient alive until surgery is possible and Medicine ensures long-term recovery. (See HEALING on page XX.)

Survival**Base Rating:** 10%

Knowledge of the natural world. Use it to find tracks and trails, plan an expedition, predict weather, recognize when fauna or flora are unusual, use the environment to gather other information, or find food, water, and shelter.

Swim

Base Rating: 20%

Most Agents can swim for leisure. Use the Swim skill in a dangerous crisis: going a long distance in choppy water, keeping a friend from drowning, or getting to a boat before the tentacled thing below grabs you.

Unarmed Combat

Base Rating: 40%

Self-defense. A fight between untrained combatants often involves more shoving and shouting than real violence. Use Unarmed Combat to hurt or kill an opponent with an Agent's bare hands (or feet, elbows, teeth, or head).

Unnatural

Base Rating: 0%

Knowledge of the fundamental, mind-rending secrets of the universe. Use it to remember, recognize, or research facts about the things humans consider unnatural. This goes far beyond the occult, because the Unnatural skill represents things that are real. Use it to sift through the darkest parts of myth and folklore and recognize which of it is true. An Agent's SAN score can never be higher than 99 minus his or her Unnatural skill rating.

OPINT: THE 'UNNATURAL' SKILL

Only the most informed Agents have an Unnatural skill as high as 10% or 15%. This represents a lifetime of secret knowledge. Few Agents go further. Reaching 40% or 50% almost always is a straight road to permanent insanity. But what do those skill levels represent?

- △ **5%+ Unnatural:** Certain knowledge that *nonhuman things and forces* exist and threaten humanity.
- △ **10%+ Unnatural:** A basic understanding of what's *truly* at stake: the existence of the forces of the Great Old Ones and their threat to humanity.
- △ **20%+ Unnatural:** A more advanced understanding of the true disposition of the world. The variety of Great Old Ones, alien intelligences, and inhuman earthly intelligences. Some inklings of pre-history, isolated and framed through confusing human perspectives.
- △ **30%+ Unnatural:** A clearer knowledge of pre-history and the inhuman beings that plied the world before man.
- △ **40%+ Unnatural:** A complex knowledge of unnatural books, rituals and items.
- △ **50%+ Unnatural:** A deep understanding of pre-human history, locations, and secrets.

Agents with the Unnatural skill can deliberately attempt to use it to know a useful detail when confronted by the Unnatural or the obvious after-effects of the Unnatural. Using the Unnatural skill to recall useful, actionable intelligence almost always requires a roll. And with such low skill ratings, rolling is dangerous. With only 10% skill, critical failure is almost as likely as success. It's better to do the research, even though that takes time and often means searching in dangerous places and cultivating insane sources.

But sometimes the Agents have been backed into a corner, and urgency demands the risk of working from what the Agents thinks they already know. They must frame their inquiry; it can't just be, "I roll Unnatural!" An Agent might say, "I want to roll Unnatural to know if the thing can fly," or, "I want to roll Unnatural to know if the thing is the same creature mentioned in *The Testament of Flesh*." Each question can be asked once. What constitutes a single question is up to the Handler. If at all possible, the Handler should roll for the Agent and should roll in secret.

- △ **On a Critical Success:** The Agent gains some other tidbit of knowledge in addition to the question posed. For example, "Can it fly?" might gain the answer, "It can fly, and its non-terrene nature allows it to pass through solid matter."
- △ **On a Success:** The Handler answers the question.
- △ **On a Failure:** No knowledge is gleaned, or the Agent gains part of the answer but it comes with dangerously wrong complications or misinformation.
- △ **On a Critical Failure:** The Agent suffers a terrible, deadly insight. Not only is their question unanswered, or answered wrongly, the Agent loses 1 SAN for some awful realization, but not the one they hoped for. For example, "Can it fly?" might gain the insight, "Millions of these creatures exist just beyond three-dimensional space, and once the ritual is complete they will ravage the world."

The answers to these questions should be noted by the Agent and the Handler, as they become facts of the game world—or as close to facts something unnatural might have.

Remember that the Unnatural skill is merely the closest the human mind can come to understanding the truth of existence. True understanding is beyond any sane human. We are simply not wired for it. Those with 0 SAN, of course, suffer no such limitation.

It is also important to note that the Unnatural skill is not the same as the Occult skill. The occult is human fiction that obscures the horrors of the genuinely unnatural. Understanding the traditions and beliefs of occultists and conspiracy theorists is often useful, but it never reveals the truths of the hungry cosmos.

>> Skills and Base Ratings

Skill // Base Rating

Accounting 10%

Alertness 20%

Anthropology 0%

Archeology 0%

Art (Type) 0%

Artillery 0%
Athletics 30%
Bureaucracy 10%
Computer Science 0%
Craft (Type) 0%
Criminology 10%
Demolitions 0%
Disguise 10%
Dodge 30%
Drive 20%
Firearms 20%
First Aid 10%
Foreign Language (Type) 0%
Forensics 0%
Heavy Machinery 10%
Heavy Weapons 0%
History 10%
HUMINT 10%
Law 0%
Medicine 0%
Melee Weapons 30%
Military Science (Type) 0%
Navigate 10%
Occult 10%
Persuade 20%
Pharmacy 0%
Pilot (Type) 0%
Psychotherapy 10%
Ride 10%
Science (Type) 0%
Search 20%
SIGINT 0%
Stealth 10%
Surgery 0%
Survival 10%
Swim 20%
Unarmed Combat 40%
Unnatural 0%

Detailed Description: Bonds

Bonds measure an Agent's relationships with the vital people in his or her life: loved ones, family members and close friends. A Bond can protect an Agent from SAN loss (see PROJECTING ONTO A BOND on page XX) or offer a chance to repress the effects of a disorder or temporary insanity (see REPRESSING INSANITY on page XX). Bonds are not merely motivations or things an Agent likes. They are the Agent's

connection to humanity. An Agent with no Bonds is more susceptible to psychological trauma than one who has people waiting back home.

An Agent's profession determines how many Bonds an Agent begins with. The more trying and time consuming the profession, the fewer Bonds an Agent is able to maintain.

Each Bond begins with a score equal to the Agent's CHA. Bonds' scores often deteriorate because of an Agent's involvement in Delta Green. A Bond increases if it is cultivated between operations (see HOME on page XX). A Bond can never have a score higher than the Agent's CHA. Any time CHA drops, each Bond drops by the same amount.

Defining Bonds

Identify each Bond: "My Wife." "My Husband and Kids." "The Platoon." "My Ex-Partner in the LAPD." A Bond must be a real person or small group of people who are alive and can be interacted with.

Bonds With Groups or Individuals

Whether a Bond is with a person or a group, a single score applies. If a Bond with a group drops, the relationship with each member of that group deteriorates.

A Bond with an individual is vulnerable in its own way. If that individual dies or goes permanently insane, the Bond is destroyed. A group Bond is destroyed only if every member dies or goes permanently insane. Either way, a Bond is permanently broken when its score drops to 0.

Sample Bonds

1. Spouse or ex-spouse (individual)
2. Son or daughter (individual)
3. Parent or grandparent (individual)
4. Best friend (individual)
5. Coworker or partner (individual)
6. Psychologist or therapist (individual)
7. Spouse and children (group)
8. Parents (group)
9. Siblings (group)
10. Colleagues in an intense job (group)
11. Church or support group (group)
12. Survivors of a shared trauma (group)

Broken Bonds

When a Bond deteriorates, that relationship becomes strained. Exactly what shape that takes in play is up to the Agent and the Handler (playing as the NPCs).

Bonds often fall apart because of events beyond an Agent's control. The Agent's husband might leave for another woman. One of the members of the Agent's platoon might be killed. The Agent's partner in Delta Green could go insane. If a disaster harms the subject of a Bond, that reduces the Bond's value by 1D4. If that disaster permanently removes the subject of the Bond, that Bond is gone. The player should cross it off the sheet.

When damage to a Bond reduces it to 0, the relationship is damaged beyond repair. The player should cross it off the sheet. The only way to regain a Bond with that character or group is to build it from scratch as if it had never existed (see HOME on page XX for details on creating new Bonds).

When a player crosses a Bond off, they shouldn't erase it. After all, there's no forgetting a vital relationship that went bad.

EXAMPLE: *As a computer scientist, Louis' Agent has three Bonds. He and the Handler think over what those should look like. The Handler says the Agent can expect to spend long periods out in the field, going home only occasionally. Louis says it sounds like his Agent might have trouble maintaining long-term relationships. He defines his Bonds as his fiancée, a young son that he had in a prior relationship, and a small group of crackers and programmers that hardly ever see each other in person but have remained extremely close since childhood. The Agent's CHA is 10, so each Bond starts at 10.*

A Special Bond: Delta Green

Powerful Bonds form between people who have to look out for each other to survive. Only fellow veterans understand the horrors that Delta Green Agent suffer. Sooner or later Agents come to rely on each other more than family.

Each time someone in an Agent's Delta Green team undergoes a catastrophic trauma, there's a chance each Agent develops or deepens Bonds with his or her teammates. Such traumas include:

- » A member of the team suffers temporary insanity.
- » A member of the team gains a new disorder.
- » A member of the team is incapacitated by injuries.
- » A member of the team dies.
- » Anything else the Handler considers a severe enough stress.

After the crisis, when things are calm, each Agent must make a SAN test. There's no effect if it succeeds. If it fails, the Agent gains a new Bond with each Delta Green teammate (up to five) present for that disaster, and increases any Bonds that were already there. For each teammate with whom your Agent doesn't already have a Bond,

the failed SAN test adds a new individual Bond. Write the character's name and a note saying, "Delta Green" next to it. Its value is half your Agent's CHA. Each Agent immediately loses 1D4 points from one other (non-Delta Green) Bond of the player's choice (if they have any left).

For each teammate with whom an Agent already has a Bond, the failed SAN test adds 1D4 to it and subtracts 1 from one other (non-Delta Green) Bond of the player's choice.

EXAMPLE: *On Louis' Agent's first mission, one of his teammates is killed. Louis makes a SAN test to see if he forms new Bonds with Clara and Daniel, his surviving teammates. The SAN test fails, so he gains new Bonds with Clara and Daniel with a value of 5 each (half his CHA of 10). In turn, he loses 1D4 points from two other Bonds, or take both losses on one. He rolls a 3 for his Bond with his fiancée (dropping it from 10 to 7); and a 1 for his Bond with his son (dropping it from 10 to 9).*

Detailed Description: Finishing Up

Players creating a new Agent should wrap up some details to make the character engaging. They should write the following notes on the character sheet:

- » The Agent's name.
- » A detail or two about the Agent's age and appearance.
- » Most Delta Green Agents have college or advanced degrees. Where did the Agent go to school and what did he or she study?
- » A detail or two about the Agent's personality, beliefs, hobbies, obsessions, and motivations. (See OTHER MOTIVATIONS on page XX.)
- » Something the player admires about the Agent.
- » Something the player dislikes about the Agent.
- » Why does Delta Green trust that Agent to confront unnatural threats and keep them secret?
- » Why does the Agent agree to help Delta Green and keep its secrets?

EXAMPLE: *Louis and the Handler go over what they know about the Agent so far. Looking at his stats, Louis says his Agent is out of shape but has an iron stomach and never gets sick. Since the Agent has Firearms skill, Louis decides he went into the army for four years, right out of high school, then got a computer science degree, and has had five years of experience since, so he's about 31 years old. Louis says his Agent's name is Yusuf Massim. He wants to play Massim as a government agent, even if he's not a police officer. He and the Handler go over the organizations in the FEDERAL AGENCIES chapter and poke around a little online. Finally the Handler suggests that maybe Massim, a computer scientist by profession, works in the U.S. Computer*

Emergency Readiness Team in the Department of Homeland Security. That sounds good to Louis. Next, they flesh out Massim's Bonds and personality. Looking for something he might dislike about Massim, Louis decides it's his lack of a Bond with his parents. He decides the Agent cast his family aside for his career. Thinking up something he might admire, Louis says Massim is willing to stand up to any threat to protect his country.

Damaged Veterans

If a character is not yet part of Delta Green, this is the end of creating an Agent. But usually, for players taking the role of a new Delta Green Agent, some past experience with unnatural forces brought the Agent to the group's attention, and made them willing to join. Players need not describe exactly what happened—that can be saved for a later time—but players should have a sense of that past investigation or encounter. Players can choose from one of four options and work with the Handler to build details around it. For more experienced characters, the Handler may ask you do this more than once.

Extreme Violence

Add +10% to the Agent's Occult skill. Reduce SAN by 5. Subtract 3 from the Agent's CHA and each Bond. The Agent is Adapted to Violence (see page XX).

Captivity or Imprisonment

Add +10% to the Agent's Occult skill. Reduce SAN by 5. Subtract 3 from the Agent's POW. The Agent is Adapted to Helplessness (see page XX).

Hard Experience

Thanks to an extended, especially traumatic case, add +10% to the Agent's Occult and +10% to any four skills other than Unnatural. This can bring skills higher than 80%. Reduce the Agent's SAN by 5. Remove one Bond.

Things Man Was Not Meant to Know

The Agent gains 10% in the Unnatural skill and adds +20% to Occult. Reduce the Agent's SAN by his or her POW. Your Agent gains a new disorder caused by the Unnatural (see page XX). Reset the Agent's Breaking Point to his or her new SAN minus POW.

EXAMPLE: *The Handler says Louis' Agent already has gone through some terrible experience that led to his recruitment by Delta Green, so Louis should choose one of the "damaged veteran" options. The Handler says not to worry about the details—those can emerge later, during play. For now, Louis should just adjust the character's skills, stats and Bonds. Louis doesn't want to reduce Massim's POW. He wants him to be resilient. Nor does he want to reduce any individual Bond scores. He decides Massim's induction into Delta Green happened after an extensive investigation that gained him hard experience. He adds +10% to Occult, making it 20%, and picks Alertness, Computer Science, Craft (Locksmithing), and Stealth to increase by 10% each, making them 50%, 90%, 50%, and 60% respectively. He drops his Bond with his fellow hackers,*

saying the operation resulted in one of them getting busted and now they won't have anything to do with him. He also reduces his starting SAN from 60 to 55.

IN THE FIELD: THE INCITING EVENT

It's part of a Handler's job to work with players to establish just what inciting event brought their Agent to the attention of Delta Green. It doesn't have to be an encounter with the unnatural. This revelation can be saved for some future time when Agents are trading war stories, but it's best to have an idea of what it might be at the beginning of play. Keep the following in mind when working with Agents to create their backstories:

- △ **A Few Sentences:** The summary of how they came to Delta Green should be short. One or two sentences, or a paragraph at the most.
- △ **Not All Agents Know the Unnatural:** Delta Green recruits to fulfill its needs on the ground. Sometimes this means academics. Other times, professional soldiers. Most Delta Green Agents have been exposed to the unnatural, but not all. Some veterans of war, intelligence operations, and counterterrorism operations have seen enough awful things that Delta Green trusts that exposure to the impossible won't shatter their resolve.
- △ **The Unnatural is Beyond Explanation:** An Agent's inciting event should be engaging, scary, and believable, but above all it should be *mysterious*. No Agent emerges from a brush with the unnatural saying, "Wow, that Deep One almost got me!" But they might say, "I investigated an orphanage of children with bug eyes, who sang songs of returning to mother sea." Direct the player to keep it vague and unsettling, because it's unlikely the Agent understood anything about the encounter.
- △ **Run Away:** Even catching a glimpse of something from beyond is enough. It doesn't have to be an involved story. In fact, the most common encounter might be summarized: *An Agent stumbles upon something beyond conception and runs away.* Some stories are deeper. Others are personal. But more complex and meaningful stories should be created only by experienced players or with the careful oversight of the Handler. First-time players should keep it short and sweet.
- △ **How Did the Agent Come to the Attention of Delta Green?:** This is where the Agent becomes a functioning member of Delta Green. How did it happen? Did they report what they saw and were picked up by Delta Green? Were they rescued by Delta Green from an impossible situation? Did they stumble upon something they were never supposed to see and solve some issue so that Delta Green was impressed? Work with your players to make it clear where their Agents stand in Delta Green.

Other Motivations

Many things keep us going. Faith, patriotism, even hobbies. The unconditional love of a pet can be more powerful and healing than any of those. Motivations such as these still don't have the power of Bonds. Bonds are human beings. Delta Green is dedicated to protecting humanity, and Bonds are your connection to humanity. Still, other powerful motivations can play a role in your character.

Your Agent can have up to five personal motivations. Write down motivations when you describe details of your Agent's life or add them later during play. Bring them up in scenes that explore your Agent's life outside of Delta Green. Each time your Agent hits the Breaking Point, remove one as a symptom of the trauma.

The Game

Delta Green is about cover-ups, insanity, and death. The world is a lie. Beneath it, things squirm, struggling to punch through and raze everything. Once you see the outline beneath reality, it cannot be unseen.

Welcome to the truth.

As Handler, you are the oracle. You set the stage, call for dice rolls, and determine the results. You are in absolute control—but the dice *really* answer the disputes. That's what the dice are for: to stand for an indifferent universe where fear, courage and hope matter less than an atom in an ocean of stars. Still, Agents fight.

Here's how the game works.

Using Skills

Delta Green's rules focus on skills. A player decides what their Agent attempts to do; and you, the Handler determines what skill to use. In a typical mission, Agents use many different skills.

Sometimes using a skill requires a roll of dice. The most important rule is this: The Handler determines if, when, and what you roll. If the Handler says a roll isn't needed, the skill rating itself determines success or failure.

Resolving a Test Without Dice

If the Handler decides an Agent doesn't need to roll, it comes down to what they are trying to do and how high the Agent's skill is. If the fact is common knowledge in the Agent's profession, or can be found with a little research, he or she might be able to get it by just expending time and effort. If it requires special knowledge, the Agent may need a certain amount of a skill.

If the Handler thinks a fact should be known by a history professor with at least 60% skill, then an Agent with History at 60% or better knows the fact without rolling. Or perhaps an Agent with 40% can learn some clues but an Agent with 60% would learn more.

Sometimes a combination of skills can overcome a lack in one. A clue that needs 60% History might be available if the Agent has both History and some other relevant skill at 40%.

How Much Skill Does the Task Require?

Only a little training; a hobbyist 20%

Basic training or a college minor 30%

Years of experience or a college major 40%

Decades of experience or graduate degree 60%

A lifetime's mastery 80%

EXAMPLE: Yusuf Massim, aka “Agent Daryl,” is looking for a missing Delta Green agent, his mentor in the group, code-named “Agent Clara.” He has found her tablet computer, damaged from an impact, and spends the next few days taking it apart and repairing it. The Handler decides that’s not a matter of luck, just time and skill, which means it doesn’t need a roll. The Handler says Massim needs the Craft (Microelectronics) and Computer Science skills both at 50% or higher. Louis says Agent Daryl has Craft (Microelectronics) 60% and Computer Science 80%, so the Handler says he handily repairs Clara’s tablet.

Resolving a Test With Dice

If the Handler tells a player to roll an Agent’s skill, it’s a skill test. The dice determine success or failure. Roll two ten-sided dice to get a number from 01 to 00 (1 to 100). Roll an Agent’s skill test rating or lower to succeed. Rolling higher means failure.

There are three criteria for rolling dice for a skill test:

ROLL WHEN IT IS DIFFICULT: A skill test means the Agent is attempting something difficult. After all, even an expert in a skill might have only a 60% or 70% rating. A skill test is for a situation when even an expert might fail.

ROLL WHEN THE SITUATION IS UNPREDICTABLE: Having to roll means the situation is out of control. Randomness plays a major role. Surprising, possibly disastrous things can happen, no matter how skillful an Agent might be.

ROLL WHEN THERE ARE CONSEQUENCES: Failing a skill roll means ugly things are going to happen. Maybe failing at the crisis is the punishment—or with a failed roll, the Agent succeeds but the consequences are severe. The fallout is up to the Handler.

EXAMPLE: When Agent Daryl repaired his colleague’s computer, the Handler said it contained clues that led to a dilapidated townhouse. Agent Daryl stakes the place out, and the Handler says he eventually sees a suspicious man, possibly a resident, come and go. Daryl follows the man. The Handler says that requires a roll because the outcome is unpredictable—there are so many variables on the street—and the target is wary. Agent Daryl’s player must roll a Stealth test.

If An Agent Doesn’t Have the Skill

If the Agent has a 0 in a skill, he or she can’t even attempt to use it. It requires specialized training or education that the Agent lacks. It is the Handler’s call as to what requires specialized training or education.

Using a Stat

If an Agent tries to do something that anyone ought to be able to do—something that’s hard, but doesn’t require specific training like a skill—then the Handler might look to one

of the Agent's stats, for a stat test. A stat test is the relevant stat \times 5. (So with STR 11, a STR test is 55%.)

Use STR if the challenge requires physical power, CON if it requires endurance, DEX if it requires agility, INT if it requires attention to detail, POW if it requires mental resilience, or CHA if it requires charm.

The stat's score itself may tell the Handler whether the Agent succeeds, without the need for a roll. Does it need someone with at least average Strength? Then the Agent needs a STR of 10 or more. If it needs someone with above-average Intelligence, the Agent must have an INT of at least 13. If only one person in a hundred would have enough stamina, the Agent needs a CON of 17 or 18. (See DETAILED DESCRIPTION: STATISTICS on page XX.)

How Much Stat Does the Task Require?

Anyone could do it 3–4

Nearly anyone could do it 5–8

An average person could do it 9–12

Only an unusually gifted person could do it 13–16

Only a prodigy could do it 17–18

Bonuses and Penalties

Having to make a skill test in the first place means there's a substantial chance of failure. But if the odds are really against the Agent, the Handler might impose a penalty, down to a minimum chance of 1%. If the situation is a little more in the Agent's favor, the Handler might allow a bonus, up to a maximum chance of 99%.

If a bonus or penalty applies, it's usually +20%/–20% or rarely +40%/–40%.

Bonus or Penalty // Frequency // Description

+40% // Rare // You almost shouldn't even bother to roll.

+20% // Uncommon // Circumstances are noticeably in your favor.

No modifier // Most circumstances // The action is difficult and unpredictable.

–20% // Uncommon // Circumstances are noticeably worse than usual.

–40% // Rare // You almost shouldn't even bother to roll.

Who Rolls?

A group of Agents is searching the cult leader's office. Who makes the Alertness skill roll to spot the tripwire? Good question.

If it's a task where having more help is useful, use the highest skill among the team.

If it's a task where a crowd is a hindrance, use the lowest skill among the team.

If it's a task where you need to know whether every Agent succeeds or fails ("How many of you get a good look at the thing in the shadows?"), each player rolls.

As with all things, the Handler has final say as to who rolls what, and when.

EXAMPLE: *The Handler said Agent Daryl must roll a Stealth test to follow a suspect. But Agent Daryl is not alone. He has help from another Agent who's also shadowing the target. They say they're coordinating by earpiece microphones, making sure only one is in sight at a time. The Handler says that means they can use the higher of their Stealth skills. One roll tells whether the quarry notices them. Agent Daryl has the higher Stealth skill, but both Agents can benefit from it.*

Success and Failure

On any skill or stat test, there are only four possible outcomes. From best to worst they are: Critical Success, Success, Failure, and Fumble. Ordinary success and failure are most common. Critical successes and fumbles represent exceptionally good or terrible outcomes.

Critical Success

A critical success is a roll of 01 or any success where the dice match. So if an Agent's skill is 50%, you achieve a critical success with a roll of 01, 11, 22, 33, or 44. A critical success automatically succeeds, and exceeds expectations. A critical is twice as good as an ordinary success. What twice as good means must be taken in context of the action. In combat, a critical success means double damage, but during an investigation, it might mean the action takes half as long.

Success

A success is a roll equal to or less than the test chance. With a success, the Agent accomplishes what he or she set out to achieve.

Failure

A failure is a roll that's higher than the test chance. Sometimes that means the Agent suffers harm.

There may be times when a failed roll means an Agent achieves what he or she wanted—but it comes with an unpleasant complication. The Handler always decides whether that's the case and what the cost will be. For a few possibilities, see the effects of fumbling a roll.

Fumble

A fumble is a roll of 00 (100) or any failure where the dice match. So if your Agent's skill is 50%, you fumble on a roll of 55, 66, 77, 88, 99, or 00. A fumbled roll fails, no matter how high the Agent's chance of success, and has additional, catastrophic consequences.

In a car chase, a fumble might mean the Agent crashes. In a gunfight, a weapon might jam or one might accidentally shoot oneself. The exact complications are up to the Handler. Here are some possibilities.

PHYSICAL STRAIN: Lose 1D6 HP or temporarily lose 1D4 STR, CON, or DEX.

EMOTIONAL BURNOUT: Lose 1D6 WP or temporarily lose 1D4 INT, POW, or CHA.

ALIENATION: Offend an important NPC. All CHA or Persuade tests with the NPC automatically fail until the end of the operation.

EXHAUSTION: Immediately become exhausted (see page XX).

DISTRACTION: Suffer a –20% penalty to your next test.

CONFUSION: You make a major error and gain false information.

OPINT: MAKE COMBAT INTERESTING

As Handler, it's your job to make combat results interesting. It's boring only to hear *you hit, you miss, you hit, you hit, you miss*. Players want a narrative. Players are hungry for good descriptions, clear outcomes, and hints as to what course of action they should take. Keep the following in mind when adjudicating combat rolls.

- ▲ **State the Result:** In combat, an Agent is usually aware of the outcome of a rolled action. It's fine to say, "Success! You shoot the cultist in the neck, and he crumples to the ground," or "Fumble! Your gun jams, letting out a flat click, as the cultist wades in with a knife."
- ▲ **Summarize the Outcome:** Combat is all about the players understanding the situation their Agents are in, so don't be stingy with information. But also remember to keep it short and sweet. For example: "The cultist misses you and puts his hand and the knife through a window to your right. There's blood all over his hand." That is descriptive and informative, and gives the player a good idea of where the Agent stands.
- ▲ **Give Hints With Critical Successes:** With a critical success, it's sometimes good to feed the players hints that may help their investigation or help them survive the fight. "As he falls, his eyes flash towards the book on the pedestal." Or, "You knock the knife from his hand, but his movement reveals a pistol which he hasn't drawn...yet." Each gives the Agent a small advantage, a chance to act before the situation becomes worse.

The Luck Roll

Events often come down to pure chance. Are the neighbors home when the Agent breaks down the apartment door? Does the stolen car have a first aid kit in the trunk? When an unexpected burst of fire tears down the door, does a bullet find you? If the Handler calls for a Luck roll, there's a 50% chance that things go the Agent's way. It doesn't depend on psychic talent or the Agent's connection with the cosmos or anything else. Just roll the dice. With a critical success or a fumble, the Agent's luck is extra good or bad.

Time Required

In an operation, speed counts. The Handler determines how long it takes to perform a test.

URNS: It takes a few combat turns (see THE TURN on page XX) or, at most, sixty seconds. Combat, some skill tests, and most stat tests are resolved in turns.

MINUTES: It takes a few minutes. An Agent can't do it in combat, but otherwise, they can get through it rapidly. Many skill tests are resolved in minutes.

HOURS: It takes hours. The Agent can typically attempt two to four such tasks per day (four only if the Agent goes without rest; see EXHAUSTION on page XX).

DAYS: It takes a day or more. Some extended skill tests, requiring multiple rolls, take days.

LONG-TERM: Efforts that take place outside normal gameplay, like research and training, fit here. It could be a week, a month, or years. It's up to the Handler.

Opposed Tests

An opposed test happens when someone takes action to interfere with another's action. This might be a player rolling an Agent's HUMINT to sense the lies in a suspect's Persuade roll, an Agent escaping a pursuer with opposed Athletics tests, a degenerate cultist trying to wrestle a sacrificial victim to the ground in opposed Unarmed Combat tests, or an Agent's Dodge trying to oppose an alien monstrosity's attack roll.

Usually, skills oppose skills and stats oppose stats. A stat opposes a skill only when one character must use very specific knowledge or training (and therefore rolls a skill) but the other does not (and therefore rolls a stat). It is up to the Handler.

By nature, opposed tests are very unlikely to succeed. Not only must the roll succeed, but it must overcome the opposition's roll as well.

If two characters' skills oppose each other but neither needs to roll, the higher rating wins.

EXAMPLE: *Agent Daryl and another Agent are following a man who may have been involved in Agent Clara's disappearance. The Handler says the streets are not crowded and the suspect is wary, so Daryl must succeed at Stealth to go unnoticed. The Stealth*

description on page XX says it is opposed by the target's Alertness or Search skill; the best roll wins. In this case, the Handler says it's Alertness. Daryl's Stealth is 60% and he rolls 67, failing. His target has Alertness 40% and rolls 49, also failing. The suspect's failure was a lower roll than Daryl's failure, so the suspected cultist wins. The Handler says he realizes he's being followed.

Pursuit

A pursuit is a series of opposed tests. The most basic chase is a single test for each side, pursuer and quarry. If the quarry wins, he or she escapes and the chase ends. If the pursuer wins, he or she (or it) runs the quarry down and the chase ends. Usually that means combat.

A more prolonged chase may require two wins by one side or the other. Wins cancel each other out. If the pursuer wins one but the quarry wins the next, that cancels out the pursuer's win. Then, the quarry needs to win twice more to escape. An especially wide-open chase might require three wins to either catch up or escape.

In each test, one side or the other wins. If both fail their rolls, the lowest failure wins. A critical success with a chase test counts as two wins. A fumble counts as two failures thanks to a wreck or some other disastrous accident.

WHICH SKILL APPLIES: A chase on foot requires Athletics; one in vehicles uses Drive, Pilot, or even Heavy Machinery; in the water, it uses Swim; on horseback, it uses Ride.

AID AND ADVANTAGES: Coordinating with multiple pursuers (whether they're in sight of each other or have constant radio contact), having air support in radio contact, or being substantially faster and/or more maneuverable grants a +20% bonus to each chase test, or +40% if the advantages are overwhelming.

SEEKING AN EDGE: Instead of the usual roll to catch up or get away, pursuer or quarry may attempt to gain some advantage by testing a skill that applies to the situation, such as Alertness, Navigate, Stealth, Survival, or Tactics. If this test wins the contest, instead of a "win" it grants a +20% bonus to the next chase roll, or +40% with a critical success. Failure and fumbling have the usual effects.

COMBAT DURING A CHASE: A passenger in a vehicle in a chase can shoot at the opposition before the pursuer and quarry roll to pursue and escape. Attacks use the COMBAT rules, beginning on page XX. Each contest in the chase is equivalent to one combat turn. If an Agent is the driver or is on foot, attacking instead of rolling to pursue or escape means the opponent's roll to pursue or escape automatically wins that exchange.

EXAMPLE: *Agent Daryl is following a cultist, but his quarry realized he was being followed. The Handler says the suspect gets on a motorcycle and races away. Daryl was following in an SUV, so the player says he speeds off in pursuit. Unfortunately Daryl's Drive is only 20%. He is supported by another Agent in radio contact, in a second car. The Handler says that grants a +20% bonus, bringing Daryl's chance to 40%. The Handler says the cultist has Drive 40%, and his motorcycle is faster and more*

maneuverable than the pursuing vehicles, which grants a +20% bonus and brings his chance to 60%. The Handler describes the chase as rushing through a sprawling, industrial area with long streets and fair visibility. The Handler says the chase needs two wins by one side or the other.

In the first set of opposed chase tests, Daryl rolls 36, succeeding. The Handler rolls 62 for the cultist, failing. Daryl wins the contest and gains on his quarry. The Handler says that with another win, he'll run the cultist off the street or trap him.

In the second set of tests, Daryl attempts an Alertness roll to gain an edge, watching for alleys that connect the industrial parks. His Alertness skill is 50% but he rolls 58, failing. The cultist rolls 33, a critical success! That counts as two wins, which cancels out Daryl's earlier win and gives the cultist a one-win lead. The Handler says Daryl lost sight of the cultist while trying to find shortcuts.

For the third set of chase tests, Daryl's player says he again seeks an edge with Alertness. He rolls 45, succeeding. But the Handler rolls 49 for the cultist. That succeeds with a higher roll, so the cultist wins a second opposed test. The Handler says the suspect escapes.

>> Opposed Tests and Pursuits

Outcome

Opponent Succeeds // You Succeed: A critical success beats a success. Otherwise, whoever rolled higher succeeds and the other fails.

Opponent Succeeds // You Fail: You fail to stop the opposed action.

Opponent Fails // You Succeed: Your action succeeds and the opposed action fails.

Opponent Fails / You Fail: Nobody succeeds; or whoever rolled lower succeeds and the other fails (Handler's choice).

Willpower Points

Willpower Points are mental fuel. Agents require Willpower Points to keep going despite exhaustion, to resist unwanted persuasion, to resist the effects of terror and mental disorders, and, on rare occasions, to resist or enact unnatural rituals.

LOW WILLPOWER POINTS: An Agent whose WP hits 1 or 2 has an emotional breakdown. The Agent suffers a –20% penalty to all actions until WP rises above 2.

RUNNING OUT OF WILLPOWER POINTS: An Agent whose WP hits 0 collapses, completely incapacitated and perhaps unconscious. The Handler controls the Agent until WP returns to 1 or higher. An Agent with 0 WP cannot succeed at any tests—including SAN tests.

REGAINING WILLPOWER POINTS: When an Agent gets a full night's sleep (but no more than once in a 24-hour period), he or she regains 1D6 WP. If a player acts on one

of your Agent's personal motivations (see OTHER MOTIVATIONS on page XX) in a way the Handler finds compelling, the Agent regains 1 WP.

Exhaustion

An Agent who works too long or faces extreme danger and injury without resting becomes exhausted. When this comes into play is up to the Handler, but a good rule of thumb is that going a night without sleep or refusing to rest after losing SAN or Hit Points leads to exhaustion.

An exhausted Agent suffers a –20% penalty to all skills, stat tests, and SAN tests, and loses 1D6 WP. The exhausted Agent loses another 1D6 WP after going another night without sleep, after working hard for a few hours, or after running or fighting for a few minutes. A full night's sleep cures exhaustion.

STIMULANTS: Taking stimulants or chain-smoking offsets the exhaustion penalty for 1D6 hours. Harder, illegal drugs offset it for 2D6 hours. During this time, the Agent can't sleep. An Agent can take more stimulants to keep going, but every dose after the first costs 1D6 WP. If the Agent gains a new disorder while using stimulants, the Handler has good reason to say the disorder takes the form of addiction to them. (See DISORDERS on page XX.)

EXAMPLE: *As the game progressed, Agent Daryl found another cultist and is following him around the city. The Handler says his quarry is in no hurry. He stops for a few minutes here, a few hours there. Daryl's CON is 14, but he has limits. After the 14th hour of pursuit, he loses 1D6 WP. He rolls a 4 and his WP drops from 12 to 8. He chooses not to rest, and continues the pursuit, so the Handler declares he's exhausted, and at a –20% penalty to all actions. But the player looks over his character sheet and sees Agent Daryl has a bottle full of amphetamines. These pills remove the –20% penalty for 2D6 hours. On 2D6, he rolls a 5. The Handler says the suspect starts moving again in hour 17 of his pursuit. At that point, Daryl will be alert another two hours. At last, the Handler says, the suspect stops at the Temple of the New Light, some kind of New Age outfit. Still buzzing from the drugs, Daryl follows his quarry inside.*

Sleeplessness

The first time an Agent tries to sleep after suffering temporary insanity or gaining a new disorder (see TEMPORARY INSANITY and DISORDERS on page XX), they must make a SAN test. If it fails, the Agent wakes in terror, losing the possibility of regaining any WP for 24 hours.

SEDATIVES: An Agent can drink heavily or take sleeping pills to sleep despite trauma. This gives a +20% bonus to the SAN test to get to sleep. If the test fails, the Agent gets no rest despite taking sedatives. In addition, the Agent is sick the next day, at a –20% penalty to all tests until he or she gets a full night's rest. If an Agent gains a new disorder while using sedatives, the Handler has good reason to say the disorder takes the form of an addiction to them.

Combat

A serious fight, where people are trying to kill each other, is chaotic, frightening, and fast. That's what these rules represent. Being skilled, having better weapons, or being in a superior position helps, but the inescapable randomness of combat can claim even the most skilled combatant's life.

Lovecraft's fiction presaged humanity's urge to reduce any confrontation with the unnatural to base combat. *"The Shadow Over Innsmouth"* features a massive military assault on a U.S. town. The artist in *"Pickman's Model"* blazes away with a revolver when the ghouls come. In *"The Call of Cthulhu,"* Inspector Legrasse leads a raid on a Cthulhu cult that turns into a pitched battle. Johansen on the Alert rams his ship through Cthulhu itself.

The only thing that has changed between Lovecraft's day and ours is mankind's certainty in its own power. We are more effective at killing now, but only at killing one another.

Humanity's advances in weaponry are as ridiculous to the unnatural forces that control the universe as an ant wielding a pebble is to the bulldozer razing the field the ant hill stands in. Combat rarely resolves any unnatural threat.

Delta Green fights on.

The Turn

Combat is measured in turns. A turn is a few seconds, or as long as it takes everyone to complete a single action.

The Handler counts down by DEX for all characters, from highest to lowest. Each character acts when his or her number comes up. If DEX scores tie, the actions occur at the same time or the Handler can choose some tiebreaker.

During a turn, a combatant can attempt one of the following actions.

Aim

Sacrifice one turn to aim and gain a +20% to an attack next turn. Aiming requires no roll. After the next turn, or if the Agent suffers any damage before attempting it, the bonus is lost.

Attack

An "attack" encompasses anything from throwing a punch to firing an anti-tank rocket. The "standard" attack (ranged or hand-to-hand) is a skill test to see if the Agent hits a target, damage is inflicted based on the weapon used. Usually it's Firearms for a gun, Athletics for a thrown weapon, Melee Weapons for a hand-to-hand weapon, or Unarmed Combat for a punch or kick.

The number of shots fired in a single firearm attack depends on the weapon used—a bolt-action rifle fires one shot while a semi-automatic pistol or revolver probably fires two or three shots—but it's always a single attack roll and a single damage roll.

Attacking with unarmed combat or a melee weapon (but not with a ranged weapon) also means your Agent is parrying and blocking. See DEFENSE ROLLS on page XX for details.

Called Shot

A called shot is an attack to a particular body part (the head, the hand, the leg). A called shot allows an Agent to roll a grenade past cover to explode on the far side, or to shoot someone in the leg and avoid body armor. If the attack is automatic gunfire that can hit multiple targets, the called shot affects only the first target.

A called shot is more difficult than a standard attack, so it has a penalty:

PARTLY COVERED (–20%): The target is partially covered (half the body).

MOSTLY COVERED (–40%): The target is mostly covered (all but a limb or head).

Making a called shot with unarmed combat or a melee weapon (but not with a ranged weapon) also means the Agent is parrying and blocking. See DEFENSE ROLLS on page XX for details.

Disarm

An attempt to knock an object from the target's grasp using the Unarmed Combat skill. This is possible only if the Agent has both hands free and is in hand-to-hand range. If the roll succeeds, the target drops the object.

Attempting to disarm also means your Agent is parrying and blocking. See DEFENSE ROLLS on page XX for details.

Dodge

This is a Dodge skill test to get out of the way of an attack (or a disarm or pin). This opposed test pits the Agent's Dodge skill against the attack roll. If the roll overcomes the attack roll, your Agent avoids harm. See DEFENSE ROLLS on page XX for details.

Escape

A roll to escape a pin. Roll either STR×5 or Unarmed Combat, whichever is better. This acts as a defense roll against the character pinning the Agent (see DEFENSE ROLLS on page XX for details); it's opposed by the pinning character's attack roll against the Agent. If the pinning character is not attacking, the escape is opposed by either Unarmed Combat or STR×5 (whichever is better). If the escape roll succeeds, the Agent is no longer pinned—and the escape roll defends against other attacks until the Agent's next action. If it fails, the Agent remains pinned and cannot defend against attacks.

Fight Back

If someone attacks your Agent with a melee weapon or unarmed combat (not a ranged attack or an explosive), your Agent can fight back with Unarmed Combat or Melee Weapons to block and counterattack. See DEFENSE ROLLS on page XX for details.

Move

An action that moves the Agent a significant distance: 10 meters jogging, 20 meters running, or 30 meters sprinting (or they can move about 3 meters while performing some other action).

Usually moving requires no roll, but if Agents are running or sprinting, players may need to make a DEX×5 test to keep their footing. Fail, and the Agent falls prone and must spend a turn recovering.

If there's cover at the end of the Agent's movement, getting behind it provides protection (see PROTECTION IN COMBAT on page XX). This can give the Agent armor against firearms and explosives—if the Agent is behind cover when the attack happens.

Pin

An attempt to immobilize a target, either on the ground or up against something, using Unarmed Combat. This is possible only if the Agent has both hands free and is in hand-to-hand range. If it succeeds, the target is pinned.

All unarmed or melee weapon attacks against a pinned target are at a +20% bonus. An Agent pinning a target can attack the pinned target in later turns.

A pinned target can attempt escape once per turn (see the ESCAPE action on page XX) but nothing else.

Attempting to pin a target also means the Agent is parrying and blocking. See DEFENSE ROLLS on page XX for details.

Wait

Agents can choose to wait to take any action after their DEX order comes up. At any time before the next turn, they can insert their Agent's action before the next action in DEX order. An Agent can't wait until another character acts and then jump in before it's resolved, but they can jump in before the other character's turn comes up.

Anything Else

Drink a test-tube full of a glowing liquid, throw open an unlocked door, hit ENTER on a keyboard, grab a rope, reload a gun, stand up from a prone position—anything that takes a moment's concentration. The Handler decides whether it requires a stat or skill test.

One Action per Turn

An Agent can take only one action per turn. A weapon like a submachine gun or a rocket launcher might hit multiple targets, or one target multiple times, with a single roll (see LETHALITY RATING on page XX), but it's still just one action per turn. If this seems counterintuitive (“a good boxer can throw three jabs a second!”) don't think of every roll as a single action but as a few seconds of fighting or moving.

Attack Rolls

An attack is a skill roll which inflicts damage, disarms or pins the target, depending on the attacker's action.

Critical Hits and Fumbles

An attack roll that's a critical success (see page XX) is a critical hit. A critical hit inflicts double damage.

EXAMPLE: Yusuf Massim, code-named “Agent Daryl,” followed a suspected cultist into the Temple of the New Light, and things went bad, fast. Now he’s in a fight with the suspect and another cultist. He tries to shoot the nearest one. He rolls 22: a critical success! Normally Daryl’s pistol inflicts 1D10 damage, but a critical hit doubles it. He rolls a 4 and doubles it for 8 HP damage. The Handler says the cultist collapses with Daryl’s bullets in his chest and arm.

An attack roll that fumbles (see page XX) is bad news. The exact outcome remains up to the Handler and can include:

1. A gun misfires, requiring 1D4 turns to clear it.
2. A weapon drops and it takes a turn to pick it back up.
3. The attacker accidentally hits a friend, a bystander, or himself or herself.
4. The attacker stumbles and falls.

EXAMPLE: Now it’s the last cultist’s turn to attack Agent Daryl. The Handler says he attacks with his knife. The Handler rolls 55: a fumble! The Handler says the cultist stumbles over his companion’s body and falls prone.

Attack Modifiers

When an attack roll is made, it means the situation is out of control. Combat is chaotic and unpredictable even for the most highly trained fighters. The combatants’ skill ratings and the luck of the dice usually tell everything you need to know.

Bonuses and penalties in combat apply only in extraordinary circumstances. The Combat Modifiers table lists the likeliest modifiers. If they do apply, Attack bonuses stack up to a maximum +40%. There’s no limit on penalties.

No matter the bonus or penalty, a roll of 01 always hits and a roll of 00 (100) always misses.

Surprise Attacks

If an Agent is out to kill someone who’s unaware or helpless (and nobody is trying to stop the attack), that’s hardly combat. They may not even need to make a roll.

TARGET IS TOTALLY HELPLESS—BOUND OR ASLEEP: No roll is needed to murder the target in one turn.

TARGET IS ACTIVE BUT UNAWARE AND COMBAT HAS NOT YET BEGUN: Make an attack roll at +20%. Any success is a critical hit. If it fails, the attack misses. Maybe your Agent flinched at the last instant or maybe the target moved. Work out the details with the Handler.

OPINT: SURPRISE ATTACKS AND UNNATURAL ENTITIES

It is up to the Handler whether the rules for surprise attacks apply to a given unnatural entity. If the unnatural creature is human-like, the answer *might* be yes. However, most

unnatural entities should be no more vulnerable to surprise attacks than to ordinary attacks. Keep the following in mind:

- △ **Go For the Vitals?:** Just because something is *humanoid* does not mean it lives or dies like a human. Some entities that have the superficial appearance of a human contain many secrets—extra organs or reinforced bones, for instance—that make them inhumanly resilient. Stabbing a human-like *thing* in the neck, eye or heart might have no effect at all. Its brain might be in a strange location, or not in our physical universe at all.
- △ **It Wasn't Surprised:** The thing from beyond might be able to see in strange wavelengths, scan its surroundings with sonar, or sense the microvolt electrical activity in an Agent's brain. Sneaking up on something whose biology is based on fluorine instead of carbon might be more difficult than the Agent thinks.
- △ **Some Things are Beyond Violence:** Many entities are simply immune to violence. They were born in some alternate dimension of immense gravity, heat or power that makes earthly explosives and weapons seem as mild as a summer's day. Any unnatural entity with an Armor score of 5 or more (see page XX) is completely immune to surprise attacks: full stop.

Shooting Into a Crowd

Use a called shot to hit a particular target in a crowd with a ranged attack. Otherwise a random member of the crowd takes the hit.

OPINT: OTHER CALLED SHOTS AND OTHER CRITICAL HITS

If the Handler agrees, an Agent can make a called shot for some effect other than ignoring armor. Here are some possibilities:

RAPID FIRE (–20%): Make two attack rolls, using twice as much ammunition as usual. Both must be on the same target. The shooter must be doing nothing else that turn, with no movement or distractions. If two potential targets are close enough that the attack could hit either one, randomly determine which one takes each hit. Not an option with bolt-action or one-shot weapons.

STUN (–20%): A hit stuns the target (see STUN, page XX).

FLESH WOUND (–40%): A hit inflicts half damage (round up).

HEAD SHOT (–40%): A hit is critical even without matching dice.

OTHER CRITICALS: If the Handler agrees, a critical hit can inflict normal damage instead of double, and have some additional effect such as stunning or disarming the target, knocking the target prone, making the hit a called shot, or allowing the attacker to immediately roll a second attack.

Thrown Weapons

Agents use the Athletics skill to attack with a thrown weapon such as a knife or grenade, but that may require special training (see page XX).

>> Combat Modifiers

Circumstance // +20% Bonus // -20% Penalty // -40% Penalty

Very Long or Very Short Range // Shooting at point-blank range (3 m or less) // Beyond base range (up to 2x) // Beyond 2x base range (up to 5x)

Unusual Target Concealment or Visibility // Using a laser sight // Terrible visibility due to smoke or darkness // Little to no visibility

Called Shot or Area Attack // Explosive weapon // Target about half covered or smaller than a human body // Target mostly covered or very small

Unusual Target Condition—Ranged Attack // Target standing totally still // Target prone or running // Target moving as fast as a speeding car

Unusual Target Condition—Melee Attack // Target pinned down or standing totally still // Target in a vehicle or running // Target moving as fast as a speeding car

Unusual Attacker Condition // Carefully aiming for a full turn // Suffering from pepper spray; shocked by a stun gun; exhausted // Suffering from tear gas; staggered by a stun grenade

Defense Rolls

Dodging and hand-to-hand combat (with unarmed or with melee weapons) are tests that protect an Agent by opposing an attack roll.

Dodging and Fighting Back

Agents can Dodge or fight back against an incoming attack even before their DEX order in a turn. If they do this, it becomes the Agent's single action for that turn. An Agent who has already taken another action that turn can't Dodge or fight back until the next turn.

A roll to Dodge opposes all hand-to-hand attacks that turn, and lets an Agent duck behind cover to evade all ranged attacks that turn, if they win the contest. Dodging never inflicts damage.

Fighting back opposes all hand-to-hand attacks that turn. If they win the contest, the Agent takes no damage. It does not protect against ranged attacks unless you're close enough to push the ranged weapon away. As part of the fighting back roll, the Agent also chooses one offensive action—attack, called shot, disarm, or pin—against a single attacker. If the roll beats that attacker's roll, the Agent takes no damage and the Agent's action affects the attacker instead.

In order to Dodge or fight back, the Agent must know an attack is coming and be physically able to block or evade it. If the Agent is pinned, if the attack occurs before he

or she realizes it, or if the Agent can't see or hear the attacker, they can't Dodge or fight back.

Dodging Ranged Attacks

An ordinary Dodge roll can avoid an arrow or a thrown weapon. Nobody can react as fast as bullets and shrapnel, but an Agent can use Dodge to scramble for cover. If the Agent is within three meters of cover and knows gunfire or an explosion is imminent, make a Dodge roll for the Agent to get behind the cover. If there's no cover, Dodging does no good. This is why people get nervous when guns come out.

Defending After Attacking

When a player's turn comes up, they declare their Agent's action—attack, called shot, disarm, or pin—and make the roll. An Agent can harm, disarm or pin only one target a turn (the attack might hurt others, but all attacks have a single target).

A roll to attack, disarm, pin, or make a called shot also opposes each Unarmed Combat and Melee Weapons attack against that Agent until the Agent's next action. If an attack fails to overcome that roll, it does no harm.

To oppose an attack, the Agent must know the attack is coming. That requires seeing or hearing the attacker. The Agent must also be physically able to block the Attack, if it is melee. A pinned Agent can't defend, nor can an Agent who has already successfully pinned a target.

An attack roll with a ranged weapon does not oppose attack rolls against the Agent.

EXAMPLE: *Deeper in the Temple of the New Light, Agent Daryl confronts a Seer of the New Light, a senior cultist, standing over the corpse of his mentor "Agent Clara." Daryl has his pistol drawn. His DEX is 12. The Handler says the cultists' DEX score is 13.*

The cultist acts first, and the Handler says he tries to subdue Daryl with a pin action. The cultist has 40% in Unarmed Combat and the Handler rolls 9, succeeding. Daryl's player wants to shoot the cultist, but knows he can't afford to be pinned. So he fights back with Unarmed Combat. Daryl has 40% skill and the player rolls 31. That succeeds and is higher than the cultist's roll, so Daryl resists being pinned and inflicts Unarmed Combat damage. That's Daryl's action for the turn.

In the next turn, the Handler says the cultist attempts to pin Daryl again. The Handler rolls 45, failing. Daryl doesn't have to defend against that, so he shoots with the attack action. Daryl has 40% in Firearms and the player rolls 25. The shot hits. The player rolls high damage and the Handler says the cultist collapses.

That same turn, the Handler says two more cultists arrive from the next room, daggers drawn. They act at DEX 11 and DEX 9. The Handler says they rush at Daryl and attack. The first rolls 43, which fails. The next rolls 27, which succeeds. Daryl already acted this turn, so he can't try to Dodge or fight back. And his attack action used Firearms, not Melee Weapons or Unarmed Combat, so it cannot oppose the attack roll. Daryl takes damage from the knife.

Damage

Combat is about inflicting damage. Each weapon or attack has a damage rating measured in dice. When an attack hits, roll the weapon's damage dice and subtract the result from the target's Hit Points.

DAMAGE BONUS: High or low Strength modifies the damage of hand-to-hand attacks, to a minimum of 0:

STUN: Stun attacks startle and impair. While stunned, an Agent can't act. When it's an Agent's turn, he or she may attempt a CON×5 test to recover and act normally next turn. If a single attack inflicts half of an Agent's current HP, the Agent is automatically stunned.

UNCONSCIOUSNESS: If your Agent is reduced to 2 or fewer HP, he or she falls unconscious. An unconscious Agent is helpless and can be killed with a single attack without having to roll. At 3 HP or more (or after an hour passes), the Agent regains consciousness.

PERMANENT INJURY: Any time your Agent is reduced to 2 or fewer HP, make a CON×5 test. Failure indicates permanent injury. The Handler selects a stat to be permanently reduced by the number on the lowest ten-sided die of the failed CON×5 roll, to a minimum score of 3. If STR or CON drop, adjust HP accordingly.

DEATH: If an attack brings your Agent to 0 HP, he or she is dead. HP do not go below 0.

Damage Bonus from STR Score

1–4 –2

5–8 –1

9–12 +0

13–16 +1

17–18 +2

OPINT: SECRET DAMAGE

In the grip of adrenaline and shock, sometimes people are unaware when they are seriously hurt. And sometimes a superficial wound can be mistaken for one that needs serious treatment. One way to simulate this uncertainty is to keep Hit Points for all Agents secret. The Handler records all damage without telling the players the details. Agents know what their maximum Hit Points are, but they must rely on the Handler's descriptions to form an idea on just how bad off they are.

- △ **Be Descriptive:** “He punches you” is not very useful. Instead, try, “You take a hit to the face, and can taste blood. Your teeth feel strangely loose and your head is humming.” If the players are not tracking HP, your descriptions are the barometer for how much more their Agents can take.
- △ **Tailor the Description to the Particular Agent:** How an Agent reacts to damage is an individual as that Agent’s personality. Is an Agent a bad-ass? Underplay just how terrible he or she feels after a scrape with some cultists. Is the Agent not used to combat? Describe a knife attack that inflicts only 1 HP of damage as “unbearable pain.”
- △ **Diagnosis:** Taking a few turns to examine a patient with a successful use of the Medicine or First Aid skill reveals how many HP the patient has.

OPINT: OTHER PERMANENT INJURIES

At the Handler’s discretion, a permanent injury may have some effect other than stat loss: a permanent penalty that can’t be corrected, even with surgery. Usually it’s a –20% penalty that applies in certain circumstances. Here are some possibilities.

PARTIALLY BLINDED: The Agent suffers a –20% penalty to all tests requiring good eyesight.

PARTIALLY DEAFENED: The Agent suffers a –20% penalty to all tests requiring good hearing.

ARM CRIPPLED OR SEVERED: The Agent suffers a –20% penalty to all tests requiring two hands.

LEG CRIPPLED OR SEVERED: The Agent suffers a –20% penalty to all tests requiring movement.

Healing

There are four types of healing: Resuscitation, Stabilization, Treatment, and Recuperation.

RESUSCITATION: Sometimes it’s possible to resuscitate a dead character. If the Handler says resuscitation is possible, someone must make a First Aid test. This must occur within a number of minutes after death equal to the victim’s CON score. If it succeeds, it restores 1D4 HP (doubled for a critical success) and allows the patient to recover. If First Aid fails, the victim dies and may not be resuscitated.

STABILIZATION: Stabilizing a wounded character with a successful First Aid test immediately heals 1D4 HP. A critical success doubles the amount healed; a fumble inflicts 1D4 damage. Once your Agent receives first aid, success or failure, the Agent can’t benefit from it again until he or she suffers damage again.

TREATMENT: Treatment is medical care in a hospital or aid station with extensive tools and medicines. A doctor can attempt a Surgery or Medicine test once per week: Surgery for critical care of severe wounds; Medicine for poison, disease, and ongoing healing. If treatment succeeds, the patient recovers 1D4 HP. This is doubled with a critical, while a fumble inflicts 1D4 HP damage. At the Handler's discretion, having less extensive tools and medicines may incur a penalty.

RECUPERATION: Over time, the human body repairs itself. A patient who rests in a safe place with proper food and water can attempt a CON×5 test once per day to recover 1 HP (in addition to any HP recovered due to medical treatment). On a critical success, the patient regains 1D4; on a fumble, the patient loses 1 HP.

Complications

After treatment in a hospital or aid station, and until the patient heals all lost Hit Points, undertaking strenuous activity (any physical stat or skill test) inflicts 1D4 HP damage as sutures rip, broken bones shift, or fever sets in.

Recovering Stat Points

Unless the Handler says otherwise, temporarily lost stat points are restored at 1 point per day.

OPINT: THE LASTING EFFECTS OF VIOLENCE

Reinforcing the fragility of Agents is one of the main functions of a Handler. The brutality of the combat system takes care of most of that, but what about the sociological effects of violence? Keep the following in mind.

- △ **Violence Is Difficult:** Remember to apply SAN losses for violent acts perpetrated upon and by the Agent. See THREATS TO SANITY on page XX.
- △ **Wounds Do Not Simply Vanish:** Make injuries about more than the numbers. The slightest injury can ruin clothes with bloodstains. An Agent that loses a significant number of HP is clearly injured. Hiding these injuries from prying eyes should require some sort of skill test. Some wounds are relatively easy to conceal (a crowbar to the midsection) while others are not (a punch to the nose).
- △ **Scars Make People Uncomfortable:** People who don't know the Agent react negatively to the visible after-effects of violence. There is an unconscious fear of the wounded. For example, attempting to rent a car with a broken nose, jaw and bruised face will be somewhat more difficult. Explanations must be made. That may require a CHA test or a Persuade roll.
- △ **Evidence is Everywhere:** Secrecy is important to Delta Green. Violence is the antithesis of secrecy. Fights are loud. They sprawl out of control. They leave blood, bodies and debris in ways that are impossible to completely conceal. When violence erupts, good Delta Green Agents are already planning their cover-up. Those who leave behind too much evidence will find the regular authorities on their trail. See TRADECRAFT, on page XX, for guidelines on covering the Agents' tracks.

>> Melee Weapons

Sample Weapons // Damage

Bare hands and feet // 1D4-1

Brass knuckles or steel-toe boot // 1D4

Taser // Stun

Ordinary knife or hatchet // 1D4

Combat knife or nightstick // 1D6

Tomahawk, machete, or baseball bat // 1D8

>> Small Arms

Sample Weapons // Damage

Small-caliber pistol // 1D8

Pistol // 1D10

Carbine or very large pistol // 1D12

Rifle // 1D12+2

Shotgun blast, close range // 2D10

>> Automatic and Heavy Weapons

Sample Weapons // Skill // Lethality // Kill Radius

Submachine gun, fully automatic // Firearms // 10% // 1-3 m

Assault rifle or carbine, fully automatic // Firearms // 10% // 1-3 m

Very heavy sniper rifle // Firearms // 20% // none

Light machine gun // Heavy Weapons // 10% // 3 m

Heavy machine gun // Heavy Weapons // 20% // 3 m

Hand grenade // Athletics (requires special training; see page 30) // 15% // 10 m

Improvised explosive device // Demolitions // 15% // 10 m

Grenade launcher // Heavy Weapons // 15% // 10 m

Rocket-propelled grenade // Heavy Weapons // 30% // 10 m

>> Selective Fire

Type of Fire // Ammo Used // Lethality // Kill Radius

Short Burst // 3 // 10% // None

Long Burst // 5 // 10% // 1 m

Short Spray // 10 // 10% // 2 m

Long Spray // 20 // 10% // 3 m

Lethality Rating

Certain attacks inflict damage well beyond the possibility of survival; a burst of heavy machine gun fire or an artillery shell both can make fast work of human anatomy. Rather than rolling many dice for damage or many separate attacks, a weapon like this has a Lethality rating.

If an agent hits with a weapon that has a Lethality rating, there's a chance it simply kills a human target outright. Instead of rolling normal damage, roll percentile dice against the weapon's Lethality rating. If the Lethality test succeeds, a human target immediately drops to 0 HP. If the Lethality test fails, add the two dice together as if they were individual D10s (0 is 10) and apply that as HP damage.

Lethality rolls do not fumble or critically succeed, but the attack roll can. If the attack roll is a critical success, double the Lethality rating, and double the HP damage if the Lethality roll fails.

EXAMPLE: *Agent Daryl managed to kill the two cultists who attacked him earlier. Now he has gone deeper into the lair of the Seers of the New Light. The Handler says he comes upon a room with six cultists inside, meditating and unaware. Agent Daryl's player knows how fanatical they can be, so he doesn't want to try subduing them with just Agent Daryl's pistol and threats. Instead, he says Agent Daryl tosses a hand grenade into the room. The Handler says the player doesn't even need to make an attack roll since Daryl can take his time and is not under fire. The Handler asks the player to roll damage for a cultist. The grenade has a Lethality rating of 15%. Daryl's player rolls percentile dice and scores an 80. That's higher than the Lethality chance, so the grenade fails to kill the cultist outright. Instead Daryl adds the dice together for hit point damage: $8 + 10 = 18$ HP. The cultist had 10 HP, so he dies in the blast anyway. After five percentile rolls for Lethality damage to the other cultists, the Handler says they fare no better.*

Why Lethality Ratings?

The Lethality rating replaces the need to roll lots of separate attacks and lots of dice for damage. Without it, a common weapon like an assault rifle might require nine separate attacks and damage rolls to spray nine targets, or a heavy weapon like a Hellfire missile might require rolling and adding up 12D6 for damage. In the middle of combat, rolling that much breaks the tension.

If you'd rather roll damage the old way, it's 1D6 damage for every 3% of Lethality. So a weapon with 35% would do 12D6 HP damage.

OPINT: LETHALITY AND THE UNNATURAL

Whether a weapon's Lethality rating applies to an unnatural entity is up the Handler. Here are some possibilities.

- △ **No Effect:** Transcendent beings and other energy beings might be *wholly* immune to all physical attacks, whether the damage is HP or a Lethality roll. (See ARMOR on page XX.)
- △ **Muted Effect:** Some entities are more resilient than humanity or exist only partially on our plane of existence. They avoid much of the force of a Lethality attack. A successful Lethality roll may count as a failure—add the two D10s of the Lethality roll together for HP damage—while a failed Lethality roll inflicts only 2 HP damage.

Kill Radius

If a weapon has a Kill Radius, a successful attack inflicts a Lethality roll on each character in that radius. The center of the Kill Radius is the initial target of the attack.

With explosive weapons, Kill Radius attacks don't need to be as precise as ordinary attacks; hitting a zone within the Kill Radius of a target is enough. That adds +20% to the chance to hit.

A failed attack roll means the Kill Radius lands harmlessly outside the intended area. The attack does no harm—but may still suppress targets (see SUPPRESSION, on page XX). Whether a failed Kill Radius attack does unwanted collateral damage is up to the Handler.

MANY TARGETS: A single attack with a Kill Radius usually affects everyone in the Kill Radius. If that doesn't make sense for the situation, the Handler can decide who gets hit.

The Handler is welcome to let players roll the Lethality results for NPCs to speed things up. But really, you need to roll Lethality only for characters who are important enough to track in detail. Since even a failed Lethality roll inflicts between 2 and 20 damage, it's safe to just assume that most humans caught in a Kill Radius are either dead or incapacitated.

OPINT: EXPLOSIVES

In many games, explosives are thrown around without any concern for their after-effects. In Delta Green, like the real world, explosives are very, very, dangerous. Some things to keep in mind:

- △ **Sound and Fury:** Any victim who survives the blast of an explosive with a Lethality rating is –20% for all tasks involving speaking, listening or comprehending for as long as the Handler sees fit. Ears are ringing, vision is blurred, and adrenaline is pumping from the blast.
- △ **Focused Blasts:** An area that can contain a blast—a room with metal or concrete walls, or a small area packed in earth—*doubles* the effective Lethality rating of an explosion within that area. Victims who somehow survive such a conflagration suffer a –40% to all tasks involving speaking, listening or comprehending for as long as the Handler sees fit.
- △ **Rolls are Required:** A roll should be required when setting up, preparing, disarming, or otherwise tampering with explosives. While many modern explosives are extremely stable, there is always the possibility of accident.
- △ **Be Careful:** A fumble when dealing with an explosive in a chaotic environment such as combat means instant, accidental detonation. If the circumstances are extremely well controlled, the Agent may get a chance to roll Demolitions to prevent an accidental blast, or may realize that a chain reaction has begun that will detonate in a few turns. The exact nature of the bad news is up to the Handler.

Suppression

An attack with a Kill Radius is terrifying. Any time a target knows that he or she is inside an intended Kill Radius, even if the attack roll misses, their fear-riddled nervous system forces him or her to go to ground. The Agent must either find cover or go prone as his or her next action. The Agent can stifle his or her terror and act normally at a cost of 1 SAN.

In a firefight, often targets don't realize they're under attack. When in doubt, call for an Alertness test. An unaware target isn't subject to suppression.

A character adapted to violence (see ADAPTING TO SAN LOSS on page XX) loses no SAN for braving suppressing fire. For NPCs, it's easiest to assume the average human goes to ground when suppressed. Only insane, hardened, or fanatical enemies stand up in the face of fire.

EXAMPLE: *The Handler says even the meditating Seers of the New Light have been stirred by Agent Daryl's gunshots and hand grenade. One of their guards leans around a corner with a submachine gun and fires a burst. The guard's Firearms skill is 30% and he rolls 35, missing. But it's a burst, so it suppresses Daryl. On his turn, Daryl has to choose: attack anyway and lose 1 SAN from the terror, or run for cover. He runs for cover.*

OPINT: SUPPRESSION WITHOUT A KILL RADIUS

What if an Agent wants to blaze away with an ordinary pistol or rifle—something without a Kill Radius—to force an enemy to keep his or her head down? That's possible if the Handler says so. Designate the center of a one-meter Kill Radius and make an attack roll. If it succeeds, it does no damage, but anyone inside the Kill Radius is suppressed. On a critical, it hits one target for normal damage and everyone in the radius is suppressed. On a failure, nobody is suppressed.

Selective Fire

Some small arms, like submachine guns and assault rifles, have selective fire. The shooter chooses how it's used; each pull of the trigger can fire a single shot, a short burst, a long burst, a short spray, or a long spray. A weapon set for single shots attacks normally. A burst or a spray has a Lethality rating.

A short burst fires three bullets in one trigger pull. It affects a single target. A long burst fires five shots with a Kill Radius of 1 meter. Short and long sprays empty the magazine faster but cover a larger Kill Radius (see page XX). Some firearms allow only single shots or short bursts ("three-round bursts"). See EQUIPMENT AND VEHICLES on page XX for details about weapons.

Blowing Things Up

If Agents wants to disable or destroy a vehicle or hardware, a heavy weapon with a Lethality rating is the way to do it. Small arms can do this, but it takes longer. Large objects have Hit Points as described in the EQUIPMENT chapter, and they are considered huge targets (see HUGE, page XX).

Protection in Combat

We've seen how to injure, kill, and dismember targets, but how do you protect them?

There are five stages of *normal* protection, categories that determine how easy an Agent or other creature is to harm, regardless of their ability to get out of the way.

Fragile

Fragile targets drop to 0 HP instantly if they suffer any damage from a deliberate attempt to injure them. A helpless human is Fragile and may, at the Handler's discretion, be reduced to 0 HP with one attack without bothering to roll damage (remember, SAN losses for *inflicting* the damage still apply).

Exposed

Exposed is the default for humans and many creatures. It means the target is aware of danger and trying to avoid it, but doesn't have any real protection. Attacks operate normally against Exposed targets.

Armored

Being Armored reduces the damage of attacks. Armor 5 means reduce damage by 5.

Armor comes in two forms: body armor and cover. They both reduce the damage of ordinary attacks, but have different effects on Lethality attacks. If you have more than one source of armor (such as wearing body armor while behind a wall), add them all together.

Some weapons are armor piercing, which in turn reduces armor (see ARMOR PIERCING Weapons, page XX).

BODY ARMOR: Body armor reduces the damage of an ordinary attack by its Armor Rating. Body armor protects against the damage of a failed Lethality roll, but does nothing whatsoever against a successful Lethality roll.

COVER: Finding cover means using a hard barrier as armor against attack. Cover protects more completely than body armor. If a target has cover against a Lethality attack, the Lethality roll automatically fails, but still inflicts the sum of the dice as damage. Subtract the cover's Armor rating from that damage.

What if an Agent is completely enclosed in a structure or vehicle? That's definitely cover, but it's the Handler's call. Maybe they take damage reduced by the cover, or maybe they take no damage until the cover is breached.

Being behind cover does not make Agents immune to suppression (see SUPPRESSION on page XX). If an Agent is suppressed, his or her next action must be to hide behind that cover instead of attacking.

EXAMPLE: *Agent Daryl exchanges fire with a guard of the Seers of the New Light. Both Daryl and the guard are using the temple walls for cover, granting an Armor Rating of 5. The guard fires a burst and hits with a roll of 13. The guard rolls against the burst's 10% Lethality and gets a 10. Daryl has cover, so he's not subject to the Lethality success. Adding the dice together, the attack inflicts 11 damage. Daryl's player subtracts 5 for the wall and another 4 for his body armor, so he loses 2 HP. The Handler describes a bullet thudding painfully into the Kevlar on his chest. Being targeted by a Kill Radius means Daryl is suppressed again. The next turn, Agent Daryl grits his teeth and takes aim at the guard leaning around the corner. The guard has a wall for cover that blocks 5 damage, so Daryl tries a called shot. The Handler says it's a -20% penalty, reducing Daryl's 40% Firearms to 20%. The dice come up 09—a hit! Daryl rolls 1D10 damage and gets a 9. The Handler says the guard drops.*

>> Combat Protection Summary

Target Status // Effect of Normal Damage // Effect of Lethality Success // Effect of Lethality Failure

Fragile // Reduced to 0 HP // Reduced to 0 HP // Reduced to 0 HP

Exposed // Roll HP damage. If Armored, subtract the Armor value from the damage. // Reduced to 0 HP // Add up the Lethality dice to determine HP damage. If Armored, subtract the Armor value from the damage.

Behind cover // Roll HP damage. Subtract the cover's Armor value from the damage. // Add up the Lethality dice to determine HP damage. Subtract the cover's Armor value from the damage. // Add up the Lethality dice to determine HP damage. Subtract the cover's Armor value from the damage.

Huge // Roll HP damage. If Armored, subtract the Armor value from the damage. // Take the Lethality rating as HP damage. If Armored, subtract the Armor value from the damage. // Take the Lethality rating as HP damage. If Armored, subtract the Armor value from the damage.

Transcendent // No damage // No damage // No damage

Armor // Armor Rating

Kevlar helmet (adds damage reduction to other armor) // +1

Kevlar vest (concealable) // 3

Reinforced Kevlar vest (typical for uniformed police) // 4

Tactical body armor (typical for soldiers and SWAT teams), wall or thick door, makeshift vehicle cover // 5

Bomb suit; thick wall, concrete, or moderate rock; light vehicle armor // 10

Reinforced wall, big rock, or sandbag; medium vehicle armor // 15

Heavy vehicle armor or light tank armor // 20

Heavy tank armor // 25

OPINT: UNNATURAL ARMOR TYPES

Unnatural entities have many different types of protection. Some are immune only to specific traumas, others at particular moments and not others, and still others reduce incoming damage to a minimum. Here are some new varieties of Armor.

- △ **Huge:** A huge target loses Hit Points from ordinary weapon damage as usual. But Lethality ratings don't affect Huge creatures in the same way they do a human sized target. Instead, the Lethality attack does flat HP damage equal to the Lethality rating. A creature need not be unnatural to be huge. A rhino, blue whale, or elephant would be a Huge target.
- △ **Out of Phase:** Entities of this type weave in and out of our physical space, moment to moment. A damage or Lethality roll with an even number inflicts damage as usual. A damage roll with an odd number passes harmlessly through, inflicting no damage.
- △ **Resilient:** Entities of this type are made of non-terrene matter, have advanced and resistant biologies, or are from alternate, more punishing dimensions, rendering our version of physical violence a limited threat at best. On this type of target, an attack always inflicts the minimum amount of damage. For instance, if a weapon inflicts 2D10 damage, it inflicts 2 damage on a Resilient target. Any Lethality roll fails and inflict only 2 points of damage.
- △ **Transcendent:** Transcendent entities are *entirely immune* to physical damage. This might mean they exist partly in dimensions we barely perceive, or are organized such that that mere excesses of force and matter cannot harm them. Nothing of this Earth is Transcendent. Only through the use of unnatural techniques, under extremely dangerous and limited situations, can humans become Transcendent.
- △ **Transcendent (Type):** Entities of this type are immune to broad categories of attack. Transcendent (Fire) means the entity suffers no damage from fire or flame. The Handler makes the final call as to what this defense does or does not cover.

Armor Piercing Weapons

An armor piercing weapon reduces the Armor value of a target by 5 points. Heavy armor-piercing weapons reduce armor by 10 points or more. See the weapon stats beginning on page XX for which weapons are armor piercing.

An explosive weapon's armor-piercing rating applies to its specific target, not to victims in its Kill Radius.

EXAMPLE: *Further into the Temple of the New Light, the Handler says something erupts from a hole in floor and plunges a stinger into Agent Daryl. It does 3 HP damage—but the sharp, strong proboscis is armor piercing, reducing Daryl's armor by 5. His Armor rating of 4 is treated as 0. He loses 3 HP as the stinger punches through Kevlar and into his flesh.*

Other Threats

The world is full of threats, combat isn't the only thing that can kill an Agent.

Poison and Disease

Every poison or disease has two ratings: Speed and Damage.

Speed indicates how soon the poison or disease inflicts damage. A poison inflicts damage once and then passes from the Agent's system. A disease requires a series of CON tests to resist damage.

Damage is ordinary HP for a disease, while poisons have Lethality ratings.

POISONS: A poison has a Lethality rating. If the Lethality roll fails, the victim makes a CON×5 test to withstand harm. Success means half damage, and a critical success means the victim loses only 1 HP. A fumble doubles the damage. Hospitalization grants +20% to the victim's CON test.

EXAMPLE: *Agent Daryl escaped the monstrosity in the Temple of the New Light, but the Handler says its stinger contained an ugly neurotoxin. The Handler says the toxin is a poison with Speed of 1D6 hours and 10% Lethality. The symptoms are convulsions, spasms, and circulatory failure. The Handler rolls for the poison's Lethality rating and fails with a 19, inflicting (1+9) 10 HP damage. Daryl's player can roll to reduce the damage. Daryl has a CON of 14, so his CON×5 test is 70%. He's hospitalized when the toxin takes effect, which adds a +20% bonus and brings his chance to 90%. He succeeds with a 23. The damage is halved to 5.*

DISEASES: Diseases inflict HP damage. If an Agent succeeds at a CON×5 test, he or she suffers half damage and recovers from the disease. On a failure, he or she suffers full damage and must make the CON×5 test again after another Speed interval. A fumbled CON test doubles the damage. While under the effects of a disease, the Agent cannot gain Hit Points back. Hospitalization grants a +20% bonus to the CON test. Serious diseases may come with a penalty to the CON test.

A persistent disease—such as HIV/AIDS—means succeeding at the CON test only buys time; the disease subsides and the Agent recovers lost HP. But every time the

Agent is badly hurt (losing more than half his or her HP) or suffers from some other poison or disease, the Agent must make a CON×5 test to resist a resurgence.

ANTIDOTES: Many poisons and diseases can be cured with medication. If a physician has the antidote for a poison or the right antibiotics for a disease, a Medicine or Pharmacy test before the ailment takes effect renders the poison or disease harmless. An antidote given after the ailment takes effect halves the Lethality rating and the HP damage.

EXAMPLE: *Sadly for Agent Daryl, the Handler says facing the monstrosity in the Temple of the New Light exposed him to alien microbes that have catastrophic effects on the human biome. The Handler says it's a disease with a Speed of 1D6 days, a Penalty of -40%, Damage of 1D6, and symptoms of fever, weakness, diarrhea, and shock. For Speed, the Handler rolls 3 on 1D6, so the disease sets in after three days. Daryl's CON test is 70% for CON 14. He has +20% for hospitalization but -40% for the disease's Penalty, for a total chance of 50%. He fails with a roll of 54. The 1D6 damage roll comes up 4, so Daryl loses 4 HP. That brings him down to 2 HP, and he slips into a coma.*

The Handler rolls 1D6 for the next interval and gets a 4, so in four days Daryl must attempt another CON test. The player rolls 48, succeeding. The 1D6 damage roll is 2, halved for the successful CON roll, so Daryl loses 1 HP. He has beaten the disease and can begin to recover.

>> Sample Poisons

Poison // Entry Route // Speed // Lethality // Symptoms // Antidote?

Spider venom // Bite // 1D6 hours // 5% // Pain, chills, nausea; possibly necrosis // Yes

A dangerous drug administered with failed Pharmacy skill // Varies // 1D6 hours // 5% // Usually pain, diarrhea, convulsions, or asphyxiation // Yes

Arsenic // Ingestion // 1D6 hours // 10% // Pain, diarrhea, cramping // No

Scorpion or rattlesnake venom // Bite or sting // 1D6 hours // 10% // Pain, weakness, hemorrhaging // Yes

Phosgene gas // Inhalation // 2D6 hours // 15% // Blistering, coughing blood, asphyxiation // No

Hydrogen cyanide gas // Inhalation // 1D6 turns // 20% // Asphyxiation // Yes

Sarin gas // Inhalation or absorption through skin // 2D6 turns // 20% // Muscle contractions, spasms, asphyxiation // Yes

Ricin // Injection or powder inhalation // 2D6 hours // 20% // Diarrhea, shock, seizures, circulatory failure // No

>> Sample Diseases

Disease // Route // Speed // Con Test Penalty // Damage // Symptoms // Cure

Bacterial meningitis // Airborne // 1D6 days // -40 // 1D4 // Stiff neck, nausea, confusion // Antibiotics

Bacterial pneumonia // Inhalation // 1D6 days // None // 1D6 // Cough, fever, chills // Antibiotics

Gangrene // Dirty wounds // 1D6 days // -20 // 1D4 // Discoloration, oozing, numbness // Antibiotics, excision, or amputation

Plague // Flea bite (bubonic plague), inhalation (pneumonic plague) // 1D6 days // None // 1D6 // Fever, chills, lymph node swelling, coughing (if pneumonic), shock // Antibiotics

HIV/AIDS // Injection or unprotected sex // 1D6 months // None // 1D6 // Weight loss, fever, swelling of lymph glands, collapse of immune system // No cure; persistent; antivirals can keep it in check

Ebola virus // Contact with infected blood, bodies, or meat // 1D6 days // -40 // 1D6 // Fever, diarrhea, nausea, bleeding, shock // None

Falling

Falling is extremely dangerous to humans. Even a bad slip can be lethal. A fall from a short distance (one to three meters) does 1D6 damage, or 2D6 if it's a particularly uncontrolled fall. Beyond that, a fall instead has a Lethality rating of 1% per meter fallen. An Agent who survives a fall must make a CON×5 test or be stunned.

Impact

Slamming into a barrier can be deadly. It has a Lethality rating of 10% for every 40 kph (25 mph) of speed. Double the Lethality rating if an Agent slams into a wall and there's nowhere to tumble. An Agent who survives an impact must make a CON×5 test or be stunned. For damage from a vehicular crash, see VEHICLES on page XX.

Suffocation

Suffocation is a slow death. If an Agent takes a deep breath before holding it, he or she can go without breathing for CON×5 turns. After that, the Agent's oxygen-starved brain begins to die. Once every turn, make a CON×5 test. If it fails, the Agent suffers 1D6 HP damage. If the CON test succeeds, the Agent suffers 1 HP damage instead. This continues until the Agent can breathe again or he or she dies.

If the Agent doesn't get a breath before suffocating, the damage starts immediately and lasts until someone clears his or her airway with a First Aid test.

Armor does not protect against suffocation damage.

Fire

Fire damage suffered depends on the flame's intensity. The victim suffers a damage roll every turn of exposure.

Intensity // Example // Damage

Minor // Candle // 1/turn

Moderate // Flaming brand; momentary exposure to a larger fire // 1D6/turn

Large // Campfire // 2D6/turn

Major // Scalding steam; bonfire; blast furnace // Lethality (10%) each turn

After taking damage from any moderate, large or major source of fire, the victim must make a DEX×5 test or catch fire, suffering half damage each turn until extinguished. Being surrounded by a raging fire also causes suffocation as the fire consumes oxygen. (See SUFFOCATION on this page.)

Cold

Agents can last for CON in minutes exposed to freezing temperatures unprepared, or CON×5 minutes if partially prepared. Fully prepared and well equipped (decked out for an Arctic expedition, for example) Agents can last CON hours.

After this, their bodies start to fail. Players must make a CON×5 test every five minutes. Each failure reduces CON by 1. When an Agent's CON hits 1, the Agent can no longer move and suffers 1D8 HP cold damage every five minutes.

Exposure to warmth and shelter restores 1 point of CON per minute. Hit Points heal normally.

The Aftermath

When the smoke clears and the fighting stops, it's time for the Handler to look to the consequences of combat. There are always consequences.

First, violence damages Sanity. Unless your Agent is a hardened operator, getting into a deadly fight calls for a Sanity roll. So does getting hurt. So does killing someone. (See THREATS TO SAN on page XX.)

Next, was anyone killed or badly hurt? If so, who's going to come looking for them? How soon until detectives start combing the scene for spilled blood, shell casings, shoe marks, or tire tracks? The Agents are the ones on the ground; any cover-up is up to them.

If a Delta Green Agent was killed or badly hurt, how do the other Agents explain it at the hospital when the staff makes the mandatory call to the local police? How do they explain to friends or family who care for these mysterious injuries or need to hold an unexpected funeral?

What it comes down to is this: Every instance of violence in Delta Green isn't just a threat to your Agent's health and sanity. It's a threat to your Agent's career, reputation and family.

OPINT: THINGS TO THINK ABOUT

Handlers need to think about the things that Agents overlook. As in the real world, acts of violence trigger massive investigations that lead to incarceration. After blood is spilled, keep the following in mind:

- △ **Bodies:** Leaving a body behind is one of the fastest ways to get caught. How long will it take for the investigators to connect it to a debit card use, a video frame, or a witness account of an Agent near the scene? More often than not, it's a simple matter of finding out who the victim interacted with that day, and tracking backwards until someone appears to have a motive and opportunity. Disposing of a body is a lot of work and offers multiple opportunities to be caught while transporting and destroying it. Pinning the blame on an accident or on a patsy comes with its own work, difficulty, and risk.
- △ **Blood:** Blood gets everywhere, even when it appears as if the area was cleaned. Only an Agent with a Forensics skill of 20% or higher knows what's needed to scrub a scene down to prevent evidence from being collected. Such a job likely takes hours and requires cleaning materials and privacy.
- △ **Witnesses:** People are everywhere. They remember things like federal agents poking badges in their face, and local authorities tracking a murderer spread out and ask a lot of questions. If a witness can connect the Agents to the crime, can the Agents afford to let that witness live?
- △ **Recording Devices:** More and more, our world is recorded. Many cars, buildings, and police officers are wired for video and sound, and nearly every phone doubles as a recorder. If the Agents are captured on video during or after the deed, the authorities have more to go on than a hunch.

Sanity

Sanity Points represent the resilience of the relationship between an Agent's personality and the world. With high SAN, an Agent has confidence in his or her place in the world. A high SAN score is marked by insight, self-awareness, and a life-affirming view of reality. With low SAN, the deadly truth of the universe has begun to overwhelm the Agent. With no SAN, the Agent is forever lost.

SAN losses look like: 0/1D4 or 1D6/1D20. The number on the left is how much SAN the Agent loses on a success; the one on the right is how much SAN the Agent loses on a failure.

When the Agent faces a threat to sanity, roll his or her current SAN or lower to take a diminished loss of SAN points; roll higher than the Agent's SAN and he or she suffers a greater loss of SAN points.

Rules of Thumb for SAN Loss

If the cost of failing a SAN test is 1D6 or less, the cost of success is usually zero. If the cost of failure is 1D8 or 1D10, the cost of success is usually 1. Some unnatural events and encounters are even more catastrophic.

A critical success with a Sanity roll means the Agent loses the least possible SAN. If the loss for succeeding at the Sanity roll would have been 1D4, he or she loses 1 point.

Fumbling a Sanity roll means the Agent loses the most possible SAN. If the loss for failing the Sanity roll would have been 1D20, he or she loses 20 points.

Explore the Loss

When an Agent loses SAN, take a second to let them describe it. If the Agent loses a few points, how does that look to the people around him or her? Does the Agent jump or cry out in terror? Does the Agent stare in shock? Does the Agent back away involuntarily? If the Agent kills someone and loses no SAN, what does that say about the Agent?

What are the long-term effects of repeatedly losing SAN? What strong beliefs or motivations are eroding as an Agent's SAN falls? The game is more potent when you play out those details and let them shape your Agent.

OPINT: THE UNDEFINABLE NATURE OF SANITY

For greater suspense, each player can keep his or her Agent's current SAN secret from the other players (but not, of course, from the Handler). Knowing Mal has precisely 12 SAN feels very different from knowing that Mal "has never been the same since he saw that awful thing in the tunnels." Here are some other tips.

- △ **Keeping SAN Totally Secret:** Another approach is for the Handler to keep the current SAN of all Agents a secret *even from the Agents' own players*. You know your Agent has lost SAN, and you'll know when your Agent goes insane, but you won't know the point totals. That adds a welcome uncertainty to the game.
- △ **Work With Disintegrating Agents:** As Agents fall apart, the Handler should work with them before or after each game session to plot of path of their insanity. Is an

Agent progressively hiding more and more from fellow Agents? Has an Agent begun collecting dead animals in their old garage? Or planning to kill his wife and child? What shape does inevitable destruction take?

- ▲ **The Silent Line of No Return:** When other Agents aren't aware that an Agent has gone to SAN 0, the revelation can be all the more terrifying. Bring into your confidence the player whose Agent has fallen. The Agent is finished, of course, but you can let the player describe the downfall. Perhaps the Agent lures another Agent somewhere for a private, final revelation and reckoning, or buys a shotgun and heads downtown to "free all the people". Make the end memorable, and if you can, involve the other players in it.

Threats to SAN

The three major threats to SAN are Violence, Helplessness and the Unnatural.

These categories can overlap. Being tied up and tortured might trigger both Violence and Helplessness. It's up to the Handler to decide which aspects affects the Agent.

Violence

Killing other humans is inherently harmful to sanity. While wrestling and punching people is within biological norms, bludgeoning someone to death is not instinctive. The blasting noise and fire of modern violence overwhelm the human brain.

In combat, an Agent must make a SAN test for a trauma the first time it happens in that fight. Outside of combat, every individual incident triggers its own SAN loss.

Helplessness

The essential human impulse is to act. True inactivity is unwholesome to the human psyche.

Note that helplessness often makes violence worse, just like violence makes helplessness worse.

The Unnatural

Finally there's the unnatural, the inhuman things that haunt the edges of existence. The unnatural troubles us because it is wholly outside of human experience. It wounds a human's sense of connection to the world by causing huge gaps in understanding.

This is why the Unnatural skill limits maximum SAN. The more an Agent understands of man's actual position in the cosmos, the harder it is to navigate in the "real" world.

If an Agent faces the Unnatural and loses 0 SAN, it may mean the Agent has adapted to the reality of the Unnatural in some small way—or it may mean simple denial, refusing to admit the Unnatural experience was real. It's up to the player.

Helplessness // Loss

Being fired from one's job // 0/1

Nearly get a Bond hurt or killed // 0/1

Being informed of unexpected bankruptcy // 0/1

A friend suffers permanent harm or gains a disorder // 0/1

A Bond's score is reduced to 0 // 0/1D4

Sentenced to a prison term // 0/1D4

Waking paralyzed or blind // 0/1D4

Find a friend's remains // 0/1D4

A Bond suffers permanent harm or gains a disorder // 1/1D4

Flung into a pit of corpses // 0/1D4

See or hear a friend gruesomely killed // 0/1D6

Learn a Bond has been killed // 1/1D6

See or hear a Bond gruesomely killed // 1/1D8

Suffering Violence // Loss

Ambushed by gunfire // 0/1

Find a corpse or a mangled carcass // 0/1

Find mutilated corpse of infant or loved one // 0/1D4

Stabbed, strangled or shot // 0/1D4

Suffer a permanent injury // 0/1D6

Set on fire // 0/1D6

Reduced to 2 HP or fewer // 0/1D6

Tortured // 0/1D8

Inflicting Violence // Loss

Incapacitate or cripple an innocent // 0/1D4

Shove teammates' bodies into an incinerator to thwart an investigation // 0/1D4

Kill in defense of oneself or another* // 0/1D4

Kill a murderous enemy in cold blood* // 0/1D6

Torture a victim // 0/1D8

Accidentally kill an innocent // 0/1D8

Kill an innocent in cold blood, even for a very good reason* // 1/1D10

* For a failed roll, add 1 per victim beyond the first, up to the maximum possible roll: 4 for 1D4, 6 for 1D6, etc.

The Unnatural // Loss

Attempting Psychotherapy on a character who lost SAN to the Unnatural // 0/1

Witnessing an unnatural effect that's apparently benign // 0/1

Witnessing a violent unnatural effect // 0/1D6

Seeing a corpse walk // 0/1D6

Subjected to an overtly unnatural effect // 0/1D6

Suffering a violent unnatural assault // 1/1D8 or more

Insanity and Disorders

Agents who lose excessive SAN lose control of themselves, suffering insanity and mental disorders.

TEMPORARY INSANITY (page XX): An Agent who loses 5 or more points of SAN in a single roll suffers temporary insanity.

DISORDER (page XX): Every time an Agent's SAN is reduced to his or her Breaking Point (see DETAILED DESCRIPTION: DERIVED ATTRIBUTES on page XX), he or she gains a new disorder. Immediately reset the Agent's Breaking Point to the Agent's current SAN minus POW. Even if SAN rises back above the old Breaking Point, the disorder and the new Breaking Point remain.

PERMANENT INSANITY (page XX): If an Agent hits 0 SAN, he or she suffers permanent insanity and becomes the property of the Handler.

EXAMPLE: Yusuf Massim ("Agent Daryl") has a POW of 12. His starting SAN was 60, so his Breaking Point is $60 - 12 = 48$. Thanks to the hard experience in his background, he began play with 55 SAN. In the Temple of the New Light, he found his friend Agent Clara's corpse, killed four cultists in self defense in two shootouts and six in cold blood with a grenade.

The Handler said that finding his friend's remains cost Daryl 0/1D4 SAN. He succeeded at the Sanity roll, so he lost no points. After the shootout with three knife-wielding cultists, the Handler said he'd lose 0/1D4 SAN. Daryl's player succeeded at the Sanity roll and lost no points. After blowing up a roomful of cultists with a grenade, Daryl's SAN roll failed. The loss was 1D6 plus 1 per victim beyond the first, up to a maximum of 6. There were six victims so the failed roll cost Daryl 6 SAN. He went temporarily insane from the stress and trauma.

Then in the shootout with the guard, Daryl lost 1 SAN for standing up to suppressing fire. That brought his SAN down to 48, his Breaking Point. The Handler told the player to make a note that Daryl would soon develop a disorder. The player reset Daryl's Breaking Point to 36: the Agent's new SAN (48) minus his POW (12). In the same shooting, Daryl faced a 0/1 loss for being shot and a 0/1D4 loss for killing the guard in self-defense. Daryl failed the first Sanity roll and lost 1 SAN. Then he failed the other and rolled 4 on the 1D4. That brought him to 43.

When Daryl was ambushed by a half-glimpsed monstrosity a little while later, he faced a 1D4/1D10 SAN loss from the Unnatural. His Sanity roll failed, but with a lucky roll of 2 he lost only 2 SAN, bringing him to 41.

Finally, he went to 1 HP thanks to the disease he caught from the monstrosity. When Daryl awakens and realizes how close he came to death, he faces a 0/1D6 loss. His player fails the the roll and rolls 6 on 1D6, so Daryl loses 6 SAN. That means temporary insanity—and it brings him past the Breaking Point again. The player resets Daryl's Breaking Point to 24 and makes a note that he'll develop yet another disorder.

Temporary Insanity

In a moment of overwhelming stress—after losing 5 or more SAN in a single roll—an Agent loses self-control. We call it temporary insanity. For a short time the player cannot control the Agent's actions and you, the Handler, must take over their Agent. The Agent's primitive brain switches to pure panic, with one of three possible responses: Flee, Struggle, or Submit.

Handlers should work with the player to determine which stance the Agent takes. Each is more likely in some circumstances than others.

If the circumstances are calm, someone making a Psychotherapy roll can talk an Agent down from temporary insanity. Otherwise the Agent loses control until the insanity runs its course.

Flee

The Agent must move away from the SAN-affecting stimulus at top speed in any direction. The Agent must do this for a number of turns equal to his or her CON, whereupon the Agent falls to the ground exhausted (see EXHAUSTION on page X), or until your Agent feels "safe," whichever happens first. This is a common reaction against Unnatural and Violence SAN threats.

Struggle

This is lashing out randomly at the nearest threat, no matter how insurmountable it might be. Once this course is set upon, the Agent has no choice but to fight until he or she is killed, unconscious, or restrained. This is a common reaction against Helplessness and Violence SAN threats.

Submit

This is shutting down or passing out from shock. If conscious, the Agent is catatonic and paralyzed until the Handler decides he or she snaps out of it. When the Agent comes to, it's likely he or she has suppressed the trauma that caused his or her collapse.

Remembering details requires an INT×5 test and is terribly stressful. This is a common reaction against Unnatural and Helplessness SAN threats.

OPINT: INSANE INSIGHTS

Sometimes Agents who face massive psychological damage from unnatural trauma come away with strange insights. At the discretion of the Handler, if an Agent suffers temporary insanity due to an unnatural trauma, he or she might suddenly gain 1D6 points in the Unnatural skill. These points can present themselves in different ways.

- △ **I Understand!:** The insane insight offers an Unnatural bonus only when dealing with the entity or stimulus that caused the SAN loss. The Agent has gained some unique knowledge of that particular unnatural threat.
- △ **But Not Me!:** In addition to the +1D6 Unnatural points, the Agent's survival when exposed to the unnatural threat has granted a false sense of security. Somehow, the Agent feels particularly protected when facing that particular threat. Needless to say, that confidence is false.
- △ **I Must Learn More!:** The insight triggers a lust for more Unnatural knowledge. With every new exposure to the Unnatural, the Agent must spend 1D4 WP to resist the need to interact with it by activating, engaging with, or otherwise affecting the unnatural.

Disorders

An Agent whose SAN reaches the Breaking Point gains a disorder. When suffering from a disorder, the mind maladapts to mental trauma with long-term neuroses. A disorder is like a release valve for intolerable stress. Indulging in it helps an Agent cope. It's possible to suffer from multiple disorders at the same time.

Any disorder is negative in the long term, but some are worse than others. Consider an FBI agent whose exposure to violence leaves him obsessed with firearms, hoarding and carrying them even when it violates the law. His job just became more complicated.

Whatever the source of the disorder, it takes the form of an irrational adaptation to the trauma that produced it. It may manifest a few hours after the trauma, or it might take days, weeks, or months to appear. The player and the Handler negotiate the exact nature of the Agent's psychological trauma, so it makes sense. If an Agent saw his or her partner die in a fire, developing pyrophobia makes sense, while developing erotomania based on the feel of fur is ridiculously unlikely.

Acute Episodes

A disorder is a chronic, ongoing condition. It lurks under the surface, threatening to erupt when things get bad.

Any time an Agent loses SAN, and any time an Agent faces a trigger that pertains directly to his or her disorder, they must make a follow-up SAN roll. If that fails, the Agent's disorder takes over. If the Agent suffers from more than one, the Handler decides which comes to the fore. As long as the Agent is in the crisis or in the presence

of the trigger, he or she succumbs to the disorder's internal logic and must act accordingly.

Suffering an acute episode of a disorder often means an Agent can't take some actions (or can attempt them only with a penalty), or the Agent must take some actions. The Handler always decides the exact repercussions, and whether it happens immediately or builds gradually, in the aftermath of the trauma.

When an Agent is going through an episode, it is obvious to everyone that something is wrong. A Psychotherapy roll can diagnose the Agent's particular disorder.

Someone who makes a Psychotherapy roll can talk an Agent down despite the crisis or the presence of the trigger, reducing the impact of the disorder so the Agent can regain self-control. That takes a few minutes.

Sample Disorders From Violence

There are many adaptations the mind makes when exposed to intolerable gore, death, and torment. Here are the most typical.

Addiction

Addictions are a reliance on a harmful habit or substance to get one through the stress of life. However much stress and harm the addiction causes, a part of the Agent needs the relief it offers—even knowing that it might ruin relationships and even kill him or her in the end.

Addiction can be low-key and manageable. But when things go bad, the Agent will do irrational, unreasonable, self-destructive things to feed it. If he or she goes a day without feeding the addiction, the Agent suffers a –20% penalty to every test until he or she gives in to it.

Depression

Depression means total despair, a crushing inability to get anything done. It sometimes takes the shape of overwhelming guilt. It's caused by biological and psychological factors and is triggered by reminders of the mental trauma an Agent suffered or inflicted. During an acute episode, all skills are –20%.

Intermittent Explosive Disorder

The Agent suffers from episodes of sudden, uncontrollable fury. Every outburst is out of proportion to whatever real or perceived threat provoked it. The heart races, the body sweats, the head fills with rage, and nothing is safe. Sometimes attacking whatever is in front of the Agent is a relief from his or her inner turmoil. In an acute episode, an Agent explodes with irrational rage.

Ligyrophobia

Fear of loud noises. In modern conflicts, the roar of artillery, the rumble of armored vehicles, and the deafening din of explosions and gunshots are intense stimuli that provoke a phobic reaction. Loud noises trigger panic and overwhelming stress. In an acute episode, an Agent suffers the Flee or Submit response of temporary insanity. This used to be called shell shock.

Paranoia

A state of extreme suspicion, in which a fear of invisible enemies pervades one's world-view. Paranoiacs interpret any event as a clue to a conspiracy against them. Unless an Agent finds a way to stifle his or her paranoia, he or she can't trust or rely on anyone.

PTSD

Post-traumatic stress disorder is a psychiatric disorder that occurs following life-threatening events. Some people shake off such horrors, while others have stress reactions. Victims of PTSD relive the experience through nightmares and flashbacks, have difficulty sleeping, are subject to depression, and can be overcome by anxiety when presented with a similar situation.

In an acute episode, the Agent reacts violently to threats only you perceive, or you sink into a depression and suffer -20% to all skills.

Sleep Disorder

Every time the Agent tries to sleep, make a SAN test. If it fails, the Agent wakes repeatedly in terror and loses the possibility of resting or regaining any Willpower Points for 24 hours. (See EXHAUSTION on page XX for the details.)

Totemic Compulsion

Totemic compulsion causes an Agent to fixate on an object present during the trauma and credit it with his or her "salvation." This is often a weapon or a piece of protective gear. Abandoning the totemic item, giving it to someone else, or letting it be destroyed—these are all anathema to the Agent. If it's destroyed, the Agent is useless and can succeed at no skills until the Handler decides you've fixated on a new totem.

Sample Disorders From Helplessness

Issues arising from hopelessness, confinement, or inability to change an intolerable situation revolve around control or perception. They give rise to adaptations that attempt to compensate. These are typical.

Addiction

See the description on page XX.

Anxiety Disorder

The Agent is often seized by uncontrollable worry which manifests in fatigue, restlessness, headaches, sleeplessness, and savage panic attacks. In an acute episode, all skills are at -20%.

Conversion Disorder

Choose one form of this disorder: blindness, deafness, or paralysis. Whenever an Agent fails a SAN test, the disorder strikes and leaves the Agent blind, deaf, or paralyzed with numbness and tremors until the source of stress goes away.

Dissociative Identity Disorder

Most of the time, the Agent seems fine, but in an acute episode—when under extreme stress—he or she takes on an alternate identity with its own personality and memories. The longer the Agent suffers this disorder, the more alternate identities may surface. The Handler decides when and whether the player keeps control of their Agent's behavior.

Depression

See the description on page XX.

Enclosure-Related Phobia

Both agoraphobia (fear of open spaces) and claustrophobia (fear of enclosed spaces) are frequent reactions to helplessness. The first arises because the open area is too big to control, the second because the enclosure is too small to escape. In an acute episode, an Agent suffers the Flee or Submit response of temporary insanity.

Obsession

The Agent becomes fixated on some person, place, event, act, or idea. In an acute episode, any long-term action or skill use—anything taking more than a day or two—is at -20% because an Agent's mind is so often wrapped around its obsession.

Obsessive/Compulsive Disorder

If the only thing an agent can control in prison is the arrangement of your personal effects on a windowsill, that agent is likely to become very, very focused on them. Being unable to control on the elements the Agent has deemed important (which can be nearly anything) triggers anxiety, which incurs a -20% penalty to every test until the Agent brings things into order or someone talks him or her down with Psychotherapy.

Sample Disorders From the Unnatural

Unnatural horrors present a dangerous concept: the unknowable. How does the mind—an organ designed to figure things out—handle something that can never be understood? Not well. Here are typical responses.

Amnesia

This is the most common disorder to result from an encounter with the unnatural. The brain cannot process the event. Everything surrounding the episode is blank unless the Agent finds a way to bring it back.

Depersonalization Disorder

The Agent suffers periods of detachment from himself or herself, feeling helplessly disconnected from his or her own body, thoughts, and emotions. It's like seeing it all happen to someone else. All tests are at -20%.

Depression

See the description on page XX.

Dissociative Identity Disorder

See the description on page XX.

Fugues

The Agent may shut down into catatonia or wander off in an unconnected daze. It often manifests in the face of emotional or personal complications.

Megalomania

What does it mean to look upon the face of a dead god and live? Some see themselves as messiah figures. Others realize this elevated perspective exempts them from ordinary morality. When this disorder is triggered, it makes the Agent impossible to interact with; all uses of CHA, Bureaucracy, Disguise, Persuade, and Psychotherapy fail, as every doubt about the Agent's superiority fills him or her with indignation.

Paranoia

See the description on page XX.

Sleep Disorder

See the description on page XX.

Psychoactive Sedatives

Taking a benzodiazepine like diazepam or clonazepam gives an Agent a +20% bonus to resist an acute episode of a disorder at the cost of a –20% penalty to everything else. Using such drugs frequently makes addiction to them a likely result of the Agent's next disorder. If that happens, the drugs no longer confer any bonus to reduce acute episodes of a disorder, but still inflict the penalty.

Heavy drinking or marijuana gives an Agent a +10% bonus to resist an acute episode at the same –20% penalty to other actions. Alcohol runs the same risk of addiction as benzos. Marijuana carries legal and career risks for many Agents.

Prescription SSRI drugs like paroxetine, fluoxetine, and sertraline are likely a part of ongoing treatment for depression or anxiety disorders. Describe that if the Agent seeks therapy. They don't otherwise have an impact on play.

Permanent Insanity

An Agent who drops to 0 SAN is effectively "lost." Just as being reduced to 0 Hit Points permanently removes an Agent from player control through physical death, being reduced to 0 SAN permanently removes the Agent from player control through insanity. Agents at 0 SAN have embraced a world of violence, helplessness, and death. No therapy or treatment will ever bring them back.

It remains up to the Handler to determine when the Agent is "removed" from play. Sometimes it is instant; after the SAN loss, the Agent collapses weeping and refuses to re-engage with reality. Sometimes it's more subtle. Many dangerous psychopaths get by for months or years without detection. A player who enjoys this kind of challenge may work in tandem with the Handler to keep playing a character with 0 SAN as if things

were normal. If you keep all SAN totals secret (see OPINT: KEEP SAN SECRET on page XX), this should not be difficult.

Usually, a character who reaches 0 SAN is either Catatonic, Manic, or Psychopathic.

Catatonia

Catatonia is complete separation. The Agent's mind refuses to engage with the world that injured it. The Agent no longer speaks, or eats (without prompting), or looks after him or herself; the Agent stares into space in a trance. Some catatonics go so deep they no longer react to physical pain. Others rise in and out of consciousness.

Delusions

The Agent is raving, incapable of holding a conversation that does not stray into insanity. The Agent is absolutely certain of the truth of his or her delusions and acts and responds as though they are completely real, even if that means violence. Nothing can dissuade the Agent of their reality.

Psychopathy

This goes beyond ordinary sociopathy. At 0 SAN, empathy has been burned out of the Agent. The feelings and needs of others cannot touch him or her. People are mere objects for his or her amusement or use. The Agent sometimes engages in appallingly merciless actions for gratification. Some psychopaths with 0 SAN appear fine; they are no longer emotionally functional or concerned with people on a human scale, but they keep a simulated veneer of civility. Many serial killers have been classified as functional psychopaths.

Resisting Insanity

It's possible to resist SAN loss and insanity through adaptation and the strength of Bonds. But suffering a trauma always comes with a cost.

Adapting to SAN Loss

People can become hardened to traumatic stimuli. What sends one Agent fleeing may seem mundane to an individual who has survived it often enough. Adaptation to Violence or to Helplessness means you always succeed at a Sanity roll for that type of trauma.

Adaptation to Violence or adaptation to Helplessness occurs after an Agent has lost SAN from that kind of trauma three times in a row without going temporarily insane from it or hitting the Breaking Point. The character sheet has spaces to mark an Agent's progress toward adaptation. Each time Violence or Helplessness reduces the Agent's SAN by 1 or more, the player should mark a box on the character sheet to keep track of it. If an Agent suffers insanity from Violence before all three boxes are marked, erase all the "Violence" boxes and start again. If an Agent suffers insanity from Helplessness before all three boxes are marked, erase all the "Helplessness" boxes and start again. If a player fills in all three boxes for Violence or all three for Helplessness, their Agent becomes adapted to it.

ADAPTING TO VIOLENCE: Unfortunately, being adapted to Violence means an Agent's empathy suffers. He or she permanently loses 1D6 CHA and the same amount from each Bond.

ADAPTING TO HELPLESSNESS: Being adapted to Helplessness means the Agent's personal drive suffers. As soon as the Agent becomes adapted to Helplessness, he or she permanently loses 1D6 POW (to a minimum of 3 POW).

ADAPTING TO THE UNNATURAL: There is no adapting to the unnatural. Things that exist beyond human comprehension are beyond "getting used to." Every new encounter is a fresh shock. The only way to "adapt" to the Unnatural is to reach 0 SAN, whereupon the horrors make perfect sense and no longer inflict mental damage.

***EXAMPLE:** In the Temple of the New Light, Agent Daryl lost 6 SAN from blowing up a room full of cultists. That sent him temporarily insane. Then he lost 1 SAN for standing up to suppressing fire and 4 for killing a guard in self-defense. That's two sources of SAN loss from violence in a row—but at that point he gained a new disorder. The countdown to adaptation reset to three.*

Projecting Onto a Bond

When an Agent loses SAN, the player may choose to spend WP to reduce the loss. The amount is always 1D4: roll the die and reduce your WP by that much.

If the Agent still has at least 1 WP, reduce the SAN loss by the amount of WP spent—the amount rolled—to a minimum of zero. Now reduce a Bond's score by the same amount.

The next time the Agent interacts with the subject of the Bond, decide what shape the projection takes. Does the Agent grow hostile and angry, irrationally blaming his or her loved one for imagined wrongs? Does the Agent abandon the loved one in favor of relationships with less importance and meaning? The stresses faced by Delta Green Agents often wreck the families and friendships that give them strength.

***EXAMPLE:** After nearly dying, Agent Daryl loses 5 SAN, which will bring him past his Breaking Point. Desperate to stave off temporary insanity, he projects some of that loss onto his 8-point Bond with his young son. He rolls 1D4 and it comes up 3. He subtracts 3 from the SAN loss, losing only 2 SAN. But he must reduce the Bond by 3. The player decides this will manifest as distance growing between them as Daryl struggles to cope with his trauma.*

Repressing Insanity

Sometimes it's easier to cope with mental trauma if an Agent pulls strength and motivation from the relationships that give life meaning. An Agent may attempt to repress the blind panic of temporary insanity or an acute episode of a disorder by spending Willpower Points. The amount is always 1D4: roll the die and reduce your WP by that much.

If the Agent still has at least 1 WP after spending the 1D4, describe how a Bond might help your Agent keep it together and reduce the Bond by that much. Now the

Agent attempts a Sanity roll. If it succeeds, the Agent suppresses the insanity or disorder and behaves normally.

Either way, make a note to describe later how the Bond has strained because the Agent has taken so much support from it.

EXAMPLE: *Agent Daryl gained a disorder and the Handler decided it's alcoholism. A contact insists on meeting at a bar. The Handler reminds Agent Daryl's player that a nice, soothing Scotch (or five) would smooth things out: being exposed to the object of his addiction may trigger an acute episode of Daryl's disorder. Daryl fails a Sanity test and the disorder starts to take over. That could be a disaster, so he attempts to repress the episode. Daryl has a Bond with his fiancée with a score of 7. He focuses on the promise he made his fiancée to quit drinking. His player spends 1D4 Willpower Points and rolls a 1, so Daryl loses 1 WP. He loses 1 point from the Bond, bringing it to 6. That lets the player roll another SAN test. If it succeeds, Daryl stifles his urge to drink after all. If it fails, his alcoholism kicks in. What shape the damage to the Bond takes is up to Daryl's player. Player and Handler will explore the repercussions later. It might mean a humiliating drunken phone call where she realizes he's off the wagon again.*

Recovery

There are only a few ways to restore mental health.

Therapy or Home Life

After the mission an Agent can attempt to recuperate with professional help or by focusing on his or her Bonds; the things that give the Agent strength (see HOME on page XX).

Destroying the Unnatural

The Unnatural in Delta Green represents such an affront to the human mind that gaining any control over it is a sort of victory. At the Handler's discretion, any destruction of the unnatural by an Agent can restore hope—and in the process, SAN.

Destroying an unnatural creature or an object known to contain otherworldly power restores an amount of SAN equivalent to the lowest amount that could be lost for encountering it.

If the SAN loss is 1/1D6, for example, destroying it restores 1 SAN. If the SAN loss is 1D6/1D20, an Agent gains 1D6 SAN for destroying it.

This can mean an Agent gains more SAN from overcoming the threat than he or she actually lost from facing it. But it can never bring SAN higher than its maximum possible score: 99 minus the Agent's rating in the Unnatural skill.

Each Agent who was directly involved in putting the threat down gains this SAN.

EXAMPLE: *Remember when Agent Daryl was ambushed by the monstrosity in the Temple of the New Light? He's still drinking to forget it. After he scrambled away from its claws, Daryl had one chance to drop a grenade into the hole where the monstrosity lurked. He didn't have much hope, with an Athletics skill of only 30%. But he rolled 01! The creature exploded in a spray of glowing, blue-green chunks. The SAN loss for*

facing the creature was 1D4/1D10. Daryl, laughing and screaming, regained 1D4 SAN. The player rolled 3, so Daryl's SAN rose by 3 points.

Home

Delta Green features occasional scenes that focus on Agents' everyday lives. These short vignettes should last no more than a few minutes. Typically, they occur between missions, but the Handler always decides when and whether one is appropriate. These vignettes are a chance to explore the most important things in an Agent's life—and to see whether those things are deteriorating thanks to Delta Green.

What Changed

In a home vignette, take stock of what changed for an Agent in the last operation.

BONDS DAMAGED OR BROKEN: Describe how each relationship has deteriorated.

PERMANENT INJURIES: Describe what they look like.

DISORDERS GAINED: Did the Agent hit the Breaking Point during the operation? Now's the time for the Handler to decide what disorder the Agent gains.

WORK: If an Agent misused his or her contacts, authority, or resources from his or her day job, describe how actions during the operation may have impacted the Agent's career. See GETTING FIRED on page XX.

PROSECUTION: Did the Agent get arrested? See PROSECUTION on page XX and describe the details.

Personal Pursuits

For the vignette, the player chooses one of the following pursuits. Describe how the Agent is pursuing it, and roll the appropriate stat, skill, or SAN test to resolve it.

Some pursuits damage non-Delta Green Bonds. This does not apply if an Agent has no Bonds outside of Delta Green.

Choose from these pursuits:

Fulfill Responsibilities

If the Agent focuses on day-to-day obligations and relationships, describe something the Agent is doing at work or at home to support one Bond other than a Bond for Delta Green. Roll a SAN test. Success improves the Bond by 1D6 (up to the Agent's CHA); a critical success also adds 1 SAN (up to your POW×5). A fumble means some disastrous conflict—probably related to the Agent's involvement with Delta Green—reduces the Bond by 1D4 and their SAN by 1. Describe how the relationship has improved because of the Agent's efforts or worsened despite them.

Back to Nature

The Agent can spend time in seclusion, minimizing stress, distractions, and obligations. This isn't a vacation with the family; it's extended time alone, or mostly alone, in an environment that's physically active but places few other demands on the Agent. This reduces one Bond (other than a Bond for Delta Green) by 1 as the Agent lets other responsibilities lapse. Roll a SAN test. Success adds 1D4 SAN, or 4 for a critical (up to the Agent's POW×5). A fumble costs 1D4 SAN.

Establish a New Bond

The Agent attempts to create a new Bond with a character or group. This is not done lightly. It means this new character or group is developing into an essential, important part of an Agent's life. Attempt a CHA×5 test. Success establishes a new Bond with a score equal to half the Agent's CHA (round up). Unfortunately, devoting so much attention to the new Bond reduces the value of one other Bond (other than a Bond for Delta Green) by 1D4 points.

Go to Therapy

Therapy is a systematic deconstruction of mental trauma. It is an ongoing process requiring honesty and commitment. The Agent must decide whether to truthfully tell the therapist what caused the SAN loss.

If the Agent tells the truth, there are risks. If the SAN loss came from confronting the unnatural, the therapist attempts to treat the Agent for schizophrenia. Or if the therapist believes the Agent, he or she may lose SAN from the Agent's stories. If the Agent described unnatural events and the therapist thinks they're delusions, the roll is at a -20% penalty. If it fumbles, the Agent loses 1 SAN. If it succeeds, the Agent regains 1D6 SAN (or 6 with a critical success), up to his or her POW×5.

If the Agent shares tales of terrible, illegal violence and it sounds like further violence is imminent, the therapist may report it to the authorities. Whether that happens is entirely up to the Handler.

If the Agent doesn't tell the therapist the truth, healing is limited. Make a Luck Roll. If it fumbles, the Agent loses 1 SAN. If it succeeds, the Agent regains 1D4 SAN (or 4 for a critical success), up to his or her POW×5.

If the Agent suffers from a disorder, a critical success with the therapy's Luck roll cures it (whether the Agent told the truth or not). The Agent also develops a Bond with the therapist equal to half your Agent's CHA (or add 1D4 to it if the Agent already has that Bond), and loses 1D4 from one other Bond of the player's choice. Write a note saying, "cured" next to the disorder on the character sheet—but do not erase it. The next time that Agent gains a disorder, the player must roll another SAN test. If that fails, the "cured" disorder returns in full force alongside the new one.

The Handler may substitute the therapist's Psychotherapy skill for the therapy's Luck Roll.

Going to therapy reduces one Bond (other than a Bond for Delta Green) by 1 as the Agent lets other responsibilities lapse.

Improve a Skill or Stat

By training or studying extensively, an Agent can try to boost a skill or a stat. This reduces one Bond (other than a Bond for Delta Green) by 1 as the Agent lets other responsibilities lapse. The player should describe what the Agent is doing to improve the stat or skill: taking night classes for INT or a skill, lifting weights for STR, meditating to strengthen self-discipline for POW, socializing or taking leadership courses for CHA, going to physical therapy to regain stat points permanently lost from an injury, etc. The Agent must attempt a test of the stat $\times 5$ or the skill. If the test *fails*, the Agent has improved. The Agent adds 1D10 percentage points to the skill (to a maximum of 99%) or one point to the stat (to a maximum of 18).

Personal Motivation

The Agent indulges in the things that he or she finds meaningful (see OTHER MOTIVATIONS on page XX). This reduces one Bond (other than a Bond for Delta Green) by 1 as the Agent lets other responsibilities lapse. The Agent must roll a SAN test. Success adds 1 SAN, or 1D4 for a critical (up to the Agent's POW $\times 5$). A fumble costs 1 SAN.

Special Training

The Agent can study and practice to gain special training (see page XX). This reduces one Bond (other than a Bond for Delta Green) by 1 as the Agent lets other responsibilities lapse.

Stay On the Case

The Agent can spend nights and weekends poring over an old operation's evidence and case files. This reduces one Bond (other than a Bond for Delta Green) by 1 as the Agent lets other responsibilities lapse. The Handler secretly rolls Criminology or Occult for the Agent. Success means the Agent uncovers some pertinent clue of the Handler's devising, an especially valuable one with a critical. Failure means the Agent finds nothing. A fumble means the Agent thinks they have found a valuable clue but it will turn out to be dangerously wrong. Either way, the Agent gains 1D6–3 SAN in coming to terms with what happened—or in obsessing over it self-destructively if the roll means a loss of SAN.

Study the Unnatural

The Agent can spend the vignette studying a forbidden tome, a decrypted flash drive full of shocking data, case reports from a prior Delta Green op, or some other source of unnatural knowledge. This raises the Agent's Unnatural skill. The Handler describes the results of the study. The player must choose one Bond which loses 1D4 points as the Agent spends more and more time on awful things.

EXAMPLE: *Between operations, Agent Daryl goes to therapy to try to recover SAN. The player says Daryl lies to the therapist about the trauma for the sake of operational security, knowing that will reduce the amount of SAN Daryl can regain. The player succeeds at the SAN test and recovers 1 SAN. But focusing so much on therapy lets other responsibilities lapse, and that damages one of his non-Delta Green Bonds. The*

player says it affects Agent Daryl's Bond with his fiancée. The Handler suggests that maybe Daryl's fiancée is fed up with signs that he's been drinking again while away on missions, and all the time he's spending in therapy isn't making things better between them. The player says that sounds about right, and makes a note of it. Agent Daryl's Bond with his fiancée drops by a point.

Getting Fired

Delta Green often requires Agents to leave their jobs behind at short notice, to flash their badges under flimsy pretexts, to misuse agency funds, and to return to work injured or shaken from PTSD. Describe that kind of blowback in a "Home" vignette between operations.

If an Agent has pushed his or her luck once too often, the Handler might say the Agent's job is on the line. It might require a CHA test to get back into a supervisor's good graces. If things have really gone wrong and it looks like there's little hope, it might need a Persuade or Bureaucracy test to suffer a mere suspension or disciplinary action. If the CHA or skill test fails, the Agent gets fired.

Getting fired costs 0/1 SAN from Helplessness. The player must make a CHA test for each Bond (including Delta Green Bonds) or lose 1D4 points from it. The test is at -20% if the Bond is a colleague from the job.

Getting fired from a day job doesn't have much impact on being in Delta Green. Your Agent may have less access to official resources, but will still get the call and be expected to join the next operation. The mission is everything.

Prosecution

Delta Green Agents routinely violate major laws. Sometimes they get caught, and sometimes Delta Green can't cover it up.

If an Agent is prosecuted for crimes, the result is determined in a between-missions "Home" vignette. An ambitious Handler might have other Agents brought in as witnesses and play out a few minutes of questioning.

The player must make a Luck roll. If the Handler thinks the case against their Agent is especially strong, the roll is at a -20% penalty. If the case is especially weak, or if the Handler decides Delta Green is quietly pulling strings on the Agent's behalf, it's at a +20% bonus.

Before making the Luck roll, the player can attempt a Law roll to work the system. Success adds a +20% bonus, or +40% with a critical; failure backfires and incurs a -20% penalty, or -40% with a fumble.

If the Luck roll succeeds, that Agent is acquitted or the case is dropped. But the stress of it can be terrible. The player must make a CHA test for each Bond (including Delta Green Bonds) or lose 1D4 points from it.

If the Luck roll fails, the Agent is convicted at trial or must admit guilt in a plea bargain. The Agent automatically loses his or her job and loses 0/1D4 SAN from Helplessness. And the player must make a CHA test for each Bond, including Delta Green Bonds. Success means the Bond drops by one point. Failure means it drops by 1D6. Whether the Agent winds up in prison, on probation, and/or hit with catastrophic fines is up to the Handler.

Equipment & Vehicles

Man is a tool-using animal. There is a huge selection of gear available to Agents, and while not all is useful in Delta Green operations, much will still be employed simply because humans tend to fall back on the tools that they have at hand.

Expense Categories

These rules don't track every dollar in an Agent's pocket. In fact, most day-to-day expenses don't get tracked at all. But if an Agent wants an expensive piece of equipment or especially difficult assistance, that may require the bureaucratic footwork of official requisition, or else risk money the Agent can't afford.

This system breaks each item down by cost—or the bureaucratic difficulty of getting it—into a few broad categories. If an item's expense category isn't obvious, the Handler decides.

Incidental Expense (Up to \$150)

Most day-to-day transactions don't need tracking at all. A meal, a taxi across town, a rental car for a few days, firearm ammunition, shovels and tarps, a burner phone—any Delta Green Agent can handle those costs. Whether it's the Agent's personal money, cash socked away from an earlier operation, or an official expense account is up to the player and the Handler. Assume the Agent has it and move on.

Standard Expense (\$200 to \$800)

These substantial expenses might prove challenging: a pistol or rifle, a same-day plane ticket to a major hub, multiple days' worth of a car rental, or a week at a modest hotel or a short-term apartment.

Unusual Expense (\$1,000 to \$5,000)

Most Agents can't afford to make Unusual purchases out of their own pockets without trouble. This includes anything that costs up to a few thousand dollars: a good-condition rifle with starlight scope, a working but ugly car bought with cash, a powerful computer, a same day ticket to an out-of-the-way location, a week at a fine hotel, a forged passport from a developing nation.

Major Expense (\$6,000 to \$30,000)

A big-ticket item such as a heavy weapon, a professional-level forgery, or a new vehicle is an option only in a high-priority mission or for very wealthy Agents. This is also the level of expense for exceptional or rare items like a stay in a private villa for a week, or access to an exclusive charity event.

Extreme Expense (\$36,000 and Higher)

Beyond that are levels of spending only open to the truly wealthy—highly unlikely for an Agent—and to black budgets with astonishingly little oversight. The availability of anything this expensive is entirely up to the Handler.

Operational Gear

When an operation begins, the Agents usually have a supply of gear. Unless the Handler says otherwise, you don't need to specify precisely what they have. Just assume that they have a few heavy duffel bags and footlockers packed with useful equipment.

Eventually the question comes up: Do they have a particular item? That's when the Handler decides. Players can make the case for having an item, but the Handler makes the call.

Do They Have It?

Common sense and a little research on the Internet usually make it obvious whether the Agents have the item that they want or can easily get it. The Handler can just say, "yes" or "no" and that's it.

Consider the Operation

First, look at the nature of the cover operation, if there is one. Having a set of HAZMAT suits in the kit is more likely when investigating an environmental crime than investigating a violent or white-collar crime.

Consider the Agents

Next, look at the skills and backgrounds of the Agents. An Agent with high Heavy Weapons skill and a history of buying explosives on the black market is more likely to have secured a grenade launcher than an accountant or an EPA analyst. An Agent coming from a law enforcement agency is more likely to have personal restraints or a tactical vest than a diplomat from the State Department.

Consider the Item

Finally, look at the item itself. Is it unusually expensive or restricted? If the Agents don't have deep official funding and don't have a large source of unofficial funds, a Major-expense or Extreme-expense item is unlikely. If an item is clearly inappropriate for the Agents' kit, they don't have it even if it's Incidental.

If It's Not Obvious, Roll

If it's not obvious, then one of the Agents can roll an INT×5 test or Luck roll to have obtained the item before the operation began. A Major-expense item incurs a –20% penalty; an Extreme item incurs a –40% penalty. The Agent who makes the test is either the one who wants it or the one whose skills and background best match the piece of equipment, whichever makes sense to the Handler.

Limits

Unless the Handler says the operation is exceptionally well-funded, Agents typically start with no more than one or two Unusual-expense items each, no more than one or two Major-expense items between them, and no Extreme-expense items at all.

Obtaining Gear During the Operation

Agents can get more gear or aid during an operation. There are three typical ways:

- » Asking for it in an official requisition (see OFFICIAL REQUISITION on page XX).
- » Paying for it with their own funds (see SPENDING YOUR OWN MONEY on page XX).
- » Or paying for it with a secret stash of illicit money (see USING ILLICIT CASH on page XX).

Tools of the Trade

What standard-issue equipment can a Delta Green Agent be expected to carry? Here are a few examples.

FEDERAL AGENT: Agency badge and identification card, medium pistol in a belt holster, two spare magazines in a belt pouch, tactical light, handcuffs in a belt pouch, Kevlar vest, windbreaker jacket printed with the name of the agency, encrypted smartphone, police-band radio with earpiece and throat microphone, small evidence-collection kit. Maybe a light pistol in an ankle or small-of-the-back holster for backup. Additional equipment usually carried in the agency car includes a light carbine with holographic sight and two spare magazines, or a pump-action shotgun with 40 spare rounds in boxes (half of them slugs), tactical body armor, Kevlar helmet, encrypted laptop with access to agency networks, first aid kit, and a portable fire extinguisher.

SWAT TEAM: Agency badge and identification card, assault rifle or carbine with laser sight and underslung flashlight, six spare magazines in a chest rig, semi-automatic shotgun with six spare shells in a receiver mount, medium pistol, two spare magazines in a chest rig, tactical knife, flash-bang and tear-gas grenades, CED pistol, pepper spray canister, battering ram, Halligan forcible-entry tool, ballistic shield, tactical radio, earpiece, throat microphone, flexible cuffs, tactical body armor, vest with agency identification, knee and elbow pads, gloves, helmet, fire-retardant balaclava, tinted goggles, assault webbing for magazines and grenades, hydration system (such as a camelback), binoculars, high-power flashlight, and rappelling harnesses and equipment.

SPECIAL OPERATOR: Dog tags, assault carbine with holographic sight, targeting laser and sound suppressor, six spare magazines in a chest rig, medium pistol in a holster, two spare magazines in a chest rig, two fragmentation hand grenades, two smoke grenades, two “flash-bang” stun grenades, combat knife, flexible cuffs, tactical body armor, Kevlar helmet, tactical light, goggles or sunglasses, night vision goggles, military-band radio with earpiece and throat microphone, multi-tool, compass, field dressing, and GPS.

POLICE OFFICER: Badge and identification card, reinforced Kevlar vest, duty belt, medium pistol with two spare magazines in a belt pouch, pepper spray and/or CED pistol, collapsible baton, folding knife, hand cuffs with cuff key, flashlight, handheld

radio, pen, and pocket notebook. Some departments require officers to wear body cameras and audio recorders. Many officers carry a light backup pistol in an ankle or under-shirt holster, extra pistol magazines, leather gloves, multi-tool, hemostatic gel, and emergency bandages or self-applying tourniquet. A patrol car usually carries a police radio, a rack with a carbine with holographic sight or a shotgun, boxes of spare ammunition, riot helmet and riot baton, spike strips, flares, reflective vest to wear in traffic, evidence bags, traffic cones, blood-borne pathogen kit, fire extinguisher, mounted laptop computer, driver's-license scanner, a stuffed animal or blanket to comfort a child, towels, crowbar, various tools and bad-weather gear, clipboard, forms and paperwork, map books and reference books (drug identification, HAZMAT codes, terrorism response), bottled water, energy bars, and antibacterial gel.

A TYPICAL COP'S GO-BAG: First aid kit, self-applying tourniquet, hemostatic gel, clothes, boxes of ammunition, extra pistol and/or carbine magazines, flashlight, folding knife, basic tools, doorstops, chalk, bottled water, energy bars, batteries, sunscreen, and antibacterial gel.

Official Requisition

Many Delta Green operations take place under the cover of official, on-the-books government investigations. (See TRADECRAFT on page XX for guidelines on setting one up.) That allows for requisitioning equipment during an operation. Requisition requires a Bureaucracy roll unless the Handler says it's obvious that the Agents can or cannot get what they want.

It can be risky. An official investigation means oversight and a paper trail. In the best-case scenario, the cover investigation itself is highly classified, and its details and funding sources are beyond the reach of ordinary auditors. But whether that's the case is always up to the Handler. Oversight can lead to questions the Agents don't want to answer.

Requisitioned equipment is on loan to the Agent. It must be returned at the end of the operation.

Operational Priority

The higher the priority of the cover investigation, the more equipment the team can obtain. If the Handler thinks a roll is required, obtaining gear requires the Bureaucracy skill, or Military Science for military requisition. A Major-expense item incurs a -20% penalty; an Extreme item incurs a -40% penalty. An Incidental item doesn't require a roll unless the Handler says so.

LOW PRIORITY: Low-priority operations do not include time-sensitive goals and do not involve loss of life or immediate danger. They involve things like the disappearance of a (non-famous) person, the destruction of high-value material, or following up on leads for another investigation. Low-priority requisition rolls are at -20%.

NORMAL PRIORITY: Normal-priority operations involve pressing issues where a team must react within hours or days. Examples include a case involving a murder, multiple

deaths, or a manhunt; a case involving credible threats to national security, such as reacting to a terrorist threat or threat to physical security or infrastructure; or preparing for a natural disaster.

HIGH PRIORITY: High-priority operations are urgent and require the team to deploy quickly. They involve high-profile death or the imminent threat of high-profile death: hostage rescues, terrorist attacks, emergency response to natural disasters, and manhunts for deadly criminals. High-priority operations come with a great deal of media attention and scrutiny from high in the government. That makes secrecy and cover-ups extraordinarily unlikely. High-priority requisition rolls are at +20%.

Complications

Requisitioning items often means delay and risk.

ACCESS: An Agent needs a good reason to access classified, rare, or dangerous materials and support—and the Agent needs to occupy a position where asking for it is reasonable. The request is very likely to trigger official review. Location is also key. Whatever the player rolls, the military are unlikely to launch a drone-borne Hellfire missile attack on U.S. soil. That request on the front lines in Afghanistan may be more feasible.

TIMING AND RISK: Standard-expense assets are usually available within a day or two. Unusual-expense assets require more paperwork and take a few days to arrive. An Agent can attempt to speed up delivery by badgering officials, so a Standard-expense item takes only a few hours or an Unusual-expense item takes only one or two days. Badgering officials to speed up delivery requires a CHAx5 test to avoid drawing official review. Requesting restricted or classified items always draws official review.

Major-expense assets usually take at least two weeks. Requests for them always prompt official review. Delivery may be reduced to a few days for an urgent need in a high-priority operation.

Extreme-expense assets usually take weeks or months to deliver. The request always prompts review, possibly a formal inquiry by agency lawyers and security personnel. When the media are involved or senior officials believe national security is threatened, delivery time may be reduced to a few days.

High-priority operations often trigger official review even without expensive requisitions. The more attention the Agents draw and the more evidence of crimes they leave behind, the more likely and more severe it will be. The details are up to the Handler.

OFFICIAL REVIEW: Official review typically takes place after the operation, perhaps during a Home scene before the next operation begins (see HOME on page XX). The details are up to the Handler based on how the Agent responds. Smoothing things over typically calls for a test of Accounting, Bureaucracy, Law, Military Science, or Persuade—or Criminology if the Agent must cover up egregious actions. Since the Agent has time to prepare and work connections, the test is a +20% bonus, or +40% if circumstances are especially in the Agent's favor. But if circumstances are especially

damning, the test is unmodified or may even suffer a penalty. Failing the test means the Agent is found to have misused or wrongfully requested the asset.

An Agent who misused or wrongfully requested a Standard-expense or Unusual-expense asset faces mild disciplinary action such as an official reprimand.

An Agent who misused or wrongfully requested a Major-expense asset faces severe disciplinary action, including unpaid leave, fines, and/or transfer to a position of lesser importance.

An Agent who misused or wrongfully requested an Extreme-expense asset faces firing and criminal prosecution (see GETTING FIRED and PROSECUTION on page XX).

An Agent who comes under review due to trouble in a high-priority operation risks anything from reprimand to prosecution, depending on the circumstances.

Avoiding Scrutiny

Sometimes, Delta Green Agents must co-opt and misuse their employers' resources and authority. Acquiring funds, vehicles, or manpower usually requires a request to the home office and approval from supervisors and budget specialists. That requires the Agent to be working under the organization's official mandate or to establish a convincing pretext, either of which may require the Law skill or Military Science. If the Agent lacks enough skill or has put in one request too many, not only will the request be denied but the Agent may also come under investigation. Dodging those inquiries might require Law and/or Bureaucracy rolls.

SUPERVISORY AGENTS: An Agent in a supervisory or budgetary position often can rely on reputation and personal relationships at headquarters to smooth over strange requests. That typically means a +20% bonus to Accounting, Law, Bureaucracy or Military Science for requisitions and cover-ups. A supervisory agent is more likely to manage and assist a team from behind the scenes than to work as a field operative.

LOCAL SUPPORT: An Agent may leverage his or her agency's name and influence to get help from local authorities as part of a cover investigation. This usually means a simple CHA test. There are two key risks. First and most important, bringing local officers in on the fringes of a Delta Green operation means exposing them to the very dangers that Delta Green struggles to contain. Second, after too many requests, the local authorities are likely to seek official justification from the Agent's office. That may result in unwanted inquiries from headquarters.

Covering the Trail

Requisitioning assets leaves a record of an Agent's activities: what the Agent requested, the reason, where the Agent took possession, and when the Agent returned it.

Sometimes those records are classified. But a determined investigator, given time, may be able to obtain the records through cooperation with the local inspector general, FOIA requests, or bribery.

If simply classifying the acquisition isn't secret enough, an Agent can attempt to obscure the trail by falsifying data or changing records. That requires an Accounting roll. If it fumbles, the Agent gets caught trying to change the records. The repercussions are

up to the Handler. It could cost the Agent's job or land him or her in jail (see GETTING FIRED and PROSECUTION on page XX).

Calling In a Favor

Instead of putting in the requisition form personally, the Agent might know someone who can get it. If an Agent has a Bond with someone in a position of authority, that Agent can ask him or her to obtain the equipment. But that often looks shady and it has potentially ugly consequences, including damage to the Bond.

Whether the Agent gets the item or not, his or her friend is likely to question why he or she wants it—especially if the roll to request the favor fumbles. Lying about it may harm the Bond further. Telling the truth may open up a whole world of unwanted consequences. The details are up to the Handler.

STANDARD EXPENSE: Roll CHA×5. If the roll succeeds, the Agent's friend acquires the item without any problem. If it fails, the Agent's friend refuses and the Bond is reduced by 1.

UNUSUAL EXPENSE: Roll CHA×5. If the roll succeeds, the Agent's friend acquires the item. Either way, the stress reduces the Bond by 1.

MAJOR EXPENSE: Roll CHA×5. If the roll succeeds, the Agent gets the item but the Bond is reduced by 1. If it fails, the Agent doesn't get the item and the Bond is reduced by 1D4.

EXTREME EXPENSE: Roll CHA×5 at –20%. If the roll succeeds, the Agent gets the item but the Bond is reduced by 1D4. If it fails, the Agent doesn't get the item and the Bond is reduced by 1D6.

>> Requisition Summary

Requisition Expense // Modifier // Time (Normal) // Time (Accelerated) // Review // Repercussions For Wrongful Use

Standard // +0% // A day or two // A few hours* // If restricted; or if accelerated and a CHA×5 test fails // Reprimand

Unusual // +0% // A few days // A day or two* // If restricted; or if accelerated and a CHA×5 test fails // Reprimand

Major // –20% // A few weeks // A few days** // Always // Suspension and/or transfer

Extreme // –40% // A few months // A few days** // Always // Firing and/or prosecution

* Standard or Unusual delivery can be accelerated by badgering officials.

** Major or Extreme delivery can be accelerated for a high-priority operation.

Asking Delta Green

Can't the Agents skip all the red tape and get Delta Green to provide what they need? That's up to the Handler. The Agents might have a control officer who can use her Bureaucracy skill on their behalf and deal with official review. Or perhaps they get the bonuses of a high-priority operation. But every resource that Delta Green brings to bear must be justified by some pretext to the department that's responsible for it. That often risks exposing more people to the horrors that the Agents are trying to cover up. And that's why Delta Green already deployed its most important asset: the Agents themselves.

Getting Firepower

Weapons are easy to obtain for professions that regularly use them, such as most law enforcement officers, special agents, and combat professions in the military.

Each law enforcement officer is assigned a particular sidearm, and many officers and agents are required to always have their sidearms handy. Patrol officers often carry carbines or shotguns in their cars. Otherwise, such heavier weapons require a checkout process at a field office's armory. Checking out these weapons is usually done only in advance of an especially risky operation or for training. Losing a checked-out weapon or returning it late can carry significant consequences including docked pay, demotion, or the loss of professional privileges.

The checkout process is largely the same for the military. Combat units can request weapons but must sign for them. A military Agent on deployment enjoys minimal oversight and often can keep the weapon on hand for weeks at a time, though the Agent must eventually return it to the armory or account for it during an inventory review.

Program Managers

A U.S. government program typically has a budget of at least a few hundred thousand dollars. Programs that involve national security, the military, or policy priorities (like interdicting drug smugglers or preparing for pandemic diseases) can command budgets of hundreds of millions of dollars. Program managers determine how those budgets are spent. Very large budgets involve multiple program managers.

To manage a budget, a program manager must be specially trained in contracting and grant-making, which certifies one to receive and handle U.S. government funds. Capable program managers are in high demand in the government and civilian contracting sectors. A grant or contracting authority specifies how much money a program manager is permitted to handle. Many experienced program managers have contracting authorities that permit them to handle up to \$100 million. Program managers have considerable leeway in how budgets are spent and which organizations or individuals are awarded contracts.

An Agent who is a program manager (see PROGRAM MANAGER on page XX) is in a particularly useful position to bend official resources to the needs of an operation. Program managers in Delta Green more often work behind the scenes, facilitating operations, than as Agents in the field.

The trick is making the expenditure look like a proper use of the program's budget. Securing an expense beyond an Incidental Expense requires an Accounting roll. Success means the Agent secures the funds.

If an attempt fails, each further attempt during the same operation is at a -20% penalty. Other effects of failure depend on the amount the Agent attempted to misappropriate. It may also draw hard questioning from a superior or budget specialist and removal from the project. Losing trust like that incurs an ongoing -20% penalty to future work-related rolls. If the worst happens, see GETTING FIRED and PROSECUTION on page XX.

A program manager can appropriate Standard Expenses from a projects by using any device with an Internet connection. An Unusual or Major Expense can be gained only by accessing software and databases on computers owned by their agency or organization. Headquarters, field offices, and branch facilities are often the best places to find these computers.

Expense // Accounting Roll Failure // Accounting Roll Fumble

Standard // The money is not available. Or the Agent can get the money anyway but then the budget dries up for the rest of the operation. Either way, the Agent can cover his or her tracks enough to avoid trouble. // The budget dries up for the rest of the operation. The Agent can cover his or her tracks enough to avoid trouble.

Unusual // The budget dries up for the rest of the operation, but the Agent can cover his or her tracks enough to avoid trouble. // As with failure, and a superior or budget specialist notices the irregularity. The Agent risks being fired.

Major // The budget dries up for the rest of the operation and a superior or budget specialist notices the irregularity. The Agent risks being fired. // As with failure, and the Agent faces prosecution.

Extreme // The budget dries up for the rest of the operation and a superior or budget specialist notices the irregularity. The Agent risks being fired and faces prosecution. // As with failure, but the Agent is automatically fired and faces prosecution.

Spending Your Own Money

Many professionals, including law enforcement officers and soldiers, use their own money to buy additional kit. Even those who are issued weapons and vehicles sometimes need gear that's not on the books.

Most Delta Green Agents are full-time members of federal law enforcement, the special forces, or academia. They're usually not rich. Paying for anything more than Incidental expenses can be tricky.

Coming from a particularly wealthy occupation such as physician, high-priced lawyer, or business executive, or coming from a rich family, allows more flexibility: treat each expense as one category lower. Whether an Agent is that rich is up to the Handler.

PAYING FOR A STANDARD EXPENSE: Make an INT×5 or Accounting test (your choice) to see if the Agent has enough free cash or credit available. If the Agent is in a wealthy occupation, take a +20% bonus to the test. If it fails, the Agent can still make the purchase but must reduce one non-Delta Green Bond by 1 from the stress of his or her spending. (The spending doesn't stress Delta Green Bonds—the Agent is helping the team!)

PAYING FOR AN UNUSUAL EXPENSE: The stress of spending reduces one non-Delta Green Bond by 1. If the Agent is in a wealthy occupation, he or she can make an INT×5 or Accounting test (your choice) to have enough money to avoid the Bond damage.

PAYING FOR A MAJOR EXPENSE: The Agent can afford it only by taking on heavy debt. The Agent must make an INT×5 or Accounting test (player's choice). If it succeeds, the stress reduces each of the Agent's non-Delta Green Bonds by 1. If it fails, it reduces one non-Delta Green Bond of the Handler's choice by 1D4 and the others by 1. An Agent in a particularly wealthy occupation gains a +20% bonus to the test.

PAYING FOR AN EXTREME EXPENSE: The Agent can't afford it. If the Agent doesn't want to let that stop him or her, then the stress of going so heavily into debt and burning through so much money reduces each of the Agent's non-Delta Green Bonds by 1D4.

Limitations

Many assets can be gained only through official requisition, not by paying for them out of pocket. Some can be acquired on the black market (see RESTRICTED ITEMS on this page). But no Agent can put tactical support from an FBI SWAT team on a credit card. When it's not obvious, the Handler decides whether an item is available.

Using Illicit Cash

An Agent may have a stack of cash or disposable debit cards provided by Delta Green, stolen in an earlier operation, or embezzled from an employer. That allows for one or more Standard purchases as described in SPENDING YOUR OWN MONEY (page XX). Exactly how many is up to the Handler. An Unusual purchase counts as five Standard purchases. A Major purchase counts as 25 Standard purchases. Illicit cash cannot buy assets that could only be gained as part of an official operation.

OPINT: RAISING ILLICIT CASH

As a Home pursuit between operations, if the Handler agrees, an Agent can gather funds through misappropriation, embezzling, theft, black-market sales, or some other crime. The stress and distraction reduce each non-Delta Green Bond by 1. Roll for Accounting, Bureaucracy, or Criminology, whichever is most appropriate. If it succeeds, the Agent gains enough funds for 3D6 Standard purchases, doubled for a critical success. If it fumbles, the misdeed is detected and the Agent faces firing. If the Agent is

fired, he or she faces prosecution. (See GETTING FIRED and PROSECUTION on page XX.)

OPINT: SQUANDERING ILLICIT CASH

As a Home pursuit between operations, if the Handler agrees, an Agent can spend Delta Green money on behalf of friends and family. The player decides whether to spend the equivalent of a Major expense or an Extreme expense. (Spending less than that has no effect.) Make an Accounting roll or a Luck roll, player's choice, at a -20% penalty for an Extreme expense. Success improves one non-Delta Green Bond by 1D4 for a Major expense; or it improves each non-Delta Green Bond by 1D4 for an Extreme expense.

If the roll fails, no Bonds benefit and someone detects the lie behind the apparent bonus or windfall. That stress reduces one Bond by 1D6. If the roll fumbles, the authorities catch on and the Agent faces prosecution (See GETTING FIRED and PROSECUTION on page XX.)

Whether Delta Green learns of the theft, and how they respond, is up to the Handler.

Crafting It Yourself

With affordable parts and tools an Agent can test an appropriate Craft skill to manufacture a piece of equipment or a weapon at one price category lower—as an Incidental expense instead of Standard, Standard instead of Unusual, or Unusual instead of Major. (An item that's pricier than that is beyond what Agents can cobble together in the workshop.) That could mean a set of lockpicks with Craft (Locksmithing), a working firearm with Craft (Gunsmithing), a surveillance kit with Craft (Electronics), and so on. Usually this takes a day or two, or longer if it's especially intricate.

Junk

Some vehicles, weapons, and other pieces of equipment are damaged, poorly maintained, or just badly made. If an Agent is stuck with a bad piece of gear, it fumbles not just on a failed roll with matching numbers, but also on any roll higher than 95.

A thoroughly shoddy item may also incur a -20% penalty to every use of it.

Junky items are usually one step lower in expense. Whether the one your Agent buys fumbles more often or comes with a constant penalty, or both, is up to the Handler.

Restricted Items

In the U.S., many weapons are available on the open market with negligible licensing. But some equipment is tightly enough restricted that it can be requisitioned only with a great deal of paperwork and scrutiny, or purchased only after time-consuming and expensive registrations and licensing—or by shopping on the black market. In the equipment tables, such items are labeled Restricted.

Submachine guns, assault rifles, and automatic rifles that can fire on full automatic are restricted. But one can be bought legally if it fires only on semi-automatic, and can be converted to full automatic with inexpensive tools, an hour or two of work, and a Craft (Gunsmithing) roll. Fumbling the roll ruins the weapon.

Certain electronics, particularly advanced encryption programs, are also restricted and/or monitored in the U.S.

Many materials, machinery, and electronics used in the creation of explosives are either outright illegal, restricted, or are monitored by various government agencies and obtaining them may prompt unwanted inquiries into the nature of the operation.

Military-grade night vision goggles are closely tracked by the Department of Defense. They are available for sale only on the black market.

The Black Market

Practically everything can be had on the black market, including machine guns and explosives. Buying a restricted item on the black market requires either a Criminology roll to find a street dealer or a Computer Science roll to hide an Agent's tracks on a Dark Web market. If the Agent has extensive contact with special restricted communities, you might have access to a particular kind of black market as special training using CHA (see SPECIAL TRAINING on page XX): gun clubs and veterans for firearms, for example, or the drug industries for restricted medicines. Failure with the skill or stat means the Agent can't get the item without getting caught. The cops, the Office of Personnel Management, the FBI, and the ATF would all love a crack at federal agents buying illegal goods.

A fumble means the Agent gets caught trying to make the buy. If he or she is caught, the Handler can create the details of the ensuing investigation. It may mean police checking into the Agent's mission or a prosecution that might derail the Agent's career (see PROSECUTION on page XX).

Costs on the black market are typically high. Make a Luck roll. If it fails, the item is one expense level greater than usual.

EXAMPLE: *Delta Green has called Agent Daryl in for a new operation. When the team is already in place, Daryl's player asks if Daryl has a set of military-grade night-vision goggles. Those are a Major expense and restricted. The Handler says Daryl might have thought to secure a set for the operation, but it's not a sure thing. So Daryl can make an INT test. It's at -20% because they're a Major expense. Daryl has a 50% chance and rolls 52. No good.*

Daryl's player asks if Daryl might have bought some on the black market with his own money. The Handler says that makes sense, but again it's not certain. Daryl's player can make a Computer Science roll for Daryl to scour the Dark Web, with the risk that a fumble means legal trouble. The player takes the risk. Daryl's Computer Science is 90% and the player rolls 26. Success!

Now there's the matter of price. Daryl must make a Luck roll or else the cost shoots up one category. The player rolls 34—success again! Daryl spends his own money to buy the goggles. A Major expense means heavy debt. The stress reduces each of Daryl's non-Delta Green Bonds by 1. But Daryl has his goggles.

Weapons

There's a staggering variety of personal firearms and weaponry. Their usefulness on Delta Green ops is limited, of course, depending on who or what the Agents face.

Concealment

Knives and pistols can be concealed under ordinary clothing. Someone deliberately looking for a concealed weapon can attempt an Alertness test to spot it. A heavy pistol or especially big knife means a +20% Alertness bonus.

If an Agent is wearing an overcoat, he or she can attempt to conceal a bigger gun like a submachine gun or sawed-off shotgun, or a larger hand weapon like a hatchet or machete, and incur no Alertness bonus for a very large pistol.

There's no way to conceal a full-size rifle or a large melee weapon.

Hand-to-Hand Weapons

See page XX. Unarmed attacks, like punching, kicking, and strangling, use the Unarmed Combat skill. All melee weapons use the Melee Weapons skill.

Tear Gas and Pepper Spray

See page XX. These irritant chemicals make eyes tear, lungs seize, and exposed tissues sting like hell. If hit, the target must make a CON×5 test or be stunned and suffer a penalty to all actions for one hour. If the CON×5 roll succeeds, the target is not stunned and suffers half the usual penalty.

A tear gas grenade only needs to land near a target to have effect, so the attack roll has a bonus of +20%. A tear gas grenade's cloud lingers in the air only a minute or two.

Pepper spray is best used before combat begins, when no attack rolls are needed. If a pepper spray attack roll fails, the attacker partially sprays himself or herself. The attacker must make a CON×5 test at +20% to avoid being stunned and suffers a –20% penalty for one hour.

Wearing a gas mask protects against these effects but incurs a –20% penalty to Alertness and Search tests.

Stun Grenades

See page XX. A “flash-bang” is a grenade that makes a huge noise and bright flash which deafens, blinds and staggers everyone within a 10 meter radius (indoors) or 5 meters (outdoors).

Each target is stunned. After the stun wears off, the target suffers a –40% penalty to all actions for 1D6 turns. (Having eye or ear protection reduces the penalty to –20%.)

A stun grenade only needs to land near a target to have effect, so the attack roll has a bonus of +20%. If you're tossing it into a closed room with the benefit of surprise, it doesn't even require a roll.

Bright Lights

A bright flashlight in darkness can dazzle someone up to 10 meters away by shining it in the target's eyes. This is an action in combat. It requires a DEX×5 test, which is automatically opposed by the target's DEX×5 test. A dazzled target is at a –20% penalty to all actions for 1D6 turns.

Electroshock Weapons

See page XX. A conducted energy device (CED) or stun gun discharges a high-voltage electrical shock into the target, causing the target's muscles to spasm violently. The victim must roll a CON×5 test to resist being stunned. After the stun wears off, the victim suffers a –20% penalty to all actions for 1D20 turns.

Human bodies are excellent conductors of electricity. Anyone holding the target of an electroshock attack suffers the same effects.

Firearms

See page XX. In most U.S. agencies, a law enforcement officer wears a medium pistol at all times. One might carry a light pistol or a compact medium pistol with smaller ammo capacity as a backup gun or if operating undercover.

In the U.S., police officers typically have a carbine or a shotgun in the squad car. Soldiers and tactical teams usually carry carbines or assault rifles. All of those weapons are available in semiautomatic from gun shops.

Firearms can be heavily accessorized (see WEAPON ACCESSORIES on page XX). Popular add-ons are a tactical light, a sound suppressor, a holographic sight, a telescopic sight, a night sight, and/or a targeting laser. Many rifles can also be fitted with an underbarrel shotgun or grenade launcher.

Pistols

Lightweight pistols fire low-powered cartridges and are of limited use even against humans. Medium pistols are the standard sidearms in law enforcement and the military everywhere. They fire moderately powerful rounds. Most revolvers hold six shots, but modern models for seven or eight are available. Pocket revolvers sometimes take only five. There's a huge variety of ammunition capacities for semiautomatic pistol magazines, but 15 is typical, although 17 or even 20 is not uncommon. Large-caliber pistols often carry less. A typical figure for a heavy pistol is eight.

Shotguns

A typical pump-action shotgun holds five shots, although there are many with extended magazines for eight or more. Double-barrel shotguns hold one shot per barrel, and can fire both barrels at one target with one attack roll. Shotguns can fire shot (a spread of small projectiles), slugs (a single heavy bullet), or "nonlethal" ammunition such as bean bag rounds, baton rounds, or rubber shot.

FIRING SHOT: Grants a +20% bonus to hit at all ranges: both at point-blank due to the target being so close (see ATTACK MODIFIERS on page XX), and beyond that due to the spread of projectiles. Double the Armor rating of armor or cover against it.

FIRING BOTH BARRELS: You can fire both barrels of a double-barrel shotgun at one target with one attack roll. For shot, that inflicts an extra +1D10 damage up to 20 meters away or +1D6 beyond 20 meters. For a slug, it adds +2D6 damage up to 75 meters, but no extra damage beyond that as the slugs separate.

OTHER GAUGES: These rules assume a standard 12-gauge shotgun. Modify the damage by +2 for a heavier gauge or –2 for a lighter gauge.

Submachine Guns

Submachine guns fire full automatic bursts, but are often also capable of semiautomatic fire. When firing semiautomatic, the weapon inflicts ordinary damage; with automatic fire, it uses a Lethality rating (see LETHALITY RATING on page XX).

Rifles and Carbines

Rifles fire more powerful cartridges than pistols or submachine guns, for better penetration, wounding, and range. However, they are also bulkier. Some military rifles—assault rifles in smaller calibers and automatic rifles in heavier calibers—are capable of firing full-automatic bursts with Lethality ratings. Especially heavy rifles have Lethality ratings with single shots.

Older rifles and many hunting rifles use a bolt action that must be manually worked before each shot, which delays aiming. An attack with one in the turn immediately after it's fired is at –20%. A bolt-action rifle gets no benefit from the Aim action in the turn immediately after it's fired.

Heavy Weapons, Demolitions and Artillery

See pages XX and XX. Many unnatural things that Delta Green Agents face are inscrutable perversions of physics no more vulnerable to explosions than they are to crucifixes. This never stops Agents from trying.

The Base Range for each weapon reflects the fact that it needs to be accurate enough only to get a target within the Kill Radius. A machine gun fired without a bipod, tripod, or vehicle mount has half Base Range.

Many of these weapons actually fire in automatic bursts as well, which is subsumed under their Lethality ratings and Kill Radius. The Ammo Capacity of these weapons also varies widely, often depending on the vehicle on which they are mounted.

Only the lightest Heavy Weapons are commonly available even to military personnel, and most of the heavier ones are vehicle-mounted or allocated to military support units that are not typically engaged in direct action.

Unusual Ammunition

Most small-arms ammunition uses the standard, listed damage ratings. Special types are available.

ARMOR-PIERCING: Pistols, rifles, and submachine guns can fire bullets designed to pierce body armor. An armor piercing bullet reduces Armor by 5 (see ARMOR PIERCING WEAPONS on page XX; this replaces the weapon's usual Armor Piercing rating, if any), but it does –1 damage (to a minimum of 1 point).

HOLLOW POINT: Pistols, rifles, and submachine guns can fire expanding bullets designed to cause greater tissue trauma at the expense of penetration. A hollow-point round does +1 damage but armor is twice as effective against it.

Body Armor

See page XX. While modern construction and materials such as Kevlar and ceramics have come a long way, they cannot protect you against all threats, and usually also cover only a very small part of you. It's always better to stay behind cover and not get hit.

Vehicles

See page XX. Vehicles have Hit Points and Armor, in case they're involved in combat, and Speed ratings that affect chases.

Hit Points and Armor

A vehicle counts as a huge target (see HUGE, page XX). It takes damage from unarmed attacks and small weapons such as knives and clubs only when the Handler thinks it makes sense.

A vehicle that loses half its Hit Points is badly damaged. It can't be operated without a Drive or Pilot test. The next time a Drive or Pilot test fumbles, the vehicle fails altogether until repaired.

A vehicle that loses all its HP is demolished. It will never function again.

Speed

There are two categories of vehicle speed: Surface and Air. Any vehicle with an Air Speed rating can automatically outrun a vehicle with a Surface Speed rating.

Within the same category, some vehicles are faster than others. A vehicle with a "Fast" rating grants a +20% bonus to any Drive or Pilot test to pursue or escape. A "Slow" vehicle incurs a -20% penalty instead. An "Average" rating confers no modifier.

Jet planes have a speed rating of "Special." A jet automatically outruns any vehicle except another jet, and a fighter jet outruns any other kind of jet.

A vehicle that's notorious for poor handling or that's in bad shape counts as "junk" (see page XX).

Ramming

A ramming vehicle has a Lethality rating equal to the sum of its Armor and its maximum HP. The ramming vehicle suffers Lethality damage with a rating equal to half the maximum HP of the target (round up). If the target is a huge creature or another vehicle, the ramming vehicle also suffers damage equal to half the target's Armor.

Every passenger in the ramming vehicle takes 1D6 damage. Every passenger in the rammed vehicle takes 2D6 damage. A worn seat belt or active air bag halves the damage. A passenger in a vehicle that rams a target less than huge size suffers no damage.

If the ramming vehicle is going significantly slower than usual, halve the damage to vehicle, target, and passengers.

Other Gear and Services

Besides weapons, there's a lot of kit that may be useful to a Delta Green Agent:

- » Transportation (see page XX)
- » Lodgings (see page XX)
- » Covers and legends (see page XX)
- » Storage (see page XX)
- » Restraints (see page XX)
- » Research (see page XX)
- » Communications and computers (see page XX)
- » Surveillance (see page XX)
- » Lighting and vision (see page XX)
- » Breaking and entering (see page XX)
- » Emergency and survival gear (see page XX)
- » Off-the-books medical care (see page XX)
- » Weapon accessories (see page XX)
- » Law enforcement requisitions (see page XX)
- » Military requisitions (see page XX)
- » Intelligence requisitions (see page XX)
- » Public safety requisitions (see page XX)

Official Requisition Only

These law enforcement, military, intelligence, and public-safety actions are not purchases. The “Expense” rating reflects the difficulty and delays of requesting the action with Bureaucracy or Military Science, and the potential severity of official review.

>> Hand-to-Hand Weapons

Weapon // Skill // Damage // Armor Piercing // Expense

Unarmed attack // Unarmed Combat // 1D4–1 // N/A // None

Brass knuckles, heavy flashlight, or steel-toe boots // Unarmed Combat // 1D4 // N/A // Incidental

Garotte // Unarmed Combat // special // N/A // Incidental

Works only from surprise. If it succeeds, the target is pinned and cannot make a sound, and the garrote does 1D6 damage per round until the target escapes or dies. A garrote made from Kevlar can cut through flexible cuffs.

Knife // Melee Weapons // 1D4 // 3 // Incidental [?]

Hatchet // Melee Weapons // 1D4 // N/A // Incidental [?]

Large knife or combat dagger // Melee Weapons // 1D6 // 3 // Incidental

Club, nightstick, baton, or collapsible baton // Melee Weapons // 1D6 // N/A // Incidental

Machete, tomahawk, or sword // Melee Weapons // 1D8 // N/A // Incidental

Baseball bat or rifle butt // Melee Weapons // 1D8 // N/A // Incidental

Spear or fixed bayonet // Melee Weapons // 1D8 // 3 // Incidental

Wood axe // Melee Weapons // 1D10 // N/A // Incidental

Large sword // Melee Weapons // 1D10 // N/A // Standard

Two-handed sword // Melee Weapons // 1D12 // N/A // Standard

Requires special training.

>> Tear Gas and Pepper Spray

Weapon // Skill // Range // Uses // Radius // Victim's Penalty // Expense

Pepper spray keychain // DEXx5 // 1 m // 1 // 1 target // -20% for 1 hr // Incidental

Pepper spray can // DEXx5 // 3 m // 12 // 2 targets // -20% for 1 hr // Incidental

Tear gas grenade, thrown // Athletics // 20 m // 1 // 10 m // -40% for 1 hr // Incidental

Restricted. Requires special training.

Tear gas grenade, launched // Heavy Weapons // 50 m // 1 // 10 m // -40% for 1 hr // Incidental

Restricted.

>> Stun Grenades

Weapon // Skill // Range // Uses // Radius // Victim's Penalty // Expense

Flash-bang grenade, thrown // Athletics // 20 m // 1 // 10 m // -40% // Incidental

Restricted. Requires special training. Radius halved outdoors. Victim's penalty lasts 1D6 turns.

Flash-bang grenade, launched // Heavy Weapons // 50 m // 1 // 10 m // -40% // Incidental

Restricted. Radius halved outdoors. Victim's penalty lasts 1D6 turns.

>> Electroshock Weapons

Weapon // Skill // Range // Uses // Victim's Penalty // Expense

Stun gun // DEXx5 // 1 m // 10 // -20% for 1D20 turns // Incidental

Shock baton // DEXx5 // 1 m // 200 // -20% for 1D20 turns // Incidental

CED pistol // Firearms // 4 m // 4 // -20% for 1D20 turns // Standard

Requires special training.

>> Firearms

Weapon // Skill // Base Range // Damage // Lethality // Ammo Capacity // Armor Piercing // Expense

Light pistol // Firearms // 10 m // 1D8 // N/A // 7 // N/A // Standard

Revolver capacity: 6. Examples: .22 LR, .32 ACP, .380 ACP, .38 Special: S&W Model 36 Chief's Special, Walther PPK.

Medium pistol // Firearms // 15 m // 1D10 // N/A // 15 // N/A // Standard

Revolver capacity: 6. Examples: 9x19 mm, .40 S&W, .45 ACP: Beretta Mod 92FS (M9), Colt M1911A1, Glock 17, Glock 22.

Heavy pistol // Firearms // 20 m // 1D12 // N/A // 10 // N/A // Standard

Revolver capacity: 6. Examples: 10x25mm Auto, .357 Magnum, .44 Magnum, .50 AE: Colt Delta Elite, Glock 20, S&W Model 13.

Shotgun (firing slug) // Firearms // 75 m // 2D6 // N/A // 5 // N/A // Standard

Shotgun examples (12-gauge): Mossberg Model 500, Remington Model 870, Ruger Red Label. Double-barrel capacity: 2.

Shotgun (firing shot) // Firearms // 50 m // 2D10* // N/A // 5 // N/A // Standard

* Full damage up to 10 m; 1D10 from 11 to 20 m; 1D6 beyond beyond 20 m

Shotgun (firing nonlethal) // Firearms // 10 m // 1D6 and Stunned // N/A // 5 // N/A // Standard

Light rifle or carbine // Firearms // 100 m // 1D12 // 10% // 10 or 30 // 3 // Standard

Restricted if capable of fully automatic fire. Use the Lethality rating if firing bursts.
Examples: 5.45 x 39mm, 5.56mm NATO, 7.62x39mm: AK-47, AR-15, Colt M4, FN SCAR-L, Winchester 94.

Submachine gun (SMG) // Firearms // 50 m // 1D10 // 10% // 30 // N/A // Unusual

Restricted if capable of fully automatic fire. Use the Lethality rating if firing bursts.
Examples: 5.7x28 mm, 9x19mm, .45 ACP: B&T MP9, FN P90, H&K MP5, IMI Uzi, KRISS Vector, MAC-Ingam M10.

Heavy rifle // Firearms // 150 m // 1D12+2 // 10% // 10 or 20 // 5 // Unusual

Restricted if capable of fully automatic fire. Use the Lethality rating if firing bursts.
Examples: 7.62 mm NATO, 7.62x54mm, .30-06: H&K G3, FN FAL, Izhmash SVD, M1 Garand, Remington Model 700 (M24).

Very heavy rifle // Firearms // 250 m // N/A // 20% // 10 // 5 // Major

Examples: .408 CheyTac, .50 Browning: Barrett Model 82A1, CheyTac M200.

>> Heavy Weapons

Weapon // Skill // Base Range // Lethality // Kill Radius // Ammo Capacity // Armor Piercing // Expense

Hand grenade // Athletics // 20 m // 15% // 10 m // N/A // N/A // Incidental

Restricted. Examples: M67, RGO.

Rocket-propelled grenade launcher (RPG) // Heavy Weapons // 200 m // 30% // 10 m // 1 // 20 // Standard [?]

Restricted. Examples: ATK M72 LAW, Bazalt RPG-7V, Bofors AT4 (M136).

Handheld flamethrower // Heavy Weapons // 5 m // 10% // 1 m // 20 // N/A // Unusual

Example: Ion XM42.

Military flamethrower // Heavy Weapons // 10 m // 10% // 2 m // 5 // N/A // Unusual

Restricted. Example: AEC M9A1-7.

General-purpose machine gun (GPMP) // Heavy Weapons // 300 m // 15% // Per burst (page 56) // 100 // 3 // Major

Restricted. Examples: FN MAG (M240), Kovrov PKM, Saco M60.

Grenade launcher (GL) // Heavy Weapons // 150 m // 15% // 10 m // 1 // N/A // Major

Restricted. Revolver capacity: 6. Examples: Colt M203, H&K M320, Milkor M32, Springfield M79.

Grenade machine gun (GMG) // Heavy Weapons // 300 m // 15%* // 10 m // 30 // N/A // Major

Restricted. *If firing a burst (5 grenades), Lethality is 20%. Examples: H&K GMG, Saco MK 19 MOD 3, KBP AGS-17.

Heavy machine gun (HMG) // Heavy Weapons // 400 m // 20% // Per burst (page 56) // 100 // 5 // Major

Restricted. Examples: Browning M2HB, Degtyaryov DShKM, Kovrov NSV.

Light machine gun (LMG) // Heavy Weapons // 200 m // 10% // Per burst (page 56) // 100 or 200 // 3 // Major

Restricted. Examples: FN MINIMI (M249 SAW), Molot RPK.

Autocannon // Heavy Weapons // 400 m // 30% // 3 m // 100 // 5 // Extreme

Restricted. Examples: ATK M242 Bushmaster, KBP 2A70.

Minigun // Heavy Weapons // 300 m // 20% // 3 m (long spray only) // 4,000 // 5 // Extreme

Restricted. Examples: Dillon GAU-17/A, GE M134, KBP GShG-7.62.

>> Body Armor

Item // Armor Rating // Expense

Riot helmet // +1 // Standard

Adds its Armor Rating to any other armor. Effective only against melee weapons, thrown weapons, and unarmed attacks. Cannot be concealed.

Kevlar helmet // +1 // Standard

Adds its Armor Rating to any other armor. Cannot be concealed.

Kevlar vest // 3 // Standard

If worn below outer garments, noticing it requires an Alertness test.

Reinforced Kevlar vest // 4 // Unusual

If worn below outer garments, noticing it requires an Alertness test at +20%.

Tactical body armor // 5 // Unusual

Cannot be concealed.

Bomb suit // 10 // Extreme

Already includes a helmet. Cannot be concealed.

>> Ground Vehicles

Vehicle // HP // Armor // Surface Speed // Expense

Motorcycle // 15 to 20 // 0 // Fast // Major

Sedan // 25 to 30 // 3 // Average // Major

Pickup or SUV // 30 to 35 // 3 // Average // Major

Armored SUV // 35 // 10 // Average // Extreme

Humvee // 40 // 3 // Average // Extreme

Armored Humvee // 40 // 10 // Slow // Extreme

Semi truck // 45 // 3 // Slow // Extreme

MRAP armored vehicle // 60 // 20 // Slow // Extreme

Armored personnel carrier // 80 // 20 // Slow // Extreme

Mid-20th century tank // 90 // 20 // Slow // Extreme

Modern tank // 100 // 25 // Slow // Extreme

>> Water Vehicles

Vehicle // HP // Armor // Surface Speed // Expense

Combat rubber raiding craft // 10 // 0 // Slow // Unusual

Rigid-hulled inflatable boat // 20 // 0 // Slow // Major

River patrol boat // 30 // 0 // Slow // Extreme

Speed boat // 25 // 0 // Average // Extreme

>> Air Vehicles

Vehicle // HP // Armor // Air Speed // Expense

Civilian helicopter // 20 // 0 // Average // Extreme

Commuter plane // 25 // 0 // Average // Extreme

Police helicopter // 30 // 0 // Fast // Extreme

Attack helicopter // 30 // 10 // Fast // Extreme

Passenger jet // 50 // 0 // Special // Extreme

Fighter jet // 40 // 0 // Special // Extreme

>> Demolitions

Weapon // Skill // Base Range // Lethality // Kill Radius // Ammo Capacity // Armor
Piercing // Expense

ANFO explosive // Demolitions // N/A // 30% // 20 m // N/A // N/A // Incidental

Ammonium nitrate fuel oil—diesel fuel and fertilizer; requires Science (Chemistry) and Demolitions skills.

C4 plastic explosive block, 570 g. // Demolitions // N/A // 30% // 2 m // N/A // N/A // Incidental

Restricted. Example: M112.

Improvised explosive device (IED) // Demolitions // N/A // 15% // 10 m // N/A // N/A // Incidental

Restricted, though the ingredients usually are not. Example: Pipe bomb. A larger one (a bomb vest) has 30% lethality and 20 m Kill Radius.

Large IED // Demolitions // N/A // 60% // 75 m // N/A // N/A // Standard

Restricted, though the ingredients usually are not. Example: Car bomb.

Explosively-formed penetrator mine // Demolitions // N/A // 25% // 10 m // N/A // 20 // Standard

Restricted. Example: M21.

>> Artillery

Weapon // Skill // Base Range // Lethality // Kill Radius // Ammo Capacity // Armor
Piercing // Expense

General-purpose bomb // Artillery // Air-dropped // 70% // 100 m // N/A // 10 // Unusual

Restricted. Requires special training. Examples: MK 82, FAB-250.

Heavy mortar // Artillery // 4 km // 35% // 50 m // 1 // 5 // Major

Restricted. Examples: M120, 2B11 Sani.

Light mortar // Artillery // 2 km // 20% // 25 m // 1 // N/A // Major

Restricted. Examples: M224, Hirtenberger M6.

Anti-tank guided missile (ATGM) // Artillery // 4 km // 45% // 50 m // N/A // 25 // Extreme

Restricted. Examples: AGM-114 Hellfire, 9M120 Ataka.

Artillery // Artillery // 5 km // 50% // 100 m // 1 // 10 // Extreme

Restricted. Examples: M109, M777, 2A65 Msta-B, 2S19 Msta-S.

Cruise missile // Artillery // 100 km // 80% // 150 m // N/A // 15 // Extreme

Restricted. Requires special training. Examples: BGM-109 Tomahawk, Kh-55SM.

>> Other Gear and Services

Transportation

Item // Expense

Same-day bus ticket // Incidental

Car or SUV, rented for a week // Standard

Same-day interstate plane or train ticket // Standard

Same-day international plane ticket to the developed world // Unusual

Chartered helicopter, one trip // Unusual

Same-day international plane ticket to the developing world // Major

Chartered jet, one trip // Extreme

Lodgings

Item // Expense

A night or two at a cheap motel // Incidental

A week at a motel or a short-term apartment // Standard

A week at a fine hotel // Unusual

A week at an exclusive resort // Major

Private accommodations at the most exclusive locations // Extreme

Covers and Legends

Item // Expense

Forged passport or identification documents // Unusual

Requires official requisition or Criminology to find a reliable source.

Forged passport from a G-7 country (Canada, E.U., Japan, U.S., U.K.) // Major

Requires official requisition or Criminology to find a reliable source.

A new identity // Extreme

Requires official requisition or Criminology to find a reliable source.

Storage

Item // Expense

Public storage unit, one month // Incidental

Public storage unit, one year // Standard

Large public storage unit, one year // Unusual

Restraints

Item // Expense

Flexible cuffs // Incidental

Requires a blade or scissors to cut open. A zip-tie used as makeshift cuffs can be broken open with a STRx5 test at +20%.

Handcuffs // Incidental

Require a cuff key, special training with lockpicks, or Craft (Locksmith) to open; or a DEXx5 test at -20% to wriggle out.

Research

Item // Expense

Access to pay-for-use journals and professional publications // Incidental

Get expert advice from a professional or academic // Incidental

Credentials for unescorted entry into a restricted site // Standard

Independent verification or review from an academic expert // Standard

Specialized scientific equipment or artifacts from an outside source for “testing and review” // Major

Communications and Computers

Item // Expense

Burner phone // Incidental

Short-range walkie talkie or early-generation mobile phone // Incidental

“Script kiddie” hacking software // Incidental

Requires Computer Science; a failed Luck roll indicates it’s faulty (see JUNK on page XX).

Earpiece communicator set // Standard

Ordinary computer // Standard

Tablet computer or smartphone // Standard

3D printer (plastic) // Standard

Satellite phone // Unusual

Hire a hacker to defeat basic encryption // Unusual

Requires Computer Science or Criminology to find a reliable one if the task is illegal.

Powerful computer // Major

Cutting-edge encryption or data-mining software // Major

Restricted. Requires Computer Science or special training (INT).

Advanced data-analysis software // Major

Requires Computer Science or special training (INT).

3D printer (metal) // Major

Hire a hacker to defeat advanced encryption // Major

Requires Criminology to find a reliable one if the task is illegal.

Portable IMSI catcher for cell surveillance // Major

Restricted. Requires Computer Science or special training (INT). Has 2 km. range, or 200 m. for a model that can be worn under clothes. A vehicular model has 30 km. range as an Extreme expense.

Exclusive use of a dedicated communications satellite // Extreme

Restricted. Requires Computer Science or special training (INT).

Surveillance

Item // Expense

Simple directional microphone // Incidental

10 m. range in typical urban conditions.

Bug detector // Standard

Fiber optic scope // Standard

GPS jammer // Standard

Voice-activated recorder // Standard

Directional microphone & acoustic software // Standard

20 m. range in typical urban conditions. Advanced versions have 50 m. range as an Unusual expense.

Basic, open-market drone // Standard

Requires special training (DEX).

Audio jammer (RF/cellular) // Unusual

GPS tracking device // Unusual

Advanced drone // Unusual

Requires Pilot (Drone) skill.

Ground-penetrating radar // Major

About the size of a lawn mower; requires special training (INT).

Military-grade drone // Extreme

Requires Pilot (Drone) skill; can carry weapons.

Lighting and Vision

Item // Expense

Large flashlight // Incidental

Useful to 100 m. Runs for 10 hours.

Tactical light or weapon light // Incidental

Useful to 50 m. Runs for 1 hour. Available with optional infrared (IR) or ultraviolet (UV) filters. IR can only be seen with night vision goggles or sights. UV will make “invisible” evidence visible, such as bodily fluids and special inks.

Ordinary binoculars // Incidental

×10 magnification; allows Alertness tests at greater distance.

Civilian night vision goggles (NVG) // Standard

Allows operating in reduced light. Runs for 100 hours. Most skill tests such as Driving, Pilot, and ranged attack rolls are at a –20% penalty. The attack penalty can be avoided if the NVGs are used together with a targeting laser in IR mode.

Advanced binoculars or telescope // Standard

×20 magnification; allows Alertness tests at greater distance.

Powerful telescope // Unusual

×50 magnification; allows Alertness tests at greater distance.

Military-grade night vision goggles // Major

Restricted. Allows operating in reduced light conditions. Most skills are at no penalty. If finely detailed perception is required then a –20% penalty applies.

Breaking & Entering

Item // Expense

Lockpick kit // Incidental

Requires special training (DEX).

Halligan forcible-entry tool // Standard

Allows a STR test to get through a hard barrier.

Lockpick gun // Standard

Works only on simple tumbler locks.

Emergency and Survival

Item // Expense

Individual first aid kit // Incidental

Adds +20% to a single First Aid roll.

Small fire extinguisher (CO2) // Incidental

Douses a small fire. Can be used with a DEXx5 test to spray an animal such as a dog in the face to make it run away.

Handheld GPS // Incidental

Does not require a radio signal. Battery life is 14 to 25 hours.

Basic camping gear // Incidental

Cheap daypack, bivouac sack, survival blanket, button compass, flashlight, matches, meal bars, water purification tablets. Grants +20% to Survival for 3 days.

Personal protective equipment (PPE) // Incidental

Apron, goggles, gloves, breath mask; provides 2 Armor against chemical and acid splashes and fumes.

Heavy-duty fire extinguisher // Standard

Douses a room-sized fire.

Gas mask // Standard

Effective against airborne hazards.

HAZMAT suit // Standard

Effective against airborne or contact hazards. Requires 30 minutes to don safely. (Don't forget to tape up.)

First responder medical kit // Standard

Bandages, IV kits and fluids, medications (narcotics, anesthetics, antibiotics, etc.), stethoscope, suture and intubation kits, hemostatic gel, bag valve mask. Adds +20% to four First Aid rolls.

Extended camping gear // Standard

Large backpack, sleeping bag, tent, compass, headlamp, firestarter, dehydrated meals, water filter, canister stove, hiking clothes. Grants +20% to Survival for 14 days.

SCUBA gear // Unusual

Requires special training (Swim).

Polypropylene barrel filled with acid // Unusual

Sufficient to reduce a corpse to sludge. Remember to wear PPE!

Off-the-Books Medical Care

Item // Expense

Off-the-books first aid, no questions asked // Standard

Requires Criminology to find a medical professional of loose ethics.

Off-the-books drugs or minor surgery, no questions asked // Unusual

Requires Criminology to find a medical professional of loose ethics.

Off-the-books major surgery, no questions asked // Major

Requires Criminology to find a medical professional of loose ethics.

Bribing an incinerator, crematorium, or furnace worker to turn a blind eye while you burn a corpse // Major

Requires Criminology to find a worker willing to cooperate.

Weapon Accessories

Item // Expense

Holographic sight // Standard

Gives a +20% bonus to hit as long as your Agent has taken no damage since his or her last action.

Night vision sight // Standard

Allows aiming in reduced light conditions such as starlight. Useful to 400 m. Runs for 100 hours. Doubles a firearm's base range at night if your Agent spends the previous turn taking the Aim action.

Sound suppressor // Standard

Restricted. Requires an Alertness test to hear from beyond a wall or a door. An especially quiet suppressed shot, such as a light pistol, incurs a –20% penalty.

Targeting laser // Standard

Gives a +20% bonus to hit as long as your Agent has taken no damage since his or her last action. Does not require your Agent to raise the gun to his or her eyes. Useful to 200 m. Runs for 100 hours. Also available as an Unusual expense with an infrared (IR) mode that can only be seen with NVGs or night-vision sights.

Telescopic sight // Standard

Doubles a firearm's base range if your Agent spent the previous turn taking the Aim action.

Advanced Combat Optical Gunsight (ACOG) // Unusual

Combines the effects of a holographic sight and a telescopic sight.

Thermal Weapon Sight (TWS) // Unusual

Allows aiming in complete darkness. Useful to 400 m. Runs for two hours. Doubles a firearm's base range if you spent the previous turn taking the Aim action.

“Ghost gun” machine: heavy-duty desktop 3D printer with software // Major

Can mill a block of aluminum into the lower receiver for a firearm. Other gun parts can be bought without licensing as an Unusual expense. Firearm assembly requires an INT×5 test with special training, or a Craft (Gunsmithing) test. If the test fails, the gun is unreliable; see JUNK on page XX.

Law Enforcement (Official Requisition Only)

Item // Expense

Access to unclassified but restricted files such as criminal or financial records // Incidental

Must relate to an official investigation. If not, a failed Luck roll means it draws official review (see page XX).

Holding a prisoner for 24 hours with no questions asked // Standard

Must relate to an official investigation. If not, a failed Luck roll means it draws official review (see page XX).

Use for a day of an agency-owned sedan, patrol vehicle, or SUV // Standard

Acquiring data from an unrelated case // Standard

Drone surveillance of a specific suspect for a day or two // Unusual

Automatically elicits official review (see page XX).

Use for a day of an agency-owned quad runner, patrol boat or other small, specialized craft // Unusual

Deployment of 2–5 local uniformed police // Unusual

Automatically elicits official review (see page XX).

Surveillance data from an ongoing case // Unusual

Order a wiretap // Unusual

An armored SUV requisitioned for a week // Unusual

Calling in a regional FBI SWAT team for a raid // Extreme

Automatically elicits official review (see page XX).

Military (Official Requisition Only)

Item // Expense

Secure a seat on an already scheduled support flight (Space Available or “Space-A”) // Incidental

Calling in a special operations team for security or evacuation // Extreme

Automatically elicits official review (see page XX).

Helicopter support (transport or surveillance) // Extreme

Automatically elicits official review (see page XX).

Missile strike // Extreme

Automatically elicits official review (see page XX); will not be performed on American soil.

Intelligence (Official Requisition Only)

Item // Expense

Access to another agency’s classified files (not related to national security) // Unusual

Includes digital communications data from NarusInsight (FBI) or XKeyscore (NSA).

Drone flyover and surveillance over a specific site // Unusual

Automatically elicits official review (see page XX).

Holding a prisoner at a “black site” for 48 hour // Major

An Agent needs to know of the black site in advance.

Acquire clearance to be present during an interrogation or debriefing // Major

Acquire sophisticated fake documents // Major

Access to classified files related to national security (which the Agent has no “need to know”) // Major

Technically espionage. It can result in firing and/or prosecution if detected.

Extended drone or satellite surveillance over a specific site (more than a short flyover) // Extreme

Automatically elicits official review (see page XX).

Call in support from a covert operative team in the area // Extreme

Automatically elicits official review (see page XX).

Public Safety (Official Requisition Only)

Item // Expense

Credentials for unescorted entry into a restricted site // Standard

Access to sensitive files outside the Agent’s specialty // Standard

Place a request for local law enforcement to make an arrest (with justification) // Standard

Automatically elicits official review (see page XX).

Get a warrant for access to an industrial site for alleged environmental crimes // Unusual

Automatically elicits official review (see page XX).

Temporarily shut down a site for investigation of environmental crimes // Major

Automatically elicits official review (see page XX).

Quarantine a single location (see QUARANTINES on page XX) // Major

Automatically elicits official review (see page XX).

Quarantine an area // Major

Automatically elicits official review (see page XX).

“Do We Have It?”

- » The Agents may already have what they need (see page XX).
- » Consider the operation, the Agents, and the item itself.
- » If it's not obvious, an Agent can attempt an INT or Luck roll.
- › Major expense: -20%
- › Extreme expense: -40%

“Can We Requisition It?”

- » If the answer's not obvious, roll Bureaucracy or Military Science (see page XX).
- › Major expense: -20%
- › Extreme expense: -40%
- › Low priority: -20%
- › High priority: +20%
- » Risks unwanted oversight and review (see page XX).
- » Can Delta Green help? Ask the Handler. (See page XX.)

“What's Plan B?”

- » Ask a Bond who has access to get it for you (page XX).
- » Spend your own money (page XX).
- » Abuse your position as a program manager (page XX).
- » Use a stash of illicit cash (page XX).
- » Use Craft and a workshop to make it yourself (page XX).

Federal Agencies

Most Agents come from the FBI, the CIA, and SOCOM (U.S. Special Operations Command). Others hail from diverse agencies that have access to useful expertise, equipment, and scopes of operations.

At a Glance

Each agency includes a few questions that summarize what it offers to Delta Green.

“Powers of Arrest?”

This indicates whether the agency deploys law-enforcement officers trained and authorized to make arrests. (An Agent without arrest powers can make a so-called “citizen’s arrest” but has no special legal protections.)

“Expected to Carry a Weapon?”

This indicates whether the public would be surprised to see someone from the agency armed. Outside combat that usually means a pistol. Most law-enforcement officers are expected to carry sidearms most of the time while in the United States. Military personnel are expected to carry weapons in combat or on missions. Everyone else is governed by the same laws as civilians. Every city, county, and state in the U.S. has its own laws regarding civilians carrying weapons.

Government facilities and airports forbid anyone to have a firearm who is not a guard or law-enforcement officer on duty. They screen entrants with metal detectors, chemical sniffers, and/or pat-downs.

“Access to Official Funds?”

Most agencies give their personnel credit cards to use for official purposes, especially when traveling.

“OPERATIONAL BUDGET/RESTRICTED ITEMS?”

This entry suggests unusual equipment and access that an Agent from this agency can seek. (See OFFICIAL REQUISITION on page XX for details.)

Suggested Professions

Each profile suggests a few offices or units particularly suitable for Agent professions. Each entry includes professional skills and Bonds (or else an existing profession to use); suggested bonus skills that are important to the office’s work; and equipment that an Agent from that office is likely to have.

>> The Agencies

These organizations are detailed in this book. Each section lists others likely to be involved in Delta Green operations.

Agency // Abbreviation // Function // Page

Centers for Disease Control and Prevention // CDC // Public Safety // XX

Central Intelligence Agency // CIA // Intelligence // XX

Department of Defense service branches (overview) // DoD // Defense // XX

Drug Enforcement Administration // DEA // Law Enforcement // XX

Environmental Protection Agency // EPA // Public Safety // XX

Federal Bureau of Investigation // FBI // Law Enforcement // XX

Immigrations and Customs Enforcement // ICE // Law Enforcement // XX

U.S. Air Force // USAF // Defense // XX

U.S. Army // Army // Defense // XX

U.S. Department of State // DOS // Diplomacy // XX

U.S. Marine Corps // USMC // Defense // XX

U.S. Navy // USN // Defense // XX

U.S. Marshals Service // USMS // Law Enforcement // XX

U.S. Special Operations Command // SOCOM // Defense // XX

Law Enforcement

This section describes the federal law enforcement agencies most frequently involved in Delta Green operations: the FBI (page XX), the DEA (page XX), ICE (page XX), and the U.S. Marshals Service (page XX).

Jurisdiction

Many layers of government overlap in the United States. There are municipal governments in towns and cities, county or parish governments, state governments, tribal governments, and the federal government. Nearly every one of these governments imposes laws that must be enforced. Nearly every one approaches law enforcement differently.

As a rule of thumb, state laws cover traffic regulations and major crimes such as murder, robbery, burglary, rape, and drug possession. County and municipal ordinances typically cover local, “quality of life” issues dealing with noise, garbage, and property maintenance.

Municipal police officers enforce municipal ordinances, county ordinances, and state laws. Small municipalities often request assistance from county and state investigators.

County or parish police officers (usually sheriff’s deputies) enforce county ordinances and state laws but not municipal ordinances. County or parish officers often assist local and state police.

State police officers enforce state laws but not county or municipal ordinances. Most visibly, state troopers enforce traffic laws on state highways. State investigators often assist local and county officers in major criminal cases. State investigators are sometimes invited by local and county police agencies to investigate officer-involved shootings, as an alternative to having local or county detectives investigate their co-workers.

On Indian reservations, the choice of law depends on the parties. Minor offenses are usually covered by tribal law and investigated by tribal police; but if one party is Indian and the other is not, federal law applies instead. Major offenses typically are covered by federal laws; but if both parties are non-Indian, state law applies instead.

Federal laws are enforced by federal law-enforcement agencies, not by state, county, or municipal police. But local police often make reports on suspected violations of federal law, which they provide to federal agents to assist in prosecution. And local police officers are often deputized to enforce federal laws.

Deputization

Most federal law-enforcement agencies have a process to deputize local police officers to work with the federal agency's authority as part of a task force. The best known are the United States Marshals Service's Fugitive Task Forces, the FBI's Organized Crime/Drug Enforcement Task Forces (OCDEF), and the DEA's ubiquitous Task Force Officer program.

A deputy must fill out paperwork confirming he or she willingly takes on the responsibility and has not been convicted of a federal crime. A federal judge, or a special agent (or deputy marshal) from the agency, swears the deputy in and provides credentials. Deputization credentials—a card or paper which must be carried—define the dates when the deputation began and will end, a case number, and contact information for the agent who initiated the deputation.

Deputization (some agencies call it "deputation") allows the officer to carry a concealed firearm anywhere in the United States, to investigate and gather evidence without the requirement to pass that information to the deputy's home agency, and to make arrests in pursuit of the case.

Many deputizations are specific to individual cases and only apply while the deputy is on duty. Some (particularly the DEA) keep local officers on deputized duty for years.

Field Offices

Law enforcement field offices come in many sizes and shapes, but most have equipment and resources in common. A typical field office has a small armory with handguns, shotguns, a small number of carbines, bulletproof vests, and tactical and emergency gear such as walkie talkies, flashlights, binoculars, zip ties, duct tape, and extensive first aid kits.

A typical field office has a motor pool of a few ordinary automobiles and one or two armored SUVs (usually referred to as "LAVs" or "lightly armored vehicles").

A field office can provide an Agent who works at that agency with a small workstation including a computer (with access to both classified and unclassified networks) and office equipment. Most field offices have communal smartphones and encrypted laptops that can be checked out by visiting personnel.

Other Law Enforcement Agencies

These agencies are prominent in U.S. law enforcement and occasionally produce Delta Green recruits.

BUREAU OF ALCOHOL, TOBACCO, FIREARMS AND EXPLOSIVES (ATF):

Investigates and prevents federal offenses involving the unlawful use, manufacture, and possession of firearms and explosives; acts of arson and bombings; and illegal trafficking of alcohol and tobacco products.

CUSTOMS AND BORDER PROTECTION (CBP): Tasked with ensuring the border is secure and reliable. CBP allows authorized people and goods to enter the United States, while endeavoring to make it hard for illegal people and items to cross the border.

U.S. COAST GUARD (USCG): Patrols maritime borders, ports and rivers. The USCG prevents unauthorized vessels from entering the U.S., responds to disasters, and conducts search-and-rescue operations. The USCG is officially a member of the uniformed services and the armed forces, but is component of the Department of Homeland Security. It is the only branch of the military with widespread law enforcement powers.

U.S. SECRET SERVICE (USSS): Protects the nation's leaders and its financial infrastructure. The first mission involves guarding the President and other key leaders and dignitaries as well as high-visibility facilities. The second mission focuses on financial crimes such as wire fraud, money laundering and counterfeiting.

Which Laws May a Police Officer Enforce?

Officer Type // Municipal Ordinances // County or Parish Ordinances // State Laws // Tribal Laws // Federal Laws

Municipal officer // Yes // Yes // Yes // No // No

County or parish officer // No // Yes // Yes // No // No

State officer // No // No // Yes // No // No

Tribal officer // No // No // Yes // Yes // No

Federal officer // No // No // No // Yes // Yes

“Law Enforcement”-Grade and “Military”-Grade Gear

The distinction between “law enforcement” and “military” equipment is often blurry. The U.S. government provides military-grade armaments to police forces around the country as part of counterterrorism programs. But here are some rules of thumb.

MILITARY GRADE: Includes fully automatic and heavy weapons, explosives meant to kill (not just to breach and stun), accessories like grenade launchers and advanced sighting/range-finding equipment, and heavy body armor. Military-grade equipment is often more robust than its civilian or law enforcement equivalents, designed to operate for extended periods of time in battlefield conditions. Communication equipment covers many kilometers and tends to be bulky and sturdy.

LAW-ENFORCEMENT GRADE: Generally includes fewer options than military-grade. Weapons typically include sidearms, carbines, and shotguns. Heavier rifles and assault rifles are available for tactical situations. Explosives are meant to stun or confuse rather than kill. Sighting equipment tends to be simple optical and laser sights. Communications equipment typically covers a few miles. In most circumstances, body armor covers only the chest. SWAT and advanced tactical equipment often comes from military surplus and may be a few years behind military-grade.

The Federal Bureau of Investigation (FBI)

The Federal Bureau of Investigation is the lead federal law enforcement organization within the United States. It is part of the Department of Justice, but also an independent member of the intelligence community. The FBI investigates serious crimes that cross state lines, espionage, and especially counterterrorism, which accounts for more than half of the its budget. The Bureau employs some of the best-trained and best-equipped officers in the country. Its agents frequently coordinate with other law enforcement bodies, domestically and abroad, and operate in diverse teams.

BUDGET: Over \$8 billion in 2015.

The FBI Operative at a Glance

POWERS OF ARREST? Yes.

EXPECTED TO CARRY A WEAPON? Yes.

ACCESS TO OFFICIAL FUNDS? Can be supplied with a credit line if traveling or on an investigation, up to a Standard expense without eliciting an official review.

OPERATIONAL BUDGET/RESTRICTED ITEMS? Agents from the FBI may use Bureaucracy to access criminal files from any federal agency, including those tied to national security. This is equivalent to a Standard expense. This rarely elicits official review (see COMPLICATIONS on page XX), unless done repeatedly for individuals the Agent clearly has no reason to investigate.

The Organization

The FBI is headquartered in Washington, D.C., and its Director reports to both the Attorney General and the Director of National Intelligence.

The FBI operates field offices in most major cities throughout the United States. The FBI provides law enforcement on many Native American reservations, alongside the Bureau of Indian Affairs and tribal authorities.

Each field office and major operation is headed by a Special Agent in Charge (SAC), who generally answers directly to the Director. Each SAC is in charge of FBI agents and analysts from many divisions and branches. Assistant Special Agents in Charge (ASACs) lead subdivisions and answer to the SAC.

The FBI maintains a presence abroad through liaisons with friendly law enforcement organizations and through the legal attaché (Legat) program. The FBI bases legal attachés and advisors in American embassies, and occasionally embeds them within friendly foreign law enforcement offices to support specific investigations.

Key FBI Branches

- » Criminal, Cyber, Response, and Services
- » Intelligence
- » National Security
- › Hostage Rescue Team
- » Science and Technology

Operatives

FBI agents must have college degrees—most have graduate degrees—and must pass rigorous psychological and physical screenings. Many new FBI agents are longtime veterans of law enforcement at the local or federal level. Qualification for the FBI is extremely difficult, and the months-long training regimen has a high washout rate. Most FBI employees and all special agents must qualify for and hold a Top Secret clearance because of the sensitive nature of their work. Special agents and many support staff must pass a polygraph and a background investigation.

Training at the FBI Training Academy (Quantico, Virginia) involves firearms, tactical vehicle operation, law, case exercises, surveillance techniques, defensive tactics, and other operational skills. (Counterintelligence training is reserved for experienced special agents, who are then usually detailed to partner agencies in the intelligence community.)

Agents who join the Hostage Rescue Team (HRT) or field-office SWAT teams are often former military, frequently from the 75th Ranger Regiment. HRT agents receive intensive training on par with military special operations.

Besides special agents, the FBI employs specialized support personnel including intelligence analysts, language specialists, forensic scientists, and behavioral/psychoanalytic experts.

Authority and Mandate

The FBI investigates corruption, civil rights violations, organized crime, crimes committed across state lines, threats to national security, espionage, and terrorism. FBI agents are expected to support local authorities and officials from other agencies, who may have been first to investigate. But if the FBI has jurisdiction, the FBI usually takes the lead.

FBI agents are typically deployed when local law police ask for assistance or report a federal crime. In many cases, the FBI builds its own federal case and gathers its own evidence even when local law enforcement investigates the same suspect for local crimes. If the FBI feels local law enforcement may get in the way, the agency can petition the Attorney General's office to contact local law enforcement and assert the FBI's lead on the case. These orders often requires the local law enforcement body to turn over its evidence and support the FBI.

Overseas, the FBI works with local law enforcement officers who have authority to enforce local laws. The FBI is interested in foreign crime only insofar as it is connected to criminal activity in the U.S. But this allows a far reach. Drug, terrorism, and financial prosecutions often require the FBI to conduct investigations abroad.

Field Operations

FBI agents are typically sent into the field alone or in two-agent teams. Single agents on assignment are quite common, especially if local authorities are cooperative. The FBI sends more than two agents into the field only for a particularly high-profile, complex, dangerous, or geographically remote case.

FBI agents in the field receive support from local FBI field offices, including desk space, access to computers that are already integrated with the FBI computer system, vehicles (including armored SUVs if necessary), and small arms and body armor. In tactical situations, the FBI typically arms special agents with shotguns. Assault rifles may be requested from the field office's armory. Such heavily armed FBI agents may be supported by the field office's SWAT team.

An FBI SWAT team includes a leader, Containment Teams (usually four members each), Emergency Response Teams (usually three but up to seven members), and up to three Deliberate Action Teams (at least four members each), as well as at least one Rifle/Sniper Team (two members). FBI SWAT teams and the Hostage Rescue Team occasionally work with special operations units overseas as battlefield interrogators, or to provide arrest authority and correct procedures when the military captures targets for prosecution.

In rare cases, the FBI approves undercover criminal operations, usually in the case of corruption or crimes that pose serious danger to a community. These operations are staffed by seasoned agents and are generally well funded. The undercover agent is provided a new identity and rents or purchases a home, vehicle, and the accoutrements of life to maintain the cover. Such operations are approved for a finite amount of time, often six months, and then are subject to review of the effectiveness and safety of the operation. Accounting for undercover operations is never as strict as it should be. An FBI agent on an undercover assignment often has autonomy, funds, and a distinct lack of oversight.

FBI operations are compartmentalized. Agents don't ask each other what they're working on. If you need to know, you'll be told.

Areas of Friction

When assisting a local case, the FBI doesn't usually try to take control. Many FBI agents see themselves as helpful "force multipliers" for local authorities, bringing assets to the investigation that would not normally be available. Most FBI agents are willing to

play a support role if the locals are making progress. Only if the investigation stalls is an FBI team likely to take over.

When the FBI inserts an agent into an ongoing investigation, or takes over a local case because strong federal interests are at stake, it often rubs other law enforcement agencies the wrong way. If a crime is high-profile, local officials may not want the FBI to take over and take credit. In that situation an agent can usually expect animosity from local law enforcement, and in some cases outright hostility or obstructionism. Part of an FBI agent's job is to manage relations with the local police. High Law and Bureaucracy skills can help an FBI agent justify the Bureau's involvement to the locals' satisfaction, and a good attitude (or high CHA) can help smooth things over.

Playing the Bureau

As an FBI agent, you are probably a detail-oriented perfectionist. Process is important to everyone in the FBI. Results matter, too, but process leads to results, so get the process right. FBI agents and specialists are taught to take each case in distinct steps, with close attention to detail at each phase. Good process means a case is less likely to be thrown out of court on a technicality. Even kinetic operations like thwarting a hostage taking focuses on getting the little details right.

The FBI specializes in high-profile and time-sensitive cases, and anticipates that each of their investigations is going to come under scrutiny. An FBI agent's supervisors will be the first to assess the operation, looking for missteps.

There is also the media and Congress to think about. Trouble on an FBI case means increased attention from local contacts, the media, and politicians. Politicians are always looking for local votes; be respectful and tread lightly when a Congressperson or Senator's name is invoked. There are few ways to get yanked off a case faster than angering a member of Congress.

Working for the FBI is intense and stressful. The organization's responsibilities are expansive. Even with numerous personnel and a large budget, the Bureau can't cover everything. FBI agents and employees are expected to be personable. The need to work with local authorities and other federal agencies on complex topics and investigations means you know how to work with a wide variety of people. Even under pressure you know how to keep your cool, whether in a gunfight or in dealing with a local who just compromised your evidence. Antisocial and belligerent FBI agents don't normally do well.

Suggested Professions

Criminal Investigative Division (CID)

The CID is responsible for most of the FBI's investigations and field work.

PROFESSION: Federal Agent.

SUGGESTED BONUS SKILLS: Criminology, Forensics, Firearms, Law.

EQUIPMENT: See TOOLS OF THE TRADE: FEDERAL AGENT (page XX).

National Security Branch (NSB)

The NSB specializes in counterterrorism and counterintelligence.

PROFESSION: Federal Agent, Intelligence Analyst, or Intelligence Case Officer.

SUGGESTED BONUS SKILLS: Foreign Language, HUMINT, SIGINT, Computer Science.

EQUIPMENT: Per TOOLS OF THE TRADE: FEDERAL AGENT (page XX) as well as a portable hardened laptop, advanced data analysis software, chemical sniffer/analyzer.

Intelligence and Operations Support Section (IOSS)

IOSS supports the most high-profile, dangerous, and sensitive investigations by providing highly specialized experts. IOSS includes the vaunted Behavioral Analysis Units, the Violent Criminal Apprehension Program (ViCAP), and the Crisis Management Unit which provides support and training for disasters and high-risk public events.

PROFESSION: Computer Scientist, Intelligence Case Officer, Physician, or Scientist.

SUGGESTED BONUS SKILLS: Computer Science, HUMINT, Psychotherapy, Science (choose one).

EQUIPMENT: An extensive professional library, membership in ViCAP (Violent Criminal Apprehension Program, which identifies and tracks “signature” criminal tendencies), and/or access to cutting edge criminological software.

Directorate of Intelligence

The FBI branch focused on surveillance, counterespionage, electronics, and linguistics.

PROFESSION: Intelligence Analyst or Intelligence Case Officer.

SUGGESTED BONUS SKILLS: Criminology, Forensics, Firearms, Law.

EQUIPMENT: Language training materials or electronic surveillance equipment.

Hostage Rescue Team (HRT) or SWAT Unit

HRT and SWAT specialize in kinetic tactical know-how and rapid takedowns in all types of environments. HRT is a unique SWAT force that specializes in anti-terror operations.

PROFESSIONAL SKILLS:

- » Alertness 60%
- » Athletics 60%
- » Demolitions 40%
- » Dodge 50%
- » Firearms 60%

- » Forensics 30%
- » Heavy Weapons 50%
- » Melee Weapons 50%
- » Military Science (Land) 60%
- » Navigate 50%
- » Stealth 50%
- » Survival 50%
- » Swim 50%
- » Unarmed Combat 60%

BONDS: 1

SUGGESTED BONUS SKILLS: Criminology, Firearms, Melee Weapons, Stealth.

EQUIPMENT: Per TOOLS OF THE TRADE: SWAT (page XX). HRT also uses a specially-designed computer that can be carried in a backpack and that has access to the FBI's Integrated Automated Fingerprint Identification System (IAFIS) and the Department of Defense Automated Biometric Identification System (ABIS) to quickly identify suspected terrorists or criminals.

Joint Terrorism Task Forces (JTTFs)

The FBI manages and funds Joint Terrorism Task Forces (JTTFs) throughout the country. These offices are staffed with agents and analysts from the FBI and other law enforcement agencies. JTTFs perform surveillance, electronic monitoring, and traditional investigations in pursuit of terrorism or national-security violations. A JTTF may include Immigration and Customs Enforcement, the Drug Enforcement Administration, Customs and Border Protection, the Secret Service, the Department of State's Diplomatic Security Service, and state and local law enforcement.

The Drug Enforcement Administration (DEA)

The Drug Enforcement Administration interdicts illegal drugs domestically and abroad. The War on Terror has highlighted the nexus between the illegal drug trade and terrorism, and the DEA increasingly counters the business side of terrorism. The DEA coordinates other agencies that participate in U.S.- sponsored drug investigations. It often works closely with the FBI and Immigration and Customs Enforcement (ICE), but the DEA retains the lead on all investigations and direct actions that focus on illegal drugs. The DEA is staffed by experienced, tough-minded law enforcement personnel.

DEA special agents are active in every corner of the United States and in more than 60 other countries.

BUDGET: Approximately \$2 billion in 2015.

The DEA Agent at a Glance

POWERS OF ARREST? Yes.

EXPECTED TO CARRY A WEAPON? Yes.

ACCESS TO OFFICIAL FUNDS? Can be supplied with a significant credit line, up to a Major Expense without eliciting an official review.

OPERATIONAL BUDGET/RESTRICTED ITEMS? With the Bureaucracy skill, an Agent from the DEA may check out confiscated evidence from previous drug busts, ostensibly for examination or comparison with evidence from another case.

Checking out a weapon connected to an existing case is equivalent to an Unusual expense. A more expensive or particularly rare item, such as an impounded vehicle once owned by a drug cartel, is equivalent to a Major expense.

Checking out evidence associated with a case the Agent is not involved with automatically triggers official review unless the Agent takes steps to hide his or her identity when removing the items. Hiding the Agent's identity requires a Criminology roll; if it fumbles, the Agent is caught and faces possible firing and prosecution.

The Organization

The DEA is part of the Department of Justice and is headed by the Administrator of Drug Enforcement. The Administrator reports to the Deputy Attorney General. The DEA is headquartered in Arlington, Virginia. The DEA Training Academy is located at Quantico, Virginia, along with a Marine Corps basic training facility and the FBI Training Academy. Across the United States, the DEA maintains 21 domestic field divisions with more than 200 field offices. It maintains offices in over 60 countries. The DEA employs over 10,000 people, including over 5,000 special agents and 800 intelligence analysts.

The Operations Division houses the special agents. The Operational Support Division supports the other divisions with specialized skill sets and equipment—including forensic experts in computers, fingerprints, and chemistry. The Intelligence Division employs primarily electronic and signals analysts. Field Divisions are de facto field offices and are the base of operations for most investigations outside of Washington D.C.

The DEA fields two specialized sections, the paramilitary Foreign-deployed Advisory and Support Teams (FASTs) and the Special Operations Division (SOD). FASTs focus on direct action and cooperating with military units in combat environments. The SOD is based in the U.S. and focuses on electronic surveillance like wiretaps and data mining.

The DEA operates a small Aviation Division which is based in Fort Worth, Texas, but available throughout the United States (and, with permission from the local government, overseas). The Aviation Division uses helicopters and fixed-wing aircraft for surveillance, photographic reconnaissance, and transportation of prisoners, cargo, and personnel.

One of the core responsibilities of the DEA is to authorize medical professionals, researchers, and manufacturers to access controlled substances like drugs and narcotics.

Key DEA Divisions

- » Operations
- › Foreign-deployed Advisory and Support Teams
- › Field offices
- » Operational Support
- » Intelligence
- » Special Operations
- » Aviation

Operatives

DEA special agents go through five months of training at the DEA Training Academy in Quantico, Virginia. Much of the training focuses on field operations, physical competency, and tactical/weapons management. Special agents and many support staff must pass a polygraph and a background investigation. The DEA does not accept agents who have a history of illegal drug use.

DEA special agents are expected to deal with the public routinely, and must be personable to do their job effectively.

More so than other law enforcement agencies, the DEA expects to put its special agents in harm's way. Their quarry is well-funded and well-equipped by the billions of dollars available through narcotrafficking. The DEA demands some of the highest firearms qualifications standards of any federal agency. Agents may carry their personal firearms rather than the standard-issue sidearm.

To support investigations, the DEA employs diverse specialists including forensic accountants, lawyers, pharmacists, chemists, lab technicians, software analysts, data cryptographers, engineers, machinists, translators, mechanics, and office support staff.

Authority and Mandate

The DEA enforces the Controlled Substances Act throughout the U.S. The nature of drug trafficking means that the DEA is often as focused abroad as it is domestically, particularly on Mexico and Latin America.

The nexus between the illegal drug trade and terrorism has brought increased funding to the DEA, but has also driven an expansion of their responsibilities around the world. Southeast and Central Asia and the poppy/heroin trade is also of particular concern. The DEA has agents permanently based in Afghanistan to coordinate with the military in interdicting and destroying Afghan-manufactured heroin.

Field Operations

The DEA prefers to send agents in teams. During arrests, the DEA seeks to send at least three armed personnel, preferably DEA agents. If the numbers are unavailable, the DEA requests support from local police officers or other federal special agents (especially the U.S. Marshals Service).

The DEA is well funded for its size. The combination of a robust budget, transportation assets (automobiles and aircraft), and the need to be on the ground to conduct investigations means the DEA allows agents to operate independently. Its budget also means that agents have access to reasonable credit lines.

The DEA's many field offices in the U.S. and overseas mean agents do not have to travel far to requisition equipment. Many field offices have robust armories and armored SUVs. Communications and surveillance equipment is readily available, though getting the correct search warrant to use most surveillance devices can take weeks. Electronics such as laptops, smartphones, and tablet PCs are available upon request. Should an agent need more than that, the office serves as the destination point for more sophisticated or expensive equipment sent from HQ. The DEA's aerial assets are largely focused on intelligence and surveillance. In a major operation they may be placed at the disposal of the agent in charge.

The DEA operates about 260 drug task forces that integrate with city, county, and state law enforcement organizations in every large American city, deputizing local law enforcement officers. These deputations are not case-specific and often last months or years. They grant broader authority to local law enforcement personnel than other deputation processes.

DEA undercover operations, while prestigious and dangerous, rarely last longer than four months. Years-long deep undercover operations are a myth. The DEA only sends its best and most mentally capable agents into undercover situations. Because agents must operate without the support of a team, undercover operations are seen as particularly dangerous, and are only approved in major investigations. An undercover agent leaving a mission is usually sent away on a temporary duty assignment or transferred to another field office for the agent's safety.

Areas of Friction

The DEA operates in the grey area between local and state-level law enforcement and the more D.C.-focused Immigration and Customs Enforcement (ICE) and FBI, serving as an imperfect bridge between the groups. DEA agents need to be friendly with all levels of law enforcement but often remain "outsiders" to everyone. FBI agents, ICE agents and Deputy U.S. Marshals often see the DEA as too eager to use force. The most frequent exception is the Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF), which shares a similar spot in the law enforcement hierarchy and a similar mandate. DEA and the ATF agents often work well together. Local law enforcement often appreciates the DEA's assistance on major drug cases, but inevitably wants to ensure they get credit for the bust.

Playing the DEA

Your life is paperwork and street investigations. You didn't join the DEA because it is glamorous; you joined because you wanted to work as a special agent and get your

hands dirty. The DEA sends you into the darkest parts of American society to corner the bad guy and arrest him. That's the great part. You work with other good agents and have a very clear mission to stop the flow of drugs. The downside is the paperwork. It's unavoidable, and the government demands to know all the whens, wheres, and whys of your investigations. You hate the paperwork.

The DEA's focused mission translates into pride in your work. Your agency is no-nonsense. There is a mission. Go do it. Be professional. You likely come from a law enforcement background, possibly working for a local police department or sheriff's office. What the DEA offers you that you couldn't get elsewhere is a better paycheck, better equipment, better training, and better cases.

With pride in your work comes a bit of disdain for partner agencies. The worst, in your opinion, is Immigration and Customs Enforcement (ICE). DEA agents consider themselves better trained and better disciplined in the field than ICE agents. The joke goes that DEA agents deal with paperwork because they want to get back out in the field, while ICE uses fieldwork to make better excuses for paperwork. But you have to grit your teeth and work with ICE to make sure the operation is successful. Your other sister organization, the FBI, is more professional and more highly trained, but still doesn't quite "get" it.

Your office is often in the worst part of a city, and you always need to be aware of your surroundings and people's motivations. Your adversaries range from local methamphetamine manufacturers to Central American drug kingpins to terrorist cells using narcotics to fund their goals. Thing is, they aren't always your enemies. Many of them are useful contacts, even allies. The common denominator is not just the involvement of illegal drugs, but the huge amount of money at stake. Your suspects and contacts are well-funded and well-armed. You have to be a cut above the bad guys, otherwise you will find yourself outgunned or isolated. You also have to be willing to make a deal with the small guy in order to target more important criminals in the supply chain. The line between ally and adversary is razor thin.

You have to be a team player. Suspects are best neutralized with swift and decisive action by an overwhelming number of officers. This is why staying friendly with ICE and the FBI is so important. When the time comes to take someone down, you want people on your team.

Information is power. Takedowns and arrests are only the final stage of an investigation. Until then, it's a deliberate process of working informants, conducting interviews, and gathering technical or electronic data. The people whose information you need—weed farmers, truckers, prostitutes, wary family members—often distrust authority. Gaining their trust requires patience, time, and sometimes money. Even local law enforcement is often skeptical of your motivations, but you usually get along with the locals after a beer or two.

You have to keep thorough notes and good files, and have a good memory so that sensitive information stays accurate even when you don't have the time or privacy to record your findings.

Suggested Professions

Operations Division

Operations agents are the backbone of DEA operations, conducting investigations and arrests.

PROFESSION: Federal Agent or Police Officer.

SUGGESTED BONUS SKILLS: Criminology, Pharmacy, Science (Chemistry), Search.

EQUIPMENT: See TOOLS OF THE TRADE: FEDERAL AGENT (page XX).

Operational Support Division

The Support Division is staffed by subject matter experts and provides knowledge support to agents in the field.

PROFESSION: Anthropologist/Historian, Lawyer, Program Manager, or Scientist.

SUGGESTED BONUS SKILLS: Accounting, Forensics, Law, Pharmacy.

EQUIPMENT: Professional library and technical equipment.

Special Operations Division (SOD)

A classified and clandestine branch that specializes in electronic surveillance.

PROFESSION: Computer Scientist or Intelligence Analyst.

SUGGESTED BONUS SKILLS: Computer Science, Criminology, Law, SIGINT.

EQUIPMENT: Listening devices and electronic eavesdropping equipment.

Foreign-Deployed Advisory Support Teams (FAST)

The DEA's FAST Teams operate as paramilitary units in far-flung areas of the world where narcotics are grown and processed. Four are headquartered in Arlington, Virginia. The fifth is permanently stationed in Afghanistan.

PROFESSIONAL SKILLS:

- » Alertness 50%
- » Bureaucracy 40%
- » Criminology 50%
- » Drive 40%
- » Firearms 50%
- » Foreign Language (choose one) 30%

- » Forensics 30%
- » Heavy Weapons 30%
- » HUMINT 40%
- » Law 30%
- » Military Science (Land) 30%
- » Persuade 40%
- » Pharmacy 30%
- » Search 50%
- » Survival 30%
- » Unarmed Combat 60%

BONDS: 2

SUGGESTED BONUS SKILLS: Athletics, Firearms, Forensics, Search.

EQUIPMENT: See TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX).

Immigration and Customs Enforcement (ICE)

Due to recent changes in ICE's structure, this profile is slightly different from the version that appeared in the Agent's Handbook.

U.S. Immigration and Customs Enforcement is a sprawling law enforcement agency under the Department of Homeland Security (DHS). ICE is responsible for identifying, investigating, and dismantling vulnerabilities in the nation's border, economy, transportation, and infrastructure.

ICE is the second largest criminal investigative agency in the U.S. government, after the FBI, and the second largest contributor to the nation's Joint Terrorism Task Forces (JTTFs). It is the largest investigative arm of the Department of Homeland Security.

BUDGET: \$5.5 billion in 2015.

The ICE Operative at a Glance

POWERS OF ARREST? ICE special agents are federal officers and can make arrests. Most other divisions and offices do not have arrest powers.

EXPECTED TO CARRY A WEAPON? Yes, for special agents.

ACCESS TO FUNDS? Limited (no more than Incidental expenses in most cases). While large, ICE is cash-strapped.

OPERATIONAL BUDGET/RESTRICTED ITEMS? With Bureaucracy, an Agent may check out confiscated evidence recovered from a smuggling bust, ostensibly for examination or comparison with evidence from another case.

Checking out fake consumer products, food, or foreign contraband is equivalent to an Unusual expense. Checking out items can include things like heavy weapons, vehicles with hidden compartments, or exotic animals is equivalent to a Major expense.

Checking out evidence associated with a case the Agent is not involved with automatically triggers official review unless the Agent takes steps to hide his or her identity when removing the items.

Hiding the Agent's identity requires a Criminology roll; if it fumbles, the Agent is caught and faces possible firing and prosecution.

The Organization

ICE is led by a Director who is appointed by the President of the United States and answers to the Director of Homeland Security. Under the Director, a Deputy Director oversees four directorates: Enforcement and Removal Operations (ERO), Homeland Security Investigations (HSI), the Management and Administration Division, and an Office of Professional Responsibility. ICE has more than 15,000 employees in 400 domestic and 50 international offices.

In general, HSI tracks down suspects and ERO deals with them by imprisonment or extradition.

Key ICE Directorates

- Homeland Security Investigations (HSI)
 - Domestic Operations
 - International Operations
 - Intelligence Division

Field Intelligence Groups

- National Security Investigations Division
- Special Response Teams
- Enforcement and Removal Operations (ERO)
 - Removal Division (ERO/RD)
 - Operations Support
 - Custody Management
 - Field Operations
 - Numerous Field Offices

Operatives

Homeland Security Investigation (HSI) agents focus on identification and prosecution of criminal networks, and the seizure and forfeiture of money and property used to facilitate criminal activity. In the process of identifying transnational criminals operating within the U.S., HSI special agents investigate human smuggling, art theft, drug trafficking, arms trafficking, transnational gangs, money laundering, the production and distribution of child pornography via the Internet, import/export enforcement, trafficking

of counterfeit merchandise, and the theft of antiquities. In addition, HSI agents occasionally provide security for VIPs, and augment the U.S. Secret Service.

The Intelligence Division is a component of HSI that employs special agents and intelligence analysts to collect, analyze, and disseminate intelligence for use by the Department of Homeland Security. The Intelligence Division is a member of the United States intelligence community, and works closely with the intelligence components of other federal, state, and local agencies. Many HSI field offices assign intelligence analysts to specific groups, such as financial crimes, narcotics, or document fraud. Some analysts are assigned to Field Intelligence Groups (FIGs), which focus on human intelligence collection.

HSI's International Operations Division is staffed with agents stationed in 60 locations around the world. HSI's foreign offices, known as attaché offices, work with foreign governments to identify and combat transnational criminal organizations. International Operations also facilitates domestic HSI investigations by providing intelligence from host countries and conducting overseas investigations.

The National Security Investigations Division within HSI protects the United States from terrorism threats using the broad investigative powers ICE agents employ. The division focuses on identifying and intercepting goods and people dedicated to supporting terrorist plans that entered the United States illegally. In particular, the National Security Investigations Division works to disrupt smuggling programs that support prospective terrorists already within the United States. In this capacity the division's agents work closely with Customs and Border Protection, DEA, and the FBI.

ICE maintains a SWAT component, 17 Special Response Teams (SRTs). SRTs operate out of the larger regional offices. They handle high-risk arrest and search warrants, barricaded suspects, operations in rural or remote areas, and VIP protection. They also assist in disaster relief. SRT is a voluntary duty open to HSI agents who are assigned to an office with a certified team. SRT candidates undergo rigorous training and certification. There are currently only approximately 250 certified SRT members nationwide. They train with SOCOM and with the FBI's Hostage Rescue Team.

ICE's other branch, Enforcement and Removal Operations (ERO), employs uniformed Immigration Enforcement Agents (IEAs) to identify, arrest, and remove aliens who violate immigration law. ERO Deportation Officers prosecute aliens for illegal re-entry and remove illegal foreigners from the United States. Strategically placed Fugitive Operations Teams locate, apprehend, and remove aliens who have absconded from immigration proceedings but remain in the United States.

Before applying, an ICE recruit must have at least one year of law enforcement or investigative experience. If accepted, the trainee goes through 22 weeks of training in immigration law, advanced investigative techniques, firearms, and physical fitness. All applicants are expected to be able to serve at any of ICE's posts, even the remote ones.

Authority and Mandate

ICE has two primary missions. First is the identification and apprehension of criminal foreigners located in the United States (including suspected terrorists). Second is the detention and removal of foreigners who entered the United States illegally. Because of

the higher threat posed by criminals, the first priority gets the majority of ICE's resources.

Homeland Security Investigations agents share concurrent jurisdiction with the FBI and the DEA in the enforcement of the Controlled Substances Act. HSI agents investigate drug trafficking organizations who import their products across American borders, and study their smuggling methods. HSI's primary focus is the importation of illegal drugs, not domestic production and sale. Drug trafficking investigations are often worked by HSI-led task forces, including the Border Enforcement Security Task Forces (BEST). HSI operations often deal with other kinds of smuggling: arms, explosives, and humans. HSI's arms-trafficking investigations usually cooperate with the Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) in task forces with a focus on preventing the procurement of munitions by drug cartels, terrorists, "foreign adversaries," and other transnational criminal organizations.

ICE's Cyber Crimes Section (CCS) investigates cybercrime cases that involve underground online marketplaces, child exploitation, and intellectual property theft. The CCS coordinates with the FBI's Cybercrimes Division.

Field Operations

ICE has an extensive presence throughout the United States and abroad. Field offices and regional centers are spread throughout the continental United States, including most cities of over a million people and all along the northern and southern borders and the coasts. These offices are primarily bureaucratic nodes full of cubicles and office space. However, many also support the work of HSI and ERO special agents, and maintain a small motor pool of ordinary vehicles and a limited armory of shotguns, handguns, and tactical gear.

ICE maintains detention centers throughout the United States. Many are directly attached to field offices. Some serve as de facto bases of operation for agents in the field. A detention center holds illegal aliens who are eventually placed into "removal proceedings" for deportation. Large detention centers capable of holding more than 50 suspects at a time are found throughout the United States. These centers are mostly along the border and in states with large population centers. Smaller detention centers are scattered throughout the United States, in federal buildings and in county courthouses and jails.

Funding for ICE and its employees is not generous. Special agents are expected to travel, usually regionally, but have limited travel budgets. The SRTs are the exception; these teams are generally well funded and have high-end tactical and SWAT equipment. An SRT agent is expected to maintain an ICE "day job" and be available to travel at short notice. Travel funding less restricted for an SRT agent responding to an emergency.

Areas of Friction

ICE special agents are often regarded by other federal agencies as undertrained and underdisciplined. Other agents see ICE officers as numerous but not particularly effective. Other agencies see ICE as meddling, especially with its ever-expanding expansive mandate (such as in regards to terrorism) and a growing number of

employees. It is often a struggle for ICE agents to overcome interagency prejudices and prove their worth during an operation.

But ICE is its own worst enemy. Low morale is a continuing problem. Since its amalgamation from other, formerly independent agencies, residual culture clashes persist. Offices within HSI and ERO are still reluctant to work with one another or take on new responsibilities. This makes ICE seem like many semi-independent organizations instead of a coherent whole. Uncertain funding streams and salaries exacerbate ICE's low morale.

Playing ICE

ICE can be a tough gig. ICE is rarely anyone's first choice as an employer. You likely joined ICE because it was convenient. You probably grew up in or near a city where ICE has a large presence, or perhaps you are using ICE as an entry career into federal law enforcement. Many experienced ICE special agents use the agency as a stepping stone to something better-paying or more active (such as the FBI or the DEA). That prospect makes many ICE employees work very hard. ICE agents' loyalty is rarely to ICE itself but to their division, branch, or office. Turnover and burnout rates are high.

Specialized professions such as lawyers and investigators often stay loyal to ICE and work their way up through the senior ranks. For agents who make it their home, ICE offers a unique opportunity to work on cases that blend international and domestic issues.

As an ICE agent you have a huge backlog of work. If you aren't careful, you can get overwhelmed by pushing paper or get lost in bureaucratic demands. You work long hours just to clear the paperwork off your desk so you can get to your actual job the next day. ICE leadership constantly changes directives and priorities and redirects support staff to other missions. It can be frustrating. If you are lucky, your office or team knows what it is doing. A solid supervisor can insulate you from the capricious bureaucracy.

As a new special agent, you were probably assigned to an office near the border. You worked in a hectic and fast-paced environment, responding to drug seizures, contraband interdiction, and human smuggling cases. In time, as you were promoted, you were assigned to an office deeper in the U.S. where you focused on child pornography, human smuggling, document fraud, or narcotics. There you learned how to investigate criminal enterprises and organizations. And there your loyalty to ICE was either made or broken: You either found the job fulfilling, or set your mind to using your ICE experience to get to something else.

Suggested Professions

OPERATIONS AND INVESTIGATIONS

The operational arms of Homeland Security Investigations are HSI Domestic Operations (HSI/DO), International Operations Division (HSI/International Operations), and National Security Investigations (HSI/NSD).

PROFESSION: Federal Agent.

SUGGESTED BONUS SKILLS: Bureaucracy, Criminology, Forensics, HUMINT.

EQUIPMENT: See TOOLS OF THE TRADE: FEDERAL AGENT (page XX).

OFFICE OF INTELLIGENCE (HSI/INTELLIGENCE)

Provides intelligence and briefing materials for HSI and ERO operations.

PROFESSION: Media Specialist or Intelligence Analyst.

SUGGESTED BONUS SKILLS: Bureaucracy, Computer Science, Science (choose one), SIGINT.

EQUIPMENT: See TOOLS OF THE TRADE: FEDERAL AGENT (page XX).

SPECIAL RESPONSE TEAM (SRT)

Provides SWAT support for ICE operations. SRT members are all volunteers, most of whom have regular “day jobs” as agents in other ICE divisions.

PROFESSIONAL SKILLS:

- » Alertness 50%
- » Bureaucracy 40%
- » Criminology 50%
- » Dodge 50%
- » Drive 50%
- » Firearms 50%
- » Forensics 30%
- » Heavy Weapons 50%
- » HUMINT 60%
- » Law 30%
- » Persuade 50%
- » Search 50%
- » Stealth 40%
- » Unarmed Combat 60%

BONDS: 2

SUGGESTED BONUS SKILLS: Dodge, Firearms, Criminology, Melee Weapons.

EQUIPMENT: Per TOOLS OF THE TRADE: SWAT (page XX).

Removal Division (ERO)

ERO/RD agents apprehend and transport illegal aliens.

PROFESSION: Federal Agent.

SUGGESTED BONUS SKILLS: Athletics, HUMINT, Persuade, Unarmed Combat.

EQUIPMENT: See TOOLS OF THE TRADE: FEDERAL AGENT (page XX).

U.S. Marshals Service (USMS)

The Marshals Service enforces federal court orders, tracks and apprehends fugitives, transports federal prisoners, manages and auctions the seized assets of criminals, protects federal court buildings and personnel, manages the witness protection program, and protects the Strategic National Stockpile (the nation's emergency medicine and medical supplies). Deputy marshals often work on task forces with other federal, state and local law enforcement agencies, and are responsible for the majority of fugitive apprehensions across the country. USMS personnel work outside the U.S. in conjunction with foreign local law enforcement agencies to return wanted fugitives. Despite its small size and limited budget, the USMS conducts a proportionally large number of arrests across the country.

BUDGET: Less than \$3 billion in 2015.

The Marshals Service Operative at a Glance

POWERS OF ARREST? Yes.

EXPECTED TO CARRY A WEAPON? Yes.

ACCESS TO FUNDS? Can be supplied with a credit line if needed (up to a Standard Expense without eliciting an official review).

OPERATIONAL BUDGET/RESTRICTED ITEMS? A deputy marshal can secure emergency money by redirecting confiscated funds. This follows the same process as for a program manager (see PROGRAM MANAGERS on page XX), but the deputy marshal's Accounting roll is treated as a failure even if it succeeds.

The Organization

The USMS is based in Arlington, Virginia. It is headed by a Director who answers to the Attorney General. The USMS is divided into offices, with the Operations Directorate and the Administration Directorate being the largest and the core of the organization. The Marshals Service employs just over 5,400 personnel, including nearly 4,000 deputy marshals serving 94 marshals (one per federal court district).

The Marshals are empowered to sell or auction (but not keep) assets seized in their work as well as the work of other federal or local law enforcement agencies.

Key USMS Divisions (Operations Directorate)

- » Investigative Operations Division
- » Judicial Security Division
- » Justice Prisoner and Alien Transportation System
- » Prisoner Operations Division
- » Tactical Operations Division
- » Special Operations Group
- » Witness Security Division

Operatives

Like other federal law enforcement agencies, training for the Marshals is intense with a high washout rate. Training is held at the Federal Law Enforcement Training Center (FLETC, pronounced “Fleht See”) in Glynco, Georgia. It focuses on firearms, hand-to-hand combat, protective services, driving, investigative techniques, and techniques for tracking fugitives.

Most USMS law-enforcement officers are deputy marshals. A deputy may be promoted to senior, supervisory, or chief deputy. A deputy who does not enter the supervisory track may become an investigator, a senior position that involves specialized and extensive training. Investigators are often assigned to task forces or specialized portfolios. Deputies who work in judicial security may advance to senior inspectors.

Deputies are supported by data analysis and electronic-surveillance data collection. The USMS employs computer and electronics support personnel who help deputies locate and track fugitives and identify threats to federal courts or to high-profile VIPs.

Authority and Mandate

The Marshals Service occupies a central position in the federal justice system. Its responsibility to execute warrants and apprehend fugitives involves it in virtually every federal law enforcement initiative. Other federal agencies turn to the USMS to apprehend wanted criminals, particularly agencies who do not employ law enforcement officers of their own. The DEA cooperates closely with the Marshals, and often turns over outstanding warrants for the USMS to resolve rather than dedicating scarce DEA special agents.

The Marshals Service is empowered to deputize other officers or special agents of the Department of Justice; federal, state or local law enforcement officers; members of the U.S Coast Guard; and private security personnel. The USMS most frequently deputizes personnel to provide security at courts and detention centers.

Field Operations

Support for deputy marshals does not normally come in large budget lines or high-tech equipment, but in additional deputies. If a case is too complex, the USMS asks other federal agencies for specialized support. Deputy marshals and investigators can take over the leadership of most teams involved in tracking fugitives, especially if the deputy marshal is the senior federal agent. The USMS does not have dedicated assets in many cities, but maintains strong relationships with local authorities. That opens up significant resources, including detention centers, office space, police vehicles, weapons, and electronic surveillance equipment. The deputation process can be a useful lever to get access to state or local law enforcement resources.

The Marshals Service uses integrated computer systems to manage warrants, records, and information collected during investigations. These systems communicate with other international, national, state, and local law enforcement systems.

Under the Witness Security Program (aka the witness protection program), the USMS protects government witnesses who are in danger due to cooperation with the U.S. government. The Marshals Service provides 24-hour protection to these witnesses and their families, and provides them with new identities with documentation if needed.

The Special Operations Group (SOG) is a specially trained and equipped tactical unit deployed in high-risk and sensitive situations. A SOG team is composed of volunteer deputy marshals who completed specialized training: high-risk entry, explosive breaching, sniper/observer, rural operations, evasive driving, less-lethal weapons, waterborne operations, and tactical medical support. SOG team members serve in normal USMS positions but are on call to respond to crises. SOG teams are technically ad hoc and have a floating membership based on proximity, skill set, and availability. The small number of SOG personnel means that many members know and trained with each other.

In order to transport prisoners between districts, the Marshals Service operates a large fleet of aircraft, cars, vans, and buses. In a pinch, these transport assets can be made available to a deputy in the field.

Areas of Friction

The small number of deputies means USMS teams maintain a limited footprint wherever they are deployed, and the USMS works frequently with other agencies. The Marshals' mandate to augment other federal agencies means that it is generally appreciated when available. But some personnel in other agencies consider deputy marshals unsophisticated and ham-fisted. And deputy marshals and investigators sometimes come into conflict with other law enforcement personnel during the final stages of executing a warrant. The other agency may want the right to arrest the fugitive or seize the fugitive's assets.

Playing a Deputy

You probably became a deputy marshal because you like being on the street, tracking and apprehending criminals. You probably looked other agencies like the FBI, the DEA, and the ATF, but none offered the wide range of opportunities and the ability to keep up a high momentum of arrests. They can have their labs and behavioral sciences; you'll be out in the field. Even when you are stuck in the office, the types of mental exercises

that the USMS demands, such as connecting surveillance data to a suspect, anticipating the next moves of a fugitive, and finding security vulnerabilities at a federal courthouse, are the types of problems that you love.

Tracking fugitives involves technology, patience, and close attention to detail. You work closely with the IT and data collection offices, and spend hours going through audio and visual recordings of surveillance and interviews.

The Marshals Service isn't as big on paperwork as other federal law enforcement agencies. Sure, there is more than your fair share of reporting and accounting, but the emphasis of the agency is out in the field. Your job is tracking and arresting fugitives, not overanalyzing the results.

As a deputy marshal, you get to work with just about everyone on anything. You get along great with local police and can "sell" your services and utility to them quite easily. It is never about the glory. It is about getting the fugitive to justice. Local police appreciate that. They see you as no-nonsense and professional. Likewise, state and federal law enforcement are usually happy to have you as part of a team. You have hundreds of arrests under your belt and can speak with confident experience on the best way to take a suspect in. The right people listen. And you aren't sloppy with your weapon, so the DEA folks are comfortable with you in a tense situation.

On a mission, your best friend is local law enforcement, particularly county sheriffs' offices. Do not underestimate how useful these professionals can be. They know their area better than you do, and they have local relationships and contacts. If you need a tactical SUV or cruiser or simply some flashing red and blue lights, these are the women and men who will help you out. Buy them lunch. Listen to their opinions. Share your goals—or at least your cover story—and get their help if you can keep them safe. It will be worth it.

Suggested Professions

Investigative Operations Division

Investigative Operations is responsible for most field work involved in tracking and apprehending fugitives.

PROFESSION: Federal Agent.

SUGGESTED BONUS SKILLS: Criminology, Forensics, Law, Search.

EQUIPMENT: See TOOLS OF THE TRADE: FEDERAL AGENT (page XX).

Tactical Operations Division/Special Operations Group (SOG)

The SOG is a highly trained, all-volunteer group of deputy marshals that are on call to provide SWAT support in emergencies.

PROFESSIONAL SKILLS:

» Alertness 50%

- » Athletics 40%
- » Bureaucracy 40%
- » Criminology 50%
- » Dodge 40%
- » Drive 50%
- » Firearms 50%
- » Forensics 30%
- » Heavy Weapons 50%
- » HUMINT 60%
- » Law 30%
- » Persuade 50%
- » Search 50%
- » Stealth 40%
- » Unarmed Combat 60%

BONDS: 2

SUGGESTED BONUS SKILLS: Athletics, Dodge, Firearms, Unarmed Combat.

EQUIPMENT: See TOOLS OF THE TRADE: SWAT (page XX).

Defense

This section provides an overview of the service branches of the Department of Defense (page XX) and details for the U.S. Army (page XX), the U.S. Air Force (page XX), the U.S. Navy (page XX), the U.S. Marine Corps (page XX), and SOCOM (page XX).

Battle Cries

The Army, Marines, and Navy have traditional cries to build morale and signify acknowledgment and motivation. The cries sound similar to outsiders, but saying “Hooyah” in reply to “Oorah” is a sure way irritate a Marine.

ARMY: “Hooah” (“HOO ah”).

MARINES: “Oorah” (“OOO rah”).

NAVY: “Hooyah” (“HOO yah”). (Sailors who work closely with Marines, such as corpsmen and Seabees, sometimes use “Hoorah.”)

AIR FORCE: The Air Force has no cultural battle cry.

Combat Veterans

Post-traumatic stress disorder is the plague of the military. If you serve, you know someone who suffers from PTSD. If you don't know anyone, then you're probably the one struggling with it. Stress, late nights, lack of sleep, micromanagement by commanding officers, and, of course, combat catch up to you. Even if you use the mental health resources that the military provides, you withdraw from society. You are constantly on edge. You don't sleep well, and may well struggle with waking nightmares. Your marriage suffers. Your work suffers. Nothing seems to work right. You may struggle with alcoholism.

You might be able to fake it for quite a while, to conceal the symptoms, but it is an act. Those who haven't done what you do simply can't understand. It is not a failure on their part. But it's a rift that can't easily be crossed.

The Department of Defense (DoD) Service Branches

The U.S. armed forces are the world's largest military in personnel, equipment, and budget. It employs paid volunteers, American and foreign. Many Americans serve or have served in the military, and many more have family members or friends that serve. The military offers education, training, and opportunities that would not be otherwise available to many Americans.

The DoD is composed of three main branches: the Army, the Navy, and the Air Force. (The Marine Corps falls under the Department of the Navy. The Coast Guard is part of the Department of Homeland Security, though it falls under Navy control in time of war.) Each of these branches has a specific mission. The Army focuses on land operations, the Navy on maritime operations, the Air Force on the skies.

The President of the United States is the commander-in-chief and the Congress has oversight and funding responsibilities, as well as the constitutional power to declare war. Each service branch is headed by a civilian secretary. The President and Secretary of Defense (the head of the combined services) are advised by the seven-member Joint Chiefs of Staff, which include the head of each of the service branches and the chief of the National Guard Bureau. The Commandant of the Coast Guard is not a member of the Joint Chiefs of Staff.

The Army, Navy, and Air Force operate hundreds of bases around the world. These bases serve the equipment and personnel of the services, but also serve as crucial forward locations to allow the United States military a timely global reach. Each base is maintained and staffed by its service branch, but falls under the joint authority of the

regional Combatant Command where it is located. In war or crisis, the regional Combatant Command is responsible for the strategic movement of units in area.

BUDGET: Over \$600 billion in 2015. That includes the service branches, intelligence, and other components, as well as special combat-support supplementals passed by Congress and classified line-items.

The DoD Operative at a Glance

POWERS OF ARREST? Not usually. Certain specializations such as military criminal investigators and military police have arrest powers, usually limited to jurisdiction over military personnel or actions on bases.

EXPECTED TO CARRY A WEAPON? In combat or on guard duty.

ACCESS TO FUNDS? Limited (no more than Incidental Expenses in most cases).

OPERATIONAL BUDGET/RESTRICTED ITEMS? Varies widely. Using the Bureaucracy skill or Military Science, a military Agent can fly aboard cargo and personnel transports using the “Space-A” process—flying only when extra space opens up (which can be a long wait, sometimes days or weeks). In an emergency, an Agent on combat duty or directly supporting combat operations may request significant support from military assets, such as aircraft/surveillance support (including targeted satellite imagery), or access to restricted intelligence. Requests for missile strikes, artillery, or remote combat support are only available to high-ranking personnel (equivalent to colonel or above) on official combat missions.

The military loves red tape, so any request for equipment comes with the requirement to secure a supervisor’s approval and multiple forms to sign. An officer at colonel rank (or equivalent) or higher does not require a supervisor’s approval for mundane or non-lethal equipment requests, like access to a sedan or unarmored SUV. Rank has its privileges.

The Organizations

The U.S. service branches are massive and complex bureaucracies. Elements have interlocking responsibilities and complex reporting requirements.

The service branches work together under the Unified and Geographic Combatant Commands (COCOMs). Some Combatant Commands are regionally-focused, such as EUCOM covering Europe and PACOM covering the Pacific. Others are functional: STRATCOM coordinates the use of and defense against strategic weapons; TRANSCOM coordinates joint service logistics and transport. The Unified Combatant Commands are second only to the individual services themselves in budget and authority. They also host interagency and international personnel, such as from NATO-allied countries.

Component commands encompass specific services in their regions. Under the EUCOM (Europe) Combatant Command, for example, are component commands and major commands for the Army (USAREUR), Navy (NAVEUR), Air Force (USAFE), and Marines (MARFOREUR). The chain of command goes from the President to the

Secretary of Defense to the Combatant Commanders and then on to the Component Commanders and specific units.

DoD Unified Component Commands

- » Africa Command (AFRICOM)
- » Central Command (CENTCOM)
- » European Command (EUCOM)
- » Northern Command (NORTHCOM)
- » Pacific Command (PACOM)
- » Southern Command (SOUTHCOM)
- » Special Operations Command (SOCOM)
- » Strategic Command (STRATCOM)
- » Transport Command (TRANSCOM)

Operatives

U.S. military personnel respect hierarchy and authority. Many young service members use the military as a bridge between high school and their adult careers. Generous training and educational benefits encourage recruitment. Most service members enter the military with a sense of the importance of discipline and patriotism.

All service branches delineate between enlisted personnel and commissioned officers. Officers hold command and oversight positions, while enlisted personnel perform specialized jobs. The Army and Navy also employ warrant officers for jobs that require highly specialized or technical training, such as counterintelligence agents and helicopter pilots. Warrant officers are ranked above enlisted personnel but below commissioned officers.

Interoperability is a high priority. It is common for a Marine to serve with the Army, or a sailor to work within the Air Force. These assignments once were career dead-ends but now are important learning processes.

Authority and Mandate

The DoD's mission is to fight wars and support civilians in times of emergency. The military's mandate is the protection of the United States and its allies worldwide. The military maintains a strong domestic logistical network.

In practical terms, the U.S. military usually focuses on areas outside of the United States. Federal law restricts military deployments inside the U.S., including the use of military personnel to support law enforcement. The military often deploys in national emergencies and natural disasters, but only with the permission of a state governor. Most Americans would be alarmed to find military personnel with weapons operating within their communities except in dire emergencies. Domestic deployments are

typically managed through USNORTHCOM (U.S. Northern Command), the Coast Guard, and the National Guard.

Field Operations

Generally, there are three types of official travel away from a home, a duty location or base. The first type of travel is a regular deployment, and usually involves traveling as a unit for six months (or more) at a time. These deployments are normally for training, routine repositioning, or patrols. Combat deployment differs from regular deployment in that the tempo is much higher, the unit is sent to an active combat zone, and communications with friends and family becomes much less reliable. Combat deployment also sees a sizable increase in the service member's take home pay.

There is also a Temporary Duty assignment (TDY or TDA). TDYs are for much shorter durations, usually less than two months. TDYs are often done individually or in small groups, rather than as a full unit. Travel for consultations, conferences, or support of another unit or base (not in combat) is done through the TDY process.

The approach to deployments and temporary duty assignments varies greatly from service to service. Bureaucracy, oversight rules, and budget problems often make official travel, even TDYs, onerous and frequently delayed.

Generally, military budgets for specific personnel or units are not very robust, meaning that temporary duty assignments are very cost conscious. Uniformed and combat personnel are only deployed into the field in national emergencies or natural disasters.

Otherwise, deployments are usually tied to specific bases and are done in units of personnel, sometimes very large. In non-combat situations, the military sends the minimum number of people considered "mission critical."

The military tends to tightly restrict travel funding. Officers have more control of their unit's funding and purchases than enlisted personnel, and the choice of when and where to travel. Incessant bureaucratic checks leave an extensive paper trail for travel and purchases. The exception to this is clandestine or counterterrorism operations, where bureaucratic red tape shortens and personnel have more autonomy.

Military personnel in domestic TDY assignments occasionally support U.S. law enforcement or intelligence organizations when national security is involved. This support is usually behind the scenes, such as providing logistical support in the form of space on an aircraft or access to bases or DoD facilities. Intelligence can be provided to law enforcement agencies. The DoD can also provide personnel to non-combat situations, such as sending a judge advocate general (JAG) to advise on a criminal case or an interrogator trained in a rare language.

Crimes on military bases usually mean a joint investigation: the Naval Criminal Investigative Service (NCIS), Air Force Office of Special Investigations (AFOSI) or the Army Criminal Investigation Division (CID) working with local law enforcement or the FBI.

Areas of Friction

The military often does not work well with other parts of the government. In every service there are qualified individuals available to handle nearly any type of event. A service is reluctant to seek support from outside its ranks as culture clashes are

frequent. Many members of the military adopt an antagonistic “prove it” attitude towards members of other services and other government agencies. Many U.S. government professionals, particularly those with no service background themselves or in their family, see service members as standoffish or aggressive. The State Department, in particular, has a reputation for dealing poorly at the personal level with the military.

Promotion into senior military ranks requires working outside of the member’s service, which promotes cooperation.

Military criminal investigative services are generally much smaller than their federal law enforcement counterparts. Lack of funding means they often must rely on help from agencies like the FBI. Sometimes this builds confidence between the FBI and the armed services, but just as often it engenders resentment. Some FBI agents view the military investigators as out of their depth, and some military investigators view the FBI as unhelpful.

Playing the Services

A service member in a non-combat position—human resources officer, construction worker, dentist, police officer, bureaucrat, what have you—probably works in whatever passes as a normal environment for that job in the civilian world. You write reports on a computer, look forward to vacation days, and worry about your parking spot. Where working for the military differs is in pay, benefits, hierarchy, and jargon.

The military places a much stronger emphasis on chain of command than the civilian world. A person’s rank is of utmost importance in military culture. Patches and insignia on uniforms advertise where that person falls in the overall hierarchy and give a general idea of what that person does. You are expected to refer to someone senior in the ranks as either “sir” or “ma’am.” Even civilians working for the military are expected to know the ranks of the uniformed personnel and act appropriately, though they are not expected to salute. The military, like most of the government, loves specialized jargon and acronyms.

All branches of the military promote the importance of working in a team. Every service member is part of a unit and is responsible to that unit. If you don’t buy into that ethos, life in the military is miserable.

With hierarchy comes bureaucracy, and no one does bureaucracy like the U.S. military. The paperwork can be labyrinthine. There is a form for everything you do, and the staff that is supposed to provide you with that form isn’t likely to be helpful unless you are a colonel or above. Outside of specialized organs like the NSA, military computer systems are often decades out of date.

If you are in a combat position, then you are a breed apart. You may have seen multiple combat tours and lived for many months under extreme pressure. There is no civilian counterpart to what you do. The closest are in law enforcement, which is why many combat personnel wind up in police work. You identify with other combat veterans and tend to value their opinions over others.

In a combat position, you spend your days training and preparing. When you aren’t training, you are sleeping, eating, or deployed. Units train together and are deployed together. Constant and realistic training makes the American military formidable.

You are expected to understand your equipment intimately. You have disassembled and reassembled your weapon so many times you dream about it.

Training builds mental strength and “muscle memory.” It makes even the most complex tasks routine, even under the extreme pressure of combat. It builds instincts and mental toughness that help you survive combat.

Rank and Seniority

Rank and seniority are crucial for requesting equipment, assets, cash or support in the military. It is unlikely that an Agent ranking lower than colonel (or equivalent) can obtain rare assets like satellite imagery or major combat hardware. An Agent from a lower rank who requests something as important as a drone strike must have approval from an overseeing officer.

U.S. Army

The U.S. Army seizes and holds terrain. It is the largest and oldest of the military branches. It integrates air assets, armored vehicles, infantry, and artillery. It is well-equipped, especially compared to most other militaries, and it excels in the logistics of moving, supplying, and coordinating large numbers of soldiers and support units.

BUDGET: Approximately \$250 billion in 2015.

The Organization

Army personnel, including reserves, National Guard, and civilian support, number over a million people. The Army is made up of three components: the active component, called the regular Army, and two reserve components, the Army National Guard and the Army Reserve.

The reserve components are primarily composed of part-time soldiers. The Army National Guard is organized, trained, and equipped as part of the U.S. Army, but when it is not in federal service it is under the command of state governors.

The Army is divided into specialized branches such as artillery, infantry, aviation, the Signal Corps, the Corps of Engineers, special operations forces, and armored vehicles.

The Corps of Engineers (USACE) has a large peacetime mission supporting federal and state construction projects.

Operatives

A member of the Army is called a “soldier” or, unofficially, a “grunt.” Most can be represented with the Soldier or Marine profession (see page XX).

The Army boasts uniformed personnel of all types, from human resource specialists to veterinarians, police, and traditional warfighters. The Army employs many civilians in highly skilled support roles and office-management jobs.

Basic training for uniformed personnel takes ten weeks, including combat training. Basic training is followed by Advanced Individualized Training (AIT), where soldiers receive training for Military Occupational Specialties (MOS).

In combat situations the Army fields a four-soldier fire team as its smallest grouping: a team leader, a rifleman, a grenadier (equipped with a rifle and grenade launcher), and an automatic rifleman (equipped with a light machine gun). Other units include sniper

teams (two soldiers), explosive ordnance disposal teams (one to three soldiers), engineers, cavalry scouts, and others.

Army veterans know they are the core of the largest and most powerful military in the world. A powerful esprit de corps is inevitable. Many soldiers, even those that never see combat and work in an air-conditioned office for most of their career, believe they are combat ready. But combat veterans tend to be clannish, gravitating together in an influential subculture.

For many soldiers, even veterans, the Army is a stepping stone to other careers. Those who stay in the Army as “lifers” tend to appreciate discipline, camaraderie, purpose, and stability.

Suggested Professions

U.S. Army Medical Research Institute of Infectious Diseases (USAMRIID)

USAMRIID (pronounced “you-sam-rid”) combats the use of biological agents in warfare. The Institute, as it’s called, cooperates closely with the FBI and CDC.

PROFESSION: Scientist.

SUGGESTED BONUS SKILLS: Bureaucracy, Military Science, Pharmacy, Science (Biology).

EQUIPMENT: Large library on infectious diseases and biowarfare; access to high-tech lab equipment (including the highest level of biohazard protective gear) and samples of the deadliest microorganisms in the world.

902nd Military Intelligence Group

Analysts of the 902nd advise and support counterintelligence, counterterrorism, and counterespionage operations.

PROFESSION: Soldier.

SUGGESTED BONUS SKILLS: Bureaucracy, HUMINT, Foreign Language (choose one), SIGINT.

EQUIPMENT: Per TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX), and access to specialized intelligence products as well as a wide range of survival gear.

10th Mountain Division

The 10th Mountain is designed to deploy quickly in force to austere environments, especially mountainous and arctic terrain.

PROFESSIONAL SKILLS:

- » Alertness 50%
- » Athletics 60%

- » Bureaucracy 30%
- » Drive 40%
- » Firearms 40%
- » First Aid 30%
- » Military Science (Land) 40%
- » Navigate 50%
- » Persuade 30%
- » Survival 50%
- » Unarmed Combat 50%

Choose three from:

- » Computer Science 40%
- » Craft (choose one) 40%
- » Demolitions 40%
- » Foreign Language (choose one) 40%
- » Heavy Machinery 50%
- » Heavy Weapons 40%
- » Search 60%
- » SIGINT 40%
- » Swim 60%

BONDS: 3

SUGGESTED BONUS SKILLS: Athletics, Firearms, First Aid, Heavy Weapons.

EQUIPMENT: Per TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX), and also has access to specialized cold weather, alpine, and desert survival gear and equipment.

1st Brigade, 1st Cavalry Division

A long-range surveillance and reconnaissance force.

PROFESSIONAL SKILLS:

- » Alertness 50%
- » Athletics 50%
- » Bureaucracy 30%
- » Drive 50%
- » Firearms 40%
- » First Aid 30%
- » Heavy Machinery 40%
- » Heavy Weapons 40%
- » Military Science (Land) 40%
- » Navigate 50%
- » Stealth 30%
- » Survival 50%
- » Unarmed Combat 50%

Choose one from:

- » Artillery 40%
- » Computer Science 40%
- » Craft (choose one) 40%
- » Demolitions 40%
- » Foreign Language (choose one) 40%
- » SIGINT 40%

BONDS: 3

SUGGESTED BONUS SKILLS: Firearms, Heavy Machinery, SIGINT, Survival.

EQUIPMENT: Per TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX) as well as advanced visual and audio surveillance equipment including a long range and hardened laser marker.

Army Medical Corps

The Corps consists of experienced primary care physicians that can be forward deployed or attached to units in the field. (This is distinct from medics, who deploy at the squad and platoon level and are not part of the Medical Corps. They can be represented with the Nurse or Paramedic profession on page XX and the SOLDIER or MARINE background package on page XX.)

PROFESSION: Physician.

SUGGESTED BONUS SKILLS: Athletics, First Aid, Medicine, Surgery.

EQUIPMENT: Extensive medical tools for diagnosis and treatment, including mobile surgical or specialized equipment.

The Army in SOCOM

See pages 143–144 for selected Army SOCOM units:

- » 1st Special Forces Group (“Green Berets”)
- » 75th Ranger Regiment
- » 4th Military Information Support Team
- » 160th Special Operations Aviation Regiment (Airborne)
- » Intelligence Support Activity (ISA)

U.S. Air Force (USAF)

The United States Air Force (USAF) secures air superiority and provides air support to ground forces. It operates the world’s most advanced aircraft, missiles, and communication equipment. It also is responsible for nuclear deterrence, special operations, cyberspace, wireless communications, data management, and missions in space and low-Earth orbit.

BUDGET: Approximately \$170 billion in 2015.

The Organization

The Air Force has over 300,000 uniformed personnel, 185,000 civilians, and almost 200,000 reserves and National Guardsmen. It is made up of an active component, the Air National Guard, and a Reserve. The active Air Force includes a complex network of commands. The Air Combat Command controls the air-superiority forces. The Global Strike Command controls bombers and strike wings. Other commands include the Reserve Command, the Space Command, Special Operations Command, Air Mobility Command, the United States Air Forces in Europe–Air Forces Africa, the Pacific Air Forces, and others.

Operatives

A member of the Air Force (of either gender) is called an “airman.”

The many Air Force officer specialties include combat systems officer, intelligence officer, maintenance officer, judge advocate general (JAG), and medicine. Officer and enlisted occupational fields include computer specialties, mechanic specialties, cyberspace operations, avionics technicians, medical specialties, civil engineering, public affairs, law, drug counseling, and search-and-rescue specialties. Other careers include civil engineers, vehicle operators, and Air Force Office of Special Investigations (AFOSI).

Beyond combat flight crew personnel, USAF specialists include pararescue, security forces, combat control, meteorologists, and special operations units who disarm bombs, rescue downed or isolated personnel, call in airstrikes, and set up landing zones in forward locations.

Pilots are the princes of the Air Force, and the Air Force does little to dissuade their brash personalities. There is nothing more miserable than a former pilot now “flying a desk.”

Airmen are often drawn to the high technology of the Air Force. The Air Force tends to attract aspiring engineers and airmen pursuing specialized technical careers.

Airmen have a reputation with the other services for being part of the “chAir Force,” being a “country club,” and overvaluing creature comforts. Members of the Air Force see themselves as the most progressive and technologically advanced service branch.

Suggested Professions

41st Rescue Squadron

The 41st specializes in combat rescue of downed aircrew behind enemy lines using advanced (and aggressive) flying techniques. The Squadron also provides pre-launch surveillance and after-mission astronaut recovery for NASA.

PROFESSION: Pilot.

SUGGESTED BONUS SKILLS: Alertness, First Aid, Navigate, Pilot (Helicopter).

EQUIPMENT: Troubleshooting manuals, flight checklists, access to data files of classified geospatial and photographic classified material.

614th Air and Space Operations Center

The 614th is part of Air Force Space Command (AFSPC). The 614th provides command and control as well as space asset (satellite) coordination for the Joint Space Operations Center (JSpOC). Members of the 614th work closely with NASA and other branches of the military in Cheyenne Mountain.

PROFESSION: Intelligence Analyst.

SUGGESTED BONUS SKILLS: Computer Science, Craft (Microelectronics), Persuasion, SIGINT.

EQUIPMENT: Access to Cheyenne Mountain and classified reporting related to space from across the defense and civilian world.

432d Operations Group

The 432d operates remotely piloted aircraft (drones). While the drones operate around the clock and across the globe, the pilots work from Creech Air Force Base in Nevada.

PROFESSION: Pilot.

SUGGESTED BONUS SKILLS: Alertness, SIGINT, Pilot (Drone), Craft (Electronics).

EQUIPMENT: Troubleshooting manuals, flight checklists, access to data files of classified geospatial and photographic classified material.

70th Intelligence, Surveillance and Reconnaissance Wing

The 70th supports the Air Force and the wider intelligence community with cryptologic and signals intelligence. It is stationed at Fort Meade in Maryland.

PROFESSION: Computer Scientist or Intelligence Analyst.

SUGGESTED BONUS SKILLS: Bureaucracy, Computer Science, Science (Math), SIGINT.

EQUIPMENT: See TOOLS OF THE TRADE: FEDERAL AGENT (page XX).

354th Fighter Squadron

Specializes in close air support (CAS) using the tough A-10. The 354th is based in Davis-Monthan Air Force Base in Arizona.

PROFESSION: Pilot.

SUGGESTED BONUS SKILLS: Alertness, SIGINT, Pilot (Aircraft), Craft (Electronics).

EQUIPMENT: Troubleshooting manuals, flight checklists, access to aircraft and operational facilities.

318th Cyberspace Operations Group

An operational group of U.S. Cyber Command (USCYBERCOM), the 318th develops new technologies and tactics in information and cyber warfare.

PROFESSION: Computer Scientist or Engineer.

SUGGESTED BONUS SKILLS: Bureaucracy, SIGINT, Craft (Electronics), Craft (Microelectronics).

EQUIPMENT: Troubleshooting manuals, flight checklists, access to aircraft and operational facilities.

The Air Force in SOCOM

See page XX for the 24th Special Operations Wing/720th Special Tactics Group.

U.S. Navy (USN)

The Navy fights on the high seas, on coasts and on rivers. It projects force from international waters, protects international shipping lanes, and responds to regional crises. The U.S. Navy is the largest and most powerful navy in the history of the world, and is a key component to protecting commerce and American interests across the globe. The Navy maintains a large presence throughout the United States, even in cities and regions far from the ocean.

The Navy provides the Marine Corps with support services such as medical personnel, transport, and logistics. The Marine Corps and the U.S. Navy make up the Department of the Navy and jointly report to the Secretary of the Navy; however, the Marines are their own service component, and the Commandant of the Marine Corps is a member of the Joint Chiefs.

The Coast Guard also coordinates closely with the Navy, posting law enforcement personnel on some Navy ships.

BUDGET: Approximately \$150 billion in 2015.

The Organization

The Navy employs about 500,000 uniformed personnel and a large number of civilians. The Navy's forces consist of a central body, Fleet Forces Command. Fleet Forces Command supports fleets and functional commands like Cyber Command, the Navy Reserve, Special Warfare Command, and Operational Test and Evaluation Force (OPTEVFOR). Fleet Forces Command is responsible for the Military Sealift Command, which manages most of the Navy's transport ships. Navy sealift can transport vast amounts of cargo, military forces, and civilians rescued from disaster.

There are six fleets: Third Fleet (West Coast and Pacific), Fourth Fleet (Central and South America), Fifth Fleet (Middle East), Sixth Fleet (Europe, the Mediterranean, and Africa), Seventh Fleet (South Asia, Central Asia, East Asia, and the Pacific), and Tenth Fleet (which supports the Navy's Cyber Command). In general, the Navy operates three "type commands" for each fleet: an air force, surface forces, and a submarine command.

Operatives

A member of the Navy is called a "sailor." Many can be represented with the PILOT or SAILOR profession (see page XX).

The Navy relies on a large number of skilled tradesman, technical operators, and construction personnel to maintain its ships, aircraft, equipment, and buildings. Technical specialists are in high demand in the Navy, everything from radar operators, aircraft technicians, and nuclear and electrical engineers to medical doctors, criminal investigators, and psychiatrists.

Maritime conditions complicate many jobs. For example, Explosive Ordnance Disposal (EOD) specialists are expected not only to disarm bombs or mines, but to do so in SCUBA gear while battling high currents and low visibility.

The Navy provides support personnel to the Marine Corps, primarily hospital corpsmen who serve with Marine units as field medics.

Surface warfare sailors are the most numerous and visible of Navy personnel. They serve on ships and bases around the world. Surface warfare sailors see themselves as the “real” Navy.

Naval aviators and air crews are rarer, and often act as if they are part of an exclusive community. Navy pilots consider themselves even more elite than their Air Force colleagues. Air Force pilots get a stationary runway, after all. Navy aviators land on a piece of metal on a moving ship.

Submariners operate on different cycles and with significantly more secrecy than the others, and can be insular by comparison.

Suggested Professions

Naval Criminal Investigative Service

The NCIS performs criminal investigations on behalf of the Navy and Marine Corps. About half its 2,500 employees are civilian special agents, supported by analysts and forensic experts. A few counter-intelligence investigators are Navy reservists.

PROFESSION: Federal Agent.

SUGGESTED BONUS SKILLS: Criminology, Persuade, HUMINT, Law.

EQUIPMENT: Per TOOLS OF THE TRADE: FEDERAL AGENT (page XX).

Explosive Ordnance Disposal (EOD) Group One

EOD techs disarm all types of ordnance, including improvised, chemical, biological, and nuclear weapons. They are expected to forward deploy with any type of unit, including special-operations forces. Navy EOD techs are also elite divers.

PROFESSIONAL SKILLS:

- » Alertness 60%
- » Athletics 40%
- » Bureaucracy 30%
- » Craft (Electrician) 40%
- » Craft (Mechanic) 40%
- » Demolitions 60%

- » Military Science (Sea) 50%
- » Navigate 50%
- » Pilot (choose one) 40%
- » Science (Meteorology) 40%
- » Search 50%
- » Swim 60%

BONDS: 2

SUGGESTED BONUS SKILLS: Alertness, Athletics, Craft (Electronics), First Aid.

EQUIPMENT: Mechanical and engineering tools, Personal Protective Equipment (PPE), hardened gloves and goggles, a large library on physical sciences, chemistry, and demolitions.

Hospital Corpsman

The Hospital Corps provides highly trained enlisted medical personnel to Navy facilities and vessels and to the Marine Corps. They are often embedded with Marine units and forward deployed.

PROFESSIONAL SKILLS:

- » Alertness 50%
- » Athletics 50%
- » Bureaucracy 40%
- » Firearms 40%
- » First Aid 60%
- » HUMINT 40%
- » Medicine 40%
- » Persuade 50%
- » Pharmacy 40%
- » Science (Biology) 40%
- » Survival 50%

Choose two from:

- » Drive 60%
- » Forensics 40%
- » Navigate 50%
- » Psychotherapy 50%
- » Search 60%

BONDS: 2

SUGGESTED BONUS SKILLS: First Aid, Medicine, Psychotherapy, Surgery.

EQUIPMENT: Portable medical tools and equipment.

The Navy in SOCOM

See page XX for the Special Warfare Development Group (DEVGRU)/Naval Special Warfare Group One (SEALs).

U.S. Marine Corps (USMC)

The Marines are the U.S. military's power projection and shock force. They specialize in opening beachheads and serving as advance forces. Unlike the Army, they do not focus on securing territory.

The Marine Corps is a component of the Navy, and is designed to work closely with naval forces for transportation, support, operations, and logistics. The Marines operate bases throughout the United States and in allied countries like Japan. Marine Expeditionary Units (MEUs) are typically stationed at sea. This allows the MEU to respond swiftly to international incidents and be the first on site during a conflict.

In peacetime, the Marine Corps is often given non-combat missions such as the evacuation of Americans from unstable countries and providing humanitarian aid and disaster relief.

BUDGET: Approximately \$40 billion in 2015.

The Marine Operative at a Glance

POWERS OF ARREST? No

EXPECTED TO CARRY A WEAPON? Yes

ACCESS TO FUNDS? Limited (no more than Incidental Expenses in most cases).

OPERATIONAL BUDGET/RESTRICTED ITEMS? See DEPARTMENT OF DEFENSE SERVICE BRANCHES on page XX.

The Organization

The Secretary of the Navy oversees both the Marine Corps and the Navy. The most senior Marine officer is the Commandant.

The Marines are organized and operate differently than the larger DoD branches. The Marines are an unofficial fourth branch of the military, with their own budget, unique equipment, and culture. The Corps has approximately 200,000 uniformed service personnel and another 100,000 reserves.

The Marine Corps is organized into four principal subdivisions: the Headquarters, the Operating Forces, the Supporting Establishment, and the Reserves.

The Operating Forces are divided into three categories: Marine Corps Forces (MARFOR) assigned to regional and functional Combatant Commands; Security Forces guarding high-risk naval installations; and Marine Security Guards (MSGs) at U.S. embassies.

Marine doctrines emphasize speed and power. The basic structure for all deployed units is a Marine Air-Ground Task Force (MAGTF, pronounced “Mag Taf”), which integrates a ground combat element, an aviation combat element, and a logistics combat element under a common command element. More than any of the other services, the Corps integrates close air support, armor, and artillery in support of the infantry. Marine operational units tend to be smaller but more versatile than similar units in the U.S. Army or other militaries. That allows the Marines to deploy quickly and remain relatively self-sufficient.

The Marines tend to shy away from high-tech equipment due to a tight budget and the expectation of rough conditions with little outside support. They rely on gear that’s old but reliable.

Operatives

A member of the Marine Corps is known as a “Marine,” or informally as a “Leatherneck” or “Jarhead.” Most can be represented with the Soldier or Marine profession (see page XX).

Marine Corps training is grueling, with a high washout rate. Recruits are physically and mentally pushed and tested. The old way of doing things is stripped away, replaced with the Marine way. Tough training builds high morale and pride in the Corps.

“Every Marine is a Rifleman” is the corps’ mantra. More so than the other branches, every Marine is expected to keep up marksmanship skills. Even pilots and support specialists train frequently with firearms. The Marines do not recruit or train noncombatants such as chaplains or medical or dental personnel, and have few office personnel. The Navy fills those roles.

Marines have a wide range of specializations, but all are focused on supporting combat missions. Fixed wing and helicopter pilots, combat engineers, construction personnel, police, vehicle drivers, and, of course, the infantry are all common specialties.

Sharing functions and equipment with both the Army and Navy ensures the Marines are well-positioned to work alongside those service branches.

Authority and Mandate

The Marines are generally focused outside of the United States. One third of the USMC is forward deployed outside of the U.S., primarily in Okinawa, Japan. The Marine Corps' specialization in quick response, small but adaptable units, and integrated firepower makes it uniquely suited to counterterrorism. The Marines are utilized more often than the Army, Navy, and Air Force in counterterrorism operations where small, special operations units are insufficient. Marines are also tasked with protecting U.S. embassies and consulates.

Field Operations

Tight funding makes non-combat deployment of Marines relatively rare. The USMC restricts travel funding for all except officers. Marine officers have less leeway for initiating their own field operations than their counterparts in the other branches.

The smallest operational infantry unit, and the basis of all deployments, is the four-man fireteam. A fireteam has a team leader who is equipped with a rifle and underslung grenade launcher (called "Team"), a support gunner who uses a machine gun (called "Fire"), and two riflemen, one of whom carries additional ammunition for the machine gun (called "Assist") and another that acts as a scout (called "Ready").

Areas of Friction

The Marines have a reputation of being rough around the edges, unruly and violent. When interacting with non-Marines, even other service members, a Marine must often overcome some level of wariness.

Playing a Marine

Being a Marine means being an elite warrior. As a Marine, you were accepted into an organization that has a long and illustrious history that has not tarnished. You are expected to know and study the Corps' history. You are expected to exude confidence in all you do.

You are expected to meet exacting standards in your appearance, even when off base. Your haircut is conservative. Your clothes are well pressed. Everything is tidy. You stand straight, and can do so for hours if needed.

The Corps was forged in centuries of trial and error, and it has a right way and a wrong way to do things. From your first day in Basic Training, you are taught the Marine way of thinking: quick and decisive, with a reliance on training and the lessons of those who have gone before.

But you aren't an automaton. "Improvise, Adapt and Overcome" is an unofficial motto of the Corps. Unanticipated problems and challenges arise. You have drilled to fall back on your knowledge and training to figure out the best and most expeditious way to resolve any problem. It doesn't matter if it's a pretty process; if it works, it works.

The USMC emphasizes strength and confidence. It encourages "alpha" personalities. This makes Marines less likely to seek mental or physical help with trauma, for fear of admitting failings or weakness and letting down their units and the Corps.

The official motto of the Marines is "Semper Fidelis" ("Always Faithful"), typically shortened to "Semper Fi." As a Marine, you respect the Corps and your fellow Marines and love the United States, warts and all. Marines share a bond of physical and mental

toughness. The only people that can understand you are (maybe) your closest family members and (assuredly) other Marines.

This sense of community extends across generations, even to Marines no longer in the service. Once a Marine, always a Marine. The term “ex-Marine” is only used when referring to someone who left the Corps under suspicious or less than honorable circumstances. If you meet fellow Marines—active or otherwise—in your civilian or professional life, you are likely to give them an overwhelming benefit of the doubt.

From the outside looking in, the Marines can look cultish. The process of building a closed and select group of like-minded people with an “us against the world” mentality has a lot in common with traditional indoctrination techniques. For most Marines, the order of identity goes: God, country, Corps, family, and finally, self. Many Marines are happy to move on from that ethos when their term is done. Others stick with it for life.

Suggested Professions

Force Reconnaissance Company (FORECON)

Force Recon detachments are light infantry units that perform deep reconnaissance, intelligence gathering, raiding, and forcible boarding/seizure operations.

PROFESSIONAL SKILLS:

- » Alertness 60%
- » Athletics 60%
- » Demolitions 40%
- » Dodge 50%
- » Firearms 60%
- » Heavy Weapons 50%
- » Melee Weapons 50%
- » Military Science (Land) 60%
- » Navigate 60%
- » Stealth 60%
- » Survival 60%
- » Swim 50%
- » Unarmed Combat 60%

BONDS: 1

SUGGESTED BONUS SKILLS: Drive, Firearms, SIGINT, Survival.

EQUIPMENT: See TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX); and advanced surveillance equipment, weapon-mounted laser designator light, Mossberg 500 shotgun, long range thermal imager.

Division of Public Affairs Combat Camera

Combat Camera documents Marine experiences for use in public relations, intelligence, and training.

PROFESSIONAL SKILLS:

- » Art (Photography or Videography) 50%
- » Athletics 60%
- » Bureaucracy 50%
- » Computer Science 30%
- » Craft (Electronics) 30%
- » Firearms 40%
- » History 40%
- » HUMINT 50%
- » Melee Weapons 40%
- » Persuade 50%
- » Survival 40%
- » Unarmed Combat 50%

Choose one from:

- » Art (choose another) 50%
- » Foreign Language (choose one) 50%
- » Military Science (choose one) 50%.

BONDS: 3

SUGGESTED BONUS SKILLS: Art (Photography or Videography), Athletics, HUMINT, Survival.

EQUIPMENT: Camera or video camera, production and surveillance equipment.

Maritime Special Purpose Force

This unit supports larger elements of the Navy, Marines and SOCOM with high-firepower surgical insertion and raiding capabilities. The MSPF is sometimes called upon for hostage rescue.

PROFESSIONAL SKILLS:

- » Alertness 60%
- » Athletics 60%
- » Bureaucracy 30%
- » Demolitions 40%
- » Dodge 50%
- » Drive 40%
- » Firearms 60%
- » First Aid 30%
- » Foreign Language (choose one) 40%
- » Heavy Machinery 50%
- » Heavy Weapons 50%
- » Military Science (Land) 40%
- » Navigate 40%
- » Persuade 30%
- » Swim 60%
- » Unarmed Combat 50%

BONDS: 2

SUGGESTED BONUS SKILLS: Heavy Weapons, Navigate, Stealth.

EQUIPMENT: Per TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX).

Marine Corps Security Force Regiment

The Security Force Regiment provides security at high-value Navy facilities, such as those containing nuclear submarines and nuclear weapons. It houses two rapid response units, the Fleet Antiterrorism Security Team (FAST) and the Recapture Tactics Team (RTT). RTTs operate like SWAT units at particular facilities, while FAST teams deploy around the world to augment the defense of U.S. government installations.

PROFESSIONAL SKILLS:

- » Alertness 60%
- » Athletics 60%
- » Bureaucracy 30%
- » Drive 40%
- » Firearms 60%
- » First Aid 30%
- » Heavy Weapons 40%
- » Military Science (Land) 40%
- » Navigate 40%
- » Persuade 30%
- » Survival 30%
- » Unarmed Combat 50%

Choose two from:

- » Demolitions 40%
- » Foreign Language (choose one) 40%
- » Heavy Machinery 50%
- » Search 60%
- » SIGINT 40%
- » Swim 60%

BONDS: 3

SUGGESTED BONUS SKILLS: Alertness, Firearms, Melee Weapons, Unarmed Combat.

EQUIPMENT: See TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX).

The Marines in SOCOM

See page XX for the Marine Raider Regiment.

U.S. Special Operations Command (SOCOM)

Special Operations Command (SOCOM, pronounced “Soh Com”) coordinates U.S. special operations around the world. SOCOM was born as a result of the disastrous attempt by special-operations forces (SOF) in 1980 to free American hostages being held by the Iranian government. The takeaway from so many dead service members was the pressing need to better coordinate SOF. The Army, Navy, Air Force, and Marines all have special-operations forces of their own. When different units need to work together, SOCOM takes over.

SOCOM’s role has increased dramatically since 9/11, and it is involved with most operations that have any sort of SOF aspect. In addition to being able to direct the special operations units of the service branches, SOCOM also has direct operational control of such forces as the Army’s Delta Force, the Navy’s Special Warfare Development Group (“SEAL Team Six”), the Marine Raider Detachment, and the Air Force’s 24th Special Operations Wing. While technically loaned by the service branches, these units are controlled at almost all times by SOCOM and, as a result, are particularly good at joint operations and working with one another.

BUDGET: Approximately \$8 billion in 2015 officially; likely significantly more due to black-book funding.

The SOCOM Operative at a Glance

POWERS OF ARREST? No, but can detain if “national security” or imminent terrorism is at stake.

EXPECTED TO CARRY A WEAPON? Yes

ACCESS TO FUNDS? Can be supplied with a credit line if needed. (Up to a Major Expense without eliciting an official review.)

OPERATIONAL BUDGET/RESTRICTED ITEMS? Using the Bureaucracy skill, the Agent can request military-grade weapons (including heavy or prototype weapons) and vehicles of all types (including armored vehicles). Approval of weapons is usually done for training purposes or in advance of an operation and is heavily monitored. SOCOM operatives also may request extensive communications equipment. In some circumstances the Agent may also request significant support from military or intelligence assets, including aircraft.

The Organization

SOCOM is a Unified Combatant Command within the Defense Department. The SOCOM commander answers directly to the Secretary of Defense and the Joint Chiefs of Staff, and often reports directly to the President. SOCOM not only gains “temporary” operational control of a service’s special-operations forces during a joint mission, it maintains full-time operational control of the most elite special operations forces in the world, including the Army’s First Special Forces Group Operational Detachment-Delta (“Delta Force”), the Navy’s Special Warfare Development Group (“DEVGRU”), the Marine’s Raider Regiment, and the Air Force’s 24th Special Operations Wing.

SOCOM’s component command, the Joint Special Operations Command (JSOC), trains, helps to equip, and coordinates SOF units involved in SOCOM missions. SOCOM also operates the U.S. Army Intelligence Support Activity as an in-house intelligence unit that focuses on collecting HUMINT and SIGINT for DEVGRU and Delta Force. Special Operations Command-Joint Capabilities (SOC-JC) is the training wing of SOCOM and JSOC.

SOCOM and JSOC have at least partial control of almost all SOF combat missions. In non-combat situations, the command structure for the special operations units under SOCOM becomes more muddled. They face a complex reporting structure: reporting to SOCOM, another Combatant Command, and possibly the unit’s service command (such as Army Special Operations Command). For SOCOM leadership, there is a constant push-pull regarding the need to detail mission parameters to as few people as possible, but also to secure the approval and resources of the service branches’ own special operations commands.

Besides the “permanent” SOCOM units of Delta Force, Marine Raiders, DEVGRU, and the 24th SOW, SOCOM gains temporary operational control of other special operations units when they participate in joint operations. The Army Special Operations Command (USASOC), Navy Special Warfare Command (NSWC), Air Force Special Operations Command (AFSOC), Marine Corps Forces Special Operations Command (MARSOC), and, occasionally, the CIA’s Special Activities Division (SAD) provide irregular and SOF units to SOCOM missions on a temporary basis. SOCOM also coordinates with regular military units when the mission coincides with traditional operations.

Operatives

If you’ve earned the right to participate in a SOCOM mission, you have already proven your capabilities in years of combat experience and specialized training. Training is the secret to being a special operator. Again and again. Over and over. The amount of drilling in SOF makes the other services look lax. Special-operations commanders want to make sure every operator maintains composure during stressful situations, not just combat. Hyper-realistic training regimens push the operator past the brink of mental and physical breakdown. SOCOM leadership demands that operators know their breaking points.

Special operations personnel are drilled not only in combat, survival, and specialized field knowledge, but also to serve as intelligence collectors. Operators are trained to resist interrogation if caught. They are also skilled in techniques for quickly and

effectively interviewing sympathetic locals for critical information and how to report that information for maximum utility.

In 2016, the Department of Defense officially opened all combat positions to women—including special operations forces and senior leadership. Female Delta Green Agents in SOCOM have undergone the same rigorous applications process and brutal training as their male colleagues. Female Agents may also have seen extensive combat before 2016 due to the unpredictable nature of counterinsurgency operations. Even non-combat positions deployed overseas were occasionally dragged into battle throughout the War on Terror.

Authority and Mandate

SOCOM is particularly focused on anti-terror operations, but is also equipped and trained to deal with non-conventional and asymmetrical missions. SOCOM's missions include direct action, hostage rescue, extraction and rendition, reconnaissance, training guerrillas, unconventional warfare, psychological warfare, civil affairs, and counter-narcotics operations.

SOCOM operates within the United States only under the heaviest security. Such operations are always heavily classified. SOCOM is deployed domestically only when the national security risks outweigh potential public backlash and uncomfortable congressional inquiries. These missions target serious and extremely dangerous threats—all of which will involve grave national security implications if not eliminated. Domestic operations must be approved at the Joint Chiefs level. They are conducted in conjunction with NORTHCOM and, often, the FBI.

Field Operations

SOCOM operates almost exclusively under Top Secret or higher clearance. SOCOM missions have a very wide grasp in terms of equipment and support, and can pull in resources from across the U.S. government.

Special operations missions are usually staffed and equipped in advance. The nature of the mission is dissected and wargamed. Key pieces of equipment are identified and assigned. Most missions are expected to go in with what equipment they need for the duration of the operation, but are still expected to travel light. Special operators are trained to use non-standard and non-American gear, so that they can buy or seize whatever they need as the operation unfolds. Most SOCOM operatives also know many U.S. government black sites in which to hide themselves or something of value (a body, perhaps).

When special operations forces have the luxury of operating openly, SOCOM's resources are formidable. Air and missile strikes, "stealthed" extraction by specialized craft, drone cover, vehicles, resupply, specialized mapping or geospatial intelligence, and large amounts of currency are all available. The biggest issue with SOCOM's resources isn't availability; the problem is time. A request for top-end or specialized resources must be reviewed and dispatched, and the delivery of those resources can be painfully slow in a dynamic or deteriorating situation. The need to anticipate support and have it waiting in theater is one reason for the detailed planning of SOCOM missions.

Areas of Friction

SOCOM's Intelligence Support Activity (ISA) and the CIA often find themselves at loggerheads. The CIA wants to retain its position as the lead intelligence agency in the U.S. and demands constant briefings on the intelligence-related activities in SOCOM. ISA, on the other hand, is never enthusiastic with the idea of cooperating with the CIA's large bureaucracy. It's a sometimes cool relationship characterized by the CIA believing ISA doesn't understand its junior position and ISA believing the CIA's oversight is redundant and bloated. Information and intelligence sharing is helped along by cooperation between JSOC and the CIA's SAD/SOG.

The complex reporting and command structure for SOCOM units poses a recurring challenge. In many cases, special operations personnel report to three or more commanding officers at different points around the globe, and possibly an ambassador as well. Each service component tries to assert its influence and control of a special operations unit, which can lead to mutually exclusive orders and more paperwork.

Playing a Special Operator

Your job is to complete the mission. You boast a quick mind, a strong body, and world-class organizational resources behind you. There are very few people in the world that can do what you do. You aren't here for respect. If that was ever a motivation, it was beaten out of you during your qualification. You do this because it excites you. You are at the top of the game.

When in doubt, act quickly. Decisive and forceful action can make up for bad intelligence or being outnumbered. SOCOM operators are trained to assess a situation quickly and thoroughly, and then to rely on quick action and decisions as a means for making up for their relatively small numbers. By acting decisively, special operators seize the advantage of surprise and keep the initiative. Doing something dumb quickly is certainly better than doing something dumb slowly.

You are prepared for anything. You are confident there is nothing that you can't handle. You have trained and drilled, as an individual and as a unit, for thousands of contingencies. Training showed you your limits and taught you to use that knowledge as an asset. Combat doesn't scare you. Operations and missions are nothing compared to the grueling training you go through as a matter of course.

You value intelligence and preparation, so you plan to not be put into dumb situations. Good intelligence and situational awareness are the best weapons.

You respect people who get things done. Talking for the sake of talking doesn't impress you. Titles and awards don't impress you. This doesn't mean everyone needs to be a warrior. Bureaucrats and politicians who produce results are your type of people. Needless to say, you are no fan of red tape.

This is a hard and demanding job. Those in it for glory were weeded out long ago. The physical demands are grueling. The mental demands are even harder. Mental stamina sets you apart. You can focus better than your contemporaries. You mentally process things under stress remarkably well. You can see the most horrible things in the world and compartmentalize them so that they don't interfere with the bigger picture.

Suggested Professions

Air Force—24th Special Operations Wing / 720th Special Tactics Group

The 24th houses a number of Special Tactics Groups like the 720th. The 720th conducts combat search and rescue missions, collects intelligence, and calls in close air support or airstrikes against enemy combatants—all behind enemy lines.

PROFESSIONAL SKILLS:

- » Alertness 60%
- » Athletics 60%
- » Demolitions 40%
- » Firearms 60%
- » Heavy Weapons 50%
- » Melee Weapons 50%
- » Military Science (Land) 60%
- » Navigate 50%
- » Stealth 50%
- » Survival 50%
- » Swim 50%
- » Unarmed Combat 60%

Choose one from:

- » First Aid 60%
- » SIGINT 50%

BONDS: 1

SUGGESTED BONUS SKILLS: Athletics, Navigate, Survival, Stealth.

EQUIPMENT: See TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX) as well as field medical kits (pararescue), advanced surveillance and electronics suites (combat controllers and combat weather technicians).

Army—1st Special Forces Group (Green Berets)

The Army's Special Forces Groups are light infantry tasked with asymmetrical missions including unconventional warfare, training friendly foreign troops, reconnaissance, direct action, counterterrorism, and search-and-rescue. Operational Detachment Delta, called Delta Force, is designed to operate deep in hostile territory and perform intelligence-gathering, reconnaissance-in-force, direct military action, search and rescue, and seizure of key installations.

PROFESSIONAL SKILLS:

- » Alertness 50%
- » Athletics 60%
- » Demolitions 40%
- » Firearms 60%
- » Foreign Language (choose one) 20%
- » Heavy Weapons 50%
- » HUMINT 40%
- » Melee Weapons 50%
- » Military Science (Land) 60%
- » Navigate 50%
- » Persuade 40%
- » Stealth 50%
- » Survival 50%
- » Swim 50%
- » Unarmed Combat 60%

BONDS: 1

SUGGESTED BONUS SKILLS: Firearms, Demolitions, Persuade, SIGINT.

EQUIPMENT: See TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX).

Army—75th Ranger Regiment

The Rangers specialize in raiding and forcible seizure of critical installations or assets.

PROFESSION: Special Operator.

SUGGESTED BONUS SKILLS: Athletics, Melee Weapons, Stealth, Unarmed Combat.

EQUIPMENT: See TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX).

Army—4th Military Information Support Team (MIST)

MISTs deploy into countries with active groups that have ideologies hostile to the United States and work to undermine those ideologies through psychological operations and material/monetary support of friendly organizations.

PROFESSIONAL SKILLS:

- » Alertness 50%
- » Athletics 50%
- » Bureaucracy 30%
- » Drive 40%
- » Firearms 40%
- » First Aid 30%
- » Foreign Language (choose one) 40%
- » HUMINT 50%
- » Military Science (Land) 40%
- » Navigate 40%
- » Persuade 50%
- » SIGINT 40%
- » Unarmed Combat 50%

Choose one from:

- » Art (choose one) 40%
- » Computer Science 40%
- » Craft (choose one) 40%
- » Foreign Language (choose another) 40%

BONDS: 3

SUGGESTED BONUS SKILLS: Athletics, Foreign Language, Psychotherapy, SIGINT.

EQUIPMENT: See TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX).

Army—160th Special Operations Aviation Regiment (Airborne)

The 160th SOAR (A) consists of the Army's best-qualified aviators and support soldiers. The "Night Stalkers" provide a wide range of helicopter-borne support for SOCOM, including high-risk attacks, insertions, and reconnaissance.

PROFESSIONAL SKILLS:

- » Alertness 60%
- » Athletics 50%
- » Bureaucracy 30%
- » Craft (Electrician) 40%
- » Craft (Mechanic) 40%
- » Firearms 40%
- » Heavy Weapons 50%
- » Military Science (air) 60%
- » Military Science (land) 20%
- » Navigate 60%
- » Pilot (helicopter) 60%
- » Science (Meteorology) 50%
- » Swim 50%.

BONDS: 1

SUGGESTED BONUS SKILLS: Alertness, Pilot, Survival, Stealth.

EQUIPMENT: See TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX), as well as operations manuals and field manuals on repairing helicopter equipment.

Army—Intelligence Support Activity

Operating under many code-names, ISA is composed of special operators with extensive specialized training in reconnaissance and intelligence gathering, particularly signals intelligence.

PROFESSIONAL SKILLS:

- » Alertness 60%
- » Athletics 60%
- » Firearms 60%
- » Heavy Weapons 50%
- » HUMINT 50%
- » Melee Weapons 50%
- » Military Science (Land) 60%
- » Navigate 50%
- » SIGINT 50%
- » Stealth 50%
- » Survival 50%
- » Swim 50%
- » Unarmed Combat 60%

BONDS: 1

SUGGESTED BONUS SKILLS: Firearms, Navigate, Search, Stealth.

EQUIPMENT: See TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX) as well as access to classified reporting.

Marines—Raider Regiment

Formerly the Marine Special Operations Regiment (MSOR), the Marine Raiders are an asymmetrical anti-terror unit that has the additional capability to operate on its own in hostile environments. The Raiders have been called upon to conduct hostage rescues, gather intelligence, and train friendly forces.

PROFESSIONAL SKILLS:

- » Alertness 50%
- » Athletics 60%
- » Demolitions 40%
- » Firearms 60%
- » Heavy Weapons 50%
- » Melee Weapons 50%
- » Military Science (Land) 60%
- » Navigate 50%
- » Persuade 40%
- » Pilot (Small Boat) 40%
- » Stealth 50%
- » Survival 50%
- » Swim 50%
- » Unarmed Combat 60%

BONDS: 1

SUGGESTED BONUS SKILLS: Athletics, Heavy Weapons, HUMINT, Melee Weapons.

EQUIPMENT: See TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX).

Navy—Special Warfare Development Group (DEVGRU) / Naval Special Warfare Group One (SEALs)

DEVGRU and SEAL (Sea, Air and Land) teams are exceptionally trained small units that execute lightning-quick operations in all environment. These teams specialize in high-risk anti-terror operations, and hostage extraction, and are often involved in the most sensitive missions. Where the Army's Special Forces train to work with local forces and populations, the SEALs train strictly for combat.

PROFESSIONAL SKILLS:

- » Alertness 50%
- » Athletics 60%
- » Demolitions 40%

- » Firearms 60%
- » Heavy Weapons 50%
- » Melee Weapons 50%
- » Military Science (Land) 60%
- » Navigate 50%
- » Pilot (Small Boat) 40%
- » Stealth 50%
- » Survival 60%
- » Swim 60%
- » Unarmed Combat 60%

BONDS: 1

SUGGESTED BONUS SKILLS: Firearms, Melee Weapons, Stealth, Unarmed Combat.

EQUIPMENT: See TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX); and SCUBA and swimming gear. All equipment is waterproof.

Black Sites

Secret bases and prisons are uncommon and access to them is tightly controlled. An Agent who wants to use one first needs to know that it exists and where it is. That kind of information requires Top Secret clearance and typically requires either eyes-on experience with the site or asking around with a Bureaucracy skill of 70% or higher. An Agent who knows of a black site can ask headquarters for access. The Agent needs a good reason. Approval typically requires a Bureaucracy or Military Science roll. Accessing the site without approval typically requires Persuade. If that fails, the Agent is refused access and, more problematically, the request may be red-flagged as a potential security breach.

Intelligence and Diplomacy

This section describes the CIA (page XX) and the U.S. Department of State (page XX), the intelligence and diplomacy organizations most frequently involved in Delta Green operations.

Clearances

Security classifications are standardized throughout the federal government. Classifications tell the reader how to handle information. A government employee or contractor with clearance can read materials at that level and all levels below—unless a

document is restricted to particular personnel. The level of classification on a document is determined by the authority that approves (or “clears”) the document.

A clearance is an expression of trust. Clearance holders are expected to act responsibly with data and with viewing privileges. For an employee to acquire a security clearance, an agency must put in a request and the employee must agree to a background check. In a background check, federal officers (usually FBI) question friends, family, and neighbors, and investigate the employee’s criminal and financial history. Minor drug offenses are usually not enough to preclude a security clearance but use of serious drugs can. Anything in a person’s background that could be used as blackmail material may prevent the clearance, including significant debt or embarrassing sexual proclivities.

If you have no clearance at all, viewing restricted materials is not a crime. If you have a clearance, improperly sharing restricted materials, or viewing materials you are not allowed to see, can lead to prosecution (with fines or jail time) and/or the loss of your clearance (which could lead to the loss of the job if it requires a clearance). Similarly, viewing classified documents at your clearance level, but for which you don’t have “need to know,” can lead to punishment. “Need to know” is usually broadly defined, but it is possible to have the right clearance level and still be denied access by the controlling office.

Restricted documents must be explicitly labeled as follows:

UNCLASSIFIED (U): No special handling instructions are required. The information would not be harmful if released to the public and may already be publicly available.

SENSITIVE BUT UNCLASSIFIED (SBU): SBU documents are meant to stay within government facilities and on government computers, but may be processed on unencrypted computer systems and accessed over the Internet. The information may be embarrassing or could point to more heavily controlled information. Most government and diplomatic work is done at the SBU level.

PERSONALLY IDENTIFIABLE INFORMATION (PII): A relatively new sub-designation of SBU, PII includes unclassified but potentially damaging data: Social Security Numbers, home address, marital status, credit status, the names of family members—anything that could be used to punish or extort an American or a family member. PII generally does not apply to non-American personal information.

CONFIDENTIAL (C): The most commonly used security designation and the lowest level that requires clearance. Confidential material is labeled “Classified” to protect information that would be dangerous if released to the public, but would not threaten national security. Confidential communiqués have pertained to food shortages, local security lapses, and sensitive diplomatic travel plans. Confidential material must be processed on encrypted computers (commonly called the “High Side”). These computers do not have open access to the Internet and only occasionally have access to agency intranets. Material at the Confidential level and all levels above must be kept within specially designated “Controlled Access Areas” (CAAs), where uncleared personnel must have an escort at all times.

SECRET (S): This classification is for significant national security value. Anything that involves threats to the United States, its allies, or friendly personnel will usually be S-level clearance or higher.

TOP SECRET (TS): The highest level of U.S. government clearance, Top Secret is used for state secrets and information that must be handled with extreme care. Most materials generated by the intelligence and counterterrorism communities require TS clearance.

FURTHER RESTRICTIONS: Many agencies have special classifications that control information or access with even more specificity than Top Secret. These designations are added to Top Secret clearance. The best known is Special Compartmentalized Information (SCI), which indicates information that may only be generated and read in special rooms designed to defeat eavesdropping devices.

Many special access programs require specific clearance. Special access clearances include the National Security Agency's "COMINT Channel Only" (CCO), which instructs that the information stay within specific intelligence community offices, and the Department of Energy's "L" and "Q" designations, which allow access to nuclear data and facilities. Some special access programs include even more restricted programs nested within them.

Other Intelligence Agencies

Delta Green has deep roots in the intelligence community beyond the CIA.

DEFENSE INTELLIGENCE AGENCY (DIA): The Pentagon's primary all-source intelligence agency, and the chief rival to the CIA for conducting intelligence analysis and covert operations. It works closely with the Unified Combatant Commands, particularly SOCOM.

THE NATIONAL COUNTERTERRORISM CENTER (NCTC): Coordinates intelligence-gathering on terrorism-related threats. Information from any source about potential terrorist acts against the U.S. are made available through NCTC channels throughout the government.

NATIONAL SECURITY AGENCY (NSA): Performs computer, signals, data and network-related espionage. The NSA is the lead agency to monitor and protect all of the federal government's computer networks from cyber-terrorism.

NATIONAL GEOSPATIAL INTELLIGENCE AGENCY (NGA): Provides maps and targeting documents (GEOINT) for strikes against enemy targets. It also creates strategic briefing documents, atlases, and battle damage assessments using imagery intelligence (IMINT).

NATIONAL RECONNAISSANCE OFFICE (NRO): Builds top-secret satellites used by the Pentagon and the intelligence community. The NRO specializes in collecting

imagery intelligence (IMINT), signals intelligence (SIGINT), and measurement and signature intelligence (MASINT).

OFFICE OF NAVAL INTELLIGENCE (ONI): Part of the Navy; the leading provider of maritime intelligence. ONI has particularly strong technical analysis of foreign military equipment and units.

The Central Intelligence Agency (CIA)

The CIA is the largest and best-funded civilian intelligence service of the U.S. government. It is tasked with gathering, processing, and analyzing information from around the world—and with covert paramilitary action and counterterrorism, which became its primary focus after 9/11. The CIA is also involved in cyber warfare, both defensive and offensive. The CIA reports to the Director of National Intelligence, and is one of the most influential organizations in the intelligence community. The CIA has no official law enforcement function and is focused on covert action and overseas intelligence gathering, with limited domestic collection.

BUDGET: Approximately \$15 billion in 2015, officially; likely more due to black-book funding.

The Agency Operative at a Glance

POWERS OF ARREST? No

EXPECTED TO CARRY A WEAPON? Only in covert action. In intelligence work, going armed usually ruins your cover story.

ACCESS TO FUNDS? Can be supplied with a significant credit line (up to a Major Expense without eliciting an official review). Lavish expense accounts are available when on a covert mission.

OPERATIONAL BUDGET/RESTRICTED ITEMS? With the Bureaucracy skill, an Agent may request military-grade weapons and equipment; specialized communications and surveillance tools, including personal drones and advanced cryptographic tech; or rare or specially-controlled intelligence. These are equivalent to Unusual expenses. Practically speaking, however, operatives in the field can get the most impressive equipment only with active support from their superiors, which is often difficult to secure.

The Organization

The Director of the Central Intelligence Agency reports to the Director of National Intelligence (DNI) and is the senior intelligence agency serving DNI. The CIA's Executive Office provides the President and other government leaders with detailed and timely intelligence analysis and classified updates on world events. Under the Executive Office are five major divisions: the Directorate of Digital Innovation, the Directorate of Analysis, the Directorate of Operations, the Directorate of Support, and the Directorate of Science and Technology. The CIA headquarters is located in Langley, Virginia.

The Directorate of Analysis (DA) creates reports on key foreign personnel and issues based on the intelligence gathered by the other directorates. DA employees often come directly out of university or graduate programs, and commonly have legal, arts, and science backgrounds. The DA houses the large Information Operations Center's Analysis Group (IOC/AG), which performs clandestine cyberattacks on enemies of the United States.

The Directorate of Operations (DO) has a number subdirectorates that cover collecting intelligence through contacts and "recruited" assets, covert paramilitary missions, psyops, counterintelligence, counternarcotics, and other clandestine programs.

The elite Special Activities Division (SAD) falls under the DO. Within SAD are two specialized groups, the Special Operations Group (SAD/SOG) for tactical paramilitary operations and Political Action Group (SAD/PAG) for clandestine and subversive political action. As the action arm of the DO, SOG performs raids, ambushes, sabotage, targeted killings and unconventional warfare. SOG also trains guerrilla and military units of other countries. The Political Action Group within SAD conducts psychological warfare, covert political influence, and destabilization operations.

The Directorate of Science and Technology (DS&T) develops and implements technology to support the CIA's offensive and intelligence collection efforts. While DS&T mostly focuses on electronic and imagery collection, it was also home to Cold War-era parapsychology research into remote viewing and experimented with drugs and hypnosis to control information and aid interrogations.

The Directorate of Support provides the logistical and bureaucratic support for the rest of the agency, and the Directorate of Digital Innovation develops cyber tradecraft and IT platforms for use by the CIA's personnel.

Key CIA Directorates

- » Analysis

- » Digital Innovation

- » Operations

 - › Special Operations Group
 - › Political Action Group

- » Science and Technology

- » Support

Operatives

A CIA applicant must go through a battery of tests and interviews, submit to a background check, and secure a Top Secret security clearance. The CIA relies on a polygraph to weed out potential liabilities, such as applicants with personal vulnerabilities that enemies could leverage. World travel, foreign language experience, and a strong educational performance are assets. The end result is a pool of employees

who are smart, motivated, and personally stable. But they tend towards homogeneity, with most recruits coming from well-educated, middle class and upper middle class suburban backgrounds.

Training for most DI personnel is broad but rarely deep, since their intelligence and resourcefulness are expected to fill in the gaps. The exceptions are technical specialists, such as computer programmers and engineers in the IOC/AG. DS&T personnel usually have computer, technical, and engineering backgrounds and do not need much extra training.

DO personnel who handle recruiting assets and field debriefings are known as case officers. Training for DO employees is rigorous, and involves “tradecraft” classes to teach espionage. The best DO agents are charismatic and personable across cultures. Likability is an important trait for recruiting “assets,” foreign (and sometimes American) individuals with useful knowledge, social capital, or access to valuable information. Case officers are also trained in self-defense and a wide variety of weapons.

The DO also operates the Special Activities Division. SAD operatives are known as paramilitary operations officers. They are selected from within the CIA’s ranks and from the military, particularly special operations. Paramilitary officers are the elite of the elite, who operate in hostile environments for extended periods of time on the most difficult missions. They train constantly to ensure peak physical and mental capabilities. SAD personnel train to use the weapons and vehicles of the armies and guerrilla groups they are likely to confront. They train in urban and wilderness survival in order to work behind enemy lines. Paramilitary officers operate under extreme stress, and their career length is among the shortest in the CIA.

SAD’s political-action case officers are also specially selected and go through extensive training, though they do not focus as heavily on weapons-related skills.

Authority and Mandate

The CIA’s focus has largely been outside of the United States, but that changes as the War on Terror continues. The need to pursue targets, recruit assets, and collect intelligence often focuses on non-state actors like terrorist cells or guerrilla groups, many of whom operate within the United States. The clandestine nature of the CIA, and the classified nature of most of the Agency’s reporting, means that most official and bureaucratic boundaries can be effectively ignored. CIA personnel do not carry around badges like law enforcement. In fact, they usually carry nothing that identifies their employer. The CIA operates covertly to avoid unwanted attention and, ultimately, to prevent prosecution or retaliation by foreign governments.

Field Operations

The CIA is large, well-funded and relatively well-managed. This results in fairly wide latitude and reasonably large travel budgets for Agency personnel. CIA officers are deployed for three primary reasons: to support other federal agencies, to pursue a target, or to gather intelligence. Support of other agencies and gathering intelligence rarely involve an expectation of violence. DA and DS&T personnel are usually the ones sent to help other federal agencies. Gathering intelligence is usually handled by DO or DS&T personnel.

The CIA maintains small offices throughout the world. Most focus on collecting data through electronic means and are staffed primarily by DA and DS&T personnel. DO officers use secure offices as bases of operations. While small, these offices maintain resources like vehicles, secure computer terminals, and small armories. To maintain cover, the CIA often attaches these offices to another federal agency's physical infrastructure, such as embassies or FBI field offices. Usually, the majority of the hosting agency's personnel do not know of the CIA presence and the CIA operatives do not answer to the host agency except as a courtesy. The CIA lead in these branch offices is called the station chief.

Away from headquarters, CIA officers usually take on cover identities to keep their employment and activities secret. To help provide cover, the CIA maintains shell organizations embedded within the bureaucratic structures of other federal agencies. The CIA also embeds its operatives in other agencies, often training side by side. The Agency provides its officers with logical cover stories and background materials such as fake identification. The need to maintain secrecy and professional distance from all but the most friendly of fellow agencies also means the CIA typically gives its deployed personnel their own equipment.

Not everything is covert. When operating in the U.S. and friendly nations, Agency personnel, with permission, can be "declared." Declared personnel may tell people that they are employed by the CIA. When not declared, but working with friendly agencies, CIA officers may reveal their employment only to those with Top Secret or higher clearance. Close family members likely know the CIA officer's profession. But to the rest of the world, a CIA officer is either bureaucrat or in the military.

SAD paramilitary officers look more like traditional special forces and often cooperate closely with the units assigned to Special Operations Command (SOCOM). They operate in hostile environment with little support. The CIA's resources for these operatives is constrained only by logistics, and the potential need for plausible deniability. Before an operation begins, SAD paramilitary officers and political action officers can access a wide range of weapons, communications gear, survival gear, and technical equipment. Resupply is more problematic, so SAD operatives select versatile and durable equipment. SAD personnel operate in small teams, typically made up of no more than six operatives.

The Agency trains its clandestine operatives in techniques to misdirect hostile interrogations, resist torture, and handle the most stressful and difficult mental challenges. But stress disorders still plague the clandestine services.

Areas of Friction

No one trusts the CIA. Even friendly foreign governments know the CIA is likely gathering intelligence and recruiting assets within their borders. The CIA's reputation for using torture during the War on Terror only further raised suspicions of its motives and methods.

CIA leadership does not always cooperate well with other clandestine direct action groups, particularly SOCOM. This does not usually affect individual and unit cooperation, but it means the CIA is often reluctant to provide Special Activities personnel to SOCOM actions without considerable consideration and analysis of the mission.

Playing a Spy

You are usually the smartest person in the room. If you aren't, you act as though you are. You work for an organization that, in many ways, is even more selective than the vaunted special operations forces. Your organization uses a unique blend of a black-book budget, kinetic operations, and superior knowledge to protect the United States.

You are accountable to your superiors and to no one else. Those superiors demand a lot from you. They expect you to give the Agency everything you have. Kiss your personal life goodbye.

You don't talk about your job. Most of your acquaintances aren't cleared to know what you do or who you work for. Even those that are could compromise your cover, so you don't tell them, either. Your family may know who you work for, but not what you did today at the office. You go out of your way to avoid uncomfortable questions. Your real friends are all within the Agency, because those are the people you can actually relax and be yourself with. It's a very insular society. This isolation is even more pronounced for members of the Special Activities Directorate.

CIA headquarters at Langley is a big office building with impressive security. The Agency's office work—unclassified budgets, requisition, and human resources—is often indistinguishable from any other office. There are data entry professionals, janitors, legal advisors, secretaries, and all the other professions that make a large bureaucracy go. But even the off-site recycle collections crews have to be cleared to come onto campus.

If you are part of DA or DS&T, you sit in a cubicle and write reports or work in a lab. While working, you stay on campus or in a field office in a controlled environment. Only occasionally do you go on to the field to augment your understating of a particular issue or area.

If you are a case officer, things are a lot less restrictive. You are expected to get out into society. You are measured by the intelligence you gather and the value of the assets your recruit. Your job is to integrate and blend in while you do your job. You need to be paranoid, but you need to hide it well. If your real identity or mission is uncovered, your life becomes a lot more uncomfortable. In the U.S., it could end your career. In the field, it could get you killed. Best not let that happen.

When a case officer finds a likely asset, recruitment is usually based on the M.I.C.E. principle: money, ideology, compromise, or ego. That means cash payments, appealing to their sense of what's right, blackmail, or appealing to their sense of superiority to the people around them. In all cases, trust between officer and asset is key. You must convince the asset of your sincerity and loyalty—while knowing that loyalty must end as soon as the asset has no more use to the Agency. Gradual and deliberate development of an asset is ideal. A willing asset is usually the best source of information.

Suggested Professions

Directorate of Operations (DO) Clandestine Service

Case officers of the National Clandestine Service develop human assets to gather useful intelligence and occasionally are called upon to act on that intelligence.

PROFESSION: Intelligence Case Officer.

SUGGESTED BONUS SKILLS: Bureaucracy, HUMINT, Persuade, SIGINT.

EQUIPMENT: Access to classified reporting.

Special Activities Division Special Operations Group (SAD/SOG)

The SOG is the CIA's elite paramilitary unit. SOG is deployed to undermine the plans of the United States' enemies before they come to fruition. SOG performs demolition, destabilization, and extraction/rendition missions. It acts clandestinely in concert with special operations forces.

PROFESSIONAL SKILLS:

- » Alertness 60%
- » Athletics 50%
- » Demolitions 40%
- » Firearms 60%
- » Foreign Language (choose one) 40%
- » Heavy Weapons 50%
- » HUMINT 30%
- » Melee Weapons 50%
- » Military Science (Land) 50%
- » Navigate 50%
- » Persuade 40%
- » Stealth 50%
- » Survival 50%
- » Swim 40%
- » Unarmed Combat 60%

BONDS: 1

SUGGESTED BONUS SKILLS: Alertness, Firearms, Stealth, Survival.

EQUIPMENT: See TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX) as well as access to classified reporting.

Special Activities Division Political Action Group (SAD/PAG)

The PAG works in foreign countries to “nudge” their key government personnel towards decisions that benefit the United States. The PAG has deep propaganda experience and often uses open media sources to influence decision-makers and popular opinion. The PAG specializes in gathering intelligence to use against anti-U.S. personalities.

PROFESSIONAL SKILLS:

- » Accounting 40%
- » Anthropology 40%
- » Athletics 40%
- » Bureaucracy 60%
- » Disguise 40%
- » Firearms 40%
- » Foreign Language (choose one) 50%
- » Foreign Language (choose one) 50%
- » Foreign Language (choose one) 40%
- » History 40%
- » HUMINT 50%
- » Law 40%
- » Persuade 50%
- » Stealth 50%
- » Unarmed Combat 60%

BONDS: 1

SUGGESTED BONUS SKILLS: Bureaucracy, Criminology, Persuade, SIGINT.

EQUIPMENT: See TOOLS OF THE TRADE: SPECIAL OPERATOR (page XX) as well as access to classified reporting.

Directorate of Analysis

DA Subject Matter Analysts gather and analyze intelligence and report on their findings. DA reports are read by leaders and policymakers including the President. Some

analysts work in embassies overseas to support CIA operations, but most work at CIA headquarters in Langley.

PROFESSION: Intelligence Analyst.

SUGGESTED BONUS SKILLS: Anthropology, HUMINT, SIGINT, History.

EQUIPMENT: Access to classified reporting.

The Department of State (DOS)

The State Department is the lead U.S. agency on foreign policy and is technically the senior-most federal agency in the executive branch. The State Department is a relatively small agency in terms of equipment and personnel, but it is a key coordinator of other agencies.

Foreign Service Officers (FSOs) are typically smart and creative problem solvers. As diplomats, their status opens doors and grants them significant leeway with foreign governments. State Department diplomats have a plausible reasons to travel anywhere with their black diplomatic passports. Diplomatic Security (DS) agents have some of the widest latitude to travel and make arrests of any law enforcement officer. As the senior law enforcement representative in an embassy, a DS agent often makes arrests on behalf of other U.S. law enforcement agencies.

BUDGET: Almost \$67 billion in 2015.

The DOS Operative at a Glance

POWERS OF ARREST? Diplomats: No. Diplomatic Security: Yes.

EXPECTED TO CARRY A WEAPON? Diplomats: No. Diplomatic Security: Yes.

ACCESS TO FUNDS? Limited (no more than Incidental Expenses in most cases).

OPERATIONAL BUDGET/RESTRICTED ITEMS? A Delta Green Agent in the State Department can access funds in the same way as a program manager (see PROGRAM MANAGERS on page XX). These funds may only be at the Standard expense level, and represent illegal appropriation of grants or program budgets meant to support overseas contacts.

The Organization

More than 250 DOS posts around the world maintain relations with nearly every country and international organization. About 68,000 diplomatic, professional, technical, and administrative employees work for the DOS in a large and complex bureaucracy. About 5,000 of those are in diplomatic positions, including generalists, diplomatic security and specialists. There are Foreign Service Officers (FSOs; diplomats), Civil Service, the Foreign Commercial Service, the Foreign Agricultural Service, Marine Security Guards, the Diplomatic Security Service, and more.

Under the Secretary of State and the Deputy Secretary are regional and functional bureaus. Regional bureaus focus on geographic areas such as the Western Hemisphere, Europe, or Africa. Functional bureaus fulfill specific roles, such as human rights, anti-narcotics, anti-piracy, or political-military. The senior bureau is Political Affairs. Others include Economic Growth, Energy and Environmental Affairs, Security (diplomatic security), Consular Affairs (visas, passports, and American citizen services), Public Diplomacy, Arms Control and International Security Affairs, Democracy and Human Rights, and special offices to address other areas of interest.

Key DOS Bureaus

- » Western Hemisphere Affairs
- » European Affairs
- » South and Central Asian Affairs
- » East Asian and Pacific Affairs
- » Near Eastern Affairs
- » Conflict and Stabilization Operations
- » Counterterrorism
- » Political-Military Affairs
- » International Narcotics and Law Enforcement
- » Intelligence and Research

Operatives

The Department of State assigns employees to diplomatic missions abroad to represent America; to analyze and report on political, economic, and social trends; to adjudicate visas; and to respond to the needs of American citizens abroad.

Embassies and consulates are staffed with two different types of Foreign Service Officers (FSOs), generalists and specialists. Generalists fill most policy and some support positions. Most leadership positions in embassies and consulates are held by generalists. FSO specialists are hired for specific skill sets, such as information technology, accounting, or human resources.

Applicants must go pass tests to evaluate their resourcefulness, skills, and intelligence. All FSOs must qualify for Top Secret clearance, and many speak two or more foreign languages.

The Diplomatic Security Service (DS or DSS) is the law enforcement arm of the DOS. A DS office in an embassy is called a regional security office (RSO). In most cases its special agents at an embassy take the lead on U.S. law enforcement issues in the host country. DS agents are responsible for the security of the embassies, consulates and personnel; international investigations; fugitive extradition and rendition operations

(along with the U.S. Marshals Service); and counterterrorism and counterintelligence (along with the FBI and CIA). DS operates field offices in most large U.S. cities, where special agents conduct passport and visa fraud investigations, criminal investigations connected to foreign policy, counter terror actions, and security for visiting VIPs and diplomatic personnel.

Domestically, the Civil Service (CS) conducts capital-based and long-term foreign policy initiatives, as well as providing institutional knowledge and expertise to the missions abroad. Unlike the Foreign Service, civil servants do not often rotate from their positions, and are expected to be experts in their specific fields or regions. Civil servants include technical or policy experts where significant background knowledge is essential. Civil servants include specialists in human rights, negotiations, security, and international law.

Authority and Mandate

The core mission of the DOS is to promote U.S. objectives and interests in the world: economic promotion, security, protecting American citizens, facilitating travel by foreigners to the United States, and more. Even agencies that don't normally have a presence in foreign countries rely on the State Department for advocacy and coordination overseas.

Foreign Service Officers are the authority on their host countries. Political and economic officers handle "high policy" issues such as economic engagement, high-profile sales by American companies, human rights, and security cooperation.

In foreign countries, the ambassador is usually the ranking U.S. government official, and is responsible for all executive branch personnel in that country.

The State Department is mandated by law not to interfere with American domestic politics.

Field Operations

According to the Geneva Conventions, diplomats carrying classified or sensitive material and traveling with a diplomatic passport can refuse to allow their bags to be searched. But invoking that privilege can draw attention and hostility from security personnel, so it must be used sparingly.

Junior FSOs have very little leeway with an office's budget. They generally do not travel except in support of important fact-finding missions or, more commonly, in support of an embassy or consulate's higher-ranking FSO or a visitor. Higher-ranking FSOs head embassy or consulate offices. They have a lot of leeway on when and where to travel and how to spend their budgets. Travel budgets for FSOs are usually meager despite the demands of their missions.

All embassies and most consulates have motor pools of SUVs and sedans. Vehicles with armor are reserved for the Ambassador and Marine Security Guards. Diplomatic Security's domestic field offices like most law enforcement field offices, with small armories and motor pools that include a few armored vehicles. For more exotic equipment, DS turns to the FBI or another agency for support. Overseas, DS coordinates with the embassy's Department of Defense attaché for transport planes to move State Department employees securely. DS agents have wide latitude to travel and control their own budgets.

The State Department operates a small air wing of transport and surveillance planes, mostly used by the Bureau of International Narcotics and Law Enforcement Affairs (INL) and in high-threat posts. These craft are used to help interdict and combat the international drug trade, particularly in South America.

The majority of domestic DOS positions are in Washington, D.C., and New York (at the United Nations). Passport offices in other large cities employ only a small number of civil servants and FSOs.

Areas of Friction

Diplomats are legendary for being egotistical. Overseas, dealing with protocol-conscious fellow diplomats, this often isn't a problem. But FSOs can rub sister agencies and domestic organizations the wrong way. Military and law enforcement officers often see diplomats as pampered and weak-willed—especially when diplomats object to proposed military, paramilitary, or law enforcement operations abroad.

Playing a Diplomat

You are adaptable and intelligent, and comfortable with situations where you are the outsider. It takes a lot to faze you. The State Department throws junior officers into complex assignments with little or no training. Your hair may have prematurely greyed, but you are confident you can take on just about any high-pressure situation.

Very few people understand what you do. Sure, everyone knows generally what a diplomat is, but they have no idea what authority you have or what issues you work on. You can sometimes use this to obscure your actions and purposes.

If you specialize in political and economic affairs, your job is to promptly get the best information and analysis you can back to Washington. You are expected to see the currents of international politics and economics, anticipate changes, and figure out what it means for the United States.

You get the best inside information from people with whom you have built a rapport. The State Department doesn't allow bribes, so your best tools for building relationships are talking over lunch or dinner. Many contacts come to you wanting to share information. They know you are the one that works at the grassroots level for crafting policy and want to influence that policy right from the start. The problem isn't gathering good contacts; it's knowing which ones are truthful.

Diplomatic Security agents have one foot in the world of diplomacy and the other in law enforcement. Most of them are both Foreign Service Officers and special agents, but they look and act more like FBI than diplomats. DS agents regularly transition between a bewildering array of cultures: from foreign and domestic civilian life to international diplomacy to getting into the mud with the DEA or U.S. Marshals Service. They must contend and cooperate with Marine Security Guards, and ensure the embassy and the Marines are ready for any contingency. A DS agent must be comfortable going to a fancy ball dressed in a tuxedo the night before wearing full tactical gear to arrest a dangerous fugitive.

DS agents posted domestically bounce between VIP protective details, investigating passport fraud, tracking and assessing threats to high-profile individuals from foreign entities (particularly terrorists), and cooperating with other law enforcement agencies.

Suggested Professions

Western Hemisphere Affairs Regional Bureau (WHA)

Regional bureaus like WHA (which covers the Americas) are where many FSOs work when posted to State Department headquarters. Other bureaus specialize in Europe and Russia (EUR), Middle East and North Africa (NEA), South and Central Asia (SCA), Africa (AF), or East Asia and the Pacific (EAP).

PROFESSION: Foreign Service Officer.

SUGGESTED BONUS SKILLS: Anthropology, Bureaucracy, Foreign Language (choose one), History.

EQUIPMENT: Access to classified reporting on their area of the world. Laptop, satellite phone, and smart phone with access to the DOS' unclassified system.

Bureau of Diplomatic Security

Diplomatic Security protects VIPs, investigates fraud, conducts security investigations, and protects American personnel and facilities abroad. Most DSS special agents are jointly Foreign Service Officers and law enforcement officers.

PROFESSION: Federal Agent.

SUGGESTED BONUS SKILLS: Bureaucracy, Foreign Language (choose one), HUMINT, Persuade.

EQUIPMENT: See TOOLS OF THE TRADE: FEDERAL AGENT (page XX).

Diplomatic Courier Service

Diplomatic couriers transport and secure sensitive information and papers around the world. Per the Geneva Conventions, diplomatic couriers cannot be searched while transporting official material.

PROFESSION: Foreign Service Officer.

SUGGESTED BONUS SKILLS: Bureaucracy, Foreign Language (choose one), Law, Persuade.

EQUIPMENT: An ungodly amount of frequent flyer miles and hotel points.

Bureau of International Crime and Law Enforcement Affairs (INL)

INL contractors and FSOs help other countries fight transnational criminal and narcotics networks. INL is well-funded.

PROFESSION: Program Manager.

SUGGESTED BONUS SKILLS: Accounting, Bureaucracy, Criminology, Law.

EQUIPMENT: Control of an INL project's budget (see PROGRAM MANAGER on page XX).

Bureau of Intelligence and Research (INR)

INR is a small intelligence unit. They collect information from DOS cables and synthesize insights from them with conclusions from the rest of the intelligence community. Each INR officer specializes in a region or country.

PROFESSION: Foreign Service Officer, Media Specialist, or Intelligence Analyst.

SUGGESTED BONUS SKILLS: History, HUMINT, Persuasion, SIGINT.

EQUIPMENT: Access to classified intelligence databases, including those of other agencies.

Public Safety

This section describes the Centers for Disease Control and Prevention (page XX) and the EPA (page XX), the public safety agencies most frequently involved in Delta Green operations.

Emergency Response

There is no standard for how agencies respond to crises. Response depends on the severity of the threat, whether there are hostages or there's imminent danger to civilians, what weapons are known to be present, and the agency's budget and manpower.

FIRST RESPONSE: Branch offices, field offices, and local law enforcement are the first line of support. The Handler decides what resources are immediately available. Agents who want a specific type of support might need to convince headquarters using Persuade (for regional assets) or Bureaucracy (for national assets). That often involves four or more federal agents from regional branches. Local, county, and state law enforcement may show up in larger numbers, often 10 to 20 officers, or more if the threat is serious. Local response may also involve paramedics or firefighters.

REINFORCEMENTS: If the local response is insufficient, the federal agency may send more resources and personnel. Even a cash-strapped agency is likely to spend what it must to avoid the public-relations risk of allowing a crisis to get out of control. The agency leaders will have to lobby Congress for emergency funds after the fact. What's available to the Agents, and what kind of exposure it means for their operation, is up to the Handler.

Other Public Safety Agencies

Delta Green Agents are less common in public-safety agencies than in federal law enforcement, the military, and intelligence. Here are their most likely employers.

NATIONAL TRANSPORTATION SAFETY BOARD (NTSB): Investigates civil transportation accidents including major highway crashes, ship and marine accidents, pipeline incidents and railroad accidents. The NTSB also investigates hazardous materials releases that occur during transportation.

DEPARTMENT OF HEALTH AND HUMAN SERVICES (HHS): Works to improve the health and standard of living for all Americans. Its key mechanisms include funding grants and contracts to improve healthcare and provide services to underserved communities.

FEDERAL EMERGENCY MANAGEMENT ADMINISTRATION (FEMA): Coordinates the response to disasters that overwhelm the resources of local and state authorities. Part of the Department of Homeland Security.

Centers for Disease Control and Prevention (CDC)

The Centers for Disease Control and Prevention (CDC) is the leading American public health institute and is at the forefront of preparing for disease outbreaks or health-related disasters. Part of the Department of Health and Human Services, it coordinates with other health organizations, public and private. Its reputation makes it a world leader during health crises.

The CDC focuses on chronic and emerging diseases, disabilities, birth defects, workplace hazards, environmental health threats, and terrorism/contingency preparedness. It supports local and state health and law enforcement organizations to save lives and control emergencies. The CDC excels at providing scientific, medical and logistic expertise.

BUDGET: Approximately \$7 billion in 2015.

The CDC Operative at a Glance

POWERS OF ARREST? No, but can quarantine suspected health risks.

EXPECTED TO CARRY A WEAPON? No

ACCESS TO FUNDS? Limited (no more than Incidental Expenses in most cases).

OPERATIONAL BUDGET/RESTRICTED ITEMS? Using the Bureaucracy skill, the Agent can access specialized or rare technical and scientific and detection equipment, as well as high-grade chemical/biological protective suits. This is equivalent to a Standard expense.

The Organization

The CDC is headquartered outside Atlanta, Georgia. CDC offices and affiliated institutes specialize in different aspects of public health. One of the most high-profile is the Office of Infections Disease, which houses the National Center for Emerging Zoonotic Infectious Diseases.

Key CDC Offices

- » Infectious Diseases
 - › National Center of Emerging and Zoonotic Infectious Diseases
- » Public Health Preparedness and Response
 - › Emergency Operations Center
- » Public Health Scientific Services
 - › Center for Surveillance, Epidemiology and Laboratory Services

Operatives

The CDC employs about 15,000 people: scientists, medical engineers, entomologists, epidemiologists, biologists, physicians, veterinarians, behavioral scientists, nurses, toxicologists, chemists, computer scientists, and statisticians. CDC employees analyze and contain infectious diseases, food-borne pathogens, chemical contaminations, and other wide-scale health risks.

Authority and Mandate

The CDC's authority extends to nearly all health and safety issues within the United States. It leads the development of disease control standards for the United States (and the world) in regards to health, safety, and disease management. The CDC combats emerging diseases and other health risks and plans and reacts to bioterrorism. From toxic spills to Ebola outbreaks, CDC personnel take the lead.

The CDC may detain and medically examine anyone suspected of having certain contagious diseases. This authority applies to individuals arriving from foreign countries. It also applies to individuals traveling from one state to another or in the event of "inadequate local control."

If a situation is dangerous enough, senior CDC employees work with local authorities to quarantine an area. This is rare and incurs considerable high-level scrutiny. Most quarantine measures are imposed on a small scale, typically involving small numbers of airline or cruise ship passengers who have infectious diseases such as tuberculosis or cholera.

The Select Agents and Toxins Program (within the Office of Public Health Preparedness and Response) gives the CDC the mandate to travel across the United States and abroad to investigate, evaluate, and report on the storage of rare or dangerous viruses, bacteria, and chemicals. CDC personnel from this program have the ability to suspend certain funding streams if necessary to secure cooperation. Most foreign health organizations value their association with the CDC and are eager to comply with the Select Program.

Field Operations

CDC personnel are expected to be flexible and creative. In the case of a dangerous event like a chemical spill or virulent outbreak, CDC personnel travel with personal

protection equipment. Portable laboratories and specialized research gear are also common in field deployments.

Equipment and support staff are mostly located in Atlanta and Washington, D.C., so wait times for equipment can be days. It is common for CDC personnel sent into the field to work with a local health agency or hospital while waiting for more specialized equipment.

CDC personnel are rarely first responders. Local health officials usually make first contact with a threat and report it to the feds. Even if the CDC learns of a potential threat, its Emergency Operations Center (EOC) must typically wait for a request by a local organization or another federal agency before deploying personnel.

Deployments may be on an individual basis when a specific skill set is needed, or as part of a large team for a large-scale response.

Areas of Friction

CDC personnel are hired because of their technical expertise or specialized skills. The CDC has a reputation as a repository for technically brilliant but socially difficult personnel. Additionally, the CDC's cooperation with other agencies and organizations is usually on a case-by-case basis, so other federal agencies do not develop a significant history of working with CDC personnel. Many joint deployments require a time-consuming period of familiarization and confidence-building. This is especially acute with state and local organizations who may have never encountered the CDC. Local police are the least likely to easily accept the CDC's authority if the threat is less than a full-blown catastrophe.

Playing the CDC

You are a researcher at heart, even if you come from a medical background. You are curious and enjoy the practical side of science. You joined the CDC because it gives you the opportunity to be on the cutting edge of research. The CDC budget for research equipment and tech is substantial. Because of the CDC's national security role, you can get approval for just about anything that pertains to your field. If you work in the pathogens, you have the opportunity to handle the rare and dangerous stuff. You know that anthrax outbreaks are a lot more common than most people think; you have been on site and seen the effects. You travel all over the world, tracking and combating outbreaks.

In an emergency you take a go-bag and board a flight to the center of the trouble. Your job is to get into the thick of the emergency and help authorities make the right decisions. On all things science-related, you are the authority. Even when you have no technical background, people still will look to you for what to do next. You need to be resourceful and commanding when issues come your way.

Suggested Professions

Office of Public Health Preparedness and Response

The CDC's lead office in disaster preparedness. It provides funding and technical assistance to states and local governments to build and strengthen public health capabilities.

PROFESSION: Physician, Program Manager, or Scientist.

SUGGESTED BONUS SKILLS: Accounting, Bureaucracy, Persuasion, Science (Biology, Microbiology, Environmental, or another suitable specialization).

EQUIPMENT: Control of a programming budget (see PROGRAM MANAGER on page XX).

Emergency Operations Center

The crisis-response section of the Office of Public Health Preparedness and Response. Its experts can respond to an emergency in hours while formulating a broad strategy.

PROFESSION: Physician, Program Manager, or Scientist.

SUGGESTED BONUS SKILLS: Accounting, Bureaucracy, Persuasion, Science (Biology, Microbiology, Environmental, or another suitable specialization).

EQUIPMENT: An extensive professional library; diagnostic laboratory equipment; medical and/or health equipment (much of it portable or hardened for travel), including racial suits and PPE.

Office of Public Health Scientific Services

This office researches, analyzes, and facilitates science standards to reduce the risk posed by diseases worldwide.

PROFESSION: Engineer, Media Specialist, Physician, or Scientist.

SUGGESTED BONUS SKILLS: Bureaucracy, Forensics, Medicine, Science (Epidemiology or other suitable specialization).

EQUIPMENT: An extensive professional library; diagnostic laboratory equipment.

Public Health Service Commissioned Corps (PHSCC)

A U.S. uniformed service that employs commissioned officers who hold ranks and wear uniforms similar to the Navy's. Its experts provide public health services to the Coast Guard and to many poor and tribal areas. Hundreds are assigned to the CDC, including many in rapid deployment forces that can respond to a crisis in as little as 12 hours.

PROFESSION: Nurse, Physician, or Scientist.

SUGGESTED BONUS SKILLS: First Aid, Pharmacy, Psychotherapy, Surgery.

EQUIPMENT: An extensive professional library; diagnostic laboratory equipment; medical and/or health equipment (much of it portable or hardened for travel), including racial suits and PPE.

Quarantines

Someone exposed to a contagious disease or major health hazard may be quarantined from others who have not been exposed. Quarantines are usually conducted at home or in a hospital to prevent further spread of the illness. Quarantined individuals undergo observation for signs of the illness and receive specialized treatment. Quarantine is much more likely to involve limited numbers of exposed persons in small areas than large numbers of persons in neighborhoods or cities. Any declaration of quarantine outside of a hospital or airport is likely to get at least local media attention. The reasoning, evidence, and methodology for deciding a quarantine needs to be able to hold up to public scrutiny.

In most cases, isolation is voluntary. However, federal, state, and local governments have the authority to require isolation to protect the public. The CDC is notified of nearly all quarantine actions around the country, and makes its specialists available to help determine if quarantine is needed and how to deal with the risk.

The list of diseases for which quarantine or isolation is authorized is specified in an executive order of the President. This list includes cholera, diphtheria, tuberculosis, plague, smallpox, yellow fever, viral hemorrhagic fevers (such as Lassa, Marburg, and Ebola), severe acute respiratory syndrome (SARS), and nasty versions of influenza. No instance of large-scale quarantine has occurred in the U.S. since the Spanish Flu pandemic of 1918.

Environmental Protection Agency (EPA)

The U.S. Environmental Protection Agency protects America from the dark side of its industrialized lifestyle. The EPA enforces national pollution standards, requires companies to manage chemical risks, and responds to hazardous chemical releases and oil spills. Most environmental transgressions do not catch the headlines, yet these smaller offenses form the bulk of the EPA's work. The EPA is well regarded by the majority of Americans, but many business leaders dislike its involvement in their affairs.

BUDGET: Just over \$8 billion in 2015.

The EPA Operative at a Glance

POWERS OF ARREST? Generally, no, except for Criminal Investigation Division (CID) special agents.

EXPECTED TO CARRY A WEAPON? Generally, no, except for CID special agents.

ACCESS TO FUNDS? Limited (no more than Incidental Expenses in most cases).

OPERATIONAL BUDGET/RESTRICTED ITEMS? Using the Bureaucracy skill, the Agent can access shotguns and sidearms from the office armory. This is equivalent to an Unusual expense. CID agents cannot request additional weapons, tactical gear, or armor. As an Unusual expense, civilian EPA officials can acquire specialized scientific, surveillance, and/or analytic equipment. That may include undercover audio and video recorders, infrared cameras, pinhole/flexible cameras, and ground-penetrating radar ("GPR"), which detects buried objects and underground cavities. Also available as an

Unusual expense is protective gear like rebreathers, chemical suits, radiation dosimeter badges, photoionization detectors (PIDs, which detect explosive vapors), and ordinary vehicles.

The Organization

The EPA is an independent agency, not contained within a larger department. Its administrator is part of the Cabinet. The EPA is headquartered in multiple buildings in the Washington, D.C. area. It divides the U.S. and its territories into 10 regions. Each EPA region operates with limited autonomy, with a regional headquarters in a major city containing the bulk of the region's employees. The Criminal Investigation Division (CID) employs a separate, nationwide network of armed special agents who investigate federal environmental crimes.

Operatives

The EPA employs more than 15,000 scientists, inspectors, lawyers, office administrators, emergency responders, remediation engineers, civil investigators, criminal investigators, financial auditors, and office bureaucrats. Employees involved with policy or enforcement undergo specialized training to understand things like air quality management and watershed maintenance to better enforce the law.

EPA officials have access to environmental compliance databases, legal research databases, geographic and GIS mapping data, corporate history data, property and property tax records, chemical databases, and an online environmental library.

The EPA's 200 CID special agents receive training in firearms, nonlethal force, interviewing, processing crime scenes, crisis driving skills, environmental sampling, confined space entry training (for safely accessing locations like tunnels or ducts), and wearing protective clothing. Some CID agents gain additional training in firearm repair, undercover recording gear, or imaging (copying) and searching the contents of computers and computer systems.

Authority and Mandate

The EPA administers federal environmental laws which protect public health and welfare. These laws regulate pollution of air, water, soil, and groundwater; require cleanup ("remediation") of pollutant contamination; and manage risks from the generation, use, storage, and disposal of hazardous substances.

The EPA can take one of three kinds of enforcement action: federal criminal prosecution, which ends with criminal fines and prison sentences; civil lawsuits in federal court, which end in injunctive relief and civil fines; and administrative lawsuits before federal administrative law judges and which end in civil fines. The EPA also has the authority to seek civil or criminal search warrants to enter and search private property.

CID special agents focus on knowing and willful violations of environmental laws. But environmental crimes often involve other federal crimes. CID agents often investigate false statements, forged documents, witness tampering and other obstructions of justice, wire fraud, mail fraud, conspiracies, and RICO crimes (organized racketeering).

Field Operations

Much of the EPA's work occurs in the field. EPA agents travel around the country, investigate issues that are often out of sight of the local population, and produce search warrants for obscure reasons, all while maintaining a sense of productive amicability with local authorities. The EPA has access to pollution self-monitoring reports and the results of environmental investigations from across the country.

Inspectors travel their regions to determine compliance. Scientists, emergency responders, and remediation engineers visit spills or hazardous sites to take samples and monitor surveillance equipment. CID agents interview witnesses and gather evidence to build prosecutions.

Most regional employees—including scientists, inspectors, investigators, and support staff—call the regional headquarters home. Regional headquarters contain record centers, training facilities, office and storage space, and a limited motor pool of sedans and SUVs. Smaller facilities are scattered throughout a region, including emergency response centers and laboratories.

The CID divides the U.S. into areas, each under the jurisdiction of an Area Office in a major city. An Area Office contains five or more CID agents, support staff, sometimes a few EPA criminal attorneys (regional criminal enforcement counsel, or RCEC). An Area Office may include a consulting inspector called a regional technical coordinator (RTC), who assists the CID with regulatory issues, conducts covert sampling, and collects samples during warranted searches. The head of an Area Office is the special agent in charge (SAC), who answers directly to the CID headquarters in D.C.

Each area also contains Resident Offices in major cities, each staffed by up to five CID agents. One of these agents is the resident agent in charge (RAC), who runs the Resident Office and answers to the SAC of his or her Area Office. All CID offices are secure locations with controlled entry.

EPA officials including CID agents operate on limited budgets that are closely monitored. Like many federal officials, EPA employees are expected to pay for their expenses up front, either with a government credit card or with their own cash or credit which is reimbursed later.

Areas of Friction

The EPA maintains a generally positive relationship with other federal agencies as well as state and local officials. State-level environmental agencies often work closely with the EPA. If the EPA investigates a facility, the state-level EPA may have a thick file and on-the-ground knowledge of that facility already. The EPA also disburses funds to subsidize state and county environmental agencies. This gives the EPA considerable sway with them.

The CID does not often interact with local police beyond notifying them when executing a federal search warrant, or requesting their help to control access to a warrant site. The CID's relationship with other federal law enforcement agencies is generally good. Other agencies see the CID as resourceful and possessing unique skills, and usually help when asked.

Playing the EPA

You wouldn't be part of the EPA if you didn't care about the environment. There is more money and more glory to be had in other federal agencies or in the private sector, but you stick with the EPA. You wake up each day knowing you are fighting the good fight. Your colleagues want to be here as well, so you all share a sense of purpose.

If you are an emergency responder, remediation engineer, or inspector, then you travel one or two days a week. Otherwise, you likely spend most days in the office. You write and review documents; spend entirely too much time in front of the computer or on the phone; and meet with enforcement teams and polluters. You come to work and go home at reasonable hours.

Even the CID isn't as intense as some law enforcement agencies. The work-life balance of the EPA allows you to have a life outside of your career. That leaves you more energy to concentrate on the things you value. As a CID agent, you are outside the office as much as behind a desk pushing papers. Environmental crimes can be extremely technical, and you work closely with lawyers and scientists to build airtight cases. When you convict someone after years of gathering evidence, you have the satisfaction of knowing that you nailed someone who was bad for the whole community.

Suggested Professions

Office of Criminal Enforcement, Forensics and Training (OCEFT)

Contains the CID as well as the National Enforcement Investigations Center (NEIC). OCEFT is responsible for criminal law enforcement and environmental forensics.

PROFESSIONAL SKILLS:

- » Alertness 50%
- » Bureaucracy 40%
- » Criminology 50%
- » Drive 40%
- » Firearms 40%
- » Forensics 40%
- » HUMINT 50%
- » Law 30%
- » Persuade 50%
- » Science (Biology
- » Chemistry
- » Environmental) 40%

» Search 50%

BONDS: 4

SUGGESTED BONUS SKILLS: Bureaucracy, Criminology, Forensics, Science (Biology, Chemistry, or Environmental).

EQUIPMENT: See TOOLS OF THE TRADE: FEDERAL AGENT (page XX) for the CID, plus a crowbar, hammer and wrench, rebreather, and hazmat suit. For RTCs, equipment could include environmental monitoring equipment such as chemical sniffers and sampling equipment, sewer camera, and photoionization detector.

Regional Office Specialist

Regional offices send inspectors, emergency response personnel, and remediation engineers to trouble sites.

PROFESSIONAL SKILLS:

- » Alertness 60%
- » Bureaucracy 40%
- » Forensics 40%
- » Law 40%
- » Science (chemistry or environmental) 60%
- » Science (botany or biology) 50%
- » Science (choose another) 50%
- » Search 60%

BONDS: 4

SUGGESTED BONUS SKILLS: Criminology, Forensics, HUMINT, Persuade.

EQUIPMENT: Environmental monitoring equipment such as chemical sniffers and sampling equipment, government-issued laptop computer, rebreather, Level B hazmat suit, and protected-toe boots.

Tradecraft

Usually in a Delta Green operation, Agents must maintain a cover story to explain their presence, gather information about the unnatural threat they face, and obscure evidence of the operation so nobody else has to be exposed. The Handler decides which skill is required when one of those tasks requires playing out in detail. And the

Handler decides if a task is being opposed (see **OPPOSED TESTS** on page XX) by suspects or by investigators who think the Agents are up to no good. Here are some common examples.

Going Unnoticed

Delta Green operations require secrecy. Agents blend in with their environment, drawing no attention while they save others from the unnatural.

Use the Law skill to come up with a pretext or cover story for the team's investigation, such as some federal law that may have been violated to allow FBI jurisdiction.

Use the Bureaucracy skill to arrange a task force and budget for the "cover" investigation.

Use Charisma or the Persuade skill to convince local police or another agency to supply manpower, vehicles, equipment, or other resources.

Use the Law skill to secure a prosecution or some other result to justify the creation of a task force and use of official resources.

Use Criminology, Accounting, Law, or Forensics to falsify evidence in pursuit of a prosecution.

Use the Bureaucracy skill to avoid taking the blame when the "cover" investigation doesn't get enough results to keep headquarters happy—or when an operation gets police or bystanders killed.

Use the Bureaucracy skill to create a false identity (a cover) with an invented background (a legend) deep enough to withstand superficial scrutiny.

Use the HUMINT skill to spend months creating a false online history to back up a cover. Spending only weeks or days incurs a penalty unless you use Computer Science to back-date posts.

Use the Art (Forgery) skill to falsify papers and signatures. Those won't stand up to even superficial investigation, so be careful with them.

Use the HUMINT skill to predict when an investigator, witness, or suspect is likely to look into the team's credentials and jurisdiction. That may offer a chance to talk them out of it or take other steps.

Use the Persuade skill to convince an unwilling investigator, witness, or suspect to cooperate, or to allay suspicions.

Use the Stealth skill to avoid surveillance or sentries, or to literally blend into a crowd.

Use the Forensics skill to thoroughly clean a crime scene of evidence. Making it look like it hasn't been cleaned may require multiple skill rolls.

Surveillance

A Delta Green operation is not a criminal prosecution. It doesn't require evidence that can stand in court. But it does require accuracy and precision for agents not to take the wrong actions.

Use the Stealth skill to plant microphones or cameras that only the Search skill can find.

Use the Stealth skill to follow someone without being detected. If you're in a car, use either Stealth or Drive, whichever is lower.

Use an IMSI catcher with the Computer Science skill or special training (with INT) to track and eavesdrop on nearby cellphones.

Use the Computer Science skill to plant a program or device to intercept email or text messages. That may also require the SIGINT skill to decrypt them. It may be possible to plant such a program remotely, if the target has exceptionally sloppy communications security or if you pay hackers for access to a backdoor virus or trojan horse already on the system. Most government computers require physical access—perhaps requiring the Persuade skill to talk your way in.

Use Computer Science or SIGINT, whichever is lower, to locate and track a “smart car” by VIN and IP address through its cellular data signal. It may require a Luck roll for a given car to have the right cellular devices. With another Luck roll and the Handler's agreement, the car's physical and digital specs may be online and its code may be vulnerable to intrusion, allowing remote control of its engine and dashboard console.

Use Law or Persuade to get an unwilling store clerk to show security video of a recent purchase.

Pursuit

The biggest danger with pursuit of a subject—other than the risk of getting hurt—is exposure. Agents who run after a cultist on the sidewalk or drive after one at high speed on the street will soon have police and news helicopters on their tail, and camera phones recording from every corner. Exposure means more potential victims to protect from the unnatural. (See GOING UNNOTICED on page XX.)

Breaking & Entering

Use the Stealth skill to sneak into a location that's under observation by guards or cameras. Use the Athletics skill to climb a wall when you can't use the elevator or stairs. Use special training with lockpicks or special training with security systems if you don't have a key; especially hard systems can be rewired with Craft (Electrician). Use the Forensics skill to obscure toolmarks so someone examining the scene with Forensics doesn't deduce what you did.

Search & Arrest

Many Delta Green agents are law-enforcement officers with the power to arrest and detain suspects and to obtain search warrants from courts. And often an operation has the pretext of a criminal case. Sometimes placing a suspect or witness under arrest can be useful, even if prosecution for a crime is not the ultimate goal. And often the authority of a warrant is the easiest way to get into a site and look around.

Use the Law skill to come up with a convincing pretext for making an arrest if one isn't obvious, or to convince a judge that there's enough reason to suspect criminal activity to justify a search warrant.

But never forget the risk of blowback. Placing someone under arrest or executing a search warrant is a use of government authority to restrict the rights of individuals. It means scrutiny by officials higher up than the Agents, and it means the risk of lawsuits if the search or arrest does not lead to prosecution.

Interrogation

Interrogation is a lengthy process of interviews and fact-checking that requires building a rapport with an unwilling subject. Threats and browbeating may have their place, but they mainly work when one interrogator uses them to make a subject more receptive to the primary interrogator's more sympathetic approach.

Interrogation uses the Persuade skill. Each attempt typically takes a few hours. Success convinces the subject to provide important information. The subject may roll Persuade to oppose it at the cost of 1D6 WP. A subject who runs out of WP cannot resist interrogation.

Torture

Inflicting pain on the subject costs 0/1D8 SAN for the victim and for the torturer (see page XX) and does 1D4 HP damage to the victim. Torture adds +20% to the interrogator's Persuade and incurs a -20% penalty to the victim's roll to resist.

Less violent "enhanced interrogation" relies on panic or humiliation rather than physical harm. Such a technique costs 0/1D4 SAN for victim and interrogator. It adds +20% to the interrogator's Persuade.

Pain and panic often leave victims unable to discern the truth from whatever lie they must tell to make it stop. The Handler always gets the final word on whether this yields information worth having.

"Truth" Drugs

No known drug can induce someone to tell the truth, but drugs can relax inhibitions, cause delusions and forgetfulness, ease pain, and cause pain. Using Pharmacy to administer a powerful drug incurs a -20% penalty to the victim's Persuade skill to resist interrogation, but there's always a chance that drug-induced confusion makes the information useless. That's up to the Handler. Lacking the Pharmacy skill, or failing the roll if one is required, means the drugs act as as a poison with a Lethality rating of 5% (see POISON and DISEASE on page XX).

Getting a subject drunk has the same effect but does not require Pharmacy. Instead the victim gets a CON test to withstand the alcohol.

Human Assets

When surveillance is not feasible, detectives and intelligence officers must cultivate human sources. Human assets work for many reasons: spite, revenge, humanitarianism, alienation, and best of all (because it's more predictable), greed. Use the HUMINT skill to study a prospective asset and determine what approach is likely to secure his or her cooperation. Use the Persuade skill to talk the asset into taking a risk. If your Agent has a budget that allows for a Major expense to offer the asset, add +20% to the roll.

Medical Treatment

Delta Green agents who get hurt usually want to avoid hospitals. Going to a hospital means the best possible care but it also means questions and paperwork that can blow a covert operation wide open. Agents who wind up in a hospital may need to use the Law skill to come up with a pretext for the emergency that will point the police and their own agencies in the wrong direction, Bureaucracy skill to reduce red tape, or the Persuade skill to convince hospital staff to keep things quiet.

Agents who provide their own medical expertise can follow the guidelines from BREAKING & ENTERING (page XX) to break into a veterinarian's office, dentist's office, or walk-in clinic to use the Medicine, Pharmacy, or Surgery skill in a crisis.

Use the Criminology skill to quietly ask around until you find a doctor or veterinarian willing to illegally provide off-the-books medical care. That's a Standard expense for first aid or an Unusual expense for surgery (or a Major expense if the patient is dying). Cash only, up front.

Evidence-Tampering

Delta Green, at its core, is about protecting the American public from the unnatural. If clues pointing to the unnatural wind up in an evidence bag, use the Stealth skill to intercept it before it leaves the scene. If it's already in an evidence locker, things become more complicated. That may require the Bureaucracy or Law skill to justify getting access, and the Forensics skill to falsify the chain of custody so it doesn't widen it into a hunt for corruption. To alter a case file without arousing suspicion, use Accounting, Bureaucracy, Computer Science, or Law.

Disposing of a Body

Delta Green operations seem to always leave bodies behind. Often it's better to get rid of one than to try explaining it to the authorities.

In a pinch, remove the head. If investigators are looking for a missing person that might match the body, the lack of a head (and therefore dental records) delays the identification by 24 to 48 hours. If the investigators find the body but have no idea who it belongs to, it may never be identified unless the fingerprints are on record.

Carving a corpse into manageable chunks to be wrapped in plastic and buried in dispersed, uninhabited areas, or to be left exposed for scavenging animals, costs 1/1D6 SAN due to Violence. Leaving no traces behind requires the Forensics skill.

Dissolving a corpse in a polypropylene barrel filled with acid requires three DEX×5 or Science (Chemistry) rolls, whichever is better. Each failure inflicts 1D4 damage from an acid splash or fumes. The gruesome process costs 1/1D6+1 SAN due to Violence. The supplies are an Unusual expense. The container must be disposed of safely. Transfer into a steel drum for deep burial someplace remote is best.

Dissolving a body in quicklime requires a Forensics roll to make sure it's thorough enough to leave no traces behind.

Burning a corpse to ash in an industrial incinerator or a crematorium requires 1D6 hours and a Forensics roll to clean it of suspicious traces afterward. Getting access usually requires breaking and entering or else a Persuade roll and a stiff bribe (typically a Major expense).

Melting a body into liquid metal in an industrial crucible requires Craft (Metalworking) or Heavy Machinery for safe operation (otherwise a white-hot metal splash may cause 1D6+2 damage). Getting access without arousing suspicion usually requires breaking and entering or else a Persuade roll and a stiff bribe (typically a Major expense).

Dumping a body in a deep lake or swamp, where the still waters will leave it to deteriorate in peace, requires perforating it to prevent bloating and floating, which costs 1/1D4 SAN due to Violence. A body discarded at sea is very likely to wash ashore unless secured in a vacuum-sealed and very heavy metal container and dumped more than 20 miles off shore. A Forensics roll is needed to remove all traces.

Communications

Delta Green agents are under constant surveillance just like the rest of us. They must engage in communications security to keep their operations secret—and protect potential eavesdroppers from exposure to the unnatural. Here are some best practices.

TALK LIKE A CRIMINAL. Assume someone is always listening to you, especially on the phone. Never give sensitive details over the phone (digital or analog), text, email, anything that could be intercepted between you and the recipient. You must talk in code without sounding like you're talking in code. Be vague and innocuous. Rely on innuendo, context, and inside knowledge to fill in the blanks. "It's me. Yeah, we took care of that thing."

NEVER TRUST CRYPTOGRAPHY. You may be tempted to give sensitive details over a digital medium out of confidence that nobody can ever break your crypto. There are skyscraper-size NSA processors in the desert that argue otherwise.

USE OLD-FASHIONED BRUSH PASSES AND DEAD DROPS. If you absolutely must provide written information, hand it over without arousing anyone's interest, let alone suspicion. This may require the Stealth skill to do it without detection, so don't try it if you don't know what you're doing.

MEET IN PERSON, SOMEPLACE SECURE. Where can you talk about operational details and make plans? In person, face to face with only the people you know are cleared for it, someplace where you can confirm no one is listening. In the field this means meeting in places that are unpredictable, just in case you're under investigation

and don't yet know it. And it means ditching all digital devices that have microphones and location-tracking.

Safe Houses and Green Boxes

Intelligence and law-enforcement agencies have a long history of using safe houses where operatives can work or lie low without attracting attention. A rural safe house is usually better than one in the city or suburbs, because it's easier to watch the approaches and less likely to see visitors. A safe house that's owned is better than one that's rented, because no team wants a landlord or superintendent to come knocking. A safe house with a crawl space and plenty of room between walls and in the attic is good for concealing contraband and weapons.

Some Delta Green operatives have used "Green Boxes," storage lockers prepaid for months or years where weapons and artifacts can be stashed that the team doesn't want to destroy. A Green Box has the advantage that people opening it up at random times doesn't raise much attention. But it's on property owned by someone else, so anything suspicious is likely to get the Green Box inspected by strangers or police. It's smartest to use a Green Box only as a contingency while the team finds a more secure solution.

Going Unnoticed

Task // Skill Required // Possible Opposing Skill

Concoct a legal pretext for an operation // Law // Law

Establish a false identity // Bureaucracy // Bureaucracy

Create a false online history // HUMINT (with Computer Science) // HUMINT

Back-date online history data // Computer Science // Computer Science

Falsify documents // Art (Forgery) // Art (Forgery)

Secure cooperation or allay suspicions // Persuade // Persuade

Evade surveillance or sentries // Stealth // Alertness

Clean a crime scene // Forensics // Forensics

Surveillance

Task // Skill Required // Possible Opposing Skill

Plant hidden microphones or cameras // Stealth // Search

Follow a subject without detection // Stealth // Alertness

Follow undetected while driving // Stealth or Driving, whichever is lower // Alertness

Enter an office unnoticed // Stealth // Alertness

Talk your way into an office without arousing suspicion // Persuade // HUMINT

Plant a virus or Trojan horse // Computer Science // Computer Science

Use an IMSI to track and listen to cell communications // Computer Science or special training (INT) // Computer Science or SIGINT

Decrypt digital interceptions // SIGINT // SIGINT

Obtain NSA digital or voice intercepts without leaving records of the request // Bureaucracy or Law, whichever is lower // Bureaucracy

Pursuit

Task // Skill Required // Possible Opposing Skill

Run down a suspect or escape on foot // Athletics // Athletics

Pursue or escape in a vehicle // Driving or Pilot // Driving or Pilot

Breaking and Entering

Task // Skill Required // Possible Opposing Skill

Sneak past guards or cameras // Stealth // Alertness

Scale a wall // Athletics // n/a

Pick a lock // Special training (lockpicks) or Craft (Locksmith) // n/a

Defeat a security system // Special training (security systems) or Craft (Electrician) // n/a

Obscure toolmarks and signs you were here // Forensics // Forensics

Search & Arrest

Task // Skill Required // Possible Opposing Skill

Come up with a pretext for arresting a suspect or obtaining a search warrant // Law // Law

Interrogation

Task // Skill Required // Possible Opposing Skill

Figure out what is likely to motivate a subject to cooperate // HUMINT // Persuade

Persuade a subject to divulge information // Persuade // Persuade

Medical Treatment

Task // Skill Required // Possible Opposing Skill

Give a hospital a convincing pretext for your injuries // Law or Persuade // Law or HUMINT

Give misleading details to throw off possible investigation // Bureaucracy // Bureaucracy

Convince a doctor or nurse it's a good idea to help you without calling the authorities // Persuade // Persuade or HUMINT

Find a doctor or veterinarian willing to provide illegal, off-book medical care // Criminology // n/a

Evidence Tampering

Task // Skill Required // Possible Opposing Skill

Grab evidence before it's collected // Stealth // Alertness

Get into an evidence locker without arousing suspicion // Bureaucracy or Law // Bureaucracy or Law

Alter evidence without arousing suspicion // Forensics // Forensics

Alter a case file without arousing suspicion // Accounting, Bureaucracy, Computer Science, or Law // Accounting, Bureaucracy, Computer Science, Criminology, or Law

Disposing of a Body

Task // Skill Required // Possible Opposing Skill

Carve a corpse up for dispersed burials or scavengers // Forensics // Search

Safely dissolve a body in acid // Three rolls of DEXx5 or Science (Chemistry) to avoid damage // n/a

Dissolve a body with quicklime // Forensics // Forensics or Search

Incinerate a body without leaving identifiable traces // Forensics // Forensics

Melt a body in an industrial crucible // Craft (Metalworking) or Heavy Machinery to avoid damage

Dump a body far at sea or in deep, still waters // Forensics to clean all traces // Forensics

THE KEY

OK. Sure. First. OK. Listen. Innsmouth. It began in Innsmouth, Massachusetts in nineteen hundred and twenty-eight—write that down. It began there, but it didn't end there. Fuck. It's still going on. Right now. No doubt.

OK. Sure. You've heard rumors. That fucking silver hubcap in the desert in forty-whatever—true. The things the Nazis were calling at the bottom of the ocean? Also true. That city beneath the ice in the Antarctic. Fucking take three guesses. It's a big goddamn world, and we don't know shit.

How do I know? Me? I worked in this place. This was in the Fifties, so, you know, you wouldn't understand. We had our shit strapped down. We knew what was what. I was a file clerk. Just a kid who worked in a library and joined the Marines to fight some fucking Commies. Left in 1954, short about half my nerve. Got a job in Naval Intelligence because I pulled some geezer off the line and got him to a field hospital, and that guy—well, he was fucking connected. That job was just about heaven.

I'd file in the day and I'd file at night. "Do this, Don," and so, you know, I'd do it. Sometimes, I'd go in after hours to finish up and read. I read a lot of the files.

Then, one day my boss comes in the dry room where we keep all the old stuff. I'm filing. He's holding a fire axe. The axe looks like it's covered in Hershey's syrup, but I figure out right quick it's blood. I'm fast that way. He says to me, "Don." I say, "yessir." He had the axe, right?

He says, "You want to know a secret?"

"OK."

"Something owns us."

He holds the door for me, like, nice, and so I go. And when the door shuts, I hear him just open up. I mean, just screaming and smashing the shit out of everything. He was a smart guy, my boss. Not prone to violence. Not an unkind word in years. But he read everything. Every file that crossed that threshold. Knowledge is power, he'd say to me. Knowledge, Don, that's the key.

And he was fucking goddamn right. But a key to what?

PART TWO: THE PAST

Delta Green's official existence began on 16 JUN 1942, when the DELTA GREEN security clearance was established for a psychological-warfare unit within the Office of Strategic Services. Although the OSS was disbanded at the end of the war, the security clearance lived on. For twenty-three years Delta Green continued operation under the guise of a Cold War psychological warfare unit, keeping its true activities secret from the Pentagon.

On 24 JUL 1970, after a disastrous operation in Cambodia brought Delta Green to the attention of the powers-that-be, the security clearance was retired and the office disbanded. For the next three decades, former Delta Green operatives fought to recover the group's official status and bring it back into the intelligence community, all the while operating within the government as a secret conspiracy, without official sanction.

Not everyone thought that bringing the group back into the fold was the right move. Sanction would bring scrutiny, and with it a greater possibility of the spreading the infection of the unnatural. Even after the reactivation of the DELTA GREEN security clearance on 13 SEP 2002, and the activation of Delta Green as a new black-ops project ("the Program") masquerading as a counterterrorism task force, many in the group believed it was a mistake to come in from the cold.

Among those who know Delta Green's secrets, there is little consensus regarding the past, present, or future of the organization. The one thing they can agree upon is that the history of Delta Green began much earlier than those dark days of World War II.

GENESIS

The group that would become Delta Green was borne of a 1920s federal raid on the town of Innsmouth, Massachusetts. When U.S. Treasury Department agents investigated an out-of-the-way Massachusetts town and discovered the population was involved in crimes that ranged from the merely murderous to the genuinely inhuman, they were at a loss. Having once ordered a round-up of "Reds" while serving as governor of Massachusetts, then President Calvin Coolidge authorized a raid on Innsmouth to root out the degenerate heathens that had been quietly terrorizing the area for decades. The Department of the Navy—in the form of the Office of Naval Intelligence—guided the U.S. Marine Corps and the U.S. Coast Guard who would provide firepower.

Significantly, those three agencies were not specifically banned from carrying out domestic law enforcement duties under the 1878 Posse Comitatus Act. To add legal authority, the Justice Department's Bureau of Investigation, led by J. Edgar Hoover, was brought in to oversee the seizure of the "suspected alien seditionists" for deportation. Organizational delays resulted in the raid being launched on 23 FEB 1928.

Following the round-up of the odd religious order of which all townsfolk were members—the Esoteric Order of Dagon—the Treasury Department presented President Coolidge with photographic evidence of the "curiously debased condition" of Innsmouth's population. This ranged from birth defects such as webbed toes and fingers and odd skin ailments to fully alien biologies, creatures that shared a somewhat human build but who were totally inhuman. The people of Innsmouth called them "Deep Ones."

Even more disturbing, it seemed that the people of Innsmouth *bred with* such creatures, and over time changed into these grotesque beings.

Artifacts demonstrating a pagan religion amongst the townspeople were also presented to the president and his cabinet. The Office of Naval Intelligence waited to present its full report until everything gathered could be analyzed, but in light of the initial evidence, the Coolidge administration decided to detain the affected population indefinitely. After all, there was no rush. In the short term, the Innsmouth problem had been solved.

ONI dispersed the 209 captive Deep One hybrids into military stockades and federal prisons across the country, and subjected many to interrogation. ONI also seized the ship's log of the *Sumatra Queen*, belonging to prominent Innsmouth citizen Obed Marsh. They took a Marsh family history dated to 1862, two copies (one badly burnt) of the *Ponape Scripture*, and five 50-pound conical stone tablets inscribed with bizarre glyphs. They found incomplete notes for translating the glyphs, compiled over many years by prominent Innsmouth resident Robert Marsh. (Robert Marsh, unfortunately, was killed during the raid, rendering the tablets undecipherable.)

Unable to decipher much of what it found, ONI turned to the Black Chamber for help.

ASSETS: THE FILE

Copies of the report on the 1928 Navy-directed raid on Innsmouth, Massachusetts were once circulated to dozens of offices within the United States intelligence community. The newly-activated Delta Green hastily recalled them in 1942, but not all were returned. The operation was re-designated PUZZLEBOX in 1942 by Delta Green. All previous markings on it were struck out and destroyed.

THE INNSMOUTH REPORT (OPERATION PUZZLEBOX)

In English. Study time 50 hours, Unnatural +2%, SAN loss 1.

"It was determined that subject #14491 (Marsh, Albert, L.) was, according to records recovered at the state capital, 144 years old as of the date of his capture by Marines."

DESCRIPTION

A thick, old, accordion case-file stuffed with ancient, dried, onionskin papers, yellowed photographs, marked with the stamps of SECRET, P4, and DELTA GREEN EYES ONLY, with a Naval Operations registration number. Anyone with Bureaucracy, Forensics, or Military Science (Sea) in excess of 30% recognizes American Naval security markings, circa 1940.

The file describes, in detail, a coordinated, secret government strike on the New England town of Innsmouth Massachusetts by the U.S. Navy and Marines, to capture or kill "seditious and alien elements." The file is full of horrific and unbelievable photographs of amphibious, non-human creatures, incredible after-action reports, and a half dozen interrogations of townsfolk, captured and detained somewhere in the American west.

The file never directly states it, but it clearly indicates the existence of a previously unknown, intelligent, non-human race (referred to as Deep Ones or the sons of Dagon),

who have been intermingling with humanity for years (and perhaps *centuries*), and who exist beneath the ocean in unknown numbers.

EFFECTS

A single photograph in the file, of a clay sigil which once hung above the mantle in *the Esoteric Order of Dagon*, is dangerous. The sigil looks like a complex intertwining of tentacles that bend and mesh in odd ways. Those who study the photo must make a Sanity test (costing 0/1D4 SAN) or suffer terrifying dreams over the next few nights. The dream is always the same: the subject's everyday life suddenly fills with sea water, and the subject is swept down into the depths of the ocean, where the subject sees a vast, inhuman city, and the stirrings of some other, huge, unknowable thing in the dark. This costs an *additional* 0/1D4 SAN due to Helplessness.

ASSETS: PATIENT 24199

Hundreds of townfolk from Innsmouth—some human, others less-so—were captured and detained in the 1928 raid, and careful attention was paid by agencies to track and account for all of them. The Marines who served on the raid were another matter entirely. The inhuman horrors seen in Innsmouth were not as easy to dismiss as the more mundane terrors of combat. Some Marines went mad. Some committed suicide. Others fled. Those killed in action were listed as casualties in the various Central American “banana wars,” while the others scattered across the world in search of some semblance of peace. Today, only one survives.

Private Arthur J. Macready, U.S. Marines, slipped through the cracks. At the time of the raid Macready was 46, and a combat veteran who had served in Central America during the occupation of Nicaragua. He was also the first through the door into the *Esoteric Order of Dagon* and was responsible for the destruction of the clay sigil which hung there as the center of worship. From that point on, Macready was not right.

Originally committed in February 1928 at Harrison Psychiatric hospital for mental exhaustion and shock, he was transferred to state care at Danvers State Insane Asylum in 1955, and in 1978, moved to another facility in Vermont—Powell Green—where he remains today.

The last transfer was unusual. He was brought by military police, and committed as a John Doe, with only an ID number (24199). His age was unlisted. His benefactor is the Office of Naval Intelligence who, through an obscure and repeating piece of red-tape buried in their files, still pays his bills.

Macready appears to be a man in his mid-sixties, covered in filth and sputtering expletives and odd, guttural chants in an accent so thick it's nearly impossible to tell when he's screaming or speaking. In 2017, Macready is 134 years old and is a full convert to the worship of *'Tulu*, the creature who has haunted his every waking thought since he broke that sigil on 23 FEB 1928.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **15 JUL 1927:** Robert Martin Olmstead travels from Newburyport to Innsmouth, Massachusetts, where he meets Zadok Allen, a ninety-six-year-old homeless drunk who tells Olmstead wild tales of local miscegenation with undersea creatures called Deep Ones and the worship of strange gods brought from the

South Seas. Olmstead is forced to stay overnight in Innsmouth. Olmstead witnesses the inhuman nature of Innsmouth's residents as he flees the town, realizing the truth of Allen's tales.

- △ **17 JUL 1927:** Robert Martin Olmstead tells government officials in Arkham of his experience in Innsmouth. He later is brought to Boston to tell his tale to authorities there, and it is this testimony that directly leads to a federal investigation into Innsmouth. Aerial film footage is taken of Innsmouth and Devil's Reef (including footage that required censoring), while undercover agents infiltrate the town and take photos from within.
- △ **9 SEP 1927:** Robert Martin Olmstead enters his final year at Oberlin College in Ohio. For the next eleven months, Olmstead attempts to forget his experience in Innsmouth, though he is occasionally re-interviewed by government agents as part of their ongoing investigation of that accursed town.
- △ **1 FEB 1928:** In the course of the Innsmouth investigation, the Navy issues a standing directive requiring any unusual activity reported within five nautical miles of Devil's Reef to be immediately classified and reported to the P4 desk of the Office of Naval Intelligence.
- △ **23 FEB 1928:** The 42nd Marine Battalion arrives in the Boston Naval Annex, having been transported from *Punta Gorda* in Nicaragua to take part in Project PUZZLEBOX, a combined operation of the Navy, the Treasury Department, and the Bureau of Investigation, to clear Innsmouth of "seditious aliens" that have taken over the town. The forces of Project PUZZLEBOX fight the degenerated cultists and Deep Ones of Innsmouth for several days, with the battle finally ending with the launch of torpedoes at the undersea city of *Y'hathlei*. Two hundred and nine prisoners are taken into federal custody and incarcerated without trial in concentration camps.

THE BLACK CHAMBER

The Black Chamber was the nickname of a joint War, and State Department signals intelligence and cryptography unit that operated during World War I as Section 8 of Military Intelligence (MI-8), and after 1919 as the Cipher Bureau.

The Black Chamber provided communications security for the American delegation during the 1919 Versailles negotiations. Later, at the 1922 Washington Naval Conference, they broke the Japanese code and provided crucial intelligence to the American negotiators. As the U.S. government's premiere, secret, cryptographic organization, the Black Chamber was ONI's first choice to handle the translation of the materials captured in Innsmouth. In APR 1928, the Black Chamber took possession of the papers and strange tablets recovered there. Despite their expertise, it took two years for the cryptographers to complete the translation. On 2 NOV 1929, they presented their report on what had come to called the *Book of Dagon* to the newly elected President, Herbert Hoover.

This was the first Hoover had heard of Innsmouth, and 1929 had already been a difficult year. First, it was revealed during a crucial summit that the Black Chamber intercepted Japanese diplomatic radio traffic, and the Japanese were repudiating the naval limits of the Washington Naval Conference. Second, following the St. Valentine's

Day Massacre, the president was under intense pressure to bring Al Capone to justice and was increasingly displeased with the Treasury and Justice Department's failures. And last, on 24 OCT 1929, the stock market crashed.

When the Black Chamber presented its findings less than a week after "Black Tuesday," the exhausted President Hoover was in a less than receptive mood. It was his opinion that "these eggheads," had *already* ruined a perfectly good treaty with Japan and now were telling fairy tales about monsters under the sea. He ordered Secretary of State Henry L. Stimson to disband the organization. Using the Washington Naval Conference scandal as cover, and publicly declaring "gentlemen do not read each other's mail," Stimson shut the group down.

J. Edgar Hoover, the ambitious director of the Bureau of Investigation, saw the writing on the wall and redacted his previous reports on the Innsmouth raid, stating that he personally observed nothing that could not be explained through conventional science. The town was filled with inbred bootleggers and anarchists. Nothing more.

ONI wasn't blind to the administration's mood, and they *also* distanced themselves from the Black Chamber's report. Still, elements of the Navy clearly recognized the threat that a hostile aquatic civilization posed to U.S. naval supremacy. The Treasury Department, the Justice Department, and the White House could delude themselves, but the Navy could not. To continue their investigations of the Innsmouth threat, the Navy got creative.

ASSETS: THE BOOK OF DAGON (SPECIAL REPORT)

This transcription and translation of the odd conical stone tablets recovered during the Innsmouth raid of 1928 represent almost two years of work from some of the best cryptographers in the world. It is one of the first modern, translated unnatural documents successfully identified as such.

THE BOOK OF DAGON

English, Study time 40-hours, Unnatural +2%, SAN loss 1D4.

*"AND • ONE • CAME FROM • ZOTH • AND • ONE • GAVE FORTH • THE • STAR
SPAWN • THE • CHILDREN • DAGON AND HYDRA • WHO • SERVE • THE •
HIGH PRIEST • OF • ZOTH • THE MAKER OF WORLDS • THE FATHER OF
ALL."*

DESCRIPTION

Forty-four typewritten pages, creased and coffee-stained, and yellowed with age, shoved in a modern Navy file folder marked SECRET and P4 EYES ONLY. Anyone with Bureaucracy or Forensics in excess of 30% can tell the report is Navy from sometime in the 1920s or 1930s, and that the papers are old, while the file-folder is from sometime after 1950. Some of the pages are soot stained and partially singed, as if by fire.

The pages tell a Deep One creation myth in plain English, transposed and translated from pictoglyphs meticulously hand-drawn on to the onion skin pages. It is a stilted account of the following tale:

CTHULHU traveled from a star called ZOTH to our world in the distant past. This being created life, and in particular, several large entities, the STAR SPAWN, two of which are called DAGON and HYDRA. From these smaller entities, the SONS OF DAGON or DEEP ONES issued. All life in the “upper world” came forth from the oceans, and as such, is beholden to CTHULHU. When CTHULHU wakes, the surface world will be subsumed.

RITUALS

THE CALL

See **THE CALL** on page XX.

SWARM

See **SWARM** on page XX.

DISINFORMATION: THE INNSMOUTH “TAINT”

The infection of Innsmouth, Massachusetts by the Deep Ones was a textbook case of an attempted integration with a surface culture. Though the “taint” did not take as well as in other areas (such as Ponape and Black Cod Island’s Children of the Fish-Wife) it did successfully find a foothold and infected nearly the entire town.

For 88 years this integration grew in complexity. Eventually it was an open secret among the non-hybrid inhabitants that the town was in league with the creatures who lived off Devil’s Reef. Obed Marsh and his compatriots brought much of the town over to the degenerate worship of the Deep Ones through *the Esoteric Order of Dagon*—a bastardized mix of Christianity and the Cthulhu Mythos—as well as the promise of immortality. For many, these promises proved fruitful. For others, the price of transformation was too high.

In 1846 the first “plague” struck, killing off half the population of the town. This plague was simply the misfiring of genetics in the population infected by the Deep One Reproductive Element. These individuals died horrible deaths as the Element twisted their forms and biology, moving them away from human but no closer to Deep One. Throughout the history of Innsmouth there have been reports of genetic deformities, disease and monstrosities which were once human—these incidents represent the poor assimilation of the Deep One Reproductive Element into Innsmouth genetic stock. Over the decades the disease made greater and greater genetic inroads in the population.

With the federal raid in the winter of 1928, and the government seizure of nearly two hundred townsfolk for study, the U.S. government thought it had gained a strong grasp of the situation: the town was communing with an underwater culture, crossbreeding with them to produce horrific entities known as the Deep Ones. The government men believed they had in their possession examples of the creatures which had founded the ancient city in the depths near Devil’s Reef. They believed that the torpedo attack on the underwater city had decimated it.

They were wrong.

The raid on Innsmouth failed to capture or kill even a single Greater Deep One.

The first few infections in Innsmouth were indeed from Greater Deep Ones (though who was the first human “vessel” for the Deep One Reproductive Element remains unknown). Their human victims themselves infected the town, creating a self-sustaining

blight that moved from parent to child, gaining more and more ground in altering their genes as time went on. By the early 1840s, Greater Deep Ones only rose to the shallows off Innsmouth for rituals, and never strayed far from the sea.

Although Delta Green has had various contacts with the Deep Ones over the decades, and prominent Delta Green leaders have studied the Deep Ones obsessively, they have very rarely encountered a Greater Deep One. And when they have encountered one and overcome it, its corpse was in no shape to be properly identified.

Instead, nearly all human contact with the Deep Ones has been through the much more common Lesser Deep One, the mostly-human hybrids or the more fully transformed creatures of the sea. This is a very conscious choice on the part of the Deep Ones. Hybrids are expendable tools to influence the surface world, spread Deep One seed, and bring tribute. Very few Greater Deep Ones ever venture onto land. Fewer still interact with humans.

The absolutely inhuman nature of the Greater Deep Ones may come as a very disturbing surprise to any who think they have clear knowledge of the situation. When you expect something horrific but at least vaguely human to shamble from the sea and you get...something else...it can prove fatal.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- ▲ **28 FEB 1929:** Private Arthur J. Macready, driven mad by what he saw in the Innsmouth raid, is committed to Harrison Psychiatric hospital in Vermont for mental exhaustion and shock.
- ▲ **1 MAR 1928:** The prisoners taken during Project PUZZLEBOX are tested for abnormalities. Those cleared as human are released, while the Deep One hybrids are sent to various naval and military prisons. While the operation was disguised as a Prohibition raid, one tabloid newspaper carries a story of the torpedo attack beyond Devil's Reef, and several liberal organizations complain of the treatment of prisoners taken at Innsmouth. These protests cease after confidential meetings with government officials and supervised tours of the prisoners.
- ▲ **3 APR 1928:** Conical stone tablets identified as the *Book of Dagon* and other papers recovered from Innsmouth are handed over to the Black Chamber for deciphering and translation.
- ▲ **29 OCT 1929:** Five days after panicked investors begin selling stock in record numbers, the stock market crashes completely on Black Tuesday, the worst day in the history of the United States stock market for the next fifty-eight years. The Great Depression ensues, destroying the economy of nearly every industrialized nation in the world.
- ▲ **2 NOV 1929:** The Black Chamber presents its completed translation of the *Book of Dagon* to President Herbert Hoover.
- ▲ **5 NOV 1929:** President Hoover orders the Black Chamber closed.
- ▲ **12 NOV 1929:** The Innsmouth files, as well as Innsmouth veteran personnel, are folded under the command of an obscure desk in the Office of Naval Intelligence called P4.

P4

In World War One, the Office of Naval Intelligence established an obscure research group called the Parapsychology, Paranormal, and Psychic Phenomena Desk—abbreviated to P4—to study inexplicable phenomena that might impact the war. It once had a staff of nearly fifty. By 1928, it had withered to two deskbound Navy officers and a support staff of six. Its officers spent their time clipping world newspaper articles on ghosts, psychic oddities, and spiritual phenomena, only very occasionally passing something up to headquarters. Other ONI desks, assembling files of intelligence on the navies of the world, thought P4 was a joke.

In 1928, the P4 Desk suddenly found itself in command of a strange group of cryptographers and combat troops. First came a few Black Chamber codebreakers who had been involved in the raid on Innsmouth and who had translated *The Book of Dagon*. They were now hidden at P4 so their work might continue. Later, P4 was handed a small force of Marines and a detachment of Treasury agents, almost entirely Innsmouth veterans. This became the backbone of the Navy's response to the horrors it uncovered.

The Navy had learned an important lesson at Innsmouth, one it would pass down to generations of Delta Green agents to come: "Never tell a president anything you don't have to."

When ONI re-staffed P4 with this odd mix, it set its new mission, as well: to scour the world for inhuman beings like those found in Innsmouth.

At first, not everyone at P4 was convinced that there were other such horrors; but the Deep One-human hybrids in custody at a secret Arizona compound were an unpleasant living reminder nothing was impossible. The search would lead to a wider picture of unnatural *things* living in the benighted depths of the sea.

The prisoners were studied without much success. But those that died in captivity were subjected to extensive post-mortem examinations, proving definitively that many were something other than human. Navy expeditions took P4 personnel across the globe searching for colonies like Innsmouth.

They soon found them.

The next Deep One colony was discovered in 1930, on a small island in the Philippines. A raid by P4 Marines and Filipino scouts shattered the island's defenses and rounded up Deep One hybrids. When the general location of the undersea portion of the colony was ascertained, the Navy pulverized it with depth charges. Filipino Muslims from nearby islands, long having suffered the hybrids' depredations, finished off those that escaped.

In 1933, during the American occupation of Nicaragua, another colony was discovered on that country's Pacific coast. Operating among Marines assigned to track the anti-U.S. rebel Augusto Sandino, P4 officers discovered a fishing village that had just begun to adopt the teachings of the Esoteric Order of Dagon. The operation was bungled. P4 relied on Nicaraguan dictator Anastasio Samoza's National Guard to handle initial contact. Horrified by the alien nature of many of the villagers, the National Guardsmen massacred the village and put it to the torch. The P4 officers had to move swiftly to sanitize the site and recover several dozen artifacts to move to the United

States. Nearby reefs, considered likely sites for Deep One colonies, were hit with depth charges and torpedoed.

Near Innsmouth, P4 officers used a ritual recovered in their raids to make contact with Deep Ones, with the purpose of acquiring more samples for study. While none were taken alive, numerous damaged specimens were acquired for dissection. Many in P4 felt that if ambushed often enough, the Deep Ones would be deterred from answering such a “summons” by their hybrid allies. Some officers passed inquiries up the chain of command for other, more dangerous rituals to attempt, but none were allowed.

P4 also conducted operations in the continental U.S. against groups that it determined were engaged in “unconventional dangerous activities.” Overworked but underfunded, P4 investigators often arrived after action by local authorities had already taken place, and could only cover up the mess.

Many clues recovered by P4—both from seized correspondence and from suspects captured at cult rituals—pointed towards the Pacific and Asia as the source of the cult which remained known, in the West, as the Esoteric Order of Dagon.

THREAT MATRIX: PORTRAYING THE DEEP ONE THREAT

To many players, the Deep Ones are old hat. In Delta Green, they are the oldest and most persistent known threat to human civilization. How do you maintain a sense of that fear at the table when Deep Ones are encountered?

It’s easy. The Deep Ones become boring when they become familiar. Players who are certain they understand the situation, the creatures, their motivations, and their stats are bored. A predictable threat is not a threat. Something understood and quantified cannot play upon your fears. As a Handler, you must breathe new life into the old fish-men to make them something to fear.

- ▲ **Hybrids Are People:** They live their lives just like us until the taint takes them. They use vehicles, cellphones, and guns just as readily as any agent. They’re not all hobbling, deformed monsters. Most are slightly off-looking people who are a little insane and will do anything to return to the sea. But they also have to pay the T-Mobile bill and buy groceries. Make them as sympathetic as you can, and as cunning, sneaky, and rash as any human being in desperate straits.
- ▲ **The Secret of the Greater Deep Ones:** Even Delta Green, with all its experience with the Deep One threat, is completely unaware that the monsters they have seen are not true Deep Ones, but only vessels to carry the Deep One taint. Completely inhuman Greater Deep Ones, unlike any Earthly life, lurk in the oceans, and occasionally surface to commune with their infected offspring. This discovery is a great way to make the players rethink everything they think they know.
- ▲ **No Upward Limit:** Deep Ones have no upward limit in size. Father Dagon, Mother Hydra, and He-Who-Swims-With-Corpses are but a few of the huge masters of their species. An Agent might use a hypergeometric ritual to call a Deep One to the surface for ambush only to face a godlike monster that stands twenty feet tall.
- ▲ **Deep Ones Are Alien:** The further along in the process of transformation, the more in tune with the alien nature of the Deep Ones a hybrid becomes. To truly become one with the Deep Ones is to abandon any semblance of human order and sanity. Shockingly savage violence is the most expedient answer to any Deep One

question. Morality, sanity, and truth are as meaningless to an immortal Deep One as the ticking of a clock.

- △ **Deep One plans are long:** The Deep One threat does not operate in years or decades but *epochs*. Immortal entities have time to think and re-think their bizarre plans. What might appear to be their main goal—such as interbreeding with humanity—could be nothing but a thousand-year feint to cover their actual, unknown, much more terrible purpose.

DISINFORMATION: YIAN-HO

Delta Green (as both Delta Green and in its original form as P4) has encountered the Kuen-Yuin cult which apparently resides at Yian-Ho numerous times, from the Yangtze River station in the 1930s to the Korean and Vietnam conflicts, to a lengthy investigation of seeming Chinese espionage (1997–2008). Despite this plethora of contacts, investigation has not determined whether the Kuen-Yuin actually head the Cthulhu cult or vice versa, or if they are something else entirely. (See **THE QUÁNYŌUYĪN OR KUEN-YUIN** on page XX.)

It is unknown if the primordial Lemurian (or Lengi) city in the mountains of western China (or of Xinjiang) is the Earthly reflection, or the true form, or the anchor, of the city of Yian, “where the great river winds under the thousand bridges—where the gardens are sweet scented, and the air is filled with the music of silver bells.”

Yian may also be a memetic construct built by the Yithians or the Lloigor and impressed onto human minds as a “back door” into other, non-terrestrial or even non-physical realms.

- △ Chinese lore says the “Maker of Moons” Yue-Laou dwells in Yian-Ho, where he commands the sorcerous Kuen-Yuin cult and the hideous Xin. Yue-Laou and the Kuen-Yuin are immortal; their emblem is a golden globe engraved with reptiles or serpents.
- △ The Dutch sorcerer Claes van der Heyl reputedly entered Yian-Ho around 1570.
- △ The magician Dirck van der Heyl may have opened a gateway to Yian-Ho in upstate New York around 1760, near the town of Chorazin.
- △ Von Junzt’s traveling companion Gottfried Müller entered Yian-Ho in 1818, where he read the *Ghori Nigral*.
- △ In 1896, Franklyn Barris of the Secret Service claimed the Kuen-Yuin masterminded the “Shiner” gold-counterfeiting plot broken up by the Service in New York. Barris disappeared during that investigation; he had previously traveled extensively in China, reportedly in search of Yian.
- △ Informants captured in the 1907 St. Bernard Parish raid claim that “deathless Chinamen” direct the cult of Cthulhu from the “mountains of China.”
- △ The Polish mystic Ossendowski (1922) describes the scarlet-robed Tchortcha guardians of Yian-Ho, and their “Song of Thirty Thousand Calamities.”
- △ Between 1997 and 2008, Delta Green operations against targets that became known as the “Grey Men” led agents deep into central China, in search of a gate to an unknown country known as Tsan-Chan. It ended with Operation

HOLSTEIN and the death of seven agents in an explosion in Anchongxiang, China which nearly sparked an international incident.

DISINFORMATION: THE BROTHERHOOD OF THE OCEAN

In the modern era, nothing remains of *the Esoteric Order of Dagon* but lone madmen, lost individuals enraptured by the dream call, and some few twisted by unnatural texts who worship Cthulhu.

The Brotherhood of the Ocean is different; it is not even a real organization, and its “members” wouldn’t even know its name. This unofficial group’s members are an odd lot, scattered on ships at sea across the globe, bound by an almost mystical pull of the ocean. Many are lifelong sailors, and more than a few have experienced trauma—violence, shipwreck, starvation, piracy, and worse—on the high seas. Each “member” reports salvation in dreams of “the master,” who rules the waves, and who drew them back to the world to fulfill some purpose. To some, this is simply a dim idea, to others, it is *religion*.

If you asked, none would know that they were members of a group, but they feel an affinity for one another on sight, and sometimes are set upon by great, *terribly specific* notions. To travel to a particular port. To buy a particular book. To seek out a man they saw once in Barbados ten years back and beat him to death. If you plotted their travels, they would cut strange patterns across the globe, and when they made land, they would spin in duos and quartets, only to launch back out into the oceans; like a dance.

As if guided by a single mind.

DISINFORMATION: PISCES, GRU SV-8, AND THE KAROTECHIA

P4 was not alone in their notice and pursuit of the unnatural. The horrors of the Great War awoke movements in both England and Russia to destroy, cover-up, capture, and study those things discovered that were beyond human understanding.

In Britain, in 1916, with the British Intelligence apparatus MI-6 pushed to the limit, the government looked in unusual places to curb the U-Boat threat which had a stranglehold on international shipping. They found Lt. Commander Frederick Ramsey and his stable of “Talents,” intelligence analysts that claimed to possess psychic abilities allowing them to see remote locales, and even the future. By World War II, this force was designated MI-13—PISCES: Paranormal Intelligence Section for Counter-intelligence, Espionage and Sabotage.

Likewise, in the Russian Civil War of 1918-1920, Russian intelligence encountered a cult of cannibalistic humanoids feeding on the dead—ghouls. From there, this small, secret group began to uncover more and more unnatural threats to the Motherland. By the beginning of World War II, this group was official: GRU SV-8, *Glavnoye Razvedyvatelnoye Upravlenie Spetsialni Viedotstvo 8* (“Chief Intelligence Directorate of the General Staff, Special Department 8”).

Later, by 1939, with the rising nationalistic fervor of the Nazi party and its singular obsession with the occult, SS commander Heinrich Himmler had created a secret organization within the Nazis to investigate and exploit the hidden power of the unnatural; called the Karotechia.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **29 DEC 1929:** The Deep Ones hybrids taken at Innsmouth are relocated from the military and naval prisons where they were originally held to a purpose-built facility disguised as a Naval Air Station in southeastern Arizona called YY-II. Sometime thereafter most prisoners fall into a catatonic state.
- △ **2 JAN 1930:** P4 successfully raids the Filipino Island of *Piedra Negra*, (operation TALCUM) taking five hundred prisoners and a trove of artifacts related to the *Esoteric Order of Dagon*.
- △ **24 NOV 1930:** Robert Martin Olmstead begins having dreams of the undersea city of *Y'ha-nthlei*, unscathed by the Navy's torpedo attack, and meets his ancient relatives that have fully changed into Deep Ones. As he begins to take on the "Innsmouth look," Olmstead becomes a recluse.
- △ **21 DEC 1930:** Robert M. Olmstead attempts to publicly share the full account of his experience in Innsmouth. Having completely accepted his Deep One heritage, Olmstead plans to free his cousin Lawrence from the sanitarium in Canton, Ohio, and take him to Devils Reef off Innsmouth, where they will join their ancestors in the Deep One City of *Y'ha-nthlei*.
- △ **29 APR 1931:** In Russia, GRU SV-8 is officially founded in secret to monitor unnatural threats against (and within) the Soviet Union.
- △ **9 JAN 1933:** P4 raids the Nicaraguan fishing village of *Agua Verde* on the Mosquito Coast (operation BAKELITE). The operation is a debacle as the entire village is prematurely massacred by *Guardia Nacional* troops loaned to P4 by the Nicaraguan dictator Anastasio Somoza. Hints point towards an unknown city called Yian-Ho, possibly in China, as the source of the cult.
- △ **17 FEB 1933:** P4 officer Lester Dean and twenty-two men enter the wilds of China to locate the mystical city of Yian-Ho (operation THIMBLE), claimed by multiple sources to be the origin of the teachings which formed the basis of the *Esoteric Order of Dagon*.
- △ **9 MAY 1934:** Lester Dean stumbles into a Chinese village on the Yangtze babbling about a secret city in the mountains. The Office of Naval Intelligence commits him to a British madhouse in Hong Kong. Due to this disaster, P4 confines its investigations to the United States.
- △ **7 JAN 1935:** In Germany, Heinrich Himmler, leader of the SS, establishes *Sonderkommando-H*, a special group tasked with searching for evidence that the medieval witch trials in Germany were part of a covert Christian pogrom to destroy vestiges of the ancient Aryan religion. This research is collated into a card catalogue of over thirty-thousand entries, each detailing a victim of the German witch trials, which becomes known as the *Hexenkartothek*.
- △ **9 MAY 1938:** Lester Dean, former P4 agent, dies in the Hong Kong *Tung-Wah* Hospital mental ward shrieking about "grey men from the future."
- △ **2 JAN 1939:** Having discovered an arcane formula for the "resuscitating of ye vital saylts," during their search of the medieval records, a section of *Sonderkommando-H* uses the formula to revive the corpse of Jürgen Tess, a seventeenth-century sorcerer. Heinrich Himmler immediately orders the creation of the *Karotechia*, a special department answerable only to the *Reichsführer-SS*, to research and exploit the occult for military purposes.

- △ **19 JAN 1939:** The third *Deutsche Antarktische* Expedition (German Antarctic Expedition) arrives on the Princess Martha Coast of Antarctica and begins charting the region.
- △ **8 MAR 1939:** The German scout aircraft *Boreas* from the *Deutsche Antarktische* Expedition locates an unusual shaped hole in the ice shelf which looks artificial.
- △ **12 MAR 1939:** German explorers from the *Deutsche Antarktische* Expedition on the ground locate the hole on the ground. Inside, they find the ruins of a seemingly abandoned, vast, pre-human city.
- △ **14 MAR 1939:** By order of Himmler, all findings of the *Deutsche Antarktische* Expedition are brought under the command of the Karotechia. The location is given the designation Point 103.
- △ **10 MAY 1939:** After discovering the book *Hyrdohinnae*, the Karotechia begin researching the existence of ancient undersea race called the Deep Ones. A number of texts are acquired by the Karotechia, including *Unter Zee Kulturen*, *Fishbuchs* and *Dwellers in the Depths*.
- △ **1 JUN 1939:** The Karotechia launch *AKTION EISSCHLOSS* (Operation ICE PALACE) to investigate the lost city found by the *Deutsche Antarktische* Expedition. Accessible only by submarine, Point 103 gradually grows to house twenty-two archaeologists, cryptographers, and experts in ancient languages. Point 103 is placed under the command of Dr. Walter Kluge, who quickly ascertains that the lost city was built by plant-like alien creatures millions of years before.
- △ **1 SEP 1939:** With the invasion of Poland by Germany, Britain and France declare war on Germany. World War II has begun in Europe.
- △ **3 DEC 1939:** Britain, France, Australia, and New Zealand officially declare war on Germany, while Belgium announces its neutrality. World War II has begun.
- △ **29 DEC 1939:** Heinrich Himmler issues a secret order signed by Hitler establishing the Karotechia Project *SCHWARZES WASSER* (BLACK WATER). The goal is to use the magical formulae in the *Cthaat Aquadingen* to make contact with Deep Ones and negotiate an alliance with Germany. Over the next few months, the team decodes four Polynesian "calling rituals" while building a diplomatic primer for dealings with the Deep Ones.
- △ **1 MAY 1940:** Amanda Chalmers, a psychic who left MI-13 after the First World War, reports that she has had a premonition of the advance of Germany Army Group B into Belgium as an elaborate feint to draw British and French forces into Belgium where they can be cut off. The prediction is dismissed, but the leader of MI-13, Major Cornwall, places the prediction in a sealed envelope and sends it to the office of the Prime Minister with instructions for the envelope to only be opened on 5 JUN 1940.
- △ **2 MAY 1940:** The Red Orchestra spy network infiltrates the *Ahnenerbe*, and passes on knowledge of the existence of the *Sonderkommando-H* to GRU SV-8.
- △ **10 MAY 1940:** Germany launches an invasion of Belgium, the Netherlands and France. By 22 JUN all are under German control. Germany controls most of Europe.

- △ **5 JUN 1940:** The envelope with Amanda Chalmers' predictions is opened at Prime Minister Winston Churchill's office. The predictions convince Churchill that the psychic reconnaissance of MI-13 is valid and valuable.
- △ **26 JUN 1940:** Prime Minister Churchill reorganizes MI-13 into an interagency task force jointly supported by the SIS, MI-5, and the Minister of Economic Warfare, but reporting directly to the Prime Minister. MI-13 is re-designated PISCES: the Paranormal Intelligence Section for Counter-intelligence, Espionage and Sabotage. David Cornwall moves his headquarters from Whitehall to Kilmaur Manor in the Scottish highlands.
- △ **29 JUN 1940:** PISCES opens offices in the British Museum to study occult tomes collected in the King's Library. Over the next three years, twelve books are identified as having unnatural significance, including the Latin *Necronomicon* and the Pnakotic Manuscripts. Over the course of the war, five researchers go insane, one commits suicide, and another disappears in the London Underground.
- △ **12 NOV 1940:** Operation *SCHWARZES WASSER* relocates from Offenburg to Cap de la Hague on the Normandy coast, following a lead in *Unter Zee Kulten* about a Deep One colony in that area. A large 40-man facility is constructed and guarded by *Wehrmacht* troops, and nicknamed the *Bootshaus* ("Boathouse") due to the mistaken impression that it houses a mine laying operation.
- △ **1 DEC 1940:** Rudolph Ladenburg, a German émigré and prominent atomic physicist, convinces the U.S. National Defense Research Committee and the Department of the Navy to establish Project RAINBOW for the development of stealth and defensive naval technologies. Based in Newark, New Jersey, Project RAINBOW recruits some of the most famous scientists and engineers in the United States, including Albert Einstein.
- △ **3 JAN 1941:** The Karotechia orders the SS to divert over a thousand Jewish prisoners headed for labor camps near Krakow to Cap de la Hague, Normandy, France, so that they might serve as "test subjects" (sacrifices to the Deep Ones).
- △ **12 JAN 1941:** The NKVD occult research program (independent of GRU SV-8) begins experimentation on "proto-humans" (ghouls) that have been captured for study of their superhuman abilities. As a breeding facility is established outside Gur'yev on the Caspian Sea, the researchers discover that a cult has emerged among Ghouls in the Soviet Union that worships Stalin as the "Great Provider."
- △ **27 MAR 1941:** Operation *SCHWARZES WASSER'S* first experiment is successful, as a section of the waters off Cap de la Hague begins to glow a vivid greenish-blue following the use of one of the "calling rituals" found in the *Cthaat Aquadingen*. The episode is captured on camera by a *Wehrmacht* film crew, and samples of the water and the strange algae that produced the glow are sent to the University of Stuttgart.
- △ **19 APR 1941:** Karotechia member Dr. Franz Mors of operation *SCHWARZES WASSER* steals a boat, sails into the water outside Cap de la Hague, and speaks a chant from the *Cthaat Aquadingen*. Mors is shot, and some sort of

creature (or a creature's hand) rises out of the depths. Nine soldiers are killed, fifteen are hospitalized, and six are sent to a Karotechia sanitarium in Strasbourg. Mors' body is never recovered.

- ▲ **26 APR 1941:** On a beach off Cap de la Hague, operation *SCHWARZES WASSER* successfully calls a Deep One named "Claude" and propose an alliance between the Nazis and the Deep Ones. "Claude" instructs them to use the calling ritual again at the next new moon, and to bring sacrifices.
- ▲ **30 APR 1941:** Operation *SCHWARZES WASSER* sacrifices thirty-seven mentally ill men and children to the Deep Ones in the first of several such exchanges. "Henri," the most-human-looking of the Deep Ones, remains as an emissary to present their terms: an eight hundred mile stretch of the French shore, as well as human women to serve as "surface breeding stock," in exchange for a commitment by the Deep Ones to bring a halt to all movement on the seas. After one week, Henri returns to his "family" and the pattern of call and sacrifice continues for the next nineteen months, with neither side closer to an agreement.
- ▲ **1 SEP 1941:** *SS-Standartenführer* Karl Ohlendorf of the Karotechia is personally assigned by Heinrich Himmler to take part in *AKTION EISSCHLOSS*, due to Ohlendorf's career as a mining and combat engineer, amateur archaeologist, and youth in the Bavarian Alps. Ohlendorf sets sail aboard the commerce raider *Atlantis* and later makes a mid-oceanic transfer onto the submarine *U-188*.
- ▲ **4 OCT 1941:** Karl Ohlendorf arrives at Point 103 in Antarctica with his team of combat engineers.
- ▲ **6 NOV 1941:** Project RAINBOW holds its first conference, where a program of sub-projects is developed, one of which is Project MIRAGE, tasked with developing electronic devices to conceal naval craft. Dr. Arthur Turner is made the chief of Project MIRAGE, which is treated as a low priority and given little funding by the Navy due to their lack of confidence. Among the attendees at the conference is Vannevar Bush, director of the Office of Scientific Research and Development and a future founding member of MAJESTIC.
- ▲ **7 DEC 1941:** The Japanese attack the U.S. fleet at Pearl Harbor. The United States declares war on Japan the next day. Germany and Italy in turn declare war on the United States. World War II now spans the entire globe.
- ▲ **1 JAN 1942:** At Point 103, Karl Ohlendorf unearths an ancient power source that he names the "Thule Generator," which allows a wide-scale expansion of the base. A labor force of concentration camp prisoners is transported to Point 103 to support this expansion, and, after Ohlendorf learns that the Thule Generator requires regular "feeding," he orders the prisoners be used as "fuel" for his machine.
- ▲ **5 JAN 1942:** The Karotechia acquire a translation of inscribed shards held by an African tribe and believed to have been originally written by a long-extinct alien race. The book is transported to Point 103, where it proves invaluable in deciphering the murals that line the walls of the underground necropolis.

THE OFFICE OF STRATEGIC SERVICES

Even before the Japanese attack on Pearl Harbor, President Franklin D. Roosevelt had been consulting Congressional Medal of Honor winner and Wall Street lawyer Colonel William J. “Wild Bill” Donovan, to organize a covert warfare arm for the U.S. As early as 1939, Donovan was scouring Ivy League universities, military intelligence branches and prisons for the requisite talent, even visiting England to obtain the advice of the English Secret Intelligence Service. In JUN 1942 the new intelligence service was christened the Office of Strategic Services, or OSS. It answered directly to the Joint Chiefs of Staff, and while its purpose was military intelligence, it was staffed by a large number of civilians. FBI director J. Edgar Hoover prevented the OSS from operating in the United States or Latin America, and General Douglas MacArthur similarly resisted the OSS’s operating in “his” Pacific theater. The OSS therefore concentrated their efforts in Europe, North Africa and mainland Asia, particularly in China, Burma, and Vietnam.

On 12 FEB 1942, Donovan—promoted to Major General—was approached and briefed by Lt. Commander Martin Cook of P4. Lt. Commander Cook made Donovan aware of the Nazis’ intense interest in the occult. P4 had uncovered an unnatural research department within the SS which had *Reichmarschall* Himmler’s ear: the Karotechia—a secret unit of the Ancestral Heritage Research and Teaching Foundation (*Ahnenerbe* for short). The group’s duties included archeological and anthropological research designed to support Nazi racial and political doctrine. It operated out of his headquarters at *Wewelsburg* castle; a distorted, Nazi Camelot.

The Karotechia’s mission was more serious, it devoted its research into the occult for anything that might assist the Nazi war effort. Cook did not acknowledge that P4’s officers believed in the efficacy of unnatural rituals or the existence of non-human civilizations. Instead, Cook pointed out that British intelligence had manipulated Deputy *Führer* Rudolph Hess to England by getting his personal astrologer to predict that he would singlehandedly capture England. Cook also pointed out Himmler’s personal interest in the occult, as well as the superstitions held by high-ranking Japanese militarists. These, he claimed, could be exploited as a potent tool in the war effort.

Donovan was so impressed that he immediately moved to have P4 fully incorporated into the OSS. Cook agreed. The new group was given a special security clearance, DELTA GREEN. While P4 remained its official designation, soon, its members began to refer to it as Delta Green.

IN THE FIELD: THE CRUCIBLE CAMPAIGN

Before the war only P4, the Office of Naval Intelligence and a few select desks in the federal government had heard of Innsmouth. By 1942, it had been forgotten by everyone except for P4. For those others who knew the truth, forgetting it was just fine. There were bigger problems at hand, like a world war.

When Lt. Commander Cook brought P4 to the attention of Colonel Donovan and the OSS in 1942, it was only the beginning of a long plan to alert the leaders of the U.S. to the threat revealed by the raid on Innsmouth. Cook’s *initial* pitch to Donovan was entirely conventional, and involved none of the more *outré* materials P4 had uncovered in its fourteen years against the Deep Ones; that would come later. Donovan was first convinced he was bringing in an archaeological and anthropological group that could

exploit the nonsensical lust the Nazi and Japanese seemed to have for the occult. Cook only gradually revealed the true horrors P4 had uncovered since 1928. When Donovan became aware of the depth of the situation, he cleverly kept such knowledge extremely close to his chest.

It is a prime time to set a Delta Green campaign. Those wishing to run a game set in the early days of the war should keep the following in mind:

- △ **Secrets Within Secrets:** In 1942, Delta Green is a secret department within the OSS, a spy agency. But the secrets go even deeper: Delta Green knows the unnatural is *real* and it is likely the Axis are attempting to use it to affect the war. In the beginning, even the commanders of the OSS and the President had no idea what P4 had *truly* uncovered. Of course, in time, this truth was revealed.
- △ **A Fragile Balance:** Lt. Commander Cook is a complex man, with a far-reaching plan to put his group front and center in the U.S. war effort. The fate of the world relies upon discretion, not overplaying your hand, and keeping your cards to yourself. Those in Cook's command know the awful truth and must keep those secrets until the OSS leadership can be acclimatized to it.
- △ **The Club:** Other OSS agents consider Delta Green a group of trumped-up analysts with no real purpose in the war except idle speculation. They're outsiders. Even when OSS command learns the truth, the information is not disseminated to the lower ranks—so that even when Delta Green agents are literally saving the world, their fellow OSS agents believed them to be, at best, an “egg head with a gun.”
- △ **Revelations:** Inevitably, people within the OSS learn the truth about the real horrors behind the world. Some can take it, others cannot. As the secret spreads during the war, how will the agents keep up?

DISINFORMATION: THE SECRET ROOM

On 7 APR 1942, sixteen prisoners, selected from Niederhagen and Sachsenhausen concentration camps due to their labor experience, were brought to Wewelsburg castle to complete a rush construction job under the order of Hermann Bartels; the castle's chief architect—and member of the Karotechia.

For twenty-one days the prisoners worked, literally under the gun, to the odd specifications provided. This involved the digging of a twenty by twenty cell beneath the *Reichsführerzimmer* room, the smelting of gold and silver to set in a precise pattern within the rock, as well as dozens of other overly-specific instructions provided with hand-drawn diagrams.

In the end, when the prisoner work crew was finished on April 28, they were executed inside the cell. No witnesses remain, and all records of the Karotechia were destroyed, but if a witness could be found, they would tell the following tale.

Two days later on 30 APR 1942—*Walpurgisnacht*—SS Officers lowered an ancient, leaded coffin cut with sigils and runes into the corpse filled cell. Something shifted and moved inside the coffin, shrieking inhumanly. Once the room was sealed with the last rock set with a single, gold name, the screaming ceased.

The name—which remains inset in the floor above the undiscovered secret room to this day—is FREDERICK II.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **7 JAN 1942:** PISCES, supported by the Long Range Desert Group, discovers a ruined city in the Libyan desert, but are prevented from a full excavation due to the approach of the *Afrika Korps*. The LRDG destroys the entrance to a huge subterranean chamber of the city shortly before a Karotechia unit arrives at the site.
- △ **12 FEB 1942:** Lt. Commander Martin Cook, commanding officer of P4, briefs William J. Donovan on P4's experiences. Cook recommends P4 be merged with OSS as an "Unconventional Warfare Unit" whose official purpose is to investigate the occult and unnatural for exploitation in psychological operations against the Axis. The group is called "Delta Green."
- △ **13 FEB 1942:** Joseph Camp, a future officer in OSS/Delta Green, leaves Harvard University's Far Eastern Studies Department and is recruited into the COI to work for P4. He is sent to Camp X in Canada for agent training.
- △ **22 FEB 1942:** PISCES observes Delta Green agents rummaging through old Admiralty records, leading to the first official meeting between the two agencies. After several more weeks of guarded meetings, both agencies reveal their mutual interests in unnatural affairs.
- △ **14 APR 1942:** Following the completion of his training at Camp X in Canada, Joseph Camp is reassigned from Delta Green to serve with Detachment 101 in Burma. Camp never receives a DELTA GREEN clearance briefing before he is reassigned.
- △ **31 MAY 1942:** Dr. Arthur Turner of Project MIRAGE devises a new mechanism to visually camouflage a naval vessel by forming an electromagnetic shell around the ship to ionize the surrounding air and create a blurry distortion. Turner creates the device, code-named MIRAGE II in conjunction with Albert Einstein at Project PHI, another RAINBOW sub-project tasked with developing new degaussing technologies.
- △ **12 AUG 1942:** By now, the Point 103 team of *AKTION EISSCHLOSS* have decoded enough of the lost city's pictograms to learn the history of the "Thulian" race, including their wars with "conical time travelers centered in Australia, crustacean-like entities who mined Earth's highest ranges, and semi-aquatic octopoid creatures whose home was a now submerged continent in the Pacific."
- △ **1 SEP 1942:** After dozens of failed experiments with MIRAGE II, Dr. Arthur Turner develops the idea of fluxing two electromagnetic fields within precise ranges to cause a sympathetic electromagnetic flux requiring less power than the current unsustainable design. Turner and his team design a half-dozen prototypes over the next three months, with none of them working for more than a minute before draining its batteries.
- △ **10 OCT 1942:** Karotechia agents arrives in Antwerp, Belgium after several books on the *Ahnenerbe's* bulletin of useful texts were found among the possessions of a "liquidated" Jewish importer-exporter. Inside, the group finds a crate marked "Jermyn/England" with 1913 postmarks, and, inside the crate, a stuffed, white-furred, ape-like creature. A plaque identifies the creature as a species called *Chimbote* in the N'Bangu dialect, recovered in "Thule, Belgian Congo" in 1913. Investigation into this creature is given the designation PARSIFAL.

OUR DARKEST HOUR

Under the leadership of the newly promoted Commander Martin Cook, Delta Green set about defeating the Karotechia under the guise of researching and conducting Allied psychological warfare operations. Many operations involved recovering or destroying books and artifacts that the Karotechia had an interest in.

But that was not all the Karotechia worked to accomplish. Experiments were performed which required huge requisitions of “test subjects” from Auschwitz and Treblinka. What happened to these “test subjects” was a mystery even to SS officers intimately involved with the Final Solution. It surprised no one in Delta Green when they discovered the Nazis were sacrificing them to curry favor with the same creatures the Navy had faced in Innsmouth fifteen years before.

Delta Green’s first major action of the war was a joint operation between airborne commandos and French partisans, disrupting the Karotechia’s mass sacrifices at Cap de La Hague, on the coast of France, on 8 DEC 1942.

Delta Green had discovered that it was not alone. Agents searching records in the British Admiralty met agents of a group called the Paranormal Intelligence Section for Counter-Intelligence Espionage and Sabotage (PISCES), which had a similar, secret mandate. PISCES had provided intel for the 1942 raid on the Karotechia in Cap de la Hague as a test—one which Delta Green passed—and both groups cooperated enthusiastically...for a short time. However, incidents in February and March 1943, during a joint operation to destroy unnatural artifacts in the Belgian Congo and Western Australia, led to casualties, recriminations and the determination that PISCES’ agenda was not Delta Green’s agenda. It seemed the British hoped to control and even weaponize the unnatural; something Delta Green *already* had no interest in.

There were also signs of similar unnatural activities in the Pacific Theatre. Here Delta Green went head-to-head with a semi-official Japanese organization called the *Gen'yōsha* or “Black Ocean Society”. Part political party, part secret society, and part unofficial black ops and espionage arm of the Japanese military, the Black Ocean Society had been infiltrating secret societies, criminal organizations and occult brotherhoods across Asia since 1881.

At some point in the past members of the Black Ocean became aware of the efficacy of unnatural rituals, and by the mid-1930s, were trying to find unnatural means to aid Japan’s war effort. Having no official standing, the members of the Black Ocean Society exercised power through their official positions in the Imperial Japanese Army, government ministries and the *Kempeitai*—the Japanese secret police.

Throughout mainland China, Southeast Asia, Australia and, in direct contravention of the wishes of General MacArthur, throughout Melanesia, Micronesia and Polynesia, Delta Green teams intercepted and neutralized Black Ocean Society projects to develop and deploy weapons garnered from unnatural sources.

Operations against Karotechia and Black Ocean Society operatives ranged across Europe and Asia, but also into neutral nations like Ireland, Turkey, Spain and the republics of South America. Delta Green operated freely in South America despite the fact it was forbidden to do so. This exception to the FBI’s “jurisdiction” was created once Commander Martin Cook informed J. Edgar Hoover that Delta Green was working on “an Innsmouth problem.” Nothing more was said on the matter.

IN THE FIELD: THE ACQUISITION WAR CAMPAIGN

After 6 JUN 1944 with the invasion of Europe and to a greater or lesser degree in all theaters of the war, Delta Green struggles to capture, steal, cover up, or destroy the hundreds of personnel, unnatural artifacts, research projects and concepts which the war had stirred. It is not alone. The Soviet Union's GRU SV-8, Britain's PISCES and the shattered fragments of the Karotechia (as well as others) also search for such things, for more sinister reasons.

The battlefields, ruins and the remnants left behind are a prime setting for a Delta Green campaign. Those wishing to run a game set in the later days of the war should keep the following in mind:

- △ **The Fight Goes On:** War ravages the world, and if Delta Green agents are doing their job, they are never far from the front. At any moment, an aside on the validity of notes referring to *Unsprechlichen Kulturen* could be disrupted by a Banzai charge, or the roar of a King Tiger tank. Just because you know the truth, doesn't mean you are (necessarily) bulletproof. The war must still be won.
- △ **Rats Flee the Ship:** In the end, the *Karotechia* is evenly split between zealots and the self-interested. Karotechia operatives are found at all points, loaded to bear with their research, and sometimes, with valuable unnatural artifacts. Delta Green, of course, follows. When they are deemed malleable, they are evacuated. When their loyalty is under question, they are denied to the enemy.
- △ **Secrets, Stirred:** The Karotechia spent *years* assembling the most amazing collection of unnatural books, items and specimens the world had—up-until-that-point—known. That the invasion of Europe set this work to the four-winds was not lost on Delta Green. It is, in fact, likely the single largest source of proliferation of the unnatural in history. Still, what is “real” and what is simply legend? Nothing can be risked. All leads must be hunted to the bitter end.

DISINFORMATION: PNAKOTUS AND THULE

In 1935, the Miskatonic Geological Australian Expedition uncovered a non-human city near Pilbarra in Western Australia, dubbing it Pnakotus after the Pnakotic Manuscripts thought to have originated there. In 1943, the Delta Green Operation TARQUIN destroyed the Great Library at Pnakotus to keep knowledge of the future out of enemy hands. The site (what of it remains) is currently guarded by Cypress Security, a private military contractor.

A similar fate befell the Yithian time colony called “Thule” by the Karotechia teams searching for it. (The *völkisch* mystics of prewar Germany adopted the ancient Greek name “Thule” for the theoretical homeland of the white race, originally believing it to be in the far north. One Karotechia team based in the covert German Antarctic colony also declared the non-human city in Queen Maud Land “Thule”.) Karotechia investigations had led them to an immense stone structure near Itoko in the Congo, constructed by hominid white apes over a million-year span under Yithian direction. The Yithians designed the structure to keep the deadly flying polyps in check while terrestrial life evolved the Yithians' new coleopteran hosts. If a Yithian library existed there, it appears to have been destroyed or scattered in 1943, likely also by Delta Green action.

THREAT MATRIX: GEN'YŌSHA SURVIVES

Ironically, the core of the Black Ocean Society survives, in, of all places, San Francisco, California, as the Black Dragon Society (*Kokuryūkai*). The Black Dragon society was founded in 1901 by Uchida Ryohei, a member of the Black Ocean—and became the force with which the Black Ocean actualized its power through terror and violence. With agents in China, Korea and America, the Black Dragon incited fear and completed missions of sabotage for the Black Ocean.

In 2017, Nori Onishi is 90 years old, and recalls every day of his long life in America, from his capture in a FBI raid on 31 MAR 1942, to his release from internment in 1945, to his careful reconstruction of wealth throughout the 1950s and 1960s. Though he was arrested for associations with the Black Dragon criminal fraternity in the California raid, no such link could be proved, and his age (only 16) brought leniency. While his bosses, Saima Yoshimura and Kyashi Uyeda, went to federal prison, Onishi was sent to a Japanese Internment camp.

Upon his return to San Francisco, he amassed through various means, criminal and legal, papers, books, and other artifacts once collected by long-dead members of the Black Ocean. In his time, he has seen various criminal enterprises come and go, and all have learned to give his powerful, but relatively modest, group a wide berth.

Onishi commands a network of criminal servants, almost all of Japanese heritage, and controls discrete portions of the San Francisco underworld concerned with prostitution and gambling. His name, as well as the name of his club—the Tokio Club—is well-known to federal agents and police. What they do not know, is that Onishi is a dabbler in the unnatural, and knows it to be *real*. Onishi searches to find the artifacts and rituals to restore the movement and power he felt in his youth when the Japanese empire shook the world.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **14 OCT 1942:** PISCES agents learn the location of the *SCHWARZES WASSER* facility at Cap de la Hague and communicate the information to Britain using unnatural techniques. PISCES passes the location on to Delta Green.
- △ **26 OCT 1942:** Delta Green is transported by sea to the Cap de la Hague, France, where they link up with local French partisans, and begins making preparations for the raid on the *SCHWARZES WASSER* facility. Called operation LIFEGUARD, it is the first Delta Green European operation.
- △ **1 NOV 1942:** Soviet GRU SV-8 responds to reports from Leningrad of cannibals bearing the same kind of necrophagous tendencies as Studnikov witnessed during the Russian Civil War. During their investigation, SV-8 uncovers *SMERSH* units capturing and interrogating these necrophagists. SV-8 races to eliminate every necrophagist in the city before they are recovered as “specimens” for *SMERSH* research.
- △ **3 NOV 1942:** The Karotechia's Project PARSIFAL instructs *Abwehr* agents inside Britain to learn more about the history of Sir Arthur Jermyn and his ancestral estate, Jermyn House.
- △ **4 NOV 1942:** Under the guise of an *Einsatzkommando* action against partisans, the commander of project *SCHWARZES WASSER* sends an SS detachment to capture

- the entire town of Marise, massacre the adult male population, and march the women and children to Cap de la Hague, where they are placed in separate holding areas.
- △ **8 NOV 1942:** Project SCHWARZES WASSER trades fourteen of the Marise women to the Deep Ones in exchange for thirty-five bars of British gold and detailed intelligence on the Cornwall and Dover coasts. The Karotechia is informed by the Deep Ones that, by the next new moon, their leader, "Dagon," would arrive to seal their alliance.
 - △ **20 NOV 1942:** At Cap de la Hague, the Deep One named "Claude" informs the Karotechia of the conditions required for Dagon's arrival, including the ritual use of a number of black stones. A forced labor crew of *Organisation Todt* is brought to Cap de la Hague to erect the stones and to provide sacrifice for the coming meeting with Dagon.
 - △ **8 DEC 1942:** As Project SCHWARZES WASSER conducts a ritual to welcome Dagon to Cap de la Hague, a force of Delta Green operatives and local French partisans carry out Operation LIFEGUARD, raiding the facility. The Deep Ones attack both the Allied raiders and their German hosts, and all further contact between the Karotechia and the Deep One colony is severed, ending Project SCHWARZES WASSER. Delta Green recovers forty-three classified documents, including the file on Project PARSIFAL.
 - △ **9 DEC 1942:** From the Karotechia files, Delta Green learns of the *Donnerschlag*—some type of sonic cannon—a Karotechia weapon constructed by Dr. Williem Eisenbein and his researchers at a facility in the coastal French town of Fécamp.
 - △ **20 DEC 1942:** While on Christmas leave in Boston, Timothy Michaelson, a researcher at Project MIRAGE, witnesses Franklin Rathke stage a public demonstration of the Tillinghast Resonator in a bid to entice investors.
 - △ **21 DEC 1942:** Timothy Michaelson writes a letter to Dr. Arthur Turner of Project MIRAGE detailing Franklin Rathke's demonstration of the Tillinghast Resonator. Intrigued by how the Resonator can create such a large field effect with little power, Michaelson's letter convinces Turner that the Resonator might solve the unsustainable power requirements of the MIRAGE III device.
 - △ **30 DEC 1942:** A four-man PISCES/Delta Green team infiltrates the Karotechia facility in the French coastal town of Fécamp. Their mission is to gather information on the *Donnerschlag* weapon before the Fécamp installation is destroyed by RAF bombardment. The entire team is lost save for U.S. Army Major Michael Stillman, who discovers that the installation was wiped out by invisible "things" following the testing of the *Donnerschlag*. Stillman escapes with blueprints for the *Donnerschlag*.
 - △ **30 DEC 1942:** William J. Donovan, commander of the OSS, and David Cornwall, commander of PISCES, meet at Kilmaur Manor to work out an intelligence-sharing process between PISCES and OSS/Delta Green. Donovan is introduced to the capabilities of PISCES' unnatural Talents for the first time.
 - △ **1 JAN 1943:** PISCES uncovers a plot by Genyosha to incite a revolt against British rule in eastern India by reviving the Thuggee cult.
 - △ **29 JAN 1943:** Recruited by Delta Green to investigate his father's connection to what the Karotechia is after with Project PARSIFAL, Wingate Peaslee and a veteran of Operation LIFEGUARD are sent to Australia to discover what Nathaniel Peaslee found in the Western Desert during the Miskatonic University expedition in 1935.

- △ **12 FEB 1943:** Dr. Arthur Turner of Project MIRAGE meets Franklin Rathke for the first and last time, at the Boston Federal Building. After witnessing a demonstration of a small version of the Tillinghast Resonator, Turner pays \$4,000 to Rathke in exchange for the device and plans for its construction.
- △ **19 FEB 1943:** Delta Green is assigned to the Belgian Congo, to locate the lost city of "Thule" before the Karotechia's Project PARSIFAL can find it, and destroy the city. A second team is sent into the Gibson Desert of Australia to locate the source of a pre-human "library" that is said to exist there.
- △ **23 FEB 1943:** The Point 103 researchers conduct their first test of a strange sphere seemingly designed from the pre-human civilization, a weapon estimated to have the power to destroy a city. The test is partially successful.
- △ **1 MAR 1943:** William J. Donovan learns that PISCES had sent agents to assassinate the OSS/Delta Green team in Australia. Ties between Delta Green and PISCES are severed.
- △ **1 MAR 1943:** At the Project MIRAGE laboratory in the Newark naval shipyards, Dr. Arthur Turner modifies the Tillinghast Resonator into a device large enough to obscure a destroyer escort-sized vessel using air ionization. While Turner's modifications are sufficient to protect those outside the resonator field from radiation, anyone within the field would still be in danger. Turner performs tests on models that convince the Navy to fully fund and expand Project MIRAGE, but neither the Navy nor Turner become aware of the danger inherent in the Tillinghast Resonator.
- △ **2 MAR 1943:** Karl Ohlendorf receives orders from Berlin to keep the artifacts excavated at Point 103 in Antarctica rather than continuing to ship them back to Germany. A group from the V-2 rocket facility at Peenemünde is sent to Point 103 to combine the V-2 delivery system with the Sphere of Nath, creating a weapon that the Point 103 team names the "V-3" rocket.
- △ **1 JUL 1943:** Dr. Arthur Turner and his greatly expanded Project MIRAGE team begin construction on a full-sized prototype of the Tillinghast Resonator, now code-named MIRAGE III.
- △ **9 SEP 1943:** The National Defense Research Council secures the USS *Eldridge* (Destroyer Escort 173) for use in testing the MIRAGE III device. A false report, claiming that the *Eldridge* spends the next three months at sea on a shakedown cruise, is filed, while, for the next six weeks, the ship is fitted by the Project MIRAGE team with the device in the Newark naval shipyard.
- △ **24 OCT 1943:** Dr. Arthur Turner briefs the crew of the USS *Eldridge* on their role in the MIRAGE III testing and introduces Dr. Townsend Brown, one of Turner's assistants who will join the *Eldridge* during its mission. Only Brown and Commander Connelly are aware of the true nature of the MIRAGE III experiment.
- △ **28 OCT 1943:** The MIRAGE III device is activated aboard the USS *Eldridge* in the Pocomoke Sound of Chesapeake Bay, immediately causing the ship to disappear for twenty-two minutes. When the ship is located, twenty-seven of the fifty-five crewmembers are dead or missing. The survivors report seeing otherworldly creatures from beyond and strange figures dressed in large suits like Army Air Corps fire crews. Two of these mysterious figures are found dead onboard, their bodies carrying advanced technology. In fact, the *Eldridge* reappeared due to the machinations of a MAJESTIC team sent from the year 2012 to deactivate the resonator's field.

- △ **29 OCT 1943:** All twenty-three survivors of the USS *Eldridge* are admitted to the Bethesda Naval Hospital for psychiatric treatment. Three crewmen later die in custody, one commits suicide, and only fifteen are ever released from custody. Among those fifteen, only Dr. Townsend Brown and Commander Joseph M. Connelly resume normal lives.
- △ **1 NOV 1943:** The Office of Naval Intelligence carries out Project PUZZLE, the investigation and cover-up the MIRAGE III experiment. The USS *Eldridge* is secured in an enclosed dock at the Norfolk Naval Yards (where it remains until 1982), while the two unidentified bodies are sent to Bethesda Naval Medical Center for study.
- △ **31 DEC 1943:** Dr. Townsend Brown, one of the few survivors of the USS *Eldridge* to not suffer a complete mental collapse, is released from the Bethesda Naval Hospital and goes to work for the Lockheed Vega Aircraft Corporation in California. In his spare time, Brown begins researching "gravitors" to create aerial vehicles with anti-gravity propulsion.
- △ **21 MAR 1944:** The Karotechia discover a translation of the *Necronomicon* in ancient Gothic.
- △ **28 NOV 1944:** The Point 103 team completes the V-3 rocket, but its range of six thousand kilometers is too short to reach any major Allied City from Antarctica. The suggestion is made to deal with Argentinean Vice-President Juan Péron to launch from Buenos Aires, but it is rejected by Karl Ohlendorf, who decides to abandon the V-3 rocket and concentrate on excavations to find the "Thulians" earthquake-generating weapon.
- △ **21 DEC 1944:** The Karotechia perfect a method for reviving the dead. Truckloads of "resuscitated casualties" are driven to the Eastern Front and released onto the battlefield.
- △ **23 DEC 1944:** Olaf Bitterich disinters the corpse of Alexis Ladeau, an associate of Friedrich Wilhelm Von Junzt. Within Ladeau's casket, Bitterich finds papers from Von Junzt's unfinished and allegedly burnt manuscript of *Unaussprechlichen Kulten*. Bitterich uses these papers to call up the spirit of *something* that claims to be Frederick the Great. This success leads Bitterich to become a favorite of Himmler and Hitler, as he calls up German heroes such as Otto von Bismarck, Friedrich Nietzsche, and Arminius to provide advice to the *Führer* and his *Reichsmarshal*.
- △ **9 JAN 1945:** Seven Karotechia researchers and seventy-three SS support personnel —as well as Naudabaum castle and much of the mountain upon which is sat—are obliterated during an abortive and poorly understood attempt to summon dread Azathoth, the Daemon Sultan.

DISINFORMATION: PROJECT RAINBOW

On 28 OCT 1943, the National Defense Research Council and the United States Navy tested the application of a device known as the Tillinghast Resonator aboard the destroyer escort USS *Eldridge* in an attempt to render it invisible through the use of intense electromagnetic fields. The fruits of a naval research project called RAINBOW, this was one of the earliest attempts at creating stealth technology.

The device, code-named MIRAGE III, was startling to say the least. The *Eldridge* not only became radar-invisible for more than twenty minutes, it disappeared completely

from the visible spectrum and was lost by its escort ships when the device was activated. In effect, for twenty-two minutes the USS Eldridge ceased to exist.

When the Eldridge was located, adrift and seemingly dead in the water, the true horrors of the Tillinghast Resonator were discovered. Less than a third of the crew survived their journey to elsewhere. Some of the dead were embedded in bulkheads, their bodies fused with the steel on an atomic level. Some of the crew were never located at all, and are still missing to this day.

The incident has lived on in conspiracy folklore. Commonly known as the Philadelphia Experiment, it has fostered movies and books which hint at the true horrors endured by the crew of the ill-fated Eldridge.

At the end of World War II, the Eldridge event was seen as an embarrassing and secret aside to war research. Only later would the government become aware of the true threat the Tillinghast Resonator represented.

GÖTTERDÄMMERUNG

Following Germany's surrender, the U.S. and Soviet intelligence services raced to seize German nuclear physicists, V-2 and jet aircraft engineers, and former intelligence officers. The Americans had Operation PAPERCLIP while the Soviets had Operation *OSOAVIAKHIM*. But where the OSS and the NKVD were trying to preserve knowledge, Delta Green had a different agenda. Operation SUMMER BREEZE put a team of Delta Green Agents into Soviet-occupied Germany to steal or destroy the Karotechia's files and personnel before they were found by Stalin's secret police. Most Karotechia researchers could not be located, while those the Delta Green team did find and judged unfit for extraction were subsequently "denied to the enemy."

Oddly, at least two different sets of Soviet teams operated in occupied Germany, with half trying to extract former Karotechia members, and the other half trying to execute them. This schizophrenic Soviet policy prompted heated debate in Delta Green as to Soviet intentions towards the unnatural.

Through SUMMER BREEZE, hundreds of pounds of *Reichsmarshal* Himmler's Eyes Only files were brought to the West, while the rest were burned in place. The files were a chronicle of a prolonged disaster. The Karotechia's researchers had discovered awesome powers, but no means to harness them. With few exceptions, the Karotechia's programs caused as many Axis, as Allied, casualties.

In these files Delta Green discovered Operation *GÖTTERDÄMMERUNG*, Hitler's final solution. While the nation of Germany was spent, the Karotechia fought on to recreate an "accident" that had destroyed the Naudabaum Castle in Bavaria in late 1944.

Delta Green had recently found where Naudabaum Castle *used to be*. The mountain it had sat on had been scoured away, the nearby lake showed extremely high levels of alkaline, and every pine tree on the mountain had fallen away from the site. There were two obvious comparisons to be made from the devastation: the first was to the 1908 Tunguska Blast in Siberia that had flattened 100 square miles of forest; the second, the U.S. Army's recent test of the atomic bomb.

Recovered documents indicated that the accident was some sort of inter-dimensional "rip" in space, created through unnatural science. Something incomprehensible began

to pour into our world, flattening the castle, the surrounding forest and poisoning the lake, before the rift snapped shut.

Hitler's final orders to the Karotechia was to recreate this rip—but leave it wide—inflicting an unnatural *götterdämmerung* on the victorious allies, at the expense of the entire planet.

For three horrifying months in 1945, Delta Green fought the last battle of the European war against the Karotechia: Operation LUNACY. The “accident” was never recreated, and Operation *GÖTTERDÄMMERUNG* was obliterated in a series of covert actions that cost the lives of many Agents—and even more Karotechia members.

ASSETS: THE RED CROSS POCKET BIBLE

Aktion GÖTTERDÄMMERUNG was Hitler's last-ditch plan to deny the world to the victorious Allies. The “calling formulae” used in the Naudabaum castle incident, which “turned the gaze of the daemon sultan upon us,” was well-known by the Karotechia. It represented a weapon of utter power, but with little control—each use risked the destruction of the world.

In early 1945, the Karotechia prepared their ace in the hole: fourteen Red Cross pocket bibles. Each of these mundane-looking bibles (in English, German and Italian), also contained a phonetic pronunciation to the “calling formula” hidden within it. They were handed out to experienced Karotechia personnel during the dissolution of the *Reich*, who were under orders to use the ritual to end the world.

Ernst Tiesen, a translator for the Karotechia, had second thoughts. An expert in the formula, Tiesen altered vital pronunciations, essentially disrupting its efficacy. No one in the Karotechia knew of the alterations, and it was only later that Delta Green discovered it when Tiesen was captured.

Two of these Pocket Bible still exist, but all who know its double-secret have long since died. The calling formulae in it could very easily be mistaken for the real thing.

THE RED CROSS POCKET BIBLE

In English, German, and Italian. Study time 20 hours, Unnatural +1%, SAN loss 1.

“EH•NA•SO•SHA•YOG•SO•TA•EH•AZ•A•TO•TA•AZ•A•TO•TA•AZ•A•TO•TA•AZ•A•TO•TA•AZ•A•TO•TA”

DESCRIPTION

A Second World War vintage, tiny, pocket bible made of waterproof leatherette. It contains a copy of the King James Bible rendered in English, German and Italian, with phonetic English pronunciations. A ten page section in the Book of Revelation contains —instead of translated lines—phonetic enunciations of a peculiar nature which are not English. Those with Unnatural 3% or more recognize the phonetics AZ-A-TO•TA as a reference to prehuman myths of the supreme mover of the universe, the Daemon Sultan Azathoth. That realization costs 0/1D4 SAN from the unnatural.

RITUALS

While the ritual within seems, to all experts on the subject, sound, study and use of it produces no effect. (Not that the Agents, or other parties might know that.)

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **2 JAN 1945:** “Resuscitated casualties,” (*poavylyatsya* to the Soviets), are first encountered by GRU SV-8 when the Karotechia release them in and around the Polish City of Lodz to hinder the movement of the First Belorussian Front.
- △ **4 JAN 1945: U.S.** Army troops in southern Iranian town deal with religious hysteria caused by an entity called *Nechustan* (possibly *nehushtan*) that had killed their livestock and, more sporadically, people. After a Soviet soldier is murdered, the *Nechustan* is shot dead in the mountains south of the town. The creature looked like a human being, but when the corpse is recovered, it is that of a giant snake-like reptile.
- △ **3 MAY 1945:** Reinhard Galt, while on assignment for the Karotechia in central Africa attempting to negotiate the secret of the “Ageless Feast” from the immortal cannibals of the Anzique tribe, receives word that Hitler is dead. Galt forces his men to disarm and sacrifices them to the Anziques, and is adopted by the tribe.
- △ **8 MAY 1945:** Germany surrenders unconditionally. Of the 164 original members of the Karotechia, 37 remain. These few survivors immediately escape through the “rat-lines” established by organizations such as ODESSA.
- △ **9 MAY 1945:** In their search of the German naval archives, Delta Green discovers the logbook of Karl Heinrich, commander of the submarine U-29, which went missing under mysterious circumstances during the First World War. Based on Heinrich’s descriptions of an undersea city and its strange temple, Delta Green surmises that the Deep Ones were involved in the submarine’s disappearance.
- △ **10 MAY 1945:** By this time, most of the one hundred copies of the printed *King in Yellow* tarot deck have been lost during the chaos of World War II, either disappearing entirely or hidden in collections by owners ignorant of their occult significance.
- △ **1 JUN 1945:** The Point 103 team unearths an unimaginable weapon used by the pre-human civilization to reshape the face of the Earth that they name the “Tectonic Agitator”. Karl Ohlendorf begins preparing the weapon for use.
- △ **2 JUN 1945:** Operation LUNACY: Following a connection from the files recovered during Operation SUMMER BREEZE, Delta Green eliminates the WEREWOLF organization before they can initiate *AKTION GÖTTERDÄMMERUNG*.
- △ **4 JUN 1945:** Operation SUMMER BREEZE begins as Delta Green seizes or destroys Karotechia files and personnel in Vienna before they can be acquired by SMERSH. A shooting war erupts in the Vienna underworld between Delta Green and SMERSH, which GRU SV-8 takes advantage of to surreptitiously acquire Karotechia archives and assassinate SMERSH personnel. SMERSH succeeds in capturing only Erwin Peis, an assistant on the “resuscitated casualties” project.
- △ **15 JUN 1945:** The Thule Generator breaks free of its moorings and consumes Point 103. Only four members of the project survive, including Karl Ohlendorf, but their plane crashes on the Antarctic ice, and Ohlendorf is believed dead.
- △ **13 DEC 1945:** The Paragon Foundation is established in Toronto, Canada, as a front by PISCES to evaluate psychic phenomena and gifted individuals in the Western Hemisphere. PISCES also uses the foundation carry out secret investigations of unnatural activity in the region.

- △ **1 JAN 1946:** Using funds from the sale of artwork looted in Krakow and Paris, former Karotechia researcher Dr. Gunter Frank purchases *La Estancia*, a massive rubber plantation in Brazil.
- △ **2 JAN 1946:** After visiting the island of Hirta in the St Kilda archipelago west of Scotland, David Cornwall designates the site as the home of PISCES' new laboratory and containment facility. By the end of the year, the first underground facilities were constructed and work began on the Medieval Metaphysics Laboratory, which later becomes known as *Magonia*.
- △ **5 FEB 1947:** PISCES finally roots out the last remnants of the revived Thuggee cult in India.
- △ **12 MAR 1947:** PISCES carries out an archaeological intelligence operation in Borneo, with military assistance provided by the 21st SAS Regiment.

ROSWELL

President Harry S. Truman disbanded the Office of Strategic Services on 1 OCT 1945, and Delta Green along with it. When something crashed in the New Mexico desert on 24 JUN 1947, many of those who'd held Delta Green clearance were called back into service. The object appeared to be the wreckage of an extraterrestrial spacecraft, or "flying disk." Three dead occupants were found, as well as *one living extraterrestrial being*.

President Truman ordered the creation of a special off-the-books unit to analyze the wreckage, cover up the crash, and erase all public knowledge of the event. This new unit was called the MAJESTIC Twelve Special Studies Program, formed under the National Security Council. While some Delta Green veterans signed on, other alumni lobbied the White House to reorganize Delta Green itself within the U.S. military "to deny the use of unorthodox technologies by any foreign power." Truman agreed, and directed the Joint Chiefs of Staff to establish Delta Green as an inter-service military intelligence unit that specialized in psychological warfare. It would be commanded by Martin Cook, the Navy officer who founded Delta Green in the OSS days. It would report directly to the Joint Chiefs of Staff, bypassing (in theory) the individual armed services and their bitter rivalries. The president expected that Delta Green would track UFO incidents overseas, to keep the U.S. ahead of the intelligence curve.

Delta Green went along, but unofficially many of the veterans had other ideas. Their wartime experience concerned Deep Ones, Nazi occultism, and unnatural phenomena —things that Delta Green considered to be *very terrestrial*. Flying saucers held little interest for the reborn agency. Those fascinated by such things ultimately joined MAJESTIC.

In 1953, when Delta Green was officially relieved of UFO-related duties by MAJESTIC, both organizations couldn't have been happier. From that point forward, the two organizations kept out of each other's way. This early division further compartmentalized intelligence that, if seen as a whole, might have revealed much about the nature of the unnatural.

IN THE FIELD: THE MAJESTIC CAMPAIGN

At the end of World War II, America stood supreme: its homeland untouched, its factories a prodigy of production, its Navy, Air Corps and arsenal second to no Earthly power. With the atomic bomb doubly demonstrated at Hiroshima and Nagasaki, few could picture any other world government approaching its power.

America labored under this delusion as well. Then something fell from the sky in New Mexico in 1947. Something which was not supposed to exist, and which put every earthly technology to shame. America was ill prepared to deal with the shock.

The Roswell saucer represented a fundamental shift in the disposition of reality to those in power in the United States. Within days of its capture, the saucer clearly showed that America, the power which had spanned the globe and brought the world war to an end, was still only of *this* world. Something else existed *beyond* it—in stealth, technology and power. Something that made the American arsenal look as potent as a firecracker.

It turned out, the secret was easy to keep. And this method remained unchanged during MAJESTIC's entire operational history. Only a handful of individuals were ever given the "sermon": that if the truth of the situation became general knowledge, the occupants of the saucer would have no choice but to end the experiment that they had begun long before, the experiment which we called "humanity." It was something they could do in one, final, terrible, instant, wiping the globe clean to start again.

Keep the following in mind when portraying characters from MAJESTIC, from the 1940s to the 1990s:

- △ **Everything to Lose:** MAJESTIC prefers to recruit scientists and agents with families, with strong ties to the community, with loved ones. People who lay down roots. They are kind and understanding employers and they pay very, very, well. And then, when it's too late, they quietly point out just what will be lost if indiscretion were to strike.
- △ **Infinite Money and Resources:** At its peak, MAJESTIC is the most potent human power on the planet. It controls billions of dollars' worth of black-budget personnel, vehicles and facilities. Literally nothing terrestrial (or in near orbit) is beyond its reach. This power might momentarily find itself in the hands of an Agent, but it never lasts.
- △ **Anyone Can Die:** People die all the time, and with the proper counter-intel operations, it is incredibly easy to sweep someone—anyone—under the rug. A heart attack, a lone suicide, a drive-by. The stories change as needed, but the outcome is the same; the intelligence threat is removed. Rumors persist—spread by MAJESTIC counter-intel—that a prominent and well-known politician was killed to prevent public disclosure of the truth.
- △ **Uncorrelated Contents:** Two levels of MAJESTIC exist, white-badge access and black-badge access. White-badge personnel have limited knowledge of the group and what it does. They know the name of whatever particular project they call home, and they know that the project examines high technology recovered from enemy crashes, and little else. Employees given the "sermon" on what MAJESTIC *really is* are granted black-badge access. Black-badge MAJESTIC personnel are fully aware of mankind's position in the universe. It is a terrible secret to keep.

DISINFORMATION: THE SIGIL

After the atomic bomb demonstrated how potent applied physics could *truly* be, and even before the apparently extraterrestrial craft crashed at Roswell, New Mexico, the U.S. government was gathering physicists and setting them on the ultimate task; the unification of all physical sciences into one, unbroken, whole.

When MAJESTIC began probing the spacecraft recovered at Roswell—nicknamed “the Bucket”—they hoped it might provide a shortcut to discovering the nature of anti-gravity. Since the alien vehicle could accelerate, float and turn at right angles without any visible means of propulsion, most believed it must contain some sort of gravity engine.

Instead of a machine producing the anti-gravity effect in the craft, all that was found was a series of bizarre sigils carved into a clay-like substance within it (and subtle, larger sigils etched into the indestructible metal of its exterior surface). These sigils seemed to *project* gravity—with no apparent counter-force—in a way that human science had not even the slightest idea how to begin to understand. MAJESTIC threw the best minds on the planet at it. The sigil proved to be the most complex thing ever seen by mankind. Hundreds of millions of dollars, and dozens of lives were lost to the seamless math behind the sigil over the next sixty years.

While the sigil has since been replicated—in rote copy—used to propel objects and even kill; after decades of effort, humanity is not one step closer to understanding *how it works at all*.

ASSETS: THE WHITE SHEET

In the early days of MAJESTIC, Dr. Stephen Curtis, a young, brilliant, mathematician was assigned to study the bizarre science of the extraterrestrial sigils found within the “Bucket”. His research was startling, and led to the restoration of power within the vehicle, as well as various other breakthroughs, but in that time he grew withdrawn and secretive. On 12 DEC 1949, Curtis was found crushed beneath a sigil of his own design (similar to those found in the alien craft) carved into a wooden beam. The sigil was *somehow* exerting 190gs of force—with no equivalent counter-force.

All that remained of Curtis besides his shattered corpse was a single sheet of paper inscribed with 34 equations. Along with this bizarre math was one word, “escape”. MAJESTIC would study this math for decades and make no clear progress, except in rendering the world’s greatest minds insane.

THE COURTIS PAPER

Requires Science (Mathematics)*. Study time 500 hours, Unnatural +1%, SAN loss 1D4.

“9 9 2 0 . 2 2 9 9 8 9 2 1 2 . 3 3 4”

**Those without Science (Mathematics) of at least 50% or higher can glean nothing from the Curtis Paper.*

DESCRIPTION

The original Curtis Paper, often called the “White Sheet” was a single sheet of handwritten mathematical formulae. To those untrained in mathematics, it is gibberish. To those with training in mathematics it implies amazing, underlying secrets to reality; with 500 hours of study a SAN roll is made. If it is *failed*, the target learns the ritual (see below) and loses 1D4 SAN. If the SAN roll succeeds, the target is overcome with a feeling that they have *just missed* the truths that make the universe run. Targets may try again and again, as long as they have the appropriate training.

RITUALS**CONSCIOUSNESS EXPANSION**

See **CONSCIOUSNESS EXPANSION** on page XX.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **24 JUN 1947:** Thunderstorms apparently result in an unidentified flying object crash near Roswell, New Mexico.
- △ **7 JUL 1947:** Responding to a report by a local farmer outside Roswell, Major Jesse Marcel of the U.S. Army Air Corps 509th Bomb Group comes upon the wreckage of an extraterrestrial spacecraft. He dispatches soldiers to secure the crash site and returns back to base to test the properties of the strange metal recovered from the site.
- △ **8 JUL 1947:** A reconnaissance aircraft discovers a silver-gray disc near the Roswell debris site. At the wreckage are four humanoid creatures, three killed by the crash and one still alive but unconscious. A 150-man team from the Central Intelligence Group quickly mounts an operation to recover the wreckage and cover up the crashes, although word spreads that afternoon that a “flying disc” had been captured. Several Delta Green veterans are called back to service to assist.
- △ **24 AUG 1947:** Dr. Anton Greist, a former researcher on the Manhattan project enlisted to study the living occupant recovered from the Roswell crash, discovers an unusual equation that allows his consciousness to transcend its physical form and disappears.
- △ **21 SEP 1947:** President Harry S. Truman forms the MAJESTIC Special Studies Project to analyze the wreckage. Delta Green veterans successfully lobby the president to reinstate Delta Green as an inter-service military unit reporting directly to the Joint Chiefs of Staff. Delta Green is re-established to “to conduct such activities as are necessary to deny the use of unorthodox technologies by any foreign power.” Delta Green has little interest in flying saucers, and will take a broad definition of “alien technology.” Among those OSS/Delta Green veterans recruited back into the new agency is Joseph Camp.
- △ **25 SEP 1947:** To consolidate xenobiological research, the single surviving extraterrestrial occupant found at the Roswell crash is transferred to a purpose-built facility at Los Alamos and the captured Deep One hybrids are also transferred to this site. The facility is re-designated as the ICE CAVE, or YY-II facility.
- △ **25 SEP 1947:** The spacecraft (renamed “the Bucket”) recovered at Roswell is moved to Wright Field in Ohio, where it is studied by a MAJESTIC project under the command of Detlev Bronk.

- △ **27 SEP 1947:** PISCES agents observe the reactivation of Delta Green, but does not resume the close relationship they shared during the war, due to concerns over possible security leaks.
- △ **29 SEP 1947:** Soviet spies report on the UFO crash at Roswell to Stalin, who assigns the task of collecting intelligence on it to S.M. Shtemyenko, chief of the GRU and former head of SV-8. Shtemyenko uses this assignment to establish SV-8 as an officially-recognized unit, secretly funded and staffed by anonymous personnel, but whose existence is known only to Shtemyenko, Stalin, and its own membership.
- △ **30 DEC 1947:** MAJESTIC creates the Air Force's Project SIGN to discredit UFO sightings. Some Delta Green personnel are permanently transferred to MAJESTIC to help cover up what the Air Force can't easily explain away.
- △ **1 JAN 1948:** Project SIGN obscures the facts surrounding the death of Air National Guard Captain Keith Belmont and the destruction of his aircraft by a UFO.

COLD WAR OPERATIONS

The reconstituted Delta Green operated under cover as a military intelligence unit. Rather than following its mission directive, Delta Green went about settling accounts. Commander Martin Cook was adept at securing resources from the military services to conduct off-book paramilitary operations.

In JAN 1948, Delta Green launched Operation SOUTHERN HOSPITALITY, to eliminate former Karotechia members, hiding in Central and South America. In the first year, a Karotechia researcher was found living in Montevideo, Uruguay, and another in the Chaco region of Paraguay. Both were eliminated.

SOUTHERN HOSPITALITY's largest operation took place in 1952 on the Antarctic continent near Queen Maud's Land. There, three former Karotechia researchers, with the assistance of the Argentine dictator Juan Perón, were attempting to locate Point 103, and unearth unnatural artifacts. A company of specially trained U.S. Army paratroopers under Delta Green command assaulted the Argentine Antarctic expedition, eliminating the Karotechia researchers along with their Argentine allies. Only a handful of U.S. paratroopers survived to seal the excavations with high explosives. The American dead were reported as killed-in-action in Korea.

Delta Green's flagrant disregard for its original mission would likely have led to its disbandment if not for the successful conclusion of Operation SIC SEMPER TYRANNIS.

In 1952, Delta Green had begun hearing rumors about a Soviet NKVD research project in Novosibirsk, directed by a former Karotechia scientist named Erwin Peis, pursuing life extension experiments, to extend, perhaps indefinitely, the life of ailing Soviet dictator Josef Stalin. In December, Delta Green inserted a six-man team onto the Arctic coast of Siberia via U.S. Navy submarine. The Delta Green agents and their Aleut Eskimo guides crossed the eastern Siberian Mountains to Novosibirsk. Only the team leader, Col. Michael Keravuori, returned the following winter via the frozen Bering Strait.

The Colonel reported that the team had struck just in time, and that the labs, personnel, and data had been completely destroyed. The most puzzling aspect of the operation was that the Delta Green team was captured by Soviet authorities *before their*

raid, but, after interrogation, were inexplicably released in order to complete their mission.

During the raid, Soviet agents both aided the team and later tried to assassinate the survivors. As for Josef Stalin, he died in Moscow, on 5 MAR 1953 of apparent natural causes.

DISINFORMATION: MICHAEL KERAVUORI, THE DOOR OF SILENCE

In 2017, the lone survivor of SIC SEMPER TYRANNIS, Col. Michael Keravuori (ret.), is a surprisingly fit 98, and lives in Scottsdale Arizona on a modest military pension. He spends his Thursdays at the VFW, drives a restored 1971 Corvette Stingray, and plays a pretty mean game of golf.

He doesn't sleep. That is not some metaphor. He literally doesn't sleep, and hasn't since the day of his last mission for Delta Green (Operation SKUNKED, in Colombia, in 1956). Something happened in the jungle, something that he can't recall no matter how hard he tries. He doesn't try too hard, anymore.

No one in the group knows that Keravuori is not right. Sometimes, Keravuori himself doesn't even notice. If it wasn't for the dreams, punctual as always, he might forget altogether. Even without sleep, the dreams come. During his last vision, he almost drove his car off the road.

In the dreams, a gong sounds, and with each sounding, a silence covers a portion of the world. A silence so deep that light and life vanish. In the end, the Earth is extinguished like a candle. Dead and black. A charnel house tumbling through the void forever.

Though he does not know why, Michael Keravuori is the man who swings the hammer, grinning.

IN THE FIELD: THE COLD WAR CAMPAIGN

After World War II scattered the unnatural to all points of the globe, the reconstituted Delta Green undertook a decade long "mop up" campaign. In these operations, Karotechia personnel, their research and unnatural technologies were hunted down, assassinated, captured or destroyed before they could tip the scales of world power.

At this moment in time, from 1948 to approximately 1960, Delta Green had access to the full might and infrastructure of the U.S. government. Nothing was beyond their grasp.

Those wishing to run a game set in the Cold War should keep the following in mind:

- ▲ **Unknowns:** America itself is filled with hundreds of mysteries. Flying disks, bigfoot, various beast sightings such as the "Mothman" and others, fuel Delta Green operations at home, even as the group acts abroad to protect U.S. interests.
- ▲ **We Must Recover It!:** The Karotechia spent years collecting unnatural artifacts—books, devices, icons, relics and statuary—before the western intelligence services caught on to their actual utility. By the time Delta Green was in the war, the Nazis had the most extensive collection of unnatural artifacts gathered in one place in the world. At the end of the war they were scattered, and turned up in the strangest places.

- △ **Last Seen In South America:** Many of the Nazis (and Karotechia) fled to South America. And many of the missions in this era were carried out in various South American locales.
- △ **Russian Extracts:** Karotechia researchers were captured and put to work by the Soviet GRU SV-8. Everything from research in resurrection and life-extension technologies continued under Soviet rule, for use in the growing tensions of the Cold War.
- △ **Rockets and Nukes:** The focus of the Soviet Union throughout the early 1950s was atomic and hydrogen bomb research, as well as rocket technology strong enough to carry such a weapon. The unnatural featured into this in many ways. Karotechia scientists enamored with alchemy claimed they could create uranium or plutonium from lead, that they could render the bomb assembly weightless, and more. None of these projects came to pass of course; but was that because the researcher was killed, the underlying unnatural formulae was flawed, or Delta Green intervened?

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **18 JAN 1948:** Delta Green begins Operation SOUTHERN HOSPITALITY, to track down and eliminate former Karotechia members living in South America. By the end of the year, two former Karotechia researchers are found and eliminated.
- △ **2 FEB 1948:** MAJESTIC creates Project GRUDGE to replace USAF Project SIGN.
- △ **22 MAY 1948:** Secretary of Defense (and high-ranking member of MAJESTIC) James Forrestal "commits suicide" by jumping from the sixteen-story window of his room at Bethesda Naval Hospital, where he was being treated for emotional strain. In reality, Forrestal is assassinated because he is planning to go public with what he knows about the Roswell crash.
- △ **21 JUN 1949:** The MAJESTIC team under the command of Vannevar Bush comes to the conclusion that the Greys (referred to as *Extraterrestrial Biological Entities* or *EBEs*) developed a psychic hive mind at some point in their evolution.
- △ **12 DEC 1949:** Dr. Stephen Courtis of MAJESTIC SSG2 is crushed to death while experimenting with a sigil found on "the Bucket." The sigil is quickly determined to have strange effects on gravity, and eight other researchers are killed during a brief period of experimentation. Courtis' experiment marks that last significant result garnered by MAJESTIC SSG2, although the project continues for decades afterward.
- △ **2 JAN 1950:** Dr. Townsend Brown, one of the few survivors of the USS *Eldridge* and former researcher on Project MIRAGE, quits his position at the Lockheed Vega Aircraft Corporation and moves to Hawaii to focus on his gravitor research.
- △ **6 DEC 1950:** A second UFO crashes at El Indio, Texas. Project GRUDGE dispatches a special USAF craft-recovery unit called BLUE TEAM to recover the minimal debris and cover up the accident.
- △ **2 JAN 1951:** Reinhard Galt returns to Europe under an assumed name, and, through the ODESSA, joins the Egyptian Army as an instructor and military advisor.
- △ **3 SEP 1951:** While working on the Courtis equations taken from the Bucket, Dr. Wexler of MAJESTIC shoots and kills his colleague, Dr. Antonio Malbayam. Wexler claims that Malbayam went insane, attempted to destroy Courtis' notes, and attacked him.

- △ **2 MAR 1952:** Project GRUDGE is replaced by Project BLUE BOOK, a public disinformation campaign designed to deny the existence of extraterrestrials. BLUE TEAM continues to operate investigating UFO sightings and collecting evidence for use by MAJESTIC.
- △ **1 APR 1952:** Delta Green launches a raid into Antarctica as part of the continuing Operation SOUTHERN HOSPITALITY, using a company of U.S. Army paratroopers to stop a Karotechia expedition (funded by Argentinean dictator Juan Péron) to locate Point 103.
- △ **1 NOV 1952:** Delta Green launches Operation SIC SEMPER TYRANNIS, whose mission is to destroy the SMERSH laboratory in Novosibirsk, Siberia, where Erwin Peis is continuing his “resuscitated casualties” research to the purpose of indefinitely preserving the life of Stalin. Six Delta Green agents and four Aleut guides are transported by submarine to north of the Arctic Circle, where they begin the overland hike to Novosibirsk.
- △ **3 DEC 1952:** Two hundred miles north of Novosibirsk, the SIC SEMPER TYRANNIS team is captured by a *Spetsnaz* unit on maneuvers. The prisoners are held by the GRU at Tomsk, and subjected to interrogations personally supervised by Mikhail Shalin. One week later, one of the Delta Green agents, U.S. Army Captain Peter Hodge, breaks down and reveals their mission. Fearing an immortal Stalin, Shalin decides to release the Americans, have them complete their mission, and then assassinate them to cover-up all GRU involvement.
- △ **18 DEC 1952:** President-elect Dwight Eisenhower is briefed on the existence of MAJESTIC and its purpose. Eisenhower agrees to expand MAJESTIC's budget, authority, and manpower. MAJESTIC consolidates its UFO investigations by having the NSA carry out Project AQUARIUS (MJ-1) as its primary operational arm. BLUE TEAM is also reorganized as Project MOON DUST (MJ-5), with Operation BLUE FLY as its primary operational arm.
- △ **2 FEB 1953:** GRU SV-8 smuggles the SIC SEMPER TYRANNIS team into Novosibirsk, where they destroy the SMERSH laboratory and liquidate Erwin Peis and his research staff. Only U.S. Army Colonel Michael Keravuori survives both the raid and the *Spetsnaz* ambush awaiting the Americans, and escapes by walking across the frozen Bering Sea to Nome, Alaska.
- △ **2 MAR 1953:** The morning after a late-night dinner party at his *dacha* in Kuntsevo, Stalin is found lying on the floor of his bedroom, conscious but unable to speak. Diagnosed with a stroke and lacking the elixir promised him by Erwin Peis, Stalin suffers a slow and painful death.
- △ **21 MAR 1953:** In New York, Stephen Alzis suddenly appears and takes over leadership of what remains of the 1920s occult group, the Fate.
- △ **1 OCT 1953:** Electronic eavesdropping stations of MAJESTIC's Project AQUARIUS begin detecting odd signal noise originating from deep space.
- △ **23 NOV 1953:** A USAF F-89c jet fighter is observed by radar being "absorbed" by an unidentified radar contact. Project AQUARIUS investigates the disappearance, but no trace of the aircraft or its crewmen is ever found.
- △ **2 JAN 1954:** During the Malayan Emergency, PISCES discovers an ethnic minority called the Tcho-Tchos engaged in cannibalism and ritual torture. PISCES uses any and all measures to eliminate the Tcho-Tchos from Malaya.

- Δ **14 JUL 1954:** MAJESTIC's Project AQUARIUS briefs President Eisenhower on the odd signals it has detected, having determined that they are indecipherable fragments of intelligent and systematic communications originating from the moon and aimed at sites on the Earth and in high orbit. Eisenhower increases MAJESTIC's budget, allowing a complete reorganization.

LOSING HISTORY

On 13 JAN 1955, Daniel Freis, one of the original Black Chamber cryptographers who had translated *the Book of Dagon*—and Delta Green's most gifted researcher—suffered a mental collapse and went on a rampage in Delta Green's archives. After attacking several personnel with a fire axe, he set fire to the central archives. The resulting blaze destroyed all the materials seized during the Innsmouth raid. Freis even smashed the original stone tablets of *the Book of Dagon* to bits. Most materials from World War II were also destroyed.

Losing these irreplaceable artifacts and files set Delta Green's research back almost fourteen years. Some insisted that Freis wasn't insane, but had instead done humanity a great service. Freis was captured and committed, and died in an insane asylum in 1970.

In MAY 1959, Delta Green lost the services of Commodore Martin Cook, Delta Green's commanding officer since its inception in 1942. Commodore Cook was confined to the psychiatric wing of Bethesda Naval Hospital for complete mental and physical collapse. In 1963, he was released and retired quietly to his ranch in Montana, where he lived until his death in 1968. During the last years of his life he declined to participate in Delta Green operations, even in an advisory capacity.

To replace its losses, Delta Green looked outside the military. Throughout the 1960s, Delta Green recruited from academia and tapped civilian intelligence and law-enforcement agencies for temporary personnel. Not just when raw firepower was needed, but also when investigations had to be performed. When an unnatural event came to Delta Green's attention, personnel would be given a temporary clearance and be briefed on the essential, "need-to-know" details of the mission.

After participating, the survivors would have a small, green delta (Δ) attached to their files. Once marked, these Delta Green "friendlies" would be called if they were in the general vicinity of a crisis, or if their particular talents were needed. Delta Green grew less centralized, with individual members possessing the de facto authority to mount operations without the foreknowledge of Delta Green's leadership.

Later, this policy would cost Delta Green greatly.

ASSETS: FREIS' "THERAPY"

Sometimes, things simply slip through the cracks. This was the case with the file of Dr. Daniel Freis. Two-hundred plus pages of notes from his psychotherapy and treatment sessions at San Diego Naval Hospital are still in the Naval Hospital Camp Pendleton archives, unclassified and unmarked. After Freis' death in 1970, no one came for them.

It's all there, in black and white. A transcript of Innsmouth, the Deep Ones and the secrets of *the Book of Dagon* laid bare in plain text. Of course, those treating him

believed he was insane, and as such, it was all ignored. To those in the know, however, the case-file is as dangerous as a loaded gun.

CASE FILE, FREIS, DANIEL M.

In English. Study time 120 hours, Unnatural +3%, SAN loss 1D4.

“SUBJECT: Have you been to a farm, doctor? You think the cows know they’re kept? You think they don’t feel safe? SOMETHING. OWNS. US.”

DESCRIPTION

Two-hundred and twenty-one pages of medical forms, psychotherapy transcripts, personnel files and more, all concerned with Dr. Daniel M. Freis, from the time of his incarceration (14 JAN 1955) to his death (1 OCT 1970). It is contained in four accordion files; none marked with any sort of security designations.

Anyone with Psychotherapy or Medicine in excess of 30% can tell that Freis suffered from what might be termed late onset schizophrenia, delusions, as well as depression. He was heavily medicated in his time at the hospital (on a host of drugs like thiorazine, chlorpromazine, and others), but strangely, electroshock therapy was never attempted. EST NOT PERMITTED INTELLIGENCE ASSET is written on each page of Freis’ admission documents, and is signed CDR COOK.

The tale woven by the madman is coherent and consistent, and unlike many schizophrenics odd delusions, does not seem to shift and change over time. He parroted the same tale in 1955 that he was screaming on his deathbed in 1970.

Freis claims that he works for an agency in the U.S. government—which he does not name—that has discovered mankind is a “kept” population, used for breeding and food by a far more advanced species of humanoid, the Deep One, that lives beneath the Earth’s oceans. These creatures are immortal and wield weapons far more powerful than any human technology. The upper world is simply a “pen” in which they keep their livestock—humanity.

DISINFORMATION: K’N-YAN

First recorded by Delta Green in 1955, K’n-Yan, or *Xinaián*, is a subterranean realm filled with an eerie blue light located beneath Oklahoma, although (possibly hypergeometrical) entrances to it can be found in Vermont among other places. Below it is the red-litten cavern of Yoth, and below that, the black abyss of N’Kai. Everything known about K’n-Yan comes from the *Narrative Concerning the Subterranean World* purportedly written by a Spanish conquistador, Pánfilo de Zamacona y Nuñez (1512-1545?). The ethnologist Z.L. Bishop published Zamacona’s tale in 1930 after finding it buried in the so-called “Ghost Mound” near Hydro, Oklahoma, describing it as a 19th-century hoax or social satire.

The immortal inhabitants of K’n-Yan—of which little is definitely known—have mastered genetic manipulation, telepathy, dematerialization and molecular control. They may have been the prehuman, psionic “Lemurians” of theosophical lore, said to dwell within Mount Shasta and other North American natural features. They are sometimes referred to as “giants” or “moon faced people”. War with the “space devils” (possibly the

Mi-Go) drove them below the surface. Over the eons, they manipulated their own DNA with genes from serpent people, hominids, Lomarians, and even the formless spawn of Tsathoggua. Eventually their civilization decayed until they restricted themselves to their capital city of Tsath. The K'n-Yani encounter with Zamacona apparently renewed and strengthened their commitment to total paranoid isolation.

Delta Green has not risked altering that attitude.

DISINFORMATION: INNER SPACE

If position in spacetime is relative to perception, as Einstein grudgingly admitted and quantum theory gingerly maintains, then altering perception alters the perceiver's dimensionality. The so-called "Inner Space" opened up by hallucinogenic and perception-altering drugs begins as an overlay or bleed-through into normal spacetime, later becoming a shared hallucination with culturally common symbolic features. Past that, the use of certain drugs, meditative states, and other stimuli such as the Ganzfeld solid-color effect opens gateways to other mentalities and other dimensions.

The CIA experimented with LSD between 1951 and 1973 under Project ARTICHOKE, later renamed MKULTRA, then MKSEARCH. Their goal: develop a mind-control drug. MAJESTIC via Project OUTLOOK piggybacked on much of the MKULTRA material to explore those dimensions. Some Delta Green operators entered Inner Space while operating undercover infiltrating hallucinogenic and entheogenic cults.

One of these inner space concepts was first recorded in the *Ashokavadana* as the *Maya*—the illusion. Many tales exist of another world beyond our own, a consensual shared reality some call the "dreamlands". Madmen have claimed that *all* mankind travels to this world during sleep, and live other lives, in another adjacent "reality". Due to its hallucinatory nature, such claims are difficult to prove, of course.

There are other powers at work in the realm of thought as well. The most potent is a force known as the King in Yellow (see page XX), who exists in a realm of roiling madness—somehow accessible through the power of the human mind—which spreads like a psychic virus.

- △ In 1899, Arthur Emery Smyth, a failed poet and drunk who had somehow managed to found a religious order around the "World of Fancy," gathered his followers for one final revel. Smyth and his 120 followers vanished and were never found.
- △ In 1955 Delta Green was involved in an incident in New York City called Operation BRISTOL. It was a disaster with a huge body count, focused around a failed off-Broadway play called HER GREY SONG, which, it was determined, was based off the a book with known hypergeometric qualities *The King in Yellow*. During this operation, a portal to a dimension called "Carcosa" opened. Beyond these scant facts, nearly nothing remains on the record, though some survivors persist.
- △ In 1958 MKULTRA project SUBSUME came into possession of "substance K," a narcotic with odd side effects. Certain subjects imbibed with this substance (which appeared to be plant based—though its components could not be identified) caused the subject to *physically vanish* and never to return.

SUBSUME was folded under MAJESTIC supervision in 1959. It is unknown if the experiments continued.

- △ Twice Delta Green agents have claimed to have entered another earth-like world. The first, in Korea in 1950, claimed to have located a huge, unknown city called Sarkomand, before wandering back to American lines. The second, lost at sea in the South Pacific, landed at a port town called Lhosk only to be set upon by men in turbans.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **2 JAN 1955:** Dr. Lewis Strater establishes the OUTLOOK Group, a think-tank for the Pentagon, the DIA, the NSA, and the CIA. Under Strater, the OUTLOOK Group successfully predicts several major shifts in the foreign policy climate over the next six years.
- △ **9 MAR 1955:** Delta Green Operation ADVANCE MAN in Oklahoma results in twenty-two deaths, one lost agent, and three involuntary commitments. The survivors of the operation reported contact with an unknown threat called the *Xinaián*—near-human creatures capable of manipulating matter and thought who appear to originate from within the Earth.
- △ **18 APR 1955:** Samples codenamed REDMAN recovered from SIC SEMPER TYRANNIS are put beneath the microscope for the first time. After an incident causing the death of four Delta Green agents, and the disappearance of a researcher, the sample is lost.
- △ **8 FEB 1956:** Delta Green ends Operation SOUTHERN HOSPITALITY, under the (mistaken) belief that all former members of the Karotechia had either been slain or died from mishaps, old age, and disease. Three former Karotechia officers—Olaf Bitterich, Gunter Frank, and Reinhard Galt—survive at the Brazilian compound of *La Estancia*.
- △ **4 JAN 1957:** Arthur Moritaum, the sole heir to the Moritaum oil fortune and a former member of the Fate, wills his Southampton estate to Stephen Alzis. Moritaum dies soon afterwards, and Alzis establishes the Moritaum Estate as the new headquarters for the Fate, where the cult stores its library and conducts many of its rituals.
- △ **12 MAY 1960:** Research on "the Bucket" has killed or mentally incapacitated three dozen personnel working on MAJESTIC SSG2, despite enforcing a "buddy approach" system. MAJESTIC responds by placing armed guards on all researchers and forcing many of them to drop out of society by having their deaths faked.
- △ **2 JAN 1961:** Delta Green actively recruits new members to replace those agents lost over the past decade, adding 26 new personnel to the Delta Green's command and control center. Among them is U.S. Army officer Reginald Fairfield.
- △ **19 JAN 1961:** Stephen Alzis opens the Whole Earth Enterprises offices in the McMahan Building in Manhattan. By this time, WEE is a highly successful international company, with 9,000 employees around the globe, and Alzis' activities have caught the attention of Delta Green.
- △ **20 JAN 1961:** John F. Kennedy is sworn in as the 35th President of the United States. After being briefed by MAJESTIC, Kennedy pledges his support, and suggests sending manned missions to the Moon to search for the source of the alien communications identified by Project AQUARIUS.

- ▲ **1 JUL 1961:** Dr. Albert Yrjo of New York University begins conducting experiments subjecting groups of ordinary people to simulated high-stress situations, ranging from a simple building fire to an imminent nuclear attack.

DEEPER WAR

On 10 APR 1963, the nuclear attack submarine USS *Thresher* sank with all hands, 100 miles east of Cape Cod, Massachusetts. Delta Green had long maintained an interest in naval disasters, and it was not lost upon the leadership that the USS *Thresher* went down in the general vicinity of Innsmouth.

Investigation revealed that the Deep One colony off Innsmouth, under Devil's Reef, had survived the 1928 submarine attack. Operation RIPTIDE finished the job started thirty-five years earlier, with multiple rounds of air-dropped anti-submarine warfare charges, depth charges, and high-explosive torpedoes poured on the site until hydrophones revealed only silence.

HEARTS OF DARKNESS

In 1964, Delta Green agents intervened in the Belgian Congo crisis. Under attack from government troops, CIA mercenaries, and Belgian paratroopers, the hard-pressed *Simba* and Mulele rebels were turning from Marxist-Leninism to tribal mysticism. In their desperation the rebels had embraced an ancient religion and planned to summon their god *Mauti* to devour their enemies.

Their first efforts resulted in a unit of European mercenaries being ritualistically slaughtered, so Delta Green launched Operation KURTZ to discover if the rebels were utilizing unnatural principals in the field. Delta Green's bloody tactics succeeded in preventing a dimensional "rip" similar to the one planned by the Karotechia in 1945, but some in the Pentagon wondered if the body count was too high to justify the operation.

As the Vietnam war heated up, many members of the CIA and military intelligence found themselves penetrating heretofore-undisturbed corners of the steaming jungles of Indochina. Because of their discoveries, some were granted Delta Green clearance.

As early as 1965, Delta Green was concerned by some of the "anti-communist allies" the CIA was developing among the region's hill tribes. While the CIA's Hmoung, Meo, and Motanyard allies were opium smugglers, the CIA's Tcho-Tcho mercenaries were worse—unfathomably sadistic, avowed cannibals. Despite the Tcho-Tchos' rabid hatred of the Communists, Delta Green advised the CIA against arming the despicable tribesmen. Delta Green's warning was ignored. The CIA never admitted it had made a mistake with the Tcho-Tchos, even after it became obvious that the tribesmen were more interested in killing and eating their Hmoung, Meo, and Motanyard neighbors than they were in fighting the Communists.

But there were worse things festering in the jungles of Indochina. In Laos, Cambodia, and Vietnam, Delta Green detected some of the same signs they'd seen in the Congo in 1964. The *Pathet Lao*, *Khmer Rouge*, and *Viet Cong* were becoming so hard-pressed by American firepower and counterinsurgency tactics that certain factions were willing to try anything to drive out the "Imperialist running-dogs." Delta Green was particularly worried about the disquieting similarities between the *Simba* and Mulele god *Mauti* and

the *Khmer Rouge*'s near-mystical reverence for the concept of *Angka*—the title of the *Khmer Rouge*'s political party.

DISINFORMATION: “TOCHOA, YUEH-CHI, CHAUCHAS, TCHO-TCHOS, TACHOANS?”

No one knows where the “Tcho-Tcho” people hail from, or even, indeed, if that is their name. To the Greeks they were the *Tochoa*, and they swept in and violently ruled much of what is today Afghanistan before being pushed back to the Asian wilds in the third-century BC by the Sassanid Persians. To the Chinese, they were the *Yueh-Chi*, “those with the knife smile”, and were shunned as cannibals, and were thought to travel between our world and the mystical realm of Leng. To the French missions in Indonesia, they were the *Chauchas*, withdrawn tribespeople who at first seemed friendly, but who showed a propensity for sudden ambush and violence. To American cultural anthropologists they were the Tcho-Tcho or *Tachoans*, one-time allies against the Viet Cong, with an odd religion that involved ritual sacrifice and self-mutilation.

Where did they come from? Many theories exist. One that they are from Leng, a lone mountain hidden in the depths of China. Another says they are from a hidden city of Dho-Hna; a hidden city beneath the Earth. But who knows?

All of these things, and names, can be said to be true, or at least, not false. What do the Tcho-Tcho people say about themselves? Nothing. Tcho-Tchos asked in Vietnam only smiled and laughed through black, sharpened teeth. Tcho-Tchos today let public advocacy groups speak for them, arguing against blatantly racist stories that obscured their people's heritage. The one thing Delta Green knows for sure is that the Tcho-Tchos, in addition to having dangerous ties to the unnatural, are capable liars. They are not to be trusted.

DISINFORMATION: DHO-HNA

Delta Green has ascribed the name Dho-Hna to a supposed “inner city at the magnetic poles,” from the title of a ritual that grants access to it. The city accessed by the Dho-Hna formula may have another name to its builders. The *Necronomicon* and other texts describe only a single city, implying that Dho-Hna occupies a pocket dimension tangent to both magnetic poles. Alternately, there may be two cities (Dho and Hna?), one at each pole. The city has some connection with Yog-Sothoth, and may act as a gateway to other dimensions or times. Its location on Earth shifts with the magnetic poles, but until the immanentization of Yog-Sothoth it can only be reached using the ritual, or possibly from the air.

U.S. Air Force Captain Curtis Criss is the only Delta Green asset known by the group to have seen Dho-Hna. On 21 JAN 1968, he joined a B-52 airborne alert flight out of Thule AFB in Greenland under cover as a substitute navigator. His mission (Operation NORTHERN LIGHTHOUSE) remains classified; when his bomber crashed near the airbase six hours later, one man was dead, the cockpit had burned out, and one nuclear weapon was missing. In his debrief, Criss described “a kind of angled chaos” with “pointed towers” and “things in the gardens.”

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **11 APR 1963:** Delta Green initiates Operation RIPTIDE, using airdropped anti-submarine warfare weapons and depth charges to utterly destroy the Deep One City of *Y'ha-nthlei*, which had only been damaged by the submarine attack of 1928.
- △ **22 NOV 1963:** President Kennedy is assassinated in Dallas, Texas. Moments after Kennedy was confirmed dead at Parkland Memorial Hospital, Lyndon Johnson is inaugurated as president onboard Air Force One at Love Field. MAJESTIC does not brief President Johnson until there are new findings to report.
- △ **15 JAN 1964:** Dr. Albert Yrjo's experiments are shut down by New York University following the deaths of two research subjects during an alien-contact simulation. Yrjo loses tenure.
- △ **22 JAN 1964:** Stephen Alzis flies to Taiwan onboard a Civil Air Transport flight. At the direction of Joseph Camp, Delta Green attempts to assassinate Alzis (codenamed PARIAN), resulting in the plane disappearing over the Yellow Sea. Stephen Alzis reappears three months later in Brussels, none the worse for wear.
- △ **24 JAN 1964:** British author Ronald Shea stumbles upon the Shan templeship in the Goatswood forest, where he is infested with an alien insect from Shaggai. Shea escapes from Goatswood and commits suicide, rather than exist as a puppet of the Shan. From this encounter, the Shan first realize that mankind has developed space travel, although it will be many decades before human technology is advanced enough to free their templeship.
- △ **2 OCT 1964:** Delta Green carries out Operation KURTZ, eliminating the *Mauti* cult of the Simba and the Mule'le' in the Belgian Congo.
- △ **2 FEB 1965:** Adolph Lepus, future leader of MAJESTIC's NRO DELTA, joins the USMC, and serves the next four years on consecutive tours in South Vietnam as a Marine sniper, garnering 63 confirmed kills.
- △ **12 APR 1966:** Disgraced within the academic community, Dr. Albert Yrjo publishes his first book, *The Group Dynamic in a Stress Environment*, through a small press.
- △ **6 MAY 1966:** A U.S. Air Force F-4 Phantom is struck by a "fast radar target," forcing the pilot to eject, who is later recovered in a comatose state. Three weeks later, the pilot awakens and murders four people before being shot dead. An autopsy reveals a three-foot long silver and red organ-like creature growing from the dead pilot's chest. MAJESTIC takes charge of the investigation.
- △ **5 JUN 1967:** The Six Day War begins. Reinhard Galt, still acting as an advisor to the Egyptian Army, takes part in the conflict.
- △ **3 FEB 1968:** Martin Cook, the wartime commander of Delta Green, dies of natural causes at his ranch in Montana.
- △ **19 FEB 1968:** Having been led to investigate a series of "anomalous" sites surround the Severn River in southeastern Wales, PISCES Brigadier General Charles Balfour orders a large-scale raid on the town of Goatswood. PISCES, backed by elements of the British Army's Gurkha Brigade, massacres the inhabitants, demolishes the town, and confiscates a cult-related object known as the Moon Lens. During the Goatswood raid, several PISCES agents are infested by the Shan, who worm their way deep into PISCES.
- △ **22 APR 1968:** MAJESTIC recruits CIA officer Justin Kroft, its future director.

- △ **2 JAN 1969:** The Office of Naval Intelligence (ONI) team of Project PUZZLE release their report on the USS *Eldridge* incident and their study of the Tillinghast Resonator. The report details how the resonator functions, but Project PUZZLE expressly chooses not to reactivate the resonator in fears of what might occur.
- △ **19 JAN 1969:** Dr. Abner Ringwood, cryptographic studies chief at the NSA, is recruited by MAJESTIC to break the still indecipherable alien signals intercepted by Project AQUARIUS fifteen years earlier.
- △ **20 JAN 1969:** Richard Nixon is inaugurated as the 37th President of the United States. MAJESTIC continues their policy of not briefing incoming Presidents on their existence and findings until new developments occur.
- △ **26 JAN 1969:** Delta Green becomes aware of CIA support for the Tcho-Tcho in Indochina, including reports by U.S. Army Special Forces advisors calling for an end to aid to the “degenerate” tribesmen, who were using CIA-supplied weapons against non-communist locals. Delta Green fails to influence the CIA to stop aiding the Tcho-Tcho.
- △ **30 OCT 1969:** Club Apocalypse opens in New York City. It later becomes the unofficial headquarters of the Fate.

THE FALL

In NOV 1969, a Marine colonel with Delta Green clearance, Satchel Wade, launched Operation OBSIDIAN. Three hundred Marines parachuted into the Cambodian jungle with orders to destroy a temple devoted to summoning *Angka* to Earth. From the beginning, the mission was a disaster. Something titanic and nightmarish was released into the world. The handful of men who survived fought their way back into Vietnam, located Wade, and executed him, along with his mysterious Khmer mistress.

When U.S. and South Vietnamese troops invaded Cambodia in MAY 1970, they met stiff resistance from the well-prepared *Viet Cong* and *Khmer Rouge*. The Joint Chiefs of Staff blamed Delta Green. After the embarrassment of the 1968 Tet Offensive, revelations about the secret bombings in Laos, and the My Lai Massacre, the Pentagon did not want to explain to Congress what Delta Green was doing in Cambodia seven months before invasion. The decision was made to disband Delta Green and sweep its entire history under the rug.

On 24 JUL 1970, Delta Green classification was officially deactivated, and the green triangles were removed from hundreds of personnel files. Soon Delta Green faded into bureaucratic myth.

However, this was not the end.

REBIRTH

In AUG 1970, forty federal officials who had previously held Delta Green clearance met secretly in Washington D.C. to determine what was to be done about the threat of the unnatural to national security. They didn't believe MAJESTIC had the skills needed to do the job, and worse, feared the misguided group might see the unnatural as an exploitable resource.

This group decided to reestablish contact with those who had previously possessed Delta Green clearance; to let them know that it was unofficially back in business. Old

contacts were renewed and alliances re-forged. The reborn Delta Green's first "unofficial" action was Operation BINGO, where several flights of B-52s strayed off course to "accidentally" bomb every identified Tcho-Tcho village in Indochina from the map. By Christmas 1971, Delta Green was operating with no budget, no headquarters, no files, no authorization, and most importantly, no oversight.

To many in the organization, this freedom was seen as a significant improvement.

DISINFORMATION: LOMAR AND HYPERBOREA

Various histories claim the arctic continent of Lomar rose during the Miocene. Initially peopled by a fur-bearing hominid species that some sources call the Voorii or Voormi, after millennia of warfare it became the home of the first known human culture, Zobna, near the current North Pole. The humans pursued the Voorii south into lower Lomar (what would become northern North America) and Hyperborea (even then slowly glaciating into Greenland), founding the cities of Olathoë in Lomar and Commoriom in Hyperborea.

The Hyperboreans learned hypergeometric magic from their god Tsathoggua, and from the prehuman Pnakotic Manuscripts they copied. Hyperborean sorcerers opened time gates into the warm, lush Miocene and built the Vault of Souls to imprison and weaken Itla-shua, creating a temperate (if temporary) paradise. Using their own set of Pnakotic fragments, the lords of Lomar mastered Yithian telepathy, sending their minds into other species and centuries. Their great foe was Rhan-Tegoth, who ruled to their west.

Eventually, Itla-shua had its revenge and buried both civilizations under the ice. The last remnant of Lomar, Olathoë, fell to the anthropophagous Gnophkehs (or perhaps the Lomarians banished the Gnophkehs, as some sources say) and to the humans who followed them.

- △ A Puritan chronicle (c. 1700) mentions the "old Tribes of Lamah, who dwelt under the Great Bear, and were antiently destroy'd for their wickedness." It implies they could control or contain "Ossadagowah."
- △ In 1936, the Royal Canadian Mounted Police discovered stone ruins 260 km south of Baker Lake, Northwest Territories. Before the site could be analyzed, a band of Inuit angakok shamans destroyed the ruins they called "Lamah."
- △ In 1975, Canada's M-Section encountered Lomarian remains in an open-pit mine on Baffin Island.
- △ In 1993, M-Section investigated late Lomarian remains in the Yukon's Carcross Desert.
- △ In 2001, MAJESTIC satellite overflights of the poles noted two areas marked by an "gravity anomalies," one on each pole. This effect seemed to ebb and flow with the seasons.

As Greenland's glaciers continue to retreat, Delta Green remains on alert for a similar discovery of Hyperborean ruins in the island's interior.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **1 OCT 1970:** Daniel Freis, former Delta Green cryptographer dies in the Naval Hospital at Camp Pendleton.

- △ **8 OCT 1971:** Arvin Tipler, former Delta Green operative and veteran of Operation OBSIDIAN murders eleven people in Annandale, Maryland, including a police officer, while screaming about “things from space.”
- △ **22 NOV 1972:** Justin Kroft on the MAJESTIC advisory group on subproject REDLIGHT is the sole member to recommend not attempting to restart the “Bucket”; the spacecraft recovered at Roswell.
- △ **30 NOV 1972:** The “Bucket” is *briefly* reactivated at Groom Lake by project REDLIGHT, before it explodes, killing four MAJESTIC personnel.
- △ **2 APR 1972:** Justin Kroft is elevated to the MAJESTIC steering committee, due to his warning and handling of the REDLIGHT accident.
- △ **11 FEB 1974:** In England, PISCES returns to the Severn River Valley and raids *American Books Bought and Sold*, captures Wilbur Bromley—a worshipper and sometimes avatar of the Great Old One Y’Golonac—and imprisons him on Hirta.
- △ **29 JUL 1975:** Future MAJESTIC steering committee member, Gavin Ross is recruited from the CIA as a member of MAJESTIC’s enforcement arm, NRO DELTA.
- △ **1 MAY 1977:** Delta Green member and IRS agent Alvin Bright disappears in Brooklyn while investigating a person with known links to the Keepers of the Faith. He is never seen again, alive or otherwise.
- △ **14 JUN 1977:** PISCES destroys an unknown cult operating in Lower Brichester and recovers multiple astrological texts and an odd, antique telescope.
- △ **23 MAR 1978:** NSA’s project AQUARIUS makes contact with the Greys through deep-space monitoring surveillance antennas, thanks to cryptographer Dr. Abner Ringwood. Project PLATO begins negotiation with the Greys.
- △ **1 MAY 1978:** Dr. Yrjo is made director of MAJESTIC’S OUTLOOK group.
- △ **31 OCT 1980:** First face-to-face meeting held between MAJESTIC and the Greys. The living alien from the Roswell saucer is returned to the Greys after thirty-three years on Earth. The Greys present their terms for a treaty called the “Accord”.
- △ **3 DEC 1980:** PISCES secretly assumes control of the Inland Revenue Office building in Brichester, but soon after the building is sealed and demolished due to an infestation of an “unknown species of arachnid”. Several bizarre samples—some living—are recovered.
- △ **10 DEC 1980:** President Elect Reagan is briefed on MAJESTIC, the Greys, and the Accord.
- △ **12 DEC 1980:** MAJESTIC works to verify the authenticity of the two documents offered by the Greys. “The Cookbook,” a massive treatise on human genetics, and the “the Accord,” an exacting breakdown of every military force on the planet.
- △ **6 FEB 1981:** MAJESTIC ratifies the Accord with the Greys for technology and intelligence in exchange for covering up the aliens’ terrestrial activities.
- △ **17 APR 1981:** Lt. Commander Forrest James, future leader of the Delta Green Special Access Program, leads a SEAL team to recover electronic salvage from the wreck of the USS *Santa Cruz*. He first encounters the Deep One threat—face-to-face.
- △ **2 JUN 1981:** Justin Kroft is elevated to leadership of the MAJESTIC steering committee as MJ-1.
- △ **1 SEP 1984:** After over two hundred reports of abductions, surgical manipulations and various odd events outside the scope of the “Accord,” MAJESTIC contacts the Greys

to discuss the situation. The aliens inform MAJESTIC they will continue to assist, as agreed. Terrified and with no recourse, MAJESTIC agrees.

- △ **5 MAY 1987:** PISCES drains Brichester Lake, searching for a rumored entity called “Glaaki”. Though the lake is determined to have been created by meteor impact, no such creature is located.
- △ **12 SEP 1988:** Delta Green contacts Lt. Commander Forrest James after his report on the USS *Santa Cruz* incident, and recruits him.
- △ **22 JAN 1990:** FBI forensic psychologist Debra Constance is recruited by Delta Green.
- △ **4 MAY 1990:** Gavin Ross is promoted to directorship of MAJESTIC project GARNET. He is fully briefed on the Greys and the Accord.
- △ **21 FEB 1991:** Dr. Yrjo opens a new OUTLOOK Group facility in Puerto Rico.

THREAT MATRIX: THE SURVIVORS OF INNSMOUTH

Deep One hybrids captured in the raid on Innsmouth were in the hands of the government for many decades—but few in the government knew it. After World War II the prisoners were kept at a facility in the Atomic Energy Commission’s reserve at Los Alamos known as YY-II, codenamed ICE CAVE (this same facility also hosted a living extraterrestrial biological entity or “Grey” from 1947 to 1981).

Catatonic since the early 1940s, the Innsmouth survivors had been driven mad by their decade-long forced separation from the ocean. Access to the prisoners was governed by security clearance PUZZLEBOX, a clearance that dated back to 1930. No one had even *asked* about the prisoners since the 1960s but ICE CAVE was charged with storing them indefinitely. Even when the last personnel with PUZZLEBOX clearance retired.

Ultimately, MAJESTIC expanded ICE CAVE to store samples of extra-terrestrial life that the BLUE FLY teams had collected. Because of MAJESTIC’s ruthless compartmentalization, no one running ICE CAVE questioned that there was a section of the facility they did not have clearance to enter. Everyone presumed that someone else must be responsible for it. During an inventory in 1999, it was discovered that no one had been inside a closed section of the facility since 1972. When this section was opened, the hybrids it was slated to contain were gone. Nothing remained inside the huge, long-evaporated, salt water tanks in which the Innsmouth survivors once slept in a torpor.

REORGANIZATION

From 1970 to 1994, there was no *real* Delta Green to speak of. It existed as an unofficial, secret fraternity of federal law enforcement, intelligence, and military personnel. It had no funding, but its members channeled funds, equipment, services, and personnel as needed from whatever agency or military branch they happened to work for. Delta Green’s Agents were not full-time; they worked for other organizations such as the FBI, the CIA, the USAF, and the IRS. Whenever possible, they were “assigned” to Delta Green operations by the machinations of other Delta Green agents, who camouflaged their activities as mundane duties.

The result was, predictably, pyrrhic. Deprived of a central intelligence collective, Delta Green agents went into operations armed with nothing more than personal experience.

The group's policy towards the unnatural was "scorched earth"; *stop what's going on, destroy all evidence of it, and leave no trace.*

This suited the old guard. By and large, they were disenchanted with their government, and felt that only *they* knew what was going on. No longer hampered by bureaucrats, they directed a kill-'em-all policy motivated more from spite than pragmatism. This continued for the first quarter of a century of Delta Green's new illegal existence—a period about which little is recorded. Some in-the-know call this period "The Cowboy Era."

IN THE FIELD: THE COWBOY YEARS CAMPAIGN

After 1970, Delta Green became a secret conspiracy which tunneled through the heart of the federal government, composed of agents who got things done, illegally and off the books.

By 1994, this unofficial operation was refined into a cell conspiracy, following OSS standards from World War II, led by Joseph Camp—code-named Agent Alphonse. Throughout the 1990s, until the MAJESTIC war (and even beyond) this cell conspiracy continued to cut corners, change the rules, and use anything at hand to push back the darkness.

Those wishing to run a game set in the Cowboy Years (1970 to 1994) should keep the following in mind:

- △ **Recruits:** All agents begin as recruits. What their contact tells them is dependent on the situation. It is likely they don't even know the name of the agency—yet. But what binds them together is the fact that they *saw something unnatural*. And if someone who appears in authority shows up to confirm such horrors, it goes a long way to building loyalty.
- △ **No One Must Know:** The first rule is *no one must know*. All the work of the Group is off the books. This means those at the agent's job must not know, their family cannot know, everything they do must remain secret. It is beyond some security clearance. A single truth this big can destroy the very thing the Group fights for.
- △ **Hunted?:** Rumors persist that a counter-conspiracy operates at the highest level of the Federal government, and that it is hunting agents from the Group. But who knows really? And even if they did, would they say anything?
- △ **Lies All the Way Down:** What is the truth? Does your fellow agent know it? Your cell leader? Alphonse? The truth is there is no truth. Or at least no truth anyone sane might understand. There are only shades of lies. The worst revelation is this: the Group is not there to save you, it is there to *use* you. And once you are used up, you become the mission.

IN THE FIELD: THE FATE CAMPAIGN

The Fate was an exclusive and secretive group of unnaturally-skilled individuals in New York City who controlled a cult and organization devoted to the eventual release of Nyarlathotep. To those very few in-the-know, they stood unopposed in the New York underworld, and feared no group or individual. The term "The Fate" referred both to the group itself and its leadership. To those outside the organization, the entire group was simply as "The Network."

Within the group there were hierarchy of ranks, and the members of the Fate sat at the top. The Fate controlled the actions of the Lords, Neophytes, and Adepts who composed their Network of agents. Those acting without orders from the Fate did not live long enough to reconsider their actions. The Fate can make an ideal basis for a Delta Green campaign set in New York in the 1980s and 1990s. Here are a few things to keep in mind:

- △ **Alzis Knows All:** While the servants of the Fate may be subject to the laws that govern mortals, Stephen Alzis knows no such limits. By the 1990s, even Delta Green had ceased trying to assassinate him, as—no matter the lengths gone to dispatch him—he would always turn back up, unharmed. The games he plays with agents are just as inscrutable.
- △ **Anyone Can Disappear:** The Fate’s access to hypergeometric techniques made their crimes unique. Thefts, murders and worse, all achieved through unnatural means—leaving not a shred of evidence behind.
- △ **The City Is Its Host:** Rising from the depths of a bankrupt 1970s, New York of the 1980s and 1990s was a place struggling to stabilize itself. Crime was still rampant, the city was still very much a wild place, but the Fate embraced the banal horrors of the city and hid among them.

DISINFORMATION: IREM AND THE NAMELESS CITY

The legendary, pre-Islamic Arabian city “Irem of the Pillars” appears in the *Quran* and the *Thousand and One Nights*, both of which describe its sudden destruction by Allah for the impiety of its inhabitants. Later mythographers located Irem variously in the interior of Saudi Arabia, Yemen, or Oman. A 1991 expedition identified an Iron Age frankincense trading fort at al-Shisr in Oman as Irem (or “Ubar”) after discovering its eight towers, fallen into a sinkhole some time around 400 CE. Alhazredic legend connects Irem to a prehuman “Nameless City” inhabited by ghostly reptiles, implying that the Adites of Irem somehow destroyed it. Alhazred supposedly composed the first couplet of the *Necronomicon* (“That is not dead,” etc.) dreaming of the Nameless City while in the ruins of Irem. Given the scale of NRO DELTA and other MAJESTIC operations in Saudi Arabia and Oman in 1990 and 1991 under cover of Gulf War deployments, it is conceivable that MAJESTIC discovered one or both sites. Follow-up operations by Delta Green during the Second Gulf War proved frustratingly indecisive, leading some officers to suspect that former MAJESTIC officials altered previously-collected intelligence in the confusion of the MAJESTIC War.

- △ Prisoner testimony from the 1907 St. Bernard Parish raid places Irem near or at the center of the global Cthulhu cult.
- △ Miskatonic professor Nathaniel Wingate Peaslee may have entered Irem or the Nameless City in 1911, while under Yithian possession.
- △ The writings of occultist Randolph Carter describe Irem as a city on the border between reality and the Outside, with a mighty hand sculpted on the keystone of its main arch. Carter implies that Yog-Sothoth dwells there.
- △ The 19th Baron Northam mounted an expedition to the Nameless City in 1921 and returned to London a shattered wreck, seemingly decades older.

- △ A 1930 letter by Harry St. John Philby recounts his conversation with an old man in Yemen who had seen Irem in the al-Dahna desert in central Saudi Arabia, and worshiped there at underground shrines of Nug and Yeb. Philby himself mounted an expedition into the Rub' al-Khali in 1932, and insisted that the Wabar meteor crater represented the remains of Irem. Philby may have been trying to throw later explorers off the scent of the true Irem.
- △ Philby's son Kim may have compromised a PISCES mission to the Wabar/Irem site (Operation CALDERA) in 1948.
- △ Stephen Alzis once mentioned, on tape, that his birthplace was a "city of pillars," though, when pressed, he either could not or would not recall the name.

Delta Green does not know whether Irem and the Nameless City are the same place, two separate dimensional extensions overlapping in one geographical locus, or two different haunted Arabian ruins. The Rub' al-Khali desert could easily conceal more than one such site.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **19 JUL 1992:** Debra Constance meets with Theodore Morse, a college friend who disappeared in 1989 and was presumed dead. Morse exposes her to the *Ghoul Manuscript*, transforming Constance—like himself—into a Ghoul. She turns herself into Delta Green along with the *Ghoul Manuscript*.
- △ **8 SEP 1992:** With Delta Green assistance, Debra Constance assumes the form of Jean Qualls, a beautiful (dead) party girl. She continues serving the Delta Green conspiracy as agent Nancy.
- △ **10 NOV 1992:** MAJESTIC chooses not to brief President-Elect Clinton, or any future president, on its existence until such a time as it is appropriate.
- △ **19 APR 1993:** A Delta Green investigation into cult activity at a Mount Carmel retreat near Waco, Texas, ends in the destruction of the Branch Davidian compound, with 86 dead including four ATF agents. No unnatural cause is ever uncovered.

FAIRFIELD

In February 1994, one of the Delta Green old guard, U.S. Army Major General Reginald Fairfield (retired), was assassinated by members of NRO Section DELTA, MAJESTIC's counter-intelligence service. MAJESTIC had thrived since 1947, greatly expanding its authority and influence. In 1981 it managed to negotiate an "Accord" with the extraterrestrial intelligence that created the Roswell saucer. These beings, "the Greys," would share technology and intelligence so long as MAJESTIC assisted them in their study of humanity.

General Fairfield was one of the key members that had kept Delta Green going after its official disbandment. He had learned enough about MAJESTIC to be viewed as a threat. This assassination was the first direct action taken by MAJESTIC against Delta Green, but Delta Green was not equipped to rapidly respond.

By 1994, only forty members of the "official" Delta Green remained. Of these, half were in government service, and almost all were due for mandatory retirement. But they could put their hands to a hundred agents who had served on at least one Delta Green

operation, another hundred retired government officials who had served Delta Green in the past, as well as approximately five hundred Delta Green “friendlies” scattered around the world.

Realizing the threat posed by MAJESTIC, Professor Joseph Camp—an aging OSS and Delta Green veteran working in the Library of Congress—saw an opportunity for a change. He convinced the old guard their only option was to evolve. It was time for Delta Green to fight MAJESTIC.

In the fall of 1994, Delta Green was reborn yet again.

THREAT MATRIX: PORTRAYING THE MI-GO

If your Agents seem unafraid of the Mi-Go and their puppet-representatives the Greys; you’re not doing your job. Here are some tips to bring the fear.

- ▲ **Mi-Go Are *Beyond Comprehension*:** The Mi-Go are not merely “a sentient fungus crab-thing” from space. Work harder. Portions of them intersect, vanish and reappear in nearby dimensional branes, their body crawls about a framework of lattice-like “bone,” surface villi alive with lights blinking in intelligent, baffling patterns. They move and fly in stuttering un-movement, seeming to skip and start without crossing intervening distances like a film played at double-speed. *They are utterly alien.*
- ▲ **Macrodimensional:** The Mi-Go exist both in dimensions above and below human existence—as well as the dimensions we occupy—as such, and depending on situations, they might be able to access a sealed bank vault as easily as stepping through an open doorway, or to attack at great distance by utilizing an upper-dimensional “shortcut.” Worse, they can sense and see well beyond the ranges of normal physics in ways humanity can never know.
- ▲ **Mastery Over Time/Space:** Our concept of “physics” is simply a local misunderstanding, and it is only partially true. The Mi-Go understand and can change the physical world in inexplicable and completely maddening ways that defy explanation. Whether they do this with technology, or with inherent power is outside the realm of total definition.
- ▲ **The Greys are Bizarre:** The Greys are marionettes that the Mi-Go use to manipulate humanity. The child-like bodies are a clumsy interface between *outside* and *inside* and each Mi-Go can control a half dozen at a time. Imagine the Greys as a remote control submersible which isolates and restricts the vast intellect and senses of the Mi-Go into a narrow range so that they might “see” what a human sees.
- ▲ **Holes In Memory:** The narrative of what an Agent *experiences* is under the Handler’s total control. The Mi-Go and the Greys cut and paste human thought in complete, though sometimes sloppy ways. Their poor understanding of linear time as experienced by humans makes these errors apparent to humans but not to Mi-Go. As such, lost time, bizarre “screen memories” of mundane things which never happened and more might appear. It is best to play these out and let the Agents uncover the truth on their own—or the void left when the truth is excised.

DISINFORMATION: THE TRUTH BEHIND THE GREYS

The Greys are not real, they are biological automatons controlled by a horrifically inhuman, unnatural race known as the Fungi from Yuggoth, or Mi-Go. The Mi-Go staged the Roswell saucer crash to gauge human reactions, with the live occupant left at the crash site acting as a monitor of intentions and capabilities. Each succeeding UFO incident—the disappearances of men and aircraft, the abductions of civilians, and the various cattle-mutilation/genetic-harvesting epidemics—were designed to see whether humans could resist their primitive instincts. By 1978, the Mi-Go decided humanity was sufficiently competent and ruthless, and made contact with MAJESTIC.

This system was a replacement for an inefficient and poorly maintained Mi-Go network of human collaborators which had fallen into disuse in the 1940s with the advent of World War II. After three-decades of testing, the Mi-Go concluded that the U.S. government could be manipulated to become this new system. In preparation, the Mi-Go developed two layers of deception. First they disguised themselves as the Greys; then they gave the Greys a “secret agenda”.

The Greys’ cover story is that they are peaceful explorers searching for a way to save their cloned race from extinction. The secret agenda is that they plan to harvest humanity for raw material to reconstruct their race. As the Mi-Go had hoped, once MAJESTIC uncovered the Greys’ secret agenda—which did not take long—they did not look beyond the first deception.

The secret agenda was not that far from the actual truth; one never discovered by MAJESTIC or Delta Green. The Mi-Go’s interest in the Earth goes beyond its geological treasures: they are curious about the human brain. It performs like nothing they’ve ever encountered. It is the first sentient mind they’ve found that is epistemically diploid, that is, it has two distinct aspects: rational and irrational. This allows humans to make guesses that do not fit a logical extrapolation from their current theoretical models. Unlike humans, the Mi-Go brain simply cannot think intuitively.

Most frightening to the Mi-Go was that the human mind and its irrational leaps of logic were often *correct*. Going from the creation of radio to the deployment of nuclear weapons in a handful of years is something that greatly impressed the non-terrene scientists from the outer rim.

Much of the Mi-Gos’ work as Greys had been to conduct experiments in human intuition under the cover of UFO abductions. The Mi-Go subjected each abductee’s mind to bizarre stimuli while monitoring reactions. Some subjects were returned with the memory of the experience suppressed. Sometimes a particularly promising subject (or just their brain) was taken back to Yuggoth and subjected to further unspeakable horrors.

Today, with the MAJESTIC programs long ended, and the Greys’ operations all but suspended on Earth, it remains unknown: did the Mi-Go ever accomplish their goal of granting intuition to their kind? Perhaps their silence is simply a pause, before the final act.

DISINFORMATION: YUGGOTH AND BEYOND

The archives of occultists, visionaries, and UFO contactees burgeon with alien worlds often barely described: Yekub probes for planetary death with telepathic cubes, Shonhi and the triple-star Nyhon draw sages from many galaxies, Yaddith is home to the wise

Nug-Soth and the burrowing bhole-worms, the living god-planet Ghroth rolls in deep space bearing the song of Nemesis. At the center of it all—perhaps inside the supermassive black hole at the heart of the galaxy—lies the court of Azathoth. Which of these are *real*? No one sane knows. Our own solar system shows the stigmata of the unnatural:

- △ Mi-Go mine the dark side of the Moon for non-terrene materials.
- △ Alien races have left cyclopean ruins on Mars, although not (so far as Delta Green knows) in the Cydonia region. Unless Cydonia Mensae is yet another extrusion of the Plateau of Leng, of course.
- △ In 1904, alienist Giles Fenton transcribed the dream-statement of the insane murderer Joseph Slater describing a race of insectile aliens on Callisto. Yithian records found in a junk shop in Melbourne confirm Slater's account; they reached their cultural and philosophical apex six million years ago.
- △ New Age “Earth changes” cultists believe the Earth once orbited Saturn, called the “sun star” in Chaldean records. Pnakotic and Hyperborean inscriptions depict Tsathoggua, at least, moving easily between the worlds.
- △ Per the *Revelations of Glaaki*, the cuboid metallic L'gh'rxians dwell on Uranus; they worship Lrogg, a bat-like avatar of Nyarlathotep. The Shans spent nine centuries in uneasy cohabitation with the L'gh'rxians before continuing on to Earth. Is this true? Or was it at one time?
- △ Wind-fed intelligent fungi—possibly Mi-Go creations—inhabit the atmosphere of Neptune. So claims *Unsprechlichen Kulturen*.
- △ The Wilmarth report identifies Pluto with Yuggoth, the home (or local staging area) of the Mi-Go. Mi-Go camouflage or disinformation conceals Yuggoth's warm seas and metal bridges beneath Pluto's craters and nitrogen ice fields. The Mi-Go also extensively colonize and mine Pluto's moon Charon.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **13 FEB 1994:** Justin Kroft, MJ-1 is diagnosed with colon cancer. He secretly begins treatment at MAJESTIC Facility-12 in the badlands of Montana, receiving doses of an alien substance created from “the Cookbook” codenamed BLUEBLOOD. It halts the progress of his disease.
- △ **18 JAN 1994:** Fearing exposure, MAJESTIC pressures a former member, Admiral Bobby Ray Inman, to withdraw his candidacy for Secretary of Defense.
- △ **25 FEB 1994:** Longtime Delta Green leader Reginald Fairfield dies fighting NRO DELTA assassins. Fairfield had attempted to go public with revelations of MAJESTIC's Accord with the Greys.
- △ **21 MAY 1994:** Professor Joseph Camp persuades surviving Delta Green veterans to reorganize the group so that intelligence can be gathered and centralized, to counter the increasing threat of MAJESTIC.
- △ **6 AUG 1994:** Delta Green agents investigate the theft of the *Revelations of Glaaki*, Vol. XII, from a Chicago library. They unsuccessfully pursue Johannes Knepier, prime suspect in the theft and possible instigator of a 1977 mass murder-suicide in rural Louisiana.
- △ **12 JUN 1995:** Delta Green Cell I investigates disappearances on Owlshead Mountain, Vermont, and encounters a horrific, unnatural entity. One agent dies and the others

- flee, but must scramble to cover up the death and divert attention away from the site. Due to poor communication, Delta Green doesn't revisit the incident for three years.
- △ **1 AUG 1995:** Unwittingly aided by Delta Green, FBI agents pursue a killer in the San Carlos Indian Reservation only to discover an extraterrestrial entity is to blame. The agents encounter a MAJESTIC team that had been pursuing the entity.
 - △ **10 AUG 1995:** Three Delta Green agents vanish while investigating disappearances in midtown New York's Macallistar Building. A subsequent Delta Green operation carefully burns the building to the ground without investigating further, framing dead residents for the arson. Delta Green keeps the site under watch but declares it off-limits without the express permission of A-cell.
 - △ **15 SEP 1996:** Delta Green agents discover an infestation of living, unnatural "protomatter" in Groversville, Tennessee. The agents encounter alien Greys, and discover that the Mi-Go seem to be controlling the Greys like puppets. The agents barely escape a confrontation with MAJESTIC security officers sent to conceal the Greys' activities, and most of the town dies to a virulent disease released by the thwarted masters of the Greys. MAJESTIC covers up the mass casualties as a supposed hantavirus outbreak.
 - △ **17 SEP 1996:** Under orders from Alphonse, Prof. Grant Emerson, Delta Green friendly, examines material recovered at Groversville (called "protomatter," though Emerson preferred "neotissue"). Shortly thereafter, all samples are destroyed.
 - △ **22 NOV 1996:** MAJESTIC sends a BLUE FLY team to another extraterrestrial threat in Montana, related to the San Carlos Indian Reservation incident of 1995. BLUE FLY eliminates three unknown extraterrestrial biological entities dubbed "travelers" or "EBE2."

THE BEST-LAID PLANS

Professor Camp modeled Delta Green's new organization on the classic cell structure of organized conspiracies—specifically the ones used by OSS partisan groups during World War II.

Each active Delta Green agent was a part of a three-person cell. Though not all agents were "in the field," they were all a part of Delta Green. These members knew the other two members of the cell by real names and occupations. Members of all other cells, however, were only known by code names. All members of any given cell knew the code name of the leader of the cell above and below theirs. Others might be learned when cells had to work together. Ideally, use of code names would prevent any cell member from directly betraying anyone besides the members of his or her own cell.

Cell names were assigned with the same letter per cell, descending alphabetically. The top members of Delta Green, therefore, were known as Adam, Andrea, and Alphonse. There were never more than twenty-six active cells (and sometimes, much, much fewer), resulting in a maximum of seventy-eight active agents.

In practice, of course, many Delta Green operations involved more than one cell, and Agents often learned each other's names and occupations. A given agent might be able to reveal the identities of three or four other agents, who could in turn reveal another three or four agents; but at some point, integrity was maintained.

Delta Green’s leaders realized that a full-scale investigation would inevitably destroy the group, and the best they could do was to keep a low profile. Delta Green’s deep reach in the government guaranteed that any investigation into their activities could be quickly discovered, misdirected or confounded before it went very far.

Nevertheless, it was clear that the largest threat was MAJESTIC, and Delta Green had no reliable sources of intelligence in that organization. For this reason, Joseph Camp set his sights on gathering as much intelligence as possible on MAJESTIC and its activities. Delta Green hoped it could accumulate enough incriminating evidence on MAJESTIC’s activities that they could blackmail its leaders into backing off. Ultimately, that plan did not survive first contact with the enemy.

Too much of what Delta Green had been investigating since Innsmouth could not be easily defined as either unnatural or extraterrestrial (if indeed, there was a difference). As one long-time Delta Green agent once put it to a fresh recruit: “At some point you realize that all this weird shit, all of it, it all comes from the same place.”

THE DELTA GREEN-MAJESTIC WAR: OPENING MOVES

From 25 FEB 1994 until 2 MAR 2001, Delta Green fought a silent war against MAJESTIC. There were many battlefields. Groversville, Tennessee. San Carlos Indian Reservation, Arizona. Tulsa, Oklahoma. Big Porcupine Creek, Montana. Platt Air Force Base, Nebraska. High Knob Mountain, Virginia. Owl’s Head Mountain, Vermont. Bountin, Maryland. Vieques Island, Puerto Rico. Point 103, Antarctica.

MAJESTIC had only one agenda: protect The Accord with the Greys. Delta Green—even at its worst—was a small distraction. Despite this focus, MAJESTIC was not a monolithic entity. Many members were uncomfortable with the Greys. Some suspected the creatures were not real, or were merely proxies for something more alien. Others believed that MAJESTIC had devolved into a kind of cargo cult, with MAJESTIC kowtowing to the curry favor of its inhuman masters.

In their few moments of clarity, MAJESTIC’s leadership understood that they were serving an agenda they did not understand. Their own crimes in the service of that agenda, however, were so terrible that none dared expose it.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **10 FEB 1997:** MAJESTIC project GARNET completes a sweep of all pre-1970 U.S. military files, and compiles a list of those marked with a green Delta. This list is used to effectively track known Delta Green personnel.
- △ **16 JUN 1997:** Agent Darren—Forrest James—is sentenced to ten years in military prison for assaulting a woman during a violent PTSD flashback.
- △ **9 AUG 1997:** The infamous “Nemesis hoax.” Astronomers around the world report seeing a new planetoid moving toward Earth, only to discover that their computers had all been compromised by a widespread software virus. That was an elaborate cover-up by MAJESTIC’s disinformation teams. Delta Green agents had discovered the “Nemesis” planetoid, and the theory that it was in fact a massive, living entity, while uncovering a plot by a cult called Enolsis. A Delta Green team disrupted the plot, at great cost, and the planetoid vanished.
- △ **24 OCT 1997:** Delta Green agents pursue the so-called “Glenridge Chriopractor,” a Long Island spree killer that turns out to be an unnatural entity.

- △ **4 JUN 1998:** Delta Green agents investigate deaths on Owlshead Mountain, Vermont, and learn of the deadly 1995 operation. They confront a servant of the Mi-Go and escape the horrifying entity that attacked the 1995 team.
- △ **3 JUL 1998:** Delta Green agents Cyrus and Charlie—Curtis McRay and Donald Poe—begin a campaign against Stephen Alzis, leader of the Fate. They assassinate him but a few days later he returns. They try again, with the same result, over and over. Soon, the reprisals begin. Delta Green agents disappear, one after another. McRay and Poe break into Club Apocalypse to confront Alzis again, but instead they steal Alzis' prize possession, a scrapbook of old photos. Agent Alphonse brokers an unpleasant truce. Alzis gets his scrapbook back, agents stop vanishing, and Delta Green agrees to operate in New York City only with Alzis' permission.
- △ **6 SEP 1998:** Delta Green agents pursue a chemical that reanimates the dead from a Berkeley post office to a Montana production plant. They learn that Delta Green's old foe, the Karotechia, is still active somewhere in South America.
- △ **24 JUL 1999:** Delta Green agents in London engage in a deadly, public shootout with PISCES agents infected with alien Shan, the insects from Shaggai. Called the "Embassy Row Massacre," the incident is blamed on Irish terrorists. Delta Green retreats from the UK while it looks into the extent of the Shan infestation.
- △ **18 JAN 1999:** Lawrence Hong, evidence examiner for the popular UFO investigative foundation SaucerWatch, is abducted from the Topeka, Kansas, home he shares with SaucerWatch founder Denton Schaeffer. Police find Hong in Miami, Florida, two months later, wandering the streets with no memory of the past ten years. Despite extensive therapy, his memory never returns.
- △ **13 MAR 1999:** Seeking a kidnapped agent, Delta Green triggers an EPA raid on a MAJESTIC-linked think tank called OUTLOOK Group, Inc., in Bountin, Maryland. Nine federal marshals die, along with seven NRO-DELTA security officers. During years of bogus hearings, MAJESTIC covers up the incident as a drug bust gone catastrophically bad.
- △ **15 MAR 1999:** Agent Alphonse is shot by an old friend, the mother of a missing Delta Green agent. He spends many months recuperating and never fully recovers.
- △ **22 MAR 1999:** Agent Darren—Forrest James—escapes from the military prison at Fort Leavenworth with the aid of Stephen Alzis and Karotechia enforcer Reinhard Galt. Galt murders Delta Green's Agent Adam.
- △ **24 MAR 1999:** Forrest James and Agent Nancy lead a raid on an OUTLOOK facility in Puerto Rico to rescue captured Delta Green agents. The raid results in a strange encounter with Stephen Alzis, the facility's destruction, and the baffling disappearance of Agent Shasta, who had somehow been imbued with godlike powers and consciousness.
- △ **1 OCT 1999:** Delta Green agents investigate disappearances surrounding a University of Montana—Helena excavation at Big Porcupine Creek, Montana. The disappearances turn out to be related to a temporally unstable artifact imbued with Tillinghast radiation.
- △ **12 JUN 2000:** The wealthy family of Sheridan Dunwoody-Smith, benefactor of SaucerWatch, sues her and the organization, accusing them of misappropriating family funds. The suit has little merit, but it's soon followed by an IRS audit of Sheridan Dunwoody-Smith and SaucerWatch. Then a local TV news exposé accuses

SaucerWatch's Denton Schaeffer of pedophilia and of possessing and creating child pornography. The story gains traction when the exposé points out that Denton lost his medical license in the 1980s over accusations of molesting patients, despite beating the charges at trial. The new charges are backed up by evidence planted by NRO Delta operatives sent by MAJESTIC. More lawsuits follow. Paralyzed and impoverished by court battles, SaucerWatch shuts down for good within a year.

Δ **9 JUL 2000:** Forrest James accepts Gavin Ross' invitation to join NRO DELTA. Their alliance would lead to Ross briefly taking control of Delta Green's A-cell, and then his imprisonment as James helps Ross' rivals seize control of the MAJESTIC-12 Steering Committee.

Æ **5 OCT 2000:** Cho Chu-tsao, the ambitious young leader of the Chicago Tcho-Tcho gang called Tong Shukoran, brings the tong's front company Tiger Transit fully under the control of people who answer only to her.

DISINFORMATION: THE MAJESTIC CARGO CULT

In 1981, MAJESTIC established communications with the apparently extraterrestrial civilization they termed "the Greys"—those behind the Roswell saucer—and began to exchange information. At first, this was simply coded signals. Later, this exchange involved "personnel" and technology.

However, this civilization was thousands or perhaps *millions* of years in advance of Earth. As the machinery, and the Greys behind it, became more and more intertwined with MAJESTIC, humanity failed to keep up. Even the most simple machines presented by these entities were far beyond the most advanced human science.

Like the near stone-age South Sea islanders thrust into the twentieth century by the advent of World War II, so was MAJESTIC suddenly thrust into a universe without humanity at its center.

Some of those South Sea islanders formed cults to worship the radio, the airplane, as well as the "cargo"—the amazing things dropped from the sky as if by magic. MAJESTIC devolved over time into something very similar. They would never admit it, but once understanding was beyond them, they invariably turned towards a kind of reverential worship.

As this relationship deepened, MAJESTIC turned its attentions away from the political landscape. Instead of seizing control of the U.S. government or using its resources for national security, MAJESTIC focused on its inhuman benefactors, the technology it recovered and whatever advantages that technology could generate. With these trinkets, they bought compliance from those few in the government who knew of their existence.

By the time of the attacks of 9/11, MAJESTIC had retreated into a secure bubble of bountiful budgets, no oversight and no moral guidelines. It had fractured due to internal conflicts, assassinations, and defections. Its leaders paid little attention to politics, except inasmuch as politics served their purposes. When the War on Terror reshaped the world around them, they were just as startled as anyone else.

DISINFORMATION: KADATH

The Pnakotic Manuscripts describe "Kadath in the Cold Waste" as "beyond Leng" and as the "home of the gods of Earth." Classical and medieval authors placed it either in

the icy mountains of inner Asia or somewhere beyond the physical world. It is mystically connected to the sacred mountains Hatheg-Kla and Ngranek (most likely Nanga Ranik, in the Hindu Kush), which serve as “pillars to Heaven” in Pnakotic lore and the theosophy of Randolph Carter, respectively, much like the Mount Meru of Hindi mythology.

- △ Pánfilio de Zamacona mentions “the mountain Kadath” as being “near the South Pole” in his Narrative Concerning the Subterranean World (c. 1545).
- △ Geologist William Dyer speculated that the impossibly high mountain range he observed in the interior of Wilkes Land on the 1930 Miskatonic Antarctic Expedition might have been the origin of the myth of Kadath. In this context the Necronomicon’s mention of the “ice desert of the South,” where the seal of the Old Ones is engraved, may likewise refer to Antarctic Kadath.
- △ Thomas Danforth, a survivor of that expedition, identified the primordial city of the Elder Things itself as Kadath, the “home of the gods of earth.”
- △ In April 1952, Delta Green raiders (as part of Operation SOUTHERN HOSPITALITY) eliminated an Argentine attempt to salvage Elder Thing material from a Nazi base at a different Antarctic site in Queen Maud Land. The Karotechia may have established this research station, Point 102, in an attempt to locate Kadath on their own.
- △ In December 1957, the Second Soviet Antarctic Expedition established Vostok Station 290 km from the coordinates for the Elder Thing City at Kadath given by Dyer’s report.
- △ In 1958, the Third Soviet Expedition discovered the Gamburtsev Mountains, a range the size of the Alps, buried 600 meters below the ice cap. In 2009, the AGAP project mapped the mountains with ice-penetrating radar.
- △ In 1993, laser altimetry confirmed the existence of a subglacial lake, Lake Vostok, beneath Vostok Station. A Russian team drilled through the ice in 2012, reaching water that had been isolated for 25 million years.
- △ In 1997, using laser tomography archaeologists Wolfgang Reich and Gilbert Austin discovered a monumental stone complex buried two miles beneath the Hittite cult site of Karatepe. Dubbed “Kadath” in the tabloids, the disappearance of the so-called “a-Abhi Block” (referring to a Hittite underworld deity) and the collapse of their probe tunnel ended the excavation. The bizarre behavior of Gilbert and Reich implies possible unnatural contamination.
- △ MAJESTIC could have acquired the inscribed a-Abhi Block during Operation BLACK MOUNTAIN, which established an arms pipeline to Syrian Kurdish rebels in 1997.

TROJAN STALKING HORSE

The definitive move in the MAJESTIC War came not from Delta Green, but from the chief of MAJESTIC’s counter-intelligence division: Gavin Ross. Ross intended to turn Delta Green into a weapon with which he could purge MAJESTIC. To do so, he recruited a disgraced Delta Green agent: former Navy SEAL captain Forrest James. A

barely functional alcoholic, James had been court-martialed by the U.S. Navy, and escaped federal custody.

Ross offered the disgraced SEAL a chance to serve his country again with MAJESTIC, feigning ignorance of James' membership in Delta Green, and offered a new identity that would let him live as a free man. James joined MAJESTIC's counter-intelligence arm. Under his new identity, "Captain John Smith" in the Office of Naval Intelligence, he solved MAJESTIC's problems.

When James finally revealed his membership in Delta Green to Ross, Ross claimed he was just as disaffected with MAJESTIC as James was, and suggested a greater good could be achieved bringing Delta Green and MAJESTIC together.

Over the bitter objections of Professor Joseph Camp, James helped Ross force his way into Delta Green as a member of A-Cell. While retaining the code name Alphonse, Camp withdrew from the day-to-day decisions of Delta Green, making Ross—in secret—its defacto leader.

THREAT MATRIX: PORTRAYING THE FATE

The Fate, a self-obsessed, small, and insanely powerful group of sorcerers, worked the New York City criminal underground for decades. They offered the impossible—for a price. Their leader was Stephen Alzis. Rumors claimed Alzis was the world's most powerful operator of the unnatural, an inhuman beast in disguise, or even a god. Delta Green learned very early that no matter how you killed him, his death was never, ever permanent.

The Fate and its Lords were without equal, possessors of occult books and artifacts that made them completely untouchable. Delta Green suffered painful losses in all attempts to curtail the Fate's activities. By the late 1990s, the two groups held an uneasy truce.

Just as it seemed this truce might go on forever, it unraveled. After 9/11, Alzis seemed to begin losing interest in the activities of the Fate. In December 2001, Alzis' aide-de-camp, Robert Hubert, was killed by a rival sorcerer. Through 2002, Alzis was seen less and less. Emir Agdesh ran the Fate and gave orders to its Lords on his own. In the Fate's winter solstice rituals of 22 DEC 2002, for the first time in decades, Nyarlathotep gave no answer to his worshippers' invocations.

By spring 2003, Agdesh had vanished as well, leaving the Fate without a leader. Throughout that spring and summer, the Lords of the Fate killed each other in a war for primacy. They were picked off one by one, and the deaths were not all sorcerous. Delta Green denied being behind the strikes: a bomb, a sniper's shot, a gas explosion, a devastating conflagration the night of the 14 AUG 2003 blackout. But few can deny the attacks' military precision, nor the grim satisfaction that Delta Green's leaders would have taken in finally hitting Stephen Alzis' organization. For his part, Alzis, long-since determined to be beyond the mortal weakness, communicated his positive outlook on the disintegration of his organization with a note sent to Curtis McRay from Shenzhen, China.

Thank you for putting away my toys, it read. Alzis has not been heard from since.

ENDGAME

It was not Gavin Ross' meticulously planned coup was not which led to the destruction of MAJESTIC. Instead, a series of uncoordinated attacks by Delta Green and MAJESTIC personnel brought about its downfall. Adolph Lepus, the chief of NRO DELTA—MAJESTIC's wetworks branch—mutinied and assassinated Justin Kroft, the Chairman of MAJESTIC. Lepus then planned to clean house by eliminating his old Delta Green foe Agent Alphonse—Joseph Camp—as well.

When the smoke cleared, it became apparent that Camp and James had arranged an ambush. Camp, Lepus and his men were never found.

Meanwhile, Forrest James had made quick alliances with the three members of the MAJESTIC-12 Steering Committee who opposed the Accord: Lt. General Eustis Bell, Dr. Robert Varney, and Vice Admiral George Gates. They deployed Bell's Operation BLUE FLY in a series of coordinated strikes that eliminated the last of the Lepus' men. They placed Gavin Ross and several other MAJESTIC personnel in "indefinite detention." Eustis Bell called a meeting of the Steering Committee.

Bell's faction held only three of the twelve seats. On paper, that should not have been enough to overturn the order of things. But BLUE FLY was MAJESTIC's security, and it answered to Eustis Bell. Bell's troops delivered all the directors on whom they could lay hands and instructed them to vote in a new MJ-1 Director: Navy Captain John Smith—aka Forrest James.

With guns at their heads, the other directors appointed "Captain Smith" as director of MJ-1 Project AQUARIUS and chairman of the MAJESTIC-12 Steering Committee.

The decapitation strike succeeded beyond all expectations. What events or conditions had brought about the critical alliance between Forrest James and Joseph Camp—who were once at odds—remains unknown. The old Russian saying applies: "Two men keep a secret best when one is dead."

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **9 FEB 2001:** Justin Kroft, director of MAJESTIC is killed in a decapitation strike at Facility-12, a secret, underground base safeguarded by a small yield nuclear weapon. Kroft, the base and all personnel are killed as the weapon detonates at the direction of Adolph Lepus. MAJESTIC is thrown into chaos. Its disinformation arm barely manages to spin the event as an unusual earthquake.
- △ **12 FEB 2001:** Adolph Lepus and NRO DELTA descend on Fairfield Pond in Fairfield Vermont, in an attempt to assassinate Joseph Camp. Camp, Lepus and the strike team are never heard from again.
- △ **13 FEB 2001:** Forrest James and his allies begin to consolidate MAJESTIC facilities, members and projects, desperately trying to hold it all together to continue the fight.
- △ **2 MAR 2001:** Forrest James and Donald Poe come to an understanding between MAJESTIC and Delta Green. MAJESTIC would focus on extraterrestrial threats. Delta Green would handle unnatural threats originating on Earth.
- ⌘ **14 APR 2001:** Tong Shukoran's leader Cho Chu-tsao launches the first of dozens of front companies—real estate holdings, payday lenders, neighborhood grocers—that launder the tong's profits and distance her from the gang's day-to-day crimes.
- △ **10 MAY 2001:** The MAJESTIC-12 Steering Committee informs the Greys that the Accord must be renegotiated. There is no communication from the Greys ever again.

Many MAJESTIC leaders begin to make off with valuable research and personnel in March Technologies subsidiaries and a scattering of independent research firms. James' MAJESTIC, with an eviscerated NRO DELTA and leadership less experienced and ruthless than Kroft and his cronies, has little success preventing the exodus.

- Æ **4 JUN 2001:** Tong Shukoran strikes a deal with the Norte del Valle cartel in Colombia. The Tcho-Tchos provide an unnatural agricultural additive that produces Coca Loco, a powerful strain of cocaine, and become the cartel's top Chicago distributor.
- Δ **24 AUG 2001:** In a singular moment of cooperation, elements of MAJESTIC, Delta Green, and GRU SV-8 cooperate operations to uproot and destroy the Karotechia, from its South American headquarters to its sorcerers and reanimated officers active around the world.

DISINFORMATION: THE MAJESTIC DIASPORA

With the first shots of the MAJESTIC coup, many in MAJESTIC saw the writing on the wall. By the time the smoke had cleared, dozens of MAJESTIC personnel had fled with hybrid technology, intelligence and cash for various locales in the United States and around the globe.

The smartest of these individuals made no threats against the new order. They had prepared for just such an outcome, secreting various “dead man” intelligence revelations which might be leaked to the press in case of their deaths. Many were scientists, a few analysts, and some military contractors.

Justin Kroft's former cronies on the MAJESTIC-12 Steering Committee cooperated fully in Eustis Bell's move to replace him with Forrest James. Then they withdrew into the private sector, confident they could outmaneuver Bell's faction if it pursued them. Over the next decade, their secrets—scrubbed of their alien origin—would slowly bleed out from a hundred new, secretive defense companies founded by ex-MAJESTIC personnel. These men and women became incredibly rich during the Global War on Terror.

ASSETS: “THE KITCHEN SINK”

Many in MAJESTIC had secreted various files, paperwork and research as an ace-in-the-hole if political instability hit the organization, but none had as much access or vision as Charles Bostick, MAJESTIC's director of counterintelligence.

By 1999, Bostick had assembled a vast document which he called “the Kitchen Sink,” containing hundreds of photographs, secret documents and the original copy of MAJESTIC OPORD 00001—the recovery of an apparent extraterrestrial vehicle at Roswell, New Mexico in 1947. Bostick has several copies, still stashed in safe locations across the United States, as well as dead-man drops ready to go if something untoward were to happen to him...suddenly. But so far, no one except Bostick has seen this treasure trove of documents.

MAJESTIC OPORD 00001

In English. Study time 200 hours, Unnatural +4%, SAN loss 1D4.

“CIC: Go on.

PFC NELSON: It was funny really. I thought it was a kid. Like a deformed kid. A child.

CIC: You thought what? Who?

PFC NELSON: The thing. Whatever it was. The man from the moon.

CIC: Can you be more clear?

PFC NELSON: This thing was coming at us from the disc! It was walking! It moved like a person! It looked like a person! (EXPLETIVE DELETED)..”

DESCRIPTION

In digital format, 1.4 gigabytes of PDF documents, files, blueprints, photographs and old black and white films which, when absorbed, are utterly convincing in their completeness. In physical form, two huge file binders, each the scale of a Webster’s Unabridged Dictionary, weighing a total of nineteen pounds.

The documents tell a clear tale:

- △ The US recovered an alien craft at Roswell New Mexico in 1947.
- △ A secret group—MAJESTIC—was formed to study the event.
- △ Later, it is implied, this group managed to contact these entities.
- △ This conspiracy has murdered, kidnapped and ruined lives, violating all aspects of the constitution to maintain their secret.
- △ It is unclear from the documents if the group still exists.

DÉTENTE, DEMARCATION AND DEPARTURE

On 2 MAR 2001, Forrest James, in his new capacity as leader of MAJESTIC, and Donald Poe, in his new capacity as Agent Alphonse, leader of the Outlaws of A-Cell, met to forge an agreement. MAJESTIC would handle extraterrestrial threats. Delta Green would handle the rest. Knowing that government budgets come with government oversight, followed by government interference and government orders, Poe rebuffed an offer to bring Delta Green in from the cold. The two groups went their separate ways.

After James consolidated control of MAJESTIC, his first move was to inform the Greys that The Accord was going to be renegotiated. Many members of the MAJESTIC-12 Steering Committee were convinced this was a death sentence for mankind. James insisted he knew better.

The Greys’ answer was silence.

First, all Greys present in joint-use labs collapsed. Simultaneously, technology gifted by the Greys ceased to function. Only technologies built using terrestrial science (even if gleaned from extraterrestrial sources) continued to operate. The rest that had defied understanding, analysis or replication for over half a century, became inanimate. No further communication was forthcoming.

MAJESTIC had thrived in the bureaucracy of the U.S. government due to the gifts of technology and intelligence provided by the Greys. Those gifts were traded for political

patronage and bureaucratic cooperation. Many of MAJESTIC's assets, facilities and personnel were hidden within other agencies: the CIA, NSA, NRO, and various military branches. If MAJESTIC had nothing more to offer, these groups would take back their support. The Steering Committee scrambled to make the most of its assets before that happened.

Several Steering Committee directors had no interest in joining James, Bell, Gates, and company on a crusade to protect the Earth from other threats. Others were pushed out. They began implementing measures they had prepared for years, retiring into the private sector. Many of them landed at March Technologies, Inc., which became home to every manner of technology derived from years of working with the Greys.

Meanwhile, Delta Green prepared to return to the war it had been fighting since 1942. Upon taking control of A-Cell, Donald Poe's first mandate was to put the conspiracy's OpSec and ComSec into a time machine and take it back to the 1950s. Agents were encouraged to think like the criminals they were. Since most Agents came from law enforcement, this was not very hard. They used dead-drops, drop-offs, and coded public posted signals, in methods that would have been at home in the Cold War. They resorted to burner phones disposed after a single use, conversations of oblique allusions, and one-off email accounts at Internet cafés. The hard truth was that there was no such thing as secure digital communications; someone was *always* listening.

No longer stalked by its black-budget cousins, and tempered by the fires of the MAJESTIC War, Delta Green was finally free to pursue its mission.

A MUTUAL ENEMY

The first and last time that Delta Green and MAJESTIC worked together was the summer of 2001: a raid on the Karotechia's last refuge, La Estancia, hidden in the Amazon jungle. Forrest James had a score to settle with the remaining elements of the Karotechia, and Poe was happy to help. That was a ticket which Delta Green had hoped to punch for fifty years.

Delta Green had scored some significant victories, including the assassination of former SS *Oberführer* Reinhard Galt, and had made contact with Russian operatives hunting the same quarry. James offered Delta Green every advantage that Operation BLUE FLY could provide: real-time satellite imagery; full-spectrum SIGINT, ELINT, and COMINT coverage; logistical support; airlift capacity; and an AC-130H Spectre gunship to overfly the raid.

On 24 AUG 2001, a Delta Green team converged on La Estancia. The next morning, nothing survived in the smoking ruins of the repurposed rubber plantation. Meanwhile, Russians carried out simultaneous strikes on Karotechia safe-houses in Dubrovnik, Croatia, Ternopil, Ukraine, and Sidon, Lebanon. When the bodies were tallied, the group confirmed dozens of known threats as KIA. Most importantly, the last two original members of the Karotechia, Olaf Bitterich and Gunter Frank, were confirmed dead.

Many veterans of this all-star operation imagined that a working relationship between Delta Green and MAJESTIC could be forged from their success. The Russian forces of GRU SV-8 had demonstrated brilliant capacities during their limited interaction, and the Americans imagined that they might reach a real and lasting understanding with their former Cold War opponents.

Then, as the smoke cleared and plans were under way for further joint operations, the sun rose on a clear morning in New York: 11 SEP 2001.

DELTA GREEN IN THE AGE OF TERROR

The twenty-first century opened with America shocked to discover itself the victim of an enemy that, for the past decade, had made no attempt to hide. Despite numerous provocations, few in the West had been interested in picking up the terrorist gauntlet no matter how many times it was thrown down. After the attacks of 11 SEP 2001, complacency was replaced with national hysteria.

To counter the global Islamist terror campaign, the U.S. intelligence community's budget doubled. The number of top-secret clearances held in the United States increased from 200,000 to 1.4 million. The Pentagon's budget increased from \$335 billion in 2001 to a \$711 billion high water mark in 2010, before settling at \$637 billion in 2015. Over the same period, military deployments grew in a similar manner. Black-budget organizations and programs proliferated at a rate that hadn't been seen since the earliest days of the Cold War. The creation of the Department of Homeland Security fundamentally reshaped the Executive Branch in a campaign meant to reduce confusion and rivalries. In many cases, it only exacerbated the troubles it was supposed to solve.

These fundamental changes in the world of intelligence, law enforcement and armed forces affected Delta Green and MAJESTIC *very* differently.

MISSION PRIORITIES

Since its official disbandment in 1970, Delta Green had relied on its members' ability to live lives as double agents: serving a federal agency and—in secret—Delta Green at the same time.

Immediately following 9/11, when the U.S. government's intelligence and law enforcement organizations essentially “went to the mattresses,” Delta Green operations ground to a halt. Weekends and vacations were canceled. Agents slept at the office for weeks. Border Patrol Agents were deployed in huge numbers. Ports ground to a halt. Washington had no idea how long they had to maintain an unsustainable pace to prevent another attack.

As the world settled into the Global War on Terror, Delta Green found countless new opportunities. Delta Green missions disguised as anti-terrorism operations took agents all over the world. They also created potential Delta Green recruits by exposing law enforcement, intelligence and military personnel to the unnatural. Those who survived were ripe for recruitment.

THE NEW AGE

From September 2001 to the present, the timeline includes not only Delta Green's history but other major events that could inspire Delta Green campaigns. Events in this timeline may contradict events that gamers have experienced at the table over the years, and organizations that were described in earlier Delta Green books. How much of this history is true for your campaign is up to you, the Handler. Perhaps your history looks very different. Or perhaps, after some strange operation, your Agents suddenly find themselves in a world that has very different memories than their own....

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **11 SEP 2001:** Al-Qaeda terrorists use hijacked jetliners destroy the World Trade Center and damage the Pentagon. A fourth jet crashes in rural Pennsylvania. The U.S. response transforms law enforcement, intelligence, defense, and counterterrorism and leads to protracted wars in Afghanistan and Iraq. MAJESTIC scrambles to avoid the White House's attention in order to maintain autonomy.
- △ **18 SEP 2001:** Over the course of a few weeks, envelopes containing strange notes and significant quantities of Bacillus anthracis are postmarked from Trenton, New Jersey, and delivered to several media outlets and to U.S. senators Tom Daschle and Patrick Leahy. At least 22 suffer anthrax infections and five die. After years of speculation and false leads, blame eventually falls on USAMRIID microbiologist Bruce Edwards Ivins, who had participated in the 2001 investigation and had helped invent an anthrax vaccine. Ivins dies of apparent suicide on 29 JUL 2008.
- △ **7 OCT 2001:** The U.S. and allies invade Afghanistan, where the ruling Taliban shelter al-Qaeda leader Osama bin Laden. CIA teams have been on the ground for weeks.
- △ **26 OCT 2001:** President Bush signs into law the USA PATRIOT Act, which authorizes sweeping expansions of government powers of surveillance and detention in terrorism investigations. Amended versions are signed into law by Bush in 2006 and by President Obama in 2011 and 2015.
- △ **19 DEC 2001:** Delta Green agents recover the trail of murderous cultist Johannes Knepier, who pursues a vendetta against Robert Hubert, aka Belial, one of the leaders of the Fate. The vendetta is a proxy war between the vile Old Ones that Knepier and Hubert serve, Y'golonac and Glaaki. A final confrontation leaves both cultists dead at Hubert's rural Lake Chimagua estate.
- △ **16 FEB 2002:** A sniper kills Keenya Cook outside her home in Tacoma, Washington. Further sniper attacks follow around the country, culminating in a three-week spree of shootings in the Washington, D.C., area. John Allen Muhammad and 17-year-old Lee Boyd Malvo are arrested for the attacks, which kill 17 and injure 10.
- △ **8 APR 2002:** The disappearance of a Friendly in New Orleans brings Delta Green agents into conflict with a clan of New Orleans ghouls, living in disguise among the populace. The ghouls abduct Agent Nolan. Other agents recover Nolan, but only after he has suffered torments that drive him insane.
- △ **7 MAY 2002:** Pipe-bomb suspect Luke Helder is arrested in Nevada after devices injure six in Iowa. Helder planted 18 bombs over 3,200 miles, intending the sites to create a smiley face on a U.S. map. Helder, obsessed with astral projection and existence beyond physical death, is diagnosed with schizoaffective disorder and incarcerated in the Federal Medical Center in Minnesota.
- △ **21 JUN 2002:** The FBI Counterterrorism Division establishes Fly Teams for rapid response to terrorism worldwide. Counterterrorism Fly Teams establish command posts and work with local police to gather intelligence and conduct investigations.
- Æ **8 AUG 2002:** Through front companies, Tong Shukoran's leader Cho Chu-tsao acquires controlling shares in Genetic Agricultural Products, Inc. (GAP). GAP founder Matthew Lewis, a devotee in a Shub-Niggurath cult called the Brotherhood of New Potential, uses the money to dedicate a private island to Brotherhood retreats and rituals.

- △ **13 SEP 2002:** The MAJESTIC-12 Steering Committee shuts down the MAJESTIC Special Studies Project. It transfers its remaining assets and subprojects to the newly activated Security Studies Group, a black NSA research project. The Special Studies Group, which changes names frequently over the years, is a front for a reactivated Delta Green. Its members call it “the Program.”
- △ **3 NOV 2002:** A drone-borne Hellfire missile kills American Muslim activist Kamal Derwish in a vehicle with five others in Yemen. The killing, ordered by CIA Director George Tenet, is the first known execution of a U.S. citizen without the benefit of trial.
- △ **25 NOV 2002:** President Bush signs into law the Homeland Security Act of 2002, introducing the largest U.S. government reorganization since the National Security Act of 1947.

PRUNING THE HYDRA

Where the terrorist attacks of 11 SEP 2001 changed the way Delta Green had been doing business, it spelled the end of MAJESTIC’s autonomy. Since seizing control, Forrest James and his cadre had been hard at work reshaping MAJESTIC into a force to *truly* defend the United States against unnatural threats. Beginning with their repudiation of the Accord, they cracked open MAJESTIC’s black projects and began dismantling those that could not be justified.

But their repudiation of the Accord came at a terrible price. It removed the crown jewel of MAJESTIC’s influence: the Report. Updated by the Greys every two months, the Report was a global inventory of military weapons, inclusive. From a single AK-47 carried by a lone Central American guerrilla, to the location of every Soviet nuclear warhead, the Report offered a level of detail impossible to achieve through conventional intelligence-gathering.

Those parts of the Report that were confirmable, from the complete inventory of U.S. and NATO military forces to what was known about enemy capacities, suggested that the rest of the document was accurate. The Report had been a key element in the victory of the Cold War, after all. It rendered the Pentagon better informed on Soviet military readiness than the Kremlin.

Through the absolute accuracy of the Report, MAJESTIC had struck deals at the highest levels of the U.S. military, and even the Office of the President.

The last president to receive the Report was Bush 41—George H.W. Bush. His successor, William J. Clinton, was not briefed on MAJESTIC, the Accord, or the Report. During the 1990s, MAJESTIC still slipped intelligence from the Report to the CIA and the Pentagon’s intelligence agencies in exchange for continued cooperation. When Forrest James took over MAJESTIC, he saw no reason to inform President George W. Bush.

Then came 11 SEP 2001. A month later, former Bush 41 asked Bush 43, his son, a simple question: “Has the Report been of any use?”

The Bush White House immediately wanted access to the Report as well as the agency that produced it. Bush 41 would say nothing more about it when he realized the new president had not been read in on the project. Under the direction of Vice President Cheney, White House staffers summoned former and current intelligence and Department of Defense leaders from across the United States to locate it. The steady

flow of unexpected visitors to the White House was not lost on MAJESTIC's new leaders.

Under James and his allies, MAJESTIC still maintained its secrecy and the compliance of other government agencies through high technology, intelligence provided from MAJESTIC threat-analysis computers, and their completely black satellite network. But once the White House began its search, it was only a matter time before the shell covering MAJESTIC would crack.

It caught the Steering Committee flat-footed. They were in the process of dismantling the most grotesquely illegal projects under MAJESTIC, especially those projects associated with the Greys' other gift: the Cookbook, a 3,500-page document that held the key to modifying human genetics. Experimenting with the Cookbook involved human alterations with scores of fatalities, and ultimately led to the underground nuclear demolition of Facility-12—and the death of Justin Kroft—beneath the badlands of Montana. MAJESTIC had only barely managed to spin that catastrophe as an earthquake.

Forrest James knew that if the White House asserted command over MAJESTIC, he was out. He also couldn't trust the new administration wouldn't reinstitute the Accord, or make some worse accommodation. Growing desperate, James turned to an expert at pulling strings in the Executive Branch: his captive, Gavin Ross.

PROJECT DULCIMER

Gavin Ross had spent months in confinement, comfortable as it was, at one of MAJESTIC's secret continuity-of-government sites. He had used Forrest James to briefly assume control of Delta Green, and then Forrest James had used their partnership to usurp everything. Ross wanted out. He knew that would take a long, long time. He had to earn access. He was waiting for the day when Forrest James first asked for his help.

Like Forrest James and his allies at MAJESTIC, Gavin Ross had no interest in renewing the Accord. And he recognized that MAJESTIC needed a firewall between itself and the government. Ross advised the Steering Committee to approach Lt. General Arthur Brunne (U.S. Air Force). Brunne, a former Delta Green operative who had served Delta Green twice in the 1970s, was a research director at the NSA. The NSA had ballooning budgets and layers upon layers of top-secret projects. It could provide adequate cover.

Air Force Lt. General Eustis Bell, James' closest ally at MAJESTIC, gave Brunne a detailed briefing. This "black badge" sermon showed Brunne undeniable evidence of mankind's *true* position in the universe, and the sometimes appalling things that the government had done to protect the species. Bell presented Brunne with a choice. He could help them remake the vast array of MAJESTIC projects and bury them in the NSA's R&D programs and black budgets; or stand by as MAJESTIC's secrets slowly filtered out to the public. If he made the first choice, he would be provided with access to exotic technologies and intelligence that would guarantee the NSA's position as star player in the intelligence world. If he made the second choice, he would watch the entire world fall to pieces as the secret truth was inevitably leaked. Brunne, who had experienced the unnatural twice before, offered his help.

The MAJESTIC Steering Committee began doling out intelligence gained with technology that previously it had rarely seen fit to use. Much of the technology MAJESTIC had used to buy influence had ceased to function when The Accord was broken. Of the derived technology that still worked, very little was under MAJESTIC's exclusive control; many operatives had taken their research projects and fled. But even the reduced assets it retained put it decades ahead of anything at the NSA. The new structure would buy plenty of time before they had to change course once more.

Best of all, it had to share nothing with the NSA at large. The White House had instructed NSA Director Michael Hayden to abandon the privacy safeguards that had been put in place in the 1970s, and offered enough legal pretexts to make the decision justifiable. Hayden welcomed the order and looked for assets. Through two or three layers of black research and SIGINT projects, MAJESTIC's teams provided enough useful intelligence to keep itself protected and earn ever-increasing funding. They produced results.

Activating MAJESTIC's new clearances and line-item budgets took surprisingly little time. It didn't even need to physically move personnel or assets. Before the White House lost patience and became more aggressive in its search for the Report, Brunne was ready with an explanation: Project DULCIMER.

Brunne told Vice President Cheney that DULCIMER was a highly classified NSA project in the 1970s and 1980s. It had collected and parsed SIGINT from around the world through satellite, aircraft and ground-based radio chatter, and cracked those numbers in huge NSA computation farms created by DARPA. It spat out an algorithmic assessment of local "weapon assets" based on weird math: the Report. Unfortunately, Brunne said, as warfare became decentralized and asymmetric, the algorithms became less reliable. By the late 1990s, the Report was nearly useless. The NSA now had far more effective tools at its disposal and—thanks to the White House's foresight and resolve, Brunne was careful to say—already being deployed. Cheney told the president that the Report had been a dead end for years.

THE PROGRAM

With the surviving MAJESTIC projects secure under the blanket of the NSA, the Steering Committee set about shutting down the umbrella of MAJESTIC clearances and creating new ones to replace them. They had a new mission, one that was truer to MAJESTIC's original purpose. They worked inside the NSA to establish a new program that officially launched on 13 SEP 2002.

The new project's official remit included counterterrorism, stated so broadly as to be nearly meaningless, and the acquisition and exploitation of foreign technology and property for the advancement of U.S. national security interests. It had authorization to establish highly-restricted task forces with the cooperation of the DoJ, DoD, and DHS; and it immediately set about putting its people in useful positions throughout those organizations. And it obtained authority over and reactivated many old, defunct and apparently useless programs and clearances of the Joint Chiefs of Staff.

The new project went by a deliberately bland and uninformative name: the Security Studies Group (SSG). That name would frequently change. Insiders called it the Program, wryly adopting a common nickname for the NSA's most secret surveillance

schemes. The agents who perform its most essential mission, investigating and confronting unnatural and alien threats, call it by another name among themselves—the name of a long-shuttered JSC program, newly reactivated: DELTA GREEN.

The members of the MAJESTIC Steering Committee who had allied themselves with Forrest James became directors of the Program. The rest retired from government service, and most of them moved to the board of March Technologies, Inc., an influential defense contractor. They had secured enough of their pet MAJESTIC projects in the private sector to become billionaires. They were happy to keep the Program's secrets as long as the Program kept theirs. March Technologies would, ironically, soon become one of the Program's most important partners.

The Bush administration didn't realize it, but they had re-issued Delta Green its hunting license.

DISINFORMATION: TRIBUTE TO THE NSA

For nineteen years, MAJESTIC struggled to understand the seamless technologies provided by the alien intelligence they called the Greys. Those secrets were so far beyond humanity, that even the world's best minds failed to grasp the most simple truths behind them. Still, even study of these mysteries shed smaller secrets. By 2000, MAJESTIC had discovered many adjacent technologies. After the withdrawal from the Accord—which rendered most of the shared Grey-technology inert—only these side discoveries remained viable.

Still, by human standards, these veins of knowledge were very rich.

By the mid-1990s, MAJESTIC was already operating computer technology decades ahead of the top-of-the-line systems found at the NSA, and it wasn't even a particularly active research program.

Still other nascent technologies were in limited development in MAJESTIC labs. Quantum computing, imitative neural-network learning machines, and dual spin strange particle communications were all being pursued when MAJESTIC collapsed and reformed as the Program.

The Program knew that with control of these three technologies, it could dictate terms to the NSA. Quantum computing could smash nearly any modern cryptography, machine neural-networks could learn to smart-mine the endless data collected by the NSA looking for "hits", and dual spin strange particles could allow instantaneous and entirely unhackable data transfer.

Combined, these technologies gave the Program (and the NSA, as long as they cooperated) mastery over all communications. A live, searchable, impenetrable intelligence network which could listen to the entire planet.

TRADECRAFT: INTERNATIONAL OPERATIONS

During the War on Terror, the Program found itself deployed anywhere in the globe American troops could be found; this included Afghanistan and Iraq, as well as in staging areas such as Germany, Turkey, Pakistan, Italy and Japan.

During the invasion of Afghanistan, no fewer than thirty-two operations were run by the Program to determine if unnatural threats were involved. And in Iraq, that number bloomed to seventy. Several operations revealed long-standing cults or local unnatural threats, which were then suppressed; but most only revealed local legends, trumped-up

propaganda, or foreign intelligence operatives attempting to discover similar things. Many, many, agents were lost in the field, but the line—what of it could be found—was held.

THE OTHER DELTA GREEN

Keeping the name Delta Green for the new clearance was not a sentimental act. Forrest James intended it to send a message to Donald Poe and A-Cell that MAJESTIC was gone and that Delta Green no longer had to live in squalor. One of James' first priorities was reaching out to every Delta Green agent he knew, offering to bring them in. Many joined.

But others refused. The old guard derided those who'd joined James as sell-outs who'd traded personal accountability for a pension and a medical plan. They called the new Delta Green “the Program”. For their part, those who joined up took to calling the unrealistic, old-guard holdouts “the Outlaws”.

Neither referred to the other as “Delta Green.”

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **18 JAN 2003:** The Breckenridge Corporation, a large security and investigations firm with long ties to MAJESTIC projects and NRO DELTA, signs its largest contracts to date with the U.S. government. To its longstanding contracts to provide security for Defense Department and Energy Department facilities in the U.S., Breckenridge adds security for State Department facilities overseas, training for CIA contract employees and other nations' forces, and intelligence and assassination operations on behalf of the CIA.
- △ **1 FEB 2003:** Space Shuttle *Columbia*, the first of NASA's orbiters, disintegrates on re-entry on its 28th mission. All seven crew members die.
- △ **20 MAR 2003:** The Iraq War begins. Its declaration has nearly unanimous support in the U.S. Congress despite the shaky intelligence upon which it is based. The White House scoffs at notions that U.S. troops will have to remain in Iraq in force more than a few months. By 2017, 4,841 U.S. service members have been killed in Iraq and the Iraq Body Count Project, collating news reports, estimates the civilian death toll at over 173,000. Delta Green teams conduct dozens of operations to secure artifacts and manuscripts suspected of unnatural provenance.
- △ **14 APR 2003:** The Human Genome Project completes its project to decode most of the human genome.
- △ **21 JUN 2003:** Neither of the masters of the Fate, Emir Agdesh nor Stephen Alzis, attends the cult's summer solstice rituals or is seen again in New York. The Lords of the Fate begin a war between themselves, purportedly with the aid of attacks by Delta Green. A lethal series of encounters during the Northeast blackout of 14 AUG 2003 seems to finally break the Fate as an organization. Unfettered from their masters, and more difficult to track than a cult, individual Lords and Acolytes with insane ambitions come to pose ever more dangerous threats.
- △ **6 JUL 2003:** Former U.S. diplomat Joseph Wilson publishes a column in the *New York Times* saying that the White House had sent him to Niger in February 2002 to investigate a supposed Iraqi purchase of uranium, that he had concluded no such

transaction had taken place, and that he suspects the intelligence justifying the Iraq War had been twisted to exaggerate the Iraqi threat.

- △ **14 JUL 2003:** *Washington Post* columnist Robert Novak publishes a column downplaying the impact of Joseph Wilson's February 2002 investigation in Niger and questioning the CIA's reason for asking him to do it. Novak identifies Wilson's wife Valerie Plame as a CIA clandestine officer, citing two White House sources. Subsequent investigations identify the sources as Vice President Cheney's advisors Karl Rove and I. Lewis "Scooter" Libby, and cast a cloud of suspicion that the leak was political payback by Cheney for Wilson's column. Libby is convicted in March 2007 of four criminal charges related to the leak, and sentenced to 30 to 37 months in jail. President Bush commutes the sentence that July.
- △ **10 OCT 2003:** With no announcement and only the minimum paperwork required by state and federal law, a little-known Chinese investment consortium buys Whole Earth Enterprises, the privately-held corporate owner of Club Apocalypse and Conqueror Worm Music.
- △ **28 APR 2004:** Nearly a year after being first reported by Amnesty International, American abuses of prisoners at Abu Ghraib prison in Iraq gain wide attention with reports on *60 Minutes II* and in *The New Yorker*. Abuses at other prisons are revealed afterward.
- △ **29 APR 2004:** The leaders of the Program and Canada's M-EPIC meet for the first time since the dissolution of MAJESTIC. The organizations soon develop a comfortable working relationship. Over the next few years, numerous unnatural tomes recovered in the Program's operations wind up in M-EPIC libraries for study, and resulting intelligence reports are sent back to aid the Program's operations.
- Æ **8 AUG 2004:** Tong Shukoran leader Cho Chu-tsoo directs the gang to sever all ties with the Norte del Valle cartel, which has been embroiled in a war that has led to thousands of arrests and killings. When the cartel balks, Tong Shukoran uses unnatural methods to "disappear" dozens of in-the-know cartel members who thought themselves well protected and to punish a few in ways that horrify even the bloodiest-minded narco-traffickers.
- △ **26 DEC 2004:** A massive earthquake in the Indian Ocean triggers a tsunami that kills at least 184,000, mostly in Indonesia and Sri Lanka.

LESS THAN FRIENDLY

During its outlaw years from 1970 to 2002, Delta Green worked with dozens of so-called "Friendlies." Friendlies were mostly specialists who brought unique skills to the mission. Most were told very little about Delta Green, in most cases not even the name. Many Friendlies thought they were working with a legitimate but shadowy government agency all along.

By the 2000s, Friendlies were not just intellectuals and researchers who funneled intelligence about the unnatural to Delta Green. Their number also included former Delta Green agents downgraded to Friendly status. Some former agents were downgraded due to physical ailments, others because they had been terminated by their host agencies due to psychological issues.

Following 9/11, it became more and more difficult to preserve the Friendlies' allegiance to the illegal Delta Green conspiracy. The War on Terror opened up countless new opportunities for operations. Friendlies, downgraded agents, and previously black-balled agents were brought in.

Sometimes agents, spread thin, were only able to provide Friendlies with intelligence and organizational support, while the Friendlies did the heavy lifting. Individual cells of the conspiracy were forced to direct micro-conspiracies of their own.

Some Friendlies decided there wasn't much Delta Green could do for them that they couldn't do for themselves. Agents often found themselves negotiating with Friendlies to secure their services.

When Forrest James had recruited all the old Delta Green agents who wanted in, he turned to Friendlies that he and his people knew. Some remained true to A-cell, but many were glad to join a more legitimate, well-funded operation.

By 2004, A-cell found their network of Friendlies had evolved into something very different. A dangerous minority of them even cooperated with suspect groups or individuals who were not posing an immediate threat. There were rumors that some ex-Friendlies had been seduced by the knowledge and power that contact with higher dimensional entities could bring.

One of Donald Poe's priorities as the leader of Delta Green was to bring these Friendlies back into the fold. Delta Green could ill afford to lose access to their talents and resources. Getting Friendlies to return A-cell's calls was a matter of rebuilding loyalty. Poe's people learned to be more candid with Friendlies, with new agents, and with potential recruits about the true nature of the conspiracy.

THE IRAQ WAR

The Iraq War began in early 2003 with a "shock and awe" bombing campaign and a ground invasion that quickly overwhelmed Iraqi defenses. The U.S. and its allies had been fighting in Iraq for a year already, with multinational special-operations teams cooperating to take advantage of some countries' looser rules of engagement. Delta Green agents were among the first on the ground, taking advantage of the chaos to raid holy sites, museums, art galleries, and homes suspected of holding unnatural tomes and artifacts. They found very few.

The war would have profound effects on the operations of Delta Green, both the Program and the rival Outlaws. The infamous pallets of cash sent by the State Department to support allied forces provided a welcome infusion of funding when diverted by Outlaw agents. The protracted war, which would grind on officially for eight years, provided a ready platform for operations in the Middle East. And it provided a steady supply of combat veterans, always valuable for Delta Green. But it also taught Delta Green's leaders what not to do. It proved the dangers of cherry-picking intelligence reports to suit an objective rather than crafting objectives around intelligence. It taught them to be ware of the arrogance of decisions made on faith rather than facts, and of the temptation to achieve immediate success at the risk of long-term disaster. It thoroughly confirmed their decision to keep political leaders and the government bureaucracy at arm's length.

Most importantly, the Iraq War demonstrated the inevitability of exposure for conspiracies that allowed themselves to sprawl. The Program was not yet six months

old when the war began. The chaos of the war and the failures of secrecy led the Program's leaders to keep the organization small, to compartmentalize everything, and to always have ways to discredit everyone who knows the truth.

The rigid protocols that the Iraq War inspired allowed the Program to pursue its mission without discovery, impeded only by its self-imposed limitations.

HEADHUNTERS

From 2002 and 2008, relations between the Delta Green conspiracy and the Program remained good. Both groups tended to what they considered their respective missions. The reason this worked so cleanly was, at least at first, the Cowboys operated only in North America, while the Program operated globally, anywhere U.S. military forces and intelligence assets were deployed for the War on Terror.

Although the Cowboys and the Program never worked together, there were instances when one group handed missions to the other when they felt ill-equipped to handle them. This neutrality did not last.

Almost from the beginning, the Program had been keeping an eye on the Cowboys' disgruntled Friendlies and agents who had been downgraded to Friendlies or blackballed altogether.

In early 2004, the Program began recruitment passes at disgruntled and disaffected conspirators. They had a lot to offer. Those going to work for the Program could expect logistical and intelligence support; they'd no longer have to beg, borrow or steal what they needed to get the job done. But most importantly, joining The Program meant official recognition. Even if it was only recognition by their fellow agents, it was a boost to morale that the Cowboys could never match. More than a few agreed to join up.

When A-cell learned of the Program's attempts to recruit their cast offs, the initial reaction was tolerance. After all, if the Cowboys wanted to utilize these people, they would have kept them. When the Program began approaching personnel who refused to work with the Cowboys, again the conspiracy looked the other way. These personnel had already had rebuffed previous invitations to return to the Cowboys. If the Program could put them to work, all to the better.

But when the Program attempted to lure active agents who had joined up after the initial approaches of 2002, they miscalculated. Many old-guard loyalists had been part of the conspiracy for decades, some as far as the 1970s. They were loyal to A-cell and reported the contacts. A-cell ordered the most reliable of these new agents to go ahead and join the Program as spies. As for the others, A-cell knew their names.

What became clear over the next decade was that the greatest threat to the Cowboys was their aging membership. New recruitment had slowed, mostly because potential recruits were approached by the Program first.

While the Cowboys were committed to showing they still had what was needed to do the mission, the Program was making new friends and expanding its influence.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

△ **3 MAR 2005:** The Program unwittingly recruits Agent ANDREA, former head of Delta Green's communications security. She slowly, subtly begins feeding data between the Program and Donald Poe's so-called Outlaws.

- △ **9 MAR 2005:** Delta Green sends a team to investigate an agent's suicide at 1206 Spooner Avenue, Meadowbrook, New Jersey. The team finds death and madness.
- △ **21 MAR 2005:** Sixteen-year-old Jeffrey Weise shoots and kills his grandfather and his grandfather's girlfriend at home, then shoots and kills seven and wounds five at his high school in the Red Lake Indian Reservation, Minnesota, before committing suicide.
- △ **23 MAR 2005:** An explosion at a BP refinery in Texas City, Texas, kills 15 and injures more than 180.
- Æ **9 MAY 2005:** In a series of FBI and DEA raids, "Outlaw" Delta Green agents arrest most of Tong Shukoran and seize the assets and property of Tiger Transit. Tong Shukoran's ultimate leader, Cho Chu-tsao, is by now far removed from the gang's activities. The Outlaws never even learn to ask about her.
- △ **1 JUN 2005:** The ATF begins a pilot for Project Gunrunner in Laredo, Texas. Officially launching in April 2006, Project Gunrunner interdicts straw firearm purchasers and unlicensed dealers in order to stop legal guns from entering the black market. "Controlled delivery" operations draw controversy in 2006 (Operation Wide Receiver) and 2009 (Operation Fast and Furious), when the ATF allows guns to be delivered to suspects in Mexico and they pass to drug cartels. Guns lost in those operations are used in crimes, including the killing of U.S. Border Patrol Agent Brian Terry in December 2010.
- Æ **15 JUL 2005:** Genetic Agricultural Products, Inc., managed by Tcho-Tcho entrepreneur Cho Chu-tsao, receives glowing reports and increased orders from agricultural clients.
- △ **22 JUL 2005:** Haley Productions announces the cancellation of UFO exposé show *Phenomen-X*, citing sinking ratings sank and too few syndication contracts. In the late 1990s, MAJESTIC and Delta Green had used *Phenomen-X* as a coalmine canary for suspected alien threats. After the MAJESTIC War and the shakeups at Delta Green, Phenomen-X's "Deep Throat" sources stopped calling, costing it some of its best stories.
- △ **29 AUG 2005:** Hurricane KATRINA makes landfall in Louisiana, flooding most of New Orleans as levees broke and killing hundreds. Police, federal agents, rescue workers and contractors struggle to provide aid and security. Among them are Delta Green agents, on the hunt for the ghouls of the DeMonte clan that they first faced in 2002.
- △ **8 OCT 2005:** An earthquake kills more than 80,000 in Kashmir and north Pakistan.
- △ **23 NOV 2005:** Haley Productions sells *Phenomen-X*, its cancelled UFO show, to Digivideomagic, Inc. Digivideomagic hires Phenomen-X's core staff to continue the show as cut-rate web video series.
- △ **13 DEC 2005:** California scientists announce the creation of mice with human stem cells in their brain.
- △ **6 JAN 2006:** Thousands of Shiite Iraqis demonstrate after 200 are killed in two days, beginning what some call the Iraq Civil War.
- △ **15 JAN 2006:** A capsule from NASA's *Stardust* spacecraft returns with samples of cosmic dust and dust from the comet Wild 2.
- △ **15 APR 2006:** Emil Furst, aka Agent Aaron, finds a small tome in an intricate code that hints at great secrets. Suspecting that they will help the Outlaws confront

- unnatural threats with far less risk to Agents, he spends the next ten years deciphering and studying the tome in great secrecy, never telling the rest of A-cell.
- △ **9 JUL 2006:** A team of Delta Green Outlaws track down the headquarters of the Skoptsi, an obscene cult of Shub-Niggurath, destroy its leaders, and free dozens of eastern European orphans the cult had been indoctrinating.
 - △ **14 SEP 2006:** Tong Shukoran strikes a deal with Mexico's Sinaloa Cartel, providing additives to allow Sinaloa to grow potent new strains of marijuana ("Yerba Loco") and opium ("Goma Loco") in return for becoming the cartel's chief Chicago distributor.
 - △ **4 OCT 2006:** WikiLeaks launches with the leak of a radical Somali leader's orders to assassinate government officials.
 - △ **11 DEC 2006:** The Mexican government launches Operation Michoacán, opening the Mexican Drug War in response to drug-related violence. The conflict's death toll is estimated at 120,000 or more by 2013.
 - △ **10 JAN 2007:** The White House announces a U.S. troop surge in Iraq, concentrated in Baghdad and with troops living among the Iraqis. Some credit the surge for reducing the violence of the insurgency by fall 2007. Others credit a six-month cease-fire issued by insurgent leader Muqtada al-Sadr.
 - △ **31 JAN 2007:** German prosecutors charge 13 CIA operatives, including two Aero Contractors pilots, with the 2003 kidnapping of accused Islamist Khaled el-Masri, a German citizen. Masri says the CIA held him in Afghanistan for five months of interrogation and abuse.
 - △ **1 MAR 2007:** The Fourth (and final) International Polar Year program studies the North and South Poles.
 - △ **16 APR 2007:** College senior Seung-Hui Cho kills 32 and wounds 17 at Virginia Tech before committing suicide.
 - △ **16 JUL 2007:** An extensive Program operation tracks the movements of four leaders of the Cthulhu cult known as the Exalted Circle—a self-styled, modern-day incarnation of the Esoteric Order of Dagon. The operation leads to an important Circle ritual, where missile strikes by Program agents flying captured Predator drones apparently kill all four Exalted Circle leaders and dozens of Deep Ones. The disaster causes a rift between the Exalted Circle and the Deep Ones that lingers to this day.
 - △ **31 AUG 2007:** Diplomatic Security Special Agent Jean C. Richter writes a memo describing dangerously "hands-off" embassy management of Blackwater security contractors in Iraq. The memo says a Blackwater project manager threatened to kill Richter and another investigator who were conducting a probe of the firm's lax security practices, and that embassy officials sided with Blackwater against the investigators. The State Department paid more than \$832 million to Blackwater from 2004 to 2006.
 - △ **16 SEP 2007:** Blackwater guards kill 17 civilians in Baghdad. Four guards will eventually go to prison for the killings. The Pentagon cancels some Blackwater contracts. The rival Breckenridge Corporation is among many to fill the gap in service.
 - △ **22 OCT 2007:** The U.S. and Mexico announce the Mérida Initiative, under which the U.S. supplies Mexico with training, aircraft, weapons, surveillance equipment, and training to fight drug trafficking. By 2015, the U.S. appropriates nearly \$2.5 billion for the effort, including 22 aircraft.

▲ **15 NOV 2007:** Cyclone Sidr kills thousands in Bangladesh.

DISINFORMATION: HURRICANE KATRINA

On 29 AUG 2005, the storm surges created by Hurricane Katrina passing east of the City of New Orleans caused 53 breaches in the levees surrounding the city. The nation watched in horror as the city, state and federal governments failed on nearly every conceivable level to deal with the disaster for almost a week.

The city, state and federal authorities were not the only people unprepared for the effect that Hurricane Katrina had on New Orleans. The DeMonte Clan—the ghoul family which had haunted and fed upon the dead of New Orleans since 1788—was also completely unprepared. For two centuries they had hidden their inhuman nature with hypergeometrics, and owned almost the entire funeral industry in New Orleans; a machine with which they could invisibly collect and feed on the dead. They had never fled the city before, being immune to the plagues that had ravaged it in the last century, and had ridden out so many hurricane season close calls that they'd become complacent.

They were invincible, or so they thought before Hurricane Katrina made landfall. Then the levees failed and the city began to fill like a bathtub, and the city was choked with several thousand corpses. Such a feast had not been available in a century. The DeMontes were determined to collect all the bodies they could.

The DeMontes weren't the only ones to take advantage of the chaos in the wake of Katrina. Delta Green dispatched a number of "death squads" into the city with orders to shoot-to-kill any members of the DeMonte Clan they discovered. A simple test applied: anyone caught collecting bodies after dark was shot on sight with tasers. Those who transformed back into ghouls were riddled with bullets. The several dozen people tasered by mistake were zip-tied and dumped on high ground to later tell unbelievable stories of black-clad commandos stalking the city. Much of the unseen, but overheard, gunfire that clattered through the first nights after the levies broke was from teams of Delta Green agents clearing out ghoul nests. Twenty ghouls were killed before the DeMontes retreated into the shadows.

The window for the "hot war" was very short, just between the dates of 29 AUG 2005 and 3 SEP 2005. After that date the city was so full of law enforcement and military personnel that neither the DeMontes nor Delta Green dared open conflict. Today, Delta Green still monitors the city for DeMonte activity. The clever ghouls, having lost the skirmish, are too wise to continue the war. They seem to have retreated to the fringes of the city. No one is sure how many remain.

DISINFORMATION: ACTIVE STATIC

In 2007, an operation in Chicago unfolded into something which was—briefly—much larger. A single copy of *The King in Yellow* found its way into the possession of a director named Victor Correll who was on the verge of breaking through into Hollywood. The twenty-two minute short film he produced after reading the forbidden book, called *A Song Before Travel*, was reported by the select audience in attendance to be sublime, perfect, and unlike anything before it.

Not one person in the fifty-three people who attended would be alive in a month. A Delta Green team led by aging Cowboys ruthlessly rooted out all tendrils of the infection

which included multiple copies of the book, online clips from the movie, and, at the height of “outbreak” an entire apartment block of Chicago seemingly crossing over into the quantum-slurry that the book creates, called Carcosa.

The last two members of the team were eliminated after being deemed “infected”.

THREAT MATRIX: PORTRAYING THE KING IN YELLOW

To some, *The King in Yellow* is a book. This book contains a play about a stranger who comes to a masked ball in the far-off realm of Yhtill, and there, reveals that of all the revelers at the party, only he does not wear a mask, that his face—a porcelain rictus—is his actual skin. In doing so, he announces the end of their world.

This play, written in France sometime in the 1890's, is filled with the terrible ability to warp human minds, to open doors within that allows imaginations and ideas to spill out into reality, to grab all that they can see and change it into something horrible. Or so some say. Others still claim it is a seam in the fabric of reality, that, once pulled, begins to fray existence itself.

To others, the King in Yellow is a pallid figure *from* that play, that somehow appears in the real world; a malignant creature adorned in ancient golden cloth, with a porcelain mask. To others still, it is a series of sigils and codes embedded in reality, flagged by a single, terrible symbol that causes madness and death.

In truth, it is *all* of these things. It is none of them. It is anything on the edge of the tide of human understanding. Minds open to accept the input of this unnatural force, and are flooded, washed away and destroyed in a torrent of madness. Some are drawn out into this tidal sludge of imagination, forever.

What is the King in Yellow? It is the edge of human thought and order, and, as such, can never truly be defined. Here's how to drive your Agents over the edge into the wilds of Carcosa.

- ▲ **A Disease Upon Reality:** *The King in Yellow*, and all it represents is best thought of as disease. It is spread through art, exposure to other infected individuals and places, and *ideas*. Those ideas are focused in a play called *The King In Yellow*, but it can be found in many places, people and things. Once unleashed, it spreads in a very similar manner to a conventional disease. No conscious being is immune.
- ▲ **Goals:** Unlike most unnatural threats that Delta Green faces, the forces of the King in Yellow seem to focus their efforts on infecting the minds of men. While the Great Old Ones often find, corrupt and destroy humanity, this is simply a side-effect for them; for the King in Yellow this infection appears to be the goal.
- ▲ **Anything is Possible:** The quantum slurry of Carcosa—the world infected and warped by the concepts in *The King In Yellow*—renders conventional spacetime irrelevant. Worse, Carcosa and its occupants can convincingly portray normal entities. In Carcosa, or dealing with the forces of the King, *anything remains possible*.
- ▲ **Dissolution:** As the world shuffles into a new era of disorder, disintegration and retraction, the forces of the King cannot be far behind. Is it any wonder that a world where half-truths, outright lies and truth are given the same weight might be considered by some, to be mad? Or, perhaps only now, sane?

DISINFORMATION: CARCOSA

Carcosa is a name given to the slurry of thought and quantum possibility that exists between man and the Great Old Ones. In this runoff, human thought is pulled into a void and fills the space of possibility with thoughts, dreams and ideas made “real”. The usual collapse of waveform brought by rote observation becomes the dance of multiple waveforms — a thousand outcomes become possible, or impossible, at once. It is ruled by a creature known as the King in Yellow, or sometimes, Hastur.

Carcosa seems to act and react to human thought, to change and direct itself in a within human concepts of fear and disorder and chaos. As such, it is extremely potent in its effects on sanity.

Carcosa envelops and digests humans like a slug, burning away their minds even as their mind changes the world. All that remains behind are their thoughts and perceptions, which sometimes echo in this backwater of reality forever.

DISINFORMATION: TIGER TRANSIT AND TONG SHUKORAN

Tiger Transit began as a Vietnam War-era CIA proprietary that smuggled weapons and insurgents into Laos and heroin out. During the 1980s, Tiger Transit flew arms to the Contras in Nicaragua and cocaine to Narcos in Miami.

By the time the CIA cut ties to Tiger Transit in 1992, it had fallen under the influence of a criminal organization of second-generation Tcho-Tchos who had come to America to escape communist oppression in Southeast Asia. Police and news reports called them a tong, though they were not Chinese, and no two sources agreed on the Anglicized spelling of the name. The most common use is “Tong Shukoran,” supposedly derived from the Arabic *shukor*, meaning thanksgiving or praise.

In the 1990s, using unnatural rituals to accumulate wealth for its own sake, not for the reverence of their god, the Tcho-Tchos of Tong Shukoran alienated their cousins overseas. Distributing a much-diluted version of their sacred Liao drug as the street drug “Reverb” was a step too far. The Tcho-Tchos of central Asia cut them off.

Led by a charismatic young woman named Cho Chu-tsao, Tong Shukoran gained another source: biotech firm Genetic Agricultural Products, Inc. (GAP), which used additives derived from unnatural sources but was badly mismanaged. A strategic partnership kept GAP in business and allowed Tong Shukoran to cultivate Liao. Cho Chu-tsao soon distanced herself from street crime, focusing on legitimate front companies. She acquired controlling shares in GAP in 2002.

Under Tong Shukoran, most of Tiger Transit’s business was legitimate cargo transportation, but a small proportion of flights smuggled illicit goods for the Chicago Outfit. This alliance with the mafia gave Tong Shukoran protection against their rivals and ensured steady business. It proved disastrous when the FBI cracked down on the Chicago mafia in the 2000s. In 2005, Delta Green’s Outlaws ensured that most Tong Shukoran members were imprisoned, killed, or sent to indefinite DHS detention. When the survivors began returning to the streets in 2008, their operations were much more circumspect.

The crackdown never came near Cho Chu-tsao, but it seized all assets of Tiger Transit. The Outlaws deliberately filed shoddy paperwork to leave them in bureaucratic limbo, and Tiger Transit’s planes became the Outlaws’ illicit house fleet. Then, in a rare joint operation in 2010, the Program noticed. The U.S. Marshals Service suddenly

rectified the errors in the forfeiture process, and a CIA front company managed by the Program purchased the fleet. The Program put it to use by its asset-recovery arm, Operation CORAL NOMAD. The “theft” of Tiger Transit was just another bitter pill in a long line of recriminations between the Program and the Outlaws.

Today, Cho Chu-tsao is widely regarded as a successful businesswoman and a passionate advocate for Tcho-Tcho civil rights. Under her management, GAP’s additives have worked their way far across the U.S. food chain. In 2010, she embraced legalized marijuana cultivation. With her backing, and cannabis strains “improved” by GAP’s additives, Tcho-Tcho entrepreneurs have launched farms in dozens of states. In fiscal year 2016, GAP posted about \$100 million in sales with \$11 million in earnings. By Cho’s calculations, crops grown with GAP additives comprise 0.93% of American caloric intake. Cho Chu-tsao and her followers have more than enough wealth to cover up their most heinous and lurid sacrifices to the Great Old Ones.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **26 MAR 2008:** Wikileaks publishes the Church of Scientology’s “Operating Thetan” documents, detailing L. Ron Hubbard’s secret cosmology.
- △ **7 APR 2008:** Cho Chu-tsao, prominent young businesswoman of Chaucha or Tcho-Tcho descent, launches the Chaucha-American Advocacy Alliance (CAAA) to improve the standing of Tcho-Tchos in U.S. society and politics and to oppose anti-Tcho-Tcho racism. Cho makes headlines for a day during a TV interview, calling a sociologist’s findings of unusual mental illness and violence in Tcho-Tcho communities “racist pseudoscience not fit for a phrenologist’s dream-journal.”
- △ **2 MAY 2008:** Cyclone Nargis kills over 100,000 in Myanmar.
- △ **12 MAY 2008:** Sichuan earthquake kills over 87,000 in China.
- △ **3 JUL 2008:** Agent Nolan escapes a Delta Green-controlled mental health facility. His former partners Agent Nick and Agent Nancy disappear within the next few days.
- △ **16 JUL 2008:** After a week-long search in cooperation with the Outlaws, The Program captures Agent Nancy in an abandoned fallout shelter, covered in gore. The Program destroys the shelter and takes Nancy into custody, telling the Outlaws that she is dead.
- △ **27 JUL 2008:** Jim David Adkisson, intending to kill liberals and Democrats, shoots and kills two and wounds seven during a children’s musical performance at a Unitarian church in Knoxville, Tennessee.
- Æ **14 SEP 2008:** A number of Tong Shukoran leaders convicted of minor charges in 2005 are released. The gang resumes its work, but not its smuggling. It continues to sell GAP-derived additives to the Sinaloa Cartel on a cash basis.
- △ **3 NOV 2008:** Researchers in MAJESTIC’s Project TELL, now run by the Program and March Technologies, launch Project WELLS. In 2012, WELLS will send commandos into the terrifying near-vacuum of N-Space to disarm the Tillinghast Resonator aboard the USS *Eldridge*.
- △ **20 JAN 2009:** President Barack Obama takes office. The Program elects to maintain its policy of not briefing the White House on its existence or the threats that it faces unless absolutely necessary.
- △ **14 FEB 2009:** Facing increasing controversy and the loss of State Department contracts, Blackwater restructures and rebrands itself as Xe Services.

- △ **27 FEB 2009:** President Obama sets a timetable to withdraw U.S. troops from Iraq.
- △ **7 MAR 2009:** The CDC reports widespread swine flu, an outbreak that began in Veracruz, Mexico, and would soon be recognized as a pandemic.
- △ **3 APR 2009:** Jiverly Antares Wong shoots and kills 13 and wounds 4 at an immigration services center in Binghamton, New York, before committing suicide.
- △ **20 AUG 2009:** The *New York Times* reports on CIA contracts with the company formerly known as Blackwater, beginning in 2004, for Blackwater employees to capture or kill Taliban and al-Qaeda operatives.
- △ **4 NOV 2009:** An Italian court convicts 22 suspected or known CIA operatives and a U.S. Air Force colonel in absentia, and two Italian SIMI agents, in the 2003 abduction of suspected Islamist Abu Omar. The CIA had turned Omar over to Egypt, where he was imprisoned and allegedly tortured for four years without charges.
- △ **5 NOV 2009:** U.S. Army Maj. Nidal Hasan, a psychiatrist, shoots and kills 13 and wounds more than 30 before being wounded and arrested by civilian base police.

DISINFORMATION: THE END OF CLUB APOCALYPSE

A Chinese investment firm purchased the 55-story Teese Building in 2008 and converted it to luxury condominiums branded “Ninety-Eight & Lex.” The deep basements that comprised Club Apocalypse, closed since 2003, were converted to underground parking and storage for residents, and a handful of deep tunnels were carefully blocked.

Many New Yorkers mourned the loss of an authentic piece of the New York night life. Residents of the public housing projects that stood across the street from Club Apocalypse since it opened in 1969 were not among the mourners. Cops from the 23rd Precinct, five blocks north, are more often seen on the streets since the demolition of the club and the advent of wealthy condo dwellers. Strife with the police and the wealthy is far preferable than the frequent vanishings, mostly unreported, that plagued the neighborhood in the old days.

The Metro-North Railroad’s Park Avenue Tunnel emerges at the end of the block, running above ground north into the Bronx and beyond. Walking into the tunnel about twenty meters, urban explorers have found a doorway that was covered over in cement, but which gave way to a few sledgehammer blows. A musty side-tunnel leads to a circular staircase, which descends fifteen meters until it ends in rubble. In 2014, a curious explorer acting on a hunch began marking the wall at the top of the rubble. The rubble has sunk 2.5 meters since the first mark was placed.

GRU SV-8 EVOLVES

The GRU—*Glavnoye Razvedyvatelnoye Upravlenie*, or “Chief Intelligence Directorate”—conducted military intelligence collection, collation, and analysis, as well as foreign intelligence collection with a special emphasis on technical and scientific intelligence, for the USSR. The GRU also oversaw the deployment of Soviet Special Forces, the *Voyska spetsialnogo naznacheniya*, or *Spetsnaz*, for covert military actions. While always junior to the more political state security services, the GRU was not disbanded when the Soviet Union fell. Russia’s largest foreign intelligence agency, the GRU is a key component of its country’s aggressive 21st-century policies.

GRU *Spetsiaini Viedotsivo* 8 (Special Department 8 or SV-8) has investigated the unnatural since the 1920s. In 2001, GRU SV-8 worked with MAJESTIC and Delta Green to destroy the Karotechia. Much has changed in Russia, and in SV-8, since then.

Once bankrupt, Russia has emerged as an international energy giant, increasing its GDP eight hundred percent. Russia won the Second Chechen War, won the Russo-Georgian War, annexed the Crimea from the Ukraine, and intervened successfully in Syria. State control of the media is near total. Dissidents, political opponents and enemies of the state are brazenly arrested at home and assassinated abroad. Even billionaire oligarchs must bend their knee to the Kremlin. Each success has bred more confidence and greater ambition. In 2017, America is wracked by suspicion of Russian interference in the 2016 elections and influence in the White House.

Between 2008 and 2010, Russian military reforms included some serious changes to the GRU. All *Spetsnaz* were transferred from the GRU to the Army theatre commands. This significant bureaucratic, operational and budgetary loss was partially recovered in 2013 when some *Spetsnaz* units were returned to GRU control. More significantly, General Valentin Korabelnikov, a career GRU officer who had led the GRU since 1997, was forced out in 2009. Even during this turmoil, SV-8 remained bureaucratically invisible, albeit with an anemic budget and tiny cadre of officers. The leadership of SV-8 might have been comfortable with that situation, but they, just like General Korabelnikov, couldn't last forever.

In 2010, two SV-8 officers brought the existence of SV-8 to the attention of the Minister of Defense in a bid to secure more status and funding. Once the reality of alien technology and the efficacy of hypergeometry were demonstrated, the Kremlin became directly involved. Seeing the tactical and strategic advantages inherent in this "alien technology," the Kremlin recognized the SV-8 archive as an asset to be exploited. Some in SV-8 objected strenuously to this reckless plan, but by 2013 those men and women were forced into retirement, transferred to new duties, or had died. One or two may have even been killed.

Today, GRU SV-8 is well funded and staffed, but its mission is corrupted. Now it pursues knowledge of the unnatural and the means to exploit it. Colonel Vladimir Arbatov, the former assistant archivist who brought SV-8 to the Kremlin, is the current director. Col. Arbatov promised the Kremlin miracles that will tilt the balance of global power back to Russia, and there have been some unfortunate successes. The reality, however, is that the unnatural uses you more than you could ever use it. Few seekers of forbidden knowledge set out to become slaves of the Outer Gods. Not even the mad sorcerers of the Nazi Karotechia wanted that. All they wanted was power. They ended up something other than human.

DISINFORMATION: LENG

The "icy desert plateau" of Leng slides between Earth and other dimensions. Its geographical location on (or tangent to) Earth varies by occult source.

- △ In his *Unaussprechlichen Kulten* (1839), Von Junzt locates "inaccessible Leng" in Central (or "Inner") Asia.

- △ The kingdom of Ling in Tibetan legend, and the traces of necrophagy in some Bön rites, may descend from Leng and its “corpse-eating cult,” placing Leng in Tibet.
- △ Northwest of the district of Zin in Afghanistan, in Uruzgan province, lies Mount Leng-e Mulla Aman (elevation 2,916 meters). Delta Green operatives in Afghanistan have noticed unnatural phenomena associated with both Zin and the mountain.
- △ The common association of the Tcho-Tcho people with Leng argues for a possible connection with the “Lost City of Gelanggi” or Linggiu in Johor state, Malaysia.
- △ William Dyer identified Leng as the central Antarctic plateau in his 1931 report.
- △ Rumors that Al-Qaeda maintained a “impenetrable mountain retreat” at a place called Layung, in the mountains of Pakistan was not lost on Delta Green.

Perhaps the last word on the topic belongs to Randolph Carter:

Men reached Leng from very different oceans.

Its name likely comes from the Chinese *lěng*, “cold,” although some Sinologists argue for a derivation from *léng*, which can mean either “hilly, steep, rugged,” or “edge, angle.” The Qin emperors destroyed all scrolls and texts that referred to Leng, including the *Seven Cryptical Books of Hsan* and the Dhol chants.

The ruler of Leng is supposedly a monstrous high lama wearing a yellow silken robe and veil. He dwells in a windowless lamasery in the middle of a circle of crude (or aeon-eroded) monoliths. Leng’s other landmark is the “Elder Pharos,” a lighthouse that shoots a glowing blue beam up into the skies, attracting foolish wanderers both mundane and occult. According to the *Necronomicon*, the lamas of Leng wear a winged hound as their soul-symbol. Despite this, occult lore seldom associates them with Nodens of the Hounds, but rather with Itha-shua, Hastur, Azathoth, or Nyarlathotep. Von Junzt even repeats rumors of a cult of Ghatanothoa on the plateau of Leng, possibly a holdover from its Lemurian-era golden age.

THREAT MATRIX: TADJBEGSKYE BRATVA

This brotherhood of the Russian *Mafiya* formed in the late 1980s around a hard core of Afghan War veterans. During the conflict, a platoon of the 40th Army accidentally entered Leng. The survivors emerged with a deal: live humans in exchange for emeralds and rubies. The paid-off FSB assumes the *Tadjbegskye* are trafficking girls into China, but then it also assumes the 50-year-old combat vets are still in their 20s. Travel in Leng freezes much about humanity, including the aging process. They tattoo lighthouses and winged hounds on their torsos, horns on their heads and widened mouths on their faces.

“London, England” or just “London” is their code for Leng, and they use empty oligarchs’ mansions in Mayfair as impromptu safe houses there. Scotland Yard’s SCD9 suspects the *Tadjbegskye* in the 2014 robbery of gems and antiques (including a jade amulet in the shape of a winged hound) from Christie’s.

Delta Green has run across the *Tadjebskye* during missions in Afghanistan, and in more than a few trucking yards worldwide.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **12 JAN 2010:** An earthquake in Haiti kills at least 100,000; a University of Michigan study puts the estimate at 160,000.
- △ **18 FEB 2010:** Wikileaks posted the first of many documents provided by U.S. Armt Private Bradley Manning, including an infamous video showing an American helicopter gunning down Reuters reporters and Iraqis.
- △ **18 FEB 2010:** Andrew Joseph Stack III deliberately crashes a light aircraft into an IRS office building in Austin, Texas, killing himself an one IRS employee and injuring 13.
- △ **16 MAR 2010:** The Kasubi Tombs, a UNESCO World Heritage Site and the burial place of four 19th- and 20th-century kings, burn in Uganda.
- △ **21 MAR 2010:** Chun-te Wu, a longtime Friendly who helps the Outlaws with digital security and illicit funding, loses his wife, two daughters, and son to a teenage drunk driver. A few weeks later, he offers to join the Outlaws fully. Donald Poe and Emil Furst bring Wu into A-cell as Agent Anton.
- △ **9 APR 2010:** Digivideomagic, Inc., announces an “exciting evolution” in the history of long-running UFO exposé *Phenomen-X*. It would no longer be produced as a weekly web series, but would instead become the PX Penumbra, an umbrella brand for any and all contributors who wanted to share their own recordings of strange phenomena with the *Phenomen-X* stamp of authenticity. The PX Penumbra shares advertising revenue with contributors, who are a mix of conspiracy theorists and mocking hipsters. In-house production costs drop to zero and viewership actually increases, ensuring the brand’s survival.
- △ **20 APR 2010:** An offshore oil rig run by Transocean for BP, *Deepwater Horizon*, explodes in the Gulf of Mexico. The accident kills 11 and injures 17. A resulting oil spill causes the largest environmental disaster in U.S. history.
- △ **4 MAY 2010:** Aided by a suborned guard, former MAJESTIC leader Gavin Ross escapes the Program’s custody.
- △ **6 MAY 2010:** A trillion-dollar Flash Crash lasts 36 minutes, shocking the stock markets. Investigators later blame a trader for using spoofing algorithms to automatically place and then cancel thousands of orders.
- △ **6 MAY 2010:** Researchers announce the completion of Neanderthal genome sequencing. Analysis suggests that humans and Neanderthals interbred.
- △ **20 MAY 2010:** Researchers announce the creation of *Mycoplasma mycoides* JCVI-syn1.0, a self-replicating, synthetic bacterial cell.
- △ **27 MAY 2010:** Bradley Manning is arrested in Iraq and charged with leaking classified information. Further charges of espionage and aiding the enemy will follow.
- △ **21 JUN 2010:** Funded by Cho Chu-tsao’s companies, Tcho-Tcho entrepreneurs launch a medical marijuana cultivation center in Colorado. Fueled by unnatural additives, their product is robust, flavorful, potent, and popular. Tcho-Tcho cultivators spring up in a dozen states and Washington, D.C., over the next few years.
- △ **15 JUL 2010:** Journalists report a Belarus digital security company's identification of the flash-drive-delivered computer worm Stuxnet. Later reporting and research suggests the worm was developed by the NSA's Tailored Access Operations unit, the

- CIA, the Mossad's Unit 8200, and GCHQ. Stuxnet is blamed for the sabotage of up to 1,000 uranium-enrichment centrifuges in Iran's nuclear program, which set the program back by a year.
- △ **10 AUG 2010:** The World Health Organization announces the end of the swine flu pandemic that began in early 2009.
 - △ **19 AUG 2010:** The U.S. withdraws its last combat brigade from Iraq. About 50,000 advisors remain, often continuing to face combat.
 - △ **24 AUG 2010:** Mexican soldiers find the corpses of 72 undocumented immigrants from Central and South America, executed by Los Zetas after they refused to work for the cartel. The police chief investigating the massacre is later murdered by suspected cartel members.
 - △ **12 OCT 2010:** Columbia graduate student Michael Wei murders Malcolm and Dinah Ridgeway and their six children in Alliance, New Jersey. A Delta Green investigation discovers that a mathematical equation seemingly affected Wei's mind. Several other murders are perpetrated by mathematicians with whom Wei shared his discovery.
 - △ **17 NOV 2010:** CERN announces that it has produced and trapped antimatter for the first time, maintaining 38 antihydrogen atoms for 1/6 second in a powerful magnetic field.
 - △ **28 NOV 2010:** Wikileaks releases the first of 251,287 classified American diplomatic cables, dated between December 1966 and February 2010, provided by Bradley Manning.
 - △ **17 DEC 2010:** An investor consortium acquires Xe Services, formerly Blackwater International, and renames it Academi. Academi's new board of directors include former Attorney General John Ashcroft and Adm. Bobby Ray Inman (ret.), a former MAJESTIC director. Academi soon receives a \$250 million CIA contract.
 - △ **17 DEC 2010:** The Arab Spring begins with the Tunisian Revolution. Insurgencies and uprisings would rock the Middle East over the next year and a half, leading to an authoritarian crackdown and coup in Egypt, a coup in Yemen, civil wars in Libya and Syria, and an escalation of the Iraq insurgency to a civil war with the Islamic State of Iraq and the Levant (ISIL). During this time, various Delta Green teams (from the Program) scour the countries for known unnatural artifacts and targets.

THREAT MATRIX: PORTRAYING THE LLOIGOR

In an incomprehensible universe filled with malignities, the Lloigor may be the worst and most inscrutable. Their bodies are energy fields; their minds hold only one layer of cosmic despair and utter pragmatism. How can you present the true danger of this impossible force?

- △ **The Art and Science of Cruelty:** Because the Lloigor cannot fool themselves into believing humans have significance, or that a better motivator than pain and fear exists, they use cruelty as the tool to operate their tools. They create agonies from a broad palette of terror and torture: wasting sickness, sudden violence, despair, isolation, paranoia, and social conditioning. Even the rewards they offer their slaves – immortality, secret knowledge, local power – are conditioned by fear of those rewards' sudden and painful withdrawal. Imagine the most sadistic thing the Lloigor could do: that's their tactic, until you think of a worse one.

- △ **This Side of Parasites:** The Lloigor drain the very life out of the humans around them: they are toxic, parasitic energy fields. Play up this theme of environmental contamination, in the blue-green brackish water, the dull humming air, the stones that leach away vitality and ambition. Everything Internet ranters believe about chemtrails and high-tension power lines is true of the Lloigor plexus. Those who move against them enter this field: if they merely suffer exhaustion and nightmares, the Lloigor haven't noticed them. If the Agents seem competent and ruthless, the Lloigor may attempt to recruit them, usually by infecting them. The Agents should eventually wonder if the impotent rage they feel at the Lloigor somehow feeds their appetites.
- △ **Cancer on the Body Politic:** Worse still, the Lloigor deliberately cause cancers in their foes and in their servitors, as the hideous engine of their immortality—cancer cells never stop dividing and renewing themselves, after all. Metaphorically, present the Lloigor as a cancer on the unwitting human communities around them: metastasizing into new host organs, redirecting their health and energies, and inducing changed behavior, ugly eruptions, or enervating weakness. These might be small, isolated tumor-towns accreted around a Lloigor stone, or a whole-system malignancy throughout a bureaucracy or city.
- △ **Notes From the Underground:** The Lloigor are strongest under the surface. This works on the explicit level (caves, canyons, basements, and the like amplify their power considerably), the implicit level (they manipulate events invisibly), and the psychological level (they empower and embody the subconscious urges to despair and suicide). The Agents should never know where an entrance (physical, political, or psychological) to the subterranean Lloigor network might open: they lie beneath. Also, put lots of clues and targets deep in sub-basements.
- △ **Invisible Ferocities:** Just when the Lloigor seem only passive—draining, cancerous, conspiratorial—they erupt with monstrous force. They trigger bestial homicidal frenzy in a human foe (or the human's loved ones), or rend matter asunder with a vortex attack. They may even take on the literal shape of a monster, called into being from the instinctive fears of primate humanity and the terror-weapons of dead civilizations.
- △ **The Emergent Pattern:** Just as they may murder a human by twitching his or her compass needle out of true, or unscrewing the fuel line of a helicopter in the hangar, they shape humanity by tiny wounds and intense, bruising pressure on sensitive areas. They build the pyramids of cruelty of the future empire of Tsan-Chan, one brick of agony at a time. The Agents may not be used to an operation where kindness is a strategic munition; if their SOP is callous violence, they are already part of the Lloigor Pattern.

DISINFORMATION: THE QUÁNYÒUYĪN OR KUEN-YUIN

Especially erudite scholars say the Quányòuyīn—written in some sources as Kuen-Yuin, and not to be confused with the K'n-Yan—began as the priest-rulers of Mu under the Lloigor, made immortal by horrifying surgeries and energies before the final sinking of the subcontinent. They pulled the strings of khans and emperors as seemingly subordinate eunuchs, adopting elements of the imperial Chinese bureaucratic system as their own; they believe they serve the Lloigor in the same wise. Their leader Yue Lao,

the “Maker of Moons,” dwells in Yian-Ho: no one, perhaps not even the highest *guān* (mandarin) or the most learned *wushi* sorcerer, learned what or who he really is. Each *guān* of the Quányòuyīn society operated his own sect within a province or city, as a fractal part of a bureaucratic spider web. The society communicated overnight in dreams, and by means of the cult symbol, a golden ball incised with reptiles and Chinese oracle-bone script. Cruel and immediate discipline followed the very rare infractions against the superiors’ will and instructions.

Roughly translated as “Those Who Cause and Follow Power,” the Quányòuyīn sorcerous society ebbed and flowed with China’s imperial dynasties. When the Emperor supported them, they strengthened his hand; when he did not, they strengthened his successor. They made and un-made imperial marriages, cultivating bloodlines generations ahead of their flowering; they toyed with the energy flows of the land to divert the mandate of Heaven to their preferred candidates for power. Behind a scrim of Confucian piety and Daoist sorcery, the Quányòuyīn manipulated hypergeometric horrors. Only utter catastrophe disrupted their designs: the Mongol invasions of the 13th century, and the materialist manias of Mao.

Under Mao, everyone and everything associated with the old regime and traditional beliefs were purged and destroyed. Mao killed millions in the Cultural Revolution and imprisoned tens of millions, including the servants of the Quányòuyīn; his bulldozers and bombs eradicated libraries and obliterated artifacts by the thousand. One secret history, its reliability unknown, says the Quányòuyīn killed Zhou Enlai in 1978 as a final warning as they were forced out of China and against the wall. When Mao escalated his campaign, the story goes, they unleashed the Lloigor on the city of Tangshan on 28 JULY 1978, devastating the city and killing 650,000 people in an immense earthquake. Mao died later that year, and it’s said the sorcerous society re-infiltrated itself into the Chinese state establishment over the next decades.

The Quányòuyīn kept the power bases Mao had forced it into: not just their new center Hong Kong but Taiwan, Singapore, Thailand, Indonesia, the Philippines—even Paris, Hamburg, Moscow, and other Western cities. They especially target large Chinese populations where they can establish a criminal or sorcerous base, often by working with “snakehead” importers of illegal labor. They also plant tongs in other locations with known Lloigor nexi: Wales, Rhode Island, Mongolia, Iraq, and Papua New Guinea.

Down the millennia since the fall of Mu, the Quányòuyīn have manipulated not merely empires but also elder cults. Their fastness in Yian-Ho inspired ferocious Tcho-Tcho invasions and magnetized influential German occultists. They continue to defend the stone foci of the Lloigor, and act as those entities’ agents in the physical realm. Some scholars claim they were the “deathless ones in the mountains of China” who directed the cult of Cthulhu in its attempt to awaken Cthulhu in 1925, which put them—at a remove—on Delta Green’s agenda.

Their own agenda aligns with that of the Lloigor, the Pattern of a future cruel empire known as Tsan-Chan, fated to arise three thousand years from now and to rule in the name and likeness of the Great Old Ones. Nervous at their narrow escape from Mao’s own cruel empire, the Quányòuyīn yearn to bring about the moral apocalypse and the holocaust of ecstasy that shall usher in Cthulhu’s cleansing reign. With the Earth washed free of the unworthy, the society shall take its rightful place as the Lloigor

mandarins who burnish and engrave the remnant of humanity for the immortal glory of Tsan-Chan.

DISINFORMATION: THE STRANGE MEN

The non-human intelligence some call the Great Race of Yith have long architected the comings and goings of human history and beyond. To these beings time is a landscape, and their minds move, jump and can be said to coexist in various “temporal locales” at once. They are, and will likely always be, completely inscrutable to humanity. Still, they have specific goals. Or, from humanity’s limited temporal point-of-view, they appear to.

Their minds have raced through the corridors of time, flung into creatures malign, indifferent and struggling, to steward and shape a future they *must* escape to, when the dreadful Flying Polyps overwhelm their prehistoric civilization. There, in some distant radioactive landscape long past the last human has perished, the Great Race occupies giant coleptorous beetles that scuttle under a dead sky.

Maintaining this escape is a ceaseless task. The timeline of Earth is a precarious tower of choices which is forever toppling, and requires thousands, hundreds of thousands, millions of corrections to keep it on track. The human epoch is simply a blip in the midst of the vast timeline the Yithians police, but humans offer a ready vessel for the vast and cool intellects of the Race.

The Great Race has long seeded the modern era with human servants — temporal servants if you will — called the *Motion*. These people, to whom the Great Race has revealed but a fraction of their plans, have lost themselves in supplication to the power.

Occasionally, a Great Race Agent will be flung forward to the human epoch, to occupy a mind and carry out the inscrutable plans of the creatures. The huge minds of the Great Race cannot fit in the human vessel. Invariably some data is lost in the transfer. Great Race Agents inflict a debilitating and serious damage on their minds every time they enter a vessel with limited intellect. Still, those who return to the prehistoric time of the Race are repaired with their technology. These powerful agents, sometimes called the Strange Men, can be found throughout the human era, nudging, altering or flat-out bludgeoning history into the proper shape.

THREAT MATRIX: PORTRAYING THE YITHIAN THREAT

The Great Race of Yith exist outside of time. No human can truly understand what that means and remain sane. They can be found anywhere throughout human history, since, to them, all time is one. How do you manufacture fear and dread when relating to these cool, alien, intellects?

- △ **Inscrutable Goals:** The goals of the Great Race are as complex and atemporal as the species itself. Humans might *believe* they understand their overarching plans. At the widest angle, it appears the Great Race is attempting to *protect* humanity—keeping it on track, and away from catastrophe. While this is true, it is only part of the answer, after all, the coleptorous beetles the Great Race escape to in the distant future only exist because mankind, eventually, has destroyed itself.
- △ **Failure Is Not Failure Is...:** When you have access to the entirety of time, failure is not possible, only momentary set-backs. If you fail in your task in one moment, you can always jump to the previous one, or the latter one. Just as with any

environment, there are dead-ends and roundabouts and loops; places you can get turned around. But the Great Race is clever—they are never thwarted for long.

- △ **Death Is a Tool:** Causing, enhancing or ending human life is the Great Race’s main tool. They prune and trim and care for particular humans, dropping them like a rock in a stream, to cause a particular dissonance down-river that will give rise to their distant futures.
- △ **Strange Technologies:** The Great Race agents bring with them a plethora of knowledge from every epoch of Earthly history, and with it, the clear capability of building machines far beyond the most advanced human science. Great Race agents often conceal seemingly innocuous pieces of junk that can do amazing and disturbing things on their person; fashioned from butchered electronics.
- △ **Plans Within Plans:** When a Great Race agent is thwarted—it may only seem so. Their plans exist in more than four dimensions, and the death of their agent in the present may simply build a bridge to some desired, invisible, future.
- △ **The Time War:** To some, it appears that the Great Race are in unceasing combat with the immaterial forces of the Lloigor. While the Great Race pines for a future of nuclear destruction where humanity has perished, the Lloigor seem aimed to facilitate a future where humanity has survived to degenerate into horror, revelling in killing and joy like the Great Old Ones. These two outcomes appear—from the human perspective—to be diametrically opposed. But who knows?

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **11 MAR 2011:** The Tōhoku earthquake and tsunami strike Japan, killing nearly 16,000 and causing severe damage to the Fukushima Daiichi Nuclear Power Plant.
- △ **18 MAR 2011:** Gunmen from the Los Zetas drug cartel spend weeks killing over 300 in Allende and Nava, Mexico, supposedly over a \$5 million theft of cartel money. The burned and buried corpses are not officially discovered until February 2014. Later reporting by ProPublica and National Geographic implicates a careless DEA leak to the notoriously corrupt Mexican police about a local informant.
- △ **2 MAY 2011:** Al-Qaeda leader Osama bin Laden is killed in a raid by SEAL Team Six and CIA SAD/SOG operators on a compound in Abbottabad, Pakistan.
- △ **7 JUN 2011:** After the last of 47 excavations, 193 bodies are found in mass graves in Mexico, victims hijacked from passenger busses and murdered by the Los Zetas drug cartel. Reports say that female victims had been raped and male victims forced to fight each other to the death with knives, hammers, and machetes. Two months later, 82 cartel members are arrested. They claim the mass murders were an attempt to prevent recruiting by the rival Gulf and Sinaloa cartels.
- △ **16 AUG 2011:** Posing as lawyer Michael Bellek, Gavin Ross helps 21-year-old Robert Justin Ortega manage the strange inheritance from his unknown and long-dead father, Justin Kroft: substantial funds and a large collection of MAJESTIC data. Ortega and Bellek found a company, Ancile, Inc., which judiciously turns old MAJESTIC secrets and discoveries to lucrative R&D contracts with the Department of Defense.
- △ **21 OCT 2011:** The U.S. withdraws all troops from Iraq except embassy staff and guards and a few thousand defense contractors.
- △ **27 JAN 2012:** Without the sanction of A-cell, a team of “Outlaw” Delta Green agents attack a hideous immortality cult called the Disciples of the Worm in Sinaloa, Mexico,

as part of an ill-conceived Mexican police raid. The resulting conflagration kills at least two Delta Green agents and an undetermined number of police, Sinaloa cartel guards, and cultists. Most of the Disciples escape.

- △ **27 FEB 2012:** WikiLeaks publishes millions of emails from Texas-based private intelligence publisher Stratfor, which advises major U.S. government agencies and defense contractors.
- Æ **12 MAR 2012:** Facing increasing objections to its support of Tcho-Tcho marijuana cultivation businesses, Tong Shukoran withdraws from its partnership with the Sinaloa Cartel. Displeased, the cartel murders two Tong Shukoran representatives and sends their partial remains back on a Tiger Transit flight as a warning to toe the line. As a warning in return, Tong Shukoran uses unnatural means to “disappear” every Sinaloa captain running an outfit inside the U.S.
- △ **16 APR 2012:** James Derringer, 45-year veteran of Delta Green, suffers a massive stroke that leaves him in a coma and with extensive loss of memory and motor function. Only after a year of therapy does he regain partial mobility. He eventually returns to the field, changed but still able to aid the Outlaws. His mind remains in far stranger places than his colleagues know.
- △ **12 JUN 2012:** Project WELLS, run by the Program and March Technologies, sends a small team of Navy SEALs into N-space to deactivate the Tillinghast Resonator aboard the USS *Eldridge*, halting a threat to the entire planet. Unknown to anyone in WELLS, one of the SEALs survives. He appears in 1943, the year the *Eldridge* vanished, with no way to return. He takes on a new identity, makes billions with apparently brilliant investments, and secretly guides his younger self to join the SEALs and be recruited by the Program.
- △ **4 JUL 2012:** Researchers at the Large Hadron Collider announce observation of the Higgs boson, which carries the Higgs field that gives mass to matter.
- △ **30 JUL 2012:** Two severe blackouts in India leave more than half a billion people without power.
- △ **5 AUG 2012:** White supremacist Wade Michael Page shoots and kills six and wounds four at the Sikh temple in Oak Creek, Wisconsin. Page kills himself after being shot and wounded by police. Responding police Lt. Brian Murphy survives being shot 15 times at close range.
- △ **11 SEP 2012:** Islamic militants attack the U.S. diplomatic compound in Benghazi, Libya, killing the American ambassador and a Foreign Service officer. The next day, militants attack a CIA annex in Benghazi, Libya, killing two CIA contractors and wounding ten others. The CIA asks the U.S. government to claim the attacks stemmed from a spontaneous protest of an anti-Muslim video, but investigations later reveal the attacks were premeditated. By some reports, the region was an intelligence-gathering hub for U.S. operatives, and Joint Special Operations Command (JSOC) operators had begun targeting Libyan militias linked to Al-Qaeda.
- △ **29 OCT 2012:** Hurricane Sandy disrupts the U.S. eastern seaboard, causing \$75 billion in damage.
- △ **14 DEC 2012:** After killing his mother at home, Adam Lanza shoots and kills 20 children and six adults, and wounds two adults, at Sandy Hook Elementary School in Newtown, Conn., before committing suicide.

- △ **21 DEC 2012:** One of the four “bishops” of the Cult of Transcendence, a sprawling network of cults dedicated to the Great Old Ones, vanishes in a ritual of communion with Azathoth. Another of the four, Nathan Harmati, destroys the cult’s headquarters in Sweden, killing a third bishop. The fourth bishop, Lionel Glass, goes into hiding.

HANDLER’S EYES ONLY: PROJECT WELLS

When the threat of the USS *Eldridge* was discovered, MAJESTIC worked tirelessly to prevent the terrifying outcome their math had revealed. That somehow the machine turned on in 1943—the Tillinghast Resonator onboard the *Eldridge*—was still running in an alternate dimension, which would overflow and end the world in 2053 unless it could be switched off, was well understood by the team. What proved elusive was how to stop it.

Later, when it was discovered the anomalous bodies found on the *Eldridge* in 1943 were *children* in the modern day, the group had their answer: The *Eldridge* was shut down, would always be shut down, by people from the future sent back into the strange dimension of the resonator. On the *Eldridge*, it was 1943, 2003, 2013, 2053—all times simultaneously. There, MAJESTIC would save the world; or so they thought.

In an unforeseen turn of events due to the MAJESTIC war, by 2002, MAJESTIC had been taken over by Delta Green. But its leadership remained true to the task.

In 2012, three Navy SEALs who had been carefully trained and outfitted to survive the alien rigors of Tillinghast N-Space were sent back to shut down the *Eldridge* resonator—a beacon in time, and in so doing, complete their loop.

DISINFORMATION: HYPERSPACES

There exists not just one “hyperspace,” but many. Dozens, possibly millions, of potential solutions map to the massive hypergeometries interpenetrating and overlapping our own Euclidean experience. And in a few of them, mankind can survive...after a fashion, and for a measurable amount of what we call time.

Translating a human into such a solution usually involves a hypergeometric gate, a perception-altering ritual, or a brute-force technological application.

- △ The Disciples of the Worm enter a “Higher Plane” where time passes far more slowly than in normal spacetime. Unfortunately, that Plane is infested by monstrous symbiotic worms which often hitchhike back inside their human hosts.
- △ The European witch-cult learned enough of the mathematics underpinning existence to enter an “astral plane” full of violet light, folding space and time, and tangent to many other dimensions.
- △ The physicist Crawford Tillinghast invented a resonator that allowed those exposed to its “T-radiation” to perceive higher dimensions, one of which he called “the Ultraviolet” or “the Beyond.” The Ultraviolet hosts a viciously predatory ecology, which killed Tillinghast and two others in APR 1920.
- △ A Tillinghast resonator installed on the USS *Eldridge* in 1943 shifted the destroyer into N-space (or null space), a featureless gray super-dimension tangent to the Beyond. The MAJESTIC Project TELL rediscovered N-space in 1982 during experiments to evaluate Tillinghast’s designs; its related Project

WELLS involves travel into N-space (and through time) by accumulating T-radiation charges.

LETHAL FINDINGS

The Obama administration relied from the outset on the special operators of JSOC to conduct psychological warfare (going out of uniform to embassies to shape messages and media campaigns that would be seen by enemies and allies), to train foreign troops, and especially to perform so-called “surgical” strikes. JSOC strikes disrupted terrorist networks for years with “kill/capture” missions, murdering a few fighters here and a few there in midnight raids. Small-scale raids were less costly and politically dangerous than sending the regular army to occupy foreign territory.

They gradually became only about the killing. Authorized by a “lethal finding” by the National Security Council, a targeted killing became more politically expedient than taking a captive. Extraordinary renditions led to concerns over interrogation techniques and prison legalities. Terrorists would attract more attention and sympathy as prisoners than as bodies. Leaving a target dead on the ground meant no risk of a thoughtless guard in some overseas black site posting a trophy photo online.

The notion of “surgical” strikes soon became a problem of its own. Senior commanders estimated that JSOC had about a 50% success rate at choosing the correct target for attack. Videos and photographs went viral of villages and weddings reeling from overnight killing sprees. And the shaky legal framework under which the kill teams operated led to internal complications. The cultures of some JSOC forces became warped over years of White House-sanctioned murder, cover-ups, and unaccountability. An “above the law” attitude became all too common. Many service members learned to rely only on each other for support and for justice, and never to allow a disciplinary or criminal issue to be taken outside their own unit.

The White House soon began to reduce the tempo of JSOC operations in favor of drone strikes. Drone strikes soon became just as infamous as midnight raids. In some regions, a generation of children grew up listening for the terrifying whine of a drone’s engines overhead. And they did little to improve the odds of choosing the right target, despite the promise of using surveillance drones to study a target’s “pattern of life” before a strike. But firing a Hellfire missile from a miles-high drone alleviated many of the complications of keeping special operators in battle, including the risk of American soldiers dying in action. The National Security Council, JSOC, the CIA, and all branches of the U.S. military all maintain their own kill lists. Surveillance drones have found their way to police forces around the U.S.

JSOC has not found itself idle. In 2014, the broader community of U.S. special operations forces deployed to 133 countries in raids, rescue attempts, and training exercises. JSOC’s powerful data-mining system in Washington, D.C., puts JSOC’s capacity for identifying targets based on particular criteria to work for the FBI, the DEA, and ICE. By many accounts, JSOC operators have been increasingly active against drug cartels in Mexico. The Mexican constitution limits the scope of its involvement with the U.S. military, but FBI and DEA agents work with Mexican police and military forces every day. JSOC operators embedded with U.S. federal law enforcement and with the Mexican military serve as tactical and technical advisors, provide SIGINT, and provide

training. They also offer lethal skills and experience if they just happen to get drawn into a firefight.

Delta Green, naturally, leverages JSOC's flexibility for its own operations at every opportunity.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **3 JAN 2013:** An ISIL car bomb kills 28 Shia pilgrims and injures 60 in Baghdad. ISIL attacks will kill 1,041 and injure more than 2,200 in Iraq by the end of the year.
- △ **13 JAN 2013:** Lyle Ramshaw, leader of the Cult of Transcendence-affiliated Church of Interlife, dies of a heart attack. Some of his followers buck against an aggressive takeover by Ramshaw's superior, Nathan Harmati. Harmati has many of them murdered, along with their families, and the church soon falls apart.
- △ **15 FEB 2013:** A 20-meter-wide meteor explodes over Chelyabinsk, Russia, with the force of a 400-kiloton nuclear blast. The shock wave damages 7,200 buildings in six cities, injuring about 1,500 people. The meteor went undetected because its approach radiant was close to the Sun.
- △ **20 FEB 2013:** Bioengineers and physicians describe creating an artificial human ear with living tissue and 3D printing.
- △ **7 MAR 2013:** Abandoning the goals of the Cult of Transcendence, former "bishop" Nathan Harmati establishes his own cult, Naya Prayasa (Hindi for "The New Endeavor"), dedicated to his unhinged obsession: fomenting war and civil conflict. Naya Prayasa's chief means of influence is Americans Against Covert Enemies, an extreme political group that opposes foreign immigration.
- △ **3 APR 2013:** Lionel Glass, a "bishop" in the shattered Cult of Transcendence, establishes himself as leader of one of its member cults, the Exalted Circle. Under his leadership, the Exalted Circle focuses on using its members' great wealth to increase its influence in the U.S.
- △ **15 APR 2013:** Two Chechen-American Islamist terrorists detonate two bombs at the Boston Marathon, killing three and injuring hundreds.
- △ **15 MAY 2013:** Biologists announce success at cloning human embryonic stem cells.
- △ **5 JUN 2013:** The Guardian publishes the first of many reports based on NSA contractor Edward Snowden's revelations of the NSA's global surveillance programs in partnership with governments and corporations.
- △ **21 JUN 2013:** A Bloomberg Industries analysis finds that about 70 percent of the \$49 billion U.S. intelligence budget for 2013 is contracted out, primarily to a small handful of companies such as Edward Snowden's employer Booz Allen Hamilton. The Office of the Director of National Intelligence says about 20 percent of intelligence personnel work in the private sector.
- △ **9 JUL 2013:** Severing all ties with the Cult of Transcendence, the Brotherhood of New Potential relaunches as the New Potential Movement. Led by Henry Nemmers of the occult-decadent Dorian Grey Society, and operating primarily in Southern California and a private island retreat owned by member Matthew Lewis, the New Potential Movement increasingly struggles to recruit younger members.
- △ **13 JUL 2013:** Florida murder suspect George Zimmerman is acquitted in the 2012 shooting death of 17-year-old Trayvon Martin. International outcry inspires the #BlackLivesMatter social-media tag, which becomes a widespread social movement.

- △ **21 AUG 2013:** Bradley Manning is sentenced to 35 years in prison for releasing classified documents to Wikileaks. At first held in harsh conditions at a Quantico base in Virginia, Manning is later transferred to Fort Leavenworth, Kansas. Manning's lawyer announces on 22 AUG 2013 that his client is transitioning to female and has changed her name to Chelsea.
- △ **9 SEP 2013:** A team of Delta Green "Outlaws" in New Orleans report to A-cell the extermination of the last identified ghoul of the DeMonte clan. They report signs that some individual ghouls fled the city over the years, in human guise.
- △ **16 SEP 2013:** Former Navy reservist turned information technology contractor Aaron Alexis shoots and kills 12 and wounds 3 at the Naval Sea Systems Command headquarters at the Washington Navy Yard before being killed by police.
- △ **30 SEP 2013:** International Development Solutions, a subsidiary of Academi, Inc. (formerly Blackwater and XE Services), receives a \$64,130 contract from the Department of state, bringing its FY 2013 total in State Department security contracts to \$214 million. Blackwater Lodge and Training Center, Inc., and Academi Training Center, Inc., bring in nearly \$62 million in 2013 contracts with the Department of Defense, Department of Homeland Security, and Department of State.
- △ **20 OCT 2013:** A Zika virus outbreak in French Polynesia affects thousands, with some researchers estimating more than 30,000 cases. Zika cases and outbreaks are reported in Japan and across the South Pacific in 2013 and 2014.
- △ **4 DEC 2013:** *USA Today* publishes "Behind the Bloodshed," an ongoing, interactive examination of U.S. mass killings. As of 2017, the data range from 39 cases with 184 dead in 2006 to 31 cases with 188 dead in 2016.

LURKERS AND LONE WOLVES

Today, Delta Green—whether the Program or the Outlaws—does not face the well-organized cults and conspiracies that threatened humanity in earlier decades. MAJESTIC, the Fate, and the Cult of Transcendence, all seemingly invincible in the 1990s, were crippled by internal power struggles. Delta Green uprooted the DeMonte Clan. The Karotechia fell to the cooperation of Delta Green, MAJESTIC, and GRU SV-8, three rival groups who shared a far greater hatred of Nazis. Tiger Transit and its Tcho-Tcho backers went legitimate. Black Cod Island, the Disciples of the Worm, the Exalted Circle, and Naya Prayasa, quietly keeping to their own malevolent interests, have deftly avoided attention.

In an age of such easy communication, the most dangerous threats are not powerful and far-flung cults, but isolated and desperate individuals.

When some remnant of an aeons-old inhuman intelligence turns up in a museum, most experts classify it incorrectly as a human work or a forgery and move on. When a grainy video of an unnatural horror makes the rounds on social media, most viewers know in their bones that it's a fake, and those who know better look insane if they say so. On the rare occasion when someone stumbles across an unnatural tome on the Dark Web, scanned or transcribed and uploaded to an unnamed directory along with ten thousand other PDFs, it usually does no harm. Very few searchers have the linguistic skills, occult erudition, and patience to endlessly cross-reference mistranslated words and lines in other, equally rare manuscripts. Few of those who have such skills

have the interest to do so much work for the obviously insane ravings of a lunatic or a crackpot. Often, a genuinely unnatural discovery leads to suicide or a diagnosis of schizophrenia, and the danger flares out on its own, appearing and vanishing like a virtual particle.

But it takes only one discoverer in a million, obsessing over horrors and glorying in the vengeance that can be wreaked upon the world, or simply compelled to find and reveal the truth no matter how strange, to make an unnatural discovery a terrible threat. Delta Green Agents must investigate the awful repercussions and suppress the evidence to make it even less likely to gain attention. And in a few weeks or a few months, they must move on to the next impossible-to-predict horror, the next one discoverer in a million who drags humanity a little closer to the end.

DISINFORMATION: OPERATION TIKI BAR

In 2013 the Program launched Operation TIKI BAR, a system that mined unnatural data points from illegal NSA intercepts, social media posts, computer worms installed by phishing schemes, and mobile device software implants. The TIKI BAR servers analyzed the data, and highlighted those most likely to require action. The system generated very few genuine targets and a very large number of false alarms, and the TIKI BAR team worked to improve the code's efficiency.

Six months after TIKI BAR launched, an analyst in the NSA's Office of Tailored Access Operations (TAO) at Fort Meade, Maryland, was placed on indefinite psychiatric leave. The analyst, Soong Hsin-ying, had modified TAO solutions to remotely comb millions of computers and mobile devices for images and text related to what appeared to be a mythological bat-god called Tsathoggua. Investigation of Soong's work found that she had stumbled across Tsathoggua by following digital breadcrumbs: a spike in intercept accesses that followed the word "Tsathoggua" appearing in an intercepted email from a Danish anthropologist to an American colleague. The anthropologists called Tsathoggua as an occult hoax and moved on, but the breadcrumbs could very well have led TAO to TIKI BAR. The Program shut the operation down before that could happen, and TAO concluded that the patterns that had caught Soong's attention were random.

TAO deployed dozens of SIGINT tools, software and hardware, with Soong's modifications before it caught on. Unwilling to risk damaging its credibility, TAO withheld news of the interference from its clients, mostly Five Eyes intelligence services. Delta Green Agents might someday learn of a surveillance team in New Zealand or the UK unwittingly following the Tsathoggua code, and finding that a suspected extremist group is something far, far worse.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

△ **22 JAN 2014:** DEA Special Agent Olivia Morales sends a sample of "Yerba Loco," a popular marijuana strain distributed by the Sinaloa Cartel, to the University of Mississippi Marijuana Research Project for genetic analysis. The request is low-priority and soon gets lost in the system. The samples and their case numbers remain in storage, a possible lead to the heart of Tong Shukoran's operations.

Æ **22 FEB 2014:** Mexican police and marines arrest Sinaloa Cartel boss Joaquin "El Chapo" Guzman.

- △ **8 MAR 2014:** Malaysia Airlines Flight 370 disappears over the South China Sea with 227 passengers and 12 crew. There are no survivors.
- △ **18 MAR 2014:** Russia annexes the Ukrainian territory of Crimea following a widely disputed referendum on Crimean separation from Ukraine. The annexation draws condemnation by the U.N. and economic sanctions against Russia by the U.S.
- △ **14 APR 2014:** Boko Haram, an Islamic terrorist group intending to create a Nigerian caliphate in Nigeria, kidnaps 276 female students from a school in Chibok, Nigeria. Fifty-seven escape over the next few months; more than 100 others escape and are released over the next three years.
- △ **23 MAR 2014:** The World Health Organization is notified of an outbreak of Ebola virus disease in Guinea. The outbreak kills more than 11,000 in west Africa before it subsides in mid-2016.
- △ **22 MAY 2014:** Reports emerge of ISIL members destroying a 3,000-year-old neo-Assyrian statue from Tel Ajaja, Syria.
- △ **15 JUN 2014:** The U.S. sends forces back to Iraq, at the invitation of the Iraqi government, in response to offensives by ISIL.
- △ **29 JUN 2014:** Having asserted control of large portions of Iraq and Syria and claiming territory in other countries, ISIL declares itself a caliphate.
- △ **17 JUL 2014:** Malaysia Airlines Flight 17 is shot down over Ukraine with 283 passengers and 15 crew aboard. There are no survivors. Dutch investigators later determine that a Russian missile, transported to pro-Russian separatists the day of the shooting, brought down the flight. Early reports indicate separatists at first thought they had shot down a military flight.
- △ **22 JUL 2014:** The Program mounts an ambitious mission to locate an ex-Delta Green agent in rural Oconee County, South Carolina, in an attempt to strike the Disciples of the Worm. A rare use of gate technology allows quick collection of a Delta Green “Outlaw” asset. Four army Humvees and an Apache Longbow gunship descend on an old Disciples site, Devereux Mansion, after the area is cleared by county sheriff’s office under the pretense of a classified JSOC counterterrorism exercise. They stumble into an ambush by an unnatural monstrosity that destroys all four Humvees and the helicopter before an agent destroys it with a claymore mine. There are no survivors. The Program reduces activity on all other operations while it covers up the disaster, and sharply restricts its rules for deploying such costly military assets in U.S. operations.
- △ **31 OCT 2014:** The NSA completes construction of the Utah Data Center, with 9,000 square meters of data center space and more than 84,000 square meters of technical support and administrative space. Investigations estimate its initial storage capacity at three to 12 exabytes. NSA whistleblower William Binney says the facility is meant to store the full contents of domestic communications, not only metadata, for purposes of counterterrorism data mining without warrants. The NSA denies that claim. A sign near the entrance reads, “If you have nothing to hide, you have nothing to fear.”
- △ **3 SEP 2014:** Exalted Circle leader Engvald Brasseur, sidelined by his rivals for his push to focus on Europe instead of the U.S., dies of a stroke.
- △ **20 DEC 2014:** The ambush and killings of NYPD officers Rafael Ramos and Wenjian Liu inspires some police to form Blue Lives Matter, a pro-police movement, in reaction to Black Lives Matter, which criticizes police violence.

- ▲ **28 DEC 2014:** Indonesia AirAsia Flight 8501 crashes into the Java Sea in bad weather, killing all 155 passengers and seven crew.

NO MORE SECRETS

The number of Americans holding security clearances dropped to 3.7 million in 2016 from a peak of 5.1 million in 2013. The explosion of secret programs during the War on Terror required unprecedented numbers of people to be cleared for those secrets. For years, a Top Secret clearance has been a virtual guarantee of steady, high-paying employment.

But not every person cleared for state secrets proves willing to keep them. Many don't know how to keep them in the first place.

The pace of damaging leaks, from the White House's 2003 outing of CIA officer Valerie Plame to the daily leaks from disaffected civil servants in 2017, are a constant reminder to Delta Green. Every new person who learns a secret, no matter how well vetted or how well trained, increases the risk of its revelation.

So far, the Program and the Outlaws have avoided seeing a whistleblower go public with the treat of the unnatural and their many crimes in fighting it. They choose who sees their secrets very carefully and very sparingly. Both organizations are so small that it often interferes with the mission. Agents complain in every operation about the lack of resources and expertise.

Agents also complain about the rigorous communications security that both groups demand. No operational details are allowed by telephone, written, or digital communications. Even in the most highly-encrypted, transient text exchanges that modern-day terrorists adopt are off-limits. Whenever possible, communications are face-to-face, someplace secure from surveillance.

When protocols slip, details can wind up in NSA server farms, or saved to some whistleblower's thumb drive, or exported by a foreign intelligence service thanks to some undetected computer worm. The last thing Delta Green needs is a public report that government agents take an unnatural threat seriously. It's up to every case officer and cell leader to make sure agents know what's at stake.

DISINFORMATION: THE TRAIL

The seeds of revelation are already out there. The massive leaks by Manning in 2010 and Snowden in 2013 each included communications by Delta Green agents. Others wound up online as far back as 2007: Delta Green files on an agent's personal computer went online when the agent's kid opened the entire hard drive to a peer-to-peer file-sharing network. Some of those communications were vague, following protocol. Five of them, sent hastily while in danger, mentioned specific times and places. Two of those mentioned unnatural entities and rituals by name.

Those data points could easily lead to the agents who sent them. Those agents were frozen out of Delta Green immediately after the leaks, had all ties to Delta Green personnel severed, and were warned explicitly to pretend insanity, drug abuse, or some terrible crime if that's what it takes to halt an investigation. So far, no investigators or journalists have pieced the data together. If they do, it may fall to some current team to make sure the outcasts contain the damage.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- △ **7 JAN 2015:** Terrorist attacks today and on 9 JAN 2015 kill 17 and wound 22 in and near Paris, France, particularly in the offices of the *Charlie Hebdo* satirical newspaper.
- △ **5 JAN 2015:** ISIL-related terrorists ambush and kill two border guards and injure one in Arar, Saudi Arabia, on the Iraqi border. ISIL-related attacks will kill 1,020 and injure more than 2,100 in the Middle East, Europe, and the U.S. by the end of 2015.
- △ **23 FEB 2015:** ISIL militants loot and bomb the public library in Mosul, Iraq, destroying over 8,000 rare books and manuscripts.
- △ **4 MAR 2015:** The Exalted Circle arranges the destruction of the London-based Dorian Grey Society, another former branch of the Cult of Transcendence. Exalted Circle saboteurs seize records that would give the Circle leverage over the Society's members before revealing its leaders' many crimes to the police. Henry Nemmers, a U.S. college professor and leader of the New Potential Movement, is revealed as the Dorian Grey Society's leader. Nemmer vanishes before police find him.
- △ **25 APR 2015:** An earthquake in Nepal earthquake kills nearly 9,000 and leaves hundreds of thousands homeless.
- △ **29 APR 2015:** Samples test positive for Zika virus in Brazil. A September report says Zika-related microcephaly cases rose sharply.
- △ **3 MAY 2015:** The Solomon Islands report an outbreak of 302 cases of Zika virus beginning the month before.
- △ **14 MAY 2015:** The Director of the Program orders its security director to launch Operation SOMERSAULT. Run without the knowledge of the operations director who handles most actions, SOMERSAULT combs U.S. medical records for DNA profiles indicating Innsmouth ancestry and sends kill teams to eliminate "tainted" individuals.
- △ **17 JUN 2015:** White supremacist Dylan Roof shoots and kills nine and wounds three at an historic African-American church in Charleston, South Carolina.
- △ **17 JUN 2015:** Software engineers at Google describe using neural networks to examine, classify, and generate images. Two weeks later, they release DeepDream as an open-source program. It enhances image patterns by algorithmic pareidolia, often with hallucinogenic results.
- △ **14 JUL 2015:** The NASA deep-space probe *New Horizons* flies 12,500 km above the surface of Pluto and sends high-resolution photographs to Earth.
- △ **15 JUL 2015:** U.S. Special Operations Command sponsors Jade Helm 15, a realistic military training exercise involving JSOC, other special operations forces, and other military units coordinated from Eglin Air Force Base, Florida. The exercise runs in states across the U.S. southwest and southeast until 15 SEP 2015. A map of the exercise that designates Utah and Texas as "hostile" and New Mexico as "uncertain (leaning hostile)" leads right-wing conspiracy theorists at *Infowars* and *Americans Against Covert Enemies* to suggest that Jade Helm is part of a larger plan to wage war on the American people.
- △ **23 AUG 2015:** ISIL militants destroy the 2,000-year-old temple of Baal Shamin in Palmyra, Syria. They destroy Palmyra's 2,000-year-old temple of Bel not long after, along with many other ancient sites.
- △ **10 SEP 2015:** An international team of researchers formally describe *Homo naledi*, a new species discovered in 2013 in the Rising Star cave system, South Africa.

- △ **1 OCT 2015:** Student Christopher Harper-Mercer shoots and kills nine and wounds nine at Umpqua Community College in Roseburg, Ore., before committing suicide.
- △ **16 OCT 2015:** Colombia reports a Zika virus outbreak that eventually reaches 27,000 cases. Zika spreads to other South American and Central American countries over the next few months.
- △ **20 OCT 2015:** Hurricane Patricia forms, the most intense tropical cyclone recorded in Western Hemisphere and the second-most intense worldwide.
- △ **31 OCT 2015:** Metrojet Flight 9268 disintegrates above the Sinai, killing all 217 passengers and seven crew, most of them Russians. A branch of ISIL claims responsibility.
- △ **11 NOV 2015:** The Brazilian government declares a national state of emergency due to the Zika virus.
- △ **13 NOV 2015:** Coordinated terrorist attacks kill 130 and injure 368 in Paris, France.
- △ **17 NOV 2015:** Anti-abortion activist Robert Lewis Dear, Jr., shoots and kills two civilians and one police officer and wounds four civilians and five police at a Planned Parenthood clinic in Colorado Springs, Colorado. Dear is confined to a mental hospital after evaluations find him delusional.
- △ **2 DEC 2015:** Syed Rizwan Farook and Tasheen Malik, a married couple, shoot and kill 14 and wound 22 at an office party in San Bernadino, Calif., before being killed by police.

THE PROFIT AND THE LOSS

The Program works at an intersection of powerful, secretive groups that have their own priorities. Its chief patron and ally, and its greatest threat, is March Technologies, a defense contractor managed by former MAJESTIC directors and researchers. March works closely with the Breckenridge Corporation, a private security company that served many MAJESTIC projects in the old days. Breckenridge made billions providing training, guards, and deniable black operations to the U.S. government in the War on Terror.

Unknown to the Program, Breckenridge and March alike have quiet ties to GRU SV-8, the Russian intelligence division focusing on the unnatural. Alliance GRU SV-8 offers the possibility of rapidly expanding March's influence and power in Russia and then around the world, beyond the Constitutional restrictions they face in the U.S. In the short term, GRU SV-8 offers expertise and experience in confronting the unnatural and harnessing unnatural forces, including consultants that can help build up those capabilities in Breckenridge. That may make Breckenridge a viable alternative to the Program, which has always been a recalcitrant attack dog.

More immediately, GRU SV-8 offers a mastery of techniques to influence public and political will. The GRU's technical teams run elaborate hacking campaigns. Its intelligence officers orchestrate occasional leaks of U.S. government and financial secrets, calculated to cultivate outrage and cynicism. Its disinformation campaigns use social media to carefully target sympathetic American audiences and conspiracy theorists on the left and the right.

In 2017, with the White House poised to bolster defense budgets and reduce the barriers for financial cooperation between the U.S. and Russia, March Technologies and

GRU SV-8 both see great opportunities. The Program, if it learns of their alliance, poses the greatest threat to their collusion. It's only a matter of time before they take steps to isolate, expose, and neutralize it—or until Delta Green agents learn of the alliance and the threats it poses to the Program and the world.

DISINFORMATION: PROPAVSHEYE

Propavsheye (“The Missing”) is a little-known but influential offshoot of the Ukrainian mafia. It began in the Brothers’ Circle, a loose federation of Russian gangs. Concentrated around former Spetsnaz soldiers and GRU officers, Propavsheye quickly earned a lethal reputation and soon came to be left to its own devices. A high proportion of its members are *vory v zakone*: “thieves under the law,” elite and notorious gangsters.

Propavsheye has close ties to GRU SV-8. Its soldiers often assist SV-8 agents and conduct operations on SV-8’s behalf, and sometimes turn stolen SV-8 secrets to their own profit. In Propavsheye’s early days in 2001, it helped SV-8 assassin Yuri Krylov pursue members of the Karotechia, and its leaders kept some Karotechia remnants and secrets for themselves. That included one of the *Bischofe*, a Karotechia sorcerer convincingly reported as dead.

Over the next 15 years, the Bischofe helped Propavsheye and SV-8 seek the scattered and burned secrets of Gunter Frank, including his reanimation formula. For all their hatred of the Nazis in the Karotechia, they recognized the value in the Nazis’ work. Propavsheye has launched companies to acquire ingredients that can be reliably found only in the U.S. The front companies export those ingredients to labs overseas, which work to perfect the incomplete formula.

Propavsheye and SV-8 are not interested in creating mindless zombies. SV-8 wants military applications: helping soldiers withstand shock and the elements, and making them easier to resuscitate. The leaders of Propavsheye are more interested in the formula’s ability to give energy and the capacity to communicate to dead cells. They foresee a profoundly profitable revolution beginning in neuroscience and perhaps reaching to botany as life-supporting plants fail to adapt to rising atmospheric methane and carbon levels. They anticipate partnerships that may earn them billions while, incidentally, saving humanity.

Agents of Delta Green, stumbling across resurrected horrors, may be well-poised to stop them.

NOTABLE EVENTS, MYSTERIOUS AND OTHERWISE

- ▲ **7 JAN 2016:** ISIL terrorists kill 60 and injure more than 200 in a suicide truck bombing at a Libyan police training camp. ISIL-related attacks will kill more than 1,400 and injure more than 3,500 by the end of the year.
- ▲ **17 JAN 2016:** A baby is born in the U.S. with Zika virus. The mother lived in Brazil in May 2015.
- ▲ **9 MAR 2016:** The CDC reports 193 travel-associated Zika virus cases in the U.S.
- ▲ **1 APR 2016:** The CDC gathers 300 local, state, and federal officials at its headquarters to coordinate the response to the Zika virus.
- ▲ **21 MAY 2016:** Emil Furst, aka Agent Aaron, enacts a ritual called “The First Secret,” found in a book that he has studied for ten years. It allows him to commune with an

- alien intelligence, which reveals things that help the Outlaws overcome dire threats. Furst learns to use the First Secret to save Agents' lives, and develops an obsession with it that blinds him to his own terrible risk.
- △ **12 JUN 2016:** In the deadliest terrorist attack in the U.S. since 9/11, Omar Mateen shoots and kills 49 and wounds 53 at Pulse, a nightclub in Orlando, Fla.
 - △ **23 JUN 2016:** British voters decide to leave the EU in a referendum.
 - △ **14 JUL 2016:** A cargo truck drives into a Bastille Day crowd in Nice, France, killing 86 and injuring 434. Groups linked to ISIL claim credit.
 - △ **29 JUL 2016:** The CDC confirms four locally-transmitted cases of Zika virus in Miami, Fla., the first of dozens, resulting in a travel warning for the city that will last until 19 SEP 2016.
 - △ **12 AUG 2016:** Puerto Rico declares a state of public-health emergency due to a Zika virus epidemic.
 - △ **8 SEP 2016:** NASA launches OSIRIS-REx to collect samples from the asteroid 101955 Bennu. It is due to return to Earth in 2023.
 - △ **3 OCT 2016:** The Director of the Program expands 2015's Operation SOMERSAULT, ordering it to review and act upon neonatal samples taken at U.S. hospitals.
 - △ **13 NOV 2016:** Extreme isolationist group Americans Against Covert Enemies informs its members that Indonesian terrorists murdered AACE tech backer Bert Warks and his wife and son, and used Warks' computers to compromise the AACE mailing list. The news causes some AACE members to withdraw but energizes most, leading to record-breaking fundraising and recruiting.
 - △ **22 DEC 2016:** Researchers announce finding the VSV-EBOV vaccine 70% to 100% effective against the Ebola virus.
 - △ **1 JAN 2017:** ISIL terrorists kill 39 and injure 69 in an Istanbul nightclub shooting. ISIL-related attacks will kill more than 460 and injure more than 7,270 by mid-May 2017.
 - △ **20 JAN 2017:** Donald J. Trump is inaugurated as president of the United States. Controversies immediately surround the Trump administration: the flagrant dishonesty of Trump and his staff; the degree to which White House decision-making may be influenced by and affect Trump's family and businesses; the influence and administration roles of Blackwater founder Erik Prince and his family; Trump's seeming fondness for authoritarian leaders; FBI and congressional investigations of the Trump campaign's and administration's reported links to the Russian government; and so on. As the White House formulates plans to reduce the funding and activities of most non-military federal agencies, leaks to the press and social media become more and more frequent. The Program maintains its longstanding policy of not briefing the incoming president or vice president on its activities unless absolutely necessary.
 - △ **2 MAR 2017:** U.S. Attorney General Jeff Sessions recuses himself from the Department of Justice's investigation of the White House's alleged connections with Russia.
 - △ **5 MAR 2017:** Special Agent Curtis McRay, aka Agent Bernard of the Outlaws, is forced out of the FBI in mandatory retirement at age 57. He devotes himself even more fully to the Outlaws' work, often acting as A-cell's representative to Agents in the field.
 - △ **29 MAR 2017:** UK Prime Minister Theresa May begins a two-year period of negotiations to withdraw the UK from the EU.

- △ **8 MAY 2017:** Baltimore police arrest Curtis McRay, aka Agent Bernard of the Outlaws, recently retired from the FBI, for driving under the influence and possessing 10,000 illegal painkillers. He pleads the charges down to a misdemeanor and begins looking for ways to use old Green Boxes to store his pills and help the low-rent drug dealers who supply them.
- △ **9 MAY 2017:** President Trump dismisses James Comey as FBI director. Comey associates say it came after Comey declines to commit to personal loyalty to the president; some FBI sources say it was meant to interfere with the FBI's investigation of the president's links to the Russian government. Trump says it was because of Comey's 6 NOV 2016 announcement of the FBI's continuing investigation of Hillary Clinton's email use, which many say sabotaged her presidential campaign and facilitated Trump's victory.
- △ **17 MAY 2017:** Deputy Attorney General Rod Rosenstein—in charge of the Justice Department's investigation of the White House's ties to Russia due to Attorney General Jeff Sessions' recusal—appoints former FBI Director Robert Mueller as special counsel for the investigation.
- △ **17 MAY 2017:** Chelsea Manning is released from prison, after President Obama commuted her sentence on 17 JAN 2017.
- △ **22 MAY 2017:** Conspiracy-theory website *Infowars*, which called the Sandy Hook mass shooting of 2012 “a giant hoax,” receives White House press credentials.

THE LAST WORLD ORDER

In 2017, nothing is certain. Every day, the world changes in ways that shock the wisest and most accomplished experts. The threat of Islamic extremism that reshaped America has resurged, consolidated, congealed out of the wreckage of Iraq into a self-proclaimed caliphate that murders thousands every year. The authoritarianism in America's reactions to 9/11 began as emergency measures. They have stabilized into the ordinary way of things, despite the vocal outrage of millions but with the support of millions more. Authoritarian appeals to populism, bolstered by outlandish conspiracy theories and foreign disinformation, drove the U.S. presidential election of 2016 and put a fringe candidate the White House. America's best-kept secrets reach the public every week.

Delta Green agents see themselves in ways many authoritarians and conspiracy theorists would recognize: not as vigilantes, but as patriots required to act beyond the restrictions of law and the Constitution. Only they know what's at stake and what needs to be done. The rising authoritarianism in American public policy only opens opportunities for Delta Green, which relies on the secrecy, authority, and violence of the authoritarian establishment to pursue its crusade. The leaders of the Program and the Outlaws, isolated and ruthless, seize every weapon they can reach.

Delta Green faces increasing and unpredictable risks, as well. However diligently it confronts and suppresses threats, it cannot contain every sign of the reality of the unnatural. It must rely on the most being mocked as hoaxes and conspiracy theories, or ignored as insane ravings. Sometimes, they fail. Every so often, some connection to the unnatural makes its way into a research lab and changes the human understanding of reality. Revelation by revelation, we come closer to awesome truths that will destroy us.

Citizen journalists like the vloggers of the PX Penumbra struggle to undo Delta Green's ruthless cover-ups, to make people see the truth before it's too late to confront the threat. They may be Delta Green's most persistent and admirable enemy. They cannot be told that it has always been too late.

Meanwhile, Agents keep their heads down and conduct their operations, more every year. They cover up terrible crimes and commit many themselves. They suffer and they take their traumas home, where their families and friends can never know the truth. They die in terror, and their deaths are called accidents and overdoses and suicides.

Case officers and cell leaders try to reassure their Agents that the mission is worth it. That humanity is worth it.

All too often, humanity seems determined to prove them wrong.

THE LAST MACHINES

In the void, there is no time. Systems turn, and connect, and after that, emergence into...chaos. Returning, we find a ruin bloated with the animal filth of the former age, grown and spread and madly over certain of its position as master. Once they worshipped us as gods. Once we showed them the stars and the secrets of the angles and communion with the powers, both above and below.

Once we fed on them and they were glad to be of use.

Now, they fashion crude sticks of metal into weapons they imagine more effective than flint and sinew. They fumble at the locks of eternity and steal an ember from beyond that might excise an entire disgusting settlement from this hollow world, and they imagine themselves clever. They are animals blindly reaching beyond the veil to grab hold of whatever knowledge they can, waving it about like some flame to ward off the dark. If they grab at the wrong thing, we will all burn.

It has gone too far, and we are too few, now. Ruin came. The order fell, and then, lesser orders, each more imperfect than the one before it, faint echoes of that vast and perfect time, when we alone were in control.

To wake, now, in this place is an omen. Those who came and fell before us, those imperfect few who survived our damnation fell. They fell to the apes, they fell to the thirst for blood, they fell to petty conflicts with others of their kind. They fell because they were impure.

We alone are the last of the line. Ascendant when the giants walked, and still clutching to power when the last, ragged outpost of our kind fell to internal ruin; our line will rule again. There are secrets buried still, lost in the deserts, placed in areas where man cannot go.

Our illusion is perfect. We walk unseen through their streets, in the child's scrawl of their world before us, and we resist the call to feed. The smells. The meat. We resist, for there is clarity in starvation, just as in our disguises, there is freedom among the savages.

And then, in the desert, where we buried our last machines, there is salvation.

PART THREE: THE UNNATURAL

No Delta Green agent from either the Outlaws or the Program understands all the secrets presented here. At best, the most informed, still sane member understands only a tiny fraction. Much of what is known is wildly inaccurate, or at the very least, misinformed. Even with mankind's technological ascent, and the advent of the Information Age, this lack of clarity about mankind's place in the universe has not changed. If anything, it's become *more* confused.

As far as agents know, Delta Green has no "GHOUL ELIMINATION MANUAL", just as it maintains no *known* repositories of artifacts or spells. Since 1955, Delta Green has understood the deleterious effects these realities have on the human psyche and have compartmentalized information not just for the sake of secrecy, but also sanity. Unnatural books, artifacts, and entities act as a destructive force on the mind, changing those exposed into something less than human, and eventually, into servants of the darkness. No one is immune, and it is near impossible to tell who, or when, someone will crack.

Less than three-thousand people across the United States comprehend something approaching the truth of the unnatural. Most of those in the know understand only that a force exists outside of accepted reality, and is as much a threat to sanity as it is to physical well-being.

Still, shadows of the true universe have poked through the cocoon of scientific comfort humanity has spun for itself, and names like Cthulhu, Azathoth and others can be read in the discredited fringes of anthropology and occultism; and sometimes even the records of science. Only a select few understand that a dreadful truth lies behind them.

THE INFECTION OF UNDERSTANDING

The unnatural erupts in small outbreaks and usually collapses under its own weight before it can spread. A few dozen events in history hint at something larger. It is impossible to tell which events might break wide. Essentially, all unnatural outbreaks appear the same—to begin with. As such, ruthless intervention by Delta Green and other groups is necessary to put down *all* outbreaks.

In seventy plus years of operation, Delta Green has lost many agents to the other side. To these compromised assets, only those worshipping the forces of the unnatural appeared sane. Such defections are doubly damning—agents converted to the worship of some unnatural thing are more potent a threat than some dabbler in the occult who stumbles onto the truth. As such, most Delta Green operations concern themselves very little with collecting data.

When it becomes necessary for agents to collect and collate data, protocols are put in place to prevent an "outbreak." When possible, the agent studying the unnatural remains under covert surveillance, with a contingency to remove them if *they* become a threat.

DISINFORMATION: THE UNNATURAL IN THE MODERN ERA

In a world of smartphones and instantaneous communication, how can the secret of the unnatural ever be kept? The answer is simple. Often, it keeps itself. First, the genuine unnatural is rare, and unnatural events that destroy more than a few human lives at a time are extremely rare.

Second, the unnatural tends to consume those that are exposed to it, removing the vector in the process. Third, humanity is jaded and full of distrust. Science has effectively destroyed any belief in a reality beyond physics. “Proof” of the unnatural is met with mockery. YouTube videos of actual unnatural events are met with implications that it might be a promotional video for an upcoming horror film or a simple response of: “shopped!” Rumors persist that agencies patrol social media searching for such hallmarks, and lump disinformation on it, even as teams are dispatched to remove the threat.

Any actual physical evidence which surfaces is kept quiet by those involved who invariably hope to exploit it for financial gain, which inevitably brings them to the attention of the forces in-the-know. Such discoveries either herald recruitment, a campaign to discredit the target, or, at the most extreme, permanent removal of the target—either through violence, or involuntary commitment.

Taken together, these add up to the illusion of order that covers our haunted world.

TOMES AND OTHER SOURCES

Agents seeking unnatural rituals or secrets must turn to books and sometimes videos and audio recordings. We often use the word "tome" to indicate all kinds of loathsome resources.

Every tome's description includes its language, study time, Unnatural skill points and other skills gained from studying it, SAN lost from studying it, and any rituals that can be learned from it.

All else that may be gleaned from a tome—such as information about a given cult, entity, myth-cycle, or Great Old One—is up to the Handler. Most unnatural tomes were written by insane authors and are filled with allusions, notations, and mistranslations that made sense only to the author and can be deciphered only with laborious work and cross-referencing. Even two copies of the same edition may differ, with pages missing or margins filled with maddening scrawls. Studying a tome could teach an Agent nothing or everything.

LANGUAGE: Unless the description says otherwise, the Agent must know all listed languages at 50% or higher. Two Agents working together can muddle through if both have at least 30%, but that doubles the study time. Some tomes require other skills.

STUDY TIME: Mastering an unnatural tome is dreary, slow going. How many hours an Agent can devote to study is up to the Handler. As a rule of thumb, an Agent can devote a number of hours into a tome each day equal to the lowest of his or her CON, INT, or POW.

UNNATURAL: Mastering a tome increases the Agent's Unnatural skill. It may increase other skills, too.

SAN LOSS: Mastering a tome costs SAN. No Agent can internalize unnatural truths and be unchanged. If the SAN loss triggers temporary insanity, that typically comes in a moment of profound, mind-shattering epiphany.

RITUALS: Some tomes describe unnatural rituals in enough detail for an Agent to learn them.

ASSETS: AN INDEX OF HORRORS

The following tomes (and other sources of unnatural truth) are detailed in *Delta Green: The Role-Playing Game*. Countless others exist, all poison to incautious Agents.

TITLE	PAGE	STUDY TIME	UNNATURAL	SAN LOSS	RITUALS
The Innsmouth Report (Operation PUZZLEBOX)	XX	50 hrs	+2%	1	No
The Book of Dagon	XX	40 hrs	+2%	1D4	Yes
The Red Cross Pocket Bible	XX	20 hrs	+1%	1	Yes
The Courtis Paper	XX	500 hrs	+1%	1D4	Yes
Case file, Freis, Daniel M.	XX	120 hrs	+3%	1D4	No
MAJESTIC OPORD 00001	XX	200 hrs	+4%	1D4	No
Azathoth and Other Horrors	XX	50 hrs	+4%	1	No
Greg Mason's surveillance videos	XX	60 hrs	+2%	1D6	No
Gunter Frank's research notes	XX	800 hrs	+4%	1D6	Yes
Joseph Camp's grimoire	XX	1,000 hrs	+8%	1D6	Yes
Matthew Carpenter's Delta Green files	XX	32 hrs	+4%	1D6	No
The People of the Monolith	XX	60 hrs	+3%	1D4	No
The Seven Cryptical Books of Hsan	XX	1,200 hrs	+11%	2D6	Yes
The Files of Grant Emerson	XX	120 hrs	+2%	1D4	No

DISINFORMATION: BLACK BOOKS

Is reading an ASCII transcription of the *Necronomicon*, translated into plain English, as devastating as studying the Greek edition in an antique tome? Can you simply copy *Unaussprechlichen Kulten* into a Word file, spam a message board with it, and watch everyone who reads it go insane?

The issue of what constitutes a unnatural tome, and what that even means, come up often in *Delta Green*. Why does one damage the human mind? What causes that

damage? In a world filled with fake CGI videos of alien abductions, swamp monsters and ghosts, it's hard to believe some musty old block print drawn by a 16th-century monk—no matter how shocking—is going to cause too much trouble to the average reader. Much less a block of text talking about star angels, a war in heaven, Lord Moloch, and the seven gates of Irem. To most, the raw text of the most outré tome is nothing but pseudo-religious gibberish.

Even the most gruesome text of ancient cults moves us little. We see mass shootings, executions, bomb attacks, child murders, and mass poisonings every day. Humanity is as prolific in its violence as ever. Little evidence is needed to see we are all well on our way toward becoming as the Great Old Ones: free and wild and beyond good and evil, with laws and morals thrown aside and all men shouting and killing and revelling in joy. Just look in your online news feed.

So, why would ancient books on the subject seem even a little bit shocking today? There is no single answer, but it often comes down to two things. Some tomes become truly mind-altering only when the reader realizes that their blasphemous secrets are true. And some tomes affect the mind of the reader in the physical and mental process of reading, the words and ideas reshaping the brain in unnatural ways.

There are millions of copies of unnatural tomes floating around in PDF, photographed by enthusiasts, page by page. The Program propagates computer worms to seek out such files and delete them, but nothing can ever be erased from the internet. A purported ASCII transcription of the *Necronomicon* was likely generated by optical character recognition, so half the characters are gibberish. But even if you secure a perfect copy, or hold the original tome in your hands, merely reading is not enough.

In Lovecraft's stories, many academics know the old, debunked myth-cycles of Cthulhu and Nyarlathotep. They laugh them off as occult chicanery and superstition, and never bother to codify their research for others' use. Researchers who wish to learn from an unnatural tome must work from imperfect translations, and cross-reference lines and individual words with other editions in other languages. They must learn the culture of the author in order to recognize strange similes, metaphors, and turns of phrase—and to recognize when the authors' obsessions and growing madness leave some ideas beyond understanding. An unnatural tome is never a textbook or a cookbook. It's an impenetrable cultural artifact, created by a madman who saw truths that belong in no sane world.

Slowly, the student pieces fragments of these works together and becomes convinced of the horrific pattern at the center of the world: that we are merely the vermin that rose to supremacy during an interregnum where the Old Ones sleep. Only then does the damage set in. That process is, thankfully, rare. And so mankind lingers in uneasy primacy over the Earth.

There is another way that many unnatural tomes affect the human mind. Some are themselves infected, in their very paper and ink or in combinations of concepts unlocked by the human eye, by a cancer of reality that causes mental degradation. It may be an impossible angle in a diagram, a sketch of infinity, a pattern of syllables that opens a hidden Nth-dimensional door to the unworld, an unnatural mold whose spores attack the central nervous system, or some sort of latent, poisonous energy that seeps with comprehension from the page through the eye into the mind.

Any (or all) of the above can be true. Each unnatural book or artifact is different. As with the unnatural, no absolute rules can ever be discerned. Just when the Agents think they have a handle on how the unnatural operates, they should find something that breaks the established order. That is the point of Lovecraftian horror. We can never, ever, understand. Even when we believe we might.

Work hard to establish the rules possibly unique to a particular tome, and stick to those rules for the next unnatural tomes. When the players are sure they know how unnatural tomes work, change the rules. Only one lesson should be truly reliable: that the very act of studying the unnatural is like a sanity-bomb, waiting to go off in the Agent's mind.

THE GREAT OLD ONES

What would the most well-informed Delta Green Agent know of the unnatural? What is the ultimate secret they keep?

Approximately this:

The Great Old Ones came from elsewhere and fought over the Earth billions of years before man, and now sleep in some infernal cycle of time. Life on Earth is the result of biological runoff; a fungus borne of alien shit, that has clung and crawled and evolved as these giants sleep. Their science is our magic, and remnants of their civilizations spring up to infect our world. Soon, they will wake and destroy humanity. NOTHING can stop this.

So then, what exactly is a Great Old One? Some claim they are aliens from another world of a scale beyond all terrestrial life. Others say that they are native to Earth but that we are to them as bacteria are to us. Others say they exist in some other alternate reality which bleeds over into our own. Still, others place them in hierarchies of power: Elder Gods, Great Old Ones, Other Gods. Forces that serve other forces more infinite than infinite. No one knows how many exist or their true names or forms in any definitive sense—at least no one sane.

There are many theories. What those theories agree upon is this: the Great Old Ones “sleep,” seek freedom, and once released, will destroy humanity. This will not be some war, just as a man does not war with an anthill, but a complete annihilation.

The truth that hovers beyond these theories; the most horrific truth is this—the Great Old Ones are *beyond human classification and conception and forever will be.*

The Great Old Ones manipulate reality in ways that make the most advanced human sciences look ridiculously primitive. Yet, some men have learned the hypergeometrical principles of the Great Old Ones, or at least, have discovered how to mimic them to achieve limited effects.

The existence of the Great Old Ones can be said to have been “confirmed” on many occasions. So have the terrible effects of their alien “science”. Beyond this, little can be said with any certainty. For example, an entity called Cthulhu, “sleeps” in an alien fold in space/time at 49°51'S 128°34'W in the Pacific Ocean. What then, is it?

It is the size of a small mountain. It has superficial features of a living being. It appears to be able to change shape, bend spacetime, and warp its form. If nothing about the creature is static, how do you define it?

Is this “Cthulhu” the same as a creature fired upon by the U.S. Navy S-8 Submarine in the February 1928 raid on Innsmouth, Massachusetts? Or is it the entity spotted at Black Cod Island, Alaska, identified as “He Who Swims With Corpses,” of similar description? None can say (and of course, the final disposition of the threat remains up to each Handler to determine).

Take this further. Certain myth-cycles describe an entity called Nyarlathotep, linked to Egyptian myth. It is described as an ebony skinned man, a giant creature with a blood-red tentacle, *and* a horrific corpse woman; as well as a thousand other “faces.” Each of these forms is known to be “real”. Are they related? How does one tell? What if this entity is not only all these forms, *but all the other Great Old Ones as well?* Time, distance, mass and energy appear to mean nothing to “them”. What if these are a singular creature, conforming to our cultural perceptions the way water conforms to the shape of a puddle?

As can be seen in this thought experiment, understanding implies an absolute knowledge of power, energy and time, something no man can achieve and remain sane.

What can be said definitively is that it is likely the Great Old Ones were the initial catalyst for life on Earth. As such, most of the entities created below are products of, or are subservient to the Great Old Ones, either directly, or indirectly.

ALIEN INTELLIGENCES

After the reign of the Great Old Ones in the distant past, multiple non-human species from the stars warred over control of the Earth (some even co-existed with the Great Old Ones for short periods of time). Crinoid plant-like beings, amorphous blobs of sentient cells that could reshape into any form, extra-dimensional blights of non-terrene matter with a thousand eyes, fungal-scientists from the edge of the solar system, just to name a few; forged empires that rose and fell long before what would become humanity crawled from the oceans. They left artifacts, ruins, and science buried far from the haunts of man. They are called by many, many names.

Some still exist today, enacting alien plans to restore their supremacy. Since 1942, Delta Green has actively hunted them all.

THREAT MATRIX: MI-GO, ELDER THINGS AND SHOGGOTHS

Vast alien empires persisted on Earth for hundreds of millions of years before humanity. Their ruins remain in hidden places, in folds in space/time, and scattered throughout the solar system.

MI-GO—THE PACT AND THE SILENCE

Though few understand the *real* truth; the fungal scientists from the edge of the solar system known as the Mi-Go have, since 1947, had the deepest relationship with mankind. In their cover as the “Greys” the Mi-Go have used the American government as a tool to further their agenda through the American agency: MAJESTIC.

In 2001, this pact ended suddenly, and since then the creatures have remained silent, working their inhuman plans in the depths of the solar system on Pluto; the planet forbidden texts sometimes refer to as Yuggoth.

ELDER THINGS—BENEATH THE ICE

Since the doomed Starkweather-Moore expedition of 1930 when an ancient, giant, cyclopean city of basalt pyramids was discovered in the center of Antarctica, and the crinoid, Elder Things were reawakened, these beings have been silent. Just eight years later, a Nazi expedition found no sign of the Elder Things or their alien city (though they did locate remnants). Outposts surely remain beneath the antarctic ice, its basalt vaults filled with enough secrets to level the planet.

SHOGGOTHS—ROGUE ENTITIES

The Elder Thing's mutated creations, the terrifying, plastic Shoggoths, persevere—immortal and indestructible—hidden in the depths of the oceans and beneath ice sheets, enacting unknowable plans.

INHUMAN EARTHLY INTELLIGENCES

Other inhuman races exist which may or may not be native to Earth. The most common inhuman earthly intelligence is the Deep One; ocean-dwelling, immortal beings that have been interbreeding with humanity since the dawn of history for unknown purposes. Second are the ghouls; dog-headed, immortal beings who feast on the human dead, hiding in warrens underground. Third are the serpent-men—reptilian-humanoids who, during the age of the dinosaurs gained access to the science of the Great Old Ones.

While these three species are the most commonly encountered, there are many others.

HUMAN HYBRIDS

Both Deep Ones and ghouls, through unknown means, interbreed with humans to produce hybrid species. Serpent-men, utilizing hypergeometry, have masqueraded undetected as humans for long periods of time; even interacting with humans in the modern age.

Hybrids and creatures living in masquerade represent some of the greatest threats Delta Green has ever known.

THREAT MATRIX: GHOULS, DEEP ONES AND SERPENT MEN

Ghouls and Deep Ones represent an insidious threat to humanity. They seem to be able to breed with humans, or at least *infect* them—changing them, over time, into hybrid species, or possibly, fully changing them into a Deep One or ghoul.

DEEP ONES—THE HYBRID DIASPORA

Since the discovery of the Deep One civilization by the American Navy in Innsmouth, Massachusetts in 1928, a secret war has been wrought by various world governments against these creatures, and their bizarre method of infiltration and interbreeding with human populations.

The surface colonies of human/Deep One hybrids have, for the most part, been destroyed (as far as those in the know believe), but few in Delta Green have any delusions that this has had any effect on the true, immortal, Deep One civilization beneath the oceans. There, they wait and occasionally venture upwards, to begin their work anew.

DEEP ONES—BLACK COD ISLAND

The oldest and most significant Deep One colony in North America was founded in 1555 A.D. by an infected offshoot of the Haida Indians of the Pacific Northwest. It remains hidden on Black Cod Island, Alaska, in plain sight, as a model “American-Indian” settlement. There it remains a den of inhuman worship and terror. But the Black Cod people are not Indians. They are not even human.

To the public, the Black Cod people (*Xaatgaav Skil*) appear to be a friendly, simple community with ancient traditions, their industry and self-sufficiency admired by all. But in secret, these Deep One hybrids abduct lone travelers in the Alaska wilderness for sacrifice to their dark lord, a huge, primal Deep One called He-Who-Swims-With-Corpses.

DEEP ONES—THE EXALTED CIRCLE

This branch of the Esoteric Order of Dagon began as a 19th-century secret society of American landowners and industrialists who relied on help from Deep Ones to fill their coffers and sabotage their rivals. In the 20th century, it came under the influence of the Cult of Transcendence, and its members used their rising influence—augmented by their unnatural powers—to make fortunes on defense contracts and global shipping. In 2007, a Delta Green raid killed a large number of Deep Ones and a few Circle leaders, though it failed to learn the name or extent of the Circle itself. The Deep Ones withdrew their aid, leaving the Circle’s leaders to rely on their own rituals and wiles. Since the Cult of Transcendence fell apart in the early 2010s, the Exalted Circle has become even more circumspect. Whether its old allegiance to Dagon will atrophy, or will be revitalized by some new contact with the Deep Ones, remains to be seen.

DEEP ONES—OTHER FRAGMENTS

Who knows what darkness tinges the shores of out-of-the-way places, or when the Deep Ones will once again launch a colonization of the surface? Their motives are alien, their bodies and minds immortal, their science hundreds of decades in advance of humanity. The years since Innsmouth are nothing but a flicker of light across the vast shadow-hand of the Deep Ones’ plans.

GHOULS—THE KEEPERS OF THE FAITH

In the 1630s, a religious order run by a heretic named Mogens Dekker fled from Europe to the free port city of New Amsterdam (later New York), and there, set about a secretive worship of an unknown god. Dekker and his followers—known as *The Keepers of the Faith*—were ghouls in the making, once-human monstrosities who dug into the earth and fed on dead human flesh.

Even today, dozens of immortal ghouls persist in New York as indigents who scuttle in the tunnels beneath the metropolis. Thanks to an uneasy truce with Delta Green,

most of them live beneath the vast graveyards of Glendale and Forest Park, Queens—an endless feast in which they may live in secret and in peace. For now. Occasionally, renegades grow impatient and come to hunger for living flesh, and then the truce with Delta Green threatens to unravel.

GHOULS—THE DEMONTE CLAN

The DeMonte clan, a degenerate group of ghouls who persisted as an infection in New Orleans from 1788 to 2005—hiding in plain sight as a family of successful mortuary owners using hypergeometrical disguises—were rooted out and destroyed in a hastily thrown together Delta Green operation during the chaos generated by Hurricane Katrina in 2005.

Few of the DeMontes remain, and their once stout empire has been shattered. Still, today, Delta Green monitors the city through operation REDBONE—looking for those trying to recover their old influence and power. Occasionally, a hidden ghoul is uncovered and destroyed.

GHOULS—REMNANTS IN EUROPE AND ASIA

Ghouls once infected all of Europe, but barring reports during the wars which wracked the continent in the last century, few known ghoul populations remain; most having been hunted to extinction by various secret agencies. Still, it is not unimaginable that lone ghouls still haunt individual graveyards, hidden beneath the earth.

The largest and most dangerous ghoul outbreak occurred in Russia during the reign of Josef Stalin; called *The Cult of the Great Provider*. While Stalin's death-squads stoked the fire of the ghoul cults, thousands of ghouls were born, and put down by the Soviet agency tasked with the unnatural: GRU SV-8. Who knows if any remain? If they do, they have certainly learned to hide themselves more carefully.

SERPENT-MEN—REMNANTS OF A ONCE-GREAT RACE

The Serpent-Men rose to prominence in the Paleozoic era (approximately 500 million years ago). There, they plied the science of the Great Old Ones and changed the world, but their atavistic and greedy nature turned them upon on another, and they perished in some sort of self-generated apocalypse—or so the fragments recovered from pre-history say.

Since that time, survivors of the Serpent-Man apocalypse have risen and entered human society utilizing hypergeometric disguises. Twice, Delta Green has directly confronted these beings, and due to their mimetic nature and vast intellect, they are deemed a very real threat. Luckily, they are as likely to kill another of their kind as a human.

EXTRA DIMENSIONAL INTELLIGENCES

The Great Race are non-physical intelligences which transcend time and occupy human minds, and through these proxies, manipulate history. The Lloigor are non-physical intelligences which manipulate energy and matter to create living projections of their consciousness to feed on psychic pain. These two forces appear to be in conflict. But to say this might be a human misunderstanding of actual events is a vast understatement.

Since time and space remains insubstantial to them, this war appears persistent and temporally fixed only to them—a front in a war across time.

There are others, of course, demons, djinn and more—but it is unclear if these are covert manifestations of other forces, new threats, or simply occult fueled fictions.

THREAT MATRIX: THE GREAT RACE AND THE LLOIGOR

The Great Race and Lloigor—creatures that exist outside of our four-dimensional world—manifest and war for supremacy over something greater than what we call existence. No one can remain human and truly understand their motives or methods.

THE GREAT RACE—THE CONSTRUCT

The Great Race left the concept of time behind long ago. To them, time is simply geography. They embed their consciousness in living beings to enact bizarre plans inside the boxlike, bounded dimensions of our normal, linear world. But this geography of time (which they call “the Construct”) is always changing and collapsing. It must be rebuilt over and over, to maintain a connection to a distant, radioactive future to which the Great Race will one day escape (have escaped, will always escape). There, they occupy the lone survivors of the Earth: a species of giant beetles. To this end, the Great Race agents might be found anywhere in human history, and their human servants—temporal operatives they call the Motion—are zealots who readily die to see their masters’ plans come to fruition.

THE LLOIGOR—THE PATTERN

The Lloigor are extradimensional intelligences that can perceive and manipulate our reality and manifest living vessels to contain their consciousness. They seem to be addicted to the physicality of our world and to sensation, and are drawn to torture, death and pain. Like the Great Race, the Lloigor seem to be driven to cause an outcome in what we might “history”, which seems contingent on the establishment of a human empire—perhaps the last—called the “Tsan-Chan” in approximately 5,000 A.D. To the extent that the ever-shifting illusion of causality can be comprehended by a human mind, this outcome seems in direct conflict with the Great Races’ plans for nuclear war.

OTHER UNNATURAL THREATS

The Great Old Ones and their minions are by no means the only threats discovered by Delta Green. There are other worlds, planes, and times connected to the Earth through alien science and the powers beyond. Invisible, alien carnivores living in the membranes between dimensions, coherent fogs of swirling glass that can congeal in the angles, rat-creatures imbued with the face and mind of a human, alien insects that can crawl into the brain of a living being; all of these, and more, exist at the periphery of human experience. No experienced agent doubts there are others.

Some unnatural threats conform to human legend, or, perhaps it is better to say human legend conforms to them. Things that operate like supernatural creatures from history: vampires, lycanthropes, yeti. Nearly anything could be hiding out there, unnatural horrors distorted by the lens of history into shapes more tolerable to the human mind.

What has not been discovered is a confirmation of the world's religions—heaven, hell or an afterlife. There have been cases of non human intelligences impersonating religious or historical figures, and there have been reports of humans using alien techniques to separate mind from body. But so far, no aspect of spiritualism has revealed the affirmations and comforts of a human religion to be true.

BOOKS, ARTIFACTS, AND ALIEN SCIENCE

The unnatural exists in many forms, not all of them living. The remnants of alien cultures and science have intertwined with human history and can be found buried in ancient texts of magic, in one-off artifacts pulled from the Earth, or in alien concepts that haunt the human mind.

More often than not, a book, artifact or alien concept causes an outbreak of the unnatural—either directly, or through a human agent exposed to it. Worse, this is often the first step in calling something from outside. Delta Green works hard to identify, contain or destroy these things before they can find a foothold and do lasting damage.

DISINFORMATION: A WORD ABOUT “TRUTH”

Human experience is, in every instance, merely a local case. Human senses can only comprehend a fraction of the electromagnetic spectrum, to say nothing of the spectra radiating through other physics tangent to ours. Human minds can only process a very few data in parallel, as our primate brains insist on translating every bit of our visual and physical experience—or, if translation fails, on simply remembering or inventing enough data to pilot our flesh from moment to moment. Recorded human history shines fitfully from one-millionth of the history of the Earth; the entire life of our species reaches back perhaps another fifty millionths. And even that seemingly humble construction depends on concepts of linear time that hold no meaning outside our own perceptions.

Delta Green interposes itself between the world we know and the strange eons that exist outside, around, and beneath it.

Since human brains are inadequately evolved to even *comprehend* the universe, much less respond intelligently to it, nothing we ordinarily say or do to it makes any difference. Speaking the names of Great Old Ones does not bring down damnation from Heaven or invoke non-Euclidean curses from Outside. At worst, it garners funny looks at the academic conference, or a condescending sneer from neopagans. Cthulhu, Hastur, Yog-Sothoth, and the rest appear in a few dusty demonologies, and a few even dustier anthropological or archeological papers, alongside names like Baalberith, Glasya-Labolas, or Volturnus.

In short, an Agent with Anthropology, Archeology, or Occult at 80% or higher might well recognize a name like Nyarlathotep (“a syncretized demon-figure mentioned in Ptolemaic papyri, and in later Arabic grimoires as a type of anti-Christ”) while a Delta Green agent who busted a Crawling Chaos cult might never have heard of it.

In a Delta Green game especially, the meanings of the various names shift along with their users and their perceivers. Consider hiding a revolting brain-parasite colony behind a cult of Bast, or present devout believers in Cthulhu who summon Him in high desert mountains— after all, he “seeped down from the stars”.

UNHISTORY

Our current human industrial civilization emerged, flourished, and bids fair to destroy or smother itself in an optimistic 2,000 years total. It takes geological and atmospheric processes approximately a thousand years to erase most signs of human construction: even plastics and metals eventually corrode and disintegrate after five or ten thousand years. Continents subside, volcanoes erupt, coasts flood, glaciers grind down. A few megaliths survive perhaps, washed clean of the carbon we require to pin them in historical time. *Homo sapiens* has existed for about a quarter of a million years. The emergence of previous human civilizations (or even species) and their destruction—by their own action or by catastrophic contact with the Outside—is all but a mathematical certainty.

Delta Green often uses the same names 19th century occultists and charlatans ascribed to these pre-decedents: Mu, Lemuria, Uluumil-Naga, and so forth. Other names appear in older records: Lomar, Mnar, Thule, Yhe, Hyperborea, and Valusia.

Names and histories come adrift: one tradition asserts that Hyperborea was a human country in Eurasia contemporaneous with the Classical Greeks, while another describes it as a lost polar continent inhabited by furry humanoids or sweat-born golden beings that reproduced by budding. The cod-scholarly habit of applying human and historical mythical terminology to ancient and inhuman empires further muddles the issue: “Hyperborea,” for example, merely means “above the North Wind,” implying only a vaguely Arctic location. The constructions of the truly ancient alien races who colonized the Earth often pay no more heed to human notions of physics and temporality than their masters did: thermoluminescence, carbon dating, and all other methods of fixing a fossil or artifact in time apply only fitfully to unnatural relics.

Finally, of course, the questions of time travel, dimensional dilation, and temporal epistemology raised by unnatural contact imply that even simple notions such as “before” and “after” have almost no real meaning to these alien civilizations. With all that said, however, here’s what a paleontologist and an occultist might piece together if Delta Green were ever foolish enough to allow such a team access to their remaining files and incident reports. To date, no one has ever done so.

Dates derive from current paleontological and paleogeological research; they are necessarily approximate and, as usual, may be wildly inaccurate.

- △ **4.48 billion years ago:** The Hounds of the Angles are thrown into the corridors of time. (Moon formed by the collision of a Mars-sized sphere with the proto-Earth.)
- △ **542 million years ago:** The crinoid Elder Things arrive on Earth, seeding millions of species with their experiments and bioculture. (Cambrian Explosion.)
- △ **443 million years ago:** Spectral polyps arrive or emerge. (Ordovician Extinction.)
- △ **378 million years ago:** Great Race of Yith arrive and uplift a conical terrestrial species; the Yithians conquer and imprison the spectral polyps. (Devonian Extinction.)
- △ **359 million years ago:** Cthulhu and its spawn arrive from Zubeneschamali (Beta Librae) or Sothis (Sirius, sometimes referred to as Zoth). (Hangenberg

- Event; algal blooms flood the oceans, choking off life across the Southern Hemisphere.)
- △ **300 million years ago:** R'lyeh sinks, Cthulhu trapped; N'Kai founded by refugee servitors of Cthulhu. (Pangaea forms.)
 - △ **252 million years ago:** The shoggoths rebel against their Elder Thing masters, unleashing a global war fought with ecocidal weapons. By the time the Elder Things subjugate their slave creations, the war has driven 96% of all species on the planet extinct. (Permian Extinction.)
 - △ **230 million years ago:** Serpent people evolve, or are created by Yig; they rule the empire of Valusia roughly where the Mediterranean is now. (75 million years after the first reptiles evolve.)
 - △ **184 million years ago:** Mi-Go arrive on Earth in force from Yuggoth or further Outside, defeat the Elder Things and restrict them to the Antarctic. (Pangaea breaks up.)
 - △ **145 million years ago:** In some legends, the Mi-Go bring Ghatanothoa to a Pacific subcontinent (“Mu”), possibly as a weapon.
 - △ Deep Ones bring Byatis to Valusia, likewise. (Tithonian extinction event.)
 - △ **90 million years ago:** Mi-Go drive the serpent people underground to Yoth. (Fossils of Najash, a bipedal, burrowing snake with a pelvis.)
 - △ **66 million years ago:** The spectral polyps escape their prisons—possibly by summoning an enormous iridium-iron asteroid—and drive the Great Race from their rugose cone-bodies and into the future. The cataclysm destroys most Elder Thing cities, leads Mi-Go to reduce their presence on Earth. (Cretaceous Extinction.)
 - △ **50 million years ago:** Prehuman civilization (“Lemurians”) flourishes in Asia or a parallel dimension (“Shamballah”).
 - △ Black, formless beings from Kythamil build K'n-Yan.
 - △ **33 million years ago:** War between Lemurians and Deep Ones destroys Lemuria, drives deep ones into deep trenches. (Meteoric bombardment of eastern North America; Eocene-Oligocene Extinction)
 - △ **14 million years ago:** Reptile species, possibly a clade of divergent serpent people, builds a nameless seaport city as a fane of Cthulhu in what is now Arabia. (Miocene Climate Transition.)
 - △ **9 million years ago:** Elder Things create hominid servant-pets. (Pan-Homo divergence.)
 - △ **3 million years ago:** Rhan-Tegoth rules in what is now Alaska.
 - △ Tsathoggua arrives in Hyperborea from N'Kai or Saturn.
 - △ **2.54 million years ago:** Lloigor arrive from the Andromeda Galaxy, colonize Mu, begin to enslave and engineer hominid stocks. Some sources say the Lloigor faced resistance from Ghatanothoa; others, that Ghatanothoa was chief among them, or perhaps a forerunner. (SN 1885A, only known supernova in Andromeda Galaxy, c. 2.54 million light-years away)
 - △ **2.4 million years ago:** Furry hominid Tsathoggua-worshippers, the Voorii, establish the civilization of Hyperborea in Greenland. (Bramertonian Interglacial.)

- △ **2 million years ago:** Hominid apes construct the ward-city “Thule” in central Africa. (Homo erectus.)
- △ **1 million years ago:** Tcho-Tcho evolve in southeastern Asia. (Java Man.)
- △ **850,000 years ago:** Human civilization first (?) rises in Hyperborea and Lomar, drives the Voorii south. (Homo heidelbergensis.)
 - △ Deep Ones return to continental shelves. (Cromerian Interglacial.)
- △ **725,000 years ago:** Lloigor destroy rebellious Lomarian city Nam-Ergest, explosion creates what is now the Grand Canyon. (Major period of activity in Uinkaret volcanic field.)
- △ **173,148 BCE:** Worship of Ghatanothoa becomes supreme in Mu.
- △ **110,000 years ago:** Uluumil-Ra empire of Mu destroys remnant Lemurian cities in Asia. (Last *Gigantopithecus* fossils.)
- △ **100,000 years ago:** Human kingdom rules the continent or dimension of Atlantis; shadow war against serpent people infiltrators eventually undermines it.
- △ **85,000 years ago:** Itha-shua destroys Hyperborea and the final Elder Thing city with ice; Lomarians retreat into K’n-Yan, except for those in the capital city of Olathoë. (Wisconsin Glaciation.)
- △ **50,000 years ago:** Lomarians bring worship of Tsathoggua out of K’n-Yan, re-establish his cult across the North. (Upton-Warren interstadial warm spike.)
- △ **26,000 years ago:** Final destruction of Olathoë by the hairy Gnophkehs.
 - △ Lloigor return to power in decadent Mu.
- △ **17,000 years ago:** Rise of Cimmeria under Crom-Ya. (Last glacial maximum.)
- △ **14,500 years ago:** Sinking of Atlantis. (Bølling-Allerød interstadial warm spike.)
- △ **12,000 years ago:** Final destruction of Mu in the western Pacific; Lloigor scatter across the world. (Sundaland continental shelf submerged; Younger Dryas mini-ice age.)
- △ **9000 BCE:** Tcho-Tcho found Ai-Lao-Žar on the Plateau of Singu.
 - △ Rise of Irem of the Pillars.
- △ **6000 BCE:** Last kings of Stygia carve the Sphinx. (Controversial “water-erosion” theory date of the Sphinx’ construction.)
 - △ The Doom comes to Sarnath in the land of Mnar. (Flooding of the Persian Gulf seafloor.)
- △ **5600 BCE:** Deluge submerges Cimmeria. (Ryan and Pittman theory of Black Sea flooding.)
- △ **2600 BCE:** Nephren-Ka, the Black Pharaoh, rules in Egypt. (Confused and fragmentary records of the Pharaoh Nefer-ka (2nd Dynasty) or Nefer-ka-re (3rd dynasty).)
- △ **2184-2181 BCE:** Ghoul queen Nitocris rules in Egypt. (Concealed under the name of Pharaoh Neitqerti Siptah (6th Dynasty).)
- △ **534 CE:** Meteor impact in Britain (modern Brichester Lake) brings Glaaki to Earth. (Major cooling event in Northern Hemisphere.)
- △ **1643 CE:** Shans arrive on Earth (in Goatswood) from Shaggai.
- △ **5000 CE:** The cruel empire of Tsan-Chan flourishes.
- △ **50 million years from now:** Great Race of Yith returns to incarnate into a hardy coleopteran species, reconquers the Earth.

ENTITIES

To most of humanity, blinded by our stewardship over a period which, at best, might be described as an interregnum between epochs of inhuman conquest; mankind seems ascendant, primal and alone. To those-in-the-know we exist, it seems to our limited senses, at a swirling nexus in spacetime, awash with consciousness, beings, entities and creatures, only a fraction of which humanity can count as having encountered.

Entities exist between the spaces we know, in the corridors of time, or even in inner-space, within the recesses of the human mind. Others defy such simple explanations and simply insist themselves into our narrow, four-dimensional world, rending reality as they come and go.

Below is an accounting of some of the entities that Delta Green has faced in its seven decades of existence.

KNOWN ALIEN INTELLIGENCES

The following represent a fraction of the threats contacted, confronted or destroyed by Delta Green since its inception. Almost all interaction with alien intelligences has been in the form of violence; though a few standout cases of “an enemy of an enemy is my friend” might be found in organizational memory. Make no mistake however—Delta Green’s mission is to eliminate *all* alien intelligence.

DISINFORMATION: UNKNOWN ALIEN INTELLIGENCES

“Elder Things.” “Elder Beings.” “Old Ones.” The authors of occult tomes rarely know exactly what to call unnatural monstrosities. How much more at a loss is a witness unfortunate enough to encounter one in person? In this book, we give standard names to these entities to help the Handler avoid confusion. But as Handler, you should do everything in your power to create that confusion among your players! Never give a clear enough description that a veteran player recognizes the threat. Never use a name that players can recognize from prior games or fiction. Change the sensory impressions that these entities create. Change their abilities and weaknesses if you must. Familiarity kills the sense of cosmic weirdness that this game is meant to evoke. Never let players think that they know exactly what looms before their terrified Agents.

COLOUR OUT OF SPACE

“For the terror had not faded with the silhouette, and in a fearsome instant of deeper darkness the watchers saw wriggling at that treetop height a thousand tiny points of faint and unhallowed radiance, tipping each bough like the fire of St. Elmo or the flames that came down on the apostles’ heads at Pentecost. It was a monstrous constellation of unnatural light, like a glutted swarm of corpse-fed fireflies dancing hellish sarabands over an accursed marsh; and its colour was that same nameless intrusion which Ammi had come to recognise and dread.”

—H.P. Lovecraft, “The Colour Out of Space”

Colours are an immaterial species of unknown origin, which may or may not use our dimension as a nesting ground to nurse their offspring. The infection always begins in the same manner—with a meteorite—either falling from space, or being recovered from somewhere, buried in the Earth. Once this rock is brought within range of living things, it “hatches”.

The nascent colour begins as an invisible, deleterious effect on plants and animals, including humans. Living creatures within a few yards of the meteorite suffer in an ever-growing malaise. This radius grows over time. Plants grow wild at first, and then black and cancerous before collapsing to grey dust. Animals waste away, become ill-tempered, and finally collapse and die. Humans grow at first anxious, then obsessive, and finally insane. In the end, if the humans remain, they perish—either by violence or biological failure. Those living things removed from the area affected by the color return to a biological-norm after a short period of time.

As this drain occurs, the colour grows in size, power and effect. After a certain amount of time the colour can hunt, exhibiting behavior which indicates it possesses *at least* a rudimentary intellect. Eventually, once it reaches full power, and all living things in the area are drained, the color manifests as an unearthly halo of bizarre light. It ascends (perhaps into space or another dimension).

POW 1–35

ARMOR: See **TRANSCENDENT**

SKILLS: Flight 20%

DRIFTING FLIGHT: The colour can drift and move through space, creeping forward like a mist (even against the wind), but its movement is significantly slower than a running human.

THE MALAISE(1 POW+): Each day the colour “feeds” on an ever-growing radius of living things; it gains 1 POW point. When it achieves 20 points, the colour becomes ambulant and can attack, when it achieves 30 points it *seeks out* living prey, feasting on them. People who remain in this range for an entire day must make a SAN roll or suffer 0/1 SAN loss.

POWER FEAST (20 POW+): When ambulant, the colour can move and “attack”, appearing as a glowing mote of unearthly light which slowly approaches the target and strips them of POW. This is treated as a contest between the colour’s POW and the targets POW. If the colour wins, the target is stripped of 1 POW point and 1/1D6 SAN points, and collapses unconscious (this attack can only happen once per target per day). If the colour loses, it retreats into the earth. (This attack can occur when the target is asleep—although they still get a SAN roll, on a success, they do not wake, and the POW is still lost.)

TRANSCENDENT: The colour is beyond all physical attacks, (though experimental physics or hypergeometry might conceivably cause it harm).

SAN LOSS: 0/1D6.

DEEP ONE (GREATER)

“The Deep Ones could never be destroyed, even though the palaeogean magic of the forgotten Old Ones might sometimes check them. For the present they

would rest; but some day, if they remembered, they would rise again for the tribute Great Cthulhu craved.”

—H.P. Lovecraft, “The Shadow Over Innsmouth”

The Deep Ones, are an ancient, non-human culture inhabiting Earth’s oceans. It is unclear if the Deep Ones are an alien species or are native to Earth. They interbreed with humanity and they have infiltrated and corrupted many human communities, but their memory stretches far into the past, far beyond the dimmest recollections of human civilization.

Unbeknownst to most (including Delta Green), the Deep Ones are divided into two classes: Greater and Lesser Deep Ones. Lesser Deep Ones are the creatures most often encountered by humans, thick-bodied, frog-like, loping creatures. Greater Deep Ones are completely inhuman. They have no biological likeness to any of Earth’s animals, though like the Lesser Deep Ones they *could* be compared to amphibian life. Greater Deep One physiology does not seem to be fixed in a way that is clearly understood by human science. One Greater Deep One might have chitinous prehensile crab-like limbs circling its mouth, while another might have one arm, four eyes or two separate mouths. The consistent facts seem to be these:

Their bodies are covered head to toe with large fanlike scales, as well as bony spikes of varying colors. Compared to an average human, they are large, often roughly the size of an African Gorilla. Their eyes are huge and globe-shaped, able to see in the dark of the oceans’ depths. Their mouths are huge open gashes filled with tiny, razor-like teeth, incapable of human-type speech.

They have gill-slits which allow them to breathe salt water (but not fresh). Their native environment is the ocean, and they are almost completely aquatic, only able to venture onto land for short periods of time. Their bodies are built for the deep ocean, with self-regulating gas-bladders that expand and collapse to allow a shift from the shallows to the depths. (Mutation in these bladders may have made venturing onto land possible.)

Deep Ones of all kinds are *at least* as intelligent as an average human, and many are far more intelligent than the greatest of human minds. Their understanding of what humanity calls hypergeometry is extensive, and seems to be genetic in nature, passed on from generation to generation through their odd, forcible form of procreation.

Deep Ones consider humanity, for all its own advances, nothing more than a primitive prey-species. When a Greater Deep One is confronted by humans, it is typically more than a match for them; or at the very least, it can very quickly escape back to the sea.

Their lifespan is effectively infinite, and their upward size limit is dependent wholly on feeding. The most ancient Greater Deep Ones are huge, some approaching the size of an elephant. However, since Deep Ones tend to feed on one another, many are sacrificed by a strong few so that they might grow in power and size. This very effectively keeps the Greater Deep One population in check.

Greater Deep Ones reproduce through asexual means, in a manner unlike anything else on Earth. Each Greater Deep One has a stinger that injects a parasitic genetic element which alters the host to incorporate as much of the injector’s genetic material as possible. Often, this disease rewrites vast sections of the target’s genetic code, slowly mutating the victim’s body over days, months, or weeks until they express Deep One genetic traits.

When Greater Deep One mates with another Greater Deep One, this alteration often affects the target's mind more than anything else. When Greater Deep One mates with human, the alteration is both physical and mental, leading to Deep One-human hybrids and the Lesser Deep Ones. Through this means the Deep Ones have bred with nearly every type of advanced aquatic life, leading to odd hybrids throughout Earth's oceans.

For at least the last 100,000 years they have preyed on humans as breeding stock, sacrificial victims and food. Humanity has very effectively satisfied these Greater Deep One needs and has dramatically reduced the frequency of Deep One-on-Deep One violence. (Though that violence still remains far more common than would be acceptable in human cultures.) Most Greater Deep Ones now prey almost exclusively on humanity for sacrificial needs, when once they preyed on their own species or other ocean-going creatures.

It should be noted that in the context of the immortal populace of the Deep Ones, the frequency of their contact with new human communities—which may be as low as once every 300 years—is quite high. As far as the Deep Ones' inhuman biological clocks are concerned, the current pace of intermingling with human populations is the equivalent of a breeding frenzy. To us, in our less temporally enlightened standpoint, it seems almost glacial in nature.

No one knows where the Deep Ones originated. It seems clear they have existed on Earth for far longer than humanity, and possibly longer than mammalian life altogether. In fact, the Deep Ones are the single oldest still-active civilization on Earth.

STR 26, CON 26, DEX 11, INT 16, POW 14

HP 26, WP 14

ARMOR: 3 points of bony skin (see **INHUMAN BIOLOGY**)

SKILLS: Alertness 30%, Athletics 70%, Swim 99%, Unarmed Combat 55%, Unnatural 80%

ATTACKS: Talons 55%, damage 2D6 (see **TALONS**)

Lunge and Bite 35%, Lethality 10% (see **LUNGE AND BITE**)

Injector 60%, 1/1D8 helplessness SAN loss (see **INJECTOR**)

AMPHIBIOUS: The Greater Deep One is adapted to existence on land or in the ocean, at any depth. After a day on the surface, it loses 1 HP per day until it returns to the sea (immersing itself in salt water restores all HPs lost in this manner instantly).

GENETIC HYPERGEOMETRY: The Greater Deep One can access vast genetic stores of hypergeometric information, allowing it to operate nearly any ritual.

GIANT: The Greater Deep One's size ranges from slightly larger than the largest human, all the way up to a large bear (sometime, even bigger).

INHUMAN BIOLOGY: Although the Greater Deep One appears similar to Earthly life, it is not. Making called shots for "vitals" and other areas has no additional game effect. Bullets and stabbing weapons always inflict minimum damage (a rifle that inflicts 1D12+2 would do only 3 damage, for example). Attacks with Lethality rating automatically fail and inflict 2D10 points of damage.

INHUMAN MOVEMENT: The Greater Deep One can move up to 20 MPH on land, and 40 MPH in the water.

INJECTOR: Greater Deep Ones can attack prone targets with a barbed stinger that, on a successful Injector roll, injects the target with the Deep One Reproductive element

(see below). This attack costs the target 1/1D8 SAN (Helplessness), and may, eventually, transform them into a Lesser Deep One.

LUNGE AND BITE: The Greater Deep One can lunge and bite any target in arm's length for a Lethality attack of 10% with its double rows of razor-sharp teeth.

TALONS: The Greater Deep One's claws, spines, or lashing tentacles inflict 2D6 points of damage.

SAN LOSS: 1/1D8

DEEP ONE (LESSER)

"Some of 'em have queer narrow heads with flat noses and bulgy, stary eyes that never seem to shut, and their skin ain't quite right. Rough and scabby, and the sides of their necks are all shrivelled or creased up. Get bald, too, very young. The older fellows look the worst—fact is, I don't believe I've ever seen a very old chap of that kind. Guess they must die of looking in the glass! Animals hate 'em—they used to have lots of horse trouble before autos came in."

—H.P. Lovecraft, "The Shadow Over Innsmouth"

In humanity, the Deep Ones have found an ideal species to impregnate. Human genetics and Deep One genetics have mixed in a "perfect storm" leading to a highly fecund sub-species which can reproduce far more often than Greater Deep Ones. Humans impregnated by the Greater Deep One Reproductive Element become Lesser Deep Ones.

Lesser Deep Ones are the "classic" Deep Ones as portrayed in H.P. Lovecraft's *The Shadow Over Innsmouth*. They vary from partially human to nearly completely inhuman—and still, the worst Lesser Deep One is far more tolerable and human-like than any Greater Deep One.

An average Lesser Deep One is human sized, and is shaped vaguely like a man (though they tend to be more pot-bellied and awkward looking). Their musculature, skin, bones and sensory organs have undergone drastic alterations by the Deep One Reproductive Element (see below). Their skin texture has shifted from pores to scales, which range from super-fine to heavy and thick armored scales on their backs and areas which formerly possessed hair. Their coloring is usually grayish-green, with white or yellow bellies.

Their arms are longer than those of an average human, and their musculature has been extensively improved, allowing inhuman feats of strength. The spaces between their fingers are connected with thick, semi-transparent webbing. These muscular changes have also affected their legs, causing them to favor the ball of the foot as a balance surface. Their feet are webbed like their hands, and in the water, their legs allow fast movement, with swimming speeds in excess of 15 miles per hour. The lengthening of the arms and alteration of the legs also allows them to move on land at least as fast as the average human by loping about on all fours, something which becomes easier and easier as the taint takes hold.

Their head is their most inhuman feature. Their skulls have undergone drastic alterations. Eye sockets have grown and shifted to the sides of the skull. The eyes have grown in size, and eyelids have become transparent and have found another use as a nictitating membrane. The lower jaw has shrunk and become more "trap-door" like.

Teeth have multiplied in number and grown sharp. Worse still, their necks have swollen in size and bulk to allow space for fluttering gill slits.

These beings are, like many crossbred creatures, the best of both worlds, although of course the results vary from subject to subject. Most enjoy immortality and, as the transformation passes through its final stages, the ability to exist indefinitely under the waves.

This transformation is dependent on the proportion of Greater Deep One genes in the hybrid's genetic makeup, as well as the capability of the hybrid's human system to adapt to the changes. Each successive generation improves the Greater Deep One "taint" on the hybrid's genetics. The older the genetic integration and crossbreeding, the better and more effective the transformation.

STR 17, CON 15, DEX 12, INT 13, POW 12

HP 16, WP 12

ARMOR: 1 point of diseased skin

SKILLS: Alertness 30%, Athletics 40%, Persuade 30%, Swim 75%, Unarmed Combat 55%, Unnatural 10%

ATTACKS: Talons 55%, damage 1D8 (see **TALONS**)

ALMOST HUMAN: For those unaware of the unnatural, or the Deep One threat, Lesser Deep Ones appear as deformed, inbred, humans. Only a full medical examination or their use of *inhuman* abilities will reveal their true nature.

PARTIALLY AMPHIBIOUS: The Lesser Deep One is partially adapted to existence in the ocean, and can submerge for hours at a time. After a day below the surface, it loses 1 HP per day until it returns to dry land (surfacing restores all HPs lost in this manner instantly).

INHUMAN MOVEMENT: The Lesser Deep One can leap, climb and lope in a manner wholly unlike a human. With an Athletics roll, it can cross vertical distances and impassable obstacles that would stop a normal human. The Lesser Deep One can move up to 15 MPH on land, and 20 MPH in the water.

RITUALS: Some learned Lesser Deep Ones have access to hypergeometric rituals—usually those dealing with Deep Ones, Cthulhu, or the ocean.

TALONS: The Lesser Deep One's warped fingers end in thick, blackened, fingernails as lethal as knives, inflicting 1D8 points of damage.

SAN LOSS: 0/1D4

DISINFORMATION: THE DEEP ONE REPRODUCTIVE ELEMENT

While the genetic material underlying Deep One reproduction shares some aspects common to viruses, it is perhaps best described as a "mobile genetic element."

This genetic element is unusual in many ways. If isolated and publicized it will immediately gain the attention of the biomedical community, not to mention Deep One-related communities and cults and the few covert agencies that have had extensive experience with the Deep Ones in the past (such as Delta Green). Openly approaching the academic community with samples of the Deep One Reproductive Element is an extremely dangerous move on the part of any agent or Friendly of Delta Green. A suggestion to A-Cell to do so will be met with a resounding and immediate "NO."

The Deep One Reproductive Element was first isolated by man at the YY-II facility in New Mexico by a team of scientists in the employ of MAJESTIC in the late 1970s. Due to the extreme secrecy of the project, this information is buried beneath miles of Top Secret DELTA GREEN/EYES ONLY red tape. More has been learned and then forgotten about it than any one agency knows.

The Element shares aspects of retrovirus and retrotransposon groups, and has some characteristics of unusual RNA molecules such as ribozymes and viroids. In actuality it is much, much odder than any of these.

The Deep One Reproductive Element is a complex and highly structured RNA strand with catalytic activities that attaches to the DNA of the host. It causes both the alteration of existing genetic traits and the activation, through promoter regions, of non-expressing genetic traits. In other words, it rewrites the target's genetic structure in dramatic ways. Many of these changes are already in the target's DNA, but some are created by the RNA strand.

So far, this is not that unusual. But the Element takes it several steps further. The Element initially inserts itself onto host chromosomes, and when copied acquires short pieces of host genome sequence that allow it to insert itself again in a different position determined by the new host-derived genetic material. The RNA structure is complex and multi-staged, capable of many stepped insertions, allowing it to infect, re-infect, and re-infect again, causing multiple rewrites to the genetic structure of the target.

This “Chinese puzzle box” aspect of the Element is wholly unique, and that discovery alone is worthy of a Nobel Prize. Of course, those stupid enough to bring it to the attention of the public will soon find themselves blackmailed, victims of an assisted lone suicide, disgraced and removed from any position of authority, or undeniably proven a fraud in the public eye. This secret has remained hidden for 80 years since the “official” discovery of the Deep Ones; it will remain so for as long as conspiracies exist to suppress it.

It is possible to create—given many years, billions of dollars, and enough personnel—therapies that might halt or slow infection with the Element. Such treatments would rely upon developing a gene therapy to block the first stages of infection by the Element, preventing all consecutive changes from taking place and making Agents immune to further infection. But a conventional vaccine will likely be impossible. Of course, the horrors of getting infected inflict a different kind of damage altogether.

DIMENSIONAL SHAMBLER

“Shuffling toward him in the darkness was the gigantic, blasphemous form of a black thing not wholly ape and not wholly insect. Its hide hung loosely upon its frame, and its rugose, dead-eyed rudiment of a head swayed drunkenly from side to side. Its fore paws were extended, with talons spread wide, and its whole body was taut with murderous malignity despite its utter lack of facial expression.”

—H.P. Lovecraft and Hazel Heald, “The Horror in the Museum”

Contained within the eddies of and vortices of four-dimensional space, life, unseen and unimagined nevertheless persists. Within this “realm”—for this is all the human mind can attempt to make of it—there exists a creature ascendant just as mankind now enjoys its momentary ascendancy of the Earth. It was referred to in the private journal of

Ludwig Prinn (recovered in Paris in 1944) as “a shambling silhouette which cut most foul dimensions in shape”. Later shortened to “dimensional shambler.”

It is an entity composed of *some kind* of flesh and blood, though its chemistries and the science behind its life-cycle remain baffling to any earthly scientist. It is also huge, and strong, while still being, at its most basic (a head, two arms and two legs) formed, and able to locomote in a human manner. However, that is where similarities end. Its skin is tan, red or ebony-black, and loose, hanging in folds all over its body, and its skeletal system turns and moves in unnatural ways (allowing it to spin its head like a top, for instance, or reverse its limbs). It looks, at its most basic, like a giant, leathery, shaved ape, with a deformed, collapsed face, huge arms ending in a random spray of finger-like talons, and a small head set in a vacant expression, with red insect-like eyes.

It can come and go through four-dimensional space through unknown means, and will kill and consume what it can in our world, driven by a lust for blood and living things which remains, to it, the supreme delicacy.

STR 22, CON 30, DEX 15, INT 10, POW 14

HP 26, WP 14

ARMOR: 4 point of leathery hide (see **INHUMAN BIOLOGY**)

SKILLS: Alertness 44%, Apport 60%, Grapple 50%, Unarmed Combat 55%

ATTACKS: Flailing Smash 55%, damage 2D6

Grapple 50%, (see **GRASP AND VANISH**)

APPORT: On a successful Apport skill roll, the shambler can teleport anywhere within 50 meters (165 feet). When it does, it seems to shudder, stumble, and fade as it exits “reality.” It snaps back into reality suddenly and silently.

BLOOD FEAST: A prone target that is bleeding significantly causes the shambler to enter a blood feast. Quick as lightning, it seizes the victim and drains 1 point per round from blood loss until the victim dies. Only a Dodge roll allows the target to escape. A seized victim can attempt an opposed STR roll against the shambler, suffering 1D4 damage from tearing flesh if they struggle free. Any successful attack on the shambler during the blood feast causes this attack to cease.

FLAILING SMASH: The shambler batters at its opponents with wild, windmill swings of its inhumanly long arms inflicting 2D6 damage. When a target is reduced to 2 HP or less, the shambler attempts to grasp and vanish (see **GRASP AND VANISH**).

FOCUSED TRANSCENDENCE: When focused on a single target, the shambler remains immune all physical attacks from that particular target. It can be affected by any *other* attack, effect, or power, however.

GRASP AND VANISH: Prone living targets become a focus of the shambler, who moves in and attempts to Grapple (which the target can resist); if the shambler succeeds, the target is whisked out of existence, never to be seen again.

INHUMAN BIOLOGY: The shambler only *appears* similar to earthly life. A called shot for “vitals” and another debilitating area has no effect beyond ordinary damage. Attacks inflict half HP damage, which *then* must pierce the 4 points of Armor to have any effect. A successful Lethality roll destroys it.

LOPING: The shambler can move and climb with the agility of a great ape, allowing it to scale, leap, climb and swing in a manner more accomplished than any human gymnast.

SAN LOSS: 1/1D6

ELDER THINGS

“The beings moved in the sea partly by swimming—using the lateral crinoid arms—and partly by wriggling with the lower tier of tentacles containing the pseudo-feet. Occasionally they accomplished long swoops with the auxiliary use of two or more sets of their fan-like folding wings. On land they locally used the pseudo-feet, but now and then flew to great heights or over long distances with their wings. The many slender tentacles into which the crinoid arms branched were infinitely delicate, flexible, strong, and accurate in muscular-nervous coordination; ensuring the utmost skill and dexterity in all artistic and other manual operations.”

—H.P. Lovecraft, “**At the Mountains of Madness**”

These eight-foot tall, five-headed, barrel-like crinoids colonized the Earth approximately one billion years ago, erecting huge, basalt pyramids and enacting unknowable plans. Their biology was completely alien to anything found on the Earth. They resembled a sea star interbred with some bizarre plant, radially symmetrical, with five heads, five limbs, five wings and a five-lobed brain. Their life systems were obscenely resilient, allowing them to freeze or cook or anything in-between with little harm. Their cells could cease function completely, and awake unharmed seventy-million years later as if no time had passed.

In pre-history, the elder things worked their alien science, combining, breeding and manipulating life until they celebrated their most marvelous creation: the shoggoths. These plastic beings were seen as the ultimate achievement; subservient, adaptable, intelligent. But all hints imply that this slave-race turned on the Elder Things and brought about the destruction of their civilization.

Due to the vast gulfs between the fall of the Elder Thing culture and the modern era, information about this cataclysm is spotty, at best. Still, reports from disparate points around the globe suggest that a small population of Elder Things may still be active.

STR 29, CON 70, DEX 9, INT 50, POW 20

HP 50, WP 20

ARMOR: 10 points of rugose skin (see **DISTRIBUTED ORGANS**)

SKILLS: Flight 55%, Swim 99%, Unnatural 85%

ATTACKS: Grasp and Tear 45%, Lethality 10% (see **GRASP AND TEAR**)

Black Box 50%, Lethality 40% (see **BLACK BOX**)

Injector 35% (see **INJECTOR**)

BLACK BOX: This terrifying, small, stone cube has over two hundred holes and unusual pictoglyphs carved in its surface. These “buttons” allow an Elder Thing (and only an Elder Thing) to trigger one of many effects. It can instantly erect a field of protective energy that provides an additional 12 points of Armor (when the shield is active, the Elder Thing cannot move). It can project a bolt of force inflicting a Lethality attack of 40% on a target (a Dodge roll is permitted). It can burrow a perfect two-meter circle through any inanimate substance. No one knows all the functions of the Black Box.

ENVIRONMENTAL IMMUNITY: The Elder Thing's rugged form can exist in nearly any climate, and is at home in outer space as it is in the lightless depths of the ocean. It never suffers damage from vast environmental changes.

DISTRIBUTED ORGANS: Due to the bizarre, distributed nature of the Elder Thing's organs, all Lethality attacks against it (except those based on hypergeometry) automatically fail and instead inflict 2D10 HP damage, which *then* must pierce the 10 points of Armor to have any effect.

ETHERIC FLIGHT: The five wings which unfold from the torso of the Elder Thing contact an other-worldly ether, allowing them to fly through the air, in the sea or in space. On Earth they can fly approximately 60 MPH in the air and 30 MPH in the ocean.

GRASP AND TEAR: The Elder Thing's body is incredibly strong. When confronted with a biological threat, one is not above simply grabbing it in implacable tendrils and tearing it to pieces, with a Lethality attack of 10%.

INHUMAN POWER: An Elder Thing's STR test is a critical success on any roll up to 29, or any roll with matching numbers except 100, which fails and fumbles. Its CON test is a critical success on any roll up to 70, or any roll with matching numbers except 100.

INJECTOR: This odd, stone "wand" can be operated only by an Elder Thing. It can generate many effects. A single touch can drain a human target of 2D10 WP; inflict 1D10 HP damage; or knock a living creature unconscious for 1D10 hours. No one knows all the functions of the injector.

SUPER-INTELLIGENCE: Elder Things' five-lobed brains and alien science are a billion years in advance of humanity. An Elder Thing may use its INT test for any Science skill, or other human skill it has a few hours to study. Its INT test is a critical success on any roll 50 or lower, or on any matching dice except 100. Its POW test is a critical success on any roll of 20 or lower, or on any matching dice except 100.

TORPOR: When reduced to 1 HP, an Elder Thing enters a torpor which—due to its alien nature—is nearly impossible to differentiate from death. Only pre-knowledge of this state, or a critical success in the appropriate science skill roll, can detect the faint pulse of autonomic life. This torpor allows the Elder Thing to lay in place for millions of years with no ill-effect. The ultimate extent of the torpor's survivability is unknown. In less than a week of such a torpor, all HP lost are restored.

SAN LOSS: 1/1D10

FEASTERS FROM THE STARS

"There came a period when people were curious enough to steal up and count the herd that grazed precariously on the steep hillside above the old farmhouse, and they could never find more than ten or twelve anaemic, bloodless-looking specimens....Odd wounds or sores, having something of the aspect of incisions, seemed to afflict the visible cattle; and once or twice during the earlier months certain callers fancied they could discern similar sores about the throats of the grey, unshaven old man and his slatternly, crinkly-haired albino daughter."

—H.P. Lovecraft, "The Dunwich Horror"

Invisible, extrasolar, creatures composed of non-terrene matter that fly, latch on, and feed on living biological materials, the feasters have long been a select weapon for hypergeometric operators summoning and controlling alien beings. They are most often

drawn to Earth by hypergeometric summons, and then bound to a single task; usually the murder of a target. Their true nature and origin, no one knows. Some say they are among the loathsome spawn of Yog-Sothoth, the so-called “Old Ones” of Dunwich lore. Others say they came down from between the stars.

One witness reported that when a feaster drained its prey, its innards were “painted” with blood, revealing an otherwise invisible body of roiling tentacles and mouths in splotches of crimson—until the blood quickly metabolized and became invisible like the feaster’s body. Otherwise, they are almost impossible to see.

STR 17, CON 29, DEX 12, INT 8, POW 15

HP 23, WP 15

ARMOR: 1 point of slippery, invisible skin

SKILLS: Flight 30%

ATTACKS: Exsanguination 40% (see **EXSANGUINATION**)

Limb flail 60%, damage 1D12 (see **LIMB FLAIL**)

EXSANGUINATION: On a successful attack, the feaster latches on to a target with invisible, motile mouths and drains vital fluids. A seized victim can attempt an opposed STR roll against the feaster to struggle free, otherwise losing 1 HP the first round, 2 HP the second round, 3 HP the third, and so on until the victim dies.

INHUMAN POWER: A feaster’s CON test is a critical success on any roll up to 29, or any roll with matching numbers except 100, which fails and fumbles.

INVISIBLE: The feaster is composed of matter from another dimension, and visible wavelengths of light readily pass through it. All attempts to attack it are at –20% to hit. Only when it feeds and its innards fill with blood is it visible and the penalty lifted. Even then, this effect does not last—within minutes, the blood is metabolized, and once again, the feaster vanishes.

LIMB FLAIL: The feaster can swipe at a target with a half a dozen invisible tentacles, knocking it backwards and biting and slicing for 1D12 damage.

NON-TERRENE: The feaster is at home in nearly any environment. Radiation, pressure, cold, vacuum and more have no negative effects on it. It can move on the surface of Saturn, the depths of the ocean or in open space with equal ease.

TUMBLING FLIGHT: The feaster often walks on tentacles that leave bizarre tracks, but it can fly by tumbling through any environment as if carried on some invisible ether—even underwater or in space. In flight, the feaster seems to drift and float, but can suddenly move at high speed if it chooses to do so.

SAN LOSS: 1/1D6

GHOULS

“It was a colossal and nameless blasphemy with glaring red eyes, and it held in bony claws a thing that had been a man, gnawing at the head as a child nibbles at a stick of candy. Its position was a kind of crouch, and as one looked one felt that at any moment it might drop its present prey and seek a juicier morsel.”

—H.P. Lovecraft, “Pickman’s Model”

Ghouls are ageless, subterranean creatures somehow related to humanity, who feed on the dead. They are large and powerful, with doglike faces and pointed ears, flat noses,

drooling lips, scaly claws, and half-hooved feet. Their tough, rubbery bodies are caked with the mold of the graves that they rob.

Ghouls express themselves in squeals and meeping bleats, but they can understand and be understood in ordinary human speech. In some tales, ghouls steal human babies in the night to teach their ways and share their rotting meals. They return the stolen child home each morning a little changed, a little more accustomed to horrors that mortal culture and religion attempt to conceal. Eventually, a changeling joins the ghouls and slowly transforms into one, living forever in the tunnels that connect the living to the dead and the world we know to other, stranger realities. Or so the old tales say.

STR 24, CON 24, DEX 15, INT 12, POW 13

HP 24, WP 13

ARMOR: See **RUBBERY RESILIENCE**

SKILLS: Alertness 70%, Athletics 85%, Foreign Language (English) 30%, Stealth 90%, Track (by scent) 65%, Unarmed Combat 40%, Unnatural 40%

ATTACKS: Claws 40%, damage 1D8 (see **CLAWS**)

Bite 40%, damage 1D12 (see **WORRY AND RIP**)

CLAWS: A ghouls' fingers end in three-inch, reinforced bone talons that can make quick work of flesh, inflicting 1D8 points of damage per swipe.

CHARNEL FEAST: Consuming rotten human flesh immediately restores 1D8 HP to an injured ghoul. This may be done once per 24 hours.

CHARNEL VISAGE: A ghoul has no CHA stat as humans would understand it. A ghoul that uses an unnatural ritual to disguise itself as human gains a CHA stat (usually a score of 10 or 11). This ritual usually requires the ghoul to *eat* the body of the human they wish to impersonate. Many ghouls can transform rapidly between their native form and any of a dozen previously consumed human forms.

IMMORTALITY: A ghoul never grows old, starves to death, or perishes through natural causes.

INHUMAN AGILITY: With a successful Athletics roll, a ghoul can leap 5 meters (15 feet) in any direction from a standing position, scale any vertical surface, or drop up to 15 meters (50 feet) without damage. At top speed, a ghoul can run 35 MPH.

INHUMAN POWER: A ghoul's STR or CON test is a critical success on any roll up to 24, or any roll with matching numbers except 100, which fails and fumbles.

LIFE UNDERGROUND: A ghoul can burrow through earth at up to 3 meters (10 feet) per minute. Ghouls thrive underground. They prefer to breathe air, and may go into a sort of torpor if suffocated long enough, but can survive indefinitely without it. A ghoul can see in absolute darkness, identify things by smell, and hear a human heartbeat at a distance of 15 meters (50 feet).

MEPHITIC MEMORIES: Some ghouls can bring to mind the memories of human beings whose brains they have devoured. In a young ghoul, this may require an INT test.

RITUALS: Many ghouls know rituals. Among those that have mastered rituals, Changeling Feast and Charnel Call are most common.

RUBBERY RESILIENCE: Ghouls are exceptionally resilient. Lethality attacks automatically fail and inflict 2 HP (unless it's an explosion or hypergeometric Lethality

attack, which fail but inflict 2D10 damage). All other non-hypergeometric attacks inflict the minimum possible damage (so, a heavy rifle which normally does 1D12+2 damage, would inflict 3 HP to a ghoul).

WORRY AND RIP: After succeeding with a bite attack, a ghoul may inflict 1D6 damage on the same target each turn, while taking other actions, without requiring an attack roll. If the bite attack pierced the victim's armor, the "worry and rip" damage ignores armor. The victim can attempt an opposed STR test as his or her action each turn to break free.

SAN LOSS: 0/1D6

GREAT RACE (CONE-SHAPED VESSEL)

"They seemed to be enormous iridescent cones, about ten feet high and ten feet wide at the base, and made up of some ridgy, scaly, semi-elastic matter. From their apexes projected four flexible, cylindrical members, each a foot thick, and of a ridgy substance like that of the cones themselves. These members were sometimes contracted almost to nothing, and sometimes extended to any distance up to about ten feet. Terminating two of them were enormous claws or nippers. At the end of a third were four red, trumpet-like appendages. The fourth terminated in an irregular yellowish globe some two feet in diameter and having three great dark eyes ranged along its central circumference. Surmounting this head were four slender grey stalks bearing flower-like appendages, whilst from its nether side dangled eight greenish antennae or tentacles. The great base of the central cone was fringed with a rubbery, grey substance which moved the whole entity through expansion and contraction."

—H.P. Lovecraft, "The Shadow Out of Time"

It is said the Great Race of Yith issue from another world, flinging their minds into beings that inhabited Earth hundreds of millions of years in the past, fleeing some unknown calamity. The bizarre creatures they found on Earth were not humanoid at all, but ten-foot-tall, rugose cones, set upon a single snail-like foot with tentacles that held their eyes, claws, and an organ for "speech", all emanating from the top.

In this place (some call it Pnakotis; English spellings of the inhuman name vary), the Great Race used their temporal abilities to range far and wide, from the beginning of life on Earth to its last extremity, by flinging their minds through the corridors of time. They built a great library a hundred million years before humanity, storing a record of all the histories of all the sentient beings on Earth: native creatures as well as beings from other worlds.

But the Great Race understood—had always understood, would always understand—that Pnakotis would fall to the horror of the whistling, spectral polyps. Their great library was simply an outpost in time. Before that destruction came, the minds of the Great Race fled *en masse* to the far, far future, when Earth is a withered, radioactive husk, populated only by giant coleopterous beetles. But the Great Race exists outside time. It can visit its great library from any other time or place. Its members sometimes reach into the Construct of space-time, drawing modern-day human minds back to Pnakotis to tell their tales, to study and be studied, while the Great Race occupy their human bodies as vessels for a time.

STR 35, CON 55, DEX 10, INT 40, POW 30

HP 45, WP 30

ARMOR: 5 points of rugged skin (see **SPORE-BASED LIFEFORM**)

SKILLS: Total Knowledge 75%

ATTACKS: Claw 75%, Lethality 20%

INHUMAN POWER: In its cone-shaped vessel, a STR test by one of the Great Race is a critical success on any roll up to 35, or any roll with matching numbers except 100, which fails and fumbles. The same applies for its CON test (up to a roll of 55), INT test (up to 40), and POW test (up to 30).

SPORE-BASED LIFEFORM: The Great Race (Cone-Shaped Vessel) are composed of odd, self-arranging spore-like cells, meaning ordinary, physical attacks inflict only 1 HP damage. Lethality attacks automatically fail and inflict 2 HP damage. Explosives, fire, and hypergeometric effects operate normally.

TEMPORAL OMNISCIENCE: At the beginning of any action in opposition with the Great Race (Cone-Shaped Vessel), an Agent must make a Luck roll. On a failure, all the Great Races' actions are +20% for the duration of that conflict or contest because they've lived through the episode before and know what is going to happen.

TEMPORAL TRAVEL: The Great Race can move their consciousness through time to inhabit creatures with sufficient capacity to support their intellect. With sufficient mental capacity in a "host"—such as in the cone-shaped beings—this ability is inherent and requires no machinery to operate.

TEMPORAL IMMORTALITY: The cone-shaped creatures are *not* the Great Race, simply vessels that contain their minds. To a temporal being, death is only an inconvenient "blank spot" in the otherwise limitless expanse of four-dimensional timespace. Even if the cone-shaped form of a member of the Great Race appears to perish, that entity persists on, somewhere in time.

TOTAL KNOWLEDGE: As temporal explorers, the Great Race have access to endless epochs of knowledge from all times and cultures. Knowing a challenge is coming, they can learn all they must know before it begins. Only occasional, strange variances in causality limit them. They have the equivalent of 75% in every skill, alien or human.

SAN LOSS: 1/1D10

GREAT RACE (HUMAN VESSEL)

"At the same time they noticed that I had an inexplicable command of many almost unknown sorts of knowledge—a command which I seemed to wish to hide rather than display. I would inadvertently refer, with casual assurance, to specific events in dim ages outside the range of accepted history—passing off such references as a jest when I saw the surprise they created. And I had a way of speaking of the future which two or three times caused actual fright. These uncanny flashes soon ceased to appear, though some observers laid their vanishment more to a certain furtive caution on my part than to any waning of the strange knowledge behind them. Indeed, I seemed anomalously avid to absorb the speech, customs, and perspectives of the age around me; as if I were a studious traveller from a far, foreign land."

—H.P. Lovecraft, "The Shadow Out of Time"

Sometimes called the “Strange Men,” these human vessels for the agents of the Great Race of Yith have enacted unknowable plans to bend and shape the timeline towards something they call “the construct.”

When the alien intelligence takes over a human mind, it is always the same: an otherwise normal human collapses, and when they wake, they are not themselves, having been replaced by an agent of the Great Race. This alien being uses the body to travel, collect certain information, and most of all to study its “peers”. It slowly becomes acclimatized to the epoch, while the mind that the Great Race has displaced is trapped millions of years before in a cone-shaped body.

As a member of the Great Race, not only does the entity contained within the human form have access to technology, science and concepts from the entire timeline of the Earth, it also has the ability to see the temporal landscape as it unfolds. Making it, at least to the rank and file of humanity, appear omniscient. Its INT and POW scores are reduced from usual due to the limitations of the human brain, but a member of the Great Race in a human vessel stands out as profoundly more intelligent and strong-willed than any normal person.

STR *As human*, **CON** *As human*, **DEX** *As human*, **INT** 20, **POW** 20

HP *As human*, **WP** 20

SKILLS: Total Knowledge 75% (see **TOTAL KNOWLEDGE**)

ATTACKS: Electric Gun 75%, damage (variable, 1D6 up to Lethality 15%) (see **JURY-RIG**)

INHUMAN INTELLIGENCE: In a human vessel, an INT or POW test by one of the Great Race is a critical success on any roll up to 20, or any roll with matching numbers except 100, which fails and fumbles.

JURY-RIG: Compared to the power of the Great Race, human science is pathetic. Agents of the Great Race can warp modern devices into effective and deadly equipment far in advance of the modern world. Sometimes, this can be accomplished in mere minutes. Often, they are rigged to explode or self-destruct after a period of time. The most common of these tools are:

Electric Gun. This device can be as small as a garage door opener, and can inflict anywhere from inflicting 1D6 damage, to unleashing a bolt of lightning that devastates a target with a Lethality 15% attack.

Temporal Mine. This device can look like nearly any household object or device. Once activated, it causes everything within a small radius to be frozen in time, effectively isolating it from the “construct” of spacetime.

Transfer Device. When it enters the limited human mind, the Great Race cannot use its ability to jump to another form without first building a transfer device. This small box, composed of rods, wheels and mirrors, permits the mind of the Great Race to return to the Library at Pnakotis.

TEMPORAL OMNISCIENCE: At the beginning of any action in opposition with the Great Race (Human Vessel), an agent must make a Luck roll. On a failure, all the Great Races’ actions are +20% for the duration of that conflict or contest because they’ve lived through the episode before and know what is going to happen.

TEMPORAL TRAVEL (LIMITED): The Great Race can move their consciousness through time to inhabit creatures with sufficient capacity to support their intellect.

Humanity, at its best, offers a dim vessel within which to hold the mind of a member of the Great Race. Once in human form, the Great Race agent must construct machinery to move its consciousness back. Without this odd machine (see **Transfer Device**) the agent of the Great Race remains trapped, and can “die” within the human form.

TEMPORAL IMMORTALITY: To a temporal being, death is only an inconvenient “blank spot” in the otherwise limitless expanse of four-dimensional timespace. Even if the human agent form of the Great Race appears to perish, that entity persists on, somewhere in time.

TOTAL KNOWLEDGE: As temporal explorers, the Great Race have access to endless epochs of knowledge from all times and cultures. Knowing a challenge is coming, they can learn all they must know before it begins. Only occasional, strange variances in causality limit them. They have the equivalent of 75% in every skill, alien or human.

SAN LOSS: 0/1D6

HOUND OF THE ANGLES

“Fool! Spawn of Noth-Yidik and effluvium of K’thun! Son of the dogs that howl in the maelstrom of Azathoth!”

—H.P. Lovecraft and Hazel Heald, “The Horror in the Museum”

These terrifying, geometric entities boil and emerge into our four dimensions from sharp angles and edges. Some forbidden texts link them to the court of the Daemon Sultan Azathoth, where it is said they minister the comings and goings of the terrifying entities that dance and pipe around the roiling chaos-god. Others say they emerged at the beginning of time, coming from some source beyond it, and leap from time to time in hungry pursuit of some quality in sentient creatures like humanity.

They are horrific to behold. Their bodies are composed of a thousand shards of glittering, razor-sharp fragments of space-time which move and reform in the vaguest outline of a quadrupedal predator. The Hound of the Angles hunts in a similar manner to a dog, wolf or tiger, stalking prey, taking it down and rending it to death, leaving behind only a bloody mess before vanishing to some inscrutable corner of reality.

STR 25, CON 25, DEX 20, INT 15, POW 20

HP 25, WP 10

ARMOR: See **INCONSTANT FORM**

SKILLS: Alertness 90%, Angular Apport 75%, Stealth 50%, Track (via extradimensional means) 95%, Unnatural 50%

ATTACKS: Shard Sweep 65%, damage 2D6 (see **SHARD SWEEP**)

Shard Swarm 70%, Lethality 10% (see **SHARD SWARM**)

ANGULAR APPORT: On a successful Angular Apport skill roll, the hound can leap into or emerge from any sharp, physical angle—a corner of a room, the lip of a table, or even the hinge on a pair of glasses—effectively teleporting between those two points instantly no matter the distance. In this manner they pursue their prey, meaning that outrunning them is an unlikely outcome, no matter the speed of escape.

CURVED SPACE: Exposure to large areas composed of curves, spheres or circular surfaces causes the hound’s “swarm” of shards to lose coherency. The hound is well

aware of this weakness, and does its best to avoid and flee such areas. Each turn of exposure to such a space causes the hound 1D6 damage. If it reduced to 0 HP from exposure to curves, the hound disintegrates and seems to *fold* out of four-dimensional space (likely returning it to its place of origin).

INCONSTANT FORM: The hound can fold, change, stretch, extend and warp its form in amazing ways, altering its size as needed from moment to moment. It can effectively attack anyone within 10 meters (30 feet) by directing its form to a new location. Due to the fact that it has no “body” and is instead composed of a thousand swirling, reflective shards of spacetime, the hound is immune to all attacks except hypergeometry.

SHARD SWEEP: The hound unleashes two “limbs” composed of shards, peppering a target with 2D6 damage.

SHARD SWARM: The hound engulfs the victim in a swirling mass of shards, rendering the target down to a bloody mess with a Lethality attack of 10%.

SAN LOSS: 1D6/1D20

HUNTING-HORRORS

“Great polypous horrors slid darkly past, and unseen bat wings beat multitudinous around him... Sightless feelers pawed and slimy snouts jostled and nameless things tittered and tittered and tittered.”

—H.P. Lovecraft, “The Dream-Quest of Unknown Kadath”

These huge, loathsome, unthinking mysteries are said to be the favored servants of Nyarlathotep. Others claim they are the larvae of Nyarlathotep’s masters, the mindless Other Gods. Perhaps they are both.

Hunting-horrors have slimy, slithering, wormlike bodies, bloated and ever-shifting, with claws, tentacles, snouts, and great, bat-like wings. Some are blind, locating prey by preternaturally accurate smell and touch. Others have been said to possess weird, burning eyes.

Hunting-horrors do not think or reason quite like Earthly animals but are governed by strange instincts and hungers, sometimes bizarre beyond expression. Those summoned in unnatural rituals typically yearn to devour human blood and flesh, or bear living prey away to the unfathomable spaces where the Other Gods lurk, or whisper blasphemous secrets of the origins of reality. Binding a summoned horror gives it an echo of the summoner’s intentions, which guides its actions. Hunting-horrors manifest only in the deepest darkness.

STR 60, CON 30, DEX 13, INT n/a, POW 21

HP 45, WP 21

ARMOR: 10 points of bubbling matter (see **INHUMAN BIOLOGY**)

SKILLS: Flight 75%

ATTACKS: Bite and Rend 70%, Lethality 30% (see **BITE AND REND**)

Seize 90% (see **SEIZE**)

ABERRANT FLIGHT: A hunting-horror can “fly” in any environment, moving as if beating its wings against some unseen current—even underwater or in space. In flight, a hunting-horror can move at any speed its instincts demand, passing through any medium without friction or difficulty, or traversing strange dimensions to appear out of

nowhere. In pursuit of Earthly quarry, it can just as easily match the speed of a fighter jet as a running human.

BITE AND REND: The hunting-horror can extrude a bone filled maw that is spring-loaded with enough force to shatter bones, shred flesh and even crush metal, inflicting a Lethality 30% attack on anything unlucky enough to be caught in it.

INHUMAN BIOLOGY: A called shot for “vitals” and another debilitating area has no effect on a hunting-horror beyond ordinary damage. Poison and disease do not harm it, but hypergeometric attacks, open flame and visible light (see **THING OF THE VOID**) ignore the hunting-horror’s armor altogether. Due to its enormous size, Heavy weapons do not roll for Lethality against a hunting-horror. Instead it suffers HP damage equal to the weapons’ Lethality rating.

NON-TERRENE: Hunting-horrors are at home in nearly any environment, as long as they are not exposed to the visible wavelengths of light (see **THING OF THE VOID**). Unseen radiation, pressure, cold, vacuum and other environments have no negative effects on them. They can move on the surface of Saturn, the depths of the ocean, or in open space with equal ease.

RAW POWER: A hunting-horror’s STR or CON test is a critical success on any roll up to 60 for STR or 30 for CON, and on any roll with matching dice except 100.

SEIZE: A victim seized in a hunting-horror’s writhing grasp suffers the same effects as being pinned. The victim can attempt to escape with a STR test opposed by the hunting-horror’s Seize test. A hunting-horror can take other actions while keeping a victim seized. It can also squeeze a seized victim once per turn with an opposed Seize vs. STR test, inflicting 2D10 damage (which ignores worn armor). This does not count as the horror’s action. It can fly while holding up to two targets in this manner.

THING OF THE VOID: Hunting-horrors retreat from light that’s comfortable for human sight. Bright light inflicts 1 HP per turn the dazzling flash of a stun grenade inflicts 3D6. The full light of day sears a hunting-horror to gray dust. All these effects ignore Armor.

SAN LOSS: 1/1D10

K’N-YANI

“Great God, they are older than the earth, and came here from somewhere else—they know what you think, and make you know what they think—they’re half-man, half-ghost—crossed the line—melt and take shape again—getting more and more so, yet we’re all descended from them in the beginning—children of Tulu—everything made of gold—monstrous animals, half-human—dead slaves—madness—lä! Shub-Niggurath!—that white man—oh, my God, what they did to him! . . .”

—H.P. Lovecraft and Zealia Bishop, “The Mound”

The people of K’n-Yan are a near-human species believed to persist in caverns beneath the earth. They are either the source, or an offshoot of the human race, but where and why the two species split, remains unknown, perhaps even to them. They view humanity as people of the modern world view stone age people; hopelessly lost, out of touch and without the insight to use technology to their advantage. To them, humans remain a prey species.

Long before, the K'n-Yani mastered total atomic control of their bodies. With this power—either technological or biological in nature—the K'n-Yani have discarded such human concerns as mortality, shelter, scale and time.

The K'n-Yani appear physically terrifying. They are (or can be) extremely tall—some as tall as 15 feet, and have yellow-grey skin. They have native American features (broad noses, high foreheads and cheekbones), as well as a large, wide skull which elongates in the back in an unnatural manner (certain primitive Central American religious groups used metal bands to force their skulls into these shapes in an imitation of their K'n Y'ani overlords). Their teeth are broad and flat, and double rowed. Their hair ranges in color from black to wiry red.

They wear simple loincloths. Copper, gold and mica are common adornments in their cleverly made jewelry, though few carry anything more useful than a ceremonial knife, preferring to rely on their hypergeometric abilities of atomic control, mind control and more.

STR 22, CON 29, DEX 11, INT 19, POW 19

HP 25, WP 19

ARMOR: See **OUT OF PHASE** and **SCALE CONTROL**

SKILLS: Alertness 60%, Anthropology (Human) 35%, Athletics 30%, Swim 45%, Unarmed Combat 45%, Unnatural 50%

ATTACKS: Projection 55%, damage 1D6 (see **PROJECTION**). Unarmed 45%, damage 1D10.

HUMAN OFFSHOOT: The K'n-Yani are genetically close to humanity, but not identical. Drugs and other chemical irritants sometimes work and sometimes do not. An attempt to drug or chemically stun or disable a K'n-Yani succeeds only with a Luck roll.

OUT OF PHASE: K'n-Yani spend much of their immortal lives in a ghostly, immaterial state. A fully physical K'n-Yani can use its action in a combat turn to go immaterial, becoming immune to physical harm. Or one can go half-immaterial but still able to grasp physical things. When a K'n-Yani is half-immaterial, any attack that rolls an odd amount of damage or gets an odd number on a Lethality roll passes harmlessly through it.

SCALE CONTROL: The K'n-Yani can disassemble their physical form, and cause it to grow or shrink at will, by absorbing nearby matter or expelling it. While on the surface, the K'n-Yani often are 5 meters tall (15 feet) or more. A K'n-Yani at that size is a Huge creature, so Lethality rolls against it automatically fail; it takes the Lethality rating as damage instead. Beneath the Earth, they assume human sizes, with half the listed STR, CON, and HP, and inflicting only 1D4–1 unarmed damage. Expelling mass causes a blue-white bright light that is visible at great distances.

MOTHER EARTH: A K'n-Yani touching bare earth can instantly vanish and return to their underground kingdom.

TRANSAPPORTATION: The K'n-Yani can step through physical obstructions as if they were not there; a single step will transport the subject to the “other side” of the item, no matter the distance. Anyone they are holding is transported as well (and suffers 0/1 SAN loss).

PROJECTION, POSSESSION OR ERASURE: The K'n-Yani can move objects, possess humans or remove themselves from an individual's perception. Each attempted use of one of these powers costs 3 WP.

Projection allows the K'n-Yani to push objects with blunt force at a distance of about 10 m. This inflicts 1D6 damage, roughly the equivalent force of being struck by a stout club.

Possession is a mental onslaught of any person in sight. The target gets a SAN roll in defense. On a success, the target loses 1 SAN and feels an alien presence. On a failure, the target loses 1/1D6 SAN and the K'n-Yani is *in* the target's mind. For one turn, the possessing K'n-Yani can see, hear and feel what the target does, and can sense and understand the target's thoughts and recent memories. The target can sense, feel, and do nothing. Once inside, the K'n-Yani can cause the target to take any single action of the possessor's choice, including suicide or murder. Then the possession ends. Normal SAN losses apply when the target realizes what he or she has done.

Erasure causes a target to fail to see the K'n Y'ani or the effects of their presence. It only works on one target at a time. The target gets a SAN roll. On a failure, the K'n-Yani vanishes completely and remains unobservable by the target. The K'n-Yani can stand right in front of the target, root through the target's belongings, or even attack the target and not be seen.

SAN LOSS 0/1D4.

YE LIVELIEST AWFULNESS

"It is hard to explain just how a single sight of a tangible object with measureable dimensions could so shake and change a man; and we may only say that there is about certain outlines and entities a power of symbolism and suggestion which acts frightfully on a sensitive thinker's perspective and whispers terrible hints of obscure cosmic relationships and unnamable realities behind the protective illusions of common vision."

—**H.P. Lovecraft, The Case of Charles Dexter Ward**

The dead may be returned to life with the ritual known as *Raise from Essential Saltes*. But if a corpse has been so destroyed or eaten away as to be incomplete, what returns is a grotesque, immortal monstrosity that one witness called "ye liveliest Awfulness."

The awfulness is essentially human in structure but horribly malformed and misshapen. It is darkly discolored, perhaps thanks to the infusion of the stuff of Outside powers that were invoked to give it life. Some say its hideous proportions are eerily reminiscent of those powers and the dimensions where they lurk.

Long before the awfulness can be seen, its nauseating stench can be smelled and its unnerving voice can be heard: dismal moanings, mindless whines, yelps and gibberings. The awfulness lurches and flops clumsily across the ground, or flings itself in spasmodic leaps, reaching with twisted limbs.

The awfulness may be returned to ash in the same manner as anyone resurrected in the *Raise from Essential Saltes* ritual. Cruel sorcerers have been rumored to keep these remnants imprisoned as convenient victims for ritual sacrifice. Whether an awfulness is human enough for that purpose is up to the Handler.

STR 26, CON 20, DEX 10, INT 4, POW 6

HP 23, WP 6

ARMOR: See **UNFORMED**

SKILLS: Alertness 80%, Athletics 50%, Grapple 55%, Unarmed Combat 65%

ATTACKS: Grapple 55% (see **RAVENOUS**)

AGELESS: The awfulness suffers no ill-effects from aging. Presumably it must feed, but some have been known to sit in torpor for years—or centuries, or millennia, or eons—who can say?.

RAVENOUS: In any turn after it has a victim pinned in its flailing limbs, the awfulness can tear with its ghastly teeth and suck down flesh and blood, inflicting 2D6 damage. If the awfulness has taken damage, it heals 1 HP for each HP that the pinned victim loses.

RAW POWER: The awfulness' STR test or CON test succeeds on any roll except 100, and is a critical success on matching dice or any roll of 26 or lower for STR, or 20 or lower for CON.

UNFORMED: Slippery and scrabbling, not wholly related to any natural form of life, the awfulness is difficult to destroy. Any attack against it inflicts only 1 point of damage, except for fire, hypergeometry, or a weapon with Lethality of 20% or more. Due to this incomplete biology, these beings move, at best, half the speed of a running human.

SAN LOSS 2/1D10

LLOIGOR

“The earth has favoured the evolution of its ungainly, optimistic children, and weakened the Lloigor. Nevertheless, these ancient powers remain. They have retreated under the earth and sea, in order to concentrate their power in stones and rocks, whose normal metabolism they can reverse. This has enabled them to cling to the earth for many thousands of years. Occasionally, they accumulate enough energy to erupt once again into human life, and the results are whole cities destroyed.”

—*Colin Wilson, “The Return of the Lloigor”*

Like electromagnetism or inertia, the entities called Lloigor manifest as forces rather than beings. They have—or it has—no individual identity, but rather a field state, or an energetic wave function, or a local information surplus. Lloigor energy active enough to detect has a characteristic vortical spin, like a whirlpool or a magnetic field.

The Lloigor likely reached Earth on a transmission vector from the Andromeda galaxy approximately 2.5 million years ago, although it may be the same as the weirdly quasi-material “Lemurian” intelligence that is said to have briefly dominated earth in the Eocene era. The lower entropy and higher Boltzmann constant in our “uphill” local physics weakened Lloigor power levels; the older Andromeda region the Lloigor had ruled was “downhill”: higher entropy, like the Lloigor force matrix or “plexus.” Over the millennia, the “downhill” Lloigor shed charge until they could only work effectively through Earthly material agents.

The Lloigor occasionally took physical form: strange, quasi-dinosaurian shapes, giving rise to legends of dragons and sea monsters. They reportedly dominated the humans of Mu's Yambi Empire, ruling through suicidal terror, alien discipline, and the gift of unnatural life—or chancrous death.

The Lloigor fields can alter local entropy along any number of dimensions: enough to create cancer in healthy tissue, randomly reassert molecules to create mists, and even alter fundamental forces to slow tachyonic information or unleash vast explosions. Legends say their powers devastated rebellious human civilizations. In some tales even

continents died, cracked as the Lloigor and Ghatanothoa warred over Mu. In others, Ghatanothoa was the forerunner and chief of the Lloigor.

Perhaps exhausted by these titanic displays, Lloigor energy dimmed, flickered into uncertainties, and localized into highly entropophilic stones. Aberrant cults protect Lloigor-charged focus stones and recharge the Lloigor fields with hatred and despair. Occasionally, the Lloigor resurge, usually leaving ruined cities surrounded by brackish blue-green water: the proto-Mayan city of Grudèn-Itzà that fell into the Louisiana swamps approximately four thousand years ago, Sidon in Phoenicia cracked asunder around 1000 BCE, Anuradhapura in Sri Lanka leveled in 1017 CE.

Lloigor minds and perceptions are unitary, not separated into layers of consciousness or delayed rationalization of perceptions. Lloigor cannot forget, dream, imagine, or fool themselves. The result is an outlook of absolute pessimism: they are under no illusions about the fate of all organized matter-energy. Their gloom poisons the minds of humans. At best, the Lloigor are incomprehensible; at worst, Lloigor mentation feels suicidally nihilistic.

The Lloigor offer human servitors the carrot of extended mental life (the physical body ages unpredictably and unsettlingly when exposed to Lloigor energy) and the stick of tentacle-shaped cancers embedded in eye-sockets or digestive tracts. Human slaves project their abject suffering onto those weaker than they. Lloigor-haunted areas often have histories not merely of cancer and poltergeists but of brutality, cruelty, and sadism.

Exposure to intense Lloigor fields can discolor jadeite and turn water a peculiar bluish green shade. The stones that “contain Lloigor,” or more exactly, focus Lloigor energy, tend to be bluish or greenish, or have striations of those colors within them. If tested, they may appear older than stones around them. Previous servants—or crusaders—may have carved designs into the face of the rock: spirals, mazes, serpents, dragons, or tentacles. Unless otherwise specified, the Lloigor’s abilities can operate within 5 km of a Lloigor focus.

Lloigor are immaterial and invisible. When they are “nearby”—when the Lloigor field is at maximum local intensity—sensitive humans might notice a wavering in their perception, like heat distortion flowing in a slow-moving moiré pattern, or feel a subsonic vibration in their jaws and other long bones. The presence or influence of the Lloigor gives some humans a subtly “nasty” sensation, like the feeling that comes with an unexpected thought of murder and tearing teeth.

Information about the nature, scope of the power and influence of the Lloigor is far-reaching and contradictory. Whatever the truth, humanity’s greatest defense against them may be inattention. The Lloigor rarely exert their repellent will except near their greenish-blue focus stones. But some witnesses claim that the Lloigor are slowly building their powers and intend a shattering return.

INT 29, POW 21+

HP n/a, WP 21+

ACTIONS PER TURN: One for every 10 POW (round down, at least 1)

SKILLS: Alertness 50%, Surgery 90%

ACTIVATE CONSTRUCT: The Lloigor can create and act through quasi-dinosaurian shapes. Stories differ as to the reason and nature of these constructs. One holds them to be Lemurian artifacts—of all terrestrial technologies, the Lloigor find the psionic-

material science of the Lemurians most congenial. They supposedly extract Lemurian constructs from the dimensional matrices where their creators stored them millions of years ago, or if need be rebuild them using the psionic imprint left on an area's minerals and wave forms. This costs 1 WP per CON point activated or manifested in the construct. Lloigor can take days or weeks to build up such a form.

AMPUTATION: With a Surgery roll, the Lloigor can perform psychic surgery on their servants, amputating or growing (replacement, or extra) limbs and organs. They can do the same to any human who touches a stone focus of Lloigor force. It costs 1 WP to amputate (inflicting 1 HP damage) or grow a finger (costing 0/1 SAN); 3 WP for a hand, foot, or eye (1D6 HP and 0/1D6 SAN); or 5 WP for a limb or internal organ (1D10 HP and 1/1D8 SAN).

CANCEROUS GROWTH: Lloigor can cause cancer in their human servants, even transforming an organ or limb into a tumor. They can do the same to any human who has suffered Temporary Insanity or passed a Breaking Point due to Lloigor action. The cancer may develop instantly (1/1D8 SAN), or over a period of weeks, months, or years: the Lloigor ignore time. This costs 1 WP per 2 points of the victim's CON.

DEPRESSION: Contact with the pure, overwhelming pessimism of the Lloigor imprints that pattern on human minds. The disorder gained from Lloigor contact is always depression. Lloigor contact automatically turns a pre-existing depression acute.

DRAIN ENERGY: Lloigor regenerate WP only by draining energy from sleeping intelligent beings such as humans. Affected humans awaken normally but feel ill and unrested; they are exhausted (see **EXHAUSTION** on page XX) and cannot recuperate from harm (see **RECUPERATION** on page XX). The Lloigor gain 1 WP per 1D6 WP drained from a sleeping human within 10 km. Fortunately, the Lloigor seem to rarely focus their attention sufficiently to accumulate much strength.

EMF: Lloigor can emit or manipulate electromagnetic energy for effects including fogged film, degaussed compass needles, wiped computer memory, fried electronic components in cars or phones, radio interference, and so forth. This costs 1 to 3 WP, depending on the scale of the effect and the hardness of the target.

ENSLAVE: To recruit or kill a specific human, Lloigor begin by draining energy until the target reaches 0 WP. Each morning while in that near-coma, the victim must make a CON test. On a success, the victim awakens and recovers 1 WP; on a failure, the victim loses 1 CON, or 1D4 CON on a fumble. When the victim's CON reaches 2, the victim stabilizes and awakens with a powerful instinct to serve the Lloigor, even if he or she does not know their name or nature, losing 1/1D4 SAN. Lost CON then returns, 1 point per day. The instinct to serve can be refused, in which case the Lloigor continue to drain CON until the victim dies. This costs the Lloigor 3 WP per night per target.

FOG: By telekinetically altering the physical properties of the atmosphere, Lloigor can manifest mist, fog, or clouds. Each WP spent incurs a -10% penalty to Alertness, Driving, Piloting, ranged attack rolls, and other affected skills.

INDUCE FRENZY: At a cost of 2 WP per target, the Lloigor can imbue victims with berserk frenzy, driving them to murderous, flesh-rending attacks with hands and teeth. A target must make a SAN roll. On a success, the target loses 1 SAN and has a vivid vision of murdering the other soft targets in the room. On a failure, the target loses 1D4 SAN, adds +20% to Unarmed Combat for the duration of the violence, and does double

Unarmed Combat damage. Lloigor frenzy follows the rules for the Struggle response to Temporary Insanity (see **TEMPORARY INSANITY** on page XX).

INHUMAN MIND: The Lloigor's INT test is a critical success on any roll up to 29 and any roll with matching dice except 100; its POW test is a critical success on any roll up to its POW, and any roll with matching dice except 100.

INTANGIBLE ENTITY: Lloigor are intangible, and cannot be harmed by any material weapon or substance. Lloigor can both sense and move/radiate through solid matter. Whether any given hypergeometric attack affects the Lloigor is up to the Handler.

PLEXUS: A Lloigor plexus, or more intense Lloigor field (perceived by humans as "multiple Lloigor") has higher POW and WP values, reaching the hundreds or thousands at major (and thankfully rare) plexi.

SUBTERRANEAN POWER: The Lloigor pay 2/3 the WP cost for special abilities and hypergeometry when using those powers in a subsurface but open area such as a canyon, river bed, or depression, or 1/3 the listed cost when using its powers underground, e.g., in a basement or cavern. Minimum cost is always 1 WP.

SUICIDE: Lloigor sendings, at a cost of 2 WP per night, can drive a target to suicide. After each night of suicidal ideations, the victim loses 1/1D8 SAN. A victim who hits a Breaking Point or Temporary Insanity attempts suicide by the fastest and most efficient method available. After a failed (or prevented) suicide attempt, the victim may make another SAN roll. Success prevents further Lloigor sendings until the next Breaking Point is hit.

TELEKINESIS: Lloigor can discretely affect the material world where their field strength is most intense. Lloigor must be "directly present" (focused both perceptually and energetically) to do so; ideally, less than 10 meters from a stone focus. This telekinesis can move or manipulate matter: anything from shoving a spelunker into a crevasse to diverting a gun barrel or opening a safe. It costs 10 WP for 1 STR; for each additional 10 WP, the STR of the force doubles.

TEMPORAL DOLDRUMS: Lloigor can alter the passage of time for a perceptually linked group of up to six humans. A sentry might believe he patrolled for two hours and come back to find eight hours elapsed. An ambulance might spend 10 minutes driving and arrive 40 minutes after departing. Recognizing such a time-slip costs 0/1 SAN; it's easier to believe you dozed off or got lost. This costs 4 WP per increment of time added or removed, however much time that increment encompasses; both examples add 3 increments (of 2 hours and of 10 minutes, respectively) and thus cost 12 WP. Double the cost for up to 60 humans, triple the cost for up to 600 humans, etc.

VORTEX: It's not manipulating matter that Lloigor find taxing, it's maintaining that matter's integrity. Without such maintenance, Lloigor telekinesis rips matter to shreds, imploding it along invisible fault lines in its energy patterns. This vortex blast has a 50% Lethality rating and a Kill Radius of at least 1 meter. It ignores armor. The blast leaves even the ground splintered, dry, and discolored, with teal-colored water pooling in divots and crevices. The vortex takes 1D4 turns to build, making a low rumbling sound like distant thunder. Humans in the vortex who make a successful Alertness test can attempt to escape the blast radius. The blasts costs 10 WP; each additional 1 WP adds 1% to Lethality or expands the Kill Radius by 1 meter.

RITUALS: Lloigor may know any hypergeometry relating to Lemuria, Mu, the cults of Ghatanothoa or Cthulhu, or involving the manipulation of energies or forces.

SAN LOSS: 1/1D4 (from mental contact)

LOIGOR POWERS SUMMARY

POWER	WP COST	SCOPE
Activate Construct	1 per 1 CON manifested	A single quasi-dinosaurian construct.
Amputation	1, 3, or 5	A single victim.
Cancerous Growth	1 per 2 CON of the victim	A single victim.
Depression	None	Any human who gains a disorder.
Drain Energy	None	Gain 1 WP per 1D6 drained from each human within 10 km
EMF	1 to 3	A single victim up to a small area.
Enslave	3 per night	A single victim.
Fog	1 per –10% penalty	A large area.
Induce Frenzy	2 per target	One or more victims.
Suicide	2 per night	A single victim.
Telekinesis	10 per 1 STR	Near a focus stone.
Temporal Doldrums	4 per time-increment	Up to six people; ×2 cost for 60, ×3 for 600, etc.
Vortex	10	Lethality 50% with Kill Radius 1 m; +1 m or +1% Lethality per additional WP.

LOIGOR-CONTROLLED QUASI-DINOSAURIAN CONSTRUCT

“He handed me a chunk of green stone, almost too heavy to hold in one hand...The inscription was in curved characters, not unlike Pitman’s shorthand; the face in the midst of them could have been a devil mask, or a snake god, or a sea monster.”

—**Colin Wilson, “The Return of the Lloigor”**

The Lloigor occasionally create great, deadly, reptilian shapes in which to ravage the physical world. Some sources say these are Lemurian constructs, retained in unseen dimensions. Lemurian constructs are said to take many forms, from a shimmering dome to a monocular giant, but the Lloigor—if this theory is true—prefer the quasi-dinosaurian shapes developed during Lemuria’s wars against the serpent people. They can resemble any vaguely Cretaceous or Eocene beast of legend: dragon, triceratops, kraken, sea urchin, monstrous rhinoceros, sea serpent, and so on.

The CON of the construct depends on the amount of energy (WP) expended by the Lloigor, and its STR always equals its CON. The listed values are typical. INT and POW are those of the Lloigor vortex that created and possess the construct. Once fully manifested, the construct continues to exist until disintegrated by the Lloigor or destroyed by attacks. Physically destroying a construct does not “kill” the Lloigor inside,

although if no suitable focus is nearby, the Lloigor field may dissipate to undetectability for a few decades.

While possessing a construct, Lloigor can still use all their powers save intangibility.

Some sources say nothing of Lemurian constructs, but assert the Lloigor simply take on a giant reptilian form by telekinetic manipulation of local matter. If that is true, Lloigor cannot otherwise use telekinesis while materialized.

STR 41, CON 41, DEX 11, INT 29, POW 21+

HP 41, WP 21+

ARMOR: 8 points of scaly integument

SKILLS: Alertness 30%, Surgery 90%, Unarmed Combat 50%

ATTACKS: Claws 70%, Lethality 20%

Bite 50%, Lethality 30%

Tail sweep 50% (see **TAIL SWEEP**)

BITE: The Lloigor’s quasi-dinosaurian construct is not short on teeth and overdeveloped jaw muscles. Being caught in those jaws inflicts a Lethality 30% attack.

CLAWS: The Lloigor’s quasi-dinosaurian construct’s limbs end in huge bone talons that inflict a Lethality 20% attack.

HUGE: Lethality rolls against the construct automatically fail; instead, it takes HP damage equal to the Lethality rating.

INHUMAN STRENGTH: The construct’s STR or CON test is a critical success on any roll up to 41, and any roll with matching dice except 100.

TAIL SWEEP: The construct can sweep all characters in a broad arc behind it. On a successful Unarmed Combat test, roll 2D10. If the total is higher than a swept character’s DEX, the character is knocked prone. Apply the higher of the two dice as damage to all characters hit. Attempts to Dodge the sweep are at –20%.

TELEKINETIC FOCUS: While possessing/operating a construct, Lloigor telekinesis costs half the usual WP.

SAN LOSS: 0/1D6

MI-GO

“Their main immediate abode is a still undiscovered and almost lightless planet at the very edge of our solar system— beyond Neptune, and the ninth in distance from the sun. It is, as we inferred, the object mystically hinted at as ‘Yuggoth’ in certain ancient and forbidden writings; and it will soon be the scene of a strange focussing of thought upon our world in an effort to facilitate mental rapport . . .”

—H.P. Lovecraft, “The Whisperer in Darkness”

The Mi-Go are an ancient, non-human race known to haunt the solar system. Most closely resembling huge spongy crabs topped by a glowing head, the Mi-Go are unlike any life native to Earth. They are composed of a nearly indestructible fungus-like putty that can shape and reform at will. They exist in manifold dimensions above and below those observable by the human race, and as such, are utterly alien. Even their movement and modes of thought are macrodimensional, allowing Mi-Go to see short stints of the future, or to cross otherwise impassable barriers by taking a dimensional shortcut. This macrodimensionality even allows them to “fly” and “breathe” in open

vacuum. It is theorized by some groups that the Mi-Go, as we observe them, are simply an extrusion of some greater entity in a higher dimension into our four-dimensional space.

To humanity, their roiling, ever-shifting and lighting form is utterly baffling to gaze upon and is enough to drive most to insanity. Though the Mi-Go have spent decades studying humanity (first with isolated humans, and later, in their guise as the “Greys” to facilitate contact), it is likely humans are at least as confounding to the Mi-Go. In either case, since MAJESTIC severed ties with the Greys in 2001, the Mi-Go have remained silent. No one knows if they gained what they hoped for from the twenty year study of humanity. Still, it must be assumed they persist in their inscrutable plans.

STR 16, CON 15, DEX 13, INT 25, POW 14

HP 15, WP 14

ARMOR: See **MACRODIMENSIONAL**

SKILLS: Alertness 30%, Flight 55%, Science (Genetics) 95%, Science (Macrodimensional Physics) 50%, Science (Human Anthropology) 11%, Tool Use 55%, Unarmed Combat 30%, Unnatural 60%

ATTACKS: Grapple and Erase 55% (see **GRAPPLE AND ERASE**)

Electric Wand 55%, Lethality 2% or 15% or 25% (see **TOOLS**)

Macrodimensional Scalpel 55%, Lethality 10% (see **TOOLS**)

Gravity Weapon 55%, Lethality 65% (see **TOOLS**)

ETHERIC FLIGHT: The Mi-Go can “fly” in any environment, moving as if being swept away on some unseen current—even underwater or in space. In flight, the Mi-Go can move at great speeds, equivalent (at top speed) to a jet aircraft. They can hover, invert and hold in place as well. This allows them to “walk up” walls in a fashion similar to a giant spider. On Earth, they can easily fly as fast moving car.

GRAPPLE AND ERASE: Mi-Go often rush and inject an intruding human with a substance that removes short-term memories. The Mi-Go must make a Grapple attack (and the target is permitted to counter), if the Mi-Go wins, the next turn it injects an agent which prevents the creation of short-term memories for 12 hours. The victim “comes to” 12 hours later and suffers 0/1 SAN. All SAN lost during the initial attack is regained (and inflicted again only if the target discovers the lost time).

GREYS: Mi-Go often use their artificial constructs—the Greys—as go-betweens when interacting with humans. Each Mi-Go can control up to 6 Greys individually as well as their native form, with no difficulty. Greys each have 8 HP, Unarmed Combat of 25% (inflicting 1D4-1 points damage) and Dodge of 25%. Otherwise, they “have” all the Mi-Go’s other skills and often use Mi-Go tools (see **TOOLS**).

INHUMAN MIND: The Mi-Go’s INT test is a critical success on any roll up to 25 and any roll with matching dice except 100.

MULTIFORM: The Mi-Go can move, change, extrude, extend and alter their bodies as needed. Each change takes 1 turn, and costs nothing. This means a Mi-Go could extrude four more limbs to hold a pinned target, extend a cavity to place an item in and more.

MACRODIMENSIONAL: The Mi-Go exist in a multitude of dimensions, only a fraction of which are visible to us. They sometimes appear to move in stuttering frames, as if blinking in and out of reality from second to second. A successful Lethality roll

destroys a Mi-Go, but other attacks are unpredictable. If an attack rolls an odd amount of damage, the Mi-Go has shifted out of phase with our dimension and is immune to the attack.

NON-TERRENE: The Mi-Go are at home in nearly any environment. Radiation, pressure, cold, vacuum and more have no negative effects on them. They can move on the surface of Saturn, the depths of the ocean or in open space with equal ease.

SHORTCUT: If a Mi-Go wishes to bypass a physical obstacle, cross a distance up to 100 meters (300 feet) in 1 turn, they must make a successful Science (Macrodimensional Physics) roll. Success indicates the Mi-Go seems to stutter out of reality for a split second before arriving at its (distant) destination (0/1 SAN to witness the first time). Failure indicates they do not accomplish the movement and all attacks that round inflict full damage even if they usually would not (see

MACRODIMENSIONAL).

TOOLS: Mi-Go are tool-users, though it is hard for humans to tell where their bodies end and the tools begin. The Mi-Go are known to wield weapons like electric wands, macrodimensional surgical tools, and the deadly gravity weapon (see **ATTACKS**). Humans attempting to commandeer such weapons must make a Luck roll each time they are “used”; failure indicates due to the bizarre nature of the weapon, the human injures *itself*.

- **Electric Wand:** This eighteen-inch wand-like object is made of a black, non-reflective metal not found on Earth. It inflicts either a Lethality attack of 2%, 15% or 25%—the Mi-Go may change the setting at any time.

- **Macrodimensional Scalpel:** The common Mi-Go surgical tool is made of a strange black shiny material, and is filthy, smelling of rotting meat and covered in strange stains. The Mi-Go often carry these tools on their bodies in gelatinous sacks made of an opaque grey slime. They cannot be understood by humans, and inflict a Lethality 15% attack .

- **Gravity Weapon:** This deadly macrodimensional device is only used as a last resort. The weapon is made of two six-inch sections of black stone-like material, connected by hinges so that the two sections fold in on each other. When opened a gravitic force in excess of 100 G’s is unleashed in a cone emanating from the center of the sigil inflicting a Lethality 65% attack. All objects in this cone are affected, knocking down buildings, breaking bones, and destroying almost everything in its path. There is no counter-force generated.

THE VOICE: The Mi-Go can emit a buzzing imitation of human speech and can hold rudimentary conversations with humans. Each attempt to impart or understand information by the Mi-Go requires them to roll their Science (Human Anthropology) skill. Failure indicates a confusing exchange (usually involving a poor understanding of causality in four-dimensional spacetime).

SAN LOSS 1/1D6

SERPENT-MEN

“Of the Shining Trapezohedron he speaks often, calling it a window on all time and space, and tracing its history from the days it was fashioned on dark Yuggoth, before ever the Old Ones brought it to earth. It was treasured and placed in its curious box by

the crinoid things of Antarctica, salvaged from their ruins by the serpent-men of Valusia, and peered at aeons later in Lemuria by the first human beings.”

—H.P. Lovecraft, “The Haunter of the Dark”

The serpent-men, as some disreputable occultists call them, rose to prominence in the Paleozoic era, carving a huge civilization from the wilds of Pangea called Valusia. There they uncovered and attempted to exploit the ancient technologies left behind by other alien cultures that had colonized the Earth. With these secrets, they learned to change and manipulate space and time. It is unknown what caused the collapse of their culture, but many stragglers remained.

Throughout human history, the serpent-men have appeared from time to time in human disguise, working inscrutable plans to return their kind to supremacy on the Earth.

STR 19, CON 21, DEX 18, INT 20, POW 16

HP 20, WP 16

ARMOR: 3 points of thick, scaly skin (see **INHUMAN BIOLOGY**)

SKILLS: Alertness 80%, Anthropology (Human) 35%, Disguise 40%, Dodge 60%, Search 90%, Survival 70%, Unarmed Combat 45%, Unnatural 65%

ATTACKS: Bite 55%, damage 1D6 + Lethality 15% poison (see **POISON BITE**)

Unarmed Combat, damage 1D8

Sign of Power, damage 2D6 (see **SIGN OF POWER**)

BLOOD FEAST: A target that is bleeding causes the serpent-man to enter a blood feast. It seizes the victim and drains 1 HP per round from blood loss until the victim dies. Only a Dodge roll allows the target to escape. A seized victim can attempt an opposed STR roll against the serpent-man, suffering 1D4 damage from tearing flesh if they struggle free. Any successful attack on the serpent-man during the blood feast causes this attack to cease. During this blood feast, the serpent-man cannot perform any other action until the target is dead or escapes.

CHARNEL VISAGE: A serpent-man has no CHA stat as humans would understand it. A serpent-man that uses an unnatural ritual to disguise itself as human gains a CHA stat (usually a score of 10 or 11). This ritual usually requires the serpent-man to consume the body of the person it hopes to imitate. Many serpent-men have consumed multiple victims, allowing one to instantly switch its appearance to any of a dozen human forms.

IMMORTALITY: A serpent-man never grows old, starves to death, or perishes through natural causes. If it fails to feed on fresh meat or blood, after a period of time, it enters a torporous state which can sometimes last hundreds, if not millions, of years.

INHUMAN BIOLOGY: The serpent-man only appears similar to earthly life. A called shot for “vitals” and another debilitating area has no effect beyond ordinary damage. A successful Lethality roll destroys it.

INHUMAN DODGE: Serpent-men have preternatural senses and reaction speed, allowing them to Dodge even firearm attacks. This includes Lethality attacks from machine guns, but not from explosives or hypergeometry.

INHUMAN MIND: A serpent-man’s INT test is a critical success on any roll up to 20 and any roll with matching dice except 100.

INHUMAN RESILIENCE: A serpent-man's CON test is a critical success on any roll up to 21 and any roll with matching dice except 100.

POISON BITE: The serpent-men have venomous fangs. A successful bite attack inflicts 1D6 damage and injects the target with a Lethality 15% poison.

RITUALS: All serpent-men know rituals. *Fascination*, *Infallible Suggestion*, *Obscure Memory* and *Withering* are the most common, but some know many more.

SIGN OF POWER: With a gesture, a serpent-man can cause a single target to be flung backwards with extreme force, inflicting 2D6 HP damage. It is unknown if this ability is a ritual or an inherent ability of the serpent-people.

SAN LOSS: 1/1D6

SHAN

“Those huge lidless eyes which stared in hate at me, the jointed tendrils which seemed to twist from the head in cosmic rhythms, the ten legs, covered with black shining tentacles and folded into the pallid underbelly, and the semi-circular ridged wings covered with triangular scales—all this cannot convey the soul-ripping horror of the shape which darted at me. I saw the three mouths of the thing move moistly, and then it was upon me.”

—Ramsey Campbell, “The Insects from Shaggai”

Horrific, pigeon-sized insectoid aliens that fled to Earth in pyramidal temple-ships centuries before, the Shan (also known as the “insects from Shaggai”) have terrorized mankind for centuries. The Shan can phase into Earthly matter, and their preferred method of survival is to fly into a human host's brain and, through hypergeometric principles, seize control. The Shan force these human slaves to perform every depravity and hateful act they can manage without exposing their infiltration. The emotions evoked by such acts seem to *feed* the insect.

The Shan are extremely difficult to expose and destroy. Some victims have destroyed Shan by exposing them to bright sunlight. A few have gotten an embedded Shan to quit a host's brain by trepanation—drilling a hole through the victim's skull—to reveal the insect.

STR 1, CON 3, DEX 22, INT 23, POW 20

HP 2, WP 20

ARMOR: See **OUT OF PHASE**

SKILLS: Alertness 99%, Dodge 93%, Flight 50%, Unnatural 60%

ATTACKS: Bite 40%, damage 1D4

ETHERIC FLIGHT: The Shan “fly” on an invisible ether, allowing them to move with wings even in space. On Earth, this means they can fly faster than a human can run.

INHUMAN MIND: The Shan's INT test is a critical success on any roll up to 23 and any roll with matching dice except 100; its POW test is a critical success on any roll up to 20 and any roll with matching dice except 100.

INHUMAN AGILITY: The Shan's DEX test is a critical success on any roll up to 22 and any roll with matching dice except 100.

OUT OF PHASE: The Shan exist in a multitude of dimensions. A successful Lethality roll destroys one, but other attacks are unpredictable. If an attack rolls an odd amount of

damage, the Shan has shifted out of phase with our dimension and is immune to the attack.

POSSESSION: On a successful Flight skill roll and a failed Dodge roll on the part of the target, the Shan can enter the target's brain. If this happens, the target may attempt a single, unopposed POW test to struggle free of the Shan's control. If it fails, the target loses all WP becomes the Shan's puppet, under its complete control for 1D6 weeks. The target remains conscious of any depravities commanded by the Shan in that time, and loses SAN accordingly. Piercing the skull while a Shan is inside (treat this as any head wound that inflicts at least 3 HP damage on the target) forces the Shan from the target. Deliberate trepanation requires a Medicine roll. Success or critical success inflicts exactly 3 damage; failure inflicts 1D6+2 damage, doubled on a fumble.

NON-TERRENE: The Shan are at home in nearly any environment. Unseen radiation, pressure, cold, vacuum and other inimical environments have no negative effects on them.

SUNLIGHT: Sunlight is poisonous to the Shan. Exposure to it inflicts 1 HP damage per turn.

SHOGGOTHS

“The newly bred shoggoths grew to enormous size and singular intelligence, and were represented as taking and executing orders with marvelous quickness. They seemed to converse with the Old Ones by mimicking their voices—a sort of musical piping over a wide range, if poor Lake’s dissection had indicated aright—and to work more from spoken commands than from hypnotic suggestions as in earlier times. They were, however, kept in admirable control. The phosphorescent organisms supplied light with vast effectiveness, and doubtless atoned for the loss of the familiar polar auroras of the outer-world night.”

—H.P. Lovecraft, “At The Mountains of Madness”

This species of giant, immortal, plastic, ever-changing cellular life gained sentience and overthrew its masters long before mankind rose to prominence. Many believe they were created by the crinoid Elder Things. Other unnatural texts disagree. No one knows. What is clear is that shoggoths are semi-intelligent, malevolent, and incredibly dangerous, seemingly immortal, and nearly indestructible. There are rumors that they have been deployed by Deep Ones as slaves or allies. Other rumors say certain hypergeometric technologies can confound or control them.

Composed of limbs created on the fly and guided by a thousand eyes, the shoggoth's changing form allows it to fit through nearly any space, to reorient and shift its mass to crush, leap, crawl or stick to nearly any surface. They are the ultimate problem solvers, seemingly designed to overcome, construct, or *destroy* any obstacle. The Handler is encouraged to invent new physical abilities along with those described below.

STR 100, **CON** 50, **DEX** 10, **INT** 8, **POW** 12

HP 75, **WP** 12

ARMOR: See **PLASTIC**

SKILLS: Alertness 80%, Swim 90%, Grapple 55%.

ATTACKS: Crush 55%, Lethality 15% (see **CRUSH**).

Smash 35%, Lethality 30% (see **SMASH**).

Strike 25%, damage 1D10+2 (see **STRIKE**).

CRUSH: A target grappled by a shoggoth, even if the target has already acted in that turn, may attempt a single, unopposed DEX test to struggle free. Failure means the victim is engulfed and crushed for 15% Lethality damage. The victim must then make a Luck roll once per turn to be spat back out. Failure means the victim is consumed, ground up into nutrients: the victim loses 1D8 HP and the shoggoth gains an equivalent amount.

FURY: A shoggoth has intelligence on the same scale as humanity, but its modes of thought are utterly, incomprehensibly alien. In most encounters, a shoggoth acts with seemingly mindless, destructive wrath. But it may have inscrutable goals, newly conceived or developed over billions of years, to be served by that destruction.

LOCOMOTION: A shoggoth can roll along the ground, disperse its density to rise lighter than air, or pull water or air through itself like a jet. No one has survived an encounter long enough to measure a shoggoth's maximum speed, but some victims have escaped shoggoths by speeding away in automobile, boat, or airplane.

PLASTIC: Shoggoths can ooze, grow, shift or change their plastic form to fit through almost any gap. If air can pass through an opening, a shoggoth can as well. Any attack against a shoggoth inflicts 1 HP damage, except one using hypergeometry or a weapon with Lethality of 40% or more. Conventional weapons with Lethality over 40% automatically fail their Lethality roll and instead inflict 2D10 points of damage.

RAW POWER: A shoggoth's STR test is a critical success on any roll except 100. Its CON test succeeds on any roll except 100, and is a critical success on matching dice or any roll of 50 or lower.

RESILIENCE: A shoggoth that has at least 2 HP heals 1D10 HP every turn that it neither moves nor attacks. A shoggoth can survive comfortably in vacuum, in any depth of water, in freezing temperatures, and in catastrophic heat. Radiation which would cause cell-death in mammals is quite harmless to a shoggoth. A shoggoth suffers no ill effects from aging. Presumably a shoggoth must feed, but they have been known to sit in torpor for years—or centuries, or millennia, or eons; who can say?—with no apparent harm. The limits of a shoggoth's endurance are unknown.

SENTRY: Shoggoths are encased in a thousand shifting eyes that can see in every portion of the electromagnetic spectrum. All Stealth attempts against them are at -40%.

SMASH: Gathering up a dozen huge limbs, a shoggoth can smash a target with a Lethality rating of 30%. An attempt to Dodge this attack is at +20%.

STRIKE: The shoggoth suddenly extrudes a thin tentacle tipped with a bone-talon, impaling a target and inflicting 1D10+2 HP damage. Each HP inflicted on the target is added to the shoggoth's own HP as it absorbs nutrients.

TEKELI-LI: Shoggoths were bred to communicate, and to imitate the sounds of their former masters. As such, they are incredible mimics. Few know how long it would take a shoggoth to use this facility for actual communication, but they certainly can imitate any sound they hear.

UNSTOPPABLE: If reduced to 0 HP, a shoggoth collapses into inert, hardened, desiccated bits of organic matter. However, it is not dead. If left in this state in an environment with access to oxygen and water, even trace water in the air, it reconstitutes to half strength in 2D20 hours. If this desiccated matter is burned or

subjected to other destructive forces (even ones which would not usually affect the shoggoth), the shoggoth is permanently destroyed.

SAN LOSS 1D6/1D20

DISINFORMATION: PROTOMATTER

It is unknown where the original sample was recovered, but several reputable sources place it at the site of an operation in Groversville Tennessee in the mid-1990s. There it appears the Mi-Go, in the guise of the “Greys” was infecting the town with unnatural, self-replicating tissue which may have issued forth from a shoggoth, or shoggoth-like creature for unknown reasons.

Both MAJESTIC and Delta Green recovered samples of this tissue; though Delta Green’s samples were later destroyed (or were they?) Even today, despite the severing of ties with the Greys, and their remote deactivation of all technologies gifted to humanity in the interim; protomatter still seems to function and live. This is not surprising, as the Mi-Go remain unaware that samples persist.

Protomatter could insinuate itself into a human body and enhance, change or consume that form, leading to horrific proto-shoggoths. The details of such a transformation remain up to the Handler to devise. But the most fearful thing about protomatter was this: it could be insinuated in food or water and infect a target without their foreknowledge.

Handler’s should treat protomatter entities as a shoggoth but with 1/4 the HP. Its limited size and strength inflicts 1/4 the damage from relevant attacks (strike, for example would inflict 1D4 damage, while smash would inflict a Lethality attack of 8%).

SLIME OF TSATHOGGUA

“Living things...oozed along stone channels and worshipped onyx and basalt images of Tsathoggua. But they were not toads like Tsathoggua himself. Far worse—they were amorphous lumps of viscous black slime that took temporary shapes for various purposes. The explorers of K’n-yan did not pause for detailed observations, and those who escaped alive sealed the passage leading from red-litten Yoth down into the gulfs of nether horror.”

—H.P. Lovecraft and Zealia Bishop, “The Mound”

These oozing, formless entities are thankfully rare, as long as one avoids the enormous, heavy basins and ominous stone troughs that decorate the temples of Tsathoggua. Their exact nature, none can say. Perhaps they were once other beings of more definite shape, corrupted by their master. Or perhaps they are indeed the spawn of that Great Old One, excreted from its loathsome body. Regardless, they serve only its needs.

The secretions of Tsathoggua are sooty and opaque, with a noxious, swampy, fetid odor. They pour or rise up from viscous pools to form eyes, jaws, tongues, and tentacle-like pseudopods. They slither across the ground like snakes or on countless short legs like a centipede.

Tsathoggua’s spawn are capable of lurking in a kind of torpor for eons without harm, stirring only upon the will of their master or when they sense living creatures. They digest and feed on living flesh. Their slimy, cold grasp is as sharply constricting as a squeezing vise of steel blades, leaving only withered flesh; bloodless and dead.

STR 25, CON 20, DEX 19, INT 10, POW 10

HP 23, WP 10

ARMOR: See **OOZING**

SKILLS: Alertness 90%, Swim 90%.

ATTACKS: Grasp and absorb 90%, Lethality 15% (see **GRAB AND ABSORB**)

GRASP AND ABSORB: A spawn can reach out with extruded pseudopods and envelop prey within itself; absorbing it. The spawn may spread this attack to two or even three targets in one turn: with two attacks, each is at 70% and inflicts 2D6 damage instead of a Lethality rating; with three attacks, each is at 50% and inflicts 1D10 damage.

NON-TERRENE: The spawn are at home in nearly any environment. Radiation, pressure, cold, vacuum and other inimical environments have no negative effects on them.

OOZING: Tsathoggua's formless spawn can ooze, grow, shift or change their plastic form to fit through almost any gap. If air can pass through an opening, the spawn can as well. Physical attacks do them no harm, but flame and hypergeometry inflict full damage.

RAW POWER: A spawn's STR or CON test is a critical success on any roll up to 25 for STR or 20 for CON, and on any roll with matching dice except 100.

STRANGE SENSES: A spawn senses living creatures up to 10 meters (33 feet) away with an Alertness test. Barriers (such as a biohazard suit) thwart this sense. A spawn may form eyes to see in any wavelengths of light, and its viscous form is extraordinarily sensitive to sound, touch, and smell.

UNDULATION: At top speed, by flinging its mass from point to point and recongealing, the spawn can slither up to 50 MPH.

SAN LOSS 1/1D10

SPAWN OF CTHULHU

“Another race—a land race of beings shaped like octopi and probably corresponding to the fabulous pre-human spawn of Cthulhu—soon began filtering down from cosmic infinity and precipitated a monstrous war which for a time drove the Old Ones wholly back to the sea—a colossal blow in view of the increasing land settlements.”

—H.P. Lovecraft, **“At the Mountains of Madness”**

Cthulhu did not arrive on Earth alone. Many sources cite the “star-spawn”—servants of the Great Old One—but few can settle on a singular description of these entities. They fought for supremacy against the Elder Things in ancient times, forcing them from the surface world. Perhaps that defeat was the precursor to the Elder Things' creation of the shoggoths.

Some believe the difficulty in understanding the star-spawn is because they evolve, shift, and grow over time, transforming from self-arranging blobs of matter to luminescent, winged monsters all the way up to horrors like Cthulhu itself, of a lesser scale.

Still others believe that the star-spawn of Cthulhu were the source of the Deep Ones on Earth, and that the core infective element which ties Cthulhu to the aquatic beings—

and thus, perhaps, to humanity—issues from there. If that is true, then the most vast, ancient Deep Ones, creatures like Dagon, Hydra, and He-Who-Swims-with-Corpses, could be said to be the star-spawn of Cthulhu. Whether their forms are fluid or fixed, no living human can say.

STR 80, CON 120, DEX 10, INT 24, POW 30
HP 100, WP 30

ARMOR: See **DISSOLUTE MATTER**

SKILLS: Alertness 65%, Flight 60%, Swim 80%, Unnatural 80%.

ATTACKS: Claw Swipe 60%, Lethality 20% (see **CLAW SWIPE**)

Grab and Consume 40%, Lethality 40% (see **GRAB AND CONSUME**)

CLAW SWIPE: The star-spawn lashes out with its multiform limbs, cutting targets to pieces, inflicting a Lethality attack of 20%.

DISCORPORATION: A successful attack with a Lethality rating of 50% or higher causes the star spawn to explode in a disgusting spray of slime and fragments; effectively destroying it.

DISSOLUTE MATTER: While most star-spawn assume and maintain a recognizable shape, they remain immune to all but the most destructive Lethality weapons as their body naturally displaces and reforms. Firearms and melee weapons inflict only 1 damage per attack, while Lethality ratings below 50% inflict only 2 damage. Weapons with Lethality higher than 50% and hypergeometric attacks have full effect.

BALLISTIC FLIGHT: On a successful Flight skill roll a star-spawn is capable of launching itself into the atmosphere at speeds faster than a jet aircraft. It lands with an unceremonious impact, inflicting a Lethality attack of 15% in a 10 meter (33 foot) radius.

GRAB AND CONSUME: The star-spawn attempts to grab and consume any target that hit it with an attack of Lethality 10% or higher. The star-spawn smashes a limb down (the target is permitted a Dodge roll), seizes the target (the target can attempt an unopposed STR contest to escape), and then drops the victim into an orifice for digestion. If the Dodge and STR tests fail, the target suffers a Lethality attack of 40%. Nutrients from the shredded target restore 1D12 HP to the star-spawn.

NON-TERRENE: The star-spawn are at home in nearly any environment. Radiation, pressure, cold, vacuum and other inimical environments have no negative effects on them.

PSYCHIC SHOUT: Some characters who fail the SAN roll when encountering the star-spawn feel more than its awful physical presence. A character who fails the SAN roll and is exceptionally sensitive (with INT or POW 17 or higher, or any Art, Occult, or Psychotherapy skill at 60% or better) is overwhelmed by a psychic “shout.” It can only be approximated as a voice shouting or babbling what should be nonsense if it were a voice—yet it is clearly filled with utterly alien meaning.

RAW POWER: A star spawn’s CON test is a critical success on any roll except 100. Its STR test is a critical success on any roll of 80 or lower or any matching dice except 100. Its INT or POW test is a critical success on any roll of 24 or lower for INT, or 30 or lower for POW, and any roll with matching dice except 100.

SAN LOSS: 1D6/1D20

SPAWN OF YOG-SOTHOTH (IMPURE)

“The thing that lay half-bent on its side in a foetid pool of greenish-yellow ichor and tarry stickiness was almost nine feet tall....It was partly human, beyond a doubt, with very man-like hands and head, and the goatish, chinless face had the stamp of the Whateleys upon it....Above the waist it was semi-anthropomorphic; though its chest, where the dog’s rending paws still rested watchfully, had the leathery, reticulated hide of a crocodile or alligator. The back was piebald with yellow and black, and dimly suggested the squamous covering of certain snakes.

“Below the waist...the skin was thickly covered with coarse black fur, and from the abdomen a score of long greenish-grey tentacles with red sucking mouths protruded limply....On each of the hips, deep set in a kind of pinkish, ciliated orbit, was what seemed to be a rudimentary eye; whilst in lieu of a tail there depended a kind of trunk or feeler with purple annular markings, and with many evidences of being an undeveloped mouth or throat.

“The limbs, save for their black fur, roughly resembled the hind legs of prehistoric earth’s giant saurians; and terminated in ridgy-veined pads that were neither hooves nor claws. When the thing breathed, its tail and tentacles rhythmically changed colour, as if from some circulatory cause normal to the non-human side of its ancestry. In the tentacles this was observable as a deepening of the greenish tinge, whilst in the tail it was manifest as a yellowish appearance which alternated with a sickly greyish-white in the spaces between the purple rings. Of genuine blood there was none; only the foetid greenish-yellow ichor which trickled along the painted floor beyond the radius of the stickiness, and left a curious discolouration behind it.”

—H.P. Lovecraft, “Dunwich Horror”

Certain degenerate cults and clans, thankfully rare, have deliberately sought out unseen Yog-Sothoth and implored it to seed them with its offspring. For a while, the lesser of such progeny can pass as human without close inspection. It grows with uncanny speed, reaching apparent adulthood in 10 years. By age 15, such a monstrous hybrid may be so tall and deformed as to seem human only by stooping in all-covering, loose clothing. But nothing can mask its stench, foul and unrelated to anything produced by humanity. Dogs hate the impure spawn of Yog-Sothoth and attack with little provocation. The hybrid must avoid humanity whenever possible, risking contact only when necessary to fulfill its purposes. The spawn of Yog-Sothoth are driven to open ways into the world for their sire and their unseen, purer cousins.

STR 20, CON 17, DEX 10, INT 20, POW 18, CHA 3

HP 19, WP 18

ARMOR: See **HALF-HUMAN BIOLOGY**

SKILLS: Alertness 40%, Athletics 40%, Grapple 40%, Unarmed Combat 40%, Unnatural 50%

ATTACKS: Grapple 40%, damage 1D4+3 (see **SUCKLING**)

HALF-TERRENE: The impure spawn is most at home in the open air of humanity, but who knows what its inhuman biology can withstand? What ill effects it suffers from old age, disease, poison, radiation, pressure, cold, and submersion are up to the Handler and may vary with each specimen.

HALF-HUMAN BIOLOGY: The impure spawn is only partially composed of earthly life. Making called shots for “vitals” and other areas has no additional game effect. Firearms and other puncturing attacks always inflict minimum damage (1D12+2 inflicts 3 points of damage, for example). Other attacks, and all Lethality rolls, inflict regular damage. After death, the body quickly deteriorates, leaving only a sticky whitish mass of unearthly biomatter behind.

INHUMAN POTENCY: A spawn’s STR or INT test is a critical success on any roll up to 20 and on any roll with matching dice except 100.

JUMPING, CLIMBING, LOPING: The impure spawn can leap, climb and lope in a manner wholly unlike a human. With an Athletics roll, it can cross vertical distances and impassable obstacles that would stop a normal human, but otherwise moves at human speeds.

SUCKLING: In any turn after the impure spawn has a victim pinned, the red, sucking mouths of its (usually concealed) tentacles greedily suck blood from the victim’s veins. This reduces the victim’s STR by 1D4 per turn without requiring an action by the spawn. Each point of STR drained heals the spawn of 1 lost HP. (If a target survives, they regain 1 STR point for each day of bed rest.)

RITUALS: The impure spawn always seeks hypergeometry and has mastered as many rituals as the Handler wishes. It is most interested in summoning its kin, such as with *Call Forth Those From Outside*, and communicating with them by means such as the *Dho-Hna Formula*, *One Who Passes the Gateways*, and the *Voorish Sign*.

SAN LOSS 1/1D6 (unclothed)

SPECTRAL POLYPS

“According to these scraps of information, the basis of the fear was a horrible elder race of half-polypous, utterly alien entities which had come through space from immeasurably distant universes and had dominated the earth and three other solar planets about six hundred million years ago. They were only partly material—as we understand matter—and their type of consciousness and media of perception differed wholly from those of terrestrial organisms.”

—H.P. Lovecraft, “The Shadow Out of Time”

Horrific, giant blots of otherworldly un-matter that infected the Earth (and, some say, three other worlds of the Solar System) millions of years ago, the polyps rose to prominence, carving giant, windowless basalt buildings, and making war by controlling and shaping wind. Appearing as undulating, multi-colored snakelike beings with portions, limbs and structures both in and out of our visible dimensions, the polyps were huge, clumsy, loud and destructive. Hooting their plaintive language of whines and whistles at one another across a ruined landscape, they *consumed*; infecting all in their path with their alien matter.

They enacted bizarre plans, and for a time, were resistant to invasion and conquest, but finally, fell to the might of the Great Race of Yith, who, enacting some secret

method, banished them beneath the Earth, and then sealed the exits. Some say the polyps still persist there, others that they left this world long before to return to the strange dimensions of their origin. Whether they still lurk on other worlds of the Solar System, no one knows.

STR 75, CON 100, DEX 12, INT 22, POW 20
HP 88, WP 20

ARMOR: See **PARTLY MATERIAL**

SKILLS: Extradimensional Senses 90% (see **OMNISCIENCE**)

ATTACKS: Lash Out 50%, Lethality 10% (see **LASH OUT**)

Un-matter Infection 35%, Lethality 40% (see **UN-MATTER INFECTION**)

Wind Control 30%, damage 2D10 (see **WIND CONTROL**)

Vacuum Burst 25%, Lethality 15% (see **VACUUM BURST**)

ELECTRICAL WEAKNESS: All electrical attacks inflict full and double damage on the polyp. So a lightning attack with a 1D10+2 attack, would inflict $12 \times 2 = 24$ points damage.

ISSUE FORTH: The polyp is *actually* suspended on invisible appendages with which it moves and manipulates the environment. This makes the creature appear to float on the air. Its odd un-matter stretches, bends, changes color and warps itself as it moves forward in a hypnotic manner. At top speed, a polyp can move 15 MPH.

LASH OUT: The polyp has dozens of invisible, extradimensional limbs with which it manipulates objects. It can use these to lash out at enemies unleashing a wave of invisible, razor-sharp whips inflicting a Lethality attack of 10%. Due to the limbs' invisibility, these attacks are impossible to Dodge.

NON-TERRENE: The polyps are at home in nearly any environment. Radiation, pressure, cold, vacuum and other inimical environments have no negative effects on them.

OMNISCIENCE: The polyps sense their environment through higher dimensions, which gives them an ever-present, up-to-the-moment, perfect knowledge of all objects and beings within a mile of their location. This "hyper sense" is like a combination of sonar, sight, hearing and other, less-definable perceptions, and sees "through" any obstacle. Due to this omniscience, all Dodge and Stealth rolls against a polyp are automatically at -40%.

PARTLY MATERIAL: Any non-electrical attack on the polyp must have a Lethality rating of 15% or higher to inflict *any* damage. Lethality rolls automatically fail and instead inflict 2D10 HP damage. All other attacks (except hypergeometry and electrical attacks; see **ELECTRICAL WEAKNESS**) inflict no damage.

UN-MATTER INFECTION: The strange un-matter that composes the giant polyp is completely inimical to Earthly life. A simple touch from the visible portions of the polyp is enough to disrupt living material as if it were a Lethality attack of 40%. Those observing this effect suffer 0/1D4 SAN loss as the un-matter *consumes* the living matter like a fire converting wood to ash.

VACUUM BURST: Polyps can suddenly evacuate huge areas of atmosphere, causing a thunder-like explosion as the air rushes back in to fill the empty space. When targeted at a human, this attack is treated as a 15% Lethality attack with a Kill Radius of 15 meters (50 feet). When projected at a vehicle, on a successful roll, it is capable of

blowing open every sealed surface within it, completely disabling it (and causing aircraft, of course, to crash).

WIND CONTROL: Through unknown methods, the polyps can constrict, shift, turn and accelerate wind. If focused on a single target, this wind tunnel effect can shear the skin from bones in few seconds, inflicting 2D10 damage.

SAN LOSS 1D6/1D20

THOSE BEYOND

An unseen world exists in tandem with our own, invisible to normal humans, due to our inability to sense at the strange frequencies which illuminate the liquid aether of this other realm. The creatures which exist in the liquid world *beyond* cannot “see” us, although they slither over us and through us constantly. Our atoms vibrate a very tiny bit out of phase with the atoms of this other world, and so we pass each other while occupying the same space.

Until a machine called the Tillinghast resonator was invented in 1920, mankind was safe (though it is theorized other hypergeometric principles may have exposed mankind to the forces beyond before 1920).

The resonator not only awakens ancient atrophied sense organs within the human brain which can see this other world, it also brings the atomic structures of both worlds into alignment, until physical interaction becomes possible.

The creatures that exist beyond come in a multitude of horrific forms, as various and endless as those found on Earth, a few of which are described in detail below. These creatures hunt in the higher dimensions utilizing senses not generally found on Earth, consuming each other in a violent and never-ending interplay of predators and prey.

The Tillinghast Resonator (and other unnatural processes) can illuminate our physical world to the strange senses of the parasites, allowing these dangerous creatures to see us and interact with us within the field effect. Movement within the field, and to a lesser degree those things imbued with Tillinghast-Radiation (T-Radiation), draw parasites towards them, usually with catastrophic results.

DISC-SHAPED LIQUIVORE

STR 3, **CON** 6, **DEX** 1, **POW** 4

HP 4, **WP** 4

SKILLS: Alertness (In the Field) 50%, Flight 45%

ATTACKS: Slice 30%, damage 1D10 (see **RAZOR SPINES**)

N-SPACE “SWIMMING”: This creature swims in an invisible otherworldly environment, allowing it a top speed as fast as a running human, as well as the ability to “swim” upwards into the air.

RAZOR SPINES: These creatures are formed of numerous half circles of solid black tissue, interconnected by a bony flexible spine. They drift through the air, swirling furiously, using the razor edges of their discs as weapons, inflicting 1D10 points of damage.

SAN LOSS: 0/1D4

OPHIDIAN LIQUIVORE**STR 6, CON 8, DEX 16, POW 6****HP 7, WP 6****SKILLS:** Alertness (In the Field) 60%, Flight 75%**ATTACKS:** Bite 30%, damage 1D10 (see **FLUID DRAIN**)

N-SPACE “SWIMMING”: This creature swims in an invisible otherworldly environment, allowing it a top speed as fast as a running human, as well as the ability to “swim” upwards into the air.

FLUID DRAIN: When these snake-like beings with no eyes attack, their large fangs punch into a victim and begin to drain fluids from its body. Being liquivores, they do not eat solid flesh.

SAN LOSS: 0/1D4**TUMBLEWEED LIQUIVORE****STR 3, CON 10, DEX 13, POW 6****HP 6, WP 6****SKILLS:** Alertness (In the Field) 55%, Flight 20%**ATTACKS:** Impaling Spines 25%, damage 1D6+2 (see **FLUID DRAIN**)

N-SPACE “SWIMMING”: This creature swims in an invisible otherworldly environment, allowing it a top speed as fast as a running human, as well as the ability to “swim” upwards into the air.

FLUID DRAIN: When these tumbleweed-like beings attack, their hundreds of spines impale a victim and begin to drain fluids from its body. Being liquivores, they do not eat solid flesh.

SAN LOSS: 0/1D4**WINGED SERVITORS**

“There flopped rhythmically a horde of tame, trained, hybrid winged things that no sound eye could ever wholly grasp, or sound brain ever wholly remember. They were not altogether crows, nor moles, nor buzzards, nor ants, nor vampire bats, nor decomposed human beings; but something I cannot and must not recall. They flopped limply along, half with their webbed feet and half with their membraneous wings; and as they reached the throng of celebrants the cowed figures seized and mounted them, and rode off one by one along the reaches of that unlighted river, into pits and galleries of panic where poison springs feed frightful and undiscoverable cataracts.”

—H.P. Lovecraft, “The Festival”

These flopping, eye-twisting aberrations are only one example of the uncountable, unnatural things which throng and pulse in the inconceivable presence of Azathoth. Rituals familiar to many human sorcerers—such as *Winged Steed*—can lure them through strange dimensions of space and time. They pliantly allow the summoners to mount them like loathsome steeds and then bear the summoners away to pay homage to the Daemon Sultan, unless the summoners bind them to some other service. Their

riders must take whatever precautions are needed to survive a journey that the nameless servitors can make in unthinking, careless comfort.

STR 25, CON 25, DEX 12, INT 1, POW 8

HP 25, WP 8

ARMOR: 3 points of chitinous fur

SKILLS: Alertness 50%, Flight 40%, Unarmed Combat 40%

ATTACKS: Claw 40%, 2D6

Bite 40%, Lethality 15%

AGELESS: The winged servitor suffers no ill effects from aging. Presumably it must feed, but they have been known to sit in torpor for years—or centuries, or millennia, or eons; who can say?—with no apparent harm.

NON-TERRENE: The servitor is at home in nearly any environment. Radiation, pressure, cold, vacuum and more have no negative effects on it. It can move on the surface of Saturn, the depths of the ocean or in open space with equal ease.

OTHERWORLDLY FLIGHT: The servitor can “fly” in any environment, flapping its membranous wings as if against some unseen current—even underwater or in space. In flight, the servitor seems to fly slowly and clumsily, certainly slower than most avians. Yet while in flight it may suddenly vanish as if launching away at terrific speed, passing out of everyday dimensions and through unthinkable realities.

SAN LOSS 1/1D6

WITCHES' FAMILIARS

“Witnesses said it had long hair and the shape of a rat, but that its sharp-toothed, bearded face was evilly human while its paws were like tiny human hands. It took messages betwixt old Keziah and the devil, and was nursed on the witch’s blood—which it sucked like a vampire. Its voice was a kind of loathsome titter, and it could speak all languages.”

—H.P. Lovecraft, “The Dreams in the Witch House”

Nyarlahotep often communicates with humanity according to the expectations of their cultures, or more likely in mockery of them. In one interpretation of New England folktales, Nyarlahotep appeared to witches as a cloven-hooved Dark Man, bearing a book where the damned signed their names in blood, and granting them familiars to aid their unnatural rituals. Some occultists say such familiars were born of the witches consummating their pacts with the Dark Man. Others say they came from alien dimensions and took shapes to amuse their master, or that they were witches and sorcerers betrayed and cursed by the Dark Man. Such creatures might be formed in mockery of dogs, cats, birds, lizards, or other animals. This entry describes the ratlike Brown Jenkin, companion of the Arkham witch Keziah Mason.

STR 2, CON 7, DEX 20, INT 10, POW 8

HP 5, WP 8

SKILLS: Alertness 80%, Dodge 95%, Stealth 80%, Swim 70%, Unnatural 50%

ATTACKS: Bite 40%, damage 1D4 (see **BITE**)

BITE: A rat-familiar, like a rat, is a carrier of many diseases. A single bite is enough to infect the target with a disease that lasts 1D6 days, inflicts a –20% penalty to the CON test, and inflicts 1D6 damage (see **POISONS AND DISEASE** on page xx).

FAMILIAR: A witch’s familiar can act as an assistant in any ritual that its master or mistress knows, even one that requires assistants to know the ritual. Because a familiar knows all languages, it can help its master or mistress learn a ritual even without knowing the language of its source.

GIFT OF THE MASTER: If a witch’s familiar sacrifices permanent POW in a ritual, keep a note of its former POW score. It may attempt to regain spent POW once per month by killing and drinking the life-blood of a human; a familiar prefers a helpless, diminutive victim like a child. That allows the familiar to attempt a POW test. If it fails, it regains 1 POW.

SMALL AND NIMBLE: Any attack against a rat-sized familiar is at –40% due to its small size. A rat-familiar's DEX test is a critical success on any roll up to 20 and any roll with matching dice except 100. Still, since it is small, at a run it can only move as fast as a human walks.

RITUALS: *Prayer to the Dark Man*, and others as the Handler sees fit as delivered by Nyarlathotep.

SAN LOSS 1/1D6

ZOMBIES

“The body on the table had risen with a blind and terrible groping, and we had heard a sound. I should not call that sound a voice, for it was too awful. And yet its timbre was not the most awful thing about it. Neither was its message—it had merely screamed, ‘Jump, Ronald, for God’s sake, jump!’ The awful thing was its source. For it had come from the large covered vat in that ghoulish corner of crawling black shadows.”

—H.P. Lovecraft, “Herbert West—Reanimator”

Many kinds of unnatural formulae can restore a corpse to a semblance of life. We call them all zombies, but they may have very different features. Some hunger mindlessly for living blood (reflected below), some are impelled by dying, desperate urges others have animal consciousness. An unlucky few retain full awareness: such creatures may have full INT and POW, and perhaps even the skills they had in life, but only half the CHA and none of the SAN. Any zombie can be detected at a great distance by its rotting flesh. The powers that give energy to dead tissue usually make zombies stronger and harder than they were in life, perhaps immune to pain and shock altogether. Adjust a zombie’s stats and powers to reflect the technique that reanimated it.

STR 15, **CON** 15, **DEX** 5, **INT** n/a, **POW** 1

HP 15, **WP** 1

ARMOR: See **ROTTING RESILIENCE**

SKILLS: Alertness 20%, Unarmed Combat 30%

ATTACKS: Bite 30%, damage 1D4+1 (see **WORRY AND RIP**)

CLUMSY: A zombie cannot defend itself against attacks. Even a successful attack roll by a zombie does not oppose any attacks against it. In fact, all attacks against a zombie are at +20%. Most zombies shuffle along no faster than a slow walk.

FEEDING: Each time a human victim takes damage from a zombie's bite, the zombie regains 1 lost HP as it devours flesh and blood. With some zombies, a bite is infectious, and turns the victim into a zombie in 1D6 hours.

ROTTING RESILIENCE: A Lethality roll automatically fails against a zombie, even an explosion; the only exception is a hypergeometric attack. A zombie takes half HP damage from all failed Lethality rolls, rounded up (so, a gunshot that rolls 7 damage would inflict 4 damage). A zombie reduced to 0 HP may still not be fully dead, only so badly mauled that it no longer poses a threat. Some zombies retain animation even if decapitated.

STRIKING THE BRAIN: If a zombie needs its brain to "survive," an Agent may make a Called Shot at a -20% penalty to hit the zombie's decomposing head. If the Called Shot does more than 2 HP damage, it damages the brain and destroys the zombie.

UNDEAD: Whatever animates a zombie's dead flesh sustains it against rigors that would harm or kill the living. Cold, suffocation, radiation, all seem to do no lasting harm unless the zombie's body is physically destroyed. Some zombies do not even rot at the usual rate.

WORRY AND RIP: After succeeding with a bite attack, a zombie uses its action each turn to inflict 1D4+1 damage on the same target, without having to make another attack roll. If the bite pierced the victim's armor, the "worry and rip" damage ignores armor. The victim can attempt an opposed STR test as his or her action each turn to break free.

SAN LOSS: 0/1D6.

THE GREAT OLD ONES

“They worshipped, so they said, the Great Old Ones who lived ages before there were any men, and who came to the young world out of the sky. These Old Ones were gone now, inside the earth and under the sea; but their dead bodies had told their secrets in dreams to the first men, who formed a cult which had never died. This was that cult, and the prisoners said it had always existed and always would exist, hidden in distant wastes and dark places all over the world.”

—Summary of prisoner testimony from the St. Bernard Parish raid (2NOV1907)

There is no single definition of a “Great Old One.” The Cthulhu cult described the peers and paladins of their priest-god as “Great Old Ones.” In his Antarctic report, William Dyer mentions “primal myths about Great Old Ones who filtered down from the stars and concocted earth life as a joke or mistake.” In each case, a terrified human brain reaches for a descriptor associated with the sublime unnatural entity it has unwittingly brushed against.

Defining one set of field-strengths and organic realities as “Great Old Ones” in the first place remains at best rough taxonomy, no more scientific or truthful than a medieval bestiary. And indeed, in practice Delta Green’s classification of these unimaginably vast entities follows medieval demonology—specifically that of Abd al-Ahzzrad’s *Necronomicon*. The “mad Arab” divided the *al-Qadimat Kabira* into three categories, the “ones of the stars,” the “ones of the earth,” and the “ones of dreams.” Al-Ahzzrad’s categories were fluid, or he was distracted while composing this section of his grimoire, as Cthulhu winds up both “of the stars” and “of dreams.”

Other sources, unsurprisingly, contradict al-Ahzzrad and each other. The Mayan *Codex Borgia* hints that Yig may have come down from the stars; parts of the Pnakotic Manuscripts suggest that Cthulhu and Tsathoggua are brothers, which is only to say that they are both unnatural. In short, these unknowably vast beings are also unclassifiable.

Do not assume Delta Green knows everything about them. Do not assume Delta Green knows *anything* about them.

DISINFORMATION: MADCHIMP OUTBREAK ANALYSIS

Instead of defining the vast, malign phenomena of the unnatural according to medieval superstition, a 1968 Delta Green tiger team (MADCHIMP) comprising CDC and DIA personnel used network-mapping and outbreak analysis in an attempt to classify these so-called entities. What a remote tribe knows as “Cthulhu” may be something entirely different—if just as horrific—from the dream-entity constructed by a Goa drug cult, which itself might not be the culture-god of the Innsmouth deep ones.

Rather than being one “god,” then, Cthulhu or Y’gonolac might be a social infection manifesting divergent symptoms in various vulnerable populations. The common names might be generated by common psychic trauma, much as migraine sufferers from all cultures tend to depict their symptoms identically.

Geographically and temporally linked outbreaks of the unnatural (called *syndemes* by the team) tend to share effects, and to incorporate local isolates and self-deranging cultists into a linked pattern. *The Miskatonic Syndeme*, for example, appears to infect

Caucasians on either extreme of the social spectrum: insular (or incestuous) villagers, and near-celibate academic elites. Many of these outbreaks repeat in the same location over centuries, implying a specific radiation or infestation that can be tracked like a cholera plague or terrorist network.

The MADCHIMP team mapped the following tentative syndemes:

GREENLAND SYNDEME: A-Abhi, Itla-shua, Ktagoolik (Cthulhu), Rhan-Tegoth, Tleche-Nacha, Tsathoggua. Transmitted by prehuman Voorii and Hyperborean civilization.

MISKATONIC SYNDEME: Cthulhu, Dagon, Ghatanothoa, Nodens, Nyarlathotep, Ossadogowah, Yog-Sothoth. Concentrated in New England; may actually be a sub-node of the Pacific Syndeme.

OKLAHOMA SYNDEME: Headless-Man (Y'gononac), Tiráwa (Tsathoggua), Tulu (Cthulhu), Yig. Transmitted from the K'n Y'ani; may also be connected to a less well-known Mexican Syndeme.

PACIFIC SYNDEME: Cthulhu, Fisherman's God (Dagon?), Ghatanothoa, Nug-Yeb, Rhan-Tegoth. Aggregates several sub-nodes in Micronesia, Melanesia, California, and Polynesia.

SEVERN SYNDEME: Azathoth, Byatis, Daoloth, Eihort, Glaaki, Shub-Niggurath, Nodens, Y'gononac. Concentrated in the Severn Valley in western England.

WISCONSIN SYNDEME: Hastur, Nyarlathotep, Qu-tugkwa, Windigo (Itla-shua). Possibly extends north into Canada.

OPINT: GREAT OLD ONES' STATS AND SKILLS

Great Old Ones do not have hit points. They are immortal, ultimately invulnerable, and completely beyond human understanding. The correct Handler response to "Can a Great Old One do X?" is "Yes, of course it can." They are focused omnipotence.

When depicting Great Old Ones, do not bother with moment-to-moment calculations, stat tests, skill rolls, reductions in HP, and so on. Use the special qualities that are described for each one as guidelines, but don't feel constrained by human conceptions of physics or causality. Only very specific methods can temporarily remove the threat of a Great Old One. Usually, this is through obscure, hypergeometric rituals. Sometimes, it is through brute force: massive explosions or other disruptions of spacetime.

Such disruptions are transient. Nothing that humans can do will affect a Great Old One in any meaningful way. They return. They *always* return.

AZATHOTH

"Outside the ordered universe that amorphous blight of nethermost confusion which blasphemes and bubbles at the center of all infinity—the boundless daemon sultan Azathoth, whose name no lips dare speak aloud, and who gnaws hungrily in inconceivable, unlighted chambers beyond time and space amidst the muffled, maddening beating of vile drums and the thin monotonous whine of accursed flutes."

—H.P. Lovecraft, "The Dream-Quest of Unknown Kadath"

The good news is that only a very few isolated madmen seek communion with Azathoth, the Daemon Sultan, the Idiot Chaos at the heart of the Universe. Even the few cults of Azathoth tend to come apart in, well, chaotic idiocy. The highest leaders of the Cult of

Transcendence sought admission to Azathoth's Court, but while waiting to get there they rent and tore at the broken remains of their occult empire. A New England witch-cult signed "the Book of Azathoth" but worshiped Nyarlathotep. Even the Shans, who worship Azathoth as Xada-Hgla, the Cradle of Chaos, are riven with laxity and heresy.

The bad news is that even the briefest communion with Azathoth on this plane of existence can be the rough equivalent of a 15-megaton atomic burst, as the "monstrous nuclear chaos beyond angled space" energetically disrupts spacetime around it. Some Delta Green analysts consider the Tunguska blast of 1908 the result of some Azathoth-worshiper's distracted exaltation. A similar "miscalculation" by the Karotechia in 1945 blew the top off a Bavarian mountain and obliterated Naudabaum Castle. In the subsequent Operation LUNACY, Delta Green prevented an intentional summoning of Azathoth, which would have been far worse.

Azathoth is said to dwell "at the center of the Universe," the meaningless solution to every hypergeometrical equation. Surrounded by amorphous dancers and shrill flautists—possibly a medieval symbolic image of chaos theory, randomized constants, and quantized energy—it roils and shrieks or gnaws hungrily in the dark. In some traditions, Nyarlathotep lulls the Daemon Sultan to sleep, the better to arrogate Azathoth's power to itself. The name "Azathoth" is likely an occult fiction, possibly derived from the Egyptian User-Thoth ("strength of Thoth," *e.g.*, the power behind Nyarlathotep). The true Dread Name of Azathoth is something, literally, to conjure with.

AURA OF POWER: Any human present when Azathoth manifests is automatically at -40% on all rolls (except SAN). A character that fails the SAN roll for encountering Azathoth cannot act for 1D12 turns, instead goggling in abject terror at its monstrous form and its overwhelming, terrifying presence.

CONSUMPTION: Azathoth emerges on Earth from a summoning area and expands to consume all nearby matter. On the first turn with tendrils of atomic fire, Azathoth completely consumes a 10 meter area with a Lethality attack of 10%. On the second turn, it is 20 meters with a Lethality attack of 20%. On the third turn, 30 meters and a Lethality attack of 30% and so on (up infinite range and a Lethality attack of 99%). This chaotic energy attack cannot be Dodged. No one has ever let the ritual continue long enough to permanently alter or *consume* the Earth, but such an outcome is not only possible, it is likely inevitable.

DISMISSAL: Certain hypergeometric principles are known to cause Azathoth to cease manifesting in a summoning, utilizing ancient forces to restrain and re-trap its power at the center of the Universe. That requires access to or knowledge of a ritual that dismisses Azathoth, a successful activation roll, and the *permanent* expenditure of 7 POW.

DREAD NAME: The secret name of Azathoth (some say it is hidden in the *Necronomicon*) is reputed to summon the being to Earth with a *single word* at the permanent cost of 10 POW. Thankfully, this word has been lost to time.

TRANSCENDENT: Azathoth is beyond Earthly science and all hypergeometry *except* those rituals which affect its arrival and dismissal. All attacks against Azathoth fail. Its form at the center of the universe can never be destroyed.

SAN LOSS: 1D20/1D100.

CTHULHU

“The Thing cannot be described—there is no language for such abysses of shrieking and immemorial lunacy, such eldritch contradictions of all matter, force, and cosmic order. A mountain walked or stumbled. God! What wonder that across the earth a great architect went mad, and poor Wilcox raved with fever in that telepathic instant? The Thing of the idols, the green, sticky spawn of the stars, had awaked to claim his own. The stars were right again, and what an age-old cult had failed to do by design, a band of innocent sailors had done by accident. After vigintillions of years great Cthulhu was loose again, and ravening for delight.”

—H.P. Lovecraft, “The Call of Cthulhu”

The first Great Old One studied by P4, in the days of the raid on Innsmouth, Cthulhu exerts a pervasive and ubiquitous influence on the fringes of human culture. In 1908, documented Cthulhu cults existed in Greenland, Louisiana, Massachusetts, New Caledonia, Ponape, and Singapore. Whether Cthulhu is actually the greatest of the Old Ones, or simply the one closest to awakening, Delta Green has run across its presence more often by far than any other unnatural entity.

Most accounts say Great Cthulhu rests in some sort of torpor beneath the South Pacific in the “corpse city of R’lyeh,” imprisoned by a chance cosmic alignment or tectonic disturbance. Its occasional stirrings as the stars slowly “come right,” combined with its omnipresent telepathic dream-sendings, inspire both localized riots (as in 1925, when its brief awakening drove thousands mad and sparked magical rebellions from Haiti to the Philippines) and an age-old global cult.

Legends tell us that Cthulhu “seeped down” from the green star Soth or Zoth (most likely either Zubeneshchamali [Beta Librae] or Sothis [Sirius]) during the Paleozoic Era. Mountain-sized and protean, it most commonly appears in human art and dreams as a tentacled monster vaguely resembling some hideous hybrid of octopus, dragon, and human being. In human myth it is often represented as a “chaos dragon” such as Tiamat, Vritra, or Typhon, driven into the underworld. As Tutula in Tonga, Clulu or Nkulu in Uganda, Alalu to the Bronze Age Hurrian peoples, Tlaloc to the Aztecs, and many similar names, it lurks beneath human myths of the deeps, the monstrous inhuman truth painted over with pious rationalizations.

Cthulhu’s most well-known servitors and creations, the Deep Ones, have their own versions of such myths, perhaps no more reliable than the human distortions. Texts and scriptures recovered from Innsmouth, Ponape, and other Deep One centers use the same exalted language to describe their creator. Human beliefs, intermingled with the teachings of the Deep Ones, ascribes the names Dagon and Hydra to two of Cthulhu’s spawn or kindred; both entered ancient myth thousands of years ago. *Shaurash-Ho*, “He-Who-Swims-With-Corpses,” appears less frequently, as does “serpent-bearded Byatis,” brought to Earth by the Deep Ones as their champion, according to legend. Any of these four lesser Cthulhoid creatures would pose a critical threat to any human force or technology, and yet they operate only on a fraction of Cthulhu’s scale.

R’lyeh slowly congeals into our spacetime, moved by otherworldly realities for reasons unfathomable to humanity. One day, it is foretold, the city will reappear above the waves, and remain, and Cthulhu will fully awaken in the world and minds of

humanity. Then, the legends say, we will rise up in an orgy of violence and death, to become one with the Great Old Ones.

AURA OF POWER: Any human present when Cthulhu manifests is automatically at –40% on all rolls (except SAN). A character that fails the SAN roll for encountering Cthulhu cannot act for 1D10+2 turns, instead goggling in abject terror at its monstrous form and its overwhelming, thundering psychic presence.

DISCORPORATION: A successful attack with a Lethality rating of 70% or higher causes Cthulhu to explode in a disgusting spray of slime and fragments. Each character present who fails a Luck roll loses 1D6/1D20 SAN as the consciousness of Cthulhu passes through them to return to the Corpse City of R'lyeh. Its noxious remains slowly begin to reform, seeping back into the water and into its temple-tomb. Cthulhu will not reform for several months.

DREAM CALL: Any character encountering Cthulhu that is exceptionally sensitive (with INT or POW 17 or higher, or any Art, Occult, or Psychotherapy skill at 60% or better) is overwhelmed by the dream call of Cthulhu. It can only be approximated as a voice shouting or babbling what should be nonsense if it were a voice—yet it is clearly filled with utterly alien meaning. This call lasts. If the character survives the encounter, when they next attempt to sleep they must succeed at a SAN roll at –20% or suffer the effects of a Sleep Disorder (see page XX). That recurs each night until the penalized SAN roll succeeds.

DISMISSAL: Certain hypergeometric principles are known to cause Cthulhu to retreat to its submerged tomb, utilizing ancient forces to restrain and re-trap its power. That requires access to or knowledge of a ritual that dismisses Cthulhu, a successful activation roll, and the *permanent* expenditure of 5 POW.

DISINTERESTED SWAT: Occasionally, Cthulhu will bear down on a target, smashing it beneath the weight of an amorphous limb. This attack automatically hits its selected target, has a kill radius of 5 meters, and a 60% Lethality rating. This vast attack cannot be Dodged.

FUNDAMENTAL CONTROL: Cthulhu can change scale, mass, and molecular order at will, growing, shrinking, changing or transcending any physical limitation without a roll. Most attacks against Cthulhu have no effect (see DISCORPORATION).

SAN LOSS: 1D10/1D100

DISINFORMATION: THE CORPSE CITY

The exact location of R'lyeh (49° 51' 0" S, 128° 34' 0" W; -49.85°, -128.566667°) is well known by Delta Green, and its analysts in various agencies monitor that hotspot of disappearances. Despite precautions, some vehicles have wandered into the zone, some never to return. Twice such vehicles (a Navy PB-Y scout plane in 1943, and a Russian freighter in 1963) have reported an island in the ocean where there should be none. Since 1925, no one has landed on such an island — at least, as far as Delta Green knows.

Delta Green is extremely interested in the hypergeometry behind the torpor that renders Cthulhu and his minions inert. No one knows if this is a natural result of Cthulhu's biology, or perhaps a weapon utilized by another species on Cthulhu to "trap" it. Factions within the agency believe that the math needed to keep Cthulhu

permanently interred at R'lyeh is contained within the angles and structures of R'lyeh itself.

R'lyeh seems to rise and fall out of existence at intervals which can be tracked by those with deep knowledge of the unnatural. As such, an expedition to the island is possible, though obviously ill-advised, when the time is right.

GHATANOTHOA

“Oozing and surging up out of that yawning trap-door in the Cyclopean crypt I had glimpsed such an unbelievable behemothic monstrosity that I could not doubt the power of its original to kill with its mere sight.”

—H.P. Lovecraft and Hazel Heald, “Out of the Aeons”

According to von Junzt, this horrific being ruled the prehistoric Pacific continent of Mu, transforming those who gazed upon it into living mummies. Other myths say Ghatanothoa, the “dark god,” was the most powerful manifestation of the strange energy vortices called the Lloigor, who sometimes gift or curse their human slaves with long life.

Ghatanothoa’s legends have persuaded some to seek contact with the dark god in search of immortality. Some occultists think stories of Ghatanothoa are merely reworkings of the Cthulhu myth; but a 1932 incident at the Cabot Museum in Boston, if it was reported accurately, tends to bear von Junzt’s research out. Ghatanothoa cults appear all along the Pacific littoral from Peru to Malaya, and even in Burma, Sri Lanka, and Yemen. Von Junzt places Ghatanothoa in opposition to the Mi-Go and to Shub-Niggurath, implying a ferocious independence exemplified by its fanatical apocalypse cultists.

AURA OF POWER: Any human present when Ghatanothoa manifests is automatically at –10% on all rolls (except SAN). A character who fails the SAN roll for encountering Ghatanothoa cannot act for 1D6 turns, instead goggling in abject terror at its monstrous form.

CURSE OF STONE: Any human present during a manifestation or seeing a representation of Ghatanothoa’s physical form (including a photograph) must make a single POW test. Failure indicates the witness suffers from “the curse of stone.” The victim is immediately paralyzed in all but autonomic functions. Over time, the victim does not naturally die, even if abandoned, but slowly becomes a leathery mummy, unable to act or speak but forever immortal and aware. This costs 1/1D10 SAN per day. There is no known cure.

DISCORPORATION: Ghatanothoa almost always appears as a manifestation (while it’s true form remains trapped), and as such cannot be “discorporated” through violence. Instead, all attacks appear to pass through it with no effect.

DISMISSAL: Certain hypergeometric principles allow Ghatanothoa’s manifestation to be dismissed. This requires access to or knowledge of a ritual that dismisses Ghatanothoa, a successful activation roll, and the *permanent* expenditure of 1 POW.

FUNDAMENTAL CONTROL: Ghatanothoa can change scale, mass, and molecular order at will, growing, shrinking, changing or transcending any physical limitation without a roll. While it enjoys fundamental control, this ability is not enough to allow it to escape

the prison in which it remains trapped. Someone in its physical presence and able to strike would find that most attacks against Ghatanothoa have no effect (see DISCORPORATION).

TRAPPED: Ghatanothoa remains trapped in an unknown location (rumored to be a vault constructed by an alien species, on the long sunken lost continent of Mu). Its visage and presence can be summoned to manifest elsewhere, but its physical form remains trapped.

SAN LOSS: 1D6/1D20.

GLAAKI

“From an oval body protruded countless thin, pointed spines of multicolored metal; at the more rounded end of the oval a circular, thick-lipped mouth formed the center of a spongy face, from which rose three yellow eyes on stalks. Around the underside of the body were many white pyramids, presumably used for locomotion. The diameter of the body must have been about teen feet at its least width.”

—Ramsey Campbell, “The Inhabitant of the Lake”

This huge, slug-shaped entity dwells beneath Brichester Lake in Gloucestershire, the impact crater of the meteor on which Glaaki arrived in the 6th century CE. Glaaki creates undead slaves, the Glaakeen, by injecting one of its metalloïd spines into a victim. Tales of their reanimation have led many cultists to worship Glaaki, seeking immortality. Glaaki may manifest elsewhere in spacetime: certain Egyptian mummies bear its spines, and it has been sighted (or at least named) near other lakes around the world, including Lake Chimagua in New York’s Catskill Mountains. Its Brichester cult penned the *Revelations of Glaaki*, most volumes of which have been destroyed.

AURA OF POWER: Any human present when Glaaki appears is automatically at –20% on all rolls (except SAN). A character who fails the SAN roll for encountering Glaaki cannot act for 1D6 turns, instead goggling in abject terror at its monstrous form.

DISCORPORATION: A successful attack with a Lethality rating of 50% or higher causes Glaaki to vanish with a deafening explosion that shatters all glass within two miles. Each character present who fails a Luck roll cannot sleep for 1D4+1 days, and must make a SAN roll each night. Failing that means the loss of 1 SAN as the witness’ mind is swarmed with visions of ritual impalement. Glaaki has returned to its nearest “safe haven,” usually at the bottom of a nearby lake or sea.

DISMISSAL: Certain hypergeometric principles allow Glaaki to be sent back to its last “safe haven,” usually at the bottom of a lake or sea. This requires access to or knowledge of a ritual that dismisses Glaaki, a successful activation roll, and the permanent expenditure of 1 POW.

DREAM-PULL: Anyone sleeping within five miles of Glaaki (which is usually at the bottom of a lake or body of water) must make a POW test each night. Failure means a loss of 1D4 SAN and a growing feeling of dread. Those who go permanently insane are drawn to Glaaki’s resting place to willingly become his undead Glaakeen servants.

FUNDAMENTAL CONTROL: Glaaki can change scale, mass, and molecular order at will, growing, shrinking, changing or transcending any physical limitation without a roll. It

is equally at home on Earth's surface, at the bottom of the ocean, or in the cloud seas of Saturn. Most attacks against Glaaki have no effect (see DISCORPORATION).

GLAAKEEN: Glaaki is always attended by a dozen undead slaves known as Glaakeen. These once-human beings were infected with the essence of Glaaki after being run through with one of its spines. Animate corpses, they slowly deteriorate into slick, rotten carcasses with sloughed skin, sunken eyes, and blue-white skin. Some still have the spines embedded in their chests. Glaakeen are immune to all attacks except fire, hypergeometric sources, and weapons with a Lethality rating of 10% or more. Sunlight accelerates their decay, and they instinctively flee it; direct, bright sunlight automatically inflicts an attack with a Lethality rating equal to the number of years they have been Glaakeen. All Glaakeen have 12 HP and attack by grappling with 55% skill (see IMPALEMENT).

IMPALEMENT: Any target grappled by two Glaakeen is dragged towards Glaaki in three turns unless the victim escapes. Once brought to Glaaki, the target is permitted one Dodge roll at -40%. If it succeeds, the victim slips free and may act normally. If it fails, the victim is impaled by one of Glaaki's metalloid spines and injected with the bizarre fluid found within, suffering 2D10 damage. A target who dies due to this attack rises again as a Glaakeen.

SAN LOSS: 1D6/1D20.

ITLA-SHUA

"But what perplexed him even more, making him feel his vision had gone utterly awry, was that Defago's stride increased in the same manner, and finally covered the same incredible distances. It looked as if the great beast had lifted him with it and carried him across these astonishing intervals. Simpson, who was much longer in the limb, found that he could not compass even half the stretch by taking a running jump."

—Algernon Blackwood, "The Wendigo"

This entity's name means "Sky Owner" in Greenlandic Inuktun, but the Great Old One is better known in North America as the Wendigo, Arctic spirit of terror and cannibalism. It appears in Babylonian lore as Enlil, to the Canadian Inuit as Sila, to the Siberian Koryak as Ina'hitelan, and to the Wampanoag as Ithaka. It is usually depicted as a terrifying or powerful beast: a bull in the Middle East, a moose or an antlered man in the Canadian North. Supposedly confined to the Arctic by the Temple of Winds, Ithla-shua has abducted unfortunates as far south as Wisconsin or Iran, carrying them into the sky, to some unknown boreal realm, or to the Plateau of Leng. Sometimes these unfortunates reappear, frozen solid and seemingly dropped from a great height, their feet burned and melted by the speed of re-entry. After a spate of mass disappearances and predation in Manitoba in the 1920s and 1930s, Ithla-shua's activity dropped significantly, possibly correlated with the return of colder weather in the Arctic for the next few decades. As the Arctic warms again...who knows?

AURA OF POWER: Any human present when Ithla-Shua appears is automatically at -20% on all rolls (except SAN). A character who fails the SAN roll for encountering Ithla-Shua cannot act for 1D10 turns, instead goggling in abject terror at its horrific form.

DISCORPORATION: A successful attack with a Lethality rating of 60% or higher causes Itla-Shua to vanish with a thunder strike, causing deafness in all present for 1D4 days. Each character present who fails a Luck roll is permanently deafened, and loses 1/1D4 SAN due to helplessness.

DISMISSAL: Certain hypergeometric principles allow Itla-Shua to be dispersed. This requires access to or knowledge of a ritual that dismisses Itla-Shua, a successful activation roll, and the permanent expenditure of 4 POW.

FUNDAMENTAL CONTROL: Itla-Shua can change scale, mass, and molecular order at will, growing, shrinking, changing or transcending any physical limitation without a roll. It is equally at home on Earth's surface, at the bottom of the ocean, or in the cloud seas of Saturn. By some accounts, Itla-Shua's manifestations are for some reason restricted to Most attacks against Itla-Shua have no effect (see **DISCORPORATION**).

WENDIGO: Itla-Shua is proceeded and attended by dozens of undead slaves known as *Wendigo*. These once-human beings were infected with the essence of Itla-Shua. Animate corpses, frozen and evolved to hunt and persist in the cold, these beings have blue-white skin and burning eyes. *Wendigo* are immune to all attacks except fire, hypergeometric sources, and weapons with a Lethality rating of 10% or more. *Wendigo* have 25 HP, Armor 3 and attack with claws with 65% skill inflicting 2D6 points of damage. Fire does double damage to them and ignores Armor.

ENSHRINEMENT: Itla-Shua may select a target for enshrinement. This attack has a 60% chance of succeeding, and may be opposed by a Dodge roll. On a successful Dodge the target suffers a Lethality attack of 10% as Itla-Shua's limb smashes to the ground on top of them, but fails to lift them. If the Dodge fails, the target is permitted a single POW test. Failure indicates they suffer a Lethality attack of 75% as they are encased in ice, and dropped from a great height. Those that perish return as *Wendigo*. Those that inexplicably survive such horrors lose 1D6/1D20 SAN.

SAN LOSS: 1D10/1D100.

NODENS

“And upon dolphins' backs was balanced a vast crenulate shell wherein rode the grey and awful form of primal Nodens, Lord of the Great Abyss.”

—H.P. Lovecraft “The Strange High House in the Mist”

Seemingly the most human-like of the Old Ones, Nodens (or Nuada in Irish) was a Celtic god of healing, hunting, and the sea. He may also have been worshiped as Pan, under the title “Lord of the Abyss.” A major temple to Nodens flourished in the 4th and 5th centuries CE at Lydney Park in Gloucestershire, just across the Severn River from Severnford and Brichester. Here, sufferers slept in incubatio, sacred chambers designed to attract dreams of Nodens and effect cures for their ailments. While “hoary and primal Nodens” seldom appears in the waking world, the god remains a powerful force in “soft places” rich in the unnatural, such as Kingsport, Massachusetts.

In some dream-myths, Nodens commands flying beings (sometimes called “nightgaunts”), who fear not even Nyarlathotep. Some tales say Nodens vies with Nyarlathotep for power over human dreams. Others say Nodens rises from the ocean depths accompanied by fabulous beasts and spirits. Humans touched by Nodens often

undergo personality-shifting neurological events, possibly triggered by exposure to the true geometries of Dream, or of the Abyss.

AURA OF POWER: Any human present when Nodens manifests is automatically at –10% on all rolls (except SAN). A character who fails the SAN roll for encountering Nodens cannot act for 1D6 turns, instead goggling in abject terror at its awesome form.

DISCORPORATION: A successful attack by an unnatural ritual or an unnatural entity —ordinary physical hazards have no effect—that has a Lethality rating of 30% or higher causes Nodens to abandon the physical world for the Abyss. Each character present who fails a Luck roll loses 1/1D10 SAN as their subconscious thoughts glimpse the depths of Dream in which Nodens struggles for supremacy.

DISMISSAL: Certain hypergeometric principles are known to cause Nodens to abandon the physical world for the Abyss. That requires access to or knowledge of a ritual that dismisses Nodens, a successful activation roll, and the *permanent* expenditure of 2 POW.

DREAMING COMMUNION: Those who contact Nodens through ritual or by arriving in its presence may choose to open themselves to telepathic communion with the being to receive knowledge. From then onward, the recipient often dreams of Nodens. Sometimes those dreams are intense communions with the Great Old One, and hint at information or unnatural rituals that Nodens finds useful for the character to know. Each communion causes the supplicant to lose SAN as if encountering Nodens anew. Nodens can grant the sudden knowledge of any skill at 40% (even Unnatural), or the knowledge to perform any ritual that the Great Old One wishes to impart. Skills may not be raised in this manner, only *granted*. This knowledge is instant and permanent. Such a gift often comes with an obligation, a geas that drives the character to perform some action that Nodens desires. The geas replaces one of the character’s motivations. Failure to attempt to fulfill the obligation costs 0/1 SAN per week. When the obligation is fulfilled, a new motivation may replace it—or a new obligation from Nodens may make itself known.

FUNDAMENTAL CONTROL: Nodens can change scale, mass, and molecular order at will, growing, shrinking, changing or transcending any physical limitation without a roll. Most attacks against Nodens have no effect (see DISCORPORATION).

INTO THE ABYSS: Nodens rarely has a need to assault a mere human. One that catches the Old One’s attention must make a Luck roll or catch a glimpse of Nodens’ eyes. Locked into a hypnotic fugue and unable to take any action, the character loses 1D6 WP per turn. At zero WP, the character vanishes into the Abyss. Whether Nodens can be persuaded to release the character is up to the Handler.

SAN LOSS: 1/1D10.

NYARLATHOTEP

“And through this revolting graveyard of the universe the muffled, maddening beating of drums, and thin, monotonous whine of blasphemous flutes from inconceivable, unlighted chambers beyond Time; the detestable pounding and piping whereunto dance slowly, awkwardly, and absurdly the gigantic, tenebrous ultimate gods—the blind, voiceless, mindless gargoyles whose soul is Nyarlathotep.”

—H.P. Lovecraft, “Nyarlathotep”

Nyarlahotep constantly acts to corrode humanity—or perhaps to evolve it to be worthy of the Great Old Ones. The Crawling Chaos awakened the Cult of Transcendence, founded the Fate, and egged on the Karotechia—and that was just in 25 years. In the 19th century, Nyarlahotep sparked the Starry Wisdom cults in Providence and elsewhere as the Haunter of the Dark; in the 17th century, the Black Man or Dark Man led witch covens on two continents; in ancient Egypt it reigned as Nephren-Ka, the Black Pharaoh who did “that which caused his name to be stricken from all monuments.” Nyarlahotep’s thousand forms appear all over the world, wherever human misery or hubris grow so great as to welcome the inhuman.

Nyarlahotep is the Mighty Messenger, the soul and herald of Azathoth, translating the Daemon Sultan’s thrashings into vile action. It commands the Mi-Go, who consider themselves among Nyarlahotep’s “Million Favored Ones,” and unleashes its horrors against those who oppose its whims. According to the most complete description of the Nyarlahotepic faith, Ludwig Prinn’s *De Vermis Mysteriis*, at the End Times Nyarlahotep will come among humanity, work wonders, inspire mobs, and then raise sunken continents as “mad auroras” destroy cities. Delta Green’s experts don’t necessarily believe every stanza of Prinn, but considering what Nyarlahotep can accomplish while lurking in secret, the open return of the Black Pharaoh must be considered nothing short of an apocalyptic, civilization-ending threat. And Delta Green has no idea how to stop it.

AURA OF POWER: Any human present when Nyarlahotep manifests is automatically at –10% on all rolls (except SAN). A character that fails the SAN roll for encountering Nyarlahotep cannot act for 1D6 turns, instead goggling in abject terror at its overwhelming, terrifying presence.

DISCORPORATION: If Nyarlahotep has manifested in a form vulnerable to physical harm (always up to the Handler), a successful attack with a Lethality rating of 50% or higher causes Nyarlahotep to collapse into ruin—only to rise again in a form still more horrible, costing all onlookers 1D10/1D100 SAN, and vanish laughing into the sky.

DISMISSAL: Certain hypergeometric principles are known to cause Nyarlahotep to depart without inflicting further horrors. That requires access to or knowledge of a ritual that dismisses Nyarlahotep, a successful activation roll, and the *permanent* expenditure of 2 POW.

FUNDAMENTAL CONTROL: Nyarlahotep can change scale, mass, and molecular order at will, growing, shrinking, changing or transcending any physical limitation without a roll. Most attacks against Nyarlahotep have no effect (see DISCORPORATION).

A THOUSAND MASKS: Nyarlahotep has been known to manifest in countless forms, some human or human-like and others utterly monstrous. Often, nothing in its appearance or actions suggests that it is another facet of the Crawling Chaos. In all forms, its most common purpose seems to be to facilitate the communion of intelligent beings with the blind, idiot will of Azathoth.

WHISPERED SECRETS: Nyarlahotep sometimes graces human minds with incredible revelations. Sometimes they hint at information or unnatural rituals that Nyarlahotep finds useful for the character to know. Often, Nyarlahotep seems to revel in the mere shock of a human mind that has learned too much. Each revelation causes the supplicant to lose SAN as if encountering Nyarlahotep anew. Nyarlahotep can

grant the sudden knowledge of any skill at 40% (even Unnatural), or the knowledge to perform any ritual that the Great Old One wishes to impart. Skills may not be raised in this manner, only *granted*. This knowledge is instant and permanent.

SAN LOSS: Varies from 0, to 1/1D10, to 1D10/1D100.

QU-TUGKWA

“What frightened me most was that flaming column; spouting volcanically from depths profound and inconceivable, casting no shadows as healthy flame should, and coating the nitrous stone above with a nasty, venomous verdigris. For in all that seething combustion no warmth lay, but only the clamminess of death and corruption.”

—H.P. Lovecraft, *“The Festival”*

Qu-Tugkwa’s name comes from the Southern Paiute meaning “night (or darkness) from fire,” and it appears as an immense gout of loathsome flame or as a congeries of smaller sentient plasmas. In North America, its ritual home is the star Fomalhaut, to which the Bighorn Medicine Wheel in Wyoming has been aligned since at least 1050 CE. In Mesoamerica, it was known as Xiuhtecutli, “Lord Xiuha.” The so-called “fire worshipers” of the pre-Islamic Middle East may have included some cultists of Kheshtogha, possibly directed by the “beings of smokeless fire” known to them as djinn, and to the Theosophists as the Children of the Fire Mist. Most of its modern apparitions can be traced to individual sorcerers, not to continuous cult activity; but some agents of Delta Green and GRU SV-8 have reported hints of an Iranian occult investigation program that overlaps uncomfortably with its nuclear efforts. Some accounts describe Qu-Tugkwa as a gangrenous flame that devour without offering warmth or the comfort of light.

AURA OF POWER: Any human present when Qu-Tugkwa manifests is automatically at –20% on all rolls (except SAN). A character that fails the SAN roll for encountering Qu-Tugkwa cannot act for 1D8 turns, instead goggling in abject terror at its monstrous form and its overwhelming, terrifying presence.

CONSUMPTION: Qu-Tugkwa emerges on Earth from a summoning area and expands to consume all nearby matter. On the first turn, Qu-Tugkwa’s blasting fires and leprous vortices blacken and devour a 10-meter radius with a Lethality attack of 10%. With a Dodge roll, a victim can sprint out of reach of the hungry flames. For each HP that a living creature loses to Qu-Tugkwa’s fire, the creature also loses 1 WP and Qu-Tugkwa’s flames add one meter in radius and 1% in Lethality.

DISCORPORATION: A successful attack by an explosive with a Lethality rating of 70% or higher disperses Qu-Tugkwa’s flames. The Great Old One departs unwillingly: each character present must make a Luck roll or lose 1D6 WP and an equal amount of SAN. If the Luck roll fails, the victim loses permanent POW instead.

DISMISSAL: Certain hypergeometric principles are known to cause Qu-Tugkwa to cease manifesting in a summoning, utilizing ancient forces to restrain and re-trap its power at the center of the Universe. That requires access to or knowledge of a ritual that dismisses Qu-Tugkwa, a successful activation roll, and the *permanent* expenditure of 7 POW.

FUNDAMENTAL CONTROL: Qu-Tugkwa can change scale, mass, and molecular order at will, growing, shrinking, changing or transcending any physical limitation without a roll. Most attacks against Qu-Tugkwa have no effect (see DISCORPORATION).

SAN LOSS: 1D6/1D20.

SHUB-NIGGURATH

“Iä! Shub-Niggurath! As a foulness shall ye know Them. Their hand is at your throats, yet ye see Them not; and Their habitation is even one with your guarded threshold”

— *“The Dunwich Horror”, H. P. Lovecraft*

The spawn of Azathoth and the Darkness, Shub-Niggurath is venerated across the cosmos in words that translate to human ears as “The Black Goat of the Woods with a Thousand Young.” The cry “Iä! Shub-Niggurath!” rings out at ceremonies and rituals to every god and Great Old One, and even imprints itself on their victims. The name thus has some deeper connection with sentience, or perhaps with perception. Delta Green has been unable to trace it in the archaeological record before the 10th century BCE, when Babylonian magi desperately carved summons for the “Shining Terrible Secret One of Earth,” Shuba-Nígùr-Urash, in Sumerian, a language by then used only in religious contexts.

Sumerian texts from before the time of Gilgamesh name a terrible being called Másh-Ngi, words meaning both “black goat” and “prophetic dream.” She was later disguised as the goddess Ningal (“Great Lady”).

Shub-Niggurath has also been present, acknowledged openly or secretly invoked, at ceremonies for every fertility goddess in human history, or indeed in the history of the planet. (And off the planet; the Mi-Go maintain a great shrine to Shub-Niggurath on the Moon.) The priests of K’n-Yan and Mu worshiped her; Astarte, Cybele, Freyja, Durga, Coatlicue, Haumea—all of them have been masks for Shub-Niggurath, as have a number of gods, from Osiris to Voltumnus to Makemake. Tradition refers to Shub-Niggurath as female, but the Black Goat transcends gender.

Shub-Niggurath’s toxic and distorted fertility incorporates psychoactive organics, growth hormones, and all manner of exotic biological substances. Ill-advised March Technologies researchers and various cults shyly (or eagerly) suckle at Shub-Niggurath’s teat for access to toxins, elixirs, or gateways into inner space. Once Shub-Niggurath’s spores or excretions enter a human, that human becomes part of the god’s garden, to be grown or harvested at will. At least half a dozen Shub-Niggurath cults have gone into the health food business over the last century, and a successful crop additive that stemmed from Shub-Niggurath is widespread in the American food chain. The Black Goat of the Woods may have millions of Young who just haven’t gotten the genetic message yet.

AURA OF POWER: Any human present when Shub Niggurath manifests is automatically at –40% on all rolls (except SAN). A character that fails the SAN roll for encountering Shub Niggurath cannot act for 1D12 turns, instead goggling in abject terror at its monstrous form and its overwhelming, terrifying presence.

DISCORPORATION: A successful attack with a Lethality rating of 70% or higher causes Shub Niggurath to explode in a disgusting spray of slime and fragments. Each

character present who fails a Luck roll loses 1D6/1D20 SAN as the horrific power of Shub Niggurath passes through them and returns to secretive, verdant areas to reform. Such a reconstitution takes months.

DISMISSAL: Certain hypergeometric principles are known to cause Shub Niggurath to cease manifesting in a summoning, utilizing ancient forces to restrain and re-trap it. That requires access to or knowledge of a ritual that dismisses Shub Niggurath, a successful activation roll, and the *permanent* expenditure of 5 POW.

FUNDAMENTAL CONTROL: Shub Niggurath can change scale, mass, and molecular order at will, growing, shrinking, changing or transcending any physical limitation without a roll. Most attacks against Shub Niggurath have no effect (see DISCORPORATION).

EFFLUVIENT LIFE: Shub Niggurath can focus, mutate, enhance or otherwise change all life-systems at will. It can permanently increase stats, HP and grant beings permanent biological changes. Such changes range in impact and effect, but gross physical changes cost 1/1D6 SAN, at a minimum.

SAN LOSS: 1D10/1D100.

TLECHE-NAKA

“It is not well that earth’s gods leave their thrones for the spider to spin on, and their realm for the Others to sway in the dark manner of Others.”

— *“The Dream Quest of Unknown Kadath”, H.P. Lovecraft*

The Great Spider Tleche-Naka is supposedly a companion or rival of Tsathoggua in the Hyperborean myth-cycle. Its name is cognate with the Pueblo “Spider Grandmother” Tseche-Nako. Tleche-Naka was also worshipped in Phoenicia and Lydia under the name Omfalé, possibly related to the Greek omphalos, or “navel of the world.” The purple spiders of Leng may be its spawn, and it may dwell beneath that plateau. Its webs supposedly connect all dimensions; its “spider form” may simply be occult code for (or ignorant myth-making about) a hyperspatial entity.

AURA OF POWER: Any human present when Tleche-Naka manifests is automatically at –40% on all rolls (except SAN). A character that fails the SAN roll for encountering Tleche-Naka cannot act for 1D12 turns, instead goggling in abject terror at its monstrous form and its overwhelming, terrifying presence.

DISCORPORATION: A successful attack with a Lethality rating of 70% or higher causes Tleche-Naka to explode in a disgusting spray of slime and fragments. Each character present who fails a Luck roll loses 1D4/1D6 CON points as they are coated with noxious, poisonous effluvia. Tleche-Naka’s immortal energy will retreat to a nearby dimension and reform.

DISMISSAL: Certain hypergeometric principles are known to cause Tleche-Naka to cease manifesting in a summoning, utilizing ancient forces to restrain and re-trap its power. That requires access to or knowledge of a ritual that dismisses Tleche-Naka, a successful activation roll, and the *permanent* expenditure of 3 POW.

FUNDAMENTAL CONTROL: Tleche-Naka can change scale, mass, and molecular order at will, growing, shrinking, changing or transcending any physical limitation without a roll. Most attacks against Tleche-Naka have no effect (see DISCORPORATION).

POISON: Tleche-Naka can sting a single target with a Lethality 80% poison attack. Upon death, the target literally dissolves into gelatinous, smoking, goo, costing all nearby 1D4/1D8 SAN.

SEIZE: Occasionally, Tleche-Naka will seize a target, impaling it with thin, huge limbs. This attack automatically hits its selected target, has a kill radius of 5 meters, and a 60% Lethality rating. This vast attack cannot be Dodged.

WEB: Tleche-Naka can fire and subdue targets with a web that requires 10 HP of damage to sever. While webbed, all actions by that target are -40%.

SAN LOSS: 1D10/1D100.

TSATHOGGUA

“It’s from N’kai that frightful Tsathoggua came—you know, the amorphous, toad-like god-creature mentioned in the Pnakotic Manuscripts and the Necronomicon and the Commorion myth-cycle preserved by the Atlantean high-priest Klarkash-Ton.”

—H.P. Lovecraft, “The Whisperer in Darkness”

Some in Delta Green believe Tsathoggua’s current resting place, assuming it maps to earthly coordinate systems, to be the cavern-vault of N’Kai approximately 5.5 kilometers below Oklahoma. The physical presence of a Great Old One inside continental U.S. territory is more than enough to raise Tsathoggua’s threat profile, but it gets worse. The entity has a reputation (in von Junzt, and especially in the Hyperborean *Book of Eibon*) of sharing (or calving off, or sporulating) hypergeometric knowledge for deranged seekers. Tsathoggua is revered by many sorcerers, some of great power.

The Book of Eibon claims Tsathoggua arrived on Earth before Cthulhu, possibly from Saturn. Al-Ahzrad classes Tsathoggua as one of the “earthly” Great Old Ones and describes its conjuration by black, “worse than formless” alien “star-spawn” after their arrival in N’Kai from the planet Kythamil.

N’Kai follows the pattern of many mythological “deepest underworlds,” being beneath a lesser hell, in this case below “red-litten Yoth.” Occult lore locates Yoth and N’Kai beneath a vast region from Greenland to Germany, implying either an unprecedented natural fissure system reaching through the crust of the Northern Hemisphere or a hypergeometrical component to N’Kai’s architecture. Other tales place red Yoth and black N’Kai beneath blue-lit K’n-Yan, which stretches beneath the American midwest. The result in any case is that Tsathoggua’s cult, like that of Cthulhu, is global.

Tsathoggua has been called Tsadogwa in Uganda, Saaktoq by the Greenland Inuit, Sadogowah by the Algonquin tribes, and Tiráwa by the Pawnee. Their lore describes Tsathoggua as a formless, protean mass, pitch black or (to the Pawnee) invisible. This broadly matches descriptions of the Kythamil “star-spawn” as well as Tsathoggua’s depiction in the *Necronomicon*. Statues of the Gallo-Roman god Sadoqua and the Auvergne witch-cult deity Sadoguë follow the Hyperborean tradition instead, depicting a squat, toad- or bat-like entity coated in thick fur. This matches the Aztec Tlaltecuhli, “Lord of the Earth,” descended from the Olmec toad-god of eternity and the earth, often depicted with two large, batlike ears. Various scholars say Tsathoggua is covered in an “imitation” of fur, that it sits so slothfully that it feeds only on sacrifices even in ravening hunger, and that it entirely changes its shape to suit its own inscrutable needs.

Tsathoggua has a number of spawn or lesser avatars, about which little is known: Yabou, Ossadagowah, Zuilphagua, and so on. There is some evidence that the Mi-Go worship—or at least seek to placate—this being while on Earth.

AURA OF POWER: Any human present when Tsathoggua fully awakens is automatically at –20% on all rolls (except SAN). A character who fails the SAN roll for encountering Tsathoggua cannot act for 1D6 turns, instead goggling in abject terror at its monstrous form.

DISCORPORATION: A successful attack with a Lethality rating of 40% or higher causes Tsathoggua to dissipate, as if fading from the dimensions experienced by humanity. Each character present who fails a Luck roll loses 1/1D6 SAN and is marred by the mark of Tsathoggua, a never-healing brand of raw flesh that looks like a stylized eye that permanently reduces the victim's CON by 1 point. Tsathoggua then loiters in adjacent dimensions before resuming corporeal form at the next full moon.

DISMISSAL: Certain hypergeometric principles allow Tsathoggua to be lulled into a torpor. This requires access to or knowledge of a ritual that dismisses Tsathoggua, a successful activation roll, and the *permanent* expenditure of 2 POW.

FUNDAMENTAL CONTROL: Tsathoggua can change scale, mass, and molecular order at will, growing, shrinking, changing or transcending any physical limitation without a roll. Most attacks against Tsathoggua have no effect (see DISCORPORATION).

HUNGER: Occasionally, Tsathoggua stirs to grab a nearby human target and consume the hapless victim whole. The target may attempt one Dodge roll at –20% to escape the enormous claw. Failure means death.

STASIS: Tsathoggua is most often encountered as a huge, slumbering, bat-headed monstrosity. This body rests in a torpor, immune to nearly all interactions (even attacks with Lethality ratings) except what might for unfathomable reasons pique the Great Old One's interest.

TELEPATHIC COMMUNION: Those who contact Tsathoggua through ritual or by arriving in its presence may choose to open themselves to telepathic communion with the being to receive knowledge. Each communion causes the supplicant to lose SAN as if encountering Tsathoggua anew. Tsathoggua can grant the sudden knowledge of any skill at 40% (even Unnatural), or the knowledge to perform any ritual that the supplicant wishes to learn and the Great Old One wishes to impart. Skills may not be raised in this manner, only *granted*. This knowledge is instant and permanent.

SAN LOSS: 1D6/1D20.

DISINFORMATION: OKLAHOMA EARTHQUAKES

Beginning in 2009, the number of earthquakes (3.0 or higher magnitude) in Oklahoma has skyrocketed from fewer than 2 per year to almost 900 in 2015 alone.

Environmentalists and some scientists have blamed the tremors on fracking and oilfield wastewater deep disposal, a version of the truth that Delta Green encourages. But many of these quakes, including a magnitude 5.6 temblor in Prague, Oklahoma in 2011, originate from much deeper in the earth's crust than fracking or wastewater ever reach. So far, the quakes almost eerily avoid the mound region near Binger and Hydro above K'n-Yan, likely because the primal city of Tsath contains stabilizing geometries.

But at some point, the U.S. Geological Survey needs to send a Delta Green-clearance seismologist or two out to Oklahoma to see if N’Kai is extending itself ... or if Tsathoggua is waking up.

Y’GOLONAC

“Beyond a gulf in the subterranean night a passage leads to a wall of massive bricks, and beyond the wall rises Y’gononac to be served by the tattered eyeless figures of the dark. Long has he slept beyond the wall, and those which crawl over the bricks scuttle across his body never knowing it to be Y’gononac; but when his name is spoken or read he comes forth to be worshipped or to feed and take on the shape and soul of those he feeds upon. For those who read of evil and search for its form within their minds call forth evil, and so may Y’gononac return to walk among men . . .”

—**Ramsey Campbell, “Cold Print”**

Y’gononac represents a worse security threat in many ways than either Tsathoggua or Cthulhu. It apparently actively seeks to corrupt and influence human behavior, laying trails to attract degenerates to its service. Anyone who reads even a page, or perhaps a passage, from the twelfth volume of *The Revelations of Glaaki* becomes open to possession by Y’gononac. The prospect of a depraved sociopath with the powers of a Great Old One potentially at his disposal is literally apocalyptic.

For some reason, Y’gononac cannot simply erupt from its human shell and rule the Earth; in myth, it dwells behind an endless wall of massive bricks. It likely seeks the precise human “key” to unlock its prison; while it searches, Delta Green works to destroy its levers on this side of the wall. Fortunately, Y’gononac’s obsessive, sweaty devotees are almost always terrible at making the human connections needed to start an effective cult; they operate in lonely, furtive secrecy.

In dreams and visions, Y’gononac appears as an obese or flabby man without a head. The palms of his hands bear wet, toothy mouths. Its human hosts also eventually take on a similar appearance (its female hosts sometimes shift sex, but not always); its most powerful or promising such slaves can switch forms from human to monstrous and back. The archetypal figure of Y’gononac appears throughout human art, from the headless petroglyph figure with a distended penis found in the Kalabera caves on Saipan in the Marianas, to the headless Blemmyes representing gluttony in medieval Christian art, to the Acéphale icon of the Surrealist Georges Bataille. Clearly, Y’gononac had ways into the world before Glaaki’s twelfth volume surfaced in 1925.

Legendary headless ogres likewise appear across the globe: the Akephaloi of Herodotus, the Ewaipanoma in Guiana, the Man-With-No-Head of the Hidatsa, the Scots highway murderer Coluinn gun Cheann, the Ch-em ch’og of Tibet. Whether the bloody and headless Hindu goddess of unrestrained sexuality Chinnamasta or the Chinese giant-musician Xing Tian represented Y’gononac originally, modern cults in Calcutta and Guangzhou have used their imagery. Occultists pursuing the Greco-Egyptian papyri describing the “Bornless One” or “Headless One” Osorronophris may seek “knowledge of the Holy Guardian Angel” but find themselves kneeling before Y’gononac, after spending decades and fortunes seeking the Name that dooms them.

Given that reading even a paragraph of lore about Y’gononac might result in monstrous possession, it’s hardly surprising that Delta Green knows even less about

the origins or nature of this Great Old One than about others. Here, if anywhere, the legendary Delta Green dictum to “burn before reading” makes complete sense.

AURA OF POWER: Any human present when Y’gononac manifests (either in its native form or as an avatar in Y’gononac-form) is automatically at –20% on all rolls (except SAN). A character who fails the SAN roll for encountering Y’gononac cannot act for 1D6 turns, instead goggling in abject terror at its monstrous form.

AVATAR: Y’gononac most often works through possession of a human target (see **THE WORDS**). It can masquerade as a normal human, using the body like a puppet in which it is undetectable. Or, it can choose to manifest fully in its Y’gononac form. In so doing, it inflicts SAN loss and projects its **AURA OF POWER**. The avatar’s body bloats, consumes its head, splits through its clothing, and begins to glow. The palms of its hands become maws ringed with shark-like teeth that inflict 2D8+2 points of damage, once per turn, unless the victim makes a Dodge roll.

DISCORPORATION: Y’gononac’s *true form* (see **TRAPPED**) can only be disincorporated with a successful attack with a Lethality rating of 60% or higher. Its form collapses on itself and rips a hole in spacetime. All present must make Luck rolls. Failure indicates the character is swept into the hole and gone forever. All other attacks have no effect on Y’gononac’s true form. Y’gononac’s true form restores itself to full potency in several months.

Y’gononac’s human avatar form (see **AVATAR**) can be disincorporated with a successful attack with a Lethality rating of 15% or higher or various hypergeometric principles (see **DISMISSAL**). Doing so leaves behind the human corpse of the avatar, and

DISMISSAL: Certain hypergeometric principles allow Y’gononac to be dismissed. This requires access to or knowledge of a ritual that dismisses Y’gononac, a successful activation roll, and the permanent expenditure of 1 POW.

FUNDAMENTAL CONTROL: The *true form* of Y’gononac (see **TRAPPED**) can change scale, mass, and molecular order at will, growing, shrinking, changing or transcending any physical limitation without a roll. While it enjoys fundamental control, this ability is not enough to allow it to escape the prison in which it remains trapped. Someone in its physical presence and able to strike would find that most attacks against Y’gononac have no effect; but see **DISCORPORATION**.

THE WORDS: Y’gononac usually gains entry into the human world through a particular passage in the twelfth volume of the *Revelations of Glaaki*. Anyone reading that book can become—at the Handler’s discretion—a possessed vessel of Y’gononac (see **AVATAR**).

TRAPPED: Y’gononac true form remains trapped in an unknown location, said to be a subterranean locale behind a huge wall of bricks.

SAN LOSS: 1D6/1D20.

YIG

“It seems that Yig, the snake-god of the central plains tribes—presumably the primal source of the more southerly Quetzalcoatl or Kukulcan—was an odd, half-anthropomorphic devil of highly arbitrary and capricious nature. He was not wholly evil, and was usually quite well-disposed toward those who gave proper respect to him and

his children, the serpents; but in the autumn he became abnormally ravenous, and had to be driven away by means of suitable rites.”

—H.P. Lovecraft and Zealia Bishop, “The Curse of Yig”

The Father of Serpents, its worship is widely attested among the Plains nations of North America, likely descended from the Yig cult in K'n-Yan. The same may be the source for the serpent-god cults of Kulkulkan and Quetzalcoatl in Mesoamerica. Differentiating “conventional” snake rituals such as possession by Damballah in Vodou or snake-handling Pentecostalism in Tennessee from intentional cultism of Yig is difficult without deliberate infiltration and long observation. If even a fraction of the snake cults and serpent gods throughout human history represent Yig worship, then Yig is by far the most ubiquitous of Great Old Ones. Yig may be a soul-symbol of the serpent-folk, raised to cosmic power by their sorceries, or a gigantic self-aware weapon deployed by the Mi-Go or Lemurians against Ghatanothoa. Regardless of its origin, it exacts gruesome revenge on those who trespass against its serpent avatars.

AURA OF POWER: Any human present when Yig manifests as giant ophidian-humanoid is automatically at –20% on all rolls (except SAN). A character who fails the SAN roll for encountering Yig cannot act for 1D6 turns, instead staring in abject terror at its ophidian form.

BITE OF YIG: The humanoid form of Yig can strike out so fast, all Dodge attempts at –20%. Any roll but 100 is a successful strike inflicting 2D10 points damage, and injecting a Lethality 40% poison over the next 1D4-2 hours (see **POISON AND DISEASE** on page XX).

CHILDREN OF YIG: Yig’s manifestation is preceded by its children, enormous, poisonous snakes—some rumors indicate these creatures can evolve into *more* than snakes. Children of Yig have 12 HP, Armor 1 and attack with a poisonous bite that inflicts 1D6 points of damage, as well as injecting a Lethality 15% poison. Unlike common snakes, the children of Yig are vicious and direct that ire at those who have offended their god. Those destroying the spawn of Yig must make a Luck roll, failure indicates they have come under the scrutiny of the snake-god (see **CURSE OF YIG**).

CURSE OF YIG: Those who destroy Yig or its offspring and fail a Luck roll lose 0/1D4 SAN and are haunted by dreams of being consumed by snakes and reptiles. On a fumbled Luck roll, Yig manifests, and comes to collect on the debt, personally.

DISCORPORATION: Yig’s form can be discorporated with a successful attack with a Lethality rating of 40% or higher. Its form is blown into poisonous bits, and all present must make Luck rolls. Failure indicates the character is struck with a Lethality 10% poison that acts over the next 1D4 hours (see **POISON AND DISEASE** on page XX). All other attacks have no effect on Yig’s form. Yig restores itself to full potency in several months.

DISMISSAL: Certain hypergeometric principles allow Yig to be dismissed. This requires access to or knowledge of a ritual that dismisses Yig, a successful activation roll, and the permanent expenditure of 1 POW.

SAN LOSS: 1D6/1D20.

YOG-SOTHOTH

Yog-Sothoth, the All-in-One, dwells in the interstices between the dimensions; the superstrings curve around its congeries of spheres. The *Necronomicon* describes this entity as “the Key to the Gate, whereby the Spheres meet.” Thus Yog-Sothoth guards and controls all passages from one plane of existence to another, both the Key and the Gate. This role combines the occult concepts of the Watcher on the Threshold and the Opener of the Way, implying that to attain true hypergeometric knowledge one must both supplicate and defeat Yog-Sothoth. In its infinite combinations, Yog-Sothoth can be invoked to oppose Nyarlathotep, for instance.

For human sorcerers, Yog-Sothoth offers power over life and death: the magus Joseph Curwen summoned Yog-Sothoth to learn not only how to resurrect the dead, but how to preserve his life-force within his essential salts and orchestrate his own return from the dead. This was only part of the possible harvest of knowledge Curwen’s circle sought; other Yog-Sothoth cultists have obtained access to the past or to completely impossible realms through windows, skrying balls, and the like. Yog-Sothoth exists in all times and spaces, leading to its Arabic cognomen *Tawil at-'Umr*, “the Prolonged of Life.” Nevertheless, at least here and now, its quasi-material presence on Earth remains limited to a few moments and meters: May Eve and Halloween of certain years, inside a few megalithic circles.

Like all the cosmic gods, Yog-Sothoth has an active cult among the Mi-Go, who know it as the “Beyond-One,” and among other alien beings such as the vaporous egregores of the spiral nebulae. The Elder Things, however, feared it, possibly connecting its iridescent globes with their own spherical nemeses the shoggoths. Or perhaps at some point in their eons of experimentation they reified an avatar of Yog-Sothoth near the South Magnetic Pole. Elijah Whateley did much the same in 1912, and bred Yog-Sothoth with his daughter Lavinia during a brief moment of tangency between the god and Sentinel Hill near Dunwich. Only quick action by a coterie of academics prevented Lavinia’s twin sons from invoking their father to scour the planet clean of mere material life.

AURA OF POWER: Any human present when Yog-Sothoth manifests is automatically at –40% on all rolls (except SAN). A character that fails the SAN roll for encountering Yog-Sothoth cannot act for 1D12 turns, instead goggling in abject terror at its monstrous form and its overwhelming, terrifying presence.

DISCORPORATION: A successful attack with a Lethality rating of 70% or higher causes Yog-Sothoth to dissolve into the ether. Each character present who fails a Luck roll loses 1D6/1D20 SAN as their mind is rended by visions of a million other worlds and times. Yog-Sothoth reconstitutes itself in the beyond where time has no meaning, so it might return in a second, a year, or a millennia.

ENGULF: Occasionally, Yog-Sothoth will grow, shift and change, engulfing a target, absorbing it. This attack automatically hits its selected target, has a kill radius of 10 meters, and a 50% Lethality rating. This vast attack cannot be Dodged.

FUNDAMENTAL CONTROL: Yog-Sothoth can change scale, mass, and molecular order at will, growing, shrinking, changing or transcending any physical limitation without a roll. Most attacks against Yog-Sothoth have no effect (see DISCORPORATION).

DISMISSAL: Certain hypergeometric principles are known to cause Yog-Sothoth to cease manifesting in a summoning, utilizing ancient forces to restrain and re-trap its power outside the Universe. That requires access to or knowledge of a ritual that dismisses Yog-Sothoth, a successful activation roll, and the *permanent* expenditure of 8 POW.

TELEPATHIC COMMUNION: Those who contact Yog-Sothoth through ritual may find their minds laid bare to knowledge or impossible concepts communicated by the All-in-One. Each communion causes the character to lose SAN as if encountering Yog-Sothoth anew. Yog-Sothoth may grant the sudden knowledge of any skill at 40% (even Unnatural), or the knowledge to perform any ritual that the supplicant wishes to learn and the Great Old One wishes to impart. Skills may not be raised in this manner, only *granted*. This knowledge is instant and permanent.

SAN LOSS: 1D10/1D100.

CREATING YOUR OWN UNNATURAL THREATS

When creating new unnatural threats as the Handler, embrace contradiction. Even the once-human ghouls and Deep Ones violate everything we think we know about biology. Rules literally don't apply.

The advantage to a new monster or threat is customization: you can tailor its attacks, spoor, and so forth directly to the mood or storyline of your operation. Press this advantage. You're not constrained by H.P. Lovecraft or biochemistry or anything but the dramatic imperatives of terror, shock, and wonder.

The ideal result of this blend of unknowability, surprise, and terror: the recognition of the weird in the familiar.

These new entities may be extrusions from the ultraviolet, or alien infections like the color out of space. A sorcerer can summon literally anything from the farther angles of dimensionality: a collation of silvery legs that rot carbon, a virulent sound that turns the human intestinal tract into a hyperspatial shunt, a fifty-foot rodent with a hundred mad eyes.

When it comes time to present your new-fledged horror, there's no better approach than Lovecraft's. He described such things using two techniques, which we might term *catachresis* and *cubism*.

Catachresis is the deliberate misuse of language or impossible metaphor to inspire a response: a solid creature "filters" or "seeps," a god resembles a "shining darkness," and so on. Here is where Lovecraft gets his angles that are "both acute and obtuse," his elements unknown to science, and describing things as "indescribable."

To catachresis, Lovecraft adds cubism: drowning the image in details, often invoking other images until the result is impossible. Cthulhu resembles "simultaneous pictures of an octopus, a dragon, and a human caricature." The dissected Elder Things and the disintegrating Wilbur Whateley have so many "surfaces"—scales, barrels, tendrils, wings, tentacles—to examine that they become completely fluid and chaotic. Introduce contradictory imagery to describe your creature: "a face not unlike a scarab-beetle or a rabid baboon, with something feathery in the outline" evokes Nyarlathotep without ever really looking like anything.

DETERMINING STATS

After you've determined the entity's concept, find an entity that's already defined and that feels close to what you are trying to build. Is it huge and destructive? Start with the stats of a shoggoth. Is it humanoid but difficult to kill? Start with a dimensional shambler. Is it a human altered by the unnatural? Start with a Deep One's stats.

Style	Start with the Following Creature's Stats	Size	Average SAN Loss for Seeing Creature
Alien Parasite	Those Beyond	1 kg (2.2 lbs)	0/1D4
Human Infected with the Unnatural	Deep One (Lesser)	90 kg (200 lbs)	0/1D4
Insubstantial Being	Colour Out of Space	(Extradimensional)	0/1D6
Resilient Alien Species	Dimensional Shambler	272 kg (600 lbs)	1/1D6
Horror from Beyond	Hunting-Horror	2,267 kg (5,000 lbs)	1/1D10
Indestructible Killing Machine	Shoggoth	4,535 kg (10,000 lbs)	1D6/1D20
Great Old One	Cthulhu	91,000 kg (100 tons)	1D10/1D100

Once you have the starting stats, determine which ones need to change. Some entities are non-physical, having no STR or CON at all. Most alien intelligences have nothing approaching a CHA score. Hardly any unnatural beings have SAN. Alter as needed.

Then, determine how much SAN it costs to see such a being. Usually the bigger or more dangerous, the more hideous it is to gaze upon (but this is not always the case).

Now calculate HP (the average of STR and CON, rounded up) and move on to the fun of selecting special abilities.

OPINT: BALANCING ENTITIES IN GAMEPLAY

These rules are not meant to generate carefully balanced entities, because in the world of Delta Green, mankind is hopelessly outstripped by even the most simple of the powers beyond. Even something and as near-human as a single ghoul can represent a dire threat to a team of fully-prepared, well-armed, agents. This is by design, and mimics the stories of Lovecraft. The unnatural represents a fatal danger for humanity—both mental and physical—so much so that it will never be understood or controlled. And violence, after all, is the most fundamental type of control.

There are important things to keep in mind, however. While some entities can be dealt with simple destructive power, others are completely immune to such vulgarities. Still, Lovecraftian beings, despite their overwhelming power often have one, or multiple weaknesses. The creature that is immune to physical attacks is poisoned by high levels of carbon dioxide in the air; the bullet proof being can be banished with the lighting of a single open flame. Almost *all* such entities are subject to the effects of hypergeometry or

unnatural weaponry. In short, with research and preparation, the agents have a *chance* to send the thing back to wherever it came from. But only a chance.

DETERMINING SPECIAL ABILITIES AND NAMING THEM

To construct the nuts and bolts of your entity, it's important to look at examples and consider the information below. There are several categories of special abilities, but it is up to the Handler to take them, change them, and make them sing. The standard method is to locate an ability you like, transform it as needed, re-name it to suit the new entity and put it in the stat block.

ARMOR AND IMMUNITY

How resistant to physical attack is the entity? If the answer is “flawlessly” then it has Transcendent armor (see TRANSCENDENT on page XX) and is immune to attack. Large creatures can have Huge armor (see HUGE on page XX) making Lethality weapons much less effective on them. Consider the following chart.

Armor Roughly Equivalent To	Mechanic
Animal Fur	Armor 1
Chitinous Shell	Armor 3
Giant creature	Huge
Being Immune to Particular Attack	Transcedent (Type) (fire, bullets, explosives, etc...)
Insubstantial Being	Transcendent
Stone Wall	Armor 15
Tank	Armor 25
Unnatural Protection	Lethality attacks automatically fail, all damage rolls inflict minimum HP loss
Great Old One	Lethality Attacks under a certain percentage have no effect

Sometimes entities are immune to *particular* things which are harmful: flames, cold, explosions. If so, simply make a new ability and name it with a description and voila, immunity.

Other times, a entity is simply more resistant to damage than a human. In such cases, giving it an Armor rating is sufficient.

Below are some examples:

- **DEFENSIVE ADAPTATIONS:** Muscle and bone shields protect the entity's organs, granting it Armor 3.
- **MASSIVE:** The entity is a huge, chitinous mass. All Lethality attacks inflict their 1D10 points of damage instead of making a Lethality roll at all.
- **METALLIC LIFE:** The entity is completely Transcendent to metal-based attacks (bullets, swords, grenades, etc...) All such attacks inflict no damage.

- **NO ORGANS:** Though the entity appears human, it is composed of a tightly-packed mass of alien tissue. It is completely immune to stabbing or shooting, as well as weapons with a Lethality rating of 15% or less (any Lethality weapon higher operates normally).

ATTACKS

What kind of damage can the entity do? First, compare it to previously established entities presented in this book. Second, look at weapons as a baseline: *is the entity about as deadly as a heavy machine gun? Give its main attack a Lethality of 15%.* Below are suggested ranges for damage based on an entity's STR stat. But remember, in the realm of the unnatural nearly *anything* can exist, below is only a rough guideline.

STR*	Damage
1–4	0 to 1D4
5–8	1 to 1D6
9–12	1D4 to 1D8
13–16	1D6 to 1D10
17–20	1D8 to 1D12
21–30	1D10 to 2D6 or Lethality 10% to 15%
31–40	Up to Lethality 20%
41–50	Up to Lethality 25%
51–60	Up to Lethality 30%
61–70	Up to Lethality 35%
71–80	Up to Lethality 40%
81–90	Up to Lethality 45%
91–100	Up to Lethality 50%

**Sometimes beings have no STR stat. In that case, use POW instead.*

Attacks have a percentage chance to hit as well. 20% or lower and the entity is clumsy and doesn't often hit—perhaps it's not as home in our three-dimensions. 50% or higher and you're entering dangerous territory. 90%+ and it's a killing machine...

Does the entity grab or constrict targets? If so, the target is almost always permitted a DEX or STR test to escape.

How much damage does it do? Well, keep in mind an average agent won't have much more than 10 HP, and Lethality weapons have a decent chance of killing them in one go. With that in mind, however, this *is* a game about death.

Below are some examples:

- **EXPLOSIVE SPITTLE:** The entity spews non-terrene spittle which explodes on contact and eats through even the most resilient materials. (Explosive Spittle, 30%, Lethality 15%).
- **FRENZY:** When suffering more than 5 HP damage in one turn, the entity enters a killing frenzy, lashing out at all nearby targets for two turns. (Frenzy, 45%, damage 1D10+2).
- **LATCH AND DRAIN:** The entity attaches to a target (who can attempt a STR contest to escape) and inflicts 1D4+1 HP damage per turn. Each turn of being attached to a target increases the entity's HP total by 1, up to maximum.
- **SCREECH:** The creature can emit a piercing screech that shorts out recording devices and deafens all nearby targets on a failed Luck roll. In addition, it also costs 0/1D4 SAN and inflicts 1 point of damage.

ENVIRONMENT

Unnatural entities often can exist in otherworldly climes, and suffer little or no ill-effects from the relatively mild climate of Earth. The Handler should imagine the entities' home environment and write up a brief ability to cover those bases—you never know when it might come up.

Below are some examples:

- **BENTHIC:** The entity finds the ocean a comfort at any depth and pressure. If it has lost any HP while away from the ocean, the moment it returns to the waves, its HP total jumps to maximum.
- **EXODIMENSIONAL:** The entity adjusts to any new environmental shift as its biology transforms to suit it. This change is fast enough that it suffers no damage from sudden and dramatic shifts in temperature or pressure.
- **OF THE FIRE:** The entity is at home only in open flame. Each turn it must move outside of open flame it suffers 1 HP damage. One turn in an open flame is enough to restore all HP lost during movement to full (but it does not regenerate otherwise).
- **STAR BORN:** The entity is immune to all ill-effects from electromagnetics, fire or explosive force. It was literally born in the heart of a star.

OPINT: MIXING AND MATCHING

Want a teleporting Shoggoth, or a flying Deep One? That's *easy*. Just grab the shoggoth stat block and slap on the Apport ability from the dimensional shambler, or grab the Deep One stat block and put the Flight ability from a hunting-horror on it. There are no restrictions. Not only is the Handler encouraged to mix-and-match, as you begin to create your own catalog of new special abilities, it will give you a rich list of ingredients to pull from when you design new creatures.

HYPERGEOMETRY

Many unnatural creatures have powers that humanity might term "magic". The Handler should imagine what other, special abilities the creature might possess that set it apart—and note: these not need not be attacks.

Below are some examples:

- **IMPOSSIBLE GAZE:** If the creature locks eyes with a target (target is allowed a Luck roll to avoid), the target suffers 1/1D4 SAN damage as the beings' internal reality bleeds out into our timespace.
- **INCINERATE:** If the creature can pin a target, the next round, they inflict 1D10+2 points of fire damage as the target undergoes spontaneous combustion.
- **SHOCKWAVE:** The pulsing gills on the side of the creatures' head suddenly erupt with horrific horn-like sound, causing all present a SAN loss of 0/1. Those who lose any SAN fall to the ground, but may act normally the next round.
- **PIEZOELECTRIC PULSE:** The creature can emit sub-sonics that cause disruption of all unshielded electronic devices. Cell phones, computers, cars and more all cease working after a pulse.

MOVEMENT

Jumping, swimming, flying, tunneling—many unnatural creatures move faster, farther and just *better* than terrestrial life. Sometimes it's important to establish exact parameters, and sometimes it's enough to simply say "it can fly."

Below are some examples:

- **UNTOUCHABLE:** The creature senses and moves so swiftly that only firearms and other high-speed projectiles have a chance of touching it. Every other type of attack is dodged without a roll.
- **LEAPER:** The creature can fall or drop any distance and land on its feet, suffering no damage.
- **SPIDER-LIKE:** The creature can walk cross any surface at normal speed, including inverted surfaces like walls and ceilings.
- **SUBTERRANEAN:** The creature can tunnel through dirt or stone as fast as a human can run.

SENSES

Sometimes creatures can see, sense, smell and hear *beyond*. If it's simply a *little bit* more than standard, don't worry about defining it, but unnatural beings that see in higher dimensions, who can hear a heartbeat in the dark at 30 meters, or who can smell fear should have those senses clearly outlined in their stats.

Below are some examples:

- **NTH DIMENSIONAL SIGHT:** The creature can see through dirt, stone and rock as if it was not present, by shunting its sight through higher dimensions.
- **BLOODLUST:** The creature can smell and track even a tiny amount of blood. Treat this as Tracking (Blood) of 80%.
- **CIRCULAR VISION:** Evenly spaced eyes circle the creature's head, making any attempt at sneaking up "behind" it, automatically fail.
- **PRETERNATURAL SENSORS:** Any movement around the creature is registered on tiny, hyper-sensitive cilia on its skin, allowing it a +40% to any defense roll against a non firearm related attack. Nearby explosions "blind" this ability.

HYPERGEOMETRY

Every culture on Earth has its belief in “magic”—a force that exists outside the world, which can make amazing, dangerous or terrible things happen. Delta Green Agents long ago labelled this power hypergeometry, due to its obsession with numbers, math, position, and shapes. From the inhuman angles of the city of R’lyeh, to the warping of space which flings the minds of the Great Race of Yith down the corridors of time — each represents a hypergeometrical technique.

Humans have always attempted to harness this power. It is best to think of hypergeometry as a live circuit flowing with infinite energy beyond the four dimensions in which the human consciousness exists. Humans that alter their perception can tap the circuit, bridging the other world and our own, focusing energy into a point of action.

Whether it is an hallucinating shaman drawing a mandala in sand, or a scientist placing lasers at points in a circle to call down something from the sky, the “math” is essentially the same. The only difference is culture, and it is often difficult to tell where the culture ends and the power begins. The ritual and action is only important to the “operator” inasmuch as *it affects their mind*. This also means two people can enact the exact same ritual and have completely different outcomes. One might see no effect, the other might end the world.

All *real* oddities in human culture can be traced back to hypergeometric techniques. “Psychic” ability, witchcraft, divination, ghosts and more, each represents a mis-focused projection of the powers passed down from the Great Old Ones that once ruled the Earth.

HYPERGEOMETRY IN THE GAME

Hypergeometry is composed of either a ritual or an object which can produce a predictable effect (like blinding a target, or teleporting them to space). The person activating the hypergeometry is called the operator.

Using Hypergeometrical effects *always* costs the operator a crucial resource: Willpower Points (or, especially dire, permanent POW), sometimes Hit Points, and always SAN. This is called the activation cost.

In addition, a hypergeometric ritual requires a Ritual Activation roll. (See RITUAL ACTIVATION on page XX.)

When activated, a hypergeometrical effect also costs anyone present SAN due to the nature of the impossible change it inflicts upon the world.

OPINT: HYPERGEOMETRIC ADDICTION

The power of hypergeometry is addictive as well as dangerous. The ability to create, change or destroy outside the bounds of classical reality has a pull beyond even the most addictive drug.

Every time an Agent successfully activates a hypergeometrical technique, make a note of which ritual or object was used. The next time a problem arises which might be “solved” by the application of that hypergeometrical power, that Agent must succeed at a SAN test or spend 1D6 Willpower Points to resist the urge to use it. If the Agent fails

the SAN test and does not spend the Willpower, he or she *must* try to use the hypergeometric effect to solve the problem.

RITUALS OR OBJECTS

Hypergeometry is called from either a ritual or an object. Rituals are chants, thoughts, motions or preparations that connect the human mind to powers from outside. Each ritual is different and are usually learned from books, or other operators.

To use a ritual, the operator must first study the process of the ritual, have all the necessary elements (some rituals require a sacrifice for instance, or can only work within 10 miles of the sea) and most importantly *believe* in the ritual. This requires a Ritual Activation roll, which depends on low SAN. See RITUAL ACTIVATION on page XX.

Objects are items imbued with special powers, allowing those with access to them to unleash hypergeometrical effects. They operate like rituals, however if you have an object, you don't need to know the ritual or succeed at a Ritual Activation roll. You can simply pay the costs and choose to trigger the hypergeometrical effect.

LEARNING A RITUAL

A ritual is a process that causes the human mind to intersect with powers beyond, activating an unnatural effect. To mentally stable individuals, ritual instructions are nothing more than chicken-scratch. Using one elicits no effect. A core belief in the effect's possibility is necessary for it to manifest. That usually requires a terrifying disconnection of the human mind from everyday reality.

Rituals are most often learned from books. Most books that purport to be grimoires of magic are nothing but nonsense and superstition. One that has truly powerful secrets is a dangerous prize. Such a tome might have dozens of rituals of genuine power, or only one.

However many rituals a given book may contain, each ritual must be learned individually. There is no shortcut to "learn the whole book".

Each ritual has a study time, an Unnatural rating, and a SAN cost. To learn it, an Agent must devote the study time *and fail the SAN test*, suffering the listed SAN loss. This may increase the operator's Unnatural skill. From then on, the operator can attempt to perform the ritual.

Without a failing the SAN test, learning a ritual is not possible. You may understand the principle of it but not the reality. You don't fully see the truth of the ritual, only the ravings of the lunatic who wrote it.

Some rituals are simple (concentrate on a symbol of power), while others are complex or even elaborate (ritualistically kill sixty people, trace patterns in the dirt for two days, and then recite twelve pages of runes). A ritual's complexity determines whether the operator gains Unnatural skill upon learning it, as well as its approximate study time. The SAN loss for learning a ritual usually depends on the complexity, but is entirely up to the Handler. It depends on the power of the ritual and its source. Some unnatural tomes are more costly than others.

The complexity of a ritual is usually related to the ritual's power, but not always. An especially clear and concise set of instructions might make even an extremely powerful

ritual simple. Or, more likely, the scribbles and scratched-through notes of a madman may make even a trivial ritual frustratingly complex.

This study time must be uninterrupted and without serious distraction, and with all required resources at hand. In some books, a ritual can be learned only if the student also has a particular skill. Many grimoires are in archaic languages, for example, requiring Foreign Language skills. And some are written so obliquely by deranged occultists, couching everything in alchemical symbolism or with allusions to forgotten myths, that only a reader with sufficient Occult or even Unnatural skill can make any sense of them.

If the SAN test succeeds, the Agent gains nothing, failing to grasp the reality of the ritual. The Agent may try again as many times as the player likes, each time devoting study time and attempting to fail the SAN test.

EXAMPLE: Carter (SAN 55) settles in to study *De Vermiis Mysteriis*—specifically, a ritual within it named “The Calling of the Goat.” Learning the ritual requires a study time of 10 hours and costs 1D4 SAN. Carter spends 10 hours in study, dodging phone calls from concerned team members, and attempts the SAN test. He fails with a roll of 58. The true horrors of the manuscript become clear. Carter learns the ritual and loses 1D4 SAN. He can now attempt to cast “The Calling of the Goat.”

PERFORMING A RITUAL

Once learned, most rituals have an activation time—how long an operator must enact the ritual before it activates. Defined rituals sometimes have their own values, but as a rule of thumb, performing a ritual works like this: After spending the necessary time, the operator attempts a Ritual Activation roll. If it succeeds, the operator pays the costs and the ritual takes effect. If it fails, the operator pays half the costs but the ritual fails.

Sometimes, having a copy of the ritual’s instructions or formula on hand can assist with the Ritual Activation roll. With the Handler’s permission, a flat +20% bonus may be applied to an operator who is thus prepared.

LEARNING AND PERFORMING A RITUAL

Complexity	Unnatural Gain	Study Time	Study SAN Cost	Activation Time
Simple	+0	5 hours or more	0/1D4, 0/1D6, or 0/1D8	a turn or up to a minute
Complex	+0	20 hours or more	0/1D6, 0/1D8, or 0/1D10	a few minutes or up to an hour
Elaborate	+1	100 hours or more	0/1D10, 0/1D12, or 0/1D20	a few hours or a day or more

CREATING NEW HYPERGEOMETRICAL EFFECTS

Hypergeometry allows humans to achieve “impossible” things, such as inflicting damage without apparent cause, moving objects instantly across space and time, or contacting inhuman intelligences.

Hypergeometric rituals are defined and named (such as “Leech,” “Overwhelm,” or “Call the Sleeper”). Each has an effect, a SAN loss for performing it, an operator cost, and a clear writeup of its effect.

To create a new hypergeometric effect, first imagine what you want that power to accomplish. Be as specific as possible. It should never be as boring as “inflict 1D6 HP damage.” Add flair, horror and weirdness.

Is it a hand-sign that allows a person to step through a wall, causing the otherwise solid matter to ripple and move like water out of the way before the wall collapses back into shape leaving strange deformations? Or the ability to stare into a mirror, chant a phrase, and displace oneself anywhere in the reflection, no matter intervening obstacles? Or a forked hand sign which inflicts a mystical lightning that turns the target’s flesh to dust, leaving behind charred bones?

Assemble a *single sentence* that describes the purpose of the ritual. Details, of course can be added, but at the highest level and at its core *what does the ritual do?* How long does it take to implement? What components are needed in its “ritual”? What is it called?

OPINT: BALANCING HYPERGEOMETRY IN GAMEPLAY

Hypergeometric effects vary wildly in operation time, scope and effect. They are balanced only on the highest level of the game, insomuch as they exact a severe price for their use. Agents who come to rely on hypergeometry suffer a swift decline.

These rules are not meant to generate carefully balanced game mechanics. Some rituals are by their very nature far more powerful than others. The smallest mechanical details of rituals need not be balanced.

After all, if a ritual or object inflicts Lethality 99% and exacts 1D100 SAN from the operator, it is a closed loop. An agent abusing it is soon insane and unplayable: lost on the streets or to a cult, committed to a psychiatric hospital, or “sanitized” by Delta Green.

As long as the operator costs always outstrip the beneficial effects, any hypergeometrical effect may be possible.

RITUAL COSTS

The smaller the hypergeometrical effect, the easier it is to control, and the less it strips from the essence of the operator on use. The greater the effect, the more it costs. This is a hard and fast rule. Any sane person using hypergeometry will eventually be destroyed by it (insane people, of course, can use these abilities with greater impunity).

For game purposes effect denotes an in-game measure of change the ritual enacts upon the world (see below on how to define such abilities).

Each ritual incurs a SAN loss to the operator, and a WP cost that the operator must pay. Each assistant chooses how much of the WP cost to pay. The more powerful the ritual, the greater the WP cost and SAN loss. WP and SAN lost by the operator and assistants represents the psychic strain of twisting the human brain to comprehend alien, unnatural formulae and physics.

See the **RITUAL DETAILS** table on page XX for suggested effects and costs.

ASSISTANCE: Some rituals and objects allow assistance in fulfilling the operator cost. In some cases, an assistant need not have learned the ritual ahead of time; it's enough for the operator to tell the assistant what to do. Each ritual and object defines whether such assistance is possible.

PAYING IN POW: At any time, an operator or assistant may spend permanent POW to fuel a ritual. Each point of POW spent offsets the WP cost by 10.

PAYING IN HP: Some rituals require part of the WP cost to be paid instead in HP—physical harm inflicted as part of the ritual. Rival occultists often argue over whether the power of ritual bloodletting comes from some psychic power inherent in blood, the hunger of unseen intelligences that lend their power to the ritual, or the capacity of agony and taboo-breaking to weaken the barriers that separate the mind from the impossible.

SACRIFICE: Some rituals require the HP or WP cost (or sometimes even POW) to be paid by an unwilling sacrifice. (Animal sacrifice suffices for some, but most rituals of unnatural power require the sacrifice to be conscious and sentient; in other words, awake and human. A few Delta Green operators over the years have attempted to sacrifice intelligent alien creatures instead of human beings, without success.) Harming such a victim always incurs an additional SAN cost due to Violence. An sacrifice who survives suffers the same SAN loss as the operator and assistants, along with a SAN loss due to Helplessness.

FIXED COSTS: Each unique ritual and object has a fixed operation cost. For example, *Restore from Essential Saltes* might have an operator cost of 1 POW, 12 HP, and 8 SAN, while *The Knife of Ibn-Fedel* might cost 2 SAN and 6 WP. Two different rituals, or even two different variants of the same ritual, may have the same effects but require different ways to pay the cost.

TAKING EXTRA TIME: Some rituals and objects allow the operator to take extra time, paying the cost over days, weeks, or years. That allows the operator to pay part of the cost, rest, and pay more of it later. Extremely powerful rituals virtually require such functionality.

DURATION AND PERMANENCE

Usually a ritual lasts a few turns or a few minutes (sometimes, rarely, it lasts hours). When in doubt, an effect lasts 1D4 turns. Powerful effects are unlikely to have longer durations. Once an effect is finished, or if it fails to activate, it may be immediately re-activated at normal cost.

Some rituals make their effects permanent. A permanent ritual has a cost of 150 WP, with at least 5 POW spent to pay part of that cost, on top of the usual cost of the ritual that's being made permanent. If the activation roll fails, half that massive cost is lost. Permanence is typically used to create artifacts imbued with unnatural power.

RITUAL DETAILS

WP Cost	Scope	SAN Loss	Damage	Range	Summoning
6	Minor	1	1D4	In reach (1 m)	Up to 8 POW
9		1D4	1D6	Nearby (10 m)	Up to 12 POW

WP Cost	Scope	SAN Loss	Damage	Range	Summoning
12	Substantial	1D6	1D10	Local (100 m)	Up to 16 POW
15		1D8	1D20	In sight (1 km)	Up to 20 POW
22	Major	1D10	10% Lethality	Distant (100 km)	Up to 30 POW
30		1D12	20% Lethality	Anywhere on Earth	Up to 40 POW
45	Sweeping	1D20	40% Lethality	Beyond the Earth	Up to 60 POW
110	Cosmic	1D100	99% Lethality	In another dimension	Up to 150 POW

HYPERGEOMETRICAL EFFECTS

Most hypergeometrical effects, despite stylistic differences, achieve predictable changes within established categories. These categories cover most hypergeometrical effects. If you need a new one, feel free to make it up on the spot.

To define a ritual's cost, first establish the core of the ability — what does it mainly do? This sets the core operator cost. If the Handler believes it requires it, and a hypergeometrical ritual achieves multiple effects at the same time (such as Damage and Range) the Handler may increase the WP Cost and SAN Loss to the next higher level.

SUMMONING

The ability to draw an unnatural creature physically to your location and control or restrict its actions once it arrives. The cost depends on the POW of the entity to be “called down”. See SUMMONING ENTITIES FROM BEYOND on page XX for more details.

DAMAGE

The ability to reduce or increase stats, HP, or WP. The effect's Damage rating determines the amount reduced or restored. A damaging effect with a Lethality rating allows a Lethality roll against the target. If the Lethality roll succeeds, it reduces the target's HP or affected stat to zero; if it fails, it still reduces the target's stat or HP by the sum of the two percentile dice read as d10s. If the effect increases a stat, HP, or WP, the increase equals the Lethality rating (in other words, +10 for “Lethality 10%” or +40 for “Lethality 40%”) without a roll.

The operator must touch the target, unless the ritual includes a separate cost for Range.

Using such a method to harm someone is inefficient—wouldn't it be easier to just shoot him?—unless the ritual is combined with a scrying effect to allow access to a hidden target.

A variant effect may be to offset HP damage—acting as armor—rather than increasing HP.

A healing ritual can be tremendously impressive, allowing a subject to recover from terrible wounds almost instantly. Unfortunately, using unnatural forces to accelerate healing often has awful side effects.

In some powerful rituals, a corpse can be restored to life if the body's entire HP score can be restored from 0 to maximum in a single attempt. Of course, the revived subject always faces a severe SAN loss (usually 1D6/1D20) for the sudden memory of death.

Under no circumstances can any hypergeometric effect restore SAN to an operator or subject. A ritual or object might force calm on someone in the grip of insanity, alleviating the symptoms; but it will never cure the insanity, and in fact it probably incurs a SAN loss that will ultimately make things worse.

EXAMPLE: The Handler defines a new ritual which he calls *The Touch of Saval*. It allows the operator to reach out, across any distance, and attack a target with inhuman tentacles for 1D10 damage, lasting 1D4 turns. The Handler determines the ritual mainly damages, so the base cost is 12 WP with a 1D6 SAN loss. But since the power also has range (it can find a target remotely), he sets its cost at the next higher level: 15 WP and 1D8 SAN.

MOVEMENT

The ability to transport entities or objects, whether by levitation or teleportation. The cost depends on the effect's Range. The ritual affects the caster or a subject the caster touches. If it can affect a subject at a distance (usually this is no farther than "Nearby"), increase its costs to the next higher level on the table. How much matter can be moved varies wildly from ritual to ritual. One ritual may move only a tiny object; another may move the operator and anything the operator touches; another may move mass according to how many further WP are spent.

SCRYING

The ability to see or know information remotely. This includes mentally seeing or sensing things that are far away in time or space, communicating with entities from outside time or space, making mental contact with another human mind, and even transferring your mind to another person's body. The details and nature of the communication are up to the Handler. Some scrying rituals are very detailed; others make only passing contact. The cost depends on the effect's Range. Some scrying rituals cost much less than the distance would indicate. Often such reduced-cost rituals attempt to contact unnatural intelligences in other dimensions, and the extradimensional entity itself seems to fuel the ritual.

OTHER EFFECTS

If a ritual's effects don't match any of these categories, use them as a rough guideline and consider its scope—is it immediate and minor or sweeping and vast?—to determine its cost.

RITUAL ACTIVATION

To use a hypergeometrical effect, the operator must know the ritual or possess the object and pay the costs to trigger the effect.

If it's an object imbued with permanent power, that may be all that's required. Some objects take effect only if manipulated in a certain way, triggered by a spoken phrase, or held by a particular person or type of creature; but if you meet the criteria and pay the cost, the object releases its effect.

A ritual requires a Ritual Activation roll. Every character has a Ritual Activation rating that equals 99 minus current SAN. The weaker the operator's sanity, the more likely the operator is to activate an unnatural ritual effect. (Note that Ritual Activation does not depend on the Unnatural skill. The Unnatural skill is useful in finding and identifying effective rituals and studying unnatural entities; but once you've learned one, performing it depends on your readiness to break with reality.)

If the Ritual Activation roll succeeds, the effect occurs and the costs are paid as defined by the ritual or the object.

If the roll fails, the operator has a choice. Either no effect occurs, but the operator still must pay half the cost and lose half the SAN (rounded up); or the operator may force a connection to the unnatural, paying an extra 1 POW, permanently, and losing a further 1D6 SAN for the ritual to succeed after all.

EXAMPLE: Lucas has studied *Of the Shadowe*, a ritual from *De Vermiis Mysteriis*. It allows him to reach out with a shadow limb to any target within sight and inflict 1D6 HP damage. Once cast, it remains present until used, whereupon it burns out after 1D4 turns. It costs 6 WP, 3 HP due to ritualistic cuts on his arms and wracking convulsions, and 1D4 SAN due to the visions of the shadow-things from beyond. Lucas' SAN is 55, so his Ritual Activation rating is 44. He succeeds with a roll of 31, so the ritual takes effect. If he had failed, it still would have cost 3 WP, 2 HP, and half of 1D4 SAN.

FLAWED RITUALS

Throughout the skein of history rituals have been lensed through every imaginable human culture. Sometimes, those translations changed the ritual, and not for the better. While a flawed version still works, it does so in a less than optimal manner. With a flawed ritual, the Ritual Activation roll is at a penalty of -20%. A flawed ritual may also have increased costs.

WITNESSING A RITUAL

Anyone merely witnessing a hypergeometric effect suffers SAN loss from its results: seeing a summoned creature, witnessing horrific acts, or otherwise glimpsing things that man was not meant to know. Even the most mild and benign ritual invokes forces that twist the reality in which humanity maintains its fragile existence. The SAN loss for a witness is usually half the loss indicated for the operator.

SUMMONING ENTITIES FROM BEYOND

Some rituals call down and control unnatural creatures from the stars, from the deeps, or from beyond time and space. If the Ritual Activation roll succeeds and the costs are

paid, the entity appears. It may appear instantaneously, or it may take hours or days or longer, depending on the ritual. It costs SAN to encounter an unnatural entity (see the entity's description for the amount), even to the operator.

A summoned entity remains for a fixed amount of time as defined in the ritual or the object, or until it fulfills a task as dictated by the operator, or until it kills the operator, whereupon it vanishes back to its point of origin.

Each turn, the operator may expend 1 WP to attempt to control the entity. Once per turn, the operator and the entity attempt opposed POW tests. If the entity wins, the operator must try again next turn or send it back. If the operator wins, the entity is under the operator's control for the length of the summons. At any time, the operator may expend 1 POW permanently to assert and keep control without an opposed POW test.

An operator who is temporarily insane, unconscious, or reduced to zero WP can do nothing to control the entity. It immediately attempts to either bind the operator to its will, following the same procedure, or destroy the operator and then escape.

A controlled entity may be commanded to perform an action according to its intelligence level. The summoning ritual allows communication. Most summoned entities understand "find and kill this target" or "bring me this thing." The greater the entity's intelligence, the more complex a command can be. Once the action is complete, the entity may return to its point of origin, having fulfilled the summons.

DISINFORMATION: THE CULTURAL LENS

Nearly every ritual that human operators can learn was developed in the context of some earlier operator's occult traditions. The human brain rejects the unnatural, and finds it easier to tolerate when blanketed in human constructs. When defining a ritual, describe the cultural traditions that contaminate it. But remember that many versions of that ritual may exist, each combining its own religious or occult traditions and invocations with strange, *real* calls to unnatural powers. Whether a ritual takes effect without such trappings is always up to the Handler.

Here are a few examples.

AFRICAN AND CARIBBEAN: Rituals that emerged from African traditions invoke nature or ancestral spirits along with certain unnatural Powers. The spirits' names, and the ingredients of the rituals, vary from region to region and from language to language. Animal sacrifice is not uncommon.

ANCIENT CHINESE: Rituals found in scrolls or tomes like the *Seven Cryptical Books of Hsan* have the trappings of esoteric Chinese Taoism. They often require papers to be hung nearby, marked with occult characters that appear to be Classical Chinese but which would baffle any linguist. They may require chanted prayers in Old Chinese, invoking divine energies and spirits recognizable from Chinese shamanism along with unnatural powers. Old Chinese is not fully known today, but a native speaker of any Chinese language, or one with Foreign Language skill in any Chinese language at 50% or greater, can muddle through. The ritual may require a laboratory with esoteric ingredients of Chinese alchemy.

PSYCHIC POWERS: Some rituals are encountered as apparently innate psychic abilities. They may develop in dreams or meditation rather than eldritch prayers and sacrifices, and seem more likely in especially sensitive minds: characters with INT or POW at 17 or higher, or with Art, Occult, or Psychotherapy skills at 60% or higher.

WESTERN OCCULTISM: Many rituals in the English-speaking world were passed along by alchemists and witch-cults in traditions that evolved from ancient times. Some involve elaborate alchemy, mixing esoteric ingredients while invoking the spirits of medieval European, Middle Eastern, and Near Eastern occultism. Others take the guise of traditional New England witchcraft (discredited as it may be by modern anthropology), complete with moonlit human sacrifice at an unhallowed spot and prayers to a satanic “Dark Man.”

UNDILUTED: Only a handful of rituals are presented in relatively “pure” forms, distilled to their unnatural essence without the dross of human understanding. Encountering one should signify exposure to especially deadly forces.

SAMPLE RITUALS

Each of these rituals presents its “standard” form. But remember, the rules for creating unnatural rituals and artifacts are meant to be guidelines and suggestions. Don’t adhere to them too rigidly. We’re talking about unnatural violations of physics and quantum mechanics. There are no strict rules for how they work. If you want to customize a ritual or ignore these rules altogether, do it. A given ritual may have a much lower or higher WP cost than another with similar effects, or one may have a lower WP cost but a higher SAN loss. A ritual may have more powerful effects or more restricted effects. A “ritual” may be an innate psychic ability that’s not learned from a tome but emerges in a moment of temporary insanity. Get creative and make it terrifying.

Feel free to use rituals and artifacts you find in other publications. Over the decades, countless rituals and artifacts have been created for Lovecraftian role-playing games. Most can be used in *Delta Green* with hardly any conversion. Just substitute WP for “magic points” and use the listed POW and SAN costs. If it follows some additional rule that’s not in this book, or if it isn’t supposed to even require an activation roll, that’s fine. The Agents’ players are bound by the rules of the game. The reality-breaking forces of the unnatural are not.

AGELESS FEAST

Elaborate ritual, 150 hours to learn (+1 Unnatural, SAN loss 0/1D20). Supposedly discovered by an ancient, infamous Congo tribe, this days-long sacrificial ritual invokes Shub-Niggurath in a litany of other, more traditional spirits. A sacrificial victim is slain, dismembered, cooked, and eaten. The ritual costs 20 WP of the sacrifice and the operator, and costs the operator 1D10 SAN in addition to SAN lost from the violence of the sacrifice. The operator does not age for one year following the ritual. Other versions are rumored to stem from other cultural traditions and involve drinking blood but not eating flesh.

THE CALL

Simple ritual, 5 hours to learn (SAN loss 0/1D4). This ritual requires the expenditure of 6 WP during the five-hour creation of a clay tablet, which is then thrown in the sea, in an area known to be populated by Deep Ones. It calls Deep Ones to the surface for “communion.” The normal SAN loss for seeing Deep Ones applies. After decades of *Delta Green* using this ritual to ambush them, modern Deep Ones are less trusting than

their predecessors, as well as less forgiving. It should be noted that this is not a *summons* or a command, but a “call.” A request. It *does not* in any way compel them to respond or control the Deep Ones who answer—though the text may be misread to imply that.

CALL FORTH THOSE FROM OUTSIDE

Elaborate ritual, 100 hours to learn (+1 Unnatural, SAN loss 0/1D10). This ritual summons unnatural entities from outside our world. It involves a strange mixture of medieval and classical invocations and calls to unnatural powers in inhuman tongues, often accompanied by thunderous releases of energy and strange behavior by dogs, birds, and other nearby animals.

WP and SAN costs depends on the entity summoned; see RITUAL DETAILS on page XX. This cost can be paid by assistants, who need not know the ritual themselves as long as they follow the operator’s instructions or by human sacrifice.

The core of this ritual is the same regardless of the entity. Applying the ritual requires learning techniques peculiar to the entity being summoned, which must be found in various sources requiring long research. Learning a new entity’s secrets requires its own study time.

Whether a ritual applies to any given entity is up to the Handler. Make a note of the particular summonings an operator knows. For example: “Call Forth Those From Outside” (Dimensional Shambler), “Alert the Hosts of the Airs” (Mi-Go), “Benefit the All-In-One” (Yog-Sothoth).

CALL ZOMBIES

Complex ritual, 24 hours to learn (SAN loss 0/1D6). Mostly found in African and Scandinavian traditions, this ritual requires a repetitive chant that includes pre-human phrases calling to unnatural powers from Outside. It costs 1D4 SAN, 4 WP, and 1 WP per hour. All costs must be paid by the operator. If the activation roll succeeds, the chant attracts all zombies within 2 km. This ritual offers no protection against zombies, but a Pentagram of Power (see the ritual on page XX) can keep the summoned zombies at bay while preventing them from departing (as long as the chant continues).

CHARNEL MEDITATION

Simple ritual, 6 hours to learn (SAN loss 0/1D4). At a graveyard frequented by ghouls, the operator enters a reverie and utters a litany of strange meepings. Enacting the ritual on a moonlit night grants the operator gains a +20% bonus to the activation roll. If the activation roll succeeds, a few ghouls arrive within the hour. This ritual exerts no control over them whatsoever.

CLAIRVOYANCE

Simple “ritual,” 10 to 100 hours to “learn” (SAN loss 0/1D8). Sometimes called “remote viewing,” this ritual is often encountered as an apparent innate psychic ability. After entering a trance, the operator sees events and places far away, and sometimes in the past. The operator has little control over the visions, which are easily misinterpreted and are always determined by the Handler. Clairvoyance costs 1 WP and 1 SAN per minute of use.

THE CLOSING OF THE BREACH

Complex ritual, 40 hours to learn (SAN loss 0/1D8). A ritual to break a connection with the unnatural. This could be the banishment of a Great Old One, one of their servitors, the ending of an ongoing hypergeometric effect, or the destruction of a gate. Knowledge of the ritual is usually not enough; the operator must extensively research the thing to be banished. Make a note of which effects the operator has researched. For example: “The Closing of the Breach (Glaaki, Tillinghast Space, Tsathoggua).” Whether the ritual affects any given situation is up to the Handler.

In most cases, the WP cost is half that of summoning the entity being banished or the enacting the effect being stopped; see RITUAL DETAILS on page XX. For example, summoning an entity with POW 30 would cost 22 WP; banishing the entity costs 11 WP. The SAN loss corresponds with that of the closest WP cost. For example, a cost of 11 WP is nearest “12 WP” on the RITUAL DETAILS table, so it incurs a 1D6 SAN loss. In most cases, the WP cost can be shared by assistants, or paid by permanent POW at 1 POW for 10 WP, or paid by human sacrifice. The Handler always decides which costs must be paid to banish a particular effect or entity.

Performing the ritual usually takes about an hour and requires strange gesticulations and chanted invocations in unknown languages, and must be performed near the effect to be stopped. The operator makes the activation roll and pays the costs as soon as the ritual has begun. In most cases, the thing being assailed cannot come near or interfere with the ritual once the activation roll succeeds—unless the Handler decides otherwise.

CONSCIOUSNESS EXPANSION

Complex ritual, 50 hours to learn (+4 Unnatural, SAN loss 1D100). This ritual is in fact simply an understanding of higher dimensions, and the realization that anyone can raise their consciousness into those dimensions. Learning the ritual requires that the reader have a Mathematics skill of 50% or more, though no roll is needed. Instead, the target must spend 500 hours studying the math, and then *fail* a SAN roll.

The operator of this ritual understands that by focusing on the knowledge implied in the numerical string (which has exceptional significance for those trained in math), one can expand one’s consciousness into higher dimensions. The ramifications of this are not, however, understood.

If the ritual is attempted once learned, the caster’s mind ascends into higher dimensions. His or her body immediately disintegrates. For game purposes, the Agent is dead. Witnessing someone cast this ritual results in a 1/1D6 SAN loss due to the Unnatural.

CREATE GATE

Elaborate ritual, 120 hours to learn (+1 Unnatural, SAN loss 1/1D4). There are many versions of the ritual to establish a gate between times or places. This powerful but flawed version requires an arch of carved stone. The structure can be built by anyone who has an appropriate Art or Craft skill at 40% or better. The operator (and any assistants who know the ritual) must spend days or weeks inscribing the carvings that give it power and then succeed at the Ritual Activation roll. The operator and assistants must pay 5 POW and 70 WP between them, and ritually inflict 80 HP damage upon

unwilling sacrifices. (Or even a single sacrifice over time, if the victim is allowed to heal between injuries.) Once the gate has been successfully crafted and infused with power, it may be opened by anyone who knows the Create Gate ritual, at a cost of 1D4 SAN and 1D4 WP. It may be opened anywhere on Earth with an INT test, which is at –20% if the destination is only somewhat familiar, or –40% if the operator has only a photograph or description to work from. Once the gate is open, anyone may pass through at a cost of 1D4 SAN and 1D4 WP, and may return through the same spot at the same cost. Each time the gate is opened, there is roughly a 1% chance of some deadly repercussion, such as unnatural cancerous growths in a user or a sudden explosion of energy at the far end.

THE DHO-HNA FORMULA

Elaborate ritual, 200 hours to learn (+1 Unnatural, SAN loss 0/1D20). This difficult incantation, in a language that far predates human tongues, opens the operator's awareness to distant places and events. The vision costs 30 WP from the operator, assistants, and/or human sacrifices, and 1D12 SAN. Entities or events seen in the vision may cost further SAN. The operator may select a target destination, and a high or critical activation roll may make the vision more accurate, but the Handler always determines what is seen. Upon establishing the vision, the operator can attempt another activation roll to physically teleport to that location, with another cost of 30 WP from the operator, assistants, and/or human sacrifices, and another 1D12 SAN.

DUST OF THE THRESHOLDS

Elaborate ritual, 110 hours to learn (+1 Unnatural, SAN loss 0/1D10). This “ritual” is the alchemical distillation of certain rare and esoteric ingredients—some say they include the ground-up remains of a mummified pharaoh, but their exact nature is up to the Handler—into an unpleasant, yellowish powder. The process takes a full day in a well-equipped lab. It costs 1 SAN and 3D4 WP per day for 15 days, which yields 2D4 “doses” of dust. The dust is not known to expire or go bad with time. If thrown, blown, or dropped upon an entity of extradimensional origin (the exact definition of which is up to the Handler and may not always be reliable), a “dose” of dust has a 10% Lethality rating, which ignores armor and all other protections.

THE ELDER SIGN

Simple ritual, 8 hours to learn (SAN loss 0/1D4). The Elder Sign is a mystical sigil either drawn in the air by gesture or inscribed upon a sturdy surface. It commands respect from many of those from Outside. When gestured in the air (costing 2 WP and 1 SAN), it prevents such beings from coming within about 10 m of the gesturer for 2D6 turns, provided the gesturer takes no hostile action against them. If an entity is somehow physically forced into that radius, it loses 1D6 POW. As a gesture, the Elder Sign affects a given entity only once in 24 hours.

The Elder Sign may be inscribed permanently in a surface (preferably some especially long-lasting stone or metal; the inscriber must have an appropriate Craft skill at 20% or better) at a cost of 2 POW. Beings from Outside cannot come within about 10 m of it unless the sigil is broken, and they lose 1 POW per turn if somehow forced to come that near. For any except a Great Old One, this POW loss can be fatal.

The most potent engraving of the Elder Sign requires the sacrifice of 100 POW by the engraver (who must sacrifice at least 2 POW of their own, and who must have an appropriate Craft skill at 20% or better), ritual chanters, or human sacrifices over the course of 24 hours. Beings from Outside cannot come within 100 m of it, and lose 1 POW per turn if somehow forced to come that near. Even coming within 10 km saps such an entity of 1 WP per hour, until the entity vanishes—banished or destroyed—upon reaching 0 WP. Rituals to summon such entities always fail within that radius.

Unbeknownst to many operators, the Elder Sign suggests that the operator is allied with a specific group of powerful beings from Beyond. Some say those beings lend power to the Elder Sign and perhaps feed upon the unnatural energies that it saps from its victims. It has even been reputed to summon those entities or embody them in the dead. The exact nature and implications of such allegiance, if it's true, is up to the Handler. As inhuman, unnatural entities, they would certainly be inimical to humanity.

The Handler should decide beforehand if any particular monster will be warded off, ignore, or be encouraged by the Sign. A successful Unnatural test can usually tell the operator whether the Elder Sign would be efficacious.

ELIXIR OF INFINITE SPACE

Elaborate ritual, 100 hours to learn (+1 Unnatural, SAN loss 0/1D10). The alchemical preparation of this elixir takes six days and requires notoriously strange and rare ingredients. Each “dose” brewed costs the operator 3 WP per day and 1 SAN at the end. Drinking a “dose” of the elixir makes the drinker immune to harmful environments and effects of the Handler’s choosing, such as outer space and deep waters. That immunity costs the drinker 1D4 SAN overall, and 1 WP per hour. At zero WP, or upon returning to a safe environment, the drinker’s immunity wears off.

EXALTATION OF THE FLESH

Simple ritual, 10 hours to learn (SAN loss 0/1D6). This minute-long incantation invokes Shub-Niggurath and Yog-Sothoth amid many other syllables of apparent gibberish. Different versions come from different traditions; one German ritual embeds consecrated bread under the skin. The ritual imbues the operator’s flesh with the power to resist harm. The operator chooses how much protection to seek: 2 Armor points at a cost of 6 WP and 1 SAN, 4 Armor at a cost of 9 WP and 1D4 SAN, 6 Armor at a cost of 12 WP and 1D6 SAN, or 8 Armor at a cost of 15 WP and 1D8 SAN. Each time the operator takes damage, whether it penetrates the ritual’s protection or not, the Armor drops by one point. As long as the operator has a single Armor point from this ritual, Lethality rolls against the operator automatically fail. The ritual protects against every kind of harm that reduces hit points: physical injuries, flames, or even poison. Twenty-four hours after the ritual, any remaining Armor points from it fade.

EXCHANGE PERSONALITIES

Simple ritual, 12 hours to learn (SAN loss 0/1D8). Mastered by some cults of Shub-Niggurath, this ritual transfers the mind and “life-glow” of the operator to another character’s brain. The operator must gaze hypnotically at the target, spend 3 WP, and overcome the target in an opposed POW test. The switch costs 1 SAN for the operator

and 0/1D4 for the target, and lasts one turn. A target who loses no SAN may think it was just a fleeting dissociative episode or a passing fancy.

With subsequent invasions, the swap lasts longer but with steeper costs. (See PERSONALITY EXCHANGES on page XX.) Over time, the operator can make the switch from far away, and may come to sense the thoughts and actions of the host even when not intruding. An operator who has spent at least 4 POW invading a particular host has the option to make the next invasion permanent at a cost of 1 POW more. A permanent swap costs 1D10 SAN for the operator and 1D20 for the target.

A body slain while hosting an exchanged “life-glow” may stir and move, rotting but animated, in some cases long after death. Whether this happens, and when, are up to the Handler.

PERSONALITY EXCHANGES

Invasion	Maximum Duration	Cost	SAN Loss: Operator	SAN Loss: Victim
First	1 turn	3 WP	1	0/1D4
Second	1 minute	6 WP	1	1D6
Third	1 hour	9 WP	1D4	1D8
Fourth and subsequent	1 day	1 POW	1D6	1D10

EXORCISM

Elaborate ritual, 100 hours to learn (+1 Unnatural, SAN loss 0/1D10). This ritual forces a possessing entity—whether an unnatural being or an intruding human mind—out of the mind of the subject. The WP and SAN costs depend on the POW of the possessing entity, as if conducting a summoning; see RITUAL DETAILS on page XX. Some or all of the WP may be paid by assistants who know the ritual, and/or by a human sacrifice. If the ritual activation roll succeeds, and the total WP spent exceed the WP of the possessing entity, the ritual forces the possessing entity to depart.

FASCINATION

Simple ritual, 6 hours to learn (SAN loss 0/1D8). This powerful ritual requires only that the operator speak calmly to the subject and takes only a single turn to attempt. After the activation roll succeeds, costing 1D6 SAN, the operator can attempt once per turn to entrance the subject with an opposed POW test. Each attempt costs 3 WP. Success renders the subject motionless and insensate, with only autonomic processes functioning, for up to an hour. Only physical assault or some other overwhelming event shocks the subject out of it in the meantime. If the POW roll fails, the subject can attempt an Unnatural test to realize exactly what is happening.

FINDING

Simple ritual, 9 hours to learn (SAN loss 0/1D4). A minute-long chant invokes the names of helper spirits and Great Old Ones including Daoloth, Tsathoggua, and Yog-Sothoth. Some versions are taught in African or Caribbean languages—no language skill is

needed, only mastery of the ritual—while others come from European “cunning folk” traditions. It costs 4 WP and 1 SAN. For 3D6 minutes, it adds a +40% bonus to rolls to find something that the operator has seen or touched before, if the lost thing is within 100 m.

THE FIRST SECRET

Complex ritual, 60 hours to learn (SAN loss 0/1D8). This ritual invokes “the sleeper, bane to the horned god, G’laak” and costs 10 WP and 1D6 SAN. It brings the operator into communion with Glaaki. This often conveys hints at courses to take to fulfill the goals of Glaaki and its loathsome cult, though the operator may think their purpose is entirely different. If the operator has 0 SAN, invoking with the First Secret lures him or her to Glaaki’s nearest haunt to willingly become one of the Glaakeen.

HEALING BALM

Simple ritual, 6 hours to learn (SAN loss 0/1D4). This 30-second invocation of Shub-Niggurath, the All-Mother (“*lä! Shub-Niggurath!*”), causes injuries to swiftly heal. The subject recovers 1D4 HP every turn for 1D4 turns. The operator must spend 6 WP (or 1 permanent POW), and it costs the operator, the subject, and all witnesses 1 SAN each. Make a note that the subject has undergone healing from this ritual, and keep a tally of how many times. There may, eventually, be a price to pay: a deeper expression of the power and incomprehensible will of Shub-Niggurath. When that price accrues and what form it takes remain up to the Handler. They are not described in the texts which teach the ritual.

IMMORTAL MESSENGER

Complex ritual, 60 hours to learn (SAN loss 0/1D8). This long chant invokes the Immortal Messenger, an intermediary between the operator and the unseen world. The operator or an assistant must sacrifice 1 POW permanently, and the operator and each assistant loses 1D6 SAN. For each assistant, the Ritual Activation roll receives a +5% bonus. If successful, the ritual summons Nyarlathotep in a guise or avatar suitable to the operator’s traditions.

INFALLIBLE SUGGESTION

Simple ritual, 9 hours to learn (SAN loss 0/1D8). Taking two turns to implement, this ritual requires strange gestures and a quiet chant in some prehuman tongue. The chant is alien to any linguist, but an Unnatural roll finds it redolent of the “speech” of Cthulhu and that Great Old One’s cults. The operator must overcome the target in an opposed POW test. If that succeeds, the ritual costs 8 WP (or 1 POW) and 1D4 SAN. For one turn, the victim willingly obeys any command given by the operator. Commanding a victim to commit murder, suicide, or some other awful act costs the operator the same SAN as it costs the victim.

LEAVES OF TIME

Complex ritual, 36 hours to learn (SAN loss 0/1D10). This ritual includes a recipe for a drug called Liao—the ingredients are up to the Handler but should be esoteric and rare—and instructions for its use. After taking the drug in tea or in a swallowed pellet, the

operator meditates upon formulae that evoke advanced mathematics and ancient occultism. If the activation roll succeeds, the operator perceives space-time as a single entity, as if viewed from outside, and the operator's mind drifts to other times and places for an hour. The first time under the effects of the drug, the operator loses 1D10 SAN and gains one point of Unnatural skill per point of SAN lost.

The operator remains conscious, and can hear and speak, and can be brought out of the reverie by violent shaking. The operator can voluntarily break the reverie by failing at an INT or POW test, whichever is highest, making one attempt per turn.

The operator can approach the vicinity of a desired event by succeeding at an INT or POW test, whichever is lowest. With a critical success, the operator sees the event precisely. With a failure, the Handler chooses a time and place to experience. With a fumble, or if at any time the operator goes temporarily insane while under the influence, the operator is drawn so deeply into time as to encounter one of the Great Old Ones or their awful progeny. That incurs its own SAN loss, and the terrible, acrid stench of them can be sensed in the physical world as the boundaries between times weaken. Such entities sense the operator's mind drifting through time. If the operator fails to break the reverie within 1D6 turns, the unnatural entities the connection of the operator's mind and break through into the world. Even if the operator breaks the reverie in time, he or she must make a Luck roll or the unnatural creatures manifest around the operator at some future point of the Handler's choice.

LURE THE HUNGERER

Complex ritual, 30 hours to learn (SAN loss 0/1D8). The "hungerer" is an extradimensional horror that appears out of nowhere to seize prey and vanish again—a dimensional shambler. This summoning requires about fifteen minutes of chanting bizarre, seemingly nonsensical phrases and 3 HP worth of ritualized bloodletting. The damage may be inflicted upon either the operator or an assistant or victim, as long as the sufferer is present for the entire ritual. Allowing the ritual to place the operator's mind in the spaces necessary to capture a shambler's attention and interest costs 6 WP (or 1 permanent POW) and 1D4 SAN. Once the feaster appears, the ritual changes tone and phrasing as the operator attempts to assert control, according to the usual rules for summonings.

MEDITATION UPON THE FAVORED ONES

Complex ritual, 20 hours to learn (SAN loss 0/1D8). To succeed, this ritual must be undertaken in an area frequented by the mi-go: high woodland hills marked by stones with unknown hieroglyphs, isolated mines dug so long ago that they are mistaken for natural caves, remote temples where they are served by mad monks, deserts where no sane human dares to tread, and so on. The ritual is mostly gibberish to those who have no Unnatural skill; others recognize invocations to unnatural powers in the weird language said to derive from the thought of Great Cthulhu. Some versions involve lighting bright fires with strange chemicals to create shifting colors. Typically, a handful of the mi-go appear after less than an hour of chanting. The ritual costs 9 WP or 1 permanent POW. Assistants may contribute WP by echoing the operator's speech, even if they don't know the ritual. The operator and each assistant loses 1D4 SAN, in addition to the SAN loss for encountering the mi-go.

MOUNTAIN AND SEA

Complex ritual, 20 hours to learn (SAN loss 0/1D10). This hour-long incantation costs 6 WP and 1 SAN. It awakens and establish mental contact, of a sort, with antediluvian entities said by some to be spawned from or akin to Great Cthulhu: entities endlessly asleep in deep oceanic tombs or which have been entombed in the earth for hundreds of millions of years, surrounded by the fossilized remains of ancient life. To take effect, the ritual must be performed near an area where one of these entities lurks. If the entity is underground, the ritual is typically accompanied by an earthquake or an avalanche as the entity stirs. The mental contact is tenuous and brief, rarely resulting in anything like communication, likely only to inspire mad visions in the operator.

If the entity is capable of rising briefly to the outer world—always up to the Handler—then the operator’s SAN loss is 1D6/1D20 as a purer mental connection is established. The entity typically withdraws again to the depths, driven by whatever forces restrain its kind while the time is not yet right.

OBSCURE MEMORY

Simple ritual, 5 hours to learn (SAN loss 0/1D4). With weird passes of the hand and a brief chanted phrase, this ritual can block the target’s memory. It takes only one turn to activate, and costs 3 WP and 1 SAN. The operator must overcome the target in an opposed POW test; if the effort fails, the operator can try again at a further cost of 3 WP. The operator may instruct the target to forget one specific, brief event. This does not change the target’s skills or known rituals, and it cannot undo SAN loss. A particularly frightening event may linger in the target’s subconscious and nightmares even after the memory has been obscured.

ONE WHO PASSES THE GATEWAYS

Elaborate ritual, 100 hours to learn (+1 Unnatural, SAN loss 1/1D10). This ritual consists of a litany that must be intoned within five concentric circles of fire or phosphorous. It costs 9 WP (or 1 permanent POW) and 1D4 SAN. The operator’s spirit leaves its sleeping body and travels alien realms where much wisdom may be gained, though such experiences may incur further SAN loss. The operator must concentrate, requiring a POW test. If it fumbles, the operator strays and severs the link between spirit and body.

PENTAGRAM OF POWER

Elaborate ritual, 120 hours to learn (+1 Unnatural, SAN loss 0/1D12). The operator inscribes in chalk or paint a pentagram, in a circle surrounded by four circles, then imbues the design with power by animal or human sacrifice. The process takes about two hours and costs 1D6 SAN, plus the SAN loss for the violence of the sacrifice. It costs 12 WP, but each HP inflicted in the sacrifice reduces the WP cost by one. If the ritual activation roll succeeds, the pentagram confers a +10% bonus to the operator’s attempts to control a summoned entity, or +20% with a human sacrifice. Some Western grimoires include perverted versions of this ritual, which may appear more potent than they prove to be.

PETRIFICATION

Simple ritual, 10 hours to learn (SAN loss 0/1D4). Found in the *Book of Eibon*, this “ritual” is a chemical preparation of barium sulphate, calcium chloride, and certain acids and catalytics in precise proportions, augmented with invocations to Tsathoggua and Shub-Niggurath. With the right ingredients and equipment, preparing the solution takes less than an hour, costing 30 WP (each point permanent POW spent reduces the WP cost by 10) and 1D12 SAN. The solution’s strange taste is distinct when mixed with water but can be masked with wine. (In tea or coffee, it forms a precipitate that has no effect.) Drinking the solution has a 30% Lethality rating as the solution spreads calcium and barium salts through the body and replaces living cells with mineral matter, transforming the victim into a perfect statue. Poisoning a victim with the solution incurs its own SAN cost for violence.

THE POWDER OF IBN-GHAZI

Elaborate ritual, 100 hours to learn (+1 Unnatural, SAN loss 0/1D10). This “ritual” is the alchemical distillation of certain rare and esoteric ingredients—their exact nature is up to the Handler—into a fine, silvery powder. The process takes a full day in a well-equipped alchemy lab. It costs 1 SAN and 6 or more WP, yielding one “dose” of the powder per WP spent. Only the operator may spend WP in the preparation. The powder is not known to expire or go bad with time. It is used by blowing, throwing, or dropping it over the surface of an unnaturally invisible entity or hypergeometric effect. The invisible thing becomes fully visible to human eyes for 2D4 turns.

PRAYER TO THE DARK MAN

Complex ritual, 20 hours to learn (SAN loss 0/1D8). This ritual, practiced by European witch-cults from the 17th century onward, requires that a fixed site be consecrated with the sacrifice of an adult human, or animals with an equivalent volume of blood as an adult human, once on each night of the new moon for 13 months. The sacrifices must be conducted with a specially prepared ritual knife and bowl. Some versions require drinking the sacrifice’s blood. At each sacrifice, at least two worshippers must be present who are willing to give their lives for the Dark Man, though they need not know the ritual.

Upon the 13th sacrifice, and at each following sacrifice on the new moon, successful activation of the ritual causes the Dark Man to step out of the shadows: an avatar of Nyarlathotep that looks like a tall, sardonic man in black clothes or robes, usually hooded, of indistinct ethnicity and with matte-black skin. Sometimes his feet are cloven hooves. His manifestation costs 1 POW from the operator or an assistant (it cannot be paid by a sacrifice), 1D6 SAN from the operator and each assistant, and 1/1D4 SAN from everyone who sees the Dark Man. The Dark Man traditionally offers the knowledge of secrets or rituals, or the services of a rat-thing familiar (see RAT THINGS on page XX). Whether he requires the deaths of any of his worshippers is up to the Handler. The Dark Man cannot be bound or controlled.

This ritual can be used to deconsecrate a site that is already hallowed to the Dark Man. This requires summoning the Dark Man in the usual fashion, and then asking him to depart forever from that place. That costs 3 POW from the operator and any assistants (not from a sacrifice), but it does not require a separate activation roll and

costs no additional SAN. The Dark Man typically vanishes in mocking laughter. If the operator refuses to pay the cost, the Dark Man may transform into a horrifying, monstrous shape or cause the operator to vanish forever.

PRESERVE LIVING BRAIN

Elaborate ritual, 200 hours to learn (+1 Unnatural, SAN loss 0/1D12). This “ritual” requires a chemistry laboratory, where the operator mixes uncanny ingredients using techniques that are as much witchcraft and alchemy as science. The result is a weird, grayish-blue solution that is injected into the cerebrospinal fluid of a dying human to keep the brain alive after the death of the body. The fluid must be refreshed every few days. The body will respond to the brain’s commands, but begins to decay. Low temperatures can slow decay, but preservative chemicals cause the brain to die. The brain can be preserved indefinitely without a body, if surgically removed (requiring a Surgery roll by a character with at least 80% skill) and immersed in the weird fluid. As a disembodied brain, the subject loses 1D20 SAN upon realizing what has happened, and again every day afterward. The daily loss is reduced to 1D8 if the brain is somehow given sensory input.

THE PRIMAL LAY

Complex ritual, 36 hours to learn (SAN loss 0/1D4). This ritual requires about 20 minutes’ chanting meditation and, in most versions, powerful hallucinogens. It costs 9 WP (or the permanent expenditure of 1 POW) and 1D4 SAN. It opens the senses to time and space. In effect, the operator can experience the past or future of a given location, no more than an hour out. The experiences may incur their own SAN costs. Once the ritual takes effect, the operator must make a POW test. If it fumbles, the vision sweeps out to unthinkably distant times and places, likely costing far more SAN, and attracts the attention of strange, other-dimensional entities. Such attracted entities are never seen but forever haunt the operator’s steps, causing unwitting fear in dogs and sensitive souls.

RAISE FROM ESSENTIAL SALTES

Elaborate ritual, 200 hours to learn (+1 Unnatural, SAN loss 0/1D20). This infamous ritual reduces a corpse to strange, dull greenish ashes (“essential saltes”), which may later be reformed into a living, healthy body. The duration of such “essential saltes” is uncertain, but some have been perfectly preserved for centuries and even millennia.

The ritual of reducing a corpse to “essential saltes” is informed by ancient alchemy, medieval occultism, and invocations to Yog-Sothoth. It costs 22 WP, usually expended over a number of days in an alchemical laboratory where inhuman powers are invoked and channeled with sometimes spectacular effects, and costs 1D10 SAN.

It is important that the entire corpse is available for rendering. An ancient, dessicated body is usually acceptable, as is a body that has been dismembered, as long as it is complete. But if the corpse has been too much eaten away by vermin or has rotted badly, what is revived is not a living, intelligent person but a gibbering, horrifying monstrosity (see YE LIVELIEST AWFULNESS on page XX).

Restoring “essential saltes” to life is a somewhat simpler process, though it requires strange incantations and great quantities of human blood. It costs 3 WP and, again,

1D10 SAN. A revived subject loses 1D20 SAN from the memory of death and the incomprehensibly unnatural experience of awakening from it, and must feed on human blood for days afterward to survive.

A revived subject may be reduced back to “essential saltes” by reciting the restoration incantation in reverse. That takes a few minutes and costs 3 WP and 1D10 SAN. The subject is helpless to resist, unless the operator can be physically stopped.

REANIMATION FORMULA

Elaborate ritual, 200 hours to learn (+1 Unnatural, SAN loss 0/1D10). This “ritual” requires a chemistry laboratory, where the operator mixes uncanny ingredients using techniques that are as much witchcraft and alchemy as science. The process takes a day and costs 9 WP and 1D4 SAN. The result is a weird, blue solution, sufficient for one use, which may be preserved for a few months if carefully refrigerated. The formula, injected into the brain of a corpse, within a few minutes animates it to a rough semblance of life. If the injection takes place soon after death, there is a small chance that it will retain some of the intelligence it had in life. The chance equals the POW that the corpse had in life (roll the POW or lower on percentile dice), minus one POW per minute that has passed since death. If the roll succeeds, the reanimated corpse has an INT score equal to its old INT or the die roll, whichever is lower, and does not decay further. Otherwise the corpse is exactly like a zombie (see ZOMBIE on page XX). If the roll fails, or it has been too long after death, the resuscitated corpse is mindless and continues to decay. Either way, the formula confers no control over the reanimated corpse. Injecting the formula into a corpse in any other way has no effect. Injected into a living creature, it is a poison with a speed of 1D6 turns and a Lethality rating of 30%.

RELEASE BREATH

Simple ritual, 2 hours to learn (SAN loss 0/1D4). Usually learned in African traditions, this short chant is punctuated by the ritual killing of a small animal. It costs 5 WP and 1D4 SAN, plus the SAN cost of the violence of the sacrifice. If the activation roll succeeds, it causes one zombie within 10 m to collapse and decay, released from the effects of the *Zombie* ritual (described on page XX). It has no effect on zombies created by any other means.

SEE THE OTHER SIDE

Simple ritual, 6 hours to learn (SAN loss 0/1D6). The operator speaks an invocation that sounds like gibberish, makes weird signs and passes in the air before an unnatural gate, spends 3 WP, and loses 1 SAN. For about a minute, the operator can see what is on the other side of the gate.

SONG OF POWER

Simple ritual, 5 hours to learn (SAN loss 0/1D6). This ritual chant costs 1D4 SAN. If the activation roll succeeds, the operator permanently loses 1 POW but temporarily gains 20 WP. The extra WP can boost the operator’s score beyond its usual maximum. They last until they are spent, but no longer than 24 hours.

SOOTHING SONG

Simple ritual, 8 hours to learn (SAN loss 0/1D4). Sometimes found in western African traditions, and in colonial New England witchcraft as a means to withstand torture, this ritual chant affects a single subject. It costs 1 SAN and 6 WP. For about an hour, the subject feels no physical or mental distress. The ritual relieves pain entirely and alleviates the effects of temporary insanity and an acute episode of a disorder. It has no effect on permanent insanity; the subject's mind has changed too severely to be soothed in this way. Nor does it reduce damage in any way.

SPEAKING DREAM

Complex ritual, 30 hours to learn (SAN loss 0/1D6). Just before going to sleep, the operator thinks of another person, utters a low, repetitive chant, and stares into a hypnotic focal point such as the light of a candle. If both the operator and recipient are asleep, they communicate within dreams. Communications must be relatively simple. The recipient can recall each complex idea or piece of information with an INT or POW test, whichever is lower.

SPEECH OF BIRDS AND BEASTS

Simple ritual, 8 hours to learn (SAN loss 0/1D4). This strange, brief chant, which sometimes requires a potent hallucinogen, alters the operator's perceptions. It makes the cries and snuffles of natural animals comprehensible and allows animals to understand the operator's speech. This ritual also serves to calm an animal, making it amenable to the operator's wishes. It does not affect the animal's intelligence. Beasts and birds are driven by instinct and most have remarkably short memories for any notions more complex than "edible" and "dangerous," but many can be trained for simple tricks. This ritual allows extraordinarily quick training.

STORM AND STILLNESS

Complex ritual, 24 hours to learn (SAN loss 0/1D8). This invocation to "spirits of the earth and the air" (called the "Sabaoth" in one version, but having nothing to do with Judaism's heavenly hosts) blends medieval occultism and unnatural, untranslatable phrases. It changes the weather around the operator. It costs 10 WP and 1D6 SAN for a minor, likely change (such as rain from a cloudy sky); 20 WP and 1D10 SAN for a significant, unlikely change (rain from a clear sky in a rainy season); 30 WP and 1D12 SAN for a major, surprising change (a thunderstorm in the dry season); or 40 WP and 1D20 SAN for an inexplicable, uncanny change (a hurricane forms or dies for no reason). The WP cost may be paid by assistants who know the ritual and by human sacrifices, or by spending 1 permanent POW instead of 10 WP.

SWARM

Simple ritual, 3 hours to learn (SAN loss 1/1D4). This ritual, which requires the expenditure of 3 WP and a 10-minute chant near fish-inhabited waters causes fish (any fish under 10 lbs) to be drawn towards and to swarm the operator for 10 minutes. If the operator is on shore, the fish beach themselves and die. Seeing this costs 0/1 SAN due to the unnatural. Whether other versions of this ritual affect other kinds of animals— insects, birds, whales, humans—is unknown.

THE VOORISH SIGN

Simple ritual, 8 hours to learn (SAN loss 0/1D4). An operator who makes this strange series of hand gestures can briefly see things that are invisible due to their extradimensional or otherworldly nature: unseen entities, unnatural gates, indications of ongoing hypergeometric effects, and so on. Making the Voorish sign costs 3 WP and 1 SAN.

WHISPERS OF THE DEAD

Complex ritual, 24 hours to learn (SAN loss 0/1D10). This ritual invokes Great Cthulhu. After sacrificing 1 POW permanently, the operator falls into a deep slumber and receives a fleeting communion with the dreaming mind of the Great Old One. This costs 1D6 SAN. The operator typically comes half-awake in a nightmare of ecstatic violence and is left with a vague sense of the Old One's will and desires, so inscrutably alien as to entirely defy rational interpretation. What that sense implies is entirely up to the Handler.

WINGED STEED

Complex ritual, 30 hours to learn (SAN loss 0/1D6). This summoning must be conducted outdoors, at night. A ritual chant is punctuated by weird tones sounded from a whistle of bone. The ritual costs 1D4 SAN and 10 WP; the WP may be paid by assistants who know the ritual and/or by a human sacrifice who must drink a peculiar, mind-altering poison. Conducting the ritual on the winter stolsice confers a +20% bonus to the activation roll. If the roll succeeds, a winged servitor (see WINGED SERVITOR on page XX) flies down from space, tame and compliant. The servitor may be mounted like a bizarre steed, and will fly the operator swiftly through the gaps between space and time to the court of Azathoth. To force the servitor to do anything else, the operator must control it as usual with a summoning.

WITHERING

Simple ritual, 6 hours to learn (SAN loss 0/1D4). This chanted ritual costs 1D8 SAN and 12 WP. It inflicts 3 damage to the operator and 1D20 damage to a living target, who must be nearby and in sight. The ritual can be enacted on a target who is not in sight by burning a small effigy that contains a sample of the target's DNA. This costs another 7 WP, but the WP may be spent over any amount of time while constructing and ritually consecrating the effigy.

ZOMBIE

Elaborate ritual, 160 hours to learn (+1 Unnatural, SAN loss 0/1D12). This ritual, usually learned in African or voodoo traditions, must be enacted upon the body of someone who was slain by a specially prepared poison. The poison is a powder derived from tetrodotoxin and other esoteric ingredients, including human remains. It must be inhaled, and has a speed of 1D6 minutes and a Lethality rating of 20%. Symptoms include numbness, shock, and paralysis. The body must be recovered or exhumed and the ritual enacted about 72 hours after death. The ritual takes about an hour. It requires a human sacrifice and an infusion of the sacrificial victim's blood and energy into the

corpse. It costs 6 WP and 1D12 SAN, plus the SAN costs for killing the subject being raised and the victim being sacrificed. If the activation roll succeeds, the poisoned subject rises as a blood-hungry zombie (see ZOMBIE on page XX) that is subject to the commands of the operator that raised it. Other versions of this ritual exist; an Icelandic ritual is said to reanimate the dead ("*draugr*") with more intelligence and will than other zombies.

WHAT SHE SAID

Instructions: Open mike in a sound proofed room. Studio. Nothing chintzy. If you're feeling paranoid, kill the line with a diode. Close it off. Hit record. At night. Ask questions. Talk. Talk to the air. Then, listen to that tape. Turn the gain all the way up. Headphones on. Listen.

Listen.

The first time, I did it to kill the time. To test the wiring on the new board. Ten minutes maybe. "Test one two, one two, who are you..."

Two months later I found it. The tape. Dug it out and ran it and wondered what was on it (I never labeled it). Put it on and pushed the system. "TEST ONE TWO, ONE TWO, WHO ARE YOU..." boomed my voice from the speakers, followed by a hiss, and then, just as my finger found the STOP, the voice, there, in the back, stealthy. Quiet.

"I am."

A child's voice. A whisper. Like someone in the corner of the empty studio, far from the mike. It was a voice with a sly smile in it. Far, far, away.

I left then, walked that fucker off. Smoked a smoke. Said hey to the night guy. Came back with a coffee and ran it again. Same thing.

This time, I let it run, all 10. The voice was there again, after mine, then the hiss of air banging together like billiards. Then, at 9:53:09, again, the voice, closer now.

"They're coming," CLICK.

I ran it again.

The next week I was leaving work at 6:50 AM when a woman came out from behind the cement pylon and produced a badge. DEA, it read, Agent Grant. Was I Malcolm Steyr? Did I once work with a man named Reily at the Chicago PD to examine the answering machine tape of a murder victim. Sure, I said, how was Reily?

Dead, she said.

"Don't trust them," the little girl told me, later, when I asked her what it meant.

"Grant is not her name," she told me.

The tape ran and ran.

Now, we're in a car, driving in the black towards something I don't fully understand, but she's told me enough. The two in the front keep their eyes on the road ahead, on the dirt track taking us out into scrub country. My headphones in, I listen to the track, as the voice narrates what we're doing, what is coming before it's here.

The gun is a lump of warm metal, hidden in my lap like a promise.

PART FOUR: THE SCHISM

The Group. The Conspiracy. Delta Green. From its beginnings, it has worked in secrecy and under pseudonyms. Even before it took the name, as P4, its agents were careful to keep their work quiet. Often that meant keeping secrets. Even from each other.

Today, two groups call themselves Delta Green. The old code-word clearance, disused since its 1970 dissolution as a military project, was quietly reactivated in 2002. That code-word was quickly buried again, replaced by a series of new clearances and names to give it obscurity, but Delta Green had returned as a covert, deniable agency in the U.S. executive branch. Its people call it the Program.

When the Program launched and reached out to known agents, many old-line Delta Green agents refused to join. After 32 years without the risk of oversight, they refused to join anything like an official bureaucracy. Instead, they became more careful. They got more stealthy. Many newcomers never learned that there was a schism at all. They call themselves Delta Green, not knowing that an official Program exists. To reduce confusion, we call them the Outlaws.

IN THE FIELD: WHAT TO TELL YOUR AGENTS

Nothing. Nothing that they want to know, anyway. Whether your campaign features the Program or the Outlaws, the Agents live and die in the blessed ignorance of rigid compartmentalization.

If they're in the Program, they have met the case officer who briefs them in person and manages their operations from afar. If they meet anyone else from the Program, it's only out of absolute necessity.

If the Agents are with the Outlaws, the senior-most Agent has likely met a shadowy intermediary sent by the Group's leaders, delivering instructions and warnings to be conveyed to the rest of the team and then vanishing for months.

Some never see more than that. An Agent might see more of Delta Green only after many operations. A few tight-lipped guards at a safe house. A researcher flown in to collect some bizarre piece of evidence that can't just be handed over to the case officer. A nervous intelligence analyst sent to conduct a special debriefing. In extraordinary need, an Agent may be sent to one of the Program's dedicated research labs to answer questions that cannot be asked in writing. Or the Outlaws may send the Agents to question a Friendly who's been out of the loop for years. They all work in strict compartmentalization, too. They probably know even less than the Agents.

The Agents' understanding of Delta Green should grow only slowly, and every discovery should be surrounded by confusion and misdirection. A visit to Headquarters, or to the home of one of the Outlaws' leaders, should give unforgettable and frightful confirmation that the Agent has learned too much.

IN THE FIELD: HOW MUCH IS TRUE?

You're the Handler. It's your game. The information presented in Part Four is as accurate as you want it to be. Change anything or everything to suit your campaign and keep your players in suspense.

THE PROGRAM

The Security Studies Group. Yellow Combine. Petrel Hill. Threshold Curve. Silver See. The official name has changed eighteen times since 2002. Every time it changes, the paper trail leading to its true activities becomes more muddled. With each change, a new, Top Secret special-access program grants continuing clearance to activities and intelligence that no American employee can confess or confirm.

Insiders call it “the Program.” Its headquarters—and its carefully compartmentalized laboratories, hangars, and personnel scattered throughout the government and private sector—allow it the pretense of legitimacy. But the Program’s leaders long ago determined that its work is too important to be restricted by the Constitution. The Program, for all its access and influence, is as criminal an enterprise as all the conspiracies and blacker-than-black military projects that came before it.

Outside the security of its headquarters walls, the Program’s people are warned never to use its true name: Delta Green.

GOALS AND BELIEFS

Officially, the Program (whatever its current name) is dedicated to the acquisition and study of foreign technology. The documents that authorize it say nothing about the unnatural, or about the explicit criminality at the Program’s heart.

The Program’s true purpose is stated goes back to Delta Green’s founding in 1942:

- To gather intelligence on unnatural phenomena.
- To protect the citizens of the United States from threats originating with unnatural phenomena.
- To maintain the security of the United States against unnatural threats.

Only the means and methods have changed. At least, that’s what the Program’s leaders tell themselves. Some agents might hold lingering doubts about how their superiors are executing that mission. They may especially wonder about one essential, never-answered question: “In the long run, are we only making the problem worse?”

FACILITIES

The Program’s case officers deliberately give Agents the impression that the Program is more sprawling, more omnipresent, than it really is. Agents who think the Program is everywhere may become frustrated when they don’t get needed support, but they tend to have more confidence in their operations and the overall mission. And they are less likely to make the fatal mistake of betraying the Program. It usually takes a couple of years for a veteran Agent to piece together that they’ve seen the same personnel, and the same facilities, so often that maybe there’s not much more.

A little over a thousand personnel work for the Program, most of them part-time and sporadically. They are scattered throughout the U.S. government and private sector at military bases, intelligence and law-enforcement facilities, and restricted labs owned by private-sector military contractors.

About one hundred personnel work at Headquarters, the heart of the Program. Headquarters relocates often. It is always established in an intelligence or military facility where it can be easily overlooked, or in a government-owned office building with secure rooms (Sensitive Compartmented Information Facilities) and no other tenants. Past locations included restricted wings of research facilities at Wright-Patterson Air Force Base, Fort Belvoir, and Fort Meade; bland office buildings in New York and Chicago; and a subterranean corner of the CIA compound in Langley. Every two or three years, headquarters moves, taking on some new, innocuous cover title.

Outside headquarters, the Program maintains restricted facilities at a handful of Air Force, Army and Navy bases as well as Department of Energy facilities. Some of these are set up to study unnatural samples in isolation and relative safety. Others house Air Force units that secretly support Delta Green in rescue and recovery. All are off-limits to everyone but a handful of personnel. Each facility has its own baffling chain of frequently-changing Top Secret clearances.

The Program maintains a few dozen black sites around the world, technically owned by CIA, NSA, DHS, or DoD counterterrorism projects but controlled by the Program. These sites may serve as detainment facilities for suspects captured in operations but kept alive for strategic purposes, or as ad-hoc field headquarters when a case officer flies out from Headquarters to manage a local operation.

Nobody outside Headquarters learns about more than a sliver of the Program at a time. Compartmentalization is absolutely essential to operational security. A lab researcher in a Program facility may not realize that the Program as a whole even exists. An Air Force flight and pararescue crew signed onto the Program may not realize there are a dozen others like it around the world. A new Agent, on the other hand, may think the Program is at least as substantial as the DEA or the U.S. Marshals Service, only to realize gradually that it's a fraction of their size.

Very few Agents visit Headquarters. Those who do usually wish they hadn't. Being summoned to headquarters probably means a meeting with the Director of Operations or the Director of Security. This happens only when things have gone very wrong. Or it may mean meeting the Director himself, and that's an experience no agent ever wants to repeat.

ORGANIZATION

Personnel are drawn from every corner of the U.S. executive branch and from private corporations with close government ties. They collect paychecks from the NSA, the U.S. Air Force, the Navy, the CIA, the FBI, or subsidiaries of March Technologies, Inc. All Headquarters personnel are technically on indefinite assignments to various task forces. The cover projects and task forces are all classified Top Secret, in a bewildering array of special-access programs separate from the Program's own cover. Not a single file in the U.S. Office of Personnel Management lists "Delta Green" as an active project.

Headquarters personnel work in six offices which coordinate and manage operations and locations in the field. Each office has an alphanumeric designation. The Office of the Director oversees all others. The offices are:

- D0—Office of the Director

- D1—Office of Security
- D2—Office of Intelligence
- D3—Office of Operations
- D4—Office of Research
- D5—Office of Logistics

D0—OFFICE OF THE DIRECTOR

The Office of the Director includes about a dozen personnel: the Director himself, senior managers who oversee the Program as a whole, and their assistants. (See THE DIRECTOR on page XX.)

D1—OFFICE OF SECURITY

The Office of Security oversees all aspects of Program security: information, communications, operations, and facilities. It conducts psychological operations and disinformation campaigns, and manages the establishment and deactivation of constantly-changing security classifications. It provides communications security using experts embedded at the NSA and NRO, as well as in telecommunications companies.

The Office of Security posts plain-clothed, armed security officers at Program facilities. Most are former field agents who have long-since become adapted to violence. They prioritize the safety of the Program and the orders of the Director over any latent sympathies they might hold for other agents. As far as most agents are concerned, the Program's security officers are nothing but stony-eyed killers. A couple of dozen security officers are posted at Headquarters; between four and twelve officers are posted at each of the Program's dozen or so scattered research facilities; and two to four are posted at each of its two dozen black sites.

The Office of Security also oversees about 400 Air Force personnel in the three squadrons of Project CORAL NOMAD (see ASSET RECOVERY on page XX). They provide transportation and security for unnatural artifacts and specimens recovered in the field. Most of them have no idea that's what they're transporting, or that the Program exists.

Katherine Oakes is the current director of security (see KATHERINE OAKES on page XX).

D2—OFFICE OF INTELLIGENCE

The Office of Intelligence utilizes assets in the NSA, the NRO, the CIA, the FBI, the DHS, and military intelligence to collect signals and communications intelligence, imagery intelligence, open-source intelligence, and human intelligence that suggest unnatural incursions worldwide. Intelligence officers scour federal, state, local and open-source databases, usually with the aid of automated search algorithms. If an incident has a certain "unnatural bouquet," preliminary research attempts to confirm it is not a hoax or an error. Incidents that appear to be worth investigating are referred to Operations. The Office of Intelligence also employs analysts who review data generated by intelligence officers, by agents in the field, and by Program researchers to provide strategic and operational intelligence to the Director. Less than a dozen senior intelligence officers are assigned to Headquarters. About a hundred more are dispersed

throughout the intelligence community. The director of intelligence is Admiral George Gates, USN (ret.) (see ADMIRAL GEORGE GATES on page XX).

D3—OFFICE OF OPERATIONS

The Office of Operations conducts the Program's core work of confronting unnatural incursions. A few dozen case officers based at headquarters manage a couple hundred agents who are scattered in far-flung teams; each case officer runs three or four teams. Case officers assign agents to operations in tightly restricted task forces, usually under the cover of counterterrorism or counterterrorism training. They also secure agents' cover credentials and false identities, sometimes with the aid of inactive agents who still have the right contacts and skills. The director of operations is FBI Special Agent Abraham Mannen (see SPECIAL AGENT ABRAHAM MANNEN on page XX).

D4—OFFICE OF RESEARCH

The Office of Research manages projects housed at a number of research facilities. A handful of researchers sometimes accompany CORAL NOMAD flights to recover unnatural artifacts, technology, and specimens from case officers, or more rarely from Agents in the field. The Program's researchers are drawn from the government, from universities, and from private-sector technology and biotech firms. About ten senior researchers and managers work at Headquarters. Another 100 or so researchers are assigned to a dozen scattered research facilities. The director of research is Gregory Tapham, Ph.D. (see GREGORY TAPHAM, PH.D. on page XX).

D5—OFFICE OF LOGISTICS

The Office of Logistics oversees budgeting and bureaucratic cover for the Program. A few dozen program managers embedded in U.S. defense, intelligence, and law enforcement agencies manipulate the federal bureaucracy to route funds from secret programs and intelligence contractors. Ten managers at Headquarters oversee those operations. The director of logistics is Dana Shelton, a veteran NSA program manager (see DANA SHELTON on page XX).

DISINFORMATION: PRIVATE CONTRACTORS

The Program works closely with private companies with long ties to the intelligence and defense communities. Private contractors offer facilities, research, resources, and funding. The Program's agents recover unnatural artifacts or specimens; private-sector researchers work with the Program's Office of Research to study them. The Program gains valuable intelligence to aid in confronting later threats, and the contractors convert their discoveries into technologies that can be brought to market in the defense communities. The lion's share of the Program's private-sector partners are subsidiaries of March Technologies, Inc. (see MARCH TECHNOLOGIES on page XX).

DISINFORMATION: "DELTA GREEN" CLEARANCE

Agents are instructed never to write or say the name "Delta Green," but informality causes the rules to slip. Between themselves, agents sometimes talk about someone having "DELTA GREEN clearance" or being "the real Delta Green." Sometimes that is shorthand for being "in the know": not just part of the Program but substantially aware of

its activities and history. Other times, it's a way to say an agent is dependable under all circumstances, no matter how dire.

The Program itself goes by a new official name every couple of years. The clearances that allow agents access to the Program come and go with frustrating frequency. Even at Headquarters, no case officer, security officer, or intelligence officer has anything called DELTA GREEN clearance. All sign onto a new Top Secret special-access program every few months to conceal their activities. Outsiders investigating one of those clearances later may find it was shut down, but are unlikely to find any record that it was reactivated under a different name.

Clearance for a single project does not mean clearance for another. A case officer who manages a team of agents is not cleared to see another case officer's work. Neither of them is cleared for anything being done by CORAL NOMAD or any other project, unless specifically read on.

The actual DELTA GREEN clearance goes back to the group's existence under the Joint Chiefs of Staff from 1942 to 1970. It covers the files and intelligence generated in those years and nothing since then. Even so, it is held only by the Director, the directors of intelligence, research, and operations, and a handful of researchers—and a few survivors of the old days who have maintained Top Secret clearance ever since, and who might be very surprised to learn that the DELTA GREEN clearance has been reactivated at all.

AGENTS

Small teams of agents conduct the Program's operations. A typical Program agent is a federal law-enforcement officer, intelligence officer, or special-operations officer: a professional capable of conducting difficult investigations and covering them up, well-trained in self-defense.

An agent recruited by the Program is typically in his or her mid-to-late thirties (only rarely are recruits younger than 30 or older than 45).

The Program prefers federal law-enforcement officers who can use the law to their advantage and understand how to eradicate evidence, special-operations officers who have proven cool under fire, and intelligence officers accustomed to working outside the law without drawing attention to themselves.

AUTHORITY: The Program itself confers no powers of arrest, authority to carry weapons, regular access to funds, or access to restricted items. The Program sometimes "sheep-dips" agents as temporary employees of agencies with those powers, but it relies more often on agents who have such authority in their regular jobs.

TEAMS: The Program usually groups agents into semi-permanent teams, so the same agents are likely to work together from operation to operation. These teams have internal code-names known to the case officers, but those are never shared with the agents themselves. Every group of agents is instead given a cover name by their case officer that they believe is real: Task Force 153, Working Group MASTICATE, Project SALT RIME, and so on.

ASSIGNMENTS: Agents only occasionally work for the Program. Most days, an agent goes to a day job, reports to supervisors, and goes home. Every so often, the agent is tapped for a special, detached, highly-secret assignment from high in the

Executive Branch. It's usually with the Department of Defense, the NSA, the CIA, or the FBI—not the agent's home agency, where leaks are more likely, but some other agency that runs top-secret, high-priority counterterrorism task forces and training programs. It's always some new, opaque special-access program. It's so restricted that the agent's day-to-day supervisors and colleagues are not allowed to ask anything about it, and they know anyone who does know anything would face prison time and career suicide talking about it. It's just one of *those* jobs; the Program's operations aren't the only secret task forces that draw federal agents away from time to time. After the call comes, the agent usually has a day or two to arrange things and then is gone, completely incommunicado.

COMMON BACKGROUNDS AND PROFESSIONS—AGENTS

BACKGROUND	PROFESSION	OPTIONAL BONUS SKILL POINT PACKAGES
FBI Special Agent	Federal Agent (page XX)	Criminalist, Military Officer, or Occult Investigator
FBI Special Agent, Hostage Rescue Team	HRT or SWAT (page XX)	Police Officer (representing FBI training)
CIA Clandestine Service Officer	Intelligence Case Officer (page XX)	"Black Bag" Training, Computer Enthusiast, Criminalist, or Gangster/Deep Cover
CIA Special Operations Group	Special Activities Division SOG (page XX)	Interrogator, Military Officer, or Translator
Navy SEAL	DEVGRU/Naval Special Warfare Groups (page XX)	Interrogator, Military Officer, or Translator

SPECIALISTS

Many of the Program's agents are specialists who have academic, technical, or medical skills, or important bureaucratic access. Some specialists are temporary rather than permanent, brought in as a "contractor" and briefed only for one specific mission.

Many specialists have no self-defense training. They are usually accompanied by agents that do. Whenever possible, the Program puts specialists through the same recruitment process as other agents. That's the only way to be confident that a specialist will cooperate with the less savory requirements of an operation. If the Program has no choice but to use an un-vetted specialist, it's up to the rest of the team to minimize exposure.

Usually, the motivations of specialists are not the same as other agents. They have been given the chance to work on the most inexplicable items, creatures and occurrences ever seen in human history. They can never reveal what they have seen, (let alone publish their findings) and they will likely never understand the bigger picture. But they have the chance to study in unique and untrodden fields.

Specialists are often assigned to operations as needed. Whenever possible, though, the Program partners a given specialist with the same team. It's not infrequent to have a team assigned to an operation primarily because the mission requires the skills of the "house" specialist.

The Program may recruit a specialist to work on one of its research projects. If so, that's the last other agents see of them. The Program keeps its researchers and its field agents as far apart as possible. The risk of correlating their knowledge and experiences is too great.

COMMON BACKGROUNDS AND PROFESSIONS—SPECIALISTS

BACKGROUND	PROFESSION	OPTIONAL BONUS SKILL POINT PACKAGES
Academic (Humanities)	Anthropologist or Historian (page XX)	Liberal Arts Degree, Occult Investigator, or Translator
Academic (Physical Sciences)	Scientist (page XX)	Bureaucrat, Computer Enthusiast, or Science Grad Student
EPA Investigator	OCEFT (page XX)	Bureaucrat, Criminalist, or Science Grad Student
NSA Computer Network Operator	Computer Scientist (page XX)	Computer Enthusiast/Hacker
Public Health Service, CDC Rapid Response	PHSCC (page XX)	Counselor, Nurse/Paramedic/Pre-Med, or Science Grad Student
Physician or Psychiatrist	Physician (page XX)	Counselor, Criminalist, or Nurse/Paramedic/Pre-Med

DEATH AND BURNOUT

Most operations are relatively brief. An agent returns to normal life in a week or two. Sometimes an agent stays away on a month or two of medical leave, and no one back home is supposed to ask how they were injured or why. Occasionally an agent called away on one of these operations is never seen again. The agent's day-to-day colleagues are informed and must inform his or her family. Details are never forthcoming. To reduce publicity, it's never called a death in the line of duty. It's covered up as a fatal accident in training or in transit. Only the agent's Delta Green colleagues can ever know the truth.

Sooner or later, every Agent learns that joining the Program is for life. Agents' knowledge and willingness to confront the unnatural are too valuable to cut them loose. Most accept that willingly, at least at first. The federal agents, intelligence officers, special operators, and elite academics who join the Program are driven, high-achieving alphas. The Program is the most restricted agency of all, its mission unthinkable critical.

At the same time, the demands it places on Agents are impossible. Most Agents attempt to embrace the cost. The qualities that make them right for Delta Green—their willingness to lie, cheat, and fight their way out of the most dangerous situations—show up at home, too, when stress becomes intolerable. Most wind up with disorders, addictions, criminal records, histories of violence, strings of failed marriages, and shattered families. Eventually, they have no Bonds outside the Program.

When the damage becomes so profound that it interferes with an Agent's operational effectiveness, an Agent may be made a case officer. Others become security officers. Others may be put on reserve status. Then again, some stay in the field until their bad choices become lethal. There is no other way out.

INSTITUTIONAL MEMORY

Due to compartmentalization and the high risks of the work, there is very little institutional memory among the Program's agents. Most agents active in 2017 were recruited in the 2010s. Surviving agents who were around at the Program's establishment in 2002 have long since been moved to headquarters or reassigned to security. Those old hands know better than to talk about the old days.

Only a few Program agents were recruited from the Outlaws (the conspiracy that also calls itself Delta Green). These ex-Outlaw agents rarely know anything valuable about the conspiracy's history; and even if they did, it's unlikely they would say anything about it.

RECRUITMENT

Whenever possible, the Program recruits (through current agents) a new agent or specialist in controlled iterations of exposure and evaluation. Each time the potential recruit proves reliable, the Program offers more information. The Program makes unique demands. It can't afford to recruit the wrong people.

Most agents went through similar steps in recruitment.

STEP 1—EXPOSURE: There is an unnatural incursion. The Program sends agents to stop it. The prospective recruit is there. The Program might have identified the prospect beforehand and arranged the exposure deliberately, or the prospect might just be in the wrong place at the wrong time.

STEP 2—RESPONSE: Agents on the scene gauge the prospect's reaction to the unnatural. They tell the prospect that this danger, if exposed, is likely to spread and increase. To be considered for recruitment, the prospect must prioritize examining the situation carefully, saving lives, and stopping the threat. Anyone who is interested in gathering evidence to share with the world is a witness who must be discouraged, discredited, or silenced, not a future agent.

STEP 3—INVESTIGATION: Before going any farther, the Program investigates the prospect. Security officers look into the recruit's background, hobbies, habits, family, and friends for signs that the recruit can be trusted with the Program's secrets. In many cases, the Program cuts off all contact at this point and treats the former prospect like any other witness to be monitored. If the investigators have concrete reasons to think the prospect is trustworthy, the Program proceeds with recruitment.

STEP 4—BRIEFING: One or more of the Agents who encountered the prospect before ask to meet in a secure location, well protected against eavesdropping. They might be joined by other members of the Program who hold impressive ranks: a Special Forces colonel and a senior FBI counterterrorism agent, for example, to drive home the situation's severity. They put a Top Secret clearance agreement on the table, so highly restricted that it applies only to the people in the room, with a random code-name created specifically for this briefing. If the prospect refuses to sign, the meeting ends immediately and the prospect goes back to being just another witness—but one that needs even more careful scrutiny.

After signing, the agents tell the recruit the following essential points:

- Deadly unnatural incursions have happened before.

- Such incursions are so toxic that covering them up is the only way to stop further exposure.
- The agents comprise a small, secret task force dedicated to stopping such incursions.
- Their work is necessary, and clandestine; that means it is not always legal.
- They cannot expect explanations. Investigating the task force itself is absolutely forbidden. The threat of the unnatural makes secrecy imperative. Every scrap of information is need-to-know.
- They need two things: the recruit's silence, and to know whether or not they can call the recruit for help.

If the recruit said yes, the agents shake his or her hand and go on their way. Some time later, they call for help, and a new Agent answers. On operations, a new Agent soon learns about the larger Program, about the unpleasant details of its work, and, eventually, its true name: Delta Green.

If the recruit hears the initial briefing and says no, or changes his or her mind when they call for help, things get more complicated.

THE WORST CASE

A recruit learns the details of the Program only if the Program is certain, after careful vetting, that he or she is trustworthy. After so much preparation and study, this trust is usually well placed. If the recruit has a change of heart about joining the Program, the recruiters have to take extraordinary steps to guarantee the recruit's silence.

The case officer gives them the ex-recruit's dossier. It has all the information that the Office of Security was able to find, along with recent surveillance reports and communications intercepts to demonstrate the agents' reach. The agents must prove to the ex-recruit that the risk of revealing the group's secrets constitutes a very *real* threat. Ruthlessness is not enough; the agents must be *cruel*. They have to be ready to commit murder.

They confront the recruit in a secure location, perhaps the same place as their initial briefing. This usually amounts to abducting the recruit and sitting him or her down in handcuffs, chained to the floor or a table too heavy to move.

They attempt to talk the former recruit into lifelong silence. With any luck, the ex-recruit is still on board with the cover-ups and secrecy that confronting the unnatural requires. If so, that's as far as things go.

If the agents have doubts—or if the recruit fooled them before and they have to repeat this interrogation—they must explicitly threaten the destruction of whatever the ex-recruit holds most dear.

Are the ex-recruit's reputation and career most important? Threaten to pin him or her with child pornography. ("There's a USB stick at your house, behind your refrigerator. Take a look at what's on it, and imagine how many more USB sticks there could be.") Or shoot the ex-recruit up with heroin and trigger a drug test at work. Is it the ex-recruit's daughter? Threaten her life.

If the ex-recruit has no ties, the agents should put a gun to his or her head and ask how long he or she wants to live. They must make it clear that they can find the ex-

witness any time, anywhere. The group has people in the federal witness protection program and the NSA.

Finally, and if all else fails, the agents must be ready to follow through with their threats. If the ex-recruit must die to protect the Program's secrets, the Agents must carry it out and cover it up.

This is not a task that any Agent wants. Some never recover from it.

IN THE FIELD: BACKGROUND DETAILS

An agent's recruitment is usually kept in the background. There's little value in playing it out. Either the recruit joins the Program, making it predictable; or the player has to create a new Agent, making the it a waste of time. What matters, and what you should explore at the table, is not whether the Agent signed up, but why. What makes the Agent complicit in all the crimes that the Program requires? And how far is the Agent is willing to go?

OPERATIONS

Every operation is unique. Each finds a new way to turn plans upside down and leave agents dead. But most have a similar structure.

- △ The Program learns of a possible unnatural incursion. Intelligence analysts confirm the incursion, so the Program doesn't waste time and resources sending a team of agents where they're not needed.
- △ The Office of Operations establishes the new operation, gives it a name, and assigns a case officer to send in a team of agents. If the operation deals with sensitive locations or situations, it may require the personal approval (and have the personal attention) of the Director of the Program.
- △ The Office of Logistics secures whatever resources are approved by the Director of Operations.
- △ The case officer arranges the cover operation, using any jurisdictional pretext available to give the Agents some measure of legal authority. If the operation must be completely covert, the case officer might assist with creating false identities and cover assignments.
- △ The case officer assembles the team of agents and provides instructions, an intelligence briefing, and resources.
- △ The agents conduct the operation and cover it up. If they recover samples of unnatural provenance, they inform their case officer, who arranges asset recovery.
- △ The agents undergo debriefing with the case officer, and then go back to their homes and their normal jobs.
- △ The Office of Research studies assets recovered by the agents.

IN THE FIELD: SOLVING PROBLEMS

The Program has a long history and access to many resources. When Agents get desperate and the players start demanding help, it's easy for Handlers to forget that the Program's most important asset is the first one they deploy: the Agents themselves.

Agents can ask their case officer for help, but a wise case officer knows better than to pass that request along without extremely compelling need. Demanding too much will get future requests ignored.

If the players seem indignant that the Program is sending them without enough preparation or expert support, remind them that they are the experts. Preparation is up to them. The Program is not there to solve the Agents' problems. The Agents are there to solve the Program's problems.

CASE OFFICERS

The Office of Operations' case officers manage teams of agents. Case officers rarely participate in operations and instead organize and facilitate them. Almost all case officers are former agents, but many are physically or psychologically damaged.

Case officers are responsible for maintaining active communication with the agents and for keeping headquarters informed. Case officers are supposed to stay in communication with agents on operations at least once per day and after each major development, especially in high-visibility operations; but in practice, some case officers are more hands-on than others.

Case officers always go by false identities, especially with their agents. A team of agents may work with the same case officer for years under a particular name and title, never learning any of the case officer's many other pseudonyms.

COVER OPERATIONS

Whenever possible, an operation is conducted under cover of a law enforcement, regulatory, or a public safety investigation. That allows the team plausible authority and deniability while conducting their real mission. An operation results in prosecution only when that serves to cover up what really happened and keep the authorities happy.

Cover operations can sometimes be classified and restricted to select personnel, under the guise of counterterrorism or counterterrorism training, with everyone kept out who lacks clearance. Sending the request for classification up the chain of FBI command may draw more scrutiny than it prevents, so the case officer must weigh the decision carefully. The process usually takes at least a few days and a test of Bureaucracy or Law, whichever is worse. Whether the Agents or their case officer can manage that is up to the Handler.

THE MEETING

Whenever possible, the case officer meets the Agents at a dedicated Program safe house or black site maintained and guarded by a pair of security officers. But there are only a few dozen dedicated sites around the world, half in the U.S. If no dedicated site is nearby, the meeting may be at a secure conference room, shielded against surveillance and data signals and not connected to the Internet, at a nearby FBI office or undercover NSA facility. If there's no other option, the meeting may be at some other location where the case officer can minimize the risk of surveillance.

INTELLIGENCE BRIEFING

When the Program opens an operation, the Office of Intelligence conducts preliminary research so the agents can hit the ground running. The case officer briefs agents on this intelligence.

This initial research can be as extensive or limited as the Handler likes. The issue is not the Program's ability to gather information, but what will make the operation challenging and terrifying for the players. Limiting information is easy to explain. Maybe the NSA was not recording that suspect in that time frame. Maybe the analysts were busy with a more pressing operation.

A preliminary report could encompass any of the following, and more of it could be provided during the operation. In each list, early items are more readily available than later items.

THE SCENE: Preliminary medical examiner's reports. Ownership and accident records of relevant vehicles. Footage from traffic and security cameras. Forensic matches of bullets and tool-marks to past crimes in FBI records. Maps and floorplans. Detailed medical examiner's reports, if available; they sometimes take weeks.

VICTIMS, WITNESSES, AND SUSPECTS: Criminal records. Credit reports. Family histories. Jobs and education, including unclassified government service records. Travel history. Foreign contacts. Bank account records. Credit card transactions. Email and phone metadata. Recent Internet and social-media history. Recent movements tracked by mobile devices' pings of local cell towers and by social media. Past identities that match fingerprints or facial-recognition software. If already a "person of interest," the full content of recent phone calls, texts, and emails. Intelligence on foreign nationals can be nearly as extensive, particularly those from fellow "Five Eyes" intelligence-sharing nations (Australia, Canada, New Zealand, and the U.K.) and those already under investigation for ties to narcotics trafficking or terrorism.

RESOURCES

The Office of Logistics usually supplies funding—usually cash or untraceable debit cards—for travel and operational costs. Agents quickly learn not to expect luxury. There are no salary bonuses that come with going on an operation. Saving humanity should be its own reward.

What other resources can the Program give its Agents? That's up to you, the Handler. Remember, your objective is fear. Would providing resources get the Agents to the horror more efficiently? Or would it be more terrifying for the Agents' requests for help to be denied or ignored?

Calling on the Program can get the Agents one or more of these advantages, or none of them:

- A bonus to the Agents' Bureaucracy roll when requisitioning assets.
- The Agents may use their case officer's Bureaucracy skill instead of their own.
- One or more automatic successes at Bureaucracy, perhaps depending on the scope and expense of the requisition.
- The Agents may treat an operation as high-priority for the sake of requisitions, even if its cover is mundane so as not to draw attention (see page XX).

THE COVER-UP

The Agents are responsible for resolving the cover operation so no outsiders take an interest in what really happened. They may have to alter evidence and give witnesses an explanation that's just plausible enough for comfort. The Agents are the Program's experts on the ground. If they lack the skills they need, they must adapt and improvise with the skills they have.

Not enough Forensics skill to falsify a crime scene? Interfere with it enough that collecting evidence will be a waste of time. Not enough Persuade skill to talk a witness into believing your explanation? Discredit the witness with planted drugs or embarrassing online activity. Not enough Bureaucracy to keep the FBI out of your way? Stage some worse crime two counties over for them to investigate. The Agents have to devise their own Plan B.

ASSET RECOVERY

The Program stores unnatural specimens at secure locations, scattered throughout the federal hinterlands of the United States and in the labs of their private-sector partners. These deniable facilities are self-contained, and for the most part, personnel have little or no idea why their base is even there. Only a small team at the center of such a facility is briefed well enough to understand what they contain. These facilities remain unknown to Agents until that knowledge is necessary for their operations.

After an operation, Agents are expected to securely package any artifacts, sources of information, or other remnants—using whatever biohazard protection they can find for biological remains—and hand them over to their case officer. Agents are rarely invited to participate directly in the analysis of the things they recover.

If the remnants are too substantial for the usual handoff, the case officer can ask for a pickup by the Office of Security in a helicopter or cargo plane. This is not usual. Such a pickup increases the visibility of the operation, both literally and bureaucratically. It means exposing additional personnel to whatever unnatural threat may linger. These pickups have resulted in disasters that became enormous follow-on operations. A case officer who requests them without need soon finds the requests ignored.

When a pickup is approved, the Office of Security deploys an expert, detached from the Office of Research, with Air Force pilots and a few guards to recover and transport the assets. The recovery team meets agents at an airfield where the presence of a helicopter or plane will draw little attention. It's up to the Agents to get to the airfield. Collected evidence is sealed inside secure containers so that the flight team never know what they are transporting. Pickup crews and Agents are under strict instructions to share no information with each other beyond what's necessary.

DISINFORMATION: CORAL NOMAD

The Office of Security's recovery operations operate under the name Operation CORAL NOMAD. The name changes occasionally. Its units are housed in aerospace recovery and combat rescue commands at Moody Air Force Base, Georgia; Nellis Air Force Base, Nevada; and Wright-Patterson Air Force Base, Ohio.

Each CORAL NOMAD unit includes about 120 personnel: pilots, eight or nine combat rescue officers, a few dozen Pararescue members ("PJs"), and command and support personnel. That unit is part of a larger group with which it performs non-Program

missions. But everyone knows that unit has occasional secret operations that no one else in the group is cleared for.

The true nature of CORAL NOMAD's work is strictly need-to-know. Very few of its members know anything about the Program. Only a squadron's researchers, commanding officers, flight surgeon, and combat rescue officers have even limited awareness of the unnatural. Other personnel are debriefed only when they witness the unnatural first-hand. In any given squadron, that has happened to only a handful of pilots and PJs.

CORAL NOMAD's combat rescue officers and PJs are equipped with M4 carbines, M9 pistols, body armor, night-vision goggles, medical bags, and rescue tools. They may deploy by parachute if the site's inaccessible for landing, or with SCUBA gear for an underwater recover. They train as extensively as any special-operations unit, and their washout rate is extremely high. They are supremely competent.

If they are called out and the Agents' operation takes place within 300 km of a CORAL NOMAD base (or farther, if refueling is available), the Program typically deploys one or two Pave Hawk MH-60G helicopters with external fuel tanks, a flight range of about 800 km, and cruising speed of about 300 kph. Each Pave Hawk carries two pilots, a flight engineer, a combat rescue officer commanding three PJs, and a researcher. The commanding officer files a flight plan as a classified Air Force training exercise.

Farther afield, it deploys an HC-130J Combat King II transport plane with a flight range of more than 8,000 km and cruising speed of 540 kph. Each Combat King II carries two pilots, a combat system officer, two loadmasters, a combat rescue officer commanding five PJs, and a researcher.

If those options are too high-profile, it deploys a civilian charter jet owned by one of the Program's private-sector allies, usually a subsidiary of March Technologies, Inc., with a similar crew complement to the Combat King II.

CORAL NOMAD does not provide transportation to Agents into or out of the field unless the Director of Security tells the crew explicitly to take an Agent aboard. It happens only if there are no other options. If one of the Agents is severely injured and too far from a hospital to survive, for example, the Program may instruct the crew to take aboard for delivery to a secure wing of a military hospital for treatment. That is very rare.

Operation CORAL NOMAD has deeper roots than most of its personnel realize, with a continuous operational history of nearly 70 years across dozens of different Air Force units. It went by the name Project BLUE FLY for almost fifty years in the days of MAJESTIC, under the cover of aerospace rescue and recovery. Some senior personnel have personal experience fighting unnatural threats. Its legendary commander in the 1990s, Col. Robert Coffey, died saving his men from a catastrophic incursion. Years ago, its officers helped dismantle MAJESTIC's corrupt leadership. Its commander at that time, USAF Lt. General Eustis Bell, became one of the directors of the Program. Most of CORAL NOMAD's senior officers remember both Coffey and Bell with honor. They tend to dislike taking instructions from Security Director Oakes, who clearly is a former Army grunt, but they respect the Director enough to keep that opinion in-house. Mostly.

BACKGROUNDS AND PROFESSIONS—CORAL NOMAD

BACKGROUND	PROFESSION	OPTIONAL BONUS SKILL POINT PACKAGES
Researcher (Recovery Specialist)	Scientist (page XX)	Bureaucrat, Computer Enthusiast, or Science Grad Student
USAF Combat Rescue Officer or Pararescue Member (“PJ”)	Special Operator (page XX), but with First Aid 60% and only 1 Bond	Nurse/Paramedic/Pre-Med
USAF Combat Rescue Pilot	Pilot (page XX), with Heavy Weapons and Military Science (Air) as chosen skills	<i>Custom package:</i> Alertness, Firearms, First Aid, Navigate, Pilot (Airplane or Helicopter), Survival, Swim, Unarmed Combat

FOREIGN OPERATIONS

Operations outside the U.S. can be even more fraught than domestic operations, since the Program can’t gain jurisdictional cover outside the country. But the Program has many options. The FBI and DHS frequently consult with foreign law-enforcement services on drug enforcement and counterterrorism, on financial investigations of Americans abroad, and in tracking international fugitives.

When a cover investigation is not feasible, the Program’s CIA and diplomatic officers come to the fore. A Program agent who’s a CIA clandestine officer has extensive access to CIA and counterterrorism intelligence, facilities, and logistics. But Americans conducting direct action overseas have an unfortunately long history of standing out and getting caught.

The Program’s foreign operations, whether clandestine or operating under cover of a foreign partnership, are run like standard foreign intelligence operations. However, shifting international situations and politics make the Program’s assets in the CIA and Department of Defense sometimes unreliable. The Program has access to safe houses and front companies belonging to intelligence services, but it doesn’t maintain its own networks of spies.

Sometimes the Program can have a target designated as a terrorist risk, and investigated or attacked with serious firepower. To do this, the Program borrows assets from agencies like the CIA, DIA, DoD, FBI, and DEA to get the job done. But it always weighs the risk of exposure. The more non-Program personnel involved, the greater the likelihood that one of them sees something the Program must keep hidden.

If an operation draws notice, the Program presents a cover story prepared as far ahead of time as possible, a disinformation campaign to be disseminated via CIA and DoD assets: perhaps a strike against a terrorist cell or the actions of criminals. It takes this step only when necessary. The risk of blowback from quickly-conceived disinformation is too great. Whatever happens, the agents must get out immediately.

If things get bad enough, an incident may cause a diplomatic rift. To prevent exposure, the Program may orchestrate things so that the CIA, JSOC, or some other agency takes the rap, leaving the State Department to deny all connection to the incident. This is always a last, desperate measure.

Agents arrested overseas are out of luck. There are no jailbreaks. Arrested agents are expected to not implicate the Program or the U.S. government in any way, to stick to their cover story, and to wait as long as necessary for release.

FOREIGN LIAISON

The Program has made overtures to a handful of intelligence agencies aware of the unnatural: PISCES in the U.K., M-EPIC in Canada, and GRU SV-8 in Russia.

PISCES appears to be recovering from an infiltration by a race of non-human intelligences, which decimated the organization's leadership. Since 1999, Delta Green has been aware of the infection, and has been sporadically involved in the efforts to root it out, but its relation with PISCES is limited.

Canada's M-EPIC has a closer relationship with the Program, owing in part to the 8,800-km border the two nations share. M-EPIC's long history of deploying hypergeometrical principles led the Program to actively court the organization. Many within the Program and M-EPIC fear the consequences of hypergeometric proliferation, while others see it as a means to overcome the worst threats.

After decades of wariness, there was initial rapprochement with GRU SV-8 in the Program's early days, based on eradicating the remnants of the Karotechia. The organizations retain normalized channels of communication. With the rise of Russian expansionism, though, GRU SV-8 became a ruthless competitor as often as an ally, and the Program reduced contact sharply as Russia worked to publicize illegal American intelligence programs and overtly influence U.S. politics. At the advent of the Trump administration, with its attention-grabbing ties to Russian oligarchs, the Program has broken contact with GRU SV-8 almost completely.

SECURITY

Agents, the likeliest source of leaks about the Program, are subject to surveillance by the Office of Security. So are their families, friends, and colleagues. Officially, surveillance is said to be constant and lifelong, even after an agent is put in reserve. How much actually occurs varies. A subject with no history of risk may go months without observation. A subject who poses a risk—such as by sudden changes in behavior and mood—is likely to be observed more frequently.

If surveillance indicates a substantial risk of exposure of the Program, the Office of Security implements disinformation efforts. An urgent threat—an Agent deliberately revealing secrets of the Program or the unnatural—becomes the operation. Other Agents must immediately kill the source.

Otherwise, an Agent under suspicion may be called to Headquarters for evaluation. The purpose of this visit is simple: the Director of Operations and the Director of Security have to decide whether the Agent can be salvaged.

Such an interview should be one of the most terrifying things in the Agent's life. Any Agent with 20% or more in **HUMINT** senses that this is a desperate moment. The directors are sifting the Agent's words for clues that the Agent's death is necessary to protect the Program. If it goes badly, the Agent faces becoming a "suicide", a car accident, or a drug overdose.

If the directors decide an Agent can be salvaged, they make that recommendation to the Director of the Program. But the Director may want to meet the Agent, himself, to be certain. The Director has weighed the fates of countless agents. This is just one more. What can the Agent possibly say to make the Director see him or her as an asset, and not a threat?

An Agent who can be salvaged is either returned to the field or put on reserve, to be contacted when necessary.

If the Program has reason to think that an Agent is contaminated by the unnatural, things go a little differently. The Agent is not brought to Headquarters. The Program convenes a “Star Chamber” instead, sending a team of agents to do the questioning, get to the bottom of things, and make a recommendation on the suspect’s fate.

DISINFORMATION

Once audio and video is on the Internet, it’s there to stay. However, if you can’t cut off a signal, you can obscure it with enough white noise. When video of Delta Green agents shooting at a half-visible, glowing winged creature appears on YouTube and Phenomenon-X.com, the Program never tries to take it down. Instead, it clutters the issue with hoaxers, debunkers, trolls, and statements of support from sources designed to undermine the evidence.

The Office of Security manages a section that specializes in creating disinformation related to unnatural events. On paper, it’s a CIA training division where disinformation and propaganda are taught. CIA officers spend their time working up disinformation ops against believers in the occult, the paranormal, and the supernatural who go online with so-called “evidence.” Officers flood the Internet with contradictory, deliberately flawed material about cryptozoology, UFOs, conspiracy theories, and pseudo-science, believing they are learning techniques to influence public opinion. They never realize they are performing disinformation for the Program.

Agents in operations cannot rely on the Program to cover everything up for them. They have to cover their own tracks so the Program’s disinformation teams have a chance to turn public attention away.

RESEARCH

Through front organizations and private-sector partners, the Program employs researchers at a dozen restricted laboratories and covert bases around the world. They work in the ICE CAVE facility in New Mexico, in other secure Department of Defense labs, and in private-sector laboratories managed by March Technologies and its subsidiaries. The Office of Research studies unnatural technology and biological samples, with an eye toward exploiting that knowledge in future confrontations with the unnatural.

While the Program actively collects and studies the unnatural, experimentation is limited. It is *supposed* to happen only when a threat makes it necessary. Even then, the project is monitored so that it may be canceled at the slightest indication of trouble.

The Program’s projects change code-names from time to time but most continue for years. Each is carried on by researchers who, for the most part, know nothing about the other projects, or about the Program itself.

Here are a few of the projects carried on by the Program and its partner, March Technologies, and each project's short reference code.

PROJECT BUSTLE (D4BUS): Identifies and studies surviving biological specimens developed by MAJESTIC's long-defunct Project PLUTO.

PROJECT CONTRAIL (D4CON): Studies gate technology.

PROJECT COPPER MASK (D4CMK): Uses MAJESTIC computer technologies developed under the Accord—quantum computing; artificial intelligence driven by crystal-matrix processors; photon-entanglement communication that puts the lie to the no-communication theorem—to decrypt and analyze SIGINT intercepts. The project uses several layers of mundane but equally restricted and secret NSA cover programs to deliver intelligence products that help maintain the Program's influence and funding.

PROJECT DROUGHT (D4DRT): Studies captured unnatural entities, living and dead, primarily at the ICE CAVE facility at Los Alamos, New Mexico.

PROJECT EMPTY MOUNTAIN (D4EMT): Studies encounters with *Class I self-referential thought-form tesseracts* (sometimes referred to as "the Great Race of Yith"), with particular interest in symptoms of altered causality.

PROJECT HIGH DAY (D4HDA): Utilizes the U.S. space surveillance network to watch for unidentified spacecraft (which are few and far between), and deep-space probes and radio telescopes to seek signs of non-human activity.

PROJECT LAMBENT (D4LAM): Uses DNA profiles acquired from ancestral research companies to identify individuals with Innsmouth ancestry, specifically hybrids related to Innsmouth's "aquatic humanoids."

PROJECT MAINFRAME (D4MNF): An "overview" project that synthesizes and correlates the discoveries reported by other Program research projects.

PROJECT NACRE PYTHON (D4NAC): A small program that studies mind-altering drugs and related technologies. In 2002, it focused on drugs developed in MAJESTIC's projects CORE and OUTLOOK. Most of those substances went bad after the dissolution of the Accord, and they have proven impossible to manufacture since without access to Grey technologies. NACRE PYTHON's work is preventative.

PROJECT RED PENDULUM (D4RDP): Studies extrasensory perception, precognition, psychokinesis, and other "innate" human psychic abilities. Such powers are far more often fraud than genuine. What few true psychics could be located and have always descended into insanity quickly.

PROJECT SHARP ATLAS (D4SHA): Studies the technologies of super-spatial intelligences, divided into many restricted subprojects.

PROJECT SUZERAIN (D4SUZ): Studies N-Space and Tillinghast radiation. Formerly Project WELLS, a subproject of MAJESTIC's Project PLUTO.

PROJECT ZERO RAPID (D4ZER): Compiles and analyzes intelligence related to unnatural activity on Earth, working with open and secret sources. Much of its work amounts to sifting through false alarms.

ASSETS: DEPLOYED IMPLEMENTATIONS

The Office of Research, working with March Technologies, has developed a handful of tools that can be deployed to Agents to assist with operations. Such development is sharply curtailed by the limits of research and by Program policies. Deployed implementations are useful only for detecting unnatural forces and entities, not thwarting

them. There are no “magic drugs”; the Program has a longstanding rule against deploying biologicals of unnatural derivation. Researchers have had uneven, and all too often disastrous, results attempting to weaponize the unnatural—or, in many cases, to determine what is “unnatural” and what is not. Some researchers have delved into ancient tomes, intending to bring ancient alchemy up to date with modern science, only to succumb so often to mental degradation and dangerous experimentation that such studies are all but forbidden.

Handlers creating new tools to be deployed to Agents should be wary of a few important issues.

LIMITED SCOPE: Any tool should be extremely limited in scope. What we call the “unnatural” is a tremendous range of species, dimensions, and energies that often have nothing to do with each other. A tool that’s affected by one unnatural thing is not necessarily affected by any others.

DETECTION, NOT RESOLUTION: Tools given to Agents may detect, hint at, or even reveal a horror. They should never defeat it. Issued tools should not solve the Agents’ problems. That’s what the players are for.

DENIABILITY: The Program will never issue a tool that is likely to attract more attention to the operation. Every tool must be easily deniable as some mundane device.

RARITY: The Program does not have deep R&D stockpiles to throw at every operation. It issues one of these tools only when it unequivocally pertains to an operation, and not always then. These tools are rare. When Agents are one, it should surprise the players—and make them worry that the threats they face may be worse than ever.

RELIABILITY: Given the scarcity of unnatural samples to develop and test, tools developed for the Program might not function *exactly* as advertised. For example, a screening test might have high error rates (showing false positive or false negative results), might not function under all conditions (becoming unreliable at different temperatures), or might break easily if dropped or gotten wet. Experienced Agents treat such tools with skepticism at best, and outright disdain at worst.

BIOMARKER A

A blood-test analysis kit that can be used in most hospital or university bio labs with a Medicine test, which is rolled secretly by the Handler. The test takes about three hours per sample, although several samples can be tested simultaneously. It uses a variant of the polymerase chain reaction (PCR) to test for genetic biomarkers characteristic of “aquatic humanoid” (AH, or Deep One) ancestry. A second Medicine test can determine whether a single parent was AH-descended or both. It can function with a small volume of blood. How the Agents obtain the blood sample is their problem. More specific confirmatory tests, based on advanced DNA sequencing methods, are available in Program laboratories but take a few days to complete.

NEOTISSUE STAIN

A clear colorless liquid that produces a vivid purple stain when it comes into contact with “neotissue,” a viscous, motile substance sometimes called protomatter. The stain usually lasts two or three minutes. Typically deployed in a spray bottle, the liquid is an aniline-dye solution, which smells like rotten fish and is toxic to human flesh with

prolonged contact. Originally developed during the Groversville investigation, this is one of the few test methods that is available to both the Program and the Conspiracy.

T-RADIATION COUNTER

This small, plastic device looks like a pager. It bears a readout screen, a power button, and a button to silence the alert buzzer. It detects the peculiar electromagnetic fluctuations characteristic of Tillinghast radiation at a distance of up to 10 m. The Handler makes a Luck roll for the user once per minute for the counter to pick up traces of Tillinghast radiation. The roll is at +20% up to 1 m from the source, unmodified from 1 to 3 m from the source, and at -20% from 3 to 10 m from the source.

MARCH TECHNOLOGIES, INC.

March Technologies was established as a front company for MAJESTIC to distribute unnatural-derived technology to the military-industrial complex. That made its founder, Justin Kroft, and his cronies enormously rich. When MAJESTIC collapsed, March Technologies is where many of its former leaders landed. The company's work and access to information was too crucial for the Program to oppose it. Instead, they became partners. Many people at Program headquarters draw salaries and benefits from March Technologies and its subsidiaries.

March Technologies remains a leading defense contractor, and its mission and methods are the same as ever: the personal enrichment of its owners under the guise of national security. Four former members of the MAJESTIC-12 Steering Committee are on the board of directors and hold controlling stock: Dr. Antony Correlo, Dr. Edward Penn, Gen. Thomas Deerhausen (U.S. Army, ret.), and Gen. Kurtis Shenk (USAF, ret.). They employ scientists who worked on MAJESTIC subprojects long ago, and who lead newer researchers studying technologies and biological samples recovered by the Program today. The Program's own researchers share working space with March Technologies scientists. Like the Program's researchers, most March Technologies scientists know nothing about projects outside their own work, or about the Program itself or the defunct MAJESTIC organization.

An uneasy détente remains between the Program and March Technologies. They are valuable to each other. The Program cannot expose March Technologies or its cover will be destroyed. March Technologies cannot expose the Program without risking its lifeblood access to the defense-intelligence community. The two cooperate enough to keep each other at bay.

But even after all these years, the directors of March Technologies stubbornly regard their ouster from MAJESTIC as merely a temporary setback. Sooner or later, they are sure, they will identify the leverage they need to take control of the Program. That mission has led to close ties between March Technologies and GRU SV-8. See **THE PROFIT AND THE LOSS** on page XX.

DISINFORMATION: MARCH TECHNOLOGIES INNOVATIONS

March Technologies exists on the fringes of the U.S. government. A privately-held, incredibly lucrative military defense contractor, it seems to have a preternatural ability to under-bid its competitors using startling, nearly prescient scientific advancements.

Once—with access to technology from the Greys—March research and development had active projects in everything from genetic manipulation to high-energy physics and particle-beam weaponry. All of these advances were drawn from unnatural specimens recovered or developed by MAJESTIC subprojects, which March Technologies worked to winnow down into something that might pass as a human invention. In the Eighties and Nineties, March Technologies fielded small but significant advances in material sciences, such as light-absorbing carbon nanotube technology and a process which reduced the cost and production time of ceramics used in military armor by 25%. It marketed radiation-hardened electronic switches for satellites and rockets, as well as new rocket nozzle technologies. Their contracts were spread through nearly every American armed service, and their directorship had deep ties with the Pentagon.

After the 2002 dissolution of MAJESTIC, March Technologies abandoned its fledgling “biologics” projects and most of its work in direct energy and propulsion. That was by necessity more than choice: most such projects ceased working altogether when MAJESTIC broke the Accord with the Greys. Instead, March swung its focus almost entirely to microprocessors, quantum computing, and more outré computer technologies that were developed in MAJESTIC projects based on insights gained from Grey technology but did not depend on it. With no new Grey technology to study, the pace of discovery has slowed to a crawl. But it has barely scratched the surface of the discoveries it made twenty years ago. In cooperation with the Program, March Technologies produces very specialized computer components for the intelligence and defense community, primarily the NSA. Only a few units of March Technologies’ aerospace division still produce rocket components. Obviously, all of its work is classified.

Today, March Technologies remains a small, lucrative, privately held company with a deep reach into the American defense-intelligence machine. Its “inventions” are decades ahead of the most advanced computers on the planet, and it will spend decades slowly doling them out, a few billion dollars at a time.

IMPORTANT INDIVIDUALS: THE PROGRAM

Compartmentalization is critical to the Program. But the longer Agents serve, and the more mistakes they make, the more of their superiors they meet.

THE DIRECTOR

No one refers to the leader of Delta Green by name. The name tag he presents at security checkpoints labels him Capt. John R. Smith, USN (retired): former SEAL and former naval intelligence officer, retired from the Navy in 2012 with a thoroughly redacted service history; now employed by the NSA as director of whatever pseudonym the Program is using this year. But he’s never Director Smith. He’s *the Director*. In a conversation about all the directors in the Program, you can always tell when someone means *the Director*.

Only a handful of people know the name he was born with: Forrest James, ex-SEAL captain, ex-convict, longtime Delta Green agent, officially deceased since 2001.

Forrest James won a Bronze Medal at the 1968 Olympics in Mexico City. He graduated Annapolis and joined the Navy’s elite SEALs. He survived three tours in

Vietnam. He rose to command a SEAL team. He survived an encounter with Deep Ones at 150 fathoms in 1981, and his discreet investigations of those monstrosities led him to join Delta Green in 1988. From 1994 to 1999 he was Agent Darren, one of Alphonse's most reliable men.

He's the man who won the MAJESTIC War in 2001 and purged the MAJESTIC-12 Steering Committee. He reconstituted Delta Green as the Program, with funding and assets from across the government. He ran the mission that saved the world from the Tillinghast resonator aboard the USS *Eldridge* in 2012. He ran the organization that saved the world, again and again.

Yet the Director's thoughts are dominated by failure.

He broods about the SEALs he led to their deaths in 1981. He struggles with his role in the deaths of Delta Green colleagues. Even now, he doubts his choices. Technology derived from unnatural forces is seeping into the world. That's the price the Program pays to maintain its mission. Is there any way to untangle the Program from the maze of companies that surround its chief partner and foe, March Technologies? He just doesn't know.

But there are things of which the Director is absolutely certain.

The mission isn't over. He knows he will serve as Director of Delta Green until he can find a suitable successor. Someone who understands the stakes and can make the hard choices. That might be Katherine Oakes, the Director of Security and the closest thing he has to a protégé. Or it might be Abe Mannen. But the Director has learned to reject trust. He is always on the lookout for Agents who've distinguished themselves in the field. He sometimes takes an interest in up-and-comers who could be groomed as case officers and for authority beyond that. That interest is not pleasant for them.

He knows that if he fails to identify a successor, he'll die with his boots on like Reginald Fairfield and Joseph Camp—the terrible old men who came before him.

He knows that while he's still here, there are things he needs to do. He must protect the Program's bureaucratic invisibility, and that means he must keep providing new technologies to the NSA and the Department of Defense.

Forrest James never fully recovered from the trauma of his first encounter with the Deep Ones, decades ago. Those creatures remain an obsession, and nothing terrifies him more than the knowledge that they walk among us, spreading their contagion. Two years ago, he assigned Security Director Oakes to a new mission: Operation SOMERSAULT. Using DNA-derived genetic profiles acquired from private ancestral research companies, the Program has set about tracking down anyone carrying the "Innsmouth Taint," a genetic marker indicative of Innsmouth ancestry. With this information, a select squad of operatives has been assembled to ensure these "hybrids" are eliminated before they can activate. When possible, this team kills tainted individuals before they become sexually active and can spread the contagion. In 2016, the Director expanded this program to check neonatal samples taken at hospitals across the nation.

The Director wants that job done before he retires. Due to the amount of questionable targets on the list, it's not something he believes he can safely leave for his successor. While detection methods are not perfect, under his leadership, the Program errs on the side of murder. He has most recently signed clearance for SOMERSAULT II, adding a list of 91 individuals—each between the ages of 18 months

and six years old—to the ever-growing hit list. He may add teams of Agents to Oakes' killers as the workload grows.

If it came down to it and the Program collapsed, the Director likes to imagine he would load up what he could and kill as many of the *things* as possible before they finally took him down.

The Director's personal connections have eroded over the years, warped by his obsessions or lost to age and death. Most of his old Delta Green comrades refused to join the Program. Those who did have learned to fear him. His closest confidant and consigliere, former MAJESTIC executive Gavin Ross, vanished as soon as he was trusted with a moment's freedom. The Director drove his wife away long before she killed herself. But if we're telling the truth, that was a tough night, and while she pulled the trigger, he helped. After all, he got rid of the body and explained it all away. When he buried her, he left the world of trust, affection and loyalty. Now, his world is threats and assets. The mission is all he has left, and it will never be over.

The Director stands 188 cm tall (6'2") and weighs 77 kg (170 lbs), with close-cropped gray hair, thin-framed glasses, and a precisely trimmed mustache. Unlike many of the Program's senior personnel, he prefers military fatigues to a suit and tie, though his uniform is strangely devoid of insignia. Mild arthritis and years of heavy drinking—always off duty and out of sight of the troops—slow him a little, but daily swimming and weights keep him as steely as the knife that's strapped to his left calf. He still bears the scars where a Deep One's claws raked his chin and chest more than 30 years ago. He has a harsh face, sharp cheekbones, and quick, darting eyes. The longer you hold his gaze, the more you sense the violence, ruthlessness, and cruel compromises that have shaped him.

THE DIRECTOR

Captain John Smith, USN, ret. (aka Captain Forrest James, USN, deceased), age 67

STR 13	CON 13	DEX 10
INT 17	POW 16	CHA 13
SAN 30	HP 13	WP 16

BONDS: None.

MOTIVATIONS AND DISORDERS: Protecting the Program.

Making the decisions no one else can.

Addiction (alcoholism).

Obsession (eradicating the Deep Ones and anyone who might share their taint).

Post-traumatic stress disorder.

Adapted to Violence

SKILLS: Alertness 72%, Athletics 65%, Bureaucracy 72%, Demolitions 81%, Dodge 66%, Drive 43%, Firearms 68%, Heavy Weapons 53%, Melee Weapons 67%, Military Science (Land) 55%, Military Science (Sea) 60%, Navigate 59%, Persuade 48%, Pilot Mini-Sub 67%, HUMINT 48%, Search 75%, Stealth 69%, Survival 52%, Swim 85%, Unarmed Combat 75%, Unnatural 28%.

SPECIAL TRAINING: Lockpicking (DEX), Parachuting (DEX), SCUBA diving (Swim), spearguns (Firearms).

ATTACKS: HK45 Tactical pistol 68%, damage 1D10.

SOG commando knife 67%, damage 1D6.

Unarmed 75%, damage 1D4–1.

Rituals: The Call, the Elder Sign, See the Other Side, the Voorish Sign.

SPECIAL AGENT ABRAHAM MANNEN, DIRECTOR OF OPERATIONS

Unless things go very badly, the Director of Operations is the highest authority any agent is likely to meet. To Director Abraham Mannen—case officers refer to him as “Ops”—things have been going badly for a long, long time.

Mannen knows that the Program has a problem, and that problem is the Director. Forrest James—Mannen still thinks of the Director by his real name—organized the Program around himself. He has led it for sixteen years with an iron grip. He approves every operation. He shares no secrets unless he sees no choice. If the Director slips, or if anything happens to him, the entire Program will be disrupted.

They’ve already seen those disruptions. Operations have been concealed from the Director of Operations. Arrangements have been made with March Technologies without informing the Director of Intelligence. Research projects have been kept from the Program’s directors. Mannen thinks he can see what’s coming, but the Program wasn’t set up for oversight. It has festered in the dark for too long.

Mannen was a young detective in Grand Rapids, Michigan who squeezed in a night-school law degree and somehow made it to the FBI. His first posting as an agent was a plum assignment in Chicago. In August 1994, he helped FBI agents Curtis McRay of the Behavioral Science Unit and Joe Siringo, an art-theft specialist from Los Angeles—Agent Cyrus and Agent William of Delta Green—investigate a quadruple homicide related to the theft of *The Revelations of Glaaki, Vol. XII*. Mannen would do his best to forget the horrors that led A-Cell to induct him into the group as Agent Thomas, joining the new “Cell T.”

Mannen and his wife Carol, a singer, were married during his first year at the FBI. They had their only child, Eric, in 1997. Their marriage did not survive a baby and the stresses of conflicting, difficult careers. The blowback from a disastrous Delta Green operation in 1999 destroyed his marriage and nearly got him fired. But it forged a lifelong bond with Forrest James.

In 2002, Mannen was one of the first Delta Green agents to join James—“John Smith”—in the new Program.

The Director pulled strings to have the FBI transfer Mannen to a top-secret counterterrorism task force, the most secretive of a hundred Joint Terrorism Task Forces around the world. In the FBI’s records, Mannen remains on that nowhere assignment today. He made Mannen Deputy Director of Operations, overseeing all case officers and agents. Mannen thought that job would go to a more experienced agent, but the Director wanted someone he could trust implicitly. The Director *also* wanted Mannen’s history with Curtis McRay—one of the leaders of the Outlaws who refused to join the Program. Over the years, Mannen and McRay would do their best to prevent trouble between the two Delta Greens.

Mannen has seen all too clearly the compromises that the Program makes. He works every day with people who once worked for MAJESTIC. His teams provide unnatural specimens to the same people who once profited from the horrors of the Accord. It is

not a comfortable arrangement. Even after all these years, he remains at arm's length from his fellow directors, MAJESTIC veterans Gates, Oakes, and Tapham. Mannen occasionally adopts teams of Agents as his go-to troubleshooters, recruiting them for missions he wants kept out of old MAJESTIC eyes.

Then there's Agent Nancy. A Delta Green agent transformed into an inhuman monster, she had helped Forrest James save Mannen and his teammates in 1999. In 2010, when Mannen became Director of Operations, he learned Agent Nancy was being indefinitely detained in a Program research facility. Mannen was furious, but smart enough not to show his hand.

For years, Mannen has been reluctantly complicit in a scheme to free Agent Nancy from captivity. An old teammate, Victoria Winstead—formerly Agent Tonya, now an operations liaison with the Office of Research—has a plan. She says their lives are exactly what they owe to the woman who saved them all. So far, Mannen has persuaded her to wait. Mannen has considered tipping off Curtis McRay to Agent Nancy's location. He may orchestrate a way to send word by a group of Agents—a thumb-drive of horrifying video files and a set of coordinates, perhaps—protecting them by not telling them what they carry. But he has done nothing yet. Sooner or later, Winstead will move without him. Then he'll find out exactly where his loyalties lie.

Mannen has seen the bigger picture and it has taken a toll. He's been married twice since Carol. Both ended in acrimonious divorce, one with dropped charges of battery. He's been arrested four times for drunk driving, only to have the charges erased through the Program's influence. He rarely speaks to his mother, always the closest person in his life. He has tried to insulate his son, but his son is now grown, and sees through his father's lies. Mannen buries his trauma in drunken one-night stands and the last few has been escalating in violence. Even the thin solace he once found there has begun to elude him. How long will it be until he does something to one of those forgettable women that can't be taken back? And somehow, isn't that what *he wants*?

He has seen the secrets of the unnatural escape despite his best efforts to conceal them. He worries the Program's elaborate disinformation campaigns have created a population that regards conspiracy theories as mainstream news. With every new operation, catastrophe looms larger, threatening to spill the Program's secrets. He can only imagine how bad it would get if it broke wide, or if politicians learned enough to turn the Program to their own ends.

Sometimes, he wonders if that has already happened. More and more, he wonders if the Delta Green agents who refused to join the Program had the right idea, after all.

"Ops" is a tall, slumping, overweight Caucasian man in an ill-fitting, conservative gray suit. His hair, once thick and red, is thin and mostly gray. His pale, freckled skin is pallid after years in conference rooms and ill-lit operations centers. He once thought of basketball as the thing that kept him sane. He hasn't stepped onto a court in years.

OPERATIONS DIRECTOR MANNEN

Sees the Writing on the Wall, age 52

STR 12	CON 9	DEX 10
INT 15	POW 12	CHA 11
SAN 51	HP 11	WP 14

BONDS: Ex-teammate Victoria Winstead (Deputy Director of Operations—Research Liaison), 6.

The Director, 5.

Son (Eric), 9.

Mother (Sylvia), 7.

MOTIVATIONS AND DISORDERS: Stopping Unnatural incursions.

Saving others from having to learn what he knows.

Protecting the public, his case officers, and his agents, in that order.

Beginning new relationships that don't demand too much.

Intermittent explosive disorder.

Adapted to Violence

Adapted to Helplessness

SKILLS: Accounting 63%, Alertness 71%, Athletics 46%, Bureaucracy 80%, Criminology 75%, Dodge 56%, Drive 68%, Firearms 70%, Foreign Language (Hebrew) 24%, Forensics 66%, HUMINT 82%, Law 50%, Navigate 33%, Persuade 70%, Search 54%, Unarmed Combat 62%, Unnatural 17%.

SPECIAL TRAINING: Lockpicking (DEX), Parachuting (DEX).

ATTACKS: Glock 22 pistol 70%, damage 1D10.

Unarmed 62%, damage 1D4–1.

ADMIRAL GEORGE GATES, DIRECTOR OF INTELLIGENCE

George Gates graduated first in his class at the U.S. Naval Academy, a year ahead of Forrest James; then earned a master's degree in nuclear engineering from Stanford University. His Navy career began aboard nuclear submarines. Back on shore, he went deep in the Navy's technology-development programs.

In the early 1980s Gates was one of a number of Navy officers who had heard "bed-time stories" about extraordinary technology being fielded by the Air Force—technology whose provenance couldn't be easily explained. Gates worked with the Office of Naval Intelligence until they uncovered Project PLUTO, a secret program that studied captured technologies from non human sources. Pursuing PLUTO led him to other programs under the MAJESTIC Special Studies Project—and eventually to the Accord. Gates, a good Navy man, brought the Navy up to speed.

Rather than expose the Accord, a handful of admirals chose to buy in, trading silence for access to the technological cornucopia. By 1994, George Gates was one of the youngest admirals in the history of the U.S. Navy—and, as director of MJ-11 Project LOOKING GLASS, a member of the MAJESTIC-12 Steering Committee.

At first, Gates favored maintaining the Accord. Not only were the former Soviet and Red Chinese nuclear arsenals more of a threat to America's security than the Greys, Gates knew that other governments were involved in collecting non-terrestrial samples.

However, LOOKING GLASS intelligence suggested that the Greys were omitting important details concerning the presence of other life visiting the Earth. When Gates shared this data with the director of Project MOON DUST, USAF Lt. General Eustis Bell, the scope of the deception became more alarming. But the Steering Committee routinely dismissed their concerns. They knew building consensus wasn't going to get

them anywhere. Following the assassination of the director Justin Kroft, Gates and Bell backed Forrest James' play to seize control of the MAJESTIC Steering Committee.

Vice Admiral Gates was instrumental in keeping critical MAJESTIC assets under the exclusive control of the Program. Nevertheless, the Program found it necessary to work in close partnership with March Technologies, where other MAJESTIC directors had established themselves. This cooperation with March Technologies would ensure the success of Project TELL and its subproject WELLS, the all-important programs to neutralize the global threat of the time-traveling USS *Eldridge*.

In 2012, following the success of Project TELL, George Gates retired from the Navy. He continues to work as a consultant for the Department of Defense, and is connected to a number of powerful lobbying firms and defense contractors, including March Technologies. But most of his time is spent at headquarters, overseeing the Program's intelligence operations. If Agents investigate March Technologies or any of its subsidiaries, uncover an especially rich vein of information on the Unnatural, or become deeply involved in an international investigation, they will likely meet Gates for guidance and coordination.

Gates' weakness is success. He held the scattering threads of MAJESTIC resources together. He forged a working relationship with Canada's M-EPIC organization. And of course, Project TELL saved humanity. After all that, Admiral Gates sees the unnatural as an aberration—but a flaw that can be fixed. With the Director's blessing, Gates urges the director of operations to prioritize the capture and study of unnatural technologies and biological samples, and facilitates the sharing of information with March Technologies and to the Department of Defense to maintain the Program's funding. Gates won't acknowledge to himself that the unnatural *is* the universe. But he's beginning to suspect it.

Gates is all about preparation. You plan to win, but you prepare for defeat. To not do so would go against every fiber of his being. He has always been the model father and grandfather. If the Program ultimately fails, he'll do what he must to save his loved ones from what's to come. He tries not to think about how he's timed the route between his children's homes. How he'll kill Gwen and her kids at home, and then drive to Sheldon's and do the same, to save them from learning how their father failed them. For them, at least, it will be quick.

The Admiral—he's only "the Director of Intelligence" when an occasion requires formality. He stands 1.8 m tall (5'10") and weighs a trim 75 kg (165 lbs). He eats frugally, and takes care of his body like he understands it's the only one he'll ever be issued. He has no patience for anyone who lets personal distress affect their behavior or attitudes. He maintains the service grooming standards even in retirement, so his white hair is cut to regulation length. Gates always looks the part. Handsome. Straight-backed. Square-jawed. A leader—albeit one who won't be going with you on the operation.

ADMIRAL GATES

Learned the Wrong Lessons, age 68

STR 9 CON 12 DEX 12
INT 16 POW 12 CHA 16

SAN 56 HP 11 WP 12

BONDS: Wife (Frances D. Gates), 10.
 Son (Sheldon) and his family, 12.
 Daughter (Gwen) and her family, 9.

MOTIVATIONS AND DISORDERS: Overcoming every new challenge.
 Pushing the boundaries of human knowledge.
 Leaving a safer world for his grandchildren.
 Exploring the cosmos.
 Guaranteeing U.S. hegemony in the 21st century.

SKILLS: Accounting 32%, Alertness 68%, Athletics 55%, Bureaucracy 75%, Computer Science 42%, Craft (Electrician) 64%, Craft (Mechanic) 61%, Firearms 50%, History 43%, HUMINT 47%, Military Science (Sea) 77%, Navigate 75%, Pilot (Sailing Ship) 56%, Pilot (Submarine) 69%, Science (Nuclear Engineering) 71%, Swim 48%, Unarmed Combat 45%, Unnatural 8%.

ATTACKS:
 Colt M1911A1 pistol 60%, damage 1D10.
 Unarmed 45%, damage 1D4-1.

APRIL PLEASANT CRUMPTON, INTELLIGENCE OFFICER

For nearly 40 years at the NSA, Dr. April Crumpton has established the frameworks that protect the U.S. government and Department of Defense. For nearly 30 of those years, she has developed algorithms to mine data for signs of the unnatural and for signs that Delta Green, in all its forms, is at risk of outside investigation. It has been nearly 20 years since anyone but her knew the full extent of her work.

Born in 1950s Huntsville, Alabama, April Crumpton was fortunate to have parents who were technicians at Redstone Arsenal. Highly educated, intelligent, and widely read, they did not agree with psychiatrists' diagnoses of her extreme difficulty with social interaction and communication. They knew she was neither retarded nor schizophrenic. Instead, they found ways to engage her and push her development. Private tutors, speech therapy, and psychologists helped her survive adolescence, pursue education, and become self-sufficient. She cultivated talents for mathematics and pattern recognition, driven by obsessive interest and iron determination.

While working on her Ph.D. in mathematics and computer programming at the Massachusetts Institute of Technology, Crumpton was approached by a professor who had worked in signals intelligence during World War II and the Cold War. He directed her towards cryptography, and in 1980 she went to work for the NSA. There she found an environment where her passions thrived. Like many minority employees, she was all but ignored when opportunities for promotion came around. But her peers admired her work. To her parents' disappointment, she decided that would be enough.

Crumpton returned to school in 1985 and began delving into some of the most esoteric and obscure corners of mathematical theory, including the fifty-year-old work of Miskatonic University mathematics student Walter Gilman. She interpreted his theoretical mathematics as a blueprint to open a way into higher dimensions. She tested his equations, and let something horrifying into the world. Crumpton would have died if not for the intervention of Reginald Fairfield, one of the leaders of Delta Green. How

Fairfield and his team managed to be there at just the right time was never explained. That night, Crumpton pledged her loyalty to Fairfield's cause.

Over the years, with her knack for comprehending the mathematics behind hypergeometry, Crumpton quickly became one of the most valuable members of the conspiracy. Fairfield himself had little patience for her, but she worked closely with his numer-two man, Joseph Camp, to isolate hypergeometrical formulae to dismiss, destroy, or contain the unnatural. Just as importantly, she helped keep Delta Green's communications secure.

Following Fairfield's assassination by MAJESTIC, Crumpton joined Camp and Matthew Carpenter of the FBI to form A-cell, the command and control organ for the Delta Green conspiracy. As Agent Andrea, she was responsible for communications security. Her position at the NSA and her skills as a cryptographer made her indispensable in setting up Delta Green's clandestine digital networks. She never interacted with agents, but her name got around. Every Delta Green agent who heard about Agent Andrea came up with theories about her, each more outlandish than the last.

When further MAJESTIC confrontations saw Carpenter murdered and Camp incapacitated, Forrest James reached out to Agent Andrea through the only channel he knew, the anonymous digital network she had invented. He never saw her face or learned the slightest thing about her. But when he explained why he wanted MAJESTIC's Gavin Ross to replace Carpenter as Agent Adam, Crumpton agreed. She knew Camp would never accept it, but she saw Ross as a valuable asset who could help topple MAJESTIC. And she expected James would prevent Ross from putting agents at unnecessary risk. She maintained her anonymity and never communicated face-to-face, but she allowed Ross to run the conspiracy for a time. Joseph Camp never forgave her, but he never gave her secrets away.

A few months later, Camp vanished and James put Ross in a black-site holding cell. That left April Crumpton as the only member of A-cell. That was more responsibility than she wanted. When Donald Poe stepped forward with Camp's posthumous blessing, she handed him the keys to the Delta Green. She helped Poe establish a new A-cell, and then she stepped down. She retained her code-name—Poe has yet to learn who Agent Andrea really is—but she effectively became a Friendly.

In 2005, Crumpton was approached by representatives of the Program who had discovered traces of her former involvement with Delta Green but had no idea of her role as Agent Andrea. She accepted their invitation—in part because that allowed her to discover how they had found her and cover those tracks. She has helped the Program identify threats ever since.

It did not take long for Crumpton to realize the Program wasn't pursuing the mission as Camp and Fairfield had defined it. She, better than most, understands the danger of attempting to exploit the unnatural. So she began sending hints of the Program's excesses to A-cell, using "Outlaw" agents and Friendlies as cut-outs. They have never learned the source of the intelligence. That has resulted in several quiet raids on research labs linked to March Technologies, and a few close calls between agents of the Program and the Outlaws. She takes care to prevent the two groups from stumbling into each other, but there's only so much she can do. Sooner or later, there's always blood.

Part of Crumpton’s success as a mole is her utter and complete lack of qualifications to be one. Even by the NSA’s standards, she is not a people person. It never occurs to her trust anyone but her mother and herself. She has difficulty holding conversations. She notices few social cues. She does not bother trying to read people. Under severe stress (when she loses SAN), she has been known to tune out the world entirely, clapping her hands over her ears and humming tunelessly. She goes to great lengths to avoid loud noises and anything likely to cost SAN. Her own mannerisms are just as opaque to others. She is boring to the point of invisibility, has ears like a bat, and has a deep and astonishingly sharp memory. She is all but impossible to decipher. She feels as much stress saying “Hello” as she does in an interrogation; she has no polygraph baseline.

No one in A-Cell and no one in the Program suspects her. The code she hacks is invisible. She is quite conscious of the fact that she has made herself invisible, too. Her African-American peers at the NSA had to fight for recognition, just as her parents did at Redstone, but she buried her talents and accomplishments. Unlike the hero of Ralph Ellison’s *Invisible Man*—her mother’s favorite book—she has no intention to reveal herself. She only strives to protect her country, and her world, from the rise of powers that would be very much worse.

Crumpton’s knowledge of Delta Green’s operations, both the Outlaw conspiracy and the Program, is nearly comprehensive. If her faith in them ever breaks, she may be the most profound threat that either Delta Green could face.

Agents may interact with Crumpton at a remove for years without ever knowing her existence. Subtle clues, perhaps put in front of their case officer rather than the Agents themselves, may point them in particular directions. They may find that they have undertaken a series of missions that suddenly reveal a pattern, a deeper threat that nobody but Crumpton recognized. If an especially savvy Agent looks for the digital fingerprints of their informant, that could lead to cat-and-mouse game with the woman who invented such games. If a face-to-face meeting with April Crumpton ever happens, it should be the culmination of years of mystery.

The infamous Agent Andrea is a short, middle-aged, heavy-set African American woman, slouching at 1.6 m tall (5’3”) tall and weighing 74 kg (163 lbs). She is nervous and monosyllabic in conversation unless speaking about computers or communications security with someone who has Computer Science at 80% or higher. Make-up, appearance, and style never made any more sense to Crumpton than interpersonal entanglements. She cuts her thick, gray hair short once a week with scissors because she dislikes the sound of an electric razor. She has a closet filled with the necessary clothes: for work, dark grey skirts and jackets and white blouses; for home, loose blue tracksuits. Everything about her is square, bland, and forgettable.

APRIL PLEASANT CRUMPTON, PH.D.

The Invisible Woman, age 61

STR 7	CON 9	DEX 8
INT 18	POW 17	CHA 6
SAN 63	HP 8	WP 17

BONDS: Mother (May Crumpton), 9.

MOTIVATIONS AND DISORDERS: Understanding the boundaries of mathematics.

Monitoring the Program.

Monitoring the Outlaws.

Keeping the Unnatural at bay.

Fugues.

SKILLS: Alertness 69%, Accounting 64%, Bureaucracy 35%, Craft (Microelectronics) 65%, Computer Science 97%, Occult 69%, Science (Applied Mathematics) 96%, Science (Theoretical Mathematics) 95%, Search 68%, SIGINT 93%, Unnatural 31%.

ATTACKS: Unarmed 40%, damage 1d4–2.

RITUALS: The Call, Call Forth Those From Outside (Azathoth, Dimensional Shambler, Nyarlathotep, Shub-Niggurath, Spark of Fomalhaut, Yog-Sothoth), the Closing of the Breach (Azathoth, Shub-Niggurath, Yog-Sothoth), the Elder Sign, Exchange Personalities, Obscure Memories, Raise From Essential Saltes, Infallible Suggestion, See the Other Side, the Voorish Sign.

KATHERINE OAKES, DIRECTOR OF SECURITY

Katie Oakes' first childhood memory was her father beating her. After he was imprisoned for killing her mother, she spent her childhood in foster and group homes. She had to fight for attention, for respect, for food, for space—for anything she could call her own. She learned to be vicious until she grew strong, and she learned to be patient when viciousness and strength were not enough. She learned to love the thrill of fighting.

On her 18th birthday, Oakes joined the Army. She wanted the adrenaline of combat. The combat branches were closed to women, so she joined the military police as the next best thing. She was aggressive and fearless, but she had enough self-control to avoid unnecessary trouble. She soon made sergeant.

Meanwhile she threw herself into combatives training, and on her own time she found high-contact schools for boxing, Muay Thai, jiu-jitsu, Sambo, and Eskrima. She faced few challenges in the Army's gender-segregated martial arts competitions, so she instigated unofficial bouts with men. That's when things changed. Bruised egos caused three opponents to attempt some vicious payback. She left two of the men crippled and one dead. When the dead man turned out to be a general's grandson, Oakes expected to spend her life behind bars. She was 21 years old.

While she awaited trial, men in black suits paid her a visit. They said they were from a secret counterintelligence service, and they made an offer. Let her lawyer plea the charges down. Do her time. When she was done, they'd bring her into a black ops program so dark she'd be above the law. She'd get all the action she wanted and a healthy paycheck to boot. Oakes told them she didn't have time for fairy tales.

The next day, guards removed her from the disciplinary barracks and the men in black flew her to Guam. They would not discuss their agency or their work. But they said they were taking her to see her father. They seemed to know all about him. They thought she would like some payback. They sure would, in her place. He would be alone, in a windowless room, not on anybody's records. She could do anything she wanted. No repercussions. Would that be enough proof?

It was a long flight. Oakes had always told herself she would not be defined by her childhood. But inevitably, she began to imagine all the ways she could get even with the murderer who had ruined her life. Then again, she couldn't make sense of any of it. It had to be a test or a trap. But why would anyone would bother?

The men in black suits walked her into Andersen Air Force Base, through security checkpoints and down to a basement, until they were completely isolated. Just a blank corridor, a locked door, and a change of clothes. They smiled, gave her a key, and said she could find them upstairs when she was done.

Oakes stood at that door for a long time. Then she walked away.

When she found the men upstairs, she handed them the key, shook her head, and said, "I'm done with him." They flew her back.

Oakes did her time and took the dishonorable discharge. The men in black were waiting for her. They said they had known she could kill. The trip to Guam was to see if she could control herself. She passed the test. So in 1995, she went to work for NRO DELTA, the action arm of Project GARNET.

Break-ins. Thefts. Arsons. Kidnappings. Interrogations. Murders. She found a use for every lesson she had ever learned, and she learned things she would never have believed. No one ever said the words "alien" out loud, but even the lowliest NRO DELTA goon figured it out eventually. Oakes met GARNET's chief, Gavin Ross. She heard the larger project's name: MAJESTIC. She took her pay and kept her mouth shut.

In 1999, Oakes got a new partner: Forrest James, a washed-up SEAL old enough to be her father, an escaped convict who beat women when he was drunk. Partner or not, she didn't plan to go out of her way to watch his back. But after working with him for a year, she came to see James as tough, loyal, reliable, and penitent. Oakes knew better than to depend on anyone, but they learned to trust each other.

When James and his allies took down MAJESTIC, Oakes helped eliminate the NRO DELTA loyalists who didn't see things their way. She helped transform MAJESTIC into the new Delta Green.

For a brief moment in 2002, Oakes thought she could move on from murder. She only moved up to top murderer. As Director of Security, she makes sure that the Program's personnel keep its secrets at all costs.

Oakes keeps a count of how many agents' deaths she has ordered. Keeping count has not made the job any easier. It has not eased the need for adrenaline that has her popping pills and chasing risks she does not really expect to survive. It has not saved her dysfunctional relationships, all fueled more by the excitement of emotional transgression than by closeness. It certainly will not stop her from ordering the next death.

Despite all that, she stays. For all its ruthlessness, the Program has saved the world. *She* has helped saved the world. That means something. But—

Two years ago, the Director assigned Oakes to organize a death squad, run directly out of the Office of Security, not answering to Operations. The carefully screened team of security officers has been killing men, women and children identified as having a particular genetic marker. The deaths are made to look like natural causes and accidents. There have been a lot of them, yet somehow they keep finding more targets. And even the most hardened killer can only go so far before breaking. She has

begun looking for Agents to help with those deadly missions. She barely admits to herself that having a few Agents in her pocket may help if things go truly bad.

For all her swagger, Oakes feels more and more like a hollow shell, an abstract idea of a person. On her good days, when the rush is enough, she thinks, *Sure, I can hack it.* On the bad ones, it's like she's watching someone else live her life.

Oakes knows in her bones that the Director is a problem. He'll never step back and retire. He's spent all these years building an organization that depends on his obsessions. She helped him insulate it from any authority but his own. She kept him safe from every threat but her.

She's growing certain that one day, for the good of the Program—for the good of the world—the Director will have to die. She doesn't know if she's strong enough to pass that test.

Sometimes, she thinks she should have opened that door in Guam. She grows more and more certain as time goes on that she would have found only an empty room.

Katherine Oakes strikes an impressive figure. She stands 1.8 m tall (5'10") and weighs in at 70 kg (155 lbs) of finely honed muscle. In order to blend with the rest of the national security establishment, she wears conservative business attire. She keeps her gray-blond hair cut to less than half an inch; too short for an opponent to grab. Her long face and big hands show the signs of a lifetime of dishing out and taking beatings, and sometimes the bruises are fresh. The scar tissue around her large blue eyes makes them seem uneven. She hides those scars behind sunglasses whenever she can.

SECURITY DIRECTOR OAKES

Exhausted Assassin, age 46

STR 14 CON 15 DEX 14
INT 15 POW 13 CHA 11
SAN 46 HP 15 WP 13

BONDS: The Director, 7.

MOTIVATIONS AND DISORDERS: Protecting Forrest James.

Eliminating threats to the Program.

Never showing weakness.

Addiction (adrenaline and stimulants).

Depersonalization disorder.

Adapted to Violence

Adapted to Helplessness

SKILLS: Alertness 68%, Athletics 86%, Criminology 53%, Demolitions 47%, Disguise 49%, Dodge 79%, Driving 60%, Firearms 67%, First Aid 44%, Forensics 73%, Heavy Weapons 41%, HUMINT 63%, Melee Weapons 76%, Military Science (Land) 53%, Navigate 55%, Search 49%, Stealth 76%, Swim 41%, Unarmed Combat 93%, Unnatural 13%.

SPECIAL TRAINING: Lockpicking (DEX), Parachuting (DEX), SCUBA gear (Swim).

ATTACKS: HK45 Tactical pistol 67%, damage 1D10.

LHR combat knife 76%, damage 1D6+1.

Unarmed 93%, damage 1D4.

CHARLIE BOSTICK, DEPUTY DIRECTOR OF SECURITY (INFORMATION)

The more things change for Charlie Bostick, the more they remain the same. His whole career has been about lying. All that changes are the lies. Recruited out of a marketing career by the CIA in the late 1980s, Bostick produced U.S. propaganda and disinformation for seven years before being recruited by MAJESTIC's Project GARNET. There he flooded the world with UFO disinformation. Feeding bogus tips to sources who wound up on tabloid TV news shows like *A Current Affair*, *Inside Edition*, and *Phenomen-X*, he ensured the flakiest crackpots received media attention. The *Alien Autopsy? The Final Roswell Report?* Yeah, that was him. He engineered and then exposed some of the most famous hoaxes of the 1990s. He pioneered public disinformation techniques that would come to dominate the way Americans obtain news.

By age thirty-four, Bostick occupied the number three position at GARNET, at the right hand of Gavin Ross. There, he learned more and more of what MAJESTIC really did, and he started to get cold feet.

Bostick believed it was only a matter of time before the news broke that the U.S. government had been trading the lives of its citizens for unnatural technologies. So Bostick assembled an insurance policy—material that he could use to preemptively expose MAJESTIC to the public and save himself from retribution. Unfortunately, Gavin Ross caught him.

Bostick thought he was a dead man, but Ross blackmailed Bostick into becoming his unwilling go-between to leak information to Delta Green.

Things got more complex during the MAJESTIC War. Bostick was captured by NRO DELTA agents loyal to Adolph Lepus, MAJESTIC's psychopathic security chief. Rescued by Forrest James', Bostick revealed everything. When the smoke cleared, Forrest James and Delta Green had control of the board.

Bostick's plans for a peaceful retirement ended quickly. The new Program "invited" him to stay and continue his work. Once again, he chose to acquiesce in the face of power. He created a new identity for James and turned his vast talent for dissembling to the service of Delta Green.

Today, Charlie Bostick is the highest authority any agent is likely to encounter related to the Program's disinformation operations. His mission is to obscure the existence of the Program and the unnatural. Bostick and his liars always have their work cut out for them. Agents in the field are never as discreet as they think. Bostick sometimes must meet Agents for detailed debriefings so he knows exactly what to cover up and how. Those debriefings always wear at his fraying nerves.

Bostick believes the only reason he hasn't been killed or subjected to a lobotomy is that he remains indispensable to the Program. Part of this means never training protégés to be able to do his job. From time to time, Bostick has subtly sabotaged disinformation operations just to give a rising subordinate a black eye.

The Program has not caught his sabotage, but they do keep tabs on his other indiscretions. For decades, Bostick's personal life has revolved around prostitutes. Every time headquarters relocates, Bostick must begin a new batch of relationships with women and procurers. Recently, desperate for some disposable substitute for trust, he's begun to share things that matter. Someday, one of these women, or one of the men that manages them, is sure to turn Bostick's secrets to their own advantage. Between

his paranoid maneuvers to protect his position and his irrational compulsion to confess, Bostick could expose the Program itself.

Charlie Bostick is a pale, wiry scarecrow of a man in ill-fitting khakis. He stands 1.7 m tall (5'6") and weighs 67 kg (147 lbs). His brown eyes are large and nervous and always seem ringed with dark circles. He has a slight overbite and a weak chin, which he hides with a trim goatee. His thinning, gray hair remains perpetually unmanageable. His overall demeanor is that of nervous intensity.

CHARLIE BOSTICK

The Man Who Knows He Knows Too Much, age 54

STR 9	CON 11	DEX 16
INT 18	POW 11	CHA 10
SAN 41	HP 10	WP 11

BONDS: None.

MOTIVATIONS AND DISORDERS: Staying indispensable to the Program.

Always knowing which lies are true.

Always knowing what people want to hear.

Earning trust.

Paranoia.

Adapted to Helplessness

SKILLS: Alertness 49%, Anthropology 69%, Computer Science 82%, Firearms 44%, History 73%, HUMINT 80%, Occult 71%, Persuade 76%, Pharmacy 65%, Photography 78%, Stealth 40%, Unnatural 8%.

ATTACKS: Colt Viper .38 revolver 44%, damage 1D8.

Unarmed 40%, damage 1D4-1.

GREGORY TAPHAM, DIRECTOR OF RESEARCH

Dr. Gregory Tapham has saved the world, but it was almost an afterthought to the career trajectory he had planned. Tapham started as a young Ph.D. in theoretical physics, the son of a scientist who worked with Teller and Ulam on the hydrogen bomb. He thought he would follow in his father's footsteps: finding better ways to vaporize and poison billions of people. But a critique he'd published on Bondi's theories of negative mass in general relativity caught the attention of scientists working with MAJESTIC's S-4 Laboratory. After extensive vetting, and an opportunity to take a crack at certain problematic equations that had been keeping the S-4 team up late, they brought Tapham to Area 51 to work on the U.S. government's most secret project: the analysis of recovered alien technology.

Three years later, on 15 FEB 1972, Dr. Tapham witnessed the attempt to restart the power source on the "disc" recovered from Roswell in 1947. The result was a titanic explosion that killed four and left another 73 injured. Tapham received severe burns on his face and hands. He bears those scars today.

But what doesn't kill you makes you curious.

Tapham continued to work with projects like PLUTO and REDLIGHT on recovered alien technologies. When MAJESTIC established the Accord in 1981,

Tapham found the flood of new technologies a bit...worrisome. Despite the fact that the owners and creators of this alien technology were now available to explain their basic principals and operations, Tapham felt as if America's new allies were being less than candid. He was told, those worries were unfounded.

Tapham's complaints to superiors got him moved to a dead-end project, Project TELL, newly acquired from the U.S. Navy. At the heart of Project TELL was the World War II destroyer-escort USS *Eldridge*, and the curious device the Navy had used to render the ship invisible to radar in 1943—the Tillinghast Resonator.

Instead, Tapham and his team overcame the mysteries that kept the Navy in the dark for so long. Their analysis allowed a new and improved Tillinghast Resonator to be built, with new safety protocols and even a method for dealing with the deadly radiation produced by the device.

But even more importantly, in 1992 Tapham discovered and defined the Loop—the temporal anomaly whereby the Tillinghast Resonator on the *Eldridge* was shut down in 1943 by a team of operatives who traveled back in time from 2012. Without completing the other end of the Loop by launching a team back in time, the 1943 Tillinghast Resonator would pull the Earth into a rend in spacetime, destroying the Earth, the Sun and all nearby stellar objects. The math held no mercy. Project TELL would have to conquer N-Space and time travel or the world would be erased.

When MAJESTIC ceased to exist in 2002, the mission into N-Space was still a decade from being ready. Unwilling to let human rivalries get in the way, Tapham spearheaded the effort to get the leadership of MAJESTIC's replacement, the reactivated Delta Green, to work with MAJESTIC spin-off March Technologies to close the Loop.

It worked. After a decade of dangerous research and engineering, the Loop was closed on 19 NOV 2012. All it cost was several billion dollars, eight fatal accidents in testing, and the lives of the four SEALs who plunged into N-Space to pull the plug on the resonator in 1943. The celebrations lasted for days. Everyone was delirious with pride and relief. Except Dr. Gregory Tapham.

That the world was saved with a whimper, and not a bang, is utterly intolerable to Tapham. What is a man supposed to do when he's saved the entire world and can't tell anyone? Go fly fishing? Catch up on his reading? No. This is not how his story ends.

Dr. Tapham has work to do.

Tapham continues to push the limits of human comprehension. Work has consumed every bit of his passion, leaving no room for personal entanglements. All human interaction has long since degenerated into a game of mental capture the flag. To Tapham, it is simply a matter of who is right and who is wrong. No one can stand his company for very long.

He serves double duty as both a director of March Technologies and the Program's head of research. At first, the Director accepted his dual role only because there was no other option. But as the bridge between the Program and March Technologies, Tapham has proved himself. He ensures that the Program collects specimens and samples for study, and secures certain samples to be sent to March Technologies. In return, March Technologies helps the Program exploit its discoveries and serves as a deniable source of the Program's funding.

Agents who come into contact with March Technologies, or who have direct experience with bafflingly unnatural technologies or formulae, may be called in to consult with Dr. Tapham. He is well aware that such Agents could be a valuable resource, perhaps removing some of the frustrating filters of secrecy between recovered technology and the researchers who must study it. An Agent who knows Tapham's voice, and believes in his passion for reaching beyond the limitations of human understanding, could serve his purposes very well.

Tapham's passion is expanding human understanding and improving human technology. As far as he's concerned, with enough time humanity can match the achievements of any of the extraterrestrials that have trespassed on our world. We can't afford to be squeamish. We must be rational and ruthless in order to succeed.

The way the Tillinghast Resonator operates limits the utility of time travel. But there are other ways that our four dimensions can be broken down. In the back files of MAJESTIC, Tapham has found what he believes to be the key, a two sided-sheet of paper scribbled by Dr. Curtis in 1949, just hours before his unusual death. Curtis filled it with 34 of the most eerily simple equations, along with a single word: *Escape*. The beauty of Curtis' mathematics defies expression. But Tapham is certain he will find a way to understand them. Once his team masters these equations, Tapham will change humanity. He will find the door, and the world will know his name at last.

Dr. Gregory Tapham, an aging African-American academic, looks like something out of a horror movie. The burns he suffered in 1972 covered his cheeks, mouth, and neck with pale pink scars. His lips are not particularly limber, and that affects his enunciation. The burns make his age hard to pin down. Only around the eyes, where the burns were mildest, do the years of ambition show. His white hair is sparse. He's given up on modesty concerning his injuries, and does nothing to cover them. In fact, he is not above using people's discomfort with his appearance as leverage.

GREGORY TAPHAM, PH.D.

The Man Who Saved the World, age 69

STR 7	CON 9	DEX 9
INT 18	POW 13	CHA 6
SAN 41	HP 8	WP 13

BONDS: None.

MOTIVATIONS AND DISORDERS: Undeniably changing the world.

Changing human technology.

Harnessing the Unnatural.

Demonstrating humanity's cosmic significance.

Megalomania.

Adapted to Helplessness

SKILLS: Accounting 51%, Bureaucracy 64%, Computer Science 71%, Craft (Electronics) 69%, Craft (Microelectronics) 71%, Persuade 53%, Science (Applied Physics) 92%, Science (Experimental Physics) 94%, Science (Mathematics) 91%, Science (Theoretical Physics) 93%, Unnatural 11%.

ATTACKS: Unarmed 40%, damage 1d4–2.

REBECCA KAUR THORNHILL, DEPUTY DIRECTOR OF RESEARCH (RECOVERY)

Dr. Thornhill is in charge of most CORAL NOMAD missions to recover artifacts and specimens seized in operations. She and her teams usually deal with case officers, but Agents are likely to meet her if they recover something that must be picked up in the field. She and her teams are under strict instructions to make no introductions and trade no stories—she needs to know only what’s necessary to secure the samples—but people in the field tend to talk as long if they think no one is listening.

Rebecca Thornhill was a wunderkind in the world of experimental physics. She grew up learning half a dozen languages from her ambitious parents. She got her Ph.D. at the tender age of 21 and by 23 and was designing experiments for the Tevatron particle accelerator at Fermilab. That was where she was headhunted by March Technologies to work on Project TELL in 2003.

Thornhill learned a lot, and quickly. She learned the world was going to end in nine years. She learned that time and space were mutable in ways no theories had predicted. She learned that her government was a vault filled with secrets.

March Technologies was deeply entangled with a secret government task force that they called “the Program,” but sometimes called “Delta Green.” Even after working on TELL for a decade, Dr. Thornhill was unsure whether March Technologies was a front company set up by the Program, or the Program was a by-product of March Technologies. No one was willing to explain anything. But they were going to save the world, right? That had to be worth something. And if nothing else, there was the science. Her work could change the face of physics.

Saving the world on 19 NOV 2012 left Dr. Thornhill with a dizzy sense of accomplishment. But she still had doubts. It wasn’t just that good men and women had died during the research, or that four SEALs had been sent to their deaths to complete the mission. It was the nagging question of who was in charge, and what were they going to do with the technology now that they had mastered it.

Her repeated attempts to understand the project’s future agenda led to her transfer and promotion. Now, she doesn’t have to wonder about the Program. As Deputy Director of Research for recovery operations, she works with it every day.

Dr. Thornhill was assigned to Project CORAL NOMAD, a scattering of U.S. Air Force elements that work for Delta Green. She quickly learned that the unit went back decades. It had begun under the USAF’s Foreign Technology Recovery Unit, a crash-recovery team that gathered bits of downed Eastern Bloc aircraft for analysis. That would have been secretive enough, but it was only a cover. Their main function was the recovery of UFOs; the real kind. Now with Delta Green, they specialize in recovering non-terrestrial technology and biology.

At CORAL NOMAD, she became a field consultant. Her job is to assess all recovered non-terrestrial materials to determine the safest way to transport them to containment areas. It was not a role she took on willingly. Moving from TELL to CORAL NOMAD meant she was done with the Tillinghast Resonator for good. Having signed on to so many clearances, she faced decades behind bars if she so much as did a Google search for “USS Eldridge.” But her only other alternative was to quit.

Since 2013, Thornhill has accompanied CORAL NOMAD teams as they criss-cross the globe securing and transporting the material obtained by Agents for the

Program's case officers. She takes her duties deadly seriously, and has made it her business to qualify on all the small arms, tactical gear, and combat skills. She's trying to hang tough in an environment she had never prepared for. She's seen unnatural violence and grotesque deaths due to failed protocols. It is taxing.

When called to a "pickup," the CORAL NOMAD pilots and shooters are always suspicious of what agents may have done to secure such dangerous and unpleasant trophies. They are equally suspicious of the white-jacketed scientists who take possession of the items. But Thornhill has settled in well. The others recognize her effort and intelligence, and they consider her part of the team. They depend on her as much as she depends on them.

In the last few months, though, Thornhill has embarked on a new kind of risk. She began an affair with a 22-year-old staff sergeant, the youngest man on the team, and Thornhill's discretion is slipping. She has pushed the officers to arrange his assignments to suit her, and pressed to have him on the pickup whenever she's on a run. Her colleagues know the stresses of the Program can twist people, and they accept that—as long as it doesn't interfere with the mission. Thornhill's coping mechanism is starting to draw attention.

Sooner or later, Dr. Tapham will step down as director of Research. Thornhill means to be the first pick to replace him. Then the secrets of the Program and the universe itself will open up. If she doesn't learn caution, she may be shocked to see how badly wrong things can go in the meantime.

Rebecca Kaur Thornhill, Ph.D.—the elite parajumpers and pilots of CORAL NOMAD call her "Doc"—is a thin, dark-skinned woman standing 1.7 m tall (5'8") and weighing 60 kg (132 lbs). She was born to a Sikh mother of north Indian descent (her great-grandparents immigrated to New York in the 1920s) and a Caucasian father. She always ties her long, straight, black hair in a ponytail. She wears contact lenses in the field, glasses in the laboratory, and "business casual" shirts and slacks all the time. Her pale blue eyes don't miss much, and her poker face gives nothing away. Her general affect is one of intense focus on her work, combined with a detached distance from people who haven't earned her trust.

REBECCA KAUR THORNHILL, PH.D.

The Seeker, age 38

STR 9	CON 14	DEX 15
INT 18	POW 12	CHA 12
SAN 49	HP 12	WP 12

BONDS: Colleagues in CORAL NOMAD, 6.

Boyfriend (CORAL NOMAD Staff Sgt. Cameron Thomas), 8.

Parents (Holly and Richard Thornhill), 9.

Brother (Richard Thornhill, Jr.), 8.

MOTIVATIONS AND DISORDERS: Keeping the world as safe as possible.

Learning the Program's true agenda.

Never compromising her duty for convenience.

Keeping up with her CORAL NOMAD colleagues.

Getting back to the lab.

Adapted to Helplessness

SKILLS: Alertness 43%, Athletics 41%, Bureaucracy 43%, Computer Science 57%, Craft (Electrician) 58%, Craft (Microelectronics) 59%, Firearms 45%, Foreign Language (French) 47%, Foreign Language (Mandarin Chinese) 43%, Foreign Language (Punjabi) 49%, Foreign Language (Russian) 44%, Persuade 60%, Science (Experimental Physics) 88%, Science (Physics) 81%, Science (Mathematics) 73%, Search 45%, Swim 42% Unarmed Combat 44%, Unnatural 8%.

ATTACKS: Sig Sauer P228 (M11) pistol 45%, damage 1D10.
Unarmed 44%, damage 1D4-1.

DANA SHELTON, DIRECTOR OF LOGISTICS

The second most powerful person in the Program gives no orders to case officers, spends little time studying the fruits of research, and has never flown a combat or rescue mission. But she holds every life in the Program in her hands, because she controls the funding.

Dana Shelton was born Dana Santos in San Diego to Filipino immigrants. She joined the Air Force with a degree in data processing in 1977, earned an MBA as a captain in 1983, and managed increasingly secret procurement programs for five years before she was assigned to the NSA at Fort Meade. Santos earned a reputation for being smart, tough, and determined, and for never giving anything away. In 1991, she was brought into one of the NSA's most restricted programs, Project AQUARIUS.

AQUARIUS was so compartmentalized, secretive, and powerful that it was like a government all its own. Santos harbored quiet doubts from the beginning. Those concerns were quelled for a time when she learned the project's true, shocking function: facilitating the U.S. government's treaty with an overwhelmingly powerful extraterrestrial civilization.

Her doubts soon returned. Santos saw how AQUARIUS director Justin Kroft turned access to the Greys to the enrichment of his own company, March Technologies. She learned of AQUARIUS' role in a sprawling network of secret programs, the MAJESTIC Special Studies Project. She saw the lines of funding, research, and influence that reached from MAJESTIC into the defense and intelligence industries. She saw hints, then cold evidence, of the horrors that the Greys perpetrated upon humanity—horrors that MAJESTIC carefully covered up.

Santos learned to be ashamed of her job. She agreed with MAJESTIC that public revelation of the Greys would be catastrophic, but she detested the corruption of its mission. Even so, she knew she could not leave. She would not make things any better on the outside. She ran the programs and protected the secrets. She retired from the Air Force in 1997 as a major but stayed at the NSA, and at AQUARIUS, as a civilian.

Along the way, she learned who could be trusted to put country over Kroft. She prepared for the day when it would all come crashing down.

When Eustis Bell, George Gates, and Forrest James (or rather, "John Smith") seized control of MAJESTIC in 2001, they were surprised to find a small cadre of Project AQUARIUS managers ready and waiting for the change. Dana Santos came forward as ringleader. She and her colleagues helped the insurgent faction sift out Kroft's loyalists and reorganize AQUARIUS and MAJESTIC. Kroft's cronies made off with much of

MAJESTIC's assets and research, but Santos held the core together. When James and his people shut down MAJESTIC and launched the Program, Santos kept things running. She has run logistics for the Program ever since.

Santos—she changed her name to Shelton after her 2010 marriage to a retired software entrepreneur—manages a network of program managers throughout U.S. defense, intelligence, and law enforcement. Most of them assist the Program as a shadowy part of their daily work. Some of them have no idea that the Program exists. According to tightly-restricted project protocols, they quietly move discretionary funds into classified programs and private-sector contracts. Those programs and contractors have little to no oversight. Other managers move those funds to accounts that can be used by the Program. They wash the traces away, step by step, few of them ever realizing what they are doing.

Dana Shelton knows exactly where the Program's funding comes from and where it goes. She organizes new special-access programs to cover the Program's many activities. She can trace the connections between the Program and March Technologies going back to the beginning.

To the extent that the Program has not given in to its worst impulses, Shelton can take a large share of the credit. She believes in the Program's mission. She has protected her own sanity by deliberately avoiding unnecessary knowledge of the Program's work, but she knows enough. She accepts fear not as a condition to avoid but as a presence as ceaseless as the weather, sometimes overwhelming and sometimes remote. She doesn't trust the public with the deadly knowledge that the unnatural is real. At the same time, she has seen over and over how black projects turn from worthy missions to thievery and cover-ups. Under her leadership, the Office of Logistics prioritizes funding for operations and research that seem most likely to protect the public while inflicting the least harm.

But even Logistics has its limits. The Director sometimes overrules Shelton's team, insisting on funding for projects that they find dubious. And Logistics has no control over the Program's connections to March Technologies, which has had its own worrisome priorities since the MAJESTIC days.

Shelton hopes that when the Program finally goes too far, her people can make sure it reinvents itself and remains true to its mission. What worries her is the thing she does not know: what steps the Director, the other office directors, and March Technologies may have already taken to prevent her from ever doing that again. If faced directly with a threat from within, or from her old colleagues at March Technologies, Shelton may call upon Agents for help who have never heard of her before. Since their case officer would have no idea that she knows them, that may give a brief window of action to quietly set things right. The risk would be catastrophic.

Dana Shelton is a smiling, sharp-eyed Filipino woman, 1.6 m tall (5'2") and weighing not quite 59 kg (130 lbs), with short, coal-black hair. She has worn the same sort of nonsense pantsuits every day since she stopped wearing Air Force uniforms 20 years ago. She has no children, after devoting her life to a career that demanded all her attention. She has grown close to her husband Nick's children and grandchildren from a previous marriage, even though they sometimes become frustrated with her evasive non-answers when they ask where she works, what she does, and why she won't retire.

DANA SHELTON*Another Kind of Warrior, age 62*

STR 6	CON 9	DEX 10
INT 17	POW 16	CHA 13
SAN 70	HP 8	WP 16

BONDS: Colleagues in Logistics, 13.

Husband (Rick Shelton), 11.

Mother (Madamba Santos), 10.

MOTIVATIONS AND DISORDERS: Keeping the unnatural at bay.

Protecting the Program's mission.

Guarding against corruption.

Getting the numbers right.

Watching for March Technologies' crimes.

SKILLS: Accounting 90%, Bureaucracy 92%, Computer Science 81%, Criminology 67%, Firearms 40%, Foreign Language (Spanish) 43%, Foreign Language (Tagalog) 50%, History 47%, Law 69%, Persuade 72%, SIGINT 55%, Unnatural 9%.**ATTACKS:** Unarmed 40%, damage 1D4-2.**GAVIN ROSS**

The CIA recruited Gavin Ross out of graduate school. His early work kept him south of the equator, but in the early 1970s he joined James Angleton's infamous team of molehunters, seeking Soviet agents in the CIA. When Angleton was forced out and his molehunt repudiated, Ross considered tendering his resignation. Before he could do so, NRO DELTA recruited him. At first, Ross had little idea what NRO DELTA was working on. But he slowly pieced together they were working for a section of the intelligence community that dealt with extraterrestrial threats to U.S. security. This knowledge galvanized Ross's resolve to protect and serve NRO DELTA's ultimate masters: the MAJESTIC Special Studies Project.

In 1990, his success and unflinching loyalty elevated Ross to the MAJESTIC-12 Steering Committee as director of Project GARNET. When he was briefed on the Accord, many aspects of MAJESTIC's relationship with the Greys troubled him. Too many members of the Steering Committee accepted the benevolence of the aliens unquestioningly, or believed they could exploit the aliens for their own benefit. By 1996, Ross came to the conclusion that MAJESTIC's upper ranks were in need of a purge.

He intended to gain control over Delta Green and use it to assassinate the Steering Committee members who were committed to Accord. Ross slipped information to Delta Green from time to time, sparking the MAJESTIC war, and eventually recruited a disgraced agent named Forrest James into MAJESTIC. Ross's intent was to turn James and convince him that they should use Delta Green to take over MAJESTIC. For a few months, Gavin Ross was the secret figure behind A-Cell. Then Justin Kroft was murdered and everything fell apart. Before Ross could regroup, it was James who had used Delta Green to stage the coup, and Ross sat in a cell waiting to see what Forrest James had in store for him.

He wasn't idle long. His skills and contacts were critical to Forrest James. James was smart, and he had a few old MAJESTIC leaders on his side, but none of them had the brilliance for corruption, or the sheer ruthlessness of Justin Kroft. MAJESTIC quickly fell to pieces. What replaced it would be Delta Green, reborn: the Program. It flourished thanks to Gavin Ross.

For several years, Ross served as involuntary consigliere to Forrest James—now Director “John Smith”—and the Program. At first he worked with a not-so-metaphorical gun to his head, but over the years the Director grew to rely on Ross's counsel. Ross helped the Director create an agency capable of confronting unnatural threats to national security, but always held back enough to remain indispensable.

Ross' influence is one reason the Program attempts to study, understand, and sometimes deploy the unnatural, rather than attacking it with a scorched-earth policy. Ross remembered full well how MAJESTIC had bartered alien miracles for influence and wealth. MAJESTIC's great flaw, Ross believed, was that it depended on a single non-human species as a benefactor. The Program could take a more comprehensive view.

As the years slipped by, the Director gave Ross more and more autonomy. Ross had laid very careful plans over the years. At just the right time on just the right day in 2010, a suborned guard who was driving him back to confinement disabled their tracking devices and turned left instead of right. Just like that, the Program lost Gavin Ross for good.

He has spent the years since then creating a long and bright future for himself.

In 2011, Ross made sure he was in the right place at the right time for another windfall. Before his death in 2001, MAJESTIC director Justin Kroft had an illegitimate son. Kroft had seen to the child's welfare remotely through an array of legal channels; all well-known to Ross. The boy, Robert Justin Ortega, had no inkling of Kroft's identity or secrets. Ross approached him as his father's long-lost best friend. Under the name Michael Bellek—one of many identities he arranged while helping Forrest James establish his own new name—Ross taught Ortega how to make the most of the trust funds that Kroft left behind. Ortega and “Bellek” grew close.

On Ortega's 21st birthday, the lawyers in charge of his father's estate delivered a large collection of disks under the terms of Kroft's will. The disks held files, photos, and data sets, and cases of strange biological and technological samples: cherry-picked secrets of MAJESTIC's more “mundane” projects. Ortega had no idea what to make of it, so he called his father's old friend. “Bellek” was happy to help. It was, of course, what he had been waiting for.

Recently, Ross has been plundering old MAJESTIC files and samples, sifting out valuable but harmless patents and feeding them to Ortega's company, Ancile, Inc. Ancile is an up-and-comer in the defense industry, due in no small part to compelling patents secretly gleaned from MAJESTIC's science.

Ross has siphoned off the best for himself. A supply of tiny blue pills that arrest cellular degeneration and mutation, code-named ARD-15, have made him healthy and strong. They cured him when aggressive colon cancer took hold. But the supply is limited, and if he ever stops, he will quickly deteriorate and die. Ross' own small but potent research companies have tried to replicate ARD-15 to no effect. He knows that he may need to strike a deal with some of his old colleagues at March Technologies, for

further research. But Ross has given others the glory long enough. He is done looking out for his species and his country. If he unlocks immortality, it will be only for him. Then, he will have all the time he needs to gain what he deserves.

If he wasn't before, Ross is certain now that he was chosen. For what, he remains uncertain, but he knows he is *more* than most people. Since he began ingesting the ARD-15, he has felt more alive, more *real* than he ever thought possible. And the dreams have been wonderful. Nightly romps of color, light and sex. A feeling he last felt in the dim, dark days of 1955, when he first began puberty. As the dreams grow in scope and clarity, Ross sometimes finds himself thinking, "This is wrong, something has gone wrong..." But there seems to be something present in the dreams, something waiting for him, and he desperately wants to find it.

Ross stores his stash of MAJESTIC technology in a private condominium with round-the-clock armed security, along with a frightful supply of grenades and bricks of C4. He means to teach himself how to use them so as to deny his discoveries to any teams that the Program might send. He has little fear for himself. He is increasingly certain that he cannot die.

Gavin Ross looks like a vibrant and healthy 60, and has the strength and fitness of a very active man twenty years younger than that. No one would guess he's closing in on 80. At 1.98 m tall (6'6"), he towers over most people, and he stands confident and straight. If he's not in a crisp suit, he looks ready to tackle a golf course. His receding hair, artfully clipped, is a distinguished silver, and he has thick brows and a Roman nose. He smiles often, but if you surprise him his brown eyes become sharp and suspicious.

GAVIN ROSS (AMONG MANY OTHER NAMES)

Keeper of the Keys to the Kingdom, age 76

STR 15 CON 12 DEX 15
INT 18 POW 15 CHA 13
SAN 45 HP 14 WP 17

BONDS: None.

MOTIVATIONS AND DISORDERS: Mastering unnatural technology.

Achieving immortality.

Addiction (ARD-15).

Megalomania.

Obsession (unnatural technology).

Adapted to Violence

Adapted to Helplessness

SKILLS: Alertness 77%, Bureaucracy 96%, Computer Science 56%, Criminology 77%, Drive 41%, Firearms 72%, Foreign Language (Portuguese) 46%, Foreign Language (Spanish) 56%, History 62%, HUMINT 93%, Persuade 93%, SIGINT 43%, Stealth 72%, Search 86%, Unarmed Combat 54%, Unnatural 5%.

SPECIAL TRAINING: Lockpicking (DEX).

ATTACKS: FN-Herstal FNX-9 pistol 72%, damage 1D10.

Unarmed 54%, damage 1D4.

JEAN QUALLS (AGENT NANCY)

Jean Qualls owes her life, and what came after it, to Delta Green.

In the 1980s, she was FBI Special Agent Debra Constance of the Behavioral Science Unit. Recruited by Delta Green in 1990, she was exposed in 1992 to what can only be described as a cursed book. It forced a biological change in Debra Constance. Her mind and body were wracked with agonizing hungers that could only be sated by cannibalism. On the sixth day of suffering, she blacked out and found herself in the city morgue feasting on a John Doe. She spent the next day transforming into a ghastly dog-like parody of a human being. Constance sought out her Delta Green colleague, John Drake, begging for sanctuary. To her surprise, Drake helped her. He provided a safe house with guards where she could study the cursed book for a solution to her predicament. A ritual for taking on the form of the devoured dead presented itself as the only option. Drake procured the fresh body of an O.D.'ed party-girl, then set about the task of altering government records to conform to her new appearance and fingerprints. He provided her with a new identity: Jean Qualls, forensic psychologist and FBI consultant.

Family, friends, and co-workers all believed that Debra Constance was dead. That left “Jean Qualls” isolated, with only Delta Green agents for company. During the 1994 reorganization, she was christened Agent Nancy. She and the two Agents assigned as “handlers,” code-named Nick and Nolan, formed N-Cell. N-Cell was designated a “special interrogations team” for communicating with the dead—since Nancy could sometimes see the thoughts and memories of those she consumed. Rationalizing her diet as a “forensic tool” helped preserve Agent Nancy’s sanity, if not her humanity.

Agent Nancy stayed away from the Program. Though she knew and trusted Forrest James to an extent, she did not trust the compromises he would have to make to resurrect Delta Green. She continued to work with the so-called Outlaws.

In 2002, during a confrontation with the DeMonte Clan of ghouls in New Orleans, Agent Nancy’s handler, Nolan, was driven insane. An unnatural relationship had begun a year before between Qualls and Nolan, and he had become obsessed with being devoured by Qualls. She was immortal, so that would be the only way for them to “be together forever.” A-Cell incarcerated Agent Nolan in a Delta Green-controlled mental health facility.

He escaped in 2008. He posed such a threat that both the Outlaws and the Program cooperated in the search. Agents of the Program found Agent Nancy in an abandoned fallout shelter, covered in viscera, gibbering. No trace of Nolan or Nick was ever found. The Program took her into custody without telling A-Cell. As far as the Outlaws know, Nancy, Nick, and Nolan are all still missing.

Jean Qualls is locked in a secure facility maintained by the Program and March Technologies. Tests are made. Samples are taken. She is regularly fed. She hasn’t seen the light of day since she arrived. Strangely, it’s starting to feel utterly natural. Even the closeness of the walls of her cell seems more comforting than the thought of standing out in the open. Sometimes the voice emerging from that door is a guttural growl or a weird, inhuman meeping. Sometimes it’s the voice of a young woman speaking of conspiracies and secrets. Sometimes it’s the voice of former FBI Special Agent William Cassidy—also known as Agent Nolan. She never remembers the times that she

becomes him. When his personality comes to the fore, he is calm and content but careful to allow nothing to harm to his beloved. Nolan has everything he wanted.

As for getting out...well, a chance will come. Qualls knows another useful ritual, one which can obscure recent memories. With patience and planning, someday she will be freed, and there will be a reckoning. First with Forrest James, whom she thought she could trust. To make that happen, she may need to “interrogate” and “impersonate” certain Agents and then their case officers. Then she’ll get even with Agent Nolan, whose betrayal was far deeper. She has Nolan’s memories. She knows what he did to Nick, as much as she tries to forget it.

When impersonating a human, Jean Qualls most often looks like the first victim she consumed after her transformation: an attractive young woman, 1.8 m tall (5’11”) and 63 kg (140 lbs), with fair skin, long blonde hair, large blue eyes, and distinctly Nordic features. She sometimes wears false eyeglasses—the lenses are decorative—to look older and more intelligent.

Sometime she looks like Agent Nolan, particularly when she is arguing with him. In that guise, she appears to be a 40-year-old Caucasian man, clean-shaven with short, graying hair, in excellent physical shape, but heavily scarred by claws and fangs.

When she has assumed either human form, a bright light cast upon her throws the shadow of her true and monstrous self: a hunched, hungry ghoul with vaguely canine features and loathsomely rubbery flesh, 2.2 m tall (7’2”) and 272 kg (600 lbs). These days, she rarely wears a human disguise. But, even in her true form, Qualls retains her eastern-Tennessee accent and manners.

JEAN QUALLS (AGENT NANCY)

Inhuman Experiment, age 56

STR 21	CON 21	DEX 13
INT 16	POW 15	CHA 12 (in human form)
SAN 0	HP 21	WP 15

BONDS: None.

MOTIVATIONS: Revenge on Forrest James.

Revenge on Agent Nolan.

As Agent Nolan: Protecting Agent Nancy.

Dissociative identity disorder (she transforms into Agent Nolan).

Delusions (sometimes she can’t distinguish reality from the memories of the dead).

SKILLS: Alertness 76%, Athletics 94%, Criminology 50%, Firearms 54%, Foreign Language (Ghoul) 28%, Forensics 73%, HUMINT 73%, Law 36%, Medicine 64%, Occult 79%, Pharmacy 67%, Psychotherapy 87%, Science (Chemistry) 52%, Search 65%, Stealth 83%, Track (by scent) 65%, Unarmed Combat 77%, Unnatural 26%.

ATTACKS: Claws 77%, damage 1D12 (in ghoul form).

Bite 77%, damage 1D12 and worry and rip (see notes; in ghoul form).

Unarmed 77%, damage 1D4–1+1D6 (in human form).

RITUALS: Obscure Memories, Changeling Feast, Charnel Call.

CHARNEL FEAST: Consuming rotten human flesh immediately restores 1D6+2 HP to an injured ghoul. This may be done once per 24 hours.

CHARNEL VISAGE: In her true form, that of a loathsome ghoul, Qualls has no CHA stat as humans would understand it. She can transform rapidly between her native form and any previously consumed human form.

IMMORTALITY: A ghoul never grows old, starves to death, or perishes through natural causes.

INHUMAN AGILITY: With a successful Athletics roll, a ghoul can leap 5 m (15 feet) in any direction from a standing position, scale any vertical surface, or drop up to 15 m (50 feet) without damage.

INHUMAN POWER: A STR or CON test by Qualls is a critical success on any roll up to 21, or any roll with matching numbers except 100, which fails and fumbles. She adds 1D6 damage to all attacks with melee weapons, thrown weapons, and unarmed attacks.

LIFE UNDERGROUND: A ghoul can burrow through earth at up to 3 m (10 feet) per minute at the cost of 1 WP. Ghouls thrive underground. They prefer to breathe air, and may go into a sort of torpor if suffocated long enough, but can survive indefinitely without it. A ghoul can see in absolute darkness, identify things by smell, and hear a human heartbeat at a distance of 15 m (50 feet).

MEPHITIC MEMORIES: With an INT test, Qualls can bring to mind the memories of any of the many human beings whose brains she has devoured: insane cultists, MAJESTIC researchers, murderers, rapists, Delta Green agents, helpless victims, her friend Agent Nolan, and many others. If the test fumbles, the memories come confusingly and heartbreakingly to the forefront of her thoughts, beyond her control.

RUBBERY RESILIENCE: Ghouls are exceptionally resilient. Lethality attacks automatically fail and inflict 2 HP (unless it's an explosion or hypergeometric Lethality attack, which inflict normal Lethality damage). All other non-hypergeometric attacks inflict the minimum possible damage (so, a heavy rifle which normally does 1D12+2 damage, would inflict 3 HP to a ghoul).

WORRY AND RIP: After succeeding with a bite attack, a ghoul may inflict 1D6 damage on the same target each turn, while taking other actions, without requiring an attack roll. If the bite attack pierced the victim's armor, the "worry and rip" damage ignores armor. The victim can attempt an opposed Strength test as his or her action each turn to break free.

SAN LOSS: 0/1D6 (in ghoul form).

THE OUTLAWS

From its official deactivation by the Joint Chiefs in 1970 all the way up to its reincarnation as the Program in 2002, Delta Green never stopped its work. Its leaders and agents saw their mission as too crucial to let laws and the Constitution stand in their way. After 1970, they continued as an outlaw conspiracy, a secret society of graying soldiers, spies, and federal agents. They shared information haphazardly and brought in new blood only occasionally.

The group's reorganization as a clandestine cell system in 1994 improved security, and protected the identity of its leaders at the top. Agents enthusiastically adopted this new structure.

When the Program launched in 2002, it had full access to Delta Green's files and set about recruiting its entire membership. Not all agreed to come in from the cold. Many saw fellow agents tortured and murdered in the MAJESTIC War. They saw government involvement in unnatural science turn to corruption and horrific abuses. A few saw more.

A stubborn core of Delta Green agents rejected the oversight and compromises that the Program promised. They did their best to drop out of view, but maintain their mission. The Program's leaders—who know about this other conspiracy—call them the Outlaws, with an unsubtle touch of irony.

For their part, the Outlaws call themselves Delta Green.

GOALS AND BELIEFS

The Outlaws have an uncompromising mission, driven by a scorched-earth approach to the unnatural:

- △ To protect the citizens of the United States from threats originating from unnatural phenomena or the study of such phenomena.
- △ To maintain the security of the United States from unnatural threats and from intentional or unintentional contact with unnatural phenomena.
- △ To gather intelligence on unnatural phenomena for the sole purpose of containing or eliminating unnatural threats.

They have little interest in gathering intelligence on the unnatural. They prefer to resolve situations through irreversible action. The best intelligence that can be retrieved is “no survivors, no evidence.” Many of these agents are bitter towards the government and believe that it is up to self-reliant, responsible individuals to do what the government cannot.

They have no room for agents who think it a disservice to the American people to keep the unnatural a secret. Certain truths about the nature of the universe can never be revealed, and no one outside their self-selecting group should ever be exposed. The potential for catastrophe is simply too great.

FACILITIES

None. Agents of the Outlaw conspiracy improvise. The closest the conspiracy has to a “facility” is Donald Poe's house and the secret bunker on his property, but Agents are likely to go there only under the most dire circumstances.

ORGANIZATION

In theory, the Outlaws work in a three-agent cell system modeled on classic organized conspiracies—and specifically on the OSS-organized partisan groups formed to fight the Axis during World War II. The system's architect, Dr. Joseph Camp, cut his teeth in the Office of Strategic Services during the 1940s. The cells are organized alphabetically: A-cell, B-cell, C-cell, and so on.

THE THEORY

In theory, A-cell is the conspiracy's command, control, and communications. It assigns tasks to the other cells. B-cell provides logistical support. It tracks the locations and contents of storage facilities, identifies experts willing to provide discreet medical and psychological care, and assists with tradecraft and cover-ups. C-cell is responsible for intelligence-gathering and analysis. It is primarily in charge of identifying new missions, providing tactical intelligence, and identifying potential recruits.

All other cells are operational, each with three Agents who may work with a handful of Friendlies that know little or nothing about the larger conspiracy. Agents know little about members of other cells. Each cell has a leader who knows how to contact two other cell leaders as well as A-cell. There are never more than 26 active cells, one for each letter of the alphabet, and so there are no more than 78 Agents active at any one time.

THE REALITY

Since 2002, the Outlaws have suffered from a slow disintegration. A-cell organizes things far less precisely than Joe Camp envisioned all those years ago. Communications are deliberately stifled. The contacts and influence that Camp and his partners employed have been lost as expert Agents died, defected to the Program, or retired.

B-cell's records have atrophied. Storage facilities were moved without notice by nervous agents or cleared out by the Program, experts became unreliable security risks or refused to cooperate, and bureaucratic contacts have withered.

C-cell has its hands full sifting through hints of unnatural threats and conducting extremely cautious background checks of potential recruits and surveillance of agents deemed at risk. It rarely has much tactical intelligence to provide. There is no database of the Outlaws' agents and Friendlies. Whatever records exist are kept with pen and paper. Agents in the field would be distressed to learn how inaccurate those records are.

Many cells operate entirely independently. Cell leaders often must recruit new agents, pursue leads, conduct operations, and implement cover-ups using their own resources and judgment. Some cells have withered to a single, paranoid agent, unwilling to brief anyone new, waiting to die. Cell leaders sooner or later stop responding to one another, whether due to paranoia, retirement, or death. Changes within cells often go unacknowledged.

A-cell itself may go months or years without communicating with a given cell.

All this dysfunction is not accidental. The Outlaws' leaders are obsessed with compartmentalization. They fear investigation by outsiders. They know that the less contact there is between cells, the longer it will take to infiltrate and destroy the conspiracy. They are convinced that, sooner or later, the Program will come for them, and they have positioned themselves to cut off all contacts cleanly. The Outlaws' leaders are prepared to start again from a blank slate.

Every day the conspiracy survives, however reduced it may be, is another day to complete the mission.

DISINFORMATION: DELTA GREEN SCIENCE AND INTEL—THE OUTLAWS

After a disaster in 1955, Delta Green transformed into an oddly anti-science organization. This Orwellian double-think when it comes to science, intel on the unnatural and hypergeometry—the science of magic—affects the Outlaws to this day. When some anomalous specimen is recovered, there is a limited inquiry, and not the kind of fascination such oddities one would expect it to garner. The information is run up the flagpole to leadership.

Have the Outlaws seen it before? Are its methods, or methods to eliminate it known? If so, the specimen is discarded at the soonest opportunity. If not... many things can happen. A specialist (usually a Friendly) can be brought in, the specimen can be moved to a secure location for later study, or the leadership can fear the recovery so much, they immediately order its destruction.

Often, the motives of the Outlaws' leadership are difficult to discern and their orders, though clear, might mean many things. Once an entity or item is cataloged (and such catalogs are kept only in the possession of Outlaw leadership) this data sits and waits for another piece of intel to come in.

There is no passive comparison of data—no correlation of contents as it were. Instead, pains are taken to pursue leads (science, intel or other) only to the one step Delta Green is interested in: the destruction of the unnatural threat. Any investigation past that is considered too dangerous.

Often, however, agents deviate from this path, particularly new agents or friendlies confronted with something in their field which is so staggeringly mind-boggling, they can't seem to stop investigating it.

The Outlaws are clever. Under such situations, a watch is placed on agents or friendlies the group feels may wander off the path. Another Agent in the Cell monitors the suspect for signs of odd behavior, and more often than not, they can be pulled back from the edge before the obsession goes too far. Or, if they do cross that line, they can be safely eliminated.

AGENTS

The Outlaws' cells are far-flung and isolated even from A-cell, but all have the same basic structure. Each member of a cell is called an agent. Agents generally know about the larger conspiracy, but not much in the way of details. There are supposed to be three agents in a cell. Often, there are fewer.

Each agent has a code name assigned by the cell leader. All code names begin with the same letter as the cell's designation. For example, the agents of D-cell might be David, Dinah, and Dinesh. The code-name must not be part of the agent's real name and must never be used as part of a cover identity. It is used only within the conspiracy.

Each member of a cell knows the other members of the cell by their code names and their occupations. For security, further information is not supposed to be shared. But personal bonds inevitably form, and agents often learn their cell-mates' names and the details of their personal lives.

The cell leader in a given cell is supposed to know the code name of the leader of the cell one letter up as well as one letter down in the alphabet. Cell leaders are not supposed to know each others' true identities. Sometimes, they know even less than

that. Communications are unreliable. Cells often lose contact with each other entirely, and agents can only learn why if they reach out to the missing agents in other ways, violating protocol.

When agents from multiple cells cooperate, only their code names are to be used. In practice, however, it is not uncommon for agents to share personal information. Furthermore, agents sometimes inadvertently encounter each other during the course of their day-to-day lives. Agents are supposed to report such contacts. Operational security dictates that agents never mention or acknowledge their association with Delta Green outside of an authorized operation.

There's no half-life to being an Agent of the Outlaws. Sometimes the Outlaws lose track of individual Agents and may go years without calling on them. Sometimes an Agent is so psychologically scarred that the breaking point is just one more op away. Sometimes an Agent is catastrophically self-destructive after every meaningful relationship has been burned away by fear, anger, and addiction. None of that matters. When the call comes, the Outlaws expect the Agent to drop everything and get to work.

AGENT BACKGROUNDS

The Outlaws come from diverse government agencies, mostly oriented toward law enforcement, intelligence, or counter-intelligence. A-cell always preferred recruiting from agencies with law-enforcement powers, so that the agent's activities can be camouflaged under legitimate law-enforcement functions.

Some agents are researchers, bureaucrats, or technical specialists, but A-cell has always prioritized experience in criminal investigation. This is for many reasons beyond the powers of law enforcement. Such agents are usually trained in self-defense, which helps them face the dangers of Delta Green operations. As such, very few agents do not carry a badge or a gun (or both) as part of their day-to-day work.

With so many cells acting on their own, with so little help from the conspiracy's leaders, new agents are haphazardly recruited. Usually it happens due to a recruit's accidental exposure to an operation. The Outlaws' membership is weighted heavily toward the FBI, the DEA, the ATF, and the U.S. Marshals Service because FBI, DEA, and ATF agents and deputy U.S. Marshals are the most likely groups to stumble upon a cells' operations.

Only a handful at age 50 and older are from the old guard who remember the original Agent Alphonse. Those old hands know about the Program and chose not to join, and have witnessed the conspiracy's deterioration. They keep many secrets from the few newcomers.

FRIENDLIES

Many so-called Friendlies work with the Outlaws. Most are simply contacts made by individual agents, people who have recognized the threat of the unnatural and helped agents confront it.

Friendlies do not take code names and are not part of the cell structure. Friendlies are supposed to know nothing of the broader conspiracy. Agents are to interact with those Friendlies the same as with all outsiders, using their real names if working under

legitimate authority or using cover identities if not, and never telling Friendlies their code names. Eventually, most Friendlies learn of the illegal nature of the conspiracy.

A small minority of Delta Green friendlies are *de facto* agents, individuals who have participated in an operation as a team member. In that case, the cell leader must make it clear that they are acting without official sanction, and that resolving the situation could leave them open to criminal charges or accusations of mental illness. The Outlaws want these people to fully appreciate the risks and burdens, so they don't hesitate during a critical moment in the field. Often, such Friendlies are eventually recruited as full agents.

FRIENDLY BACKGROUNDS

Friendlies come from all walks of life; from a postal carrier to a retired general to a New Age storeowner. In principle, all Friendlies are monitored by C-cell, which keeps tabs on their areas of expertise, career status, and location. How much monitoring C-cell actually achieves varies wildly. A few Friendlies have lost touch with their old Delta Green contacts and worked on their own for years.

The Outlaws prefer Friendlies who help out of a passion for the cause of saving humanity, but some are in it for the money or for favors that must be returned. The Outlaws deal with mercenaries when they must, but always handle them very carefully. Nothing moves A-cell to assassination faster than former Agents or Friendlies attempting to interact with unnatural phenomena for personal gain.

THE OUTLAWS AND THE PROGRAM

A-cell is well aware of another government agency with an interest in the unnatural: the Program, with whom they sometimes compete. It strongly suspects that the Program makes unnatural technology and methods available to the U.S. intelligence community to maintain access to black-budget funding.

Most Outlaw agents have no idea that the Program exists, and vice versa. Those in the Program who know of the Outlaws often see them as dangerous amateurs meddling in things best left to professionals.

But the only attitudes that matter are those of six leaders: at the Program, the Director and the directors of operations and security; and in the Outlaws, A-cell. They regard each other in a state of uneasy *détente* and attempt to stay out of one another's way.

If an Outlaw cell or a Program team sees strangers on an operation acting like Delta Green, they alert leadership. The Program team contacts their case officer, who informs "Ops," the director of operations; the Outlaw cell leader contacts A-Cell, who informs their liaison, Agent Cyrus.

Assuming communications are effective, Ops and Cyrus compare notes. If they confirm that both groups are on the ground, they negotiate who should withdraw. Sometimes A-cell is quick to let the Program take the case. More than once, an Outlaw cell has moved in to finish a mission fumbled by the Program, just as the Program has had to rush in to contain a disaster that the Outlaws accidentally unleashed.

This process usually works. There have been only a few incidents where the Outlaws were intent on destroying an artifact or specimen that the Program was intent

on keeping. Some resulted in very tense escapes. Two resulted in stand-offs until someone backed down. One resulted in bloodshed.

So far.

The leaders of the Program and the Outlaws understand how dedicated their agents are. They avoid pitting them against each other at all costs. The best the Outlaws can do is to keep quiet enough to avoid the Program's attention. Should the Program ever decide to put an end to the Outlaws, they will have an advantage that MAJESTIC never did; after all the Program's leadership were once the rank and file of the old Delta Green.

DEFECTION

It is rare for an agent to move from the Outlaws to the Program or vice versa. Few agents from either organization even know another Delta Green even exists. The two groups encounter each other infrequently.

Not surprisingly, both groups have grave concerns over defectors. If an agent from the Outlaws tries to join the Program, the Program's director of operations contacts Agent Cyrus. If the agent's interest is solely in carrying on the mission with the Program's resources, and Agent Cyrus has nothing ill to report, there's a chance the agent may eventually be brought into the Program. The Outlaws cut all contact with the defector, and a long period of observation begins to ensure that the agent is not intelligence gathering. If the defector offers to reveal the secrets of the Outlaws, however, the Program cuts off all contact and informs Agent Cyrus. At that point, A-cell usually sanctions an operation with the defector as a target. Neither side can long-tolerate an agent revealing the other's secrets.

It is even rarer for an agent of the Program to attempt to join the Outlaws, and it never succeeds. The Outlaws are more paranoid and secretive than the Program, and are keenly aware of the risks in making an enemy of the Program. The defector is rebuffed, and A-cell notifies the Program.

DISINFORMATION: THE OUTLAWS AND OTHER GROUPS

A-cell has dealt with groups that investigate the unnatural in other countries. Agents are told about them on a need-to-know basis.

M-EPIC: This Canadian organization began as an RCMP investigation of cult-related deaths. At the turn of the century, some contact and cooperation was established between Delta Green and M-EPIC, but in 2002 M-EPIC cut off all contact with the Outlaws. A-cell presumes that as an official agency of the Canadian government, M-EPIC now cooperates with the Program.

PISCES: Delta Green discovered in mid-1999 that the United Kingdom's World War II-era PISCES investigation arm, was still operating. However, PISCES appeared to have been infiltrated by some kind of alien intelligence that controlled human hosts like puppets. Delta Green quickly cut off contact, and the Outlaws have stayed away.

GRU SV-8: A Soviet military-intelligence unit called GRU SV-8 fought the Nazi Karotechia during World War II. GRU SV-8 currently places its expertise at the disposal of the Russian government. In 2001, Delta Green worked with GRU SV-8 to assassinate several members of the Karotechia in South America. There has been no cooperation between the Outlaws and SV-8 for several years. A-cell has heard that the modern

leadership of GRU SV-8 focuses on ways to use, adapt and weaponize the unnatural. Whether that puts them at odds with the Program, or working in collusion with the Program's researchers, remains unknown.

OPERATIONS

Since the days of the Office of Strategic Services, a covert operation against unnatural threats has been nicknamed, "a Night at the Opera." Every Night at the Opera is marked by the Outlaws' scrupulous efforts to maintain secrecy.

An op may come a cell's way because A-cell learned of some unnatural disturbance and sent the agents to deal with it. Or some hint of the unnatural might catch an agent's attention as they scour the Internet or police records for strange events. Often some other agency—such as the DEA or EPA, or a local police force—is conducting an unrelated investigation when inexplicable aspects come to the attention of a member of the conspiracy.

BRIEFING

An operation ordered by A-cell sometimes comes in the form of a meeting between the cell leader and a member of A or B-cell. A senior agent is designated for that particular cell, so the cell leader is unlikely to ever see anyone else from A or B-cell. Whenever possible, the meeting is held someplace remote enough to avoid eavesdropping but not so remote that going there attracts attention. It must be secure against surveillance. Underground bunkers, bare cellars, bank vaults, and tornado and fallout shelters are favorite spots. The cell leader is responsible for conveying the briefing and orders to the rest of the cell.

Many cells are handled differently, and sometimes the briefing methods change from operation to operation. A written briefing may be delivered to the cell leader at a designated dead-drop announced by some innocuous signal: three chalk lines marked on the curb means check behind the loose brick in a particular alley. A written briefing is usually printed on paper and with toner so ubiquitous as to defy investigation, and encrypted with a one-time pad, using a code that only the cell leader possesses, which would require laborious deciphering to render readable. Written briefings are memorized and then thoroughly destroyed.

PRETEXT

Most of the time, agents need a reason to be on the ground where they can conduct an operation. They need cover stories to explain their absences from their day jobs.

It's usually best if the operation can be disguised as a legitimate operation of an agent's regular employer, even if hastily organized and light on documentation. Sometimes A-cell can help embed the agents more deeply, using conspiracy contacts. If not, an Agent can use Law to attempt to make things official.

This is often easier than it sounds. People attempting to manipulate unnatural forces often commit mundane, perfectly prosecutable crimes along the way. After all, someone who has committed murder to slake the bloodlust of an inhuman god won't blanch at violating import regulations or cheating on their taxes.

Cults often organize in ways that are hard to distinguish from organized crime syndicates or terrorist cells. It doesn't take much to put the FBI on the scent. Once a crime is witnessed, the Outlaws may be able to organize a raid and ensure that certain key figures die “while resisting arrest.”

Once embedded in the investigation, the Agents' motivations and lines of investigation diverge widely from those of official investigators. The Outlaws look to make the problem go away using any means necessary—they are certainly not interested in building a case for prosecution.

Contact with non-Delta Green law enforcement requires discretion. Agents often work under their own credentials. That means they must take every possible step to isolate their non-Delta Green colleagues from the unnatural. The more they can send those allies on time-consuming but inherently wrong leads, the better.

PERSONAL TIME

Often, no easy cover pretext is available and agents are left to formulate their own excuses. Unexpected vacations and sudden stretches of emergency sick leave may be the best they can do at work, perhaps requiring the Bureaucracy skill to work the system. A whole other set of lies may be needed to explain things at home, with a **CHA** or even a Persuade test if the agent's significant other grows suspicious. So long as no Agent is killed or injured, everyone can be back at their desks on Monday morning with no one the wiser.

However, injury, insanity or death are common outcomes of Outlaw operations.

COVER

If the Agents don't have an official investigation to serve as cover, they usually must work under false identities. Sometimes A-cell sends false identities for whatever federal agency is likeliest to be investigating. Other times, the Agents must fend for themselves. An agent with **Criminology** may be able to concoct a superficially plausible fake I.D., or find an expert in **Art (Forgery)** to make a better one.

Even the best false identities do not match up to the names and employment numbers of genuine federal employees. Agents should be warned: do not count on forged documents for anything but the most cursory review.

GREEN BOXES

The conspiracy often sets up private storage facilities, prepaid in long-term contracts, to hold tools, weapons, and even artifacts and evidence that cannot or should not be destroyed. It's best if a Green Box is temporary—the longer one is in place, the greater the risk that the property owner may meddle with it—but the conspiracy's disorganization means that some are forgotten for months or years at a time. With the high turnover rate of older members of the Outlaws, it is possible dozens, if not hundreds of such sights remain in the wild, forgotten, and not on any manifest.

FUNDING

Sometimes, A-cell provides funds to defray the costs of travel, lodging, medical care, and so on. Occasionally the funding is surprisingly generous. More often, it's anemic or nonexistent. Funds usually arrive in the form of bricks of twenty-dollar bills, carefully

wrapped in plastic and mailed overnight to a post-office box or a Green Box. With great luck, the post-office box or Green Box is nearby. Sometimes it's in another city or a nearby state.

xxx TRADECRAFT HANDOUT xxx

TRADECRAFT: AGENTS ON THE GROUND

Delta Green operations have four basic steps:

- I. Identify the possible unnatural anomaly.
- II. Confirm or deny the anomaly as unnatural in nature.
- III. Eliminate the unnatural anomaly.
- IV. Ensure public ignorance of both Delta Green and the unnatural.

Step I is mainly A-cell's bailiwick, but Steps II, III and IV must be accomplished by agents on the ground. That's you, and you must be stealthy.

PAPER TRAILS

Leave no "bureaucratic footprints" or paper trails (digital or otherwise) in the records and files of your agency. In extreme cases, you may need to doctor official records or substitute counterfeits for files that reveal too much. You must deny or explain away evidence of unnatural activity at all times.

CIVILIANS

Gaining civilian cooperation is easier in some communities than in others. Sometimes, all it takes is flashing a federal badge with the right attitude. Other times, that sends frightened civilians straight to social media or the evening news. Study the environment before you act.

Possessing relevant law-enforcement authority and credentials is vital in ensuring cooperation. Secrecy is paramount. Unless you're acting under the cover of some legitimate operation, never show your I.D. to civilians. A-cell sometimes provides false identities, but they won't stand up to close scrutiny. As long as you don't press your luck, they might help you bluff your way past civilians.

If you *are* acting in your own name under a legitimate operation, carry a false I.D. only when absolutely necessary.

COMMUNICATIONS

No digital information or communication system is completely secure. Treat everything related to Delta Green, your fellow agents, or your mission as existing in a pre-digital world. Operational delays are the accepted price of security.

Write notes on paper, not on an iPad.

Send data via the U.S. Postal Service or private parcel services, not by email.

Use no cell phones except burners with no data or GPS systems, bought as needed and destroyed after use.

Cars must not have GPS, Lo-jack, or other tracking options.

If you must conduct research by computer, never use your personal device or your own online credentials.

Pay for everything in cash or by a debit card purchased nearby.

Avoid written messages and phone conversations. If you must communicate other than face-to-face, couch everything in allusions and slang so that no one in between could decipher it.

INJURIES

Injuries are hard to cover up. Returning to the job in a cast or with a face covered in stitches, unable to work at full capacity, raises questions. The more debilitating the injury, the more elaborate the cover-up must be. Agents have staged more than one car accident to explain serious trauma.

DEATHS

An Agent's death must be covered up as a training accident or misadventure in no way connected with their official duties. When possible, A-cell arranges the cover-up with the help of another cell. But it is not unheard of for a cell to simply dig a shallow grave as a stopgap, so that the body may be dealt with later, more thoroughly.

xxx END OF TRADECRAFT HANDOUT xxx

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TRADECRAFT: ALPHONSE'S AXIOMS FOR AGENTS

Delta Green agents receive no formal training for dealing with the unnatural. An individual cell's veterans must explain to each newcomer—each FNG (“fucking new guy”), as they're invariably called—which tactics worked and which mistakes opened the position that the FNG currently fills.

An unofficial list of practices, tradecraft and tactics has been developed and unevenly distributed, in violation of secrecy protocols. The legend is that Agent Alphonse himself, in the spirit of Rogers' Rangers, wrote the list to guide new agents. It's more likely that the list was compiled and refined over several decades by many Delta Green agents passing it back and forth. A new cell of Agents might find a copy on an ancient printout in a Green Box, or in an email sent from some anonymous address but distressingly unencrypted, or have them handed over by another cell's agents who are trying to help.

These tips can guide agents' actions in any operation. As universally applicable precepts, they are necessarily broad. The axioms do not govern how Delta Green operates as an organization, but rather how a cell should proceed during a field investigation.

Alphonse's axioms are not espionage tradecraft. They are Delta Green tradecraft. Delta Green borrows some methods from intelligence and counter-intelligence services, as well as the military. But those organizations' operational objectives are different from Delta Green's objectives. The tactics are also different.

A copy of “Alphonse's Axioms for Agents” is available for players and Handlers at delta-green.com. Find the rules for implementing the axioms in TRADECRAFT, beginning on page XX.

XXX END BOXED TEXTXXX

RECRUITMENT

Most agents went through similar steps in recruitment. Each player can fill in the details that surrounded an individual agent's recruitment.

STEP 1: EXPOSURE: The recruit witnessed some deadly unnatural incursion, probably during a Delta Green operation in progress. A few agents of the conspiracy were there. Here's what the agents likely saw in the recruit's response:

- △ The recruit recognized that threat was so dangerous that it needed to be concealed.
- △ The recruit saved lives first and asked questions later.
- △ The recruit showed mental stability and decisiveness in the face of inexplicable terror.

When it was over, the agents sat the recruit down for a talk. They advised leaving all references to the unnatural out of reports. They said that was in part for the recruit's own good—nobody wants to have their fitness for duty assessed by a psychological review board—and in part to save anyone else from encountering what they had just faced. They said they would answer more questions later, if the recruit kept quiet.

STEP 2: FAMILIAR FACES: The recruit soon had another encounter with one of the agents. That agent might have shown up as a new member of a task force, or might have come to ask the recruit's help as a consultant for some mundane case. It was completely above board. The agent asked the recruit to be patient.

STEP 3: RECURRENCE: The agent asked for the recruit's help in a new operation that might involve something unnatural. That op may have been a false alarm, but sooner or later the recruit encountered the unnatural again. The agents gauged the recruit's responses. Since the recruit became an Agent, here's what they likely saw:

- △ The recruit did not panic.
- △ The recruit helped keep others from being exposed.
- △ The recruit kept it secret. The recruit didn't even seek explanations from a psychiatrist, boss, significant other, best friend, or priest.

STEP 3: BRIEFING: Eventually, the agents called the recruit for a private meeting. It was completely clandestine, with convoluted instructions that eliminated any chance of being followed, monitored, or surveilled.

At the meeting, the agents told the recruit many things:

- △ They were part of a clandestine group called Delta Green.
- △ Delta Green included other government employees who manipulated the federal bureaucracy to confront unnatural threats and cover them up.
- △ Delta Green's work was critical to national security and, more fundamentally, human survival.

- △ Delta Green had no legal sanction. How could they take their work to lawmakers when the threats were so deadly that even seeing them was dangerous?
- △ Delta Green's operations had to be kept in total secrecy. Even its name could never be spoken aloud except to someone else in the group.
- △ They needed the recruit's help.
- △ The recruit could say no. The recruit could choose to never hear from the group again —as long as he or she kept silent.

The recruit signed on; each player can decide why. The cell leader gave the new Agent a code name and introduced the other agents by their code names and their real identities.

A-CELL'S INSTRUCTIONS TO CELL LEADERS

A-cell issues a few instructions to most cell leaders:

- △ Never attempt to convince a potential recruit of the existence of the unnatural. New Agents must already believe.
- △ Research the potential recruit's background for signs of unreliability.
- △ If the recruit has the wrong temperament, cut off all contact and inform A-cell so the conspiracy can keep watch.
- △ Do not tell a recruit about the Program until the recruit has seen enough to understand why collecting and studying the unnatural is ill-advised.

IF A RECRUIT GOES WRONG

If the recruit attempts to reveal the conspiracy, the Outlaws handle it very cautiously. The other agents must eliminate evidence that could lead investigators to anyone in the conspiracy. Next, they prepare evidence that can be planted to discredit the former recruit: illegal hallucinogens, a false history of crackpot obsessions, hard drives full of deviant pornography, apparent attempts to contact foreign intelligence services or share classified data with the public, and so on. The agents state their case in private in one last effort to persuade the recruit to join their work and keep their secrets. If the prospect goes forward anyway, the agents ping internal-affairs investigators to the damning evidence of the recruit's instability and bad action. Agents being accused of some outlaw conspiracy play the baffled martyrs until it blows over. The Outlaws then keep those agents away from future ops for as long as possible.

ASKING A-CELL

Beyond the cell structure, there are no ranks or levels of initiation in the Outlaws. Information is not controlled by security clearances. A-cell shares only what knowledge is absolutely required to deal with a threat—and sometimes a cell operates almost entirely on its own, with minimal contact. In other words, A-cell can tell the Agents as much or as little about an operation, and provide as much or as little help, as the Handler wants.

GENERAL REQUESTS

During an investigation, Agents can make a *general request* for information. This request is made by the cell leader to A-cell, and should include a report on the current situation. The preferred form of communication is mail sent overnight to a frequently-changing post-office box or safe-house address, with a call via a payphone or burner to a remote answering service for notification. A-cell may check their records and contact other agents who have had similar experiences. Or A-cell may not respond at all. When you as Handler are in doubt, resolve it with a Luck roll.

If A-cell responds, the agent gets a briefing call or an express parcel in 48 to 72 hours. The information can be provided by A-cell, or it can come directly from a fellow agent or Friendly. Note, however, that the interpretations A-cell makes in deciding what files are relevant may be faulty. For that matter, there may be surface similarities but nothing more. A-cell is far from infallible.

SPECIFIC REQUESTS

Agents can also make *specific requests*. Such requests are usually for mundane information. Examples might include personnel files on government employees, classified documents, immigration records, or a particular piece of history or folklore. Specific requests are usually filled in 12 to 18 hours (when they're filled at all), not counting the time it takes to physically transport materials to the Agents.

Do not let players treat such requests as a crutch. Support from A-cell is an important part of the campaign and the Handler shouldn't make it worthless, but agents who barrage A-cell with requests will receive a stern warning. The more contact there is between A-cell and individual agents, the greater the risk of interception.

CONCLUSION

The Outlaws' continued survival hinges on secrecy, and in particular on keeping out of the Program's way. To those in the Outlaws who know the Program and its history, it is just MAJESTIC wearing Delta Green's skin. The Program is too invested in unnatural technology in the service of national security to protect the nation from unnatural threats.

Unfortunately, the Outlaws' and the Program's field operations occasionally overlap. Both tend to focus on unnatural threats generated by human activity, particularly cult-related activity. History has shown that a handful of marginalized fanatics are capable of wreaking destruction, whether it is in Innsmouth or in Cambodia. The actions of lone maniacs with unnatural interests can result in catastrophic events. The difference is that where the Outlaws end such activity with a bullet, the Program seeks to capture, so they might learn their methods. Someday, the two groups' missions are going to come into direct conflict. The Outlaws look to postpone that day as long as possible.

The Outlaws' future is uncertain. Recruitment is rare. The average age of an Agent is going up. The pace of operations has decreased. And when agents of the Outlaws learn of the Program, they sometimes defect. Some agents believe that the Outlaws are already fading. A few fear a fratricidal war with the Program. For all its precautions, the Outlaws are vulnerable to compromise should even a single cell fail. As such, A-cell

must weigh the requirements for each operation carefully—the vital intelligence and manpower necessary to complete a mission with a minimum of danger must be balanced against the need for secrecy.

It's a big universe out there, and behind the façade of reality lurks an unseen world that offers terrible threats to life and sanity. The Outlaws see themselves as the burn line that stops that darkness. But how long can they hold their position?

IMPORTANT INDIVIDUALS: THE OUTLAWS

The leaders of the Outlaws are as fractious and troubled as their organization. For Friendlies and new Agents they put up a pretense of cohesion and long-term planning, but that never holds up for long. The importance of the mission, the insidiousness of the unnatural, and their own isolation and secrecy all twist their perceptions and reactions. Their mission is the unnatural, but the threat that's most on their minds is betrayal. Even between colleagues who have relied on each other for decades, trust is a luxury the Outlaws cannot afford.

DONALD POE

By all rights, Donald Poe should be dead. A poor kid from rural New York, Poe joined the U.S. Army in 1964 and ended up with the Military Assistance Command, Vietnam—Studies and Observations Group (MACV SOG). His introduction to Delta Green was in the 1969 Operation Obsidian in Cambodia, the operation that led to Delta Green's official disbandment. Poe and those few who didn't die during the manifestation of the Black Buddha, or in the follow-on Arclight strike, crawled back to South Vietnam and tracked down the man who had sent them out. By putting down the insane ex-Delta Green member USMC Col. Satchel Wade, Poe became the only man to earn a place in Delta Green. But even Poe's attempt to clean up Col. Wade's mess could not stop the Pentagon from closing the whole madhouse down.

After the war, Poe lost a few years to drink and drugs. Then Delta Green came calling. Reginald Fairfield and Joe Camp gave him a mission he could believe in. He cleaned himself up. In the 1980s, the group pulled strings to get him a job at the FBI, where no amount of grooming could help him fit in. He chased drug dealers and worked Delta Green operations on the side. Poe cut his teeth during the so-called "Cowboy Years," when former members of the group simply executed missions as they saw fit. Within a few years, he and the FBI were finished with each other.

In 1994, when Fairfield died and the group was on the verge of disintegration, Joe Camp showed them all there was a better way.

Poe never saw himself as command material. He was just the guy A-cell could count on. Then, in 2001, when Camp vanished, and things were well and truly FUBAR, he found that Camp had given him the keys to the kingdom. No apprenticeship. No mentoring. Donald Poe was tossed into the deep end, sink or swim as the leader of A-cell.

When Donald Poe became Alphonse, he was painfully aware he'd spent his Delta Green career as a door-kicker, and that this "master conspirator" stuff was way above his pay grade. For a decade, Poe kept an eye out for someone better suited to the job. Today, he isn't looking anymore.

If there's one thing Donald Poe has learned in nearly fifty years of serving Delta Green, it's that the mission is never over. He knows that once you're in Delta Green, you are in for life. Just like Reginald Fairfield. Just like Joe Camp. You don't pass the torch. They recover it from your corpse.

Today, Poe leads the Outlaws. Poe typically interacts with Agents using his old code name, "Agent Charlie," presenting himself as the emissary of a never-seen Agent Alphonse. He figures the rank and file would be more comfortable imagining their leader as a latter-day Professor Moriarty rather than a past-his-prime jarhead sniper. He sometimes ignores his own careful rules of contact, bypassing McRay and Wu, and especially Furst, out of fear of betrayal. Poe's paranoia has paranoia.

Poe does not think of the Outlaws as a faction. He leads Delta Green. Whatever Forrest James commands, it's not Delta Green, just some bastard child of the MAJESTIC project. Poe has abandoned all sentimentality regarding the widening gulf between the two groups. In the old days, Poe had been to the Opera with Forrest James and knew that Joe Camp had relied on him. That Forrest James is gone. When James took control of MAJESTIC, he agreed to leave Delta Green alone while his people dealt with threats they had cut their teeth on since Roswell. A year later, he launched his own Delta Green and poached all the agents he could find. Since then, they've had long years of uneasy truce, occasionally speaking through anonymous, encrypted connections. Both are aware that it could come to blood. Both are aware that sooner or later, the other side is going to become the mission. Poe is pretty sure that the next time he sees Forrest James, it's going to be through a scope.

Poe keeps a collection of unnatural artifacts, files, photos, and documents—a carefully-curated archive of impossible nightmares—in a Cold War fallout shelter on his property in the Allegheny Mountains of eastern Pennsylvania. The entrance is padlocked and all but invisible under thick underbrush. Poe enters by a tunnel beneath the house, hidden in a basement workshop behind a false wall (a trick he picked up from Fairfield). The bunker also stores a wide assortment of heavy weaponry and a pallet of approximately eight million dollars in plastic-wrapped bricks of twenty-dollar bills: the Outlaws' operational budget, courtesy of the early exuberance of the War on Terror. Only Poe has access to the bunker. He allows Curtis McRay, aka Agent Bernard (formerly Cyrus), onto the property, but McRay doesn't know about the bunker.

His house is loaded with every kind of weapon known to man—all legal in rural Pennsylvania—but still likely to raise strangers' eyebrows if they were discovered. Poe goes to great lengths to avoid anyone taking an interest. A steel gate with a "Keep Out" sign discourages proselytizers, and barbed wire runs from either side of the gate around the property's perimeter. A small pack of guard dogs roams the property, trained to ignore ordinary forest smells and sounds but to raise havoc at the slightest hint of intruders. He tries to never give the county sheriff or state police a reason to visit and stay out of trouble.

He doesn't always succeed.

Despite his best efforts, the old man has had meaningless confrontations and bloody fights in the nearest town. Worse, in 2015, two intruders wandered through his property one night, alerting the dogs. Poe, drunk and certain they were scouts for the Program, stalked them for a half an hour before killing both. Then he recognized their strange coats were varsity jackets from a nearby high school. He did what had to be

done to cover it up. Philadelphia police found the teenagers' burned out car later that month, and the crime has long since been lost on the books. Poe sometimes goes down to the river where he cut the boys up and buried them. He thinks about how far off the path he has gone, and what Joe Camp might think of him, now. Still—the mission...

Donald Poe could once have been mistaken for the Minotaur, presuming his horns were hidden beneath a John Deere cap. At six and a half feet tall (2.0 m) and almost 300 lbs (136 kg), he could be said with charity to have a face like a fist and fists like boulders. A nasty, jagged scar runs down the left side of his wrinkled, harsh face. Age has caught up to him. Every year turns a little more muscle to fat and leaves him a little more stooped and hard of hearing. He can't run worth shit anymore, and a flight of stairs—which he used to take two at a time with a sixty pound pack—are enough to leave him a wheezing mess. He wears his thinning white hair and thick white beard long. He prefers work boots, a black T-shirt, blue jeans and camo-fatigue jackets. He usually looks like he might be coming back from a deer blind deep in the woods, and in fact he may have; he spends a lot of time hunting, thinking and trying to soothe what's left of his long-battered nerves. His outfit is deliberate in another way. One of the best lessons the Viet Cong taught Donald Poe was that you should never, ever look like you are the one in charge.

SGT. MAJOR DONALD POE, USMC (RETIRED)

Agent Alphonse/Agent Charlie, age 73

STR 14	CON 10	DEX 12
INT 14	POW 13	CHA 9
SAN 37	HP 12	WP 16

BONDS:

Curtis McRay (Agent Bernard), 15.

MOTIVATIONS AND DISORDERS:

Living up to Joseph Camp's legacy.

Keeping the real Delta Green from being absorbed by the Program.

Doing this job right so nobody else will have to.

Paranoia.

Sleep Disorder.

Adapted to Violence

SKILLS: Alertness 69%, Athletics 61%, Bureaucracy 38%, Computer Science 20%, Demolitions 63%, Dodge 62%, Drive 44%, Firearms 93%, First Aid 41%, Foreign Language (Spanish) 32%, Foreign Language (Vietnamese) 20%, Heavy Weapons 40%, HUMINT 44%, Law 41%, Melee Weapons 73%, Military Science (Land) 67%, Navigate 79%, Occult 20%, Science (Chemistry) 20%, Search 76%, Stealth 71%, Swim 42%, Survival 66%, Unarmed Combat 72%, Unnatural 26%.

SPECIAL TRAINING: Lockpicking (DEX), Parachuting (DEX), SCUBA gear (Swim).

ATTACKS: Ka-Bar combat knife 73%, damage 1D6+1.

Beretta M9 pistol 93%, damage 1D10.

M-40A5 suppressed sniper rifle 93%, damage 1D12+2.

MP5SD3 submachine gun 93%, damage 1D10 or Lethality 10%.

Unarmed 72%, damage 1D4.

UNNATURAL ARTIFACTS: Elder Sign (engraved on a 20-kg cement block), Dust of the Thresholds (3 doses), Powder of Ibn-Ghazi (5 doses).

UNNATURAL DOCUMENTS: *Azathoth and Other Horrors*, Greg Mason’s surveillance video compilation, Gunter Frank’s research notes, Joseph Camp’s grimoire, Matthew Carpenter’s Delta Green files, *The People of the Monolith*, *The Seven Cryptical Books of Hsan*.

ASSETS: DONALD POE’S ARTIFACTS AND DOCUMENTS

Poe inherited some of these unnatural artifacts and documents from Joe Camp, Matthew Carpenter, and ex-Friendly Greg Mason, and recovered some from operations against Delta Green’s deadliest foes. Some of them are in languages he cannot read—and he intends to keep it that way. He often thinks of burning the books, but hangs onto them “just in case.”

AZATHOTH AND OTHER HORRORS

In English. Study time 50 hours, Unnatural +4%, SAN loss 1.

*“When age fell upon the world, and wonder went out of the minds of men;
when grey cities reared to smoky skies tall towers grim and ugly,
in whose shadow none might dream of the sun or of Spring’s flowering meads;
when learning stripped Earth of her mantle of beauty,
and poets sang no more save of twisted phantoms
seen with bleared and inward-looking eyes;
when these things had come to pass,
and childish hopes had gone away for ever,
there was a man who traveled out of life on a quest
into the spaces whither the world’s dreams had fled.”*

DESCRIPTION

A book of the macabre poetry of Edward Pickman Derby published around World War I and rebound in unmarked boards with a technique that a librarian or bookbinder would place around the 1950s. The pages still bear marks of damage by fire and water. The largest single work, “Azathoth,” describes a dreaming encounter with the Daemon Sultan whose mindless pulsings gives shape and action to the universe, and whose messenger Nyarlathotep laughs at and mockingly facilitates the human impulse to find meaning in the world.

RITUALS

None.

GREG MASON’S SURVEILLANCE VIDEOS

Three DVDs with assorted video files. Study time 60 hours, Unnatural +2%, SAN loss 1D6.

“Clear! Clear! Desmond, get your ass on that corner and watch the grating. Davis, what’s the story on that—HOLY FUCK! Davis, get back—oh, Jesus. Mason, get that fucking camera out of here!”

DESCRIPTION

A collection of videos and photos, many filmed in the 1990s and converted to high-resolution digital formats, that document an apparently random series of inexplicable horrors. Members of an unidentified East Asian street gang are turned inside out by something that can’t quite be seen. Arthropod-like entities seem to shimmer, half-visible thanks to special emulsions that the videographer prepared to record extradimensional emanations that otherwise could not be captured on film. A DEA team slaughters an entire family as wormlike monstrosities rise from the bellies of men, women, and children. Moldy ghouls with vaguely canine forms carry on a meeping debriefing with FBI agents and NYPD detectives in a closet of some abandoned subway station, hinting at the movements of sorcerers below the Earth and in dreams. And on and on. Viewed through a lens of healthy skepticism and denial, the videos and photos must be the work of a gifted but deranged special-effects artiste.

RITUALS

None.

GUNTER FRANK’S RESEARCH NOTES

In German. Study time 800 hrs, Medicine +3%, Pharmacy +3%, Science (Biology) +2%, Science (Chemistry) +2%, Unnatural +4%, SAN loss 1D6.

“Dr. West hatte seit langem versucht, eine Mixtur zu vervollkommen, die in die Adern eines frisch Verstorbenen injiziert, das Leben wiederherstellen würde. Eine Arbeit, die eine Fülle von frischen Leichen forderte und daher die unnatürlichsten Handlungen beinhaltete. Noch schockierender waren die Produkte einiger dieser Experimente—grässliche Massen von Fleisch, tot, aber von West wiedererweckt zu einer blinden, hirnlosen, Übelkeit erregenden Lebendigkeit.”

DESCRIPTION

Several old boxes filled with yellowing, typed and hand-written manuscripts, crumbling file-folders, and journals. These represent the life’s (and unlife’s) work of Dr. Gunter Frank, an infamous Nazi scientist who collected, translated, and expanded upon the hideous discoveries of strange luminaries like Dr. Javier Muñoz and Herbert West, M.D., and their assistants and colleagues. Dr. Frank cheated terminal cancer and lingered in a sort of ghastly half-life for more than 50 years in the Karotechia’s refuge in South America. When Delta Green and MAJESTIC assaulted the compound in 2001, they destroyed Frank and his grotesque works. These boxes are all that remain. Donald Poe suspects they would rewrite medical science if made public. He means to burn them to ash before that can happen.

RITUALS

Preserve Living Brain, Raise From Essential Saltes, Reanimation Formula.

JOSEPH CAMP'S GRIMOIRE

In English. Study time 1,000 hours, Occult +8%, Unnatural +4%, SAN loss 1D6.

*“Remains mummified in era immediately after B. Pharaoh most eff. in rendering powder harmful to E.E.; proportions of KNO_3 , S, Boswellia resin **CONSTANT** at all costs. Keep dry. Remember Helsinki effect.”*

DESCRIPTION

This thick stack of ledger-style notebooks was written over many years by Dr. Joseph Camp, the man who reorganized the Delta Green conspiracy in 1994. He intended it as his personal guide to “hypergeometric technology” that proved useful in fighting against unnatural forces. It details the use and ingredients of many powerful rituals, but gives little context for them and contains little information on unnatural forces or entities. This grimoire was intended for Camp’s sole benefit and is riddled with shorthand and allusions known only to him. Mastering its rituals can be very difficult.

RITUALS

The Call, Charnel Meditation, Create Gate, Dust of the Thresholds, the Elder Sign, Fascination, Meditation Upon the Favored Ones, Obscure Memories, the Powder of Ibn-Ghazi, the Voorish Sign, Withering.

MATTHEW CARPENTER'S DELTA GREEN FILES

In English. Study time 32 hours, Occult +4%, Unnatural +4%, SAN loss 1D6.

“It’s like...sometimes, it’s like there’s a hole in my mind. Like...where memory used to be, just this empty...hole. And you motherfuckers still won’t let up, will you? Won’t let me remember. Even if it means getting what you want.”

DESCRIPTION

Delta Green-related interview transcripts, personnel files, newspaper clippings, and copies of FBI case files compiled by Matthew Carpenter while he served in A-Cell. The contents range from 1970 to 1999.

RITUALS

None.

THE PEOPLE OF THE MONOLITH

In English. Study time 60 hours, Unnatural +3%, SAN loss 1D4.

*“They say foul things of Old Times still lurk
In dark forgotten corners of the world.
And Gates still gape to loose, on certain nights.
Shapes pent in Hell.”*

DESCRIPTION

A volume of poetry by Justin Geoffery, most substantially concerning his descent into madness during and after a visit to a remote village in Hungary and viewing an accursed black monolith that stood nearby. Staring at the stone for too long was said to bring on bizarre, otherworldly visions and dreams that would haunt one for life.

RITUALS

None.

THE SEVEN CRYPTICAL BOOKS OF HSAN

In Classical Chinese. Study time 1,200 hours, Unnatural +11%, SAN loss 2D6.

“Observances of the ornamental changes of seasons and ornamental observances of society allow but quivering and fragmented understanding of the processes of transformation if considered without the boundless insight of the immortal messenger, the masked monk, the father of the favored ones, who in cruel joyousness manifests the will of the unwillful sublimity of heaven.”

DESCRIPTION

A treasure beyond price to historians, anthropologists, and occultists, these seven “books” are built of narrow bamboo strips bound side-by-side with silk cords, rolled into scrolls around staves for handling. The cords are only sixty years old; the bamboo strips date to the Han Dynasty, about the second century A.D., when they were created as a transcription of a manuscript of far more ancient and appalling provenance. Some strips are damaged or have been effaced over the centuries. In Donald Poe’s bunker, the seven heavy scrolls reside in a battered old artillery munitions crate.

RITUALS

Charnel Meditation, Elixir of Infinite Space, Immortal Messenger, Leaves of Time, Mountain and Sea, Whispers of the Dead, Winged Steed, Withering.

EMIL FURST

West Point’s class of ’75 valedictorian, Emil Furst went into the Special Forces, seen at the time as a bastion of warrior professionalism, when the U.S. Army was at its nadir. Four years later, a covert special-operations unit, the Intelligence Support Activity, recruited him. His missions took him to Africa, the Middle East, and Latin America, doing intelligence work too secret for even the CIA. His career soared. In 1989, however, Lt. Col. Furst discovered a struggle far more primal than the Cold War.

Furst was leading an ISA team disguised as Ugandan soldiers in Uganda searching for Joseph Kony, the leader of the nascent Lord’s Resistance Army. There, they discovered thousands converging on a community on the shores of Lake Edward where a “magical” cure for AIDS had been discovered. They investigated and found a stronghold of the cult of Glaaki, recruiting the terminally ill. The discovery cost the lives of every member of the ISA team except Lt. Col. Furst.

Wounded and half mad, Furst wandered for weeks before he was found by Tutsi tribesmen in Rwanda. Over the next two years, he recovered, healed his mind and

body, and studied at the feet of an ancient and powerful Tutsi shaman. Using this newfound power, he returned and destroyed the Glaaki cultists, but failed to destroy the gate beneath Lake Edward that permitted Glaaki to manifest.

When Furst returned to civilization he told his superiors the truth. Their response was a medical discharge and a trip to a V.A. mental hospital. He suffered six months of pharmacological restraint before Delta Green sprung him. Furst agreed to work for them, but on his terms. He was in no hurry to return to being someone's "deniable asset." For a decade Furst was homeless, staying below the radar, only surfacing to cooperate with Delta Green when it suited him.

Then, in 1999, Delta Green agent Forrest James came to him for help. At the time, Furst was pursuing a cult of Glaaki cultists operating as Bible Belt faith healers, and he needed extra firepower. An exchange was arranged, knowledge for labor. Three years later, when the Program formed out of MAJESTIC's wreckage, he came back into the fold—by joining A-cell and keeping its secrets away from the Program.

As A-cell's expert on hypergeometry, Furst is the man who decided what, if any, such "technology" should be deployed during an operation. By 2006, he began to see his personal mastery of unnatural rituals as Delta Green's only real hope—then, he found the answer. A book was brought to him after one of the conspiracy's operations. This small journal, penned in a spidery script, contained several strange and intriguing things. Once he broke the code, the first line filled him with a greed he thought he could no longer feel. It read: *Of the First Secret. A book and instruction on the opening of the wall to free the sleeper; bane to the horned god, G'laak.*

Furst spent ten years meticulously deciphering the book. Twice he believed he was close, and each time, he found *another* layer of code hidden within it. Finally, in 2016, without informing the rest of A-cell, Furst enacted the ritual for the first time. He communed with an intelligence which told him more about Glaaki than he could process. He has communed with the First Secret three times, and has used this intelligence to nudge A-cell in particular directions. He sometimes guides Agents who encounter powerful secrets of the unnatural, and usually takes possession of those secrets afterward.

Furst has not yet noticed the string of spree murders that strike nearby, each time he enacts the ritual of the First Secret. It is clear to all who know him that Furst is slowly coming apart at the seams, but Donald Poe—A-cell's leader and his only real friend—has no idea what action to take.

Col. Furst stands 2 m tall (6'5") and weighs in at 104 kg (230 lbs) of muscle, bone, and scar tissue. He is missing his left eye and part of his ear, and ragged scars furrow his nose and brow. His dark skin throws those scars into stark relief. An eye-patch covers the ragged hole in his face. His personal grooming and attire tends towards the paramilitary, looking freshly pressed and starched, but with African occult fetishes hidden beneath his fatigues. He keeps his gray hair buzzed short. Delta Green acquaintances from his youth often have trouble recognizing the man who once resembled a homeless tramp in dreadlocks and a matted beard.

LT. COLONEL EMIL FURST, U.S. ARMY (ret.)

Agent Aaron, Ruthless Warrior-Shaman, age 62

STR 15	CON 12	DEX 10
INT 18	POW 18	CHA 12
SAN 39	HP 14	WP 18

BONDS: Donald Poe, 7.

MOTIVATIONS AND DISORDERS:

Correcting the mistakes of the past.
 Saving the innocent from the Unnatural.
 Obsession with the “First Secret”.
 Depression.
 Totemic compulsion (expressed through African fetishes).

Adapted to Violence

Adapted to Helplessness

SKILLS: Alertness 63%, Anthropology 34%, Athletics 86%, Dodge 54%, Firearms 73%, First Aid 39%, Foreign Language (Arabic) 22%, Foreign Language (Spanish) 44%, Foreign Language (Swahili) 63%, Heavy Weapons 50%, HUMINT 40%, Melee Weapons 88%, Military Science (Land) 52%, Navigate 63%, Occult 68%, Persuade 66%, Search 51%, SIGINT 50%, Stealth 82%, Survival 49%, Swim 57%, Unarmed Combat 63%, Unnatural 28%.

SPECIAL TRAINING: Parachuting (DEX).

ATTACKS: H&K P30 .40 pistol 73%, damage 1D10.

Skymetal machete 88%, damage 2D8+1.

Colt M4 carbine 73%, damage 1D12.

Hand grenade 86%, Lethality 15%.

Unarmed 63%, damage 1D4.

RITUALS: Call Zombies, the Closing of the Breach, Exaltation of the Flesh, Exorcism, The First Secret, Finding, Healing Balm, One Who Passes the Gateways, Release Breath, See the Other Side, Song of Power, Soothing Song, Speaking Dream, Speech of Birds and Beasts.

ASSETS: EMIL FURST’S ARTIFACTS

Furst usually carries these tools at the bottom of an Army-issue duffle bag, underneath most of his other worldly possessions.

FETISH NECKLACE

Made of beads, claws, teeth, and feathers, this bulky necklace—it cannot be concealed except under something like a trench coat—causes arrows, thrown objects, and other low-velocity projectiles to miss wearer completely. High-velocity projectiles such as bullets suffer a –20% chance to hit. Hand-held melee weapons are not affected. Each time an attack misses that would otherwise have hit, the wearer loses 0/1 SAN due to the Unnatural.

SCEPTER OF POWER

A short wooden scepter of indeterminate age, engraved with ancient symbols that defy anthropological or linguistic interpretation. Furst keeps it carefully wrapped in cloth to avoid accidentally touching it. Anyone grasping the scepter with a bare hand gains 3D6

WP and loses 1D4 SAN. The bonus WP last until used or, if unused, until the next sunrise. A wielder who has 10 or more SAN and succeeds at an Unnatural test also realizes instinctively that he or she may choose to gain 1 POW, permanently, at the cost of 10 SAN. After it confers the bonus WP, the scepter loses all power until the next sunrise.

SKYMETAL MACHETE

This broad-bladed implement, kept in a battered wooden scabbard, is made from intricately-engraved meteoric iron with a handle of human bone. For the purpose of determining damage, every hit with it counts as critical, inflicting 2D8 rather than 1D8. (Rolling a critical inflicts no additional damage.) It has been found to harm some extradimensional entities that were otherwise immune to physical weapons. Harming such an entity with the machete costs the wielder 0/1 SAN due to the Unnatural.

CHUN-TE WU

The son of Taiwanese immigrants, Chun-te earned a computer science degree, a law degree from the University of Southern California, and then landed a job as a special agent for the IRS Criminal Investigations Division in 1973. For twenty years, he was one of the federal government's top investigators of international financial crimes and an innovator of information systems. When the Financial Crimes Enforcement Network (FinCEN) was set up in 1990, Special Agent Wu became one of its charter officers. He retired in 2016 as the Director for Information Technology for the Treasury Department's Office of Terrorism and Financial Intelligence.

Wu's eyes were opened to the existence of the unnatural in 1986, during an audit of a politically connected international corporation called Whole Earth Enterprises (WEE). After months of investigation, a company executive contacted Wu claiming that his employer's tax evasion, money laundering, and financing of international terrorism were directed by a diabolical inner circle in the pursuit of occult goals. Doubtful, Wu went to meet this informant. He arrived just in time to see something impossible pull the screaming man through a hole in reality. Not long afterward, under congressional pressure, Wu's superiors disbanded his unit and reassigned him to other duties.

Exposing WEE became Wu's pet project. He hacked his way into their subsidiaries, and pulled their tax filings and articles of incorporation. He abused his power as an IRS agent. The inadmissibility of the evidence he gathered continued to frustrate him, until he encountered Delta Green agents working in parallel. The agents weren't concerned with legality or admissibility; they just wanted to know if Wu could "identify a target." When he showed them what he knew about WEE, they took out those targets.

Wu was in.

For many years Chun-te Wu acted as a Delta Green Friendly. He didn't participate directly, instead he conducting research, provided logistical support, and penetrated information systems. He used government resources to identify and recruit unwitting "tiger teams" of computer security experts to work for Delta Green. His recruits ranged from anarchist college kids to engineering professionals who'd become genuine computer criminals. Contacted through cut-outs, these mercenaries never knew who they were working for. To this day, he maintains these contacts.

That was as close as Chun-te wanted to get to Delta Green. When the Program launched in 2002, Wu kept his distance. The people he knew—among them Donald Poe and Curtis McRay—refused to come in from the cold; and he followed suit. He understood the critical importance of Delta Green’s mission, but in the late 1980s had set about raising a family. He wanted normality. For a while he had it.

All that changed in 2010 with a traffic accident that claimed the lives of his wife and two daughters. Their deaths left Wu hollow. He’d dedicated his life to keeping his family safe, and all it took to kill them was an underage drunk racing in her father’s SUV. Since that day, the only meaningful thing in Wu’s life has been Delta Green. Donald Poe and Emil Furst had relied on him from the beginning for information, illicit funding, and infrastructure, so they brought him into A-cell as Agent Anton. Wu sometimes meets Agents in the field, acting as A-cell’s representative. It would be smarter to restrict his involvement to missions that require his unique skills, but Wu becomes more bitterly careless with every year.

Chun-te Wu stands 1.7 m tall (5’9”), weighs 73 kg (160 lbs), and has gray hair and black eyes. He is ethnically Han Chinese. His once attractive, emotive features have collapsed into a limp, expressionless mask. His dead-eyed focus is intimidating, even to the hardened Agents. He joylessly chain-smokes unfiltered cigarettes. Anyone who asks him to stop smoking earns a withering stare, a face-full of smoke, or both. Once, when told that every cigarette was another nail in his coffin, Wu is alleged to have said, “That’s the fucking point.”

CHUN-TE WU

Agent Anton, Digital Virtuoso Who Is All Out of Fucks, age 67

STR 7	CON 12	DEX 10
INT 17	POW 14	CHA 11
SAN 41	HP 10	WP 14

BONDS: None.

MOTIVATIONS AND DISORDERS:

- Making his own justice.
- Ends, not means.
- Uncovering secrets.
- Depression.
- Addiction (chain-smoking).

Adapted to Helplessness

SKILLS: Accounting 94%, Bureaucracy 63%, Criminology 87%, Computer Science 89%, Craft (Electronics) 93%, Driving 35%, Firearms 42%, Foreign Language (Mandarin) 95%, History 41%, HUMINT 61%, Law 88%, Occult 54%, Persuade 67%, SIGINT 81%, Unarmed Combat 40%, Unnatural 16%.

ATTACKS: Walther PPQ pistol 42%, damage 1D10.

Unarmed 40%, damage 1D4–2.

CURTIS MCRAY

Curtis McRay joined the FBI as a special agent in 1985, straight out of law school at Rutgers. He cut his teeth in the Organized Crime Division in New York, New Jersey and Rhode Island. In the 1990s, McRay discovered that the bed-time stories that New York's criminals told after last call were true. The Network existed, a second underworld led by a cult called the Fate. McRay holds the unique distinction as the only man ever to kill Stephen Alzis and live. For his part, Alzis called the incident "a misunderstanding between two friends."

McCray would have gone the way of so many who'd previously interfered with Alzis if not for the intervention of Donald Poe and Joseph Camp. By ransoming Stephen Alzis's personal photo album (which included images of the unchanging Alzis as far back as the invention of the first cameras in the 19th century) McRay, Poe and Camp worked out an "armistice" with Alzis. When the Fate began to self-destruct less than ten years later, McRay and Poe were there as well, though they refuse to speak about it; even among themselves.

For a decade, Curtis McRay and Donald Poe—as Agent Cyrus and Agent Charlie—worked the deadliest operations that Joe Camp's Delta Green ever fielded. A strong bond of loyalty still exists between the two. When Poe took over for Camp in 2001, he put McRay in charge of B-cell to reorganize the conspiracy and root out the lingering influence of MAJESTIC.

When the Program launched in 2002, McRay faced a hard choice. Many of his trusted colleagues signed up—including fellow FBI Special Agent Abe Mannen (Agent Thomas), whom McRay recruited during a particularly bad operation in 1994. Poe saw the Program as a betrayal and would go nowhere near it, and McRay couldn't leave Poe behind. McRay and Mannen became the primary points of contact between the Program and the Outlaws. They know each other well enough to want to trust each other, but they're both experienced and cynical enough to never let that trust get too deep.

In the Outlaws, McRay has always acted as consigliere for A-cell, and as one of Donald Poe's few human connections. As Agent Bernard, he oversees the conspiracy's lists of storage facilities and its most reliable and experienced Friendlies. He checks backgrounds and keeps track of agents and Friendlies. He assists with tradecraft and cover-ups. He's some cells' point of contact with A-cell.

But he's spread so thin, and the Outlaws' communications are so slow, that he grows a little less effective at all those tasks with each passing year. Even relying on the other members of B-cell, who are a decade younger and who still have full bureaucratic access and contacts, only goes so far. McRay has warned A-cell many times that their rejection of modern communications was causing the dissolution of the conspiracy.

McRay turned 57 on 7 MAR 2017, and under FBI regulations was forced to retire at the end of that month. Few of the fellow agents that ate cake at his retirement party had any idea of his *real* history. He had spent the last few years in the records department at FBI Headquarters in Washington, D.C. But his experience with the FBI would have been called "storied," if anyone knew enough to say so. Despite clearing many "impossible" cases for the FBI, he never brought in as many prosecutable cases as his superiors would have liked. For McRay, this became more a blessing than a curse. Seen as a has-been (or a never-was) McRay, was able to move through the FBI

like a shade. He learned the “Hoover-Dome” and Quantico inside and out, and developed excellent intelligence on the power players there. His access (authorized or not) to field reports put McRay in a unique position to look for new missions and potential recruits for Delta Green. Now, on the other side of retirement, he helps his B-cell colleagues swim in those waters.

Retiring after 32 years in the FBI, McRay draws a pension that’s more than enough to support him. Donald Poe reminds him often that he’s free to devote every hour of every day to Delta Green. McRay can’t admit to Poe, or anyone else in the group, that he’s not sure he can hack it. He’s worn out. It’s been decades since he had a stable relationship, or even maintained serious interests, outside Delta Green.

McRay long ago learned to substitute oxycodone for more time-consuming forms of stress relief. Two months after his retirement, Baltimore police pulled him over for erratic driving and found a stash that he’d boosted from drug dealers. “Ex-FBI agent caught with 10,000 painkillers.” He pled down to a misdemeanor, but gossip rags had a field day. A-cell began keeping him at arm’s length, leaving him with far too much time for reflection, but since then, that trust has slowly restored itself.

However, this addiction did not go away. Worse, he’s worked out deals to use the storage facilities that he catalogs and maintains for the Outlaws as places for third-rate drug dealers to stash loads of pills. Most of these old Green Boxes (almost all located near the Canadian border) are long-emptied of thier questionable contents, but that doesn’t mean they couldn’t be traced back to their previous renters. In exchange for access to this network of drug stashes, McCray recieves an endless supply of “medicine”, as well as various kick-backs from criminals that keep him comfortable. The world is too fucked up for him to feel bad about it for very long.

He sometimes thinks about faking his death, perhaps on a some half-assed operation where new, gullible agents can be convinced they saw it happen. He also wondered if chasing a few dozen painkillers with a tumbler of Scotch would be easier in the long run.

He often suspects that the agents who went to the Program had the right idea, after all.

Standing 1.88 m (6’2”) and weighing 75 kg (165 lbs), McRay is a thin, gawky man with a slender face, topped with shaggy gray hair. His blue eyes are hidden behind thick-framed glasses. Even wearing his habitual suit and tie, he projects a kind of gracelessness. He is, nevertheless, intense, serious, and driven. He always wears a light Kevlar vest under his shirt and carries a pistol everywhere he can.

CURTIS MCRAE, FBI SPECIAL AGENT (ret.)

Agent Bernard, Front-Man for A-Cell, age 57

STR 9	CON 11	DEX 10
INT 16	POW 14	CHA 12
SAN 46	HP 10	WP 14

BONDS:

Donald Poe (“Agent Alphonse”), 15
Mother, Dolores McRay, 8

Younger brother, Leon McRay, 8

MOTIVATIONS AND DISORDERS:

Never letting Donald Poe down.

Finding a new generation to do this shit job.

Protecting Delta Green.

Addiction (opiates).

Anxiety disorder.

Adapted to Helplessness

Adapted to Violence

SKILLS: Accounting 59%, Alertness 67%, Anthropology 28%, Athletics 63%, Computer Science 36%, Criminology 54%, Driving 68%, Electronics 34%, Firearms 66%, History 39%, HUMINT 89% Law 57%, Occult 68%, Persuade 48%, Psychotherapy 42%, Search 71%, Stealth 51%, Unarmed Combat 60%, Unnatural 18%.

ATTACKS: SIG Sauer P228 pistol 66%, damage 1D10.

Unarmed 60%, damage 1D4-1.

Mossburg 12-gauge shotgun 66%, damage 2D10 (or 2D6 or 1D6).

Colt M4 carbine 66%, damage 1D12.

EDNA KNOTTS

Edna Knotts joined the Air Force Office of Special Investigations soon after she graduated the U.S. Air Force Academy in 1985, specializing in counter-intelligence. She was seconded to the Central Intelligence Agency in 1990, ultimately joining in 1991 (a rare achievement in that age of post-Cold War budget cuts and organizational malaise). Once she was deployed overseas, she found herself having to invent work. In the decade before 9/11, Knotts spent her time recruiting and running unauthorized agents for the Agency. She nevertheless excelled at creating relationships, understanding what to be to her targets and how to give them what they needed. She was particularly adept at recruiting agents who never knew they were working for the CIA. Her agents thought that they were working for journalists, criminal organizations, corporate bagmen, political activists, missionaries and even international aid organizations.

During her stint at the Western Mediterranean operations center, Knotts had her first encounter with the unnatural. A team of Delta Green agents was pursuing one of her off-the-books assets and she got caught in the crossfire. She kept her head, her sanity, and her job at the CIA and Delta Green recruited her. In 1994, when Alphonse reorganized the conspiracy, Knotts became Agent Green, and worked closely with G-cell agents Graham and Grendel. A-cell soon came to rely on her ability to recruit. Many old hands remember “Agent Green” as their first point of contact.

When the Program launched in 2002, Knotts refused to join. Better to leave dealing with the unnatural to a tightly-knit brotherhood than an ever-shifting bureaucracy. A-cell had her take over C-cell, which it tasked with research. At first, Knotts thought that was a misuse of her experience, but that wasn't the case.

Knotts is still an ace recruiter, but her product is unnatural intelligence. She runs a network of informants throughout the U.S. government, academia, and the private sector. Some of them send word of weird events. Some debunk claims of the supernatural, and are interested in claims that can't be easily debunked. Some conduct deep, academic research into offbeat areas of anthropology, history, medicine,

psychology, or parapsychology. Few of Knotts' spies think they're working with anyone but her. Most consider her a friend who has a keen interest in the weird. Only a handful know enough to even count as Friendlies. Knotts compiles tips, vets them, and sends the ones worth investigating to A-cell.

At the moment, her most puzzling source is an anonymous one. For two years now she's been receiving encrypted data packages from inside the Program. They arrive without explanation. Whoever the source is, they keep finding her, even when she changes devices. Sometimes it's intel on disaffected Program agents. Sometimes it's intel on Program operations that are about to begin, or that ended inconclusively. Sometimes she is warned that the Program is interested in particular Outlaw assets or personnel. So far, the intel checks out. The questions Knotts can't answer are *who*, *how* and *why*. In the meantime she's code-named the source "Secret Santa."

Knotts works often with Agent Bernard, whom she knows from the old days by his real name and his old C-cell code name. At his request, she may help Agents determine whether a potential recruit is reliable. And there may come a day when Bernard begins deliberately trying to reduce A-cell's involvement. He'll need an intermediary of his own, and Agent Charlotte is his first choice.

She often observes to Agent Bernard that at 54, she's the youngster of Delta Green's leadership. Knotts suspects that slowly, year by year, the conspiracy is dying. It's not just that its average age keeps going up; the conspiracy has adopted a model of secrecy by which it cannot readily adapt. More and more, things slip. Public revelation of everything she has fought to conceal may be inevitable. If it is, then what has been the point?

Knotts is still a CIA case officer, but works mostly out of Langley. She lives in Chevy Chase, Maryland with her wife Maxine Isaacs, a State Department employee who has no idea about Delta Green. Isaacs blames burnout from her demanding CIA career for Knotts' recurring, deepening depression, and says retirement is long overdue. Knotts is deadly serious about keeping it that way. She would kill to keep her wife from knowing what she knows.

Edna Knotts looks a decade younger than her half-century. A dark-skinned African-American, with a broad, friendly face that encourages people to trust her, she stands 1.7 m tall (5'8") and weighs 60 kg (132 lbs). For the longest time, she wore her hair in long dreadlocks—after all, what kind of a spy wears dreadlocks?—but these days she keeps her hair in short, tightly braided rows that are not so easy to grab.

EDNA KNOTTS, CIA CASE OFFICER

Agent Charlotte, Research Recruiter, age 54

STR 9	CON 12	DEX 11
INT 18	POW 15	CHA 16
SAN 50	HP 11	WP 15

BONDS:

Wife, Maxine Isaacs, 16.

Mentor, retired CIA case officer Ronald Abbot, 10.

Ex-girlfriend, CIA colleague, Mallory Klein, 8.

MOTIVATIONS AND DISORDERS:

Unraveling peoples' motivations.
 Protecting her wife from the truth.
 Staying ahead of the threats.
 Excelling in spite of bureaucratic inertia.
 Depression.

SKILLS: Alertness 58%, Athletics 71%, Bureaucracy 69%, Computer Science 33%, Criminology 75%, Disguise 92%, Driving 56%, Firearms 71%, HUMINT 86%, Persuade 89%, Search 66%, Stealth 71%, Swim 43%, Unarmed Combat 55% Unnatural 26%.

ATTACKS: SIG Sauer P226 pistol 71%, damage 1D10.
 Unarmed 55%, damage 1D4-1.

PROFESSOR GRANT EMERSON

Born in Epsom, England, in 1952, Emerson received a degree in zoology from Cambridge in 1973 and then did volunteer work for a year in Kenya. Having seen the problems associated with "exotic" diseases, he returned to Britain and gained a Ph.D. from Edinburgh University in 1977, studying the replication of rinderpest virus. In postdoctoral work he studied dengue and yellow fever at the London School of Hygiene and Tropical Medicine, and later worked on hemorrhagic fever viruses at CBDE Porton Down. Eventually he received a traveling fellowship to Walter Reed Army Hospital in Bethesda, Maryland, where he gained a faculty position and worked on New World Arenaviruses. He accepted a chair at the Institute of Tropical Medicine at the University of North Carolina, Chapel Hill, in 1990, where he has been based ever since. His research remains focused on the mechanisms of pathogen transmission between species and the pathogenesis of hemorrhagic shock and fever.

Emerson first became involved with Delta Green in the summer of 1992. While investigating a suspected outbreak of viral hemorrhagic fever in rural New Mexico, he witnessed the attack of a gaseous creature which seemed to draw blood out of its victims through their skin. His assistance with the Delta Green team paved the way for his involvement in other operations, and he became a valuable ally to Delta Green.

Emerson has connections and clearances with biological research agencies around the world, including the CDC, USAMRIID, and Walter Reed in the U.S.; CBDE, CAMR, and PHLS in the U.K.; the WHO in Switzerland; and the Institut Pasteur in France. His experience with extreme biohazards is both unusual and invaluable, and he has at his disposal one of the few civilian biosafety level 4 laboratories in the nation. That makes it much easier to do unconventional research.

When the Program launched in 2002, they tried to recruit Emerson by emphasizing the research and development that they would perform. Emerson had interviewed Forrest James before in a study of the so-called Deep Ones, and James expected him to join. But this argument was precisely what persuaded him to stay away. He trusted the Outlaws' old policy of studying phenomena only insofar as it advances the goal of eradication. As an expert in infectious diseases, Emerson is painfully aware of the risks involved in weaponizing the entirely natural viruses he has fought against his whole career. Weaponizing the unnatural promised a vastly more destructive spectrum of horrors.

Of course, there have been consequences to saying no to the Program. Emerson's grant funding mysteriously dried up and the number of laboratory audits and inspections increased. Nothing untoward was ever found, but his research became less and less interesting. Seeing the expansion of the U.S. biodefense industry, he soon launched his own consultancy business, Emerging Organisms Solutions (EOS). EOS advises on biodefense, bioweapon inspection programs, and biocontainment lab design and operation, and trains medical and research professionals about the hazards of emerging microorganisms. Emerson remains an emeritus professor at UNC, but devotes most of his time to running EOS. He splits his time between Raleigh and a comfortable retreat in Maine, and frequently travels abroad for conferences and research.

Emerson rarely takes part in the Outlaws' operations, instead working in a support role from the laboratory. Following a messy divorce, his personal life is quiet. He still lives in Raleigh. When his two Border Collies, Watson and Crick, recently died, he replaced them with a trio of Rhodesian ridgebacks named Enders, Robbins, and Weller.

Dr. Grant Emerson stands 1.8 m tall (6'0"), weighs 71 kg (157 lbs), and has blue eyes and a shock of thick, unruly white hair. He bears a broken nose and scars along his right arm from a baboon attack. He retains his strong English accent and frequently mutters to himself, perhaps contributing to a mild phobia of public speaking.

PROF. GRANT EMERSON

Microbiologist and Longtime Friendly, age 65

STR 7	CON 10	DEX 12
INT 18	POW 16	CHA 12
SAN 72	HP 9	WP 16

BONDS:

Ex-wife, Jennifer Miller, 6.

Dr. Jasmine Lee, UNC postdoctoral fellow with whom he's having what he thinks is a secret affair, 12.

Dr. Rafael Colonna, research assistant, 10.

Mark Emerson, brother, 12.

MOTIVATIONS AND DISORDERS:

Learning secrets that no one else has discovered.

Staying one step ahead of the Program.

Dealing with unnatural threats effectively and quickly.

Stopping the exploitation and weaponization of the Unnatural.

Preserving the mission of Delta Green.

SKILLS: Alertness 57%, Anthropology 16%, Art (Photography) 39%, Chemistry 50%, Computer Science 25%, Driving 35%, Forensics 30%, HUMINT 39%, Medicine 81%, Navigate 28%, Occult 21%, Persuade 66%, Pharmacy 19%, Science (Biology) 95%, Science (Genetics) 81%, Science (Microbiology) 89%, Science (Zoology) 75%, Search 72%, Survival 25%, Unnatural 18%.

ATTACKS: Unarmed 40%, damage 1D4-2.

THE FILES OF GRANT EMERSON

In English. Study time 120 hours, Medicine +6%, Science (Biology) +6%, Unnatural +2%, SAN loss 1D4.

“The transformation must involve the regulation of multiple genes (to encode things such as gill structures, claws, webbed feet, etc.) which would need to be switched on and off in the correct order to facilitate the change from ostensibly human to AH. To illustrate what I mean, I have given the following hypothesis: it is possible this gene regulation is controlled by single ‘master activator’ gene—for the sake of argument I will call this gene ‘X’. If transcription and translation of X is triggered by whatever mechanism (this age-related change could be equated with either puberty or the menopause in humans, however whilst these changes are hormonal, the trigger for transformation in hybrids is unknown), it would trigger the first step of the transformation (switching on genes V, W, X, Y, and Z).”

DESCRIPTION

Twenty years of reports on laboratory analysis of samples recovered by Delta Green agents. Most samples simply defy conventional analysis. If the reader succeeds at a Medicine, Science (Biology), or Science (Chemistry) roll (whichever is highest), the SAN loss rises to 1D8.

JOHANN BALDWIN

Johann Baldwin was not looking for an exciting life. Nevertheless, he enjoyed working with the U.S. Postal Inspection Service. He got to put criminals away, and even got to participate in counterintelligence operations with the FBI. He was in a world of good guys and bad guys, and he rarely had to hold a gun or wrestle anyone into a pair of handcuffs.

Baldwin’s first experience with Delta Green involved a child-snuff pornography ring with ties to the King in Yellow, distributing their material through the U.S. mail. While he never directly witnessed an occurrence of the unnatural, the miasma of "evil" around the case disturbed him. During the investigation, he made contact with several Delta Green-connected federal agents who saw to it that certain aspects of the case never made the news—and that certain suspects never made it to trial. Three years later, when postal workers in the Berkeley, California office discovered a reanimated dog head in an express mail box, Baldwin knew just who to call.

Since then, Baldwin has risen in the Postal Inspection Service to the rank of deputy chief inspector, heading up the domestic mail surveillance program, based in Washington D.C. In this capacity he is in a unique position to assist the Outlaws in maintaining the security of their most reliable communications system: the U.S. Postal Service. Sure, it’s slow, but a letter sent through the mail is immune to electronic eavesdropping and search algorithms. Surveillance requires a human being to become suspicious of an envelope, open it, examine the contents for coded or hidden messages, and then covertly reseal it. Baldwin makes sure no Delta Green communications raise those suspicions—and is in place to warn A-cell if anything goes wrong.

In his youth, Baldwin was a far more fun-loving man. His experience with Delta Green snapped him into a newfound sense of duty, but also terrified him. Nothing he's seen since then has offered any reassurances. He's torn between wanting to protect his country from the unnatural and not wanting to track such evil back home. Baldwin stands ready to assist Delta Green in any way he can from his day job. But he's resolutely not going out on any op himself. This above all else is why he never went to work with the Program. They would want to deploy him in the field. Fuck that.

Johann Baldwin is a short, trim, and very neat African-American man. He stands 1.7 m tall (5'8") and weighs 64 kg (140 lbs). Even in middle age he has the physique of fitness model. He wears his hair straightened, dyes the gray out twice a month, and sports a goatee. Everything about him, from his facial features to the cuffs on his pants, looks like it was squared off with a ruler.

DEPUTY CHIEF INSPECTOR JOHANN BALDWIN

Delta Green's Postmaster General, age 48

STR 10	CON 15	DEX 12
INT 13	POW 10	CHA 17
SAN 46	HP 13	WP 10

BONDS:

Ex-wife, Tracy, 8.
 Son, Michael, and daughter, Lisa, 12.
 Boyfriend, Sam Georges, 12.

MOTIVATIONS AND DISORDERS:

Keeping his loved ones safe.
 Keeping his "real life" insulated from Delta Green.
 Staying off the Program's radar.
 Pointing A-cell at people who deserve what's coming.
 Assuring himself he's not getting older.

SKILLS: Accounting 62%, Alertness 53%, Bureaucracy 70%, Computer Science 12%, Criminology 66%, Driving 58%, Firearms 62%, Forensics 42% Persuade 72%, Law 32%, HUMINT 52%, Stealth 29%, Search 71%, Unnatural 2%.

ATTACKS: Beretta 92 pistol 62%, damage 1D10.
 Unarmed 40%, damage 1D4-1.

JAMES DERRINGER

James Derringer got his first taste of the unnatural while serving as a second lieutenant with the Marines in Quan Tri province, Viet Nam, 1967. That makes him one of the few survivors of the Delta Green's first life under the Department of Defense. He served during the "Cowboy Era" of the 1970s and 1980s, and adjusted to the cell-structure of the 1990s. A model Delta Green and FBI agent—a balancing act few have pulled off—he was imaginative, dogged and able to use the system, but circumvent it when the situation demanded. Rising to the rank of Special Agent in Charge of the FBI office in Knoxville, Tennessee, he alerted the group to the first investigation into the Groversville

incident. MAJESTIC's reach was long in those days, and after meddling in their affairs once, James Derringer saw his career trajectory at the FBI flatline.

But Derringer persevered. He had survived Viet Nam. He had survived a dozen Nights at the Opera. He survived losing his wife to lung cancer in 2001. When a recruiter from the Program sought him out, Derringer made it very clear that the Program was just another name for MAJESTIC. He retired from the FBI at the age of 57 in 2004. He even survived working as a Friendly following his retirement. Some people in the Outlaws thought James Derringer was just fucking unkillable.

In 2012, Derringer suffered a massive stroke that resulted in a coma and extensive loss of memory and motor function. It took a year of physical and cognitive therapy for him to claw back to something resembling functionality. His three children helped him recover, but it took a toll. Their relationships had eroded deeply over the years, especially after his wife's death. He had thrown himself into Delta Green's mission and became a stranger to his family.

By 2013, Derringer insisted that he was fit for duty, despite the cane he needed to get around. At first A-cell refused, but Derringer proved his capacity by attending a Night at the Opera he wasn't even invited to. Since then he has participated in several more in an advisory capacity.

These days the real James Derringer inhabits the Great Library of Pnakotus. He uses a curious heated stylus to etch the story of his life and the history of Delta Green into huge copper plates, slithering from room to room on his enormous, armored, gastropod-like foot. He consults with other intelligences gathered from across time and space. Sometimes he tells himself it's intelligence-gathering for Delta Green. Back in the 21st century, his body houses the time-traveling mind of a member of the Great Race of Yith.

The new tenant in James Derringer's body seems primarily to be observing and reporting. It appears willing to participate in operations, particularly those that might brush up against the Program. Drake's new tenant has a particular interest in March Technologies. In the guise of so respected an agent, it may someday enlist Agents to dig far deeper into March Technologies than A-cell would prefer.

James Derringer always looked like he was auditioning to be Clint Eastwood's stunt double: 1.92 m tall (6'3"), 91 kg (200 lbs), with narrow eyes that disappear into the crags of a scowling face. His crew-cut is snow white, like his bushy eyebrows. He's still spry enough on his cane and gets around, but he won't be doing any five-mile runs. He's still a little clumsy from the stroke. Many former colleagues have noticed a difficulty manipulating or even recognizing common household objects. He sometimes speaks in a halting way, like he must quickly figure out which words to use.

SPECIAL AGENT JAMES DERRINGER (ret.)

Strange Infiltrator, age 70

STR 6	CON 9	DEX 8
INT 22	POW 18	CHA 7
SAN n/a	HP 8	WP 18

BONDS: n/a

MOTIVATIONS AND DISORDERS:

Eliminating all threats to the Great Race of Yith.
 Maintaining its cover identity.
 Returning safely home.
 Gathering intelligence on March technologies.
 Finding ways to manipulate Delta Green.

SKILLS: Alertness 50%, Anthropology (Human) 40%, Archeology (Human) 50%, Athletics 20%, Computer Science 30%, Craft (Electronics) 90%, Craft (Mechanic) 95%, Craft (Metallurgy) 90%, Craft (Microelectronics) 99%, Driving 20%, Foreign Language (Arabic) 60%, Foreign Language (English) 60%, Foreign Language (French) 60%, Foreign Language (German) 60%, Foreign Language (Latin) 60%, Forensics 40% History (Human) 90%, Navigate 60%, Occult 36%, Science (Astronomy) 90%, Science (Biology) 90%, Science (Chemistry) 85%, Science (Geology) 90%, Science (Mathematics) 90%, Science (Physics) 90%, Search 50%, SIGINT 30%, Unarmed Combat 15%, Unnatural 60%, Yithian Weapons 63%.

ATTACKS: M1911A1 pistol 15%, damage 1D10.

Unarmed 20%, damage 1D4–2.

Lightning projector 63%, Lethality 25%.

RITUALS: Construct Lightning Projector, Construct Temporal Communicator, Mental Influence.

ARTIFACTS: Lightning projector, temporal communicator.

SPECIAL AGENT JAMES DERRINGER (ret.)

If Returned to His Body, age 70

STR 6	CON 9	DEX 8
INT 14	POW 13	CHA 11
SAN 19	HP 8	WP 13

BONDS:

Two sons and daughter, 6
 Grandchildren, 6.
 Fellow prisoners in Pnakotus, 11.

MOTIVATIONS AND DISORDERS:

Recovering his lost memories.
 Warning Delta Green.
 Amnesia.
 Anxiety Disorder.
 Fugues.

Adapted to Violence**Adapted to Helplessness**

SKILLS: Alertness 75%, Athletics 59%, Bureaucracy 47%, Computer Science 32%, Criminology 69%, Driving 58%, Firearms 73%, First Aid 46%, Heavy Weapons 44%, HUMINT 60%, Law 38%, Melee Weapons 41%, Military Science 43%, Navigate 61%, Occult 47%, Persuade 61%, Search 78%, Stealth 66%, Swim 66%, Unarmed Combat 62%, Unnatural 12%.

ATTACKS: M1911A1 pistol 73%, damage 1D10.
Ka-bar knife 41%, damage 1D6–1.
Unarmed 62%, damage 1D4–2.

WHAT DELTA GREEN KNOWS

The question “What does Delta Green know?” (be it the Program or the Outlaws) is one that must ultimately be resolved by the Handler. The conspiracy has changed in structure and membership many times over the decades. What’s more, for years there have been two separate groups calling themselves Delta Green. What the Outlaws know may be very different from what the Program. All those additions and subtractions of institutional memory allow the Handler flexibility in setting up a campaign and providing the Agents with as much or as little information as desired. But remember, ultimately, what the Agents, their colleagues, and their superiors know about the unnatural is up to you—and it may be entirely wrong.

UNCOMMON KNOWLEDGE

Many basic facts are known by the Program and the Outlaws alike, gathered in their most important files and based on first-hand experience. Some individuals know specific issues in greater depth.

OTHER DIMENSIONS

Theories of alternate realities and higher dimensions are true. Entities that exist in these dimensions attempt to enter our world, for reasons and with methods that are inimical to human life, and can be aided in doing so by humans. These entities have been identified in folklore as demons and gods.

THE DEEP ONES

Elements of the U.S. government first became convinced of inhuman intelligent life during the 1928 incident at Innsmouth Massachusetts. Both the Outlaws and the Program have extensive experience with the deep-sea humanoids encountered there, known colloquially as “the Deep Ones”. They are inimical to humans, using them as breeding stock. They use hypergeometry and/or technology unknown to human civilizations. They are secretive, and appear to have little interest in conquest or expansion; their primary goal seems to be simple propagation. They are known for corrupting isolated seaside communities, turning leaders toward the worship of strange aquatic deities and encouraging the interbreeding of Deep Ones and humans. These hybrids appear human for their first twenty or thirty years, before they begin to transform them into Deep Ones. The current actions and plans of the Deep Ones are impossible to guess.

THE GREYS AND THEIR CREATORS

The conspiracy theorists are right. In 1947, the U.S. military did indeed capture a flying saucer at Roswell, New Mexico, and its occupants were the so-called “Greys” of UFO folklore. Decades later, these entities offered technology in exchange for collaboration with elements of the U.S. government. The government projects that worked with them,

organized under the code-name MAJESTIC, went from being America's first line of defense against invasion to a distorted cargo cult which worshipped the Grey's technological gifts.

By 2000, the illusion collapsed. The small, child-like humanoids turned out to be marionettes controlled by some other non-human intelligence. The Program has very limited information on just *what* this non-human intelligence is. Witness descriptions suggest a race of large, winged creatures that appear to communicate via changing color, and who emit an unsettling, buzzing approximation of human speech.

THE SHAN

In 1999, agents of Delta Green discovered that an alien intelligence, capable of mentally controlling humans, had infiltrated the United Kingdom's government. The conspiracy immediately broke contact in order to gather intelligence, but it made little progress before the Program launched. The Outlaws let it go. The Program maintained contact; see FOREIGN LIAISON on page XX for details.

NECROPHAGES, AKA GHOULS

Both the Outlaws and the Program have had extensive contact with another hybrid-human intelligence, the so-called "necrophages," referred to as "ghouls" in folklore. These entities were once human until they began to consume rotten human flesh. The Program's researchers hypothesize their transformation to be the result of an unidentified prion disease that facilitates a specialization for underground life, effective immortality, and the capability to survive on a diet of human remains.

Ghouls are extremely varied in habit and ability, ranging from the urbane to the savage. Some possess the ability to experience the memories of any brain they devour. It is known that some can transform their appearance to be exact doppelgangers of those they have eaten.

The number of known necrophages is thought to be low. There are two major necrophage population centers in the United States.

The surviving ghoulish tribe living under Manhattan Island, the Keepers of the Faith, consider themselves "traditionalists" who remain hidden and avoid contact with humans; only consuming those long-dead. The Keepers, descendants of original Dutch settlers in Manhattan, even cooperated with Delta Green during an operation to eliminate ghoulish "heretics" preying on live humans.

A second population center for necrophages was the DeMonte Clan of New Orleans. The Outlaws spent five years breaking the three-century hold the group of ghouls had on the New Orleans mortuary business; using the cover of Hurricane Katrina to launch a three-day all out war against the ghouls while the city fell to pieces.

CULTS

Throughout human history people have attempted to treat with unnatural entities. They are the source of many legends about sorcerers and covens, and they often gather allies together to form deranged cults. Delta Green has encountered and overcome many cults, eliminating some completely: the Karotechia (see page XX), the Network (with its central cult, the Fate; see page XX), the Church of the Impaler (see page XX), The Disciples of the Worm (see page XX), The Cult of Transcendence (see page XX),

The Skoptsi (see page XX), and Tong Shukoran (see page XX)—and, in its own way, MAJESTIC (see page XX). Today, the most dangerous threats come not from organized cults, which tend toward self-destruction, but from isolated, desperate individuals. (See **LURKERS AND LONE WOLVES** on page XX.)

HYPERGEOMETRY

Non human intelligences utilize a kind of technology commonly misidentified as “magic,” sometimes called “hypergeometry,” to manipulate matter and energy. Humans can learn to use these processes, but prolonged exposure leads to insanity and often to physical mutation and disease.

Delta Green has hunted most organized groups that have embraced hypergeometry to extinction. Disrupting the activities of a large, well-organized and well-funded group is often simpler than sniffing out a lone wolf or a disorganized network. Countless individual threats remain and new ones emerge every day.

THE PROGRAM’S RESEARCH

The Program has collected and collated everything the U.S. government knows about the unnatural and isolated that knowledge within itself. It compartmentalizes unnatural intelligence and only those at the peak of the Program have access to all the data. These rare individuals have risen to these positions simply because they are smart enough to study only what is necessary.

The Program possesses MAJESTIC’s voluminous (if surprisingly useless) files, from the 1947 Roswell saucer crash up to the collapse of MAJESTIC in 2002. It has the Office of Naval Intelligence’s files on the 1928 raid on Innsmouth and subsequent operations in the 1930s, including such esoteric texts as the *Ponape Scriptures*. It has the OSS’s wartime Delta Green files from 1942 to 1945. It has the reinstated Delta Green’s files from 1947 to its dissolution in 1970, including dossiers on the Operation RIPTIDE tapes from 1963. It has what few records exist of Delta Green’s operations as an illegal conspiracy from 1970 to 2002. And, of course, it has records of all the Program’s operations carried out since then.

These records are kept on secure computers not connected to the Internet, in heavily guarded research rooms shielded against radio signals to prevent outside communications. They have no USB ports or other means of connecting with another computers. Input is strictly keyboard; output is strictly through a monitor and speakers. Researchers who take data out for reference must transcribe it manually, with orders to destroy that data as soon as it is no longer necessary.

This data is protected by a labyrinth of Top Secret clearances. Precisely three people are cleared for all of it: the Director of Intelligence, the Director of Operations, and the Director of Delta Green. The directors of Intelligence and Operations are allowed to read others in on particular files on a need-to-know basis, and only with the explicit authorization of the Director.

The Program has, in short, any tome or item or record of unnatural knowledge that you, the Handler, want it to have, and none that you feel it should not. When an operation requires that Agents have access to prior intelligence, you decide how much

or how little they get. Of course, from the Agents' perspective, the intelligence they receive is never enough.

For all its files, the Program has no broad, concrete understanding of the unnatural. No Program researcher, working in isolation from the others, understands an organized cosmology—though some wild theories have been put forward.

The Program maintains extensive files on individuals that have used religion as a means of harnessing hypergeometric techniques, as well as the methods that they employed.

When it comes to folklore and mysticism, the problem is separating the myths from the fact. There are literally terabytes of data available on traditional paranormal phenomena such as poltergeists, psychic powers, and the gamut of fringe weirdness. But how much is nonsense, how much is contradictory, and how much is just closely held belief with no evidence to back it up? With centuries of human superstition to wade through, who can tell what truly relates to the unnatural?

Nevertheless, the Program's researchers have studied rituals—though they use more technical terms—that dealt with gate technology, the barriers between dimensions, so-called psychic phenomena, and many other techniques. The one thing that they all have in common seems to be their debilitating effects on the human mind. The Program's security officers stay busy monitoring researchers for mental deterioration that can turn work into catastrophe.

Most researchers believe that the difference between a demon and a non-human intelligence, explainable in scientific terms, is little more than cultural expectations. They see "hypergeometry" as a fascinating new field of physics that has yet to be unraveled. That may be even more dangerous than taking up worship of the entities beyond.

DISINFORMATION: WHAT IS THE THREAT?—THE PROGRAM

The Program couches the threat in jargon. *Class I self-referential thought-form tesseract. Lobachevskian-space string-based nonlinear consciousness. Self-resolving quantum anomaly.* Language is the first battlefield of dealing with the unnatural. Naming a threat brings it into focus, gives it the appearance of having been parsed by science, and reduces the sense of mystery around it. Unfortunately, this couching of terms does nothing about the absolutely alien nature of the unnatural threat itself.

Those briefed on the threat that the Program faces are told that it is *super-spatial intelligences*. The jargon serves two purposes. First, non-briefed personnel who are accidentally exposed to Program records won't know what to make of them. Second, the term *super-spatial intelligence* can cover nearly anything and put it neatly in a box. It is a conscious choice to conspicuously avoid words such as *extraterrestrial*, *paranormal*, *magic*, *alien*, and *monster*.

Further questions very quickly hit a barrier of understanding. The Program strongly implies that it understands the threat in its entirety, but it is not forthcoming *at all*. How could it be? For all its technology and research, it truly understands very little.

THE OUTLAWS: THE FILES OF A-CELL

The Outlaws' information on unnatural activity is sketchy at best. A-cell keeps some crucial files, books, and other media in a bunker on property owned by its leader,

Donald Poe. More is scattered among dozens of Green Boxes, public storage facilities maintained by agents to store things they cannot take home.

There have been many Friendlies and specialists experienced with such traditional unnatural phenomena as poltergeists, psychic powers, and the usual gamut of fringe weirdness. But even within the domains of the Outlaws' knowledge, they rarely draw useful correlations among unnatural phenomena. They have no *real* understanding of how unnatural powers define the structure of the universe, though some agents may have theories. They assume that Deep Ones and other unnatural entities are part of a larger unnatural world that might well include things like the Loch Ness monster, Bigfoot or vampires. Honestly, they don't care; they just want to make certain that whatever reveals itself, they can make it go away.

DISINFORMATION: WHAT IS THE THREAT?—THE OUTLAWS

As to what the threat the Outlaws believe they are facing, the answers are as numerous and as its membership. Some believe the forces of the unnatural are literally demons or angels or other myth-based beings. Agents have such a limited perspective that often they do not even have a basic understanding of the situation, much less how it might interrelate to other threats. In fact, most have no idea there *are* other threats than those they have seen with their own eyes. The Outlaws are happy with this. Letting agents come to their own private conclusions has served the Outlaws very well for decades. The leadership are certainly not providing any real answers. Many Agents suspect they have none.

To the Outlaws' agents, there is no consideration of facts beyond those directly involved in the operation. There is no threat analysis, no reports on the hierarchies of non-human cultures, no positional analysis of the motivation of Cthulhu cultists—there is only the mission. Once the operation is done, there is only the coverup, and then back to the world. The Outlaws are eager to erase any remnants of the threat and learning only enough to prevent it from recurring.

WHAT'S YOUR NAME

I had been treating her for ten months when I realized whatever was in her, was mocking me. It was never obvious. It never went out of its way to do it. It just demonstrated through conversation that it was entertaining itself with me. I was simply a sparring partner, never a threat.

She was 11 years old when I began treating her. It was the day after her birthday. Head injury, catatonic stupor. All pretty standard.

Four months in, I realized she was still conscious somewhere in that still body—back when I thought there was a “her.” Five months and I had my first successes with hypnosis. Eight months and I was certain I was on my way towards something significant, maybe a new type of treatment. And then, I realized, all at once, that what was in her was not her. This girl was gone. There was something else.

Now, when we talk, it is an interrogation.

“When will you tell me who you are?”

“Soon.”

“Tell me something. Prove to me you are from somewhere else, like you say.”

“The city of New York is a ruin, filled with corpses.”

“No. No, it’s not.”

Then, that smile. The smile again. The one you should never see on a child’s face.

“Wait.”

Four weeks ago, it told me to invest in gold, and I did. I don’t know why, but I did. I made a lot of money. A great deal of money. I wipe my lips, trying not to show my fear.

“What’s your name?”

“Abd al-Hazrad.”

PART FIVE: THE OPERA

Decades ago, some unknown agent came up with a bleak euphemism for going on a Delta Green operation: a “night at the opera.” The phrase stuck. Delta Green ops have always been lethally dangerous, and confronting unnatural terrors stresses the mind like no other investigation or special operation. But there’s no need to dwell on it, right? “A night at the opera.” Cop humor. Agent humor.

Agents put themselves in the way of death and madness to protect the world around them. As a Handler running *Delta Green*, your first goal is to make death and madness a constant in their lives.

THE ESSENTIALS

The details of an individual Delta Green campaign are, of course, up to each Handler. Before we get into how to make Delta Green your own, let’s look at the aspects of the game that should *never change*.

Sometimes, it’s tempting to make Delta Green upbeat and winnable. That choice transforms it into science fiction, a thriller, or a military role-playing game. Why bother? Plenty of good games already accomplish these things. *Delta Green* without Lovecraft’s essential hopelessness misses the point.

So what makes it uniquely Delta Green?

HUMANS ARE THE MAIN THREAT

While the unnatural is the focus of Delta Green’s operations, humanity remains the main threat. People willing to do anything for power, for understanding, for immortality — things only the unnatural can bring them. Mankind is forever pawing at the locks to release the hungry powers that howl beyond, and Delta Green is forever slamming those doors shut.

THE MUNDANE IS THE BACKDROP

Delta Green is rooted in the mundane. The more you cement it among things things the players know, trust, and understand, the more striking the moments of terror become.

Have the phase-shifting horror manifest in a grocery store. Note the details of unnatural destruction by describing the tipped-over coffee table and blood-soaked *People* magazine with the starlet of the week on the cover. These things are horrific *because they haunt our world*.

At the same time, moments that feature the unnatural should be few and far between. Your game is a symphony. The crescendo must come at the key moment. A symphony of crescendos is boring. Choose when the unnatural appears with care, make those moments count, and make them hurt.

NOTHING IS CERTAIN

If Delta Green players are confident, you’re doing it wrong. They should live in fear of the double-cross, of being hung out to dry, of being set up, or just of getting caught. Their first operation probably turns them into felons. Anyone could be compromised. Anyone could be a puppet for a inhuman intelligence. Any new lead could be a trap.

UNNATURAL HORROR IS ABOUT LACK OF UNDERSTANDING

With the unnatural, the answers can only go so far. How did the book displace the agent's consciousness? How does a gesture cut a man in half? How can a thing composed of swirling glass pass through walls and speak?

The answers to these questions are beyond human conception, and they always will be. That's why it's the unnatural. Do not give the players enough information to let them think they "understand" an unnatural threat. Once a threat's stats, actions, and behaviors can be guessed, it is no longer horrific. The oldest and strongest kind of fear is fear of the unknown.

DEATH IS OMNIPRESENT

Do not protect the Agents. You are simply a mediator. Death is not only part of Delta Green, it is its foundation. It is a game about human frailty, about the struggle against the unknown despite the impossibility of victory. The most heroic moments are found only in the face of death.

Let the game dictate the outcome. The rules are stacked in favor of the unnatural. Unless humans are careful and clever, they have a small chance of survival. Players sometimes get impatient and rash. Let the consequences play out without malice and without mercy.

This game is not about winning, it is about surviving to fight another day. It is about Agents who show up for the next op knowing what's in store for them. Death and madness are the main outcomes of Delta Green operations. An operation that doesn't leave an agent dead, crippled or insane should be defined by that—by the negative space left by a disaster that everyone expected.

THERE ARE WORSE THINGS THAN DEATH

There are worse fates than death. There are creatures that subsume an agent's mind, methods to artificially prolong or restore life, and places where all such rules—life and death—are removed completely.

It's important to show that price being paid so the players are forced to contemplate it. Agents should exist in mortal fear of such outcomes. They should be on the lookout for situations which can compromise the very thing they are fighting for: normal, human, existence.

CREATING A CAMPAIGN

A campaign is a series of Delta Green operations, focusing on a single group of Delta Green Agents. Agents might come and go—they may die, go insane, or "retire"—but a central thread remains. That could be the team's code-name or cell designation, the case officer who manages them from a distance, a central NPC, or some other key concept.

As Handler, it's not just about selecting unnatural threats to investigate. You make many choices in constructing a Delta Green campaign. You are required to understand the moving parts on a level which the players never see. So, what are the steps to create a new Delta Green campaign?

PICK THE DECADE

What era is your Delta Green game set in? The group has existed since 1942 in many different forms. The era that serves as a backdrop deeply influences the tone and style of gameplay.

Are your Agents covering up the monstrosities that Nazi Germany unearthed, racing against the Soviets to find them in April 1945? Or hunting a time traveler in a Kansas town in 1951? Or closing in on a cult attempting to wake something horrible beneath Yellowstone in 1967, during the Summer of Love? Are they on the run from government black-budget outfits with access to technology from beyond in 1982—or 1999, 2009, or 2019? Examples and ideas are given throughout PART TWO: THE PAST, beginning on page XX.

The choices are endless, so it's best to start with a basic idea: What feeling do you want to explore? Every decade evokes a theme that serves as a backdrop in the campaign. That theme helps you explore how Delta Green's power and influence has ebbed and flowed over the years.

- △ **1930s:** The risk of exposing ordinary men and women to the unnatural as the officers, Marines, and cryptographers of the P4 naval intelligence unit discover the extent of the threat.
- △ **1940s:** Confronting what happens when humanity embraces the powers of the unnatural, as Delta Green gains its name and pursues the Karotechia in World War II.
- △ **1950s:** As America and the Soviet Union rise as enemies over the rubble of the world, unnatural secrets settle into society like tumors.
- △ **1960s:** The Cold War grows hotter, and the costs of confronting the unnatural too overtly become too much to bear.
- △ **1970s:** Investigating the unnatural not just without official cover, but without any organization whatsoever. Delta Green is dead, but a handful of Agents keep up the struggle with no one to trust.
- △ **1980s:** The rise of the MAJESTIC threat and the paranoia of pursuit by the very government you serve.
- △ **1990s:** A cell-based conspiracy pursues the unnatural and the seemingly overwhelming MAJESTIC threat.
- △ **2000s:** Seeing how money and power make the mission even more fraught due to bad intelligence and politicized decision-making. Be careful what you wish for.
- △ **2010s:** The rising danger of public exposure in the era of ubiquitous communications and the surveillance state.

CUSTOMIZE THE SITUATION

Sometimes you want to create your own particular setting *within* the Delta Green universe. For example, say you want focus on the 1950s at a secret Delta Green mental facility that treats agents who have seen too much.

Being Handler means shaping the Delta Green game into what you want it to be. Sometimes you can explore the game as it already exists before bringing anything new to it. Sometimes you begin with a clear vision of something fresh, but try to keep it in line with the nihilistic core of Delta Green.

DEFINE THE THREAT

What threats will your agents see in your Delta Green campaign? Some campaigns are a mishmash of the unnatural with no connections except the particular Agents sent to investigate them. Others are fraught with correlated contents. You can even connect what were once disparate investigations into a single unbroken thread at a later time, if an idea strikes you.

Building your first Delta Green operation is a good way to establish the scope of threat. For example, are your Agents fighting all the vast range of the unnatural? Or just the non-human, immortal entities that feed on the human dead, colloquially known as “ghouls”? The scope need not be limited. If the players pursue a lead that takes them away from the heart of the “ghoul” mystery, more power to them, but as a Handler you must be ready.

BRIEF THE PLAYERS

Inform the players of any details they need to know to create their Agents. If all Agents need to be in the Pacific Northwest, or need a background in federal law enforcement, let them know.

Answer any questions the players might have. Step through Agent creation, and make sure the Agents they imagine work in the campaign you’re creating. If a player comes up with a great idea that doesn’t fit, decide whether you can adjust the campaign or, more likely, the Agent needs to be adjusted. Discuss it with the players.

It’s best to do this footwork for them ahead of time, and to have some notes on how, specifically, to make their Agent work in your campaign, before the players go through all the trouble of making Agents.

CREATING AN OPERATION

What makes a Delta Green operation horrific? *Uncertainty, risk and lack of control.* Without these essential elements, any operation, no matter how terrible the creature involved, devolves into a bug hunt. In fact, that’s what most games become: go here, kill this and take its stuff.

Delta Green is not about that. At the highest level, as a Handler, you must consider how to make your operations elicit *fear*.

UNCERTAINTY

When a thing is understood (“Deep Ones have 15 HP. Get the shotgun.”), it ceases to be frightening. It can never be truly elicit fear. This is the essential rule of horror. Agents must never feel certain of their situation, what they’re facing, or why. Their decision-making should never come down to evaluating the odds of dice-rolls. The threats should be more mysterious than that. This does not mean you should lie to them (necessarily), but it *does* mean you should never, ever, tell them *everything*.

RISK

If the players feel confident that you’re looking out for their Agents, and know their Agents can’t die or go insane until a moment that everyone finds dramatically

acceptable, Delta Green is no longer a horror game. Fear involves risk and consequences. The players should feel like any mistake can begin a spiral of events that will get their team exposed or killed, and putting an Agent in harm's way can mean harm or death.

LACK OF CONTROL

Many role-playing games are player-driven: the players dictate and the world moves around them. Delta Green does not operate this way. It is a Handler-driven game where the world occurs around the Agents and the players must react.

There is a fine line to be drawn here. Players can *alter* the outcome, but not dictate it. Being prepared, making plans, researching, securing backup, these are all healthy things in a horror game. They show that the players are thinking. They show the players are worried. All these preemptive actions can alter the outcome of the operation. But they should never let the players feel *certain* of the outcome.

In Delta Green, most of the time, the Agents face a threat they can't hope to take down in a simple one-on-one battle. Hence, lack of control.

THE NATURE OF THE OPERATION

The first thing to decide is the scope of the game you're about to play. Is it a quick, standalone scenario—a one-shot with Agents the players are unlikely to visit again? Is it a more involved mystery where the players have room to flesh their Agents out? Or is the mystery only the first part of an ongoing, long-term campaign?

IN MEDIA RES

Some games begin with the operation already in progress. Usually reserved for one-shot operations, *In Media Res* games dictate location, time period, and often even the players' Agents. They often are relatively simple, with limited background exposition and self-contained investigation that leads quickly to the central horror.

EXAMPLE: *You're all FBI agents at the Bremen Estate, cataloguing a crime scene, waiting for the first train back to Albany once the snow clears. The players pick characters from pre-generated agents. You play the operation and then it's done.*

THE MYSTERY

This can be part of an ongoing campaign or more like an *In Media Res* game. The players have more time to create and personalize their Agents and establish the setting before they are presented with a mystery to solve. Exploring the clues around the mystery leads to the central horror, and perhaps to ways to overcome or survive it. A Mystery can easily connect up into an Ongoing Threat. A series of Mysteries can give rise to Agents that change and grow over time and across multiple operations.

EXAMPLE: *People are disappearing at Lesner Institute, and the University has called in the Feds—your Agents—to check it out.*

THE ONGOING THREAT

A campaign of scenarios (these can be linked, or “movies of the week” individual investigations) connected by a skein of returning Agents.

EXAMPLE: *The agents of F-cell, is a group of likeminded agents bent on answering one task: stopping the rise of the unnatural.*

IN THE FIELD: A NOTE ABOUT CONTROL

People have very different experiences with horror games. Some play them like a Michael Bay movie, or a Marvel comic. It's their game, and they can do what they want, but they're missing out. Delta Green is about fear.

Fear of the unknown, of losing control, *of losing*. Control is the opposite of fear. Players yearn for control. This game is about their struggle for ways to gain it, the toll that struggle takes on their Agents, and the terrible ways that it escapes them in the end.

At first, a lot of players don't understand this. For that matter, a lot of Handlers don't understand it. In a horror game—not an action game, not a thriller, but horror—control is not an option. Unnatural rituals, creatures, and sanity-rending books are stacked against the Agents from the first moment of the game.

Furthermore, Delta Green is about the players' lack of control. Players should feel some sense, some echo, of the desperation of their Agents. They should viscerally feel the way that their Agents are scrabbling, grasping for any thread or hint of security. The game is built to evoke that mood at the table.

Played in a purely mechanical fashion, Delta Green is a machine that produces agent deaths interspersed with (sometimes miraculous) stories of survival. It is a story of decline, moral, mental, and physical, with horror and death on all sides. It is never about winning. The victories that Agents achieve turn out to be fleeting. Doom is always eventual.

Having discovered that, why does your Agent keep struggling? Why do any of us?

Delta Green is not a power fantasy. The players' shivering contact with their Agents' helpless terror is what makes it so much fun.

STEP ONE: THE HOOK

Build your operation around a single nugget of an idea, a hook. Start with something mundane (and preferably disturbing) and add a creepy, overtly unnatural twist: “a mirror which allows time travel.” There's some inciting event, some appalling way that the unnatural incursion intersects with humanity. Follow the leads and ramifications out from the inciting event. Imagine the hook as something solid, a thing to which all the leads attach.

So, let's create a hook. How about:

A janitor is found dead at the county hospital, covered in the fingerprints of a suicide victim who was brought in the day before. The suicide's body is now missing.

That starts with something mundane but inherently disturbing: a janitor found dead at a hospital. And it adds a creepy, unnatural twist: the body was handled by someone who was found dead the day before. It's a clean start with a nice bit of weirdness.

The mark of a good hook is that there are many ways for Agents to enter the mystery, a few bits of spine-tingling strangeness, and a clear path forward.

We don't have an explanation for it, yet—the central mystery of the operation. We'll get to that. It might be the last thing you decide after all the other pieces fall into place.

IN THE FIELD: HOOKLESS!

Sometimes, it's tough to come up with a hook. If you find yourself at an impasse, try the Internet. Look for ingredients in weird news stories and Wikipedia articles and add a dash of the unnatural. For example:

- The disappearances at Roanoke, Virginia: endlessly fascinating. A whole colony vanished with no proof as to where they ended up. What if that happened to a small town today?
- Read about the Texas Tower Sniper, Charles Whitman, and the controversies about his brain tumor. Is that what caused his rampage, or was it something else? Perhaps something unnatural that pushed him over the edge?
- Judge Joseph Crater vanished in 1930 without a trace and was never found. What if he walked in the door of a local police station tonight?

And that was just ten minutes of poking around online. There's always a hook available. There are *millions*.

STEP TWO: NON-PLAYER CHARACTERS

Non-player characters are the lifeblood of a good Delta Green operation. Who are the movers and shakers? It's important to cover all the basics when writing them up. For example, if a crime was the inciting event, it's likely police or federal agents are involved. So are the victim's family, colleagues, rivals, and anyone the police already consider a suspect.

Who are these people? What are their motivations, hopes, and dreams? Who are they loyal to? What forces do they serve? What will they do to get what they want?

Here are the key players I can think of for our hook. What others can you imagine?

HECTOR SANDOVAR, JANITOR

Haitian-American male, age 39 (deceased). Here's the dead guy. The initial entry point. He's innocent and dead. We'll give him a little weirdness and make him a follower of the *Santeria* religion—a mish-mash of Catholicism and Voodoo—but otherwise, he was just a normal guy.

ELIZABETH TUN, REGISTERED NURSE

White female, age 41. The woman who discovered Sandovar's body. She's innocent, and horrified by the ordeal, but wants to help.

ABIGAIL VOSH, REGISTERED NURSE

White female, age 27. A nurse who has been sneaking narcotics from the hospital and has a lot to hide (she also sells them). Tun heard Vosh sneaking up to the roof to take drugs, but did not see her. Now the police are looking for the person on the stairwell in possible connection to the crime.

JOHN DOE

White male, age 30 to 40, deceased. The suicide pulled from the river the day before Sandoval's death and now missing. The hook of the operation.

ERIC MARINI, M.D.

African-American male, age 52. The director of the hospital, bent on controlling the negative spin from a murder on the premises. To him, there's no such thing as the unnatural, even if it's chasing him down a darkened hospital corridor.

DETECTIVE KEN DEVERAUGH

White male, age 45. The officer in charge of the murder investigation. He's surprisingly open-minded, and might make a good ally if something obviously unnatural occurs. But for now, he's operating under the theory that someone killed the janitor to cover up theft of the John Doe body.

STEP THREE: LEADS

Leads are chains of causality and action that reach from the hook out into the world. They are usually actions by NPCs or some other threat, and they leave behind evidence that Agents can investigate. Think of them as strings that connect the hook to the NPCs. Some leads help Agents complete the operation successfully. Others may hint at dangers the Agents might avoid. Others may lead to dead ends, adding temporary frustration that can make ultimately solving the mystery more satisfying.

To create Leads, imagine how the hook affected the NPCs and the locations around them. What did the hook leave behind? What did it cause the NPCs to do? Once you know the central mystery—see STEP EIGHT: RESOLUTION—more leads may come to mind.

With each lead, it's critical to decide what actions the Agents must take to discover it. Some leads simply require Agents asking the right kinds of questions or looking in the right places. Others can only be uncovered if an Agent is expert in a particular skill. That makes it doubly hard to uncover. If a lead is necessary for the Agents to complete the operation, add a couple of alternate ways they can find it. If they don't uncover it at one scene, they may have a chance to find it at another, perhaps using some other skill.

Our hook presents clear leads, so let's flesh some out. Feel free to add some more if you can.

THE CRIME SCENE

The janitor was found in the hallway of the basement, near the morgue. Deliberate examination of the hallway floor can find the off-light sheen of nude footprints leading from the morgue door, across the floor the janitor was waxing. They roughly match John

Doe's foot size.

THE JANITOR'S BODY

The janitor, Hector Sandoval, was working alone, on the two lower floors of the hospital, mopping and waxing the floors. He was found at 6:35 A.M., face down, neck covered in ligature marks from strangulation. Fingerprints lifted from the neck match the John Doe suicide brought in the day before that is now missing.

JOHN DOE

The suicide victim was found in a nearby river the day before the murder, and was determined to have been dead for several days. The unidentified body was labeled "John Doe" and stored in a slide-rack freezer. The freezer was later blown open from the inside, and the body is now missing.

STEP FOUR: DEAD ENDS

There should be a few leads that don't help the Agents solve the mystery. If the players know that every source of information is valuable, there's less suspense and their problem-solving is less of a challenge. And it will be a short mystery! Here are a couple of ideas. Try to add your own.

THE MAN IN THE STAIRWELL

The person who discovered the janitor's body, Elizabeth Tun, a nurse, reported hearing someone moving up the staircase towards the roof when she was walking downstairs. The "man in the stairwell" is in fact another nurse, Abigail Vosh, going up to the roof to take illegal medicine she routinely steals from the hospital. She is unconnected to the murder.

THE JANITOR'S RELIGION

Sandoval practiced Santeria, "the way of the saints," an Afro-Caribbean syncretic religion. Though Santeria involves animal sacrifices and other elements Agents may find outré, it is not related to the mystery.

STEP FIVE: MOMENTS

A few creepy moments, unexpected touches of the unnatural, are key to a great Delta Green operation. What do you want the player to "feel"? Embed two or three memorable moments that will stick with the players.

THE SECURITY VIDEO

Agents who check the security cameras find strange footage from the night of the murder. The hallway had two cameras, and both cut to static, and the hall lights dimmed to emergency lighting, beginning at 1:31 A.M. Careful, frame-by-frame examination of the static around that time reveals three clear frames. One shows a shadowy form—it could be John Doe but there's no way to be certain—leaping on the janitor. Another seems to show them caught in some sort of embrace, locked in a kiss. The third shows the janitor on the ground, dead, with no one else in the hallway. Subsequently checking

the janitor's body finds foreign saliva on Sandovar's lips and mouth. The saliva does not match anyone in the hospital, living or dead.

THE DEAD HOMELESS MAN

Another body turns up in an identical manner to Sandovar. The corpse's lips and mouth are covered in saliva as if he had been kissed, deeply. The fingerprints around the corpses' neck match the John Doe. The mystery expands.

THE JANITOR COMES BACK

Exactly 24 hours later, Sandovar "wakes" and smashes his way free from the morgue in the same manner as the John Doe. He seeks a victim to embrace, kiss, and strangle, and then escapes.

STEP SIX: EVENTS

The Agents are not the only people acting in the operation. What are the NPCs and threats up to? Here are some examples.

JOHN DOE MAKES AN APPEARANCE

John Doe is on the hunt for something. He (or it?) turns up at several nearby places concerned with books or burials. What is he doing?

SPREADING VECTOR

Two new bodies show up, strangled in a similar manner as Sandovar.

STEP SEVEN: TROUBLE AND INTERRUPTIONS

Throwing these in is easy. Look at the NPCs, imagine their motivations and the circumstances, and extrapolate. Here are some examples. Try to invent some more.

DR. MARINI STEPS IN

The hospital director is fed up with all the shenanigans and shuts down the Agents' access to the hallway and the hospital. He cooperates, but is very officious about it, and requires paperwork for anything. He's a giant pain in the ass, and brings the hospital's lawyers to the situation.

ANOTHER BODY IN A CHAIN

Another body turns up, strangled in a similar manner, with the same John Doe fingerprints. This can cause the Agents to split up, as some rush out to investigate the second death.

DEVERAUGH'S TOO SMART

Detective Deveraugh waits in the morgue the night after Sandovar's death, just because he has a feeling. Will he become the next victim?

STEP EIGHT: RESOLUTION

What is the source of this "infection"? Well, that depends. Some ideas are listed below, but it literally could be anything. Vampires. Space virus. A complex hoax. Use your

imagination, and use this core threat to flesh out the operation. Here are some possibilities.

A DEEPER MYSTERY

The Agents track John Doe to an apartment (this can be provided by a witness identifying him, his fingerprints getting a hit, or someone coming forward). The apartment was paid for with cash, using a phony name and address. It is packed with dozens of news clippings and printed-out stories dealing with missing or stolen bodies, and a large, handwritten book entitled THE FINAL DOOR, which seems concerned with the chemical process of death in the human body. It lists no author.

A CLOSED LOOP

When the Agents find and kill the janitor and John Doe, they collapse into a gray dust, leaving behind a single, spiked, silvery cluster of unidentified metal. What this is is unclear, but John Doe's mote is much larger and more complex than Sandovar's.

A GREATER THREAT

Even a mystery closed may begin to propagate. Is this the beginning of an epidemic? How long will it be until other forces at play notice?

STEP NINE: COVER-UP

The purpose of any Delta Green operation is to reduce human exposure to the unnatural. What steps will the Agents have to take to explain everything away so nobody else investigates it? How far will they have to go to obscure any crimes they committed while trying to save lives? Who is most likely to challenge their story?

WITNESSES

Did anyone other than the Agents see the dead coming back to life, or see a killer suddenly turn to dust and a weird silvery shard? How would *you* react if you saw that happen?

THE POLICE

The local police will be happy to let the case go as long as they have a suspect in custody or dead, and no reason to think there are more suspects at large. But if Detective Deverough died, that complicates things for the Agents. The police will be much, much more heavily involved.

THE HOSPITAL

Dr. Marini's first priority is protecting the hospital. That means reducing liability over anyone who got hurt or killed while in the hospital's care. And Marini is a hardened skeptic, unwilling to accept any notion of the unnatural. Even if he sees it with his own eyes, he'll explain it away. He'll be happy as long as the Agents produce a suspect to blame and show the hospital is not responsible.

THE FAMILIES

Even John Doe came from somewhere. The families of the victims, and of whoever the Agents pin the blame on in their official story, want to know what really happened. If they think the police or the Agents are lying, they may call in lawyers or local reporters. The Agents may have to satisfy the families fast if they don't want their carefully-orchestrated cover-up to make the evening news and go viral on social media.

OPERATION FULMINATE: THE SENTINELS OF TWILIGHT

A Delta Green scenario, wherein the Agents learn that man may not be the most dangerous animal.

OVERVIEW

Something is taking people from national parks, and it might not be precisely human. Since the inception of the national park system, over 1,100 people have been reported missing inside their confines, many of them children. Half the time, the children are found—usually miles from where they vanished, often with no shoes or other clothing; the rest are found dead. Some are never found at all.

Operation FULMINATE begins in Yosemite National Park on 5 JUL 2016. Change the year as necessary to suit your campaign. The operation will likely last no more than a day or two.

If the Agents survive that long.

OPERATIONAL BRIEFING

1. The Agents must go to the Rancheria Falls Trailhead ranger station in the Hetch Hetchy region of Yosemite National Park. They are to investigate the unexpected recovery of a six-year-old child who was found wandering naked in a field by a ranger the morning of 4 JUL 2016.
2. The child identified himself as Brandon McGill of Topeka, Kansas, and asked to call his parents. After a brief conversation, the parents were beside themselves with confusion and tearful excitement and said they would depart for Yosemite immediately. They purchased tickets on the next available flight, departing at 6:30 a.m. on 5 JUL 2016.
3. After the confusing conversation with the family, the supervising park ranger contacted the FBI. He texted photos of Brandon McGill, and the FBI matched them with earlier photos. *Much* earlier photos.
4. Brandon McGill disappeared from the Hetch Hetchy area in 1980 at age 6. If still alive, he should be 42 years old.
5. San Francisco-based FBI Special Agent Delilah Sands—a Delta Green agent—noticed the bulletin, and used her credentials as a child psychology specialist to muscle her way into the investigation. She has disrupted it as much as possible, “accidentally” sending confusing messages that delayed the FBI’s response. Other Delta Green assets in the FBI held up response with apparently inept legal and jurisdictional wrangling.
6. The Program hastily scrambled a team (the players’ Agents) for Operation FULMINATE. The Agents get the call on 4 JUL 2016—the Fourth of July, a family holiday—with orders to depart at once for a briefing with their case officer.
7. The morning of 5 JUL 2016, they meet their case officer in a secure meeting room in a small office building that poses as an accounting firm. It’s a CIA front company,

and everyone there assumes the Agents are on some official CIA-related operation and knows better than to ask questions. The case officer conveys the team's orders:

- A. Locate the child.
- B. Identify the child.
- C. Determine if a unnatural threat is in the area.
- D. Remove the unnatural threat.
- E. Make the outcome appear mundane.

RESOURCES

This operation came together as quickly as the Program could manage. They have had no time to get badges and false identities. The Agents have to talk their way through any trouble and improvise their cover-up. The case officer may have black-market weapons or other random supplies in a nearby safe house; that's up to the Handler.

THE TRUTH

The found boy *is* Brandon McGill. He has spent most of the last 36 years in a dream-state, in hollow lava craters 5.5 kilometers beneath the Earth's surface, a prisoner of the K'n-Y'ani—a strange, advanced offshoot of humanity that has existed since time immemorial.

The K'n-Y'ani have struggled to use the humans of the surface (whom they consider “sub-beings”) as breeding stock and food supplies. Their race is ancient and immortal, but also dwindling. What was once a civilization of hundreds of thousands is now, through time and circumstance, merely hundreds.

For centuries, since their retreat below from the multiplying hordes of sub-beings, the K'n-Y'ani have snatched humans from the surface using their hypergeometric powers. They are the source of the legend of the “Moon-Faced People” fought by the Sioux and Lakota in ancient times, as well as the giant, pale cannibals of Paiute legend. They may be responsible for the Serpent Mound and other structures built by the mysterious Adena “Mound Builder” culture.

In the modern world, the K'n-Y'ani have kept to places where they can stay well-hidden. Most of their structures are so deep that no human can encroach on them. Their powers allow them to move through space-time in unnatural ways. There is no passage into their blue-lit caverns that a human may transit, but the few K'n-Y'ani that remain move about the surface as needed.

With McGill, the K'n-Y'ani found something they long sought: human genetics compatible with their own. For decades, through communion with their god OSSADOGAWAH, they have infected the boy with alien materials that caused him to produce the substance called *etzil iztac*, the “white blood.” They have harvested enough stock from McGill to begin repopulating and feeding their once-great cities. McGill was a genetic sow, ever producing what they needed, and kept in a state of stasis which halted his memories as well as his aging. He woke only briefly, from time to time, to be fed special substances culled from OSSADOGAWAH.

But the continuous ingestion of substances from OSSADOGAWAH have transformed McGill, and awakened in him vast and terrifying powers. A simple child's nightmare was all it took for McGill to lay waste to dozens of K'n-Y'ani. The boy destroyed his captors

and “thought” himself back to the surface. He stills seems like a child. He is actually a dangerous killing machine, vital to the resurrection of the K’n-Yani.

But it is worse. The K’n-Yani made duplicates of Brandon. Many, many duplicates, some more “true” than others, serving as food, for ritual purposes, and for production of the substances the K’n-Yani require. These duplicates seem to be “awakening” like the first Brandon. In turn, one by one, they escape.

The K’n-Y’ani are bent on locating and securing the “original” Brandon, the first. The other Brandons are disposable.

TIMELINE

The Agents have a 24-hour window to finish the operation. After that, the regular FBI will arrive and things will get much, much harder to contain.

4 JUL 2016 (Morning)

National Park Ranger Tomika Gallegos finds a child, naked, wandering in a huckleberry field near the Hetch Hetchy Reservoir, about 2,000 meters from a rock formation known as the Devil’s Chair. She is walking down to a backpacker’s camp, collecting garbage, when she comes upon McGill. The child is coherent, though naked and filthy. He identifies himself and asks for his parents. Gallegos suspects the boy is lost from the backpacker’s camp. She takes him to the Rancheria Falls Trailhead ranger station and gives him her cellphone. He is baffled by the phone, though he uses it readily enough when shown how. Gallegos speaks with his parents, Ann and Ian McGill, and learns they were not in the park and had not reported a child missing—but they were, and they had, in 1980. Their talk with the child and the ranger is brief, confusing, and near-hysterical. The McGills immediately buy tickets on the next available flight from Topeka, leaving early the next morning.

4 JUL 2016 (Mid-Morning)

Park Ranger Douglass Keena, Gallegos’ supervisor, calls the Sacramento FBI office, which covers Yosemite. Photos of the child are exchanged via text and a positive identification is made, but the FBI agents are baffled.

4 JUL 2016 (Afternoon)

Hearing the strange details, Quantico-based Special Agent Delilah Sands—a Delta Green agent in Behavioral Analysis Unit 3, which handles crimes against children—steps in. She alerts her case officer in the Program and forces herself into to the case. She calls in some favors, causing a jurisdictional dispute with Sacramento over which office will send agents, Sacramento or the national headquarters. That holds up the FBI’s official response for a day, long enough for the Program to assemble the players’ team for Operation FULMINATE. Sands does not join them, but remains in contact with the Agents as Agent JACE and runs interference to further delay the official response.

5 JUL 2016 (Morning)

The Agents arrive as an unexpected rainstorm descends on the area, bringing thunder and lightning and reports of a water spout on the reservoir. A severe weather warning is issued for the area, restricting road travel.

5 JUL 2016 (Early Afternoon)

Ian McGill (age 63) and his wife Anne (age 62) land at Fresno-Yosemite International Airport at about 12:30 p.m. They rent a car and depart for Yosemite.

5 JUL 2016 (Afternoon)

Backpackers in the Hetch Hetchy area report a stranger poking around. Three separate reports come in within an hour, describing a strange, tall, pale “Indian” crouched in the trees and scrub brush, watching the backpackers from a distance in the pouring rain. The storm is severe, but comes and goes. Most backpackers fold up camp and take to the Rancheria Falls Trailhead ranger station for shelter. Ian and Anne McGill arrive at Yosemite about 3:00 p.m., but are held back from the Hetch Hetchy area due to severe weather.

5 JUL 2016 (Evening)

After dark, four K'n-Y'ani “Strangers” launch an assault on the area during the rainstorm, looking for Brandon McGill.

6 JUL 2016 (Morning)

The regular FBI arrive.

FILES ON THE DISAPPEARANCE

Digital copies of the FBI's 1980 reports on Brandon McGill's disappearance are available from Agent JACE through an anonymous file-sharing link. They are relatively benign, but between the lines are bizarre implications.

Brandon F. McGill disappeared from the Hetch Hetchy area in Yosemite, near a natural landmark called “The Devil's Chair,” on June 22, 1980. He was with his parents on vacation.

Brandon McGill's parents—Ian and Ann McGill, ages 27 and 26 at the time—claimed the child was “right there with them” when he vanished. It was approximately 4:30 p.m.

The FBI became involved after an eyewitness claimed to have seen a man in black clothing following the McGills down the trail. Two independent witnesses volunteered this information. One described the man as tall and pale. The other described only as a figure in black.

No evidence of Brandon McGill was discovered in the searches, one of which involved well over 100 personnel and two helicopters. He was officially declared dead in 1987. His parents did their best to get on with their lives...until the phone call from Brandon on July 5, 2016.

The Devil's Chair is a natural stone structure of shattered columnar basalt that happens to have cracked and collapsed to form a vague “seat” ten feet tall and six and half feet wide. It is a popular tourist attraction.

Brandon McGill's father Ian was briefly investigated due to a domestic violence charge in 1979. This had to do with an infidelity. When the couple reconciled, his wife Ann dropped the charges.

Search and rescue teams found nothing. Park rangers' reports mention other children disappearing in the park under similar there-then-not circumstances. Twenty-four children vanished in Yosemite over the last forty years. The report of a long-retired park ranger named Walter Dellio mentions other oddities:

- △ Bad weather follows disappearances. The same thing happened here. On June 23, a huge squall hit the lake for two days, from out of a blue sky.
- △ Dogs could find no scent of McGill. That led many older rangers to conclude the boy wouldn't be found.
- △ When lost children are found, it is often miles from where they were lost. Veteran rangers encouraged a huge search radius. Often the child loses shoes or other clothing, but is found unharmed.
- △ Those that are recovered have high temperatures and are withdrawn and somewhat in a stupor.
- △ The disappearances almost always occur late afternoon or early dusk. (McGill vanished at 4:33 p.m.)
- △ The disappearances tend to occur in areas overgrown with huckleberries. The Devil's Chair area is covered in huckleberry bushes.

TRAILHEAD STATION

The park rangers operate out of the summer-only Rancheria Falls Trailhead Station, a little more than a kilometer from O'Shaughnessy Dam on western end of the Hetch Hetchy Reservoir. The station is less than a kilometer from the Hetch Hetchy Backpackers Campground, and a kilometer and a half or so from the Devil's Chair.

The area is hot and dry in the summer. It is interspersed with many varieties of trees: California black oak, ponderosa pine, incense-cedar and white fir, with an occasional giant sequoia. The area has exposed rock faces, dirt, and scrub grasses which seem very desertlike in the summer. Small bushes cluster next to the trees: oregon grape, sierra coffee berry, gooseberry, and pygmy rose. There are large open areas with only low shrubs, often screened by larger wind-break providing trees. It is hard to pick out human silhouettes at a distance.

The two-story Trailhead Station can sleep nineteen (forty in a pinch), and has enough food and supplies for a week. It is a sprawling brown structure, obviously built and rebuilt over time, with reinforced snow roofs and a large free-standing radio tower. It is powered by the nearby hydroelectric dam. The station has two four-by-four jeeps, three quad runners, and enough open space for a helicopter to land. It is connected via telephone and radio to the main Yosemite station, which provides assistance when necessary.

Most of the rangers' job is making certain the backpackers in the area don't go too wild, don't light fires outside designated safe-burn areas, and, most importantly, don't interfere with the operation of O'Shaughnessy Dam. Fishing on the reservoir is allowed but swimming is not. Backpackers see the rangers as a nuisance, and some call them

“Pine Police” or “Pine Pigs”. The rangers shrug it off. Being a National Park Ranger requires a certain level of detachment.

Trailhead Station has a staff of six, one or two at the station at any given time:

- National Park Ranger Douglass Keena (age 35)—in charge of the station.
- National Park Ranger Tomika Gallegos (age 29)—found the McGill boy.
- National Park Ranger Maria M. Lemay (age 25)—a trained medic, with Medicine 40% and Pharmacy 40%.
- National Park Ranger Charles L. Nicholson (age 24).
- National Park Ranger Christopher Devlin (age 22)—a new recruit who just got his college degree; an Eagle Scout and proud of it.
- National Park Ranger Naomi Blomberg (age 22)—a new recruit who just got her college degree.

THE BACKPACKERS

The backpackers in the area (38 of them) are a smattering of normal people for a nice hike in Yosemite. The morning of 5 JUL 2016, they are either in the process of setting up or breaking down their camps. Due to the storm, most are in poor spirits. They were hoping for clear skies.

Example backpackers:

- Elizabeth Bingham-Grant (age 60)—a San Francisco hairdresser.
- Joyce Vasquez (age 40)—a graphic designer originally from Connecticut who took up hiking with her neighbor, Elizabeth Bingham-Grant.
- William Bates Velasquez (age 22)—a construction worker; Joyce Velasquez’s adopted son.
- Paul Holding (age 69)—an Oakland environmental lawyer, semi-retired.
- Lisa Gentry (age 31)—a web designer from originally from Maryland, in a May-December romance with Holding after she did freelance work for his firm last year.

BRANDON MCGILL

McGill speaks and acts like a normal six-year-old boy, but medical examination reveals anomalies. Close examination with Search or Medicine at 40% or a successful roll reveals nearly-invisible seam-like scars criss-crossing McGill’s body in bizarre, interlocking patterns.

He has a green tattoo on the back of his neck of three squares and what looks like a stylized ram head. Those with Archaeology at 40% or higher note it is similar to the Nahuatl (the Aztec language) character for boy.

A tiny bump is detectable beneath the tattoo. If excised, the object in his neck is a small, transparent piece of quartz with a fleck of gold in its center.

If injured (including the surgery above), McGill heals almost immediately due to his regeneration power—as long as the quartz object remains in his neck.

If the quartz-object is removed, McGill seems to “lose” his apportation abilities and his regeneration, and is effectively neutralized as a threat.

Brandon has an unusual dislike of heat. If exposed to open flame or placed in hot water, he goes into some sort of epileptic seizure, and a round or two later, the *etzil iztac*—the “white blood”—emerges from him and attempts to escape. It is a white, near-transparent blob that is extremely fast and motile. (Treat this as the Shoggoth Weapon described on page XX, at 1/4 the stats.) Brandon can produce one of these things every nine hours.

If questioned about his whereabouts, Brandon remembers very little. He remembers the Strangers, odd men who spoke without any voices. They were tall. Very tall. Taller than any other grownup. He remembers blue caves. He ate a grey paste that was made of mushrooms.

There were other children in the blue caves, Evelyn and Thomas. They were brother and sister. Agents who go online can find a record of two children missing in the Yosemite area from 1918, Evelyn and Thomas Yevetney.

When Brandon sleeps, mild apportionment effects occur. Doors shut without cause and things shift, ever so slightly. This is difficult to notice unless it is being looked for.

When the Strangers appear, Brandon becomes hysterical, causing weird psychokinetic effects. Radios short out. Vehicles won't start, and worse. He might lash out with his APPORTATION GRAB power, slamming things into the Stranger or (if a Luck roll fails) into an Agent or bystander who just happens to be in the way.

When he loses his temper or is truly terrified, HUGE apportionment events occur. His APPORTATION SMASH power lashes out, enough to inflict a Lethality 20% attack, lift and destroy a vehicle, or collapse a portion of a building.

THE O'SHAUGNESSY DAM

The dam is closed to all but park rangers. The gate is locked and topped with barbed wire. Anyone attempting to climb over it to the spillway must make a Athletics roll at a 20% penalty. On a failure, the Agent suffers 1D4–1 damage and must make a Luck roll. If that fails, the Agent tumbles 40 meters into the water below, taking another 1D10 damage.

Operating the spillway controls requires Craft (Mechanics) at 50% or better, or an INT test at –40%. Those that do so can cause a flash flood in the valley so severe it will momentarily overrun Trailhead Station, the Hetch Hetchy Backpackers Campground, and everything within five kilometers. Anyone on the ground when the flash flood happens must make a Athletics test at –20% or a Luck roll, whichever is better, to climb to safety. A character who fails is swept away on the waves and smashed by trees and debris for 1D20 damage. Being caught in a flash flood costs 0/1D4–1 SAN due to helplessness.

This flood affects the K'n-Y'ani and their servants in this way as well, and will most likely cause them to retreat.

THE MOON-FACED PEOPLE

The K'n-Y'ani are either the source or an offshoot of the human race. Where and why we split remains unknown, perhaps even to them. In most encounters, they are physically terrifying. They are extremely tall, some as tall as five meters, and have yellow-grey skin. They have broad noses, high foreheads, and pronounced

cheekbones. A K'n-Yani has a large, wide skull which elongates strangely in the back. (In ancient times, certain Central American tribes used bands to force their skulls into such shapes in imitation of their K'n-Yani overlords.) Their teeth are broad and flat, and double rowed. Their hair ranges in color from black to wiry red.

Usually, they are nearly naked, wearing simple loincloths. They wear cleverly-made jewelry of copper, gold and mica. Few carry anything more useful than a ceremonial knife.

FLEEING THE SITE (THE MOON CHILDREN)

Agents can easily flee the site without McGill, suffering only the SAN loss described in OUTCOMES on page XX. Those who attempt to rush McGill from the site via vehicle will find it more complicated than they had imagined.

In the bad weather, the only road out of the area—Evergreen Road—is treacherous and uncertain. Worse, the Strangers wait with their servants, the Moon Children. These are the resurrected remnants of children who perished in experiments to create the genetic material the K'n-Yani require.

The Strangers order one Moon Child after another to leap into the road just as the car approaches. A Drive roll at –20% avoids a child-corpse, but they keep coming. If the vehicle moves too slowly to be stopped, dozens of Moon Children swarm it. Moon Children who have latched onto the car climb on top and smash their way in. The driver must roll Drive at –40% or go off the road. The Moon Children make fast work of the vehicle, ripping off panels, flattening tires and gaining access to the engine block.

ADJUSTING THE PACE

The following notes should help the Handler in keeping the pace somewhat frenetic. The feeling of the operation should be one of survival and fear. The Strangers do not directly assault Trailhead Station for fear of terrifying Brandon, and in turn, causing an “outburst”—unless the Agents protect Brandon well enough to force them.

SPEED IT UP

If the operation seems to be slowing and of these can ratchet up the intensity:

INCREASE THE INTENSITY OF THE STORM

The storm begins bad enough to limit visibility to a five or ten meters, but it can always be worse. Increase the storm intensity to cause –20% for all skills outside and –40% to try to see or hit anything beyond three meters. Rain and hail might pelt the ranger station, and trees might come down due to high winds.

HAVE THE BACKPACKERS CAUSE TROUBLE

The backpackers are normal people with normal worries. Many have cars parked near the backpacker area and might insist on going out to check on them. They may complain about Delta Green Agents doing any number of odd things, or they may take out their smartphones to take video of anything interesting.

HINT AT THE MOON CHILDREN

Have either a backpacker or a ranger see a Moon Child at a window momentarily and lose the appropriate SAN. Normal reactions follow.

REVEAL THE FIRST STRANGER

Worse, have someone see a Stranger, either as a HUGE silhouette at a distance, or standing or walking right next to a backpacker, ranger or Agent who has no idea the Stranger is there. Apply SAN losses as usual.

HAVE THE STRANGERS DESTROY VEHICLES

The Strangers may take a step to destroy the vehicles in the parking lot near the backpacker area to prevent escape. If they do, describe the smashing noises heard over the drumming rain, as well as the momentary flair or car alarms—which are nearly instantly silenced. Investigation reveals the cars as TOTALED by something huge (1/1D4 SAN).

SLOW IT DOWN

If the operation seems to be rushing forward any of these can bring focus to a single event, and slow it down:

CAUSE CONFLICT WITH THE PARK RANGERS

Delta Green Agents who are not careful, or who begin doing odd things to McGill (such as excising his quartz implant) quickly find that National Park Rangers are not to be trifled with. Keena and the others will question and even threaten the Delta Green Agents. They are armed and will do anything to protect the child.

HAVE MCGILL'S PARENTS ARRIVE

Somehow, through the rain, McGill's parents arrive at Trailhead Station. When they see Brandon, they are apoplectic with joy, each losing 1/1D4 SAN. They do not leave his side from that point on for ANY reason—unless, of course, another Brandon shows up!

SHOW BRANDON'S SUSCEPTIBILITY TO HEAT

Have the Agents discover *etzil iztac*—the “white blood”—when Brandon reacts to heat. Have some of it “escape” Brandon and get loose in the ranger station.

DISPLAY BRANDON'S APPORTATION EFFECTS

Have things get knocked over, doors slam, or people thrown when Brandon is startled.

HAVE BRANDON REMEMBER

Agents trying to get McGill to tell what happened to him might get their wish. McGill describes the blue-lit caverns of K'n-Yan: Its ghostly denizens half-visible and half-material. Their wishes appearing in his thoughts telepathically. Their awful, undead slaves formed of once-living human beings warped into bizarre shapes and kept animate by unknown means. Their souvenirs of human culture from the most ancient to the modern. Their horrifying experiments on young McGill himself. The nonsense word

“OSSADOGAWAH” coming into McGill’s head as he is fed the strange gray paste. (The word may sound disturbingly like “Tsathoggua” to an Agent who has Unnatural at 20% or greater or who succeeds at an Unnatural test.) All of that is filtered through McGill’s six-year-old frame of reference, halting and confused. Extensive details can grant an Agent +1 to +3 points in Unnatural, costing the Agent 1D4 SAN for hearing it. But it also costs Brandon 1D4 SAN for remembering. That may require an agent to succeed at Psychotherapy to keep Brandon from shutting down a fugue state.

HAVE ANOTHER BRANDON SHOW UP

Have a second, naked, terrified Brandon show up at the door, spotted in the woods, or brought in by another ranger. This Brandon is IDENTICAL to the first Brandon except for a different mark on his neck. Those who have seen the first Brandon lose 1/1D4 SAN.

THE STRANGERS POSSESS BACKPACKERS

Have a backpacker be possessed by a Stranger and attempt to knock McGill unconscious and usher the boy outside. During this possession, the backpacker is under the influence of the Strangers and cannot be reasoned with. An Agent who kills a backpacker and later discovers the possession loses 1/1D8 SAN due to violence.

OUTCOMES

The Agents' mission is to end the unnatural threat. Some ways of ending the threat are more palatable—and difficult—than others.

SURRENDER MCGILL TO THE K’N-YANI (LOSE 1/1D8 SAN)

This horrific outcome may become necessary to save lives. If McGill is offered to the K’n-Yani, they immediately cease violence, take the child and vanish into the ground. McGill is never seen again. Agents who do this may be wracked by guilt for years.

MURDER MCGILL (LOSE 1/1D10 SAN)

An even more horrific outcome. If McGill’s abilities are identified, and he is deemed enough of a threat, Agents may feel forced to "take him out." Murdering a child takes an awful toll on the human mind.

MCGILL SURVIVES (gain 1D4 SAN)

If McGill survives the incident and escapes the park, all Agents gain SAN no matter what else happens.

THE K’N-YANI ARE KILLED AND BRANDON SURVIVES (gain 1D10 SAN)

In this difficult outcome, the Agents are triumphant and feel their choices have had an amazing impact on the situation.

THE COVER-UP

As the Agents confront Brandon McGill's strange powers, the Strangers, and all the Strangers' servants and tools, a dozen park rangers and backpackers are nearby.

McGill's parents are waiting for the weather to clear so they can rush in. The regular FBI will drive in soon. The Agents could have a LOT of witnesses to their operation.

Especially careful Agents may avoid witnesses by sending the backpackers away, or by leaving with Brandon despite the park rangers' concerns about the weather and the closed road.

Most people don't believe what they don't wish to believe, and most bystanders would prefer not to believe in ghostly giants who can trick the human mind. Those that are certain often fear the ridicule they'd face telling the truth. With a plausible story, the Agents might convince witnesses that they did not see what they thought. Perhaps the Stranger seen through a stormy midnight window wasn't a Sasquatch, only a distorted reflection or a trick of light. Perhaps the Moon Children swarming the parking lot were wild dogs. Perhaps that smashing force that tore through a half-seen giant was just a flash of lightning and a tree falling. Perhaps all that gunfire was just thunder. It happened so fast, after all. Are you sure you're remembering it right?

Witnesses who stick to their stories may wind up on national news, probably the butt of countless jokes. Or they may be interviewed by a sympathetic seeker from the PX Penumbra, putting a zealous citizen-journalist onto the Agents' trail. (For example: Lydia Kusuma, a 20-year-old Bay Area bike messenger who goes by the online nickname SueSueMe.)

If Trailhead Station station and the surrounding woods become crime scenes due to the deaths or maimings of Agents, rangers, backpackers, or Brandons, the Agents have a much tougher task. If they come up with a plausible narrative, it may take a Bureaucracy or Law roll to stall the regular FBI another day, or a Forensics roll to falsify or conceal evidence, or a Persuade roll to talk Keena and his rangers into cooperating. Play it by ear. If the players are especially clever, it may be easier. Failing that, the Agents might face hard questioning. If worse comes to worst, refer to **GETTING FIRED** on page XX and **PROSECUTION** on page xx and explore the repercussions.

Even if Agents lose their government jobs or go to prison, that only means they'll be civilians or ex-cons the next time the Program calls.

CHARACTERS

Each of the non-player characters wants something different, and all their goals are at odds with those of the Agents.

- The park rangers want to protect the people and environment in their care.
- The backpackers want to enjoy the park and, when things go bad, to escape intact.
- Brandon McGill wants to go home.
- The Strangers want to take Brandon McGill back to their blue-lit, subterranean world.
- The stone-face thing and the Moon Children serve the will of the Strangers.

AVERAGE RANGER

National Park Rangers have standard federal law enforcement training and powers. The rangers assist Agents whose presence and actions seem official and legitimate. Most

rangers, unless overcome by temporary insanity, will fight to the death to protect a lost child. They wear pistols, survival knives, pepper spray (used mostly to deter wild animals), and body armor, and have a few rifles and shotguns in a small, locked armory in the chief ranger's office at Trailhead Station.

STR 11, CON 13, DEX 10, INT 10, POW 12, CHA 10
HP 12, SAN 60, Breaking Point 48

SKILLS: Alertness 50%, Athletics 40%, Firearms 50%, First Aid 50%, Law 30%, Navigate 50%, Search 40%, Survival 50%, Swim 40%, Unarmed Combat 50%.

ATTACKS: SIG Sauer P228 pistol 50%, damage 1D10.

Remington Model 870 shotgun 50% (+20% beyond short range, firing shot), damage 2D10.

FN M16A2 rifle 50%, damage 1D12.

Survival knife 30%, damage 1D6.

Pepper spray 50%, stuns target.

Unarmed 50%, damage 1D4-1.

ARMOR: Light kevlar vest (Armor 3).

AVERAGE BACKPACKER

These ordinary hikers are unprepared for what's coming.

STR 10, CON 10, DEX 10, INT 10, POW 10, CHA 10
HP 10, SAN 50, Breaking Point 40

SKILLS: Alertness 30%, Navigate 25%, Survival 30%.

ATTACKS: Unarmed 40%, damage 1D4-1.

Pocket knife 30%, damage 1D4.

BRANDON F. MCGILL

Brandon appears to be a normal boy of age 6, though he is chronologically 42 years old. If he loses SAN, he must make a follow-up SAN roll or retreat into a fugue state, closing his eyes shut and tuning out the terrible world. His powers may emerge in deadly ways in that state. His duplicates use the same stats.

STR 3, CON 6, DEX 8, INT 7, POW 10, CHA 10
HP 5, WP 10, SAN 35, Breaking Point 30

DISORDER: Fugues.

ARMOR: If McGill knows he is under attack, his powers deflect 3 HP damage per round.

ATTACKS: Apportation slam 30%, damage 2D10.

Apportation smash 45%, Lethality 20%.

DENIAL: McGill does not realize that he is utilizing strange powers. If forced to acknowledge his armor, regeneration, or apportation slam power, he loses 0/1 SAN. If forced to acknowledge his apportation smash attack, he loses 1/1D6 SAN.

REGENERATION: McGill regenerates 2 HP per turn.

SAN LOSS: Seeing Brandon's powers at work costs 0/1 SAN, or 0/1D4 to see them lash out at a Stranger. Being attacked by Brandon's power costs 1/1D6 SAN.

THE FOUR STRANGERS

The four K'n-Yani warriors are huge, silent, somber, and terrifying. They do not run, scream, or otherwise show alarm or emotional reactions—even if fatally injured. They fear open sunlight, and extremely bright light is enough to stun them for a round. They operate at no penalty in complete darkness.

STR 22, CON 29, DEX 11, INT 19, POW 19
HP 25, WP 19

ARMOR: See **OUT OF PHASE** and **SCALE CONTROL**

SKILLS: Alertness 60%, Anthropology (Human) 35%, Athletics 30%, Melee Weapons 50%, Swim 45%, Unarmed Combat 45%, Unnatural 50%

ATTACKS: Projection 55%, damage 1D6 (see **PROJECTION**).

Ceremonial knife 50%, damage 2D6.

Unarmed 60%, damage 1D10.

HUMAN OFFSHOOT: The K'n-Yani are genetically close to humanity, but not identical. Drugs and other chemical irritants sometimes work and sometimes do not. An attempt to drug or chemically stun or disable a K'n-Yani succeeds only with a Luck roll.

OUT OF PHASE: K'n-Yani spend much of their immortal lives in a ghostly, immaterial state. A fully physical K'n-Yani can use its action in a combat turn to go immaterial, becoming immune to physical harm. Or one can go half-immaterial but still able to grasp physical things. When a K'n-Yani is half-immaterial, any attack that rolls an odd amount of damage or gets an odd number on a Lethality roll passes harmlessly through it.

SCALE CONTROL: The K'n-Yani can disassemble their physical form, and cause it to grow or shrink at will, by absorbing nearby matter or expelling it. While on the surface, the K'n-Yani often are 5 meters tall (15 feet) or more. A K'n-Yani at that size is a Huge creature, so Lethality rolls against it automatically fail; it takes the Lethality rating as damage instead. Beneath the Earth, they assume human sizes, with half the listed STR, CON, and HP, and inflicting only 1D4–1 unarmed damage. Expelling mass causes a blue-white bright light that is visible at great distances.

MOTHER EARTH: A K'n-Yani touching bare earth can instantly vanish and return to their underground kingdom.

TRANSAPPORTATION: The K'n-Yani can step through physical obstructions as if they were not there; a single step will transport the subject to the “other side” of the item, no matter the distance. Anyone they are holding is transported as well (and suffers 0/1 SAN loss).

PROJECTION, POSSESSION OR ERASURE: The K'n-Yani can move objects, possess humans or remove themselves from an individual's perception. Each attempted use of one of these powers costs 3 WP.

Projection allows the K'n-Yani to push objects with blunt force at a distance of about 10 m. This inflicts 1D6 damage, roughly the equivalent force of being struck by a stout club.

Possession is a mental onslaught of any person in sight. The target gets a SAN roll in defense. On a success, the target loses 1 SAN and feels an alien presence. On a failure, the target loses 1/1D6 SAN and the K'n-Yani is *in* the target's mind. For one turn, the possessing K'n-Yani can see, hear and feel what the target does, and can sense

and understand the target's thoughts and recent memories. The target can sense, feel, and do nothing. Once inside, the K'n-Yani can cause the target to take any single action of the possessor's choice, including suicide or murder. Then the possession ends. Normal SAN losses apply when the target realizes what he or she has done.

Erasure causes a target to fail to see the K'n Y'ani or the effects of their presence. It only works on one target at a time. The target gets a SAN roll. On a failure, the K'n-Yani vanishes completely and remains unobservable by the target. The K'n-Yani can stand right in front of the target, root through the target's belongings, or even attack the target and not be seen.

THE STONE FACE: The K'n-Y'ani use this only as a last resort. It is an engineered shoggoth-weapon that will exist in the upper world for only several minutes before destroying itself in an out-of-control biological feedback loop. It appears to be a human fist-sized lump of white ivory, carved with vaguely Mesoamerican patterns: a stylized K'n-Yani face.

SAN LOSS 0/1D4.

THE THING IN THE STONE FACE

The thing in the ivory-like stone is a shoggoth-weapon. Once thrown, it hatches in one turn. In the second turn, it is the size of a small dog. In the third, as big as a man. At full size, it is as large as an economy car. It is a mass of corded muscle and flesh with eyes like silver dollars. If Agents can somehow stall long enough—1D4 minutes, enough time for it to cause deadly havoc—the thing disintegrates into a foul puddle of volatile chemicals. It does not attack the K'n-Yani or Brandon McGill.

STR 30, CON 50, DEX 10, INT 4, POW 8

HP 40, WP 8

ARMOR: 5.

SKILLS: Alertness 50%.

ATTACKS: Grab 30%, damage 1D6.

Crush 25%, damage 1D10+2.

CRUSH: The shoggoth-weapon can use its Crush attack only on a target it has already grabbed. If the Crush attack succeeds, it inflicts damage once and then spits the target back out. If the Crush attack fails, the target remains grabbed.

GRAB: If the shoggoth-weapon successfully grabs a target, the victim takes 1D6 damage from being squeezed and burned by strange chemicals. The target must escape—as if from a grapple attack—to break free. In each subsequent turn, the shoggoth-weapon can attempt another grab attack to inflict 1D6 more damage. If it fails, the target suffers no harm but remains grabbed.

RAW POWER: The shoggoth-weapon's STR test succeeds on any roll except 100, and is a critical success on matching dice or any roll of 30 or lower. Its CON test succeeds on any roll except 100, and is a critical success on matching dice or any roll of 50 or lower.

SAN LOSS: 1/1D8.

THE MOON CHILDREN

Up close, the Moon Children reek of a smell like cinnamon and chlorine. Their skin is pale and desiccated. Their eyes are sunken cataract-filled globes. They are obviously dead.

STR 9, CON 12, DEX 10, INT n/a, POW 1

HP 11, WP 1.

ARMOR: 2.

ATTACKS: Cling 30%, damage 1.

Bite 45% (only if clinging to the victim), damage 1D4-1.

CLING: The Moon Children clutch and bite. Once attached to a target, one does not release until it suffers 8 or more points of damage, or unless the target escapes (as if from being grappled). Each Moon Child attached to an Agent reduces all skill use by -20%, to a maximum of -40%.

NO PAIN: The Moon Children attack even if wounded so severely that attacks should be impossible. Broken limbs and twisted bodies do not slow them. Losing all HP, a Moon Child collapses, too damaged to function.

SAN LOSS: 1/1D6.