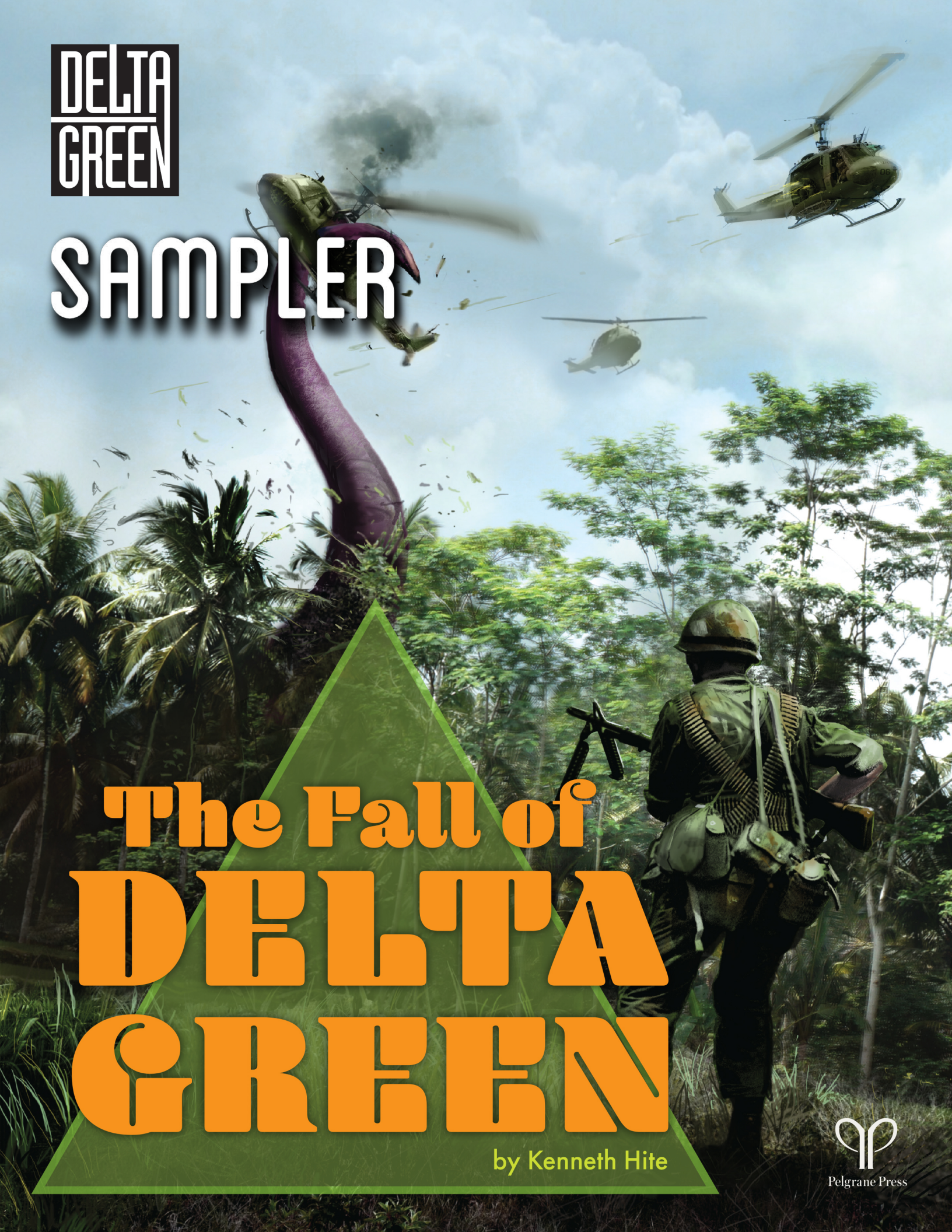
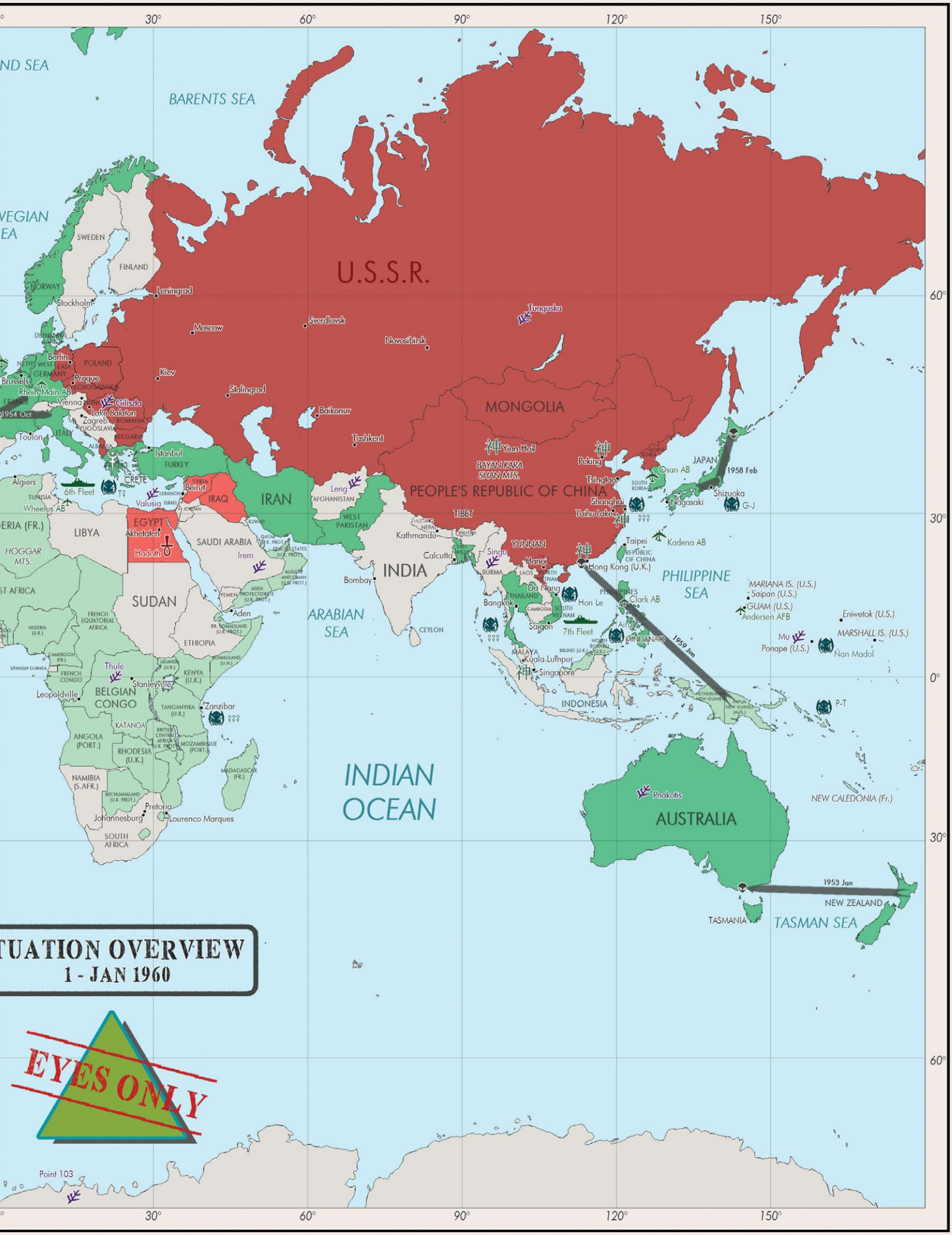

DELTA GREEN
SAMPLER
The Fall of
DELTA GREEN
by Kenneth Hite
Pelgrane Press


ARCTIC OCEAN
BAFFIN BAY
GREENLAND (DK.)
Thule AB
Noatak River
Baker Lake
Elmendorf AFB
CANADA
Edmonton
ICELAND
2nd Fleet
Hirta I.
Belfast
RAF Mildenhall
Severn Estuary
A-Y
NORTH PACIFIC OCEAN
1947 Jun
U.S.A.
Dark Mtn.
1955 Jun
Shag Harbour
Innsmouth
Y-N
Chicago
Detroit
Denver
1952 Sep
Andrews AFB
Washington, D.C.
San Francisco
Nellis AFB
Wright-Patterson AFB
Xinaián
ICE CAVE
1952 Jul
Goldstone
Edwards AFB
1947
1948
Dallas
Huntsville
Los Angeles
San Diego
Kirtland AFB
Roswell
New Orleans
Houston
NORTH ATLANTIC OCEAN
PORTUGAL
SPAIN
AZORES IS. (Port.)
MOROCCO
MIDWAY I. (U.S.)
Cape Canaveral
Miami
MEXICO
Hickam AFB
Kaena Point
1st Fleet
Guanajuato
Mexico City
Acapulco
Trinidad
CUBA
Otoch Chaac
Santo Domingo
U-29
FRENCH WE
CARIBBEAN SEA
A-U
VENEZUELA
Orocué
COLOMBIA
Vaupes River
PERU
BRAZIL
Y-U
Macchu Picchu
AMERICAN SAMOA
TONGA
BOLIVIA
PARAGUAY
CHILE
ARGENTINA
SOUTH ATLANTIC OCEAN
SOUTH PACIFIC OCEAN
1950 May
Valparaiso
Concepción
1955 Jun
Buenos Aires
Valdivia
R'LYEH
SPECIAL LOCATION KEY
Friendly Assets
US Fleet
Overseas US Air Base US territory
Space Ground Station
Unnatural
Deep Ones
Hastur
Kuen-Yuin
Mi-Go
Nyarlathotep
Unclassified
UFO Activity
1952 Sep
Flight Path and Date
ANTARCTIC OCEAN
150°
120°
90°
60°
30°
0°
60°
30°
0°
30°
60°


30°
60°
90°
120°
150°
BARENTS SEA
U.S.S.R.
SWEDEN
FINLAND
NORWAY
Stockholm
Leningrad
Moscow
Sverdlovsk
Tunguska
Novosibirsk
Kiev
Stalingrad
Baikonur
Tashkent
MONGOLIA
POLAND
Berlin
Prague
Vienna
Giliszla
Lake Balaton
Zagreb
Istanbul
TURKEY
CRETE
6th Fleet
Algiers
Wheelus AB
LIBYA
EGYPT
Akhetaten
Hadath
SAUDI ARABIA
Irem
IRAQ
Beirut
IRAN
Leng
AFGHANISTAN
WEST PAKISTAN
Kathmandu
TIBET
INDIA
Calcutta
Bombay
Aden
SUDAN
ETHIOPIA
ARABIAN SEA
CEYLON
Thule
Stanleyville
Leopoldville
BELGIAN CONGO
KENYA (U.K.)
Zanzibar
ANGOLA (PORT.)
RHODESIA (U.K.)
NAMIBIA (S.AFR.)
Pretoria
Johannesburg
Lourenco Marques
SOUTH AFRICA
MADAGASCAR (FR.)
INDIAN OCEAN
Yian-Ho?
BAYAN KARA SHAN MTS.
Peking
Tsingtao
PEOPLE'S REPUBLIC OF CHINA
Shanghai
Taihu Lake
YUNNAN
Singu
Hanoi
Da Nang
Hon Le
Bangkok
Saigon
7th Fleet
Hong Kong (U.K.)
Taipei
REPUBLIC OF CHINA
Kadena AB
PHILIPPINE SEA
Clark AB
MINDANAO
1959 Jun
MALAYA
Kuala Lumpur
Singapore
INDONESIA
JAPAN
Osan AB
1958 Feb
Nagasaki
Shizuoka
G-J
MARIANA IS. (U.S.)
Saipan (U.S.)
GUAM (U.S.)
Andersen AFB
Eniwetok (U.S.)
Mu
Ponape (U.S.)
MARSHALL IS. (U.S.)
Nan Madol
P-T
NEW CALEDONIA (Fr.)
Pnakotis
AUSTRALIA
1953 Jan
NEW ZEALAND
TASMANIA
TASMAN SEA
Point 103
TUATION OVERVIEW
1 - JAN 1960
EYES ONLY

Based on ***Delta Green: The Role-Playing Game***
by Dennis Detwiller, Adam Scott Glancy, Kenneth Hite, Shane Ivey, and Greg Stolze, with Gil Trevizo

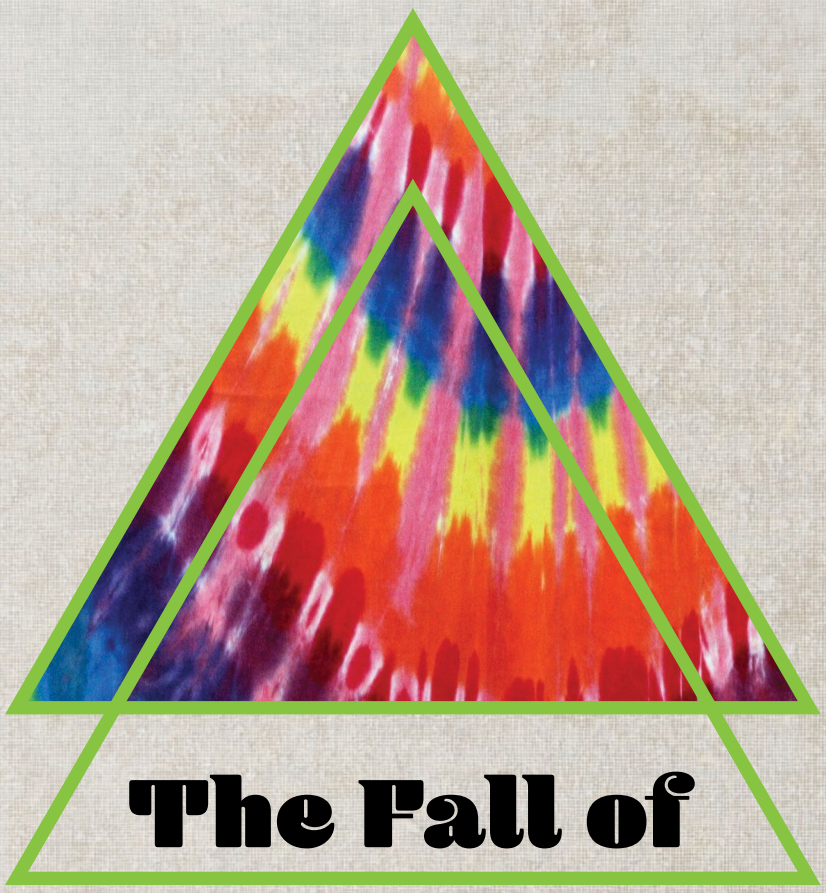
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The Fall of DELTA GREEN

by Kenneth Hite

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What is DELTA GREEN?

DELTA GREEN is an authorized but unacknowledged black program of the United States national security establishment. Its personnel are tasked from all branches of the federal government, especially from the military, law enforcement, and intelligence communities. The program is classified Top Secret, with its existence and mission known only to holders of the DELTA GREEN clearance.

The program has a small permanent staff deep in the bowels of the Pentagon, but its agents operate in secret. The program buries DELTA GREEN missions inside other ongoing military operations, or disguises them as training exercises, liaison work, or entirely unrelated investigations. DELTA GREEN agents hold normal federal postings in the military, CIA, FBI, NSA, or some other agency. Their employers never understand the ***real*** mission of the program.

DELTA GREEN began with the raid on Innsmouth, Massachusetts forty years ago, in February 1928. That raid revealed a literally apocalyptic threat to the United States, and to the world. It gave the federal government a glimpse into a parallel physics and biology of alien gods and immortal monsters. Even the briefest contact with these phenomena destroys minds and lives; the touch of the unnatural corrupts and poisons those who study it and those who oppose it. Encounters with this implacably hostile, unutterably incomprehensible universe have leveled civilizations and sunk continents.

The mission of DELTA GREEN: Hunt and destroy any and all aspects of this unnatural reality at home and abroad. At any cost.

What is The Fall of DELTA GREEN?

This game adapts ***Delta Green: The Role-Playing Game*** from Arc Dream Publishing to the GUMSHOE rules system used by such Pelgrane Press games as ***Night's Black Agents*** and ***Trail of Cthulhu.***

Arc Dream sets ***Delta Green: The Role-Playing Game*** in the "present day," the early 21st century. ***The Fall of DELTA GREEN*** is a "prequel" set in that game's back story: specifically in the 1960s, the decade when the DELTA GREEN program destroys itself in overreach.

On 24 July 1970, the Joint Chiefs of Staff officially disband DELTA GREEN, and it becomes an illegal conspiracy burrowing into the walls of the federal government.

Until that date, you have a warrant to save the country and the world.

Players take on the role of DELTA GREEN operatives, assets, and friendlies, in deadly one-shot adventures or in a campaign spanning the years from hope to madness. DELTA GREEN Agents might:

- Δ Hunt Deep Ones beneath the Atlantic or Mi-Go in the Himalayas
- Δ Investigate the dangerous visions of radical artists in New York, or of radical chemists in San Francisco
- Δ Search and destroy death-cults of alien gods in the dark heart of the Congo or Vietnam
- Δ Somehow contain and erase horrific manifestations and unearthly nightmares in the wide-open heartland and in the riot-torn cities of America
- Δ Preserve the secret of DELTA GREEN against investigative journalists, Communist espionage, and their own allies in the CIA and FBI
- Δ Investigate and covertly thwart MAJESTIC-12 and other secret technocrats who foolishly believe the unnatural can be exploited and weaponized

The decade begins in sunny optimism and ends in nighted disaster in the jungles of Indochina.

After the summer of the 1950s, now comes the fall – the fall of DELTA GREEN.

FBI Undercover Agent

Much of the FBI's work involves infiltrating G-men into criminal, subversive, or other illicit organizations. Such agents rely more on fast talk and fast thinking than on fast draws. From DELTA GREEN's perspective, an undercover FBI man reports in less often, and can take unauthorized leave to investigate cults or other unnatural phenomena.

Points: 14 Investigative, 38 General

Add 1 to any two of these: Accounting 1, Criminology 1, HUMINT 2, Law 1, Notice 2

Add 3 to any three of these: Athletics 2, Bureaucracy 1, Disguise 4, Drive 3, Firearms 4, Sense Trouble 4, Stealth 3, Unarmed Combat 4

Pick One Investigative: Foreign Language 1, Occult 1, Photography 1, SIGINT 1

Pick Two Interpersonal: HUMINT 2*, Intimidation 2, Reassurance 2, Streetwise 2

Pick One General: Athletics 4*, Conceal 4, Firearms 4*, Health 4, Preparedness 4, Sense Trouble 4*, Stealth 4*

Domestic Intelligence Division "Black-Bagger"

Between 1948 and 1966, the FBI carries out at least 238 "black-bag jobs" or surreptitious entries against domestic targets, plus at least 450 installations of concealed microphones. The files on these jobs are routinely destroyed after a year. In 1966, Hoover curtails black-bag jobs ... officially. Unlike conventional burglars, FBI black-baggers can often get keys or blueprints from the building's owner by "waving the flag under his nose."

Points: 14 Investigative, 38 General

Add 1 to any three of these: Accounting 1, Agency 1, HUMINT 1, Law 1, Notice 1, Photography 1, SIGINT 1

Add 1 to one Interpersonal: Cop Talk 1, Inspiration 1, Streetwise 1

Add 3 to any three of these: Athletics 2, Bureaucracy 1, Conceal 3, Drive 2, Filch 3, Firearms 2, Health 2, Mechanics 3, Preparedness 2, Sense Trouble 3, Stealth 4, Unarmed Combat 2

Domestic Security Division

Model FBI agents tasked with counterintelligence using the CIA *Directorate of Plans Case Officer* template (p. 032). Substitute Streetwise 1 for that template's Foreign Language 1.

Federal Bureau of Narcotics

Part of the Treasury Department, the FBN primarily investigates heroin and opium smuggling. It emplaces agents not just in the U.S. but also in France, Italy, Turkey, Beirut, Thailand, and other stops on the heroin connection. DELTA GREEN agents within the FBN investigate drug-cult activities including smuggled liao, black lotus, etc. and outbreaks from Inner Space (p. 216).

In 1968, it merges with the Bureau of Drug Abuse Control to become the Bureau of Narcotics and Dangerous Drugs; in 1970 the BNDD director requests CIA assistance in investigating rampant corruption in his bureau. DELTA GREEN is blamed – possibly justly – for using drug money stolen by its agents within BNDD as an off-books slush fund for its covert activities.

FBN Agent

Points: 12 Investigative, 25 General

Accounting 2, Agency 1, Criminology 1, Foreign Language 1, HUMINT 1, Law 1, Pharmacy 2, Streetwise 1

Athletics 3, Bureaucracy 2, Drive 2, Firearms 3, Pilot 3, Unarmed Combat 4

Pick Two Investigative: Chemistry 1, Cop Talk 1, Foreign Language 1*, HUMINT 1*, Notice 1, Pharmacy 1*, Photography 1, SIGINT 1, Streetwise 1*

Pick Two General: Conceal 4, Drive 4*, Firearms 4*, Health 4, Mechanics 4, Ride 4, Stealth 4



RULES OF THE GAME

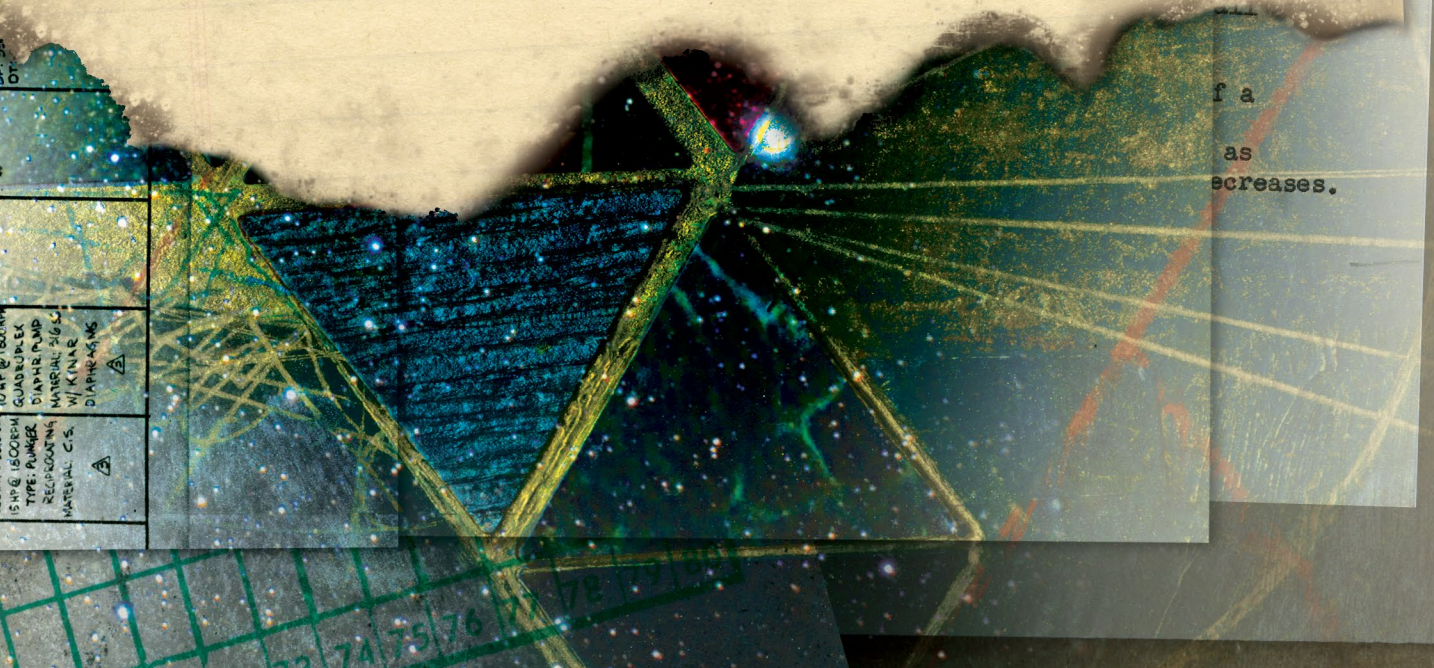
The Fall of DELTA GREEN occurs in a world where everyone – not just the federal government – believes that problems have solutions, that the world means something, and that working together we are greater than we are alone.

This is a lie. The solutions, whether of science and schematics, or of samadhi and sinsemilla, all erode to the bedrock of true reality: a malign universe, which when discovered ushers in disintegration and chaos. Beneath the gray flannel suits, behind the tie-dye, humans are terrified primates aching to howl and glory in a holocaust of chaos. And worse things wait to feast on those squalling semi-apes, to eel through the dimensions and drown everything.

Welcome to the truth.

The dice represent this uncaring cosmos where plans and ideals, peace and love, matter less than a single atom drifting in the galaxy. All you can do is rage against doom, burn out your mind and body and damn your nonexistent soul keeping your family, your country, your planet, ignorant and safe for one more day.

Here's how the game works.



DEDICATED POOL POINTS

Occasionally, the Handler may give you extra pool points you can use in a given circumstance or on a given subject. These are called **dedicated pool points,** and usually come from reading books of lore, sudden communion with alien perceptions, mental illness, or other specialized stimuli. In most cases, dedicated pool points stack on top of your rating. For example, if you have an Archaeology rating of 2, and you read a tome granting you 2 dedicated pool points for Valusian ruins, you have 4 points you can spend on Archaeology, but 2 of them can only be spent investigating the relics and artifacts of that ancient serpent-folk kingdom.

In a way this is what the rules already do when, for example, they separate Cop Talk from Reassurance, but slicing abilities too thinly makes it hard to build competent Agents.

You can specify exactly what you intend to achieve: "I use Chemistry to test the blood sample for iridium."

You can ask in general: "I dissect the body." The Handler knows you have Forensics, and you get the clue.

You can speculate: "Is the witness on acid? I have Pharmacy."

You can prompt: "I have Art, is that painting weird?"

You can go fishing: "I use Anthropology to find a respected priest in the village who's worried about the disappearances." You sensibly guess that the town is infested, but you don't want to waste time going from GMC to GMC trying to read the Handler's mind and figure out which one contains the magic plot pellet. Nor should you. In this example, if the Handler planned on having the local police chief provide the info instead of the local priest, she can either change the information's source retroactively or tell you something like: "Before you can talk to Father Bernardo, a nervous fat man in a uniform pulls you aside. Fortunately, he's very concerned about the strangers in the desert and eager to get your help with them."



Passive and Inconspicuous Clues

Some clues would be obvious to a trained Agent immediately upon entering a scene: a fiber across the door frame, a witness who compulsively glances away during questioning. Other clues lurk in the background until an Agent's subconscious notices them: an occult sigil on a concert poster, or a concealed door in the base corridor. This often happens in places the Agent is moving through casually or doesn't regard as scenes in need of intensive searching.

The Handler provides these passive or inconspicuous clues without prompting, to the Agent with the highest pool in the relevant ability (usually Notice or HUMINT), or to the player who hasn't had a spotlight moment lately.

Simple Searches

Something even more obvious (a classified file taped to the underside of the desk, a bloodstain on the carpet) any Agent can find without any ability, just by saying "I look under the desk" or "I search the panel van."

If an ordinary person could credibly find a clue simply by looking in a specified place, the clue discovery occurs automatically. The Handler might even say something like "As a trained FBI man, you toss the mattress as a matter of routine, so of course you find the envelope under it."

The Core Clue

For each scene, the Handler designates a **core clue**. This is the clue you absolutely need to move to the next scene, and thus to complete the entire operation. Ideally, more than one Investigative ability can provide the core clue. As a backstop, the character creation system ensures the team as a whole has access to all the Investigative abilities.

Spends and Benefits

Certain clues allow you to gain special **benefits** by spending extra time or effort, as represented by 1 or 2 points from the relevant Investigative ability pool. During your first few operations, the Handler will offer you the opportunity to spend additional points as you uncover these clues. After that, it's up to you to ask if there's anything to be gained by spending on a given clue. You can even propose specific ways to improve your already good result; if your suggestion is persuasive or entertaining, the Handler may award you a benefit not mentioned in her notes.

The act of spending points for benefits is called a **spend**. The Handler's operation notes may specify that you get Benefit X for a 1-point spend, or Benefit Y for a 2-point spend.

Benefits might give you:

- **Extra information** about the situation: a Data Retrieval spend pulls up the sound of a signal knock before the conversation starts.
- **Potential advantage** in a future contest of General abilities: an Architecture (or Photography) spend notes a blank spot in closed-circuit camera coverage, making the Stealth test to break in that night easier.
- **Extra time** when you speed up an action: a Forensics spend lets you run all of the blood samples you gathered in the barn in half a day, instead of half a week.
- **Favorable reaction** from a GMC: a Flattery spend in an exclusive club lets you infiltrate a suspect's social circle and drop their name when talking to other targets.
- **Less blowback** from a course of action: Cop Talk with the FBI agents on scene might get you a core clue for free, but a 1-point Negotiation buys the same information out of the bus driver without going into a file somewhere.
- **Personal insight** from a flashback scene or other dramatic moment: you find the body of an old colleague; a Tradecraft spend lets you remember that he was a bulldog who never gave up on a file. Perhaps his records are still around here?

When asking you whether you want to spend for a given benefit, the Handler always tells you how much it will cost. Additional information gained provides flavor and options, but is never required to resolve the situation or move on to a new scene. It is always to your advantage to propose cool benefits to the Handler, even when she doesn't have anything specific written down or in mind yet.

Tyler's Agent, an NSA spook named Seabring, checks out the mysterious radar array in Laos. "I've got 3 points in SIGINT, I've got to have some idea what this thing does."

Laying Down Suppressive Fire

When you first lay down a line of suppressive fire, make a Firearms test against a Difficulty determined by the approximate length of the line you're drawing. The line must be within your weapon's range. Note the final result of your test: if you spend more points on the roll, you raise your opponent's Difficulty to cross that line.

Suppressive Fire Difficulty

Length of Line	Difficulty
Alleyway width, doorway	3
Road (1 lane), driveway	4
Road (2 lanes), warehouse doors	5
Road (3 lanes), hangar doors	6

You may then maintain the line of bullets with no further effort, provided you do nothing else, for either 2 rountds (if using a semi-automatic pistol or rifle) or 5 rounds (if using a fully automatic weapon like an assault rifle or submachine gun). Once this period elapses, you must take an action to reload, dropping your suppressive fire for one round. Then you must retake the test.

Opponents can see the line of fire; only the reckless or desperate will try to cross it.

Crossing Suppressive Fire

To cross an established line of suppressive fire requires an Athletics test with the result of the gunman's suppressive fire test as the Difficulty. On a failure, the character suffers an instance of damage for the weapon type and falls back to his previous position on the far side of the fire line. (Fully automatic weapons use Lethality for this roll; see p. 093.) If he succeeds with a margin of 0 to 4 between result and Difficulty, he crosses the line but suffers an instance of damage. On a margin of 5 or more, he crosses the line without taking damage.

As his comrades rush a rescued civilian to safety, Sanchez stays behind on a Saigon street to delay her former captors. He blazes away with his sidearm, laying down a line of suppressive fire across the mouth of the alleyway he expects them to emerge from. Spending 3 Firearms points against a Difficulty of 3, Sanchez rolls a 1, for a result of 4. This is enough to lay down a line of fire across the alleyway.

The lead kidnapper, Apoh, has no respect for human weapons. It charges through the suppressive fire. The Handler makes Apoh's Athletics test, spending 3 points on the attempt, and rolls a 4, for a final result of 7. This overcomes the Difficulty, which is Sanchez' result of 4, by 3 points. This is enough to cross the line but not enough to avoid damage. Sanchez rolls damage (d+1) for his Colt .45; a 5! Apoh loses 6 Health (5 + 1) from a bullet hit ... but keeps coming. If Sanchez had been firing an M16, he would have rolled against its Lethality rating of 1; a 1 would have killed a human ... but not necessarily Apoh.

By acting in tandem with other team members, you can increase the size of your line of fire, and keep the bullets flying when one of you has to reload.

In some cases, especially for civilian characters unused to combat, the Handler may also call for a Stability test (at the same Difficulty) to even try to cross a line of suppressive fire, before the Athletics test.

Opposing Forces

Here are a few quick examples of human foes (and one canine) that might get in between the Agents and their goals. The Handler may alter these ratings as she sees fit; they are benchmarks, averages, and guidelines, not hard-and-fast absolutes.

For further variety, pick one member of the opposing group and add 1 or 2 to Athletics, Health, and various combat abilities: this will be the senior NCO, commander, the tough guy in the mob, or other boss figure.

Bodyguard

Specialized security for a wealthy or important figure: political, criminal, or financial.

General Abilities: Athletics 8, Drive 6, Firearms 6, First Aid 4, Health 7, Melee Weapons 6, Unarmed Combat 10
Hit Threshold: 4
Alertness Modifier: +2
Stealth Modifier: +0
Attack: fist/kick (d-2), blackjack (d-1), Colt Detective .38 Special revolver (d+1; +1 Difficulty at greater than Close range)

ROLEPLAYING INSTABILITY

Although there is no mechanical effect to losing Stability until your pool goes below 0, many players enjoy roleplaying the shocks and edginess of a terrifying encounter. It also helps build mood if you describe how your Agent reacts to the shock: does he jump and startle, does she go pale and wipe sweat from her brow? It helps you build your own sense of your character if you take a minute to think about how coming unstuck feels to her.

Here are a few possibilities:

1-2 point loss: You might twitch, or stutter. Your voice could rise a bit, or you could Very. Explicitly. Stay. In. Control.

3-4 point loss: You might have to stop a bit and hyperventilate. You're blinking a lot, and maybe sweating, too. If you talk, you might run away with your own words. Keep doing something comforting - rack the slide on your shotgun, hum "Boola Boola," that kind of thing. That will see you through this.

5-6 point loss: This is serious. You may go into a little fugue state; déjà vu comes over you, or you get "frame drop" and miss a couple of seconds. Nothing fatal, no, you're still good. Nope. If you're talking, you might call out some encouragement to your mates! They're probably not doing near as well as you! If you've got a pre-existing disorder, you're hyper-aware of anything that might trigger it.

7-8 point loss: How are you not shaken yet? You've almost certainly gone into adrenaline shock; your peripheral vision is gone, and your hands and feet are cold. You may babble personal confessions ("I've always loved you, Tom") or just shout incoherent threats. If you can make Interpersonal abilities work at all, they work more through fear of what you might do next than anything else.

THESE ARE THE LONELY TIMES

For a long-running campaign intended to follow an arc from the Kennedy Summer to the Nixonian Fall, consider these optional changes to the Stability recovery rules.

Regaining Stability through interaction with the outside world works best when that world is not itself disintegrating. As distrust of the United States government increases throughout the decade, its employees find it harder and harder to remember why they risk life and sanity, and why it matters that they live a lie every night.

Apply the following changes to the Personal Life vignettes, depending on the campaign mode. Campaign modes by default hold true during given campaign years, as follows.

Bright and Shining (1960–1963): Increase all Stability rewards from Personal Life vignettes by 2 points. In addition, if you recovered any Sanity from a mission by *Destroying the Unnatural* (p. 122), recover an equal number of Stability points. Character generation does not need to include a *Revelation* (p. 050).

Stabilizing (1964–1967): Apply the rewards as written.

Harrowing (1968–1970): Decrease all Stability rewards from Personal Life vignettes by 1 point. The minimum reward remains 1 point, except for *Stay on the Case* (p. 129). Also, you cannot get Stability refreshes for spends (p. 078), and you cannot increase your Sanity *rating* (though you can still refill your pool) by *Destroying the Unnatural* (p. 122).

The Handler can use these modes outside a chronological context. She might decide she values character continuity in her game over psychological horror, and thus "set" her game at Bright and Shining regardless of the campaign year. Contrastingly, a game intended to focus on human disintegration in the face of the Outside might begin (and stay) at Harrowing. In a Harrowing game, Agents will likely put most of their experience build points into Stability, just trying to keep themselves together for one more mission.


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VOLUME
TM 5820—667—12
PATENTED APR. 20, 1897. SEPT. 9, 1902
DEC. 19, 1905. FEB. 14, 1911. AUG. 19, 1913
COLT'S PT. F. A. MFG. CO.
HARTFORD, CT. U. S. A.
digital PDP-8/L
MEMORY ADDRESS
MEMORY BUFFER
ACCUMULATOR
LINK

Advice to Players

The purpose of playing ***Fall of DELTA GREEN*** is to collaborate in telling a horror technothriller. In this collaboration, it's the players' job to feel the horror, to use the tech, and to help keep it all thrilling. It's the Handler's job to make the players' jobs possible in the first place. Both the Handler and the players benefit from agreeing on and internalizing what the game is supposed to look and play like.

Although every operation holds the chance to go horribly wrong, a standard ***Fall of DELTA GREEN*** operation goes something like this:

- Δ DELTA GREEN learns of a possible incursion of the unnatural. Intelligence analysts do their best to confirm the incursion, so the Executive Committee doesn't waste time and resources sending a team of Agents where they're not needed.
- Δ The Executive Committee, or a member of it, establishes the new operation, gives it an internal name, and assigns a case officer to send a team of Agents.
- Δ DELTA GREEN assets in the relevant agencies or military branches establish bureaucratic cover for the operation and secure whatever resources are necessary and available. The Agents may or may not also be responsible for this part of their mission.
- Δ The case officer assembles the team of Agents and provides their instructions, an intelligence briefing, and resources.
- Δ The Agents investigate the manifestation and develop a plan to defeat or otherwise end it. They carry out their plan, which usually involves a physical confrontation with the manifestation or its cause.
- Δ Throughout the operation, the Agents maintain operational security, providing a cover story or other disinformation to explain any portion of the operation that attracts outside attention.
- Δ The Agents undergo whatever debriefing the case officer requires, and then return to their homes and their normal jobs.
- Δ DELTA GREEN assets in the relevant agencies disseminate disinformation as needed to cover up the Agents' activities and reinforce their cover story.
- Δ Other loose ends – prisoners, evidence, alien artifacts – vanish into the federal bureaucracy or DELTA GREEN research facilities.

If an operation follows this pattern, no matter how ichor-stained and shriekingly insane things get along the way, DELTA GREEN and the players can count it as a success.

GUMSHOE Best Practices

To ensure thrills and horror, the players should keep these GUMSHOE best practices in mind.

You Can Win

Yes, this is a game of horror, in which your Agent might well be slaughtered, forcibly injected with Yuggothian spores, or buried in a Cambodian swamp. That will *definitely* happen if you do nothing, so you might as well do *something*.

Take the initiative: pick the most appealing offense and execute it. Will something horrible happen? Of course it will — it's a horror game! Something horrible will happen no matter what your plan is. At best, you'll find one that requires desperation and daring, and might still cost you your lives. But no fun whatsoever will happen unless you choose something to do and do it.

So be bold and seize the initiative. Pick the type of terrifying risk you're most able to confront and go after it with both hands. Who knows? Maybe you'll surprise the Handler, if not the opposition. As in any game, the Handler will allow any halfway credible approach you come up with a good chance of success, and will place nasty obstacles in your way to make your success more exciting. Pick something quickly, grit your teeth, and send your Agent into that Cambodian swamp.

Read Your Character Sheet

If you're stuck for an approach or a plan, think about how to use your best abilities to make what you want to happen, happen. Look at your highest ability scores, both Investigative and General. Play those high numbers right, and you play to win; and better yet, to a win

where you risk fewer talon wounds. Got a Marine rifleman with Firearms 10? What gets easier with a sniper involved? Got a NSA infiltrator with Stealth 9? Maybe the plan should involve a break-in. What's your highest Interpersonal ability? What GMC seems like they would respond to it? Have you analyzed the evidence with your highest Technical or Academic abilities? Something might well pop out at you when you do.

If you still find yourself unable to justify some near-suicidal plan, think of your Motivation. Come up with some reason to drive yourself into danger, and maybe pick up a nice refresh for doing it along the way. Look to your Motivation as a source of action and inspiration, and use it to decide which near-suicidal plan is right for your Agent.

When in Doubt, Get More Information

If you are legitimately stuck, and not just rejecting perfectly viable courses of action, don't just stick close to home hashing over your options. Whenever you get stuck, **get out and gather more information**. Ask yourself what you need to know in order to formulate a plan. Then figure out how to get that information, and go out and get it.

HUMINT is Key

Many groups are reluctant to use their Interpersonal abilities, figuring that they can get into less trouble by sticking purely to physical clues at the scene, or by poring over records in a safe government archive. This is a disastrous mistake. Talking to assets, witnesses, experts, and informants is by far the best way of gaining information about the situation. With information, access, and assets, you can find that coveted way in that will set up a kill shot for you. Remember to use Investigative Networking (see p. 068) in a pinch if you're stuck.

Keep Moving Forward

Expect to find only one major clue per scene. Although you shouldn't be too quick to abandon a scene for the next one, most groups make the opposite mistake, returning endlessly to the same few places or witnesses, hoping to scrape more info out of them. If you find a clue that leads you somewhere else — go there! Chances are, once you're there, you'll find another clue, that will in turn lead you to a new scene, with a further clue that takes you to a third scene, and so on. Unsuccessful groups endlessly re-sniff the same ground. Successful ones follow a trail, just like successful federal agents.

Remember, You're the Protagonist

When you created your Agent, you cast a character, a protagonist — a hero — in a story. A story about a federal agent who fights the unnatural. Sure, some people curl up into a ball and whine that Cthulhu doesn't exist. Those people are called "game master characters." Or "lunch."

Paralysis is boring. When you create your Agent, or develop her personality during play, think about realistic ways to portray her as proactive and resourceful and dangerous — as, in a word, heroic — even in the face of non-Euclidean nightmares.

Players in horror games — and spy games! — often make the mistake of thinking solely about how realistic their responses are. Instead, make interesting choices and then find a way to make them seem plausible. An interesting choice is one that keeps your Agent, and the operation, moving fast.

The Innsmouth Rules

While DELTA GREEN very carefully does not print up field manuals or provide clear-cut rules of engagement, the survivors and veterans of its operations have their own list of life savers. Agents who refer to the list at all call it the "Innsmouth Rules," after the CIA's famous "Moscow Rules" for Company men in the Kremlin's backyard.

As might be expected, the best practices for DELTA GREEN Agents are slightly different.

Thou Shalt Not Get Caught

This is Rule One and Only. You do not have a "Get Out of Jail Free" card or a license to kill. You have a job to do, and that job includes doing it in the dark. If you do get caught, say nothing and take your lumps. The program will get you out unless keeping the mission quiet calls for you to do hard time for it, which it very well might. So don't get caught.

Live Your Cover

Don't refer to the program or the unnatural in public or private. Always have another story, another mission, another identity in mind. Ideally, have the papers to back it up.

"We deal now, not with things of this world alone, but illimitable distances and as yet unfathomed mysteries of the universe. We are reaching out for a new and boundless frontier. We speak in strange terms of harnessing nuclear energy ... of ultimate conflict between a united human race and the sinister forces of some other galaxy."

– General Douglas MacArthur
at West Point, 12 May 1962

THE UNNATURAL

The unnatural incorporates, and transcends, the "supernatural" and the "paranormal." Both religion and science are crippled tools, incapable of perceiving the cosmic truths of real existence: comfortable superstitions about morality and human value have no meaning in or to the universe, and ancient demons can violate the so-called "laws of nature" for any reason or none at all. A monstrous calculus – or a non-Euclidean pantheon – directs and delimits everything from quantum effects to quasars to the questions you can ask about either.

Any attempt to systematize the unnatural fails at the first hurdle: the cosmos is not a system. Quantum theory comprehends only a tiny fragment of the irrationality, perversity, and inexpressibility of the physical universe – and there is far more to the universe than the mere physical. Full-fledged flight into medieval occultism is no better: Alhazred is just as human, and therefore just as blind, as Einstein.

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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.

Captain Curtis Criss, USAF, is the only DELTA GREEN asset known to have seen Dho-Nha without using the ritual. On 21 January 1968, he joins a B-52 airborne alert flight out of Thule Air Base in Greenland under cover as a substitute navigator. When his bomber crashes near the airbase six hours later, one man is dead, the cockpit burned out, and one nuclear weapon is missing. In his later debrief, Criss describes "a kind of angled chaos" with "pointed towers" and "things in the gardens." (See *Operation NORTHERN LIGHTHOUSE,* p. 184.)

Irem and the Nameless City

The legendary pre-Islamic Arabian city "Irem of the Pillars" appears in the Koran 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: Harry St.-John Philby mounted an expedition into the Rub al-Khali in 1932, and discovered a meteor crater at Wabar that he identified with the remains of Irem.

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.

Irem and the Nameless City may be the same place, or two different haunted Arabian ruins: the Rub al-Khali is the size of Texas and even the Bedouins avoid entering it. Alternately, they might be separate but overlapping dimensional extensions – the Nameless City could be Irem's extension into the Dreamlands, or vice versa.

- Δ Prisoner testimony from the 1907 St. Bernard Parish raid places Irem near or at the center of the global Cthulhu cult.
- Δ Nathaniel Wingate Peaslee may have entered Irem or the Nameless City in 1911, while under Yithian possession.
- Δ The writings of the 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 indwells there.
- Δ The 19th Baron Northam mounted an expedition to the Nameless City in 1921 and returned to London a shattered wreck, seemingly decades older.
- Δ 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.
- Δ Philby's son Kim may have compromised a PISCES mission (Operation CALDERA) to the Wabar/Irem site in 1948.



THE HANDLER'S HANDBOOK

DELTA GREEN Agents carry out lethally dangerous operations, suffering unimaginable stress as they confront unnatural terrors to protect the world around them. As a Handler running ***The Fall of DELTA GREEN***, your job might be even harder. You have to set up the operations, portray and provide the stress and terror, and remind the Agents of the world around them.

Being a Handler requires preparation, imagination, and an unwavering vision of the apocalypse in wait around the next angled corner. It also requires an indifference to the outcome. You might want to alter a die roll to save an Agent, or give them one last chance to avert catastrophe. Resist these urges. ***The Fall of DELTA GREEN*** is not about victory, or comfort, or narrative closure.

It is about the hard truth: mankind means nothing to the universe, and much worse things wait outside and in the future. The truth kills. It doesn't set anyone free, except the Great Old Ones. It certainly doesn't step aside for a handful of GS-10s with forged badges – unless they fight to the last drop of blood to make it step aside.



You had to get on the ground with your troops to see and hear what was happening. You have to soak up firsthand information for your instincts to operate accurately. Besides, it's too easy to be crisp, cool, and detached at 1,500 feet; too easy to demand the impossible of your troops; too easy to make mistakes that are fatal only to those souls far below in the mud, the blood, and the confusion."

– Lt. Gen. Harold G. Moore,
We Were Soldiers Once ... And Young

How Does It Feel?

Every Handler builds her own ***Fall of DELTA GREEN*** campaign from the materials provided by history and its horrors, by Lovecraft and his successors, and by this book and its kindred works. She picks details and themes based on her own interests and aptitudes, and ideally summons up personal nightmare scenes she can't get out of her head any other way.

But before we talk about making this game your own, let's look at the aspects of cosmic horror and of the Delta Green setting that should never change.

Although the title (and the history of well-meaning government action in the 1960s) should mitigate it, the temptation remains to make ***The Fall of DELTA GREEN*** games upbeat and winnable. This game, centered as it is in both Lovecraftian horror and the wider Delta Green mythos, is not about that.

Such a choice turns the game into alternate history, or a thriller, or a conventional military or spy-centric RPG. Those choices can make for great games, and indeed they do – in other games than this one. ***The Fall of DELTA GREEN*** without the hopelessness of Lovecraft echoed by the doom of Indochina misses the point – and loses the horror.

Horror: The High Notes

What makes ***The Fall of DELTA GREEN*** horrific? Three core tones: uncertainty, risk, and lack of control. Without these essential elements, any operation, no matter how terrible the creature involved, devolves into a bug hunt or a dungeon delve with crumbling tomes (or, at best, restored Sanity) standing in for treasure.

Uncertainty

"Deep Ones only have 9 Health and -1 Armor. Switching to full auto." Statements like this impose a death sentence on your horror game.

Lovecraft correctly called the "fear of the unknown" the strongest kind of fear. Agents must never feel certain of their situation, what they're facing, or why. They should never be able to figure the odds tactically or on the dice: threats should pose dire and obscure dangers, attack under cover of darkness and other favorable conditions, and never leave their real name (or ideally anything identifying) behind. Don't (necessarily) lie to the players, but remember their Agents' senses are only human, and are flawed and fallible. Never tell them anything they haven't earned with blood, and even then just tell them what the sticky traces look like.

Especially keep monsters mysterious and therefore frightening for as long as you can. Never give them a name; don't begin the combat with "five ghouls attack you." Instead provide the sign or the scat, the fetid smells and uncanny distorted effects of their presence. Look at the Sense Trouble entries in the creatures' Investigation headings and craft your own versions:

- "The trees hide most of the flickering shadow and strobing lights from you."
- "The smell of open grave earth overpowers you, like it's climbing into the back of your throat."
- "The sounds of the tide don't quite hide the hoarse susurrus of something breathing under the dock, something that has to work to breathe air."

Then, you can spring the attack. "Four or five shapes appear among you, you're not sure where exactly they came from or how many of them they are, they're striking so fast." Or if the Agents made their surprise test, you can give the actual number of foes as you milk the terror of their appearance: "Five of the violet glows stutter and blink into place around you, and you hear baritone clicking noises like something made by enormous, slow-motion cicadas."

During the encounter, provide brief, snapshot impressions: ice-crusted crablike claws, waving tendrils, unblinking yellow eyes, a fanged mouth blowing rotting flesh-smell. And of course: "Its talons rip through your side, you can see blood mixed with human fat pooling in your jacket." Agents might not even know what hit them: "It feels like a piledriver, your ears ring and breathing hurts, maybe a broken rib" or "Your whole lower torso goes numb and you topple toward the floor."

HANDLER INITIALS | EXTENSION | NO.

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The Fall of DELTA GREEN

AGENT RECORD SHEET

AGENT DETAILS	
Player Name:	**Service Record:**
Agent Name:	Military Service:
Age and D/O/B:	Special Skill Training:
Nationality:	Special Weapons Training:
Branch/Department:	**Hypergeometry:**
Profession/Rank:	Potential: Rating:
Education:	**Adapted to:**
Motivation:	Violence Helplessness

SERVICE RECORD/BIOGRAPHY

INCITING EVENT:

SANITY

10	9	8	7	6	5	4	3	2	1	0

STABILITY

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

HEALTH

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

GENERAL ABILITIES

Athletics*		
Bureaucracy*		
Conceal		
Demolitions		
Disguise		
Drive		
Filch		
Firearms		
First Aid		
Heavy Weapons		
Mechanics		
Melee Weapons		
Pilot		
Preparedness		
Psychotherapy		
Ride		
Sense Trouble		
Stealth		
Unarmed Combat		

*Default starting rating for Athletics, Bureaucracy, and Agency is 2.

INVESTIGATIVE ABILITIES

Academic Abilities			Interpersonal Abilities			Technical Abilities		
Accounting			Agency* ( )			Architecture		
Anthropology						Art		
Archaeology								
Astronomy			Cop Talk					
Biology			Flattery			Chemistry		
Criminology			HUMINT			Cryptography		
Foreign Language			Inspiration			Data Retrieval		
			Interrogation			Forensics		
			Intimidation			Fringe Science		
			Negotiation			Notice		
History			Reassurance			Pharmacy		
Law			Streetwise			Photography		
Medicine			Tradecraft			Physics		
Military Science						SIGINT		
Occult						Survival		
The Unnatural						Traffic Analysis		

The Fall of DELTA GREEN

AGENT RECORD SHEET

BONDS

Bonds		DELTA GREEN Bonds	

DISORDERS

	Diff +

NETWORK CONTACTS

Name	Notes
Unspent Network Pool	5

GEAR/WEAPONS

NOTES

Beliefs, hobbies, obsessions, tastes in music or sports loyalties. What does your Agent drink? What does she smoke?

Something you admire about your Agent.

Something you dislike about your Agent.

Why does DELTA GREEN trust your Agent to confront unnatural threats and keep them secret?

Why does your Agent agree that helping DELTA GREEN and keeping its secrets feeds her Motivation?

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Combat Options Summary

Autofire

Three-Round Burst: Spend at least 3 extra Firearms points, which add to your roll. For each 3 points of margin over target's Hit Threshold add one more damage roll.

Full Auto: Spend at least 5 extra Firearms points, which add to your roll. You may spend Athletics and Stability to get to 5, but they do not add. Damage becomes L1 to all targets in your firing radius (2 yd. from aim point).

Walking Fire: Spend 2 Firearms (or 1 Firearms and 2 Athletics) to hit another target up to 3 yd. from your previous target. Your first result must hit all walking fire targets.

Shot Dry: On an unmodified roll of 6 you shoot the weapon dry and must reload. You can roll two instances of damage for two targets or three instances of damage for one target.

Jam: Two unmodified Firearms rolls of 1 jams a full-auto weapon. Firearms or Mechanics test (Difficulty 4) to fix in one round; Diff 3 in two rounds; Diff 2 in three rounds.

Heavy Weapons: Use Heavy Weapons instead of Firearms for machine guns. Machine guns fire on Full Auto without spending 5 extra points.

Critical Hit

Roll a successful 6, exceed Hit Threshold by 5+, do two instances of damage.

Disarm

Called shot to a weapon (+3 to Difficulty). Effect depends on ability used:

- Δ Firearms: Target disarmed.
- Δ Melee Weapons: Target disarmed if his weapon was lighter; on a successful 6, target disarmed even if his weapon was heavier.
- Δ Unarmed Combat against carried weapon: One-round Unarmed Combat contest, winner gets the weapon.
- Δ Unarmed Combat against holstered weapon: Spend 3 Filch or Melee Weapons to take weapon for yourself.

Evasion

Declare evasion, spend 2 Athletics to increase your Hit Threshold by +1, maximum +3. Your foes' Hit Threshold against you increases by +2 per spend, maximum +6.

Sniping

Prereq: Firearms 8+; using a rifle.
Take at least one round to aim, decrease foe's Hit Threshold.

- Δ Aware foe: Hit Threshold -1.
- Δ Unaware foe: Hit Threshold -2.

Extended Range: spend 2 Firearms; free if your rifle has a scope.

Suppressive Fire

Make Firearms test at Difficulty depending on width of area suppressed (Diff 3 [doorway] to 6 [three lane road]).
Maintain fire for up to 2 rounds (semi-auto) or 5 rounds (full auto).
Cross suppressed area with Athletics test at Difficulty equal to result of suppressive fire Firearms test.

Called Shot Table

Desired Location	Modifier to Hit Threshold	Additional Damage
Large carried object (rocket launcher, suitcase, backpack)	+1	
Torso, *windshield*	+1	
Target in a crowd: at Near range, or in a small, dense group (3-6)	+1	
Chest (if attacker is facing target)	+2	+2 (weapon)
Gut, *specific window, tail rotor*	+2	
Head or limb	+2	+2 (weapon; head only)
Target in a crowd: at Long range, or in a large, dense group (7+)	+2	
Hand or foot, joint, groin, *tire*	+3	+2 (unarmed; joint or groin only)
Throat, mouth, or face	+3	+3 (weapon; throat only) +2 (unarmed)
Heart	+3	+3 (weapon)
Weapon or other hand-held object	+3	See Disarm, p. 104
Eye, *headlight*	+4	+2 (weapon, blind for 2 rounds) +3 (unarmed)

Always Lie, Except To Us

Make sure your lies are consistent. Never lie to your partners or your case officer, and never ever lie to the program. We will find out and then nobody will ever find out what happened to you. Because we will lie to them.

Friendlies can know the truth about an operation. They can never know the truth about the program.

Intelligence is Your Weapon

Scout the manifestation, research it, watch it. Then go out and talk to the locals, to witnesses, to bums and inbreds and hop-heads and anybody human. You *really* can't learn about your enemy from books alone, so don't try.

The Minimum Size of a Team is Two

Do nothing alone. Our enemy can replace you, take over your mind, or simply remove you from existence and memory. Don't give them the opportunity. If you need to approach a contact solo, bring a partner for backup and overwatch.

Don't Kick In the Door

Not the front door, anyway. Make your own entry point. This rule applies to much more than entering buildings.

In the worst case, burn down the building and ambush them when they flee.

Don't Wait For the Whites of Their Eyes

Too many of your enemies don't die when you shoot them. Don't wait until close combat to find that out. (Absolutely do wait until you have confirmed that they are targets, not bystanders.) Similarly, give no warning shots, or warnings of any kind. Surprise is your only advantage.

A Successful Retreat is a Victory

When the opposition attacks you, you are part of their plan and they have the initiative. Don't be part of their plan: break contact and retreat to the rally point. (You *did* select a predetermined rally point, right?) Then analyze their attack and plan your counterstrike at their weak point, for a time and place where you have the initiative.

Never go in without a line of retreat. Always know where the exit is.

Trust Your Gut

If it feels wrong, it is wrong. Back off and get more information. If it feels really, really wrong, back way off and call for reinforcements. They might even come!





